

Daughters and Sons of Cain

an OWbN Guide to Sabbat Factions

QUOTES

Special thanks to all of Team Sabbat, the Sabbat games, STs, and players of OWbN for helping to compile this packet. While it may seem that this packet is extremely large, understand that this one packet is (in actuality) 13 packets. Over 6 months worth of work and collaboration went into making this packet happen. I would like to personally thank each and every person that helped in this process. I would list all of you, but that list would take up another 80 pages. Know you have my deepest thanks for all the hard work and effort you put into this project. Everyone else who had a hand in this packet, thank you so much.

~Adam

OWbN Sabbat Coordinator 2010-2016



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Daughters and Sons of Caine

Table of Contents

[Chapter One: Introduction](#)

[How This Packet Works](#)

[Notes and Rules on Factions](#)

[Binding Rules](#)

[In Too Deep](#)

[New Background: Faction Membership](#)

[Faction Ritae](#)

[Chapter Two: Denominations](#)

[Moderates](#)

[Loyalists](#)

[Status Quo](#)

[Ultra-Conservatives](#)

[Pander Movement](#)

[Occult Underground](#)

[Order of St. Blaise](#)

[Children of the Dracon](#)

[Ecclesiastical](#)

[The Crimson Tide](#)

[Chapter Three: Zealots](#)

[Inquisition](#)

[Black Hand](#)

[Chapter Four: Heretics](#)

[Infernalists](#)



INTRODUCTION

The Sabbat. The sect is nothing like its defined and ordered sister-sect, the Camarilla. No, the Sword of Caine is best described as a loose confederation of factions that rarely ever agree (though when they do, the earth trembles). Every single member of the Sabbat all believe in what they personally view the sect should be and which direction it should go, from hardcore militants that view the Sabbat as a military force to those Cainites that view the Sabbat as the sole vehicle to grant them the true freedom that they (as undead masters of the night) were gifted with upon embrace. Some fight for a holy war based on ancient prophecy; others fight to free all children of Caine from their elders. In the Sabbat, there are as many different views of what the sect is as there are members. All are, however, unified by one thing: blood.

The factions of the Sabbat are what make up the entire sect. Three civil wars have been fought by the Sect because of this. Every single member of the Sword of Caine believes in their own view of what the Sabbat is. These beliefs have formed what tonight is known as the Factions of the Sabbat. Indeed, the core of Sabbat politics revolves around these factions. While in the Camarilla, the core of politics revolves around the clans, Sabbat genre does not focus on that aspect. This dynamic of politics is instead replaced with the importance of the factions within the Sabbat. While all members of the Sabbat are Brothers and Sisters in the Sword of Caine, this does not mean they agree all the time. In fact, most of the time, they really don't agree at all. Indeed, the Sabbat wars amongst itself constantly as they fight for what they believe is right.

The Tabletop *"Guide to the Sabbat"* provides a very small list of Sabbat factions. This list of factions is not very detailed or expanded upon. *"Mexico City by Night,"* however, helps flesh out some of these factions and drives home their importance. The politics of the Sabbat, thus, is primarily structured on these factions. Every single Sabbat PC in OWbN should have a belief in what they think is right for the sect. As such, this packet is designed to help give Storytellers the tools they need to fully expand upon the politics of the Sabbat.

As some may notice, this packet is structured similarly to the OWbN Tremere House packet. This was done intentionally, as the Tremere House packet helped push Tremere genre in a specific direction. It is the belief of the Sabbat Team that this method will also help to push the Sabbat genre and open up the opportunities for Sabbat politics. All too often, the

martial aspects of the Sabbat overshadow the politics. The truth is, the Sabbat can be just as much (if not more) politically intriguing than the Camarilla. The Sabbat is a sect based on those of merit and action, rather than age and generation. While all the factions below are taken from White Wolf, many have been expanded upon greatly compared to what little was written for them. While they may have been expanded upon, we have also strived to keep to the core of what is written about these factions by White Wolf.

In this packet, you will find nine (9) major factions of the Sabbat, two (2) sub-sect factions, and two (2) heretical factions. The nine major factions are the common factions in the Sabbat that the majority of the sect falls into. The two Sub-Sect Factions are somewhat more elite and defined already in White Wolf's books. These sub-sect factions serve more as a sect within a sect, rather than political groups. This is not to say that they are not involved in Sabbat politics; rather, the majority of the vampires in the Sabbat do not belong to them. The kinds of Cainites who join these Sub-Sect Factions are fanatical vampires who truly and utterly believe in what they are doing. The final two factions are the heretical factions. These two are hidden within the Sabbat. Though they preach and practice what they truly believe is right, the sect as whole exterminates them wherever they may find them. Despite the sect's best efforts, however, the Sabbat can never fully rid itself of them. It should be made very clear: belonging to a heretical faction will very likely result in a PC's death (should they be found out). However, many players will find such story opportunities thrilling and exciting to play. We encourage these players to pursue these stories; just be aware of what you are playing.

Additionally, the factions listed are the printed canon factions. These were chosen so that we could fully flesh them out and support them. However, players should feel free to create their own minor factions based upon what they believe the Sabbat should be, as well as recruit PCs to them. So, while these are the only factions listed, they are not the only available factions a PC may join. We encourage players to be creative, role play, and affect the world they play in. Again, these are simply the major common factions of the Sabbat. Indeed, we provide a couple of player-made factions that already exist in OWbN (see the section "Player-Made Factions").

It is the hope of Team Sabbat that this packet will help STs expand upon the all-too-often used Sabbat genre stereotype of "monster-slaying bad guys." This packet, at its core, is designed to push the political

nature of the sect, not just the martial one. A ST should always keep this in mind. While the factions have many benefits and drawbacks, this was done with all the intentions of encouraging the STs to use them and push the deeper, often neglected, aspects of the sect. The World of Darkness is not one of "black and white"; but rather, shades of grey. The Sabbat is no more "evil" than the Camarilla, nor is it any better. It is simply different. This packet is intended to show the true depth of the Sword of Caine.

HOW THIS PACKET WORKS

Name of Faction

Faction-related quote goes here

General Description: A generalized section giving information on the faction's history and current status within the Sabbat

Nickname: Alternate form of address for a member of the faction

Symbols and Iconography: Common ways members of the faction identify themselves to others

Role Within the Sabbat: Where the faction politically falls within the Sabbat and what other factions ally with and who oppose them.

Prerequisites to Join: Both the mechanical and role-playing rules to joining the faction

Prerequisites to Advance: How a member advances through the various levels of a faction. Each faction has three separate levels. The major factions all have the levels of *Locally Important*, *Regionally Important*, and *Nationally Important*. The sub-sect factions and the heretical factions have their own individual methods for ranks and advancement within their faction. These levels represent how involved you are and where you fall in the hierarchy of your particular faction.

Faction Advantages: The mechanical benefits for joining a faction. This changes from level to level. As you progress in your faction, you always

retain the previous benefits of the former levels (unless noted otherwise). This section may include slight advantages that reflect the theme and mood of the particular genre of the faction.

Faction Disadvantages: The mechanical disadvantages for being in your faction. This too will also change from level to level. As you progress within your faction, you do not retain the previous detriments of former levels (unless stated otherwise). This section may include certain Flaws, Negative Status, and/or other unique systems fitting for the genre of each faction.

Suggested Paths of Enlightenment:

Stereotypes

You will find that each Faction has one these boxes. Like the Table-Top books, with the clans and bloodlines in them, these boxes give you an outside view in to what various Sabbat members of other Factions think about said Faction. The quotes are in-character quotes taken from random members of the Sabbat. They are to help give a better view of the Faction.

This is a guideline of the common paths found in the faction, though they are not the only ones, nor the only ones allowed. It is simply an advisory section for paths fitting of the genre of a faction.

Suggested Abilities: A collection of abilities many members share, reflecting the theme and mood of the particular faction. As always, whether these abilities are available in your game, or how they are learned, is at the sole discretion of the storyteller.

Suggested Backgrounds: Backgrounds that help reflect the theme and mood of the particular faction. As always, whether these abilities are available in your game, or how they are learned, is at the sole discretion of the storyteller.

Suggested Merits and Flaws: Like in the "Suggested Paths of Enlightenment" section, this contains Merits and Flaws that apply to the genre of the chosen faction. While the Merits and Flaws may fit the genre of the faction, they are not an entitlement

to them. It still falls to a Storyteller to approve these Merits and Flaws for PCs; being part of the faction does not automatically grant a character access to them.

Combination Disciplines: The list of Combination Disciplines each Faction has access to as part of the nature of being a member of said Faction. Each Combination Discipline has a corresponding rarity in relation to your level within the Faction. *These Combination Disciplines are not exclusive to these factions in OWbN; rather, they allow for the purchase of the Combination Disciplines by PCs of the faction.* Any PC may purchase any combination discipline so long as the OWbN bylaws and R&U for said Combination Disciplines are followed. In addition to the rarity level requirement of the Combination Discipline (i.e., being of the appropriate level in whatever faction to learn it), learning these combination disciplines require you to be of the appropriate corresponding faction level listed with the Combination Discipline's description.

Ritae: This section includes any of the new printed ritae for the Factions.

Known Members: A list of canon White Wolf NPCs who are known to be part of the faction

Media: Inspiring sources of movies, televisions shows, and/or books to help express the feeling of a particular faction's genre

Sources: The published White Wolf sources used to help develop the faction's write-up.

Notes and Rules on Factions

A Sabbat Cainite may only be a member of one Sabbat political faction at a time. This is done for several reasons. One is pure mechanical; the ability to gain the benefits of multiple factions would be overpowering and not fair to game balance. Additionally, while it is understood that not all of these factions are purely political, they all do have some involvement in the politics of the Sabbat (some perhaps just less than others). To learn the secrets and support of any group of people, one has to be a full member; they can't be half members while belonging to another. An exception to this rule is for those

infiltrating another faction. All infiltration into a Sabbat faction requires *Sabbat Coordinator approval*.

While the rule is universal that a Sabbat vampire may only belong to one faction at a time, this does not mean he cannot support, work with, or ally with any other. Indeed, Factions often do ally and work together. In fact, most packs have vampires who follow wildly different Factions. Some packs can have a Black Hand agent and a member of the Inquisition within the same pack. This packet does not disallow that. PCs are encouraged to forge alliances and work with Factions outside of the one they belong to. They simply can never fully join them without turning their backs on their current Faction. Most of the Factions, with a few exceptions, allow a vampire to leave and join another (though some with consequences). Members of the Sabbat may have a change in outlook on the sect and, from time to time, may change Factions. While welcomed into their new Faction, they are often shunned or even gain the enmity of their former Faction (this is detailed in each Faction where that would be the case).

It should be noted, the benefits and drawbacks presented in this packet are, at many times, things a game or Storyteller has the power to do. We have simply made them more available and presented them in a more appropriate fashion. Should a player or ST have any question or concern with a particular Faction, they should feel free to contact the appropriate sub-coordinator for said Faction. There is indeed one Sub-coord for every one of these Factions.

Advancement in a faction is completely handled through role-playing. The biggest opportunity for advancement falls solely to interaction, story, and role-play. As the "ranks" within the faction are regulated to what level you are known within your Faction, this again is largely handled through role-playing. Beyond the local level of importance, whether a PC is considered Regional or Nationally important is decided upon by the Sub-Coordinator in charge of the faction and/or the Sabbat Coordinator. Either way, the individuals in charge of deciding if a PC progresses to the next "level" within their faction will be decided upon based on the actions the PC in question has already taken in the faction's interest. In addition, as we base advancement upon role-play, we also want to support the Sabbat status system, which also reflects a character's reputation. As such, the only other requirement you will find is a "Status Requirements" that is needed to advance within one's faction. For more information on *Sabbat status* please see *Danse Macabre: An OWbN Guide to Sabbat Status*.

While we encourage the STs of OWbN to use this packet and the factions to expand their Sabbat genre (to make it more intriguing and deep), it should be understood that a game is not required to use them. Some games enjoy a more basic version of Sabbat genre and have fun with that. *This Packet is not an attempt to require all games to change to this higher standard.* While encouraged, it is our understanding that you, the ST, know what is best for your game. Needless to say, if there are things here in this packet you do not like, you are free to not use them. This packet is simply a tool for those games, players, and STs that wish to use it.

The Binding Rules of this Packet

A Member of the Sabbat may only be a member of ONE Sabbat Faction at a time. They cannot join another until they have left their current faction. The exception being those who infiltrate another faction; which requires *Sabbat Coordinator approval*

Leaving any Sabbat Faction for another requires the Notification of the appropriate Sabbat Sub-coordinator (unless otherwise noted by that Faction in this packet).

Heretical Factions are the only Factions allowed to “join” another Faction. As they are outright hunted within the Sabbat, they are expected to hide amongst the rank and file of the Sword of Caine. However, approval must be gained by the appropriate Sabbat Sub-coordinator to join that faction..

Note the various levels of rarity and approval listed throughout this packet for effective “Ranks” in the Factions, as well as benefits and drawbacks. There are three levels to most factions (again noted in the Factions themselves if this is different). There is also a final level which is reserved for NPCs only.

Locally Important: You are known amongst your Faction within your city.

Regionally Important: You are well-known amongst your Faction for your region (example: Northeast, Midwest, West Coast, etc.).

Nationally Important: You are well-known in your Faction, in the country you reside in.

Faction Leader: The more or less recognized “Leader” of your Sabbat Faction (some Factions don’t have designated leaders per se, but those that do not have individuals that are so well-known and so influential within their respective Faction that they might as well be). This position is Sabbat Coordinator Approval. Leaders of Player-Made Factions do not count for this rule. Additionally, Faction Leaders of Player-Made Factions may only gain the Status of being a Faction Leader with Sabbat Coordinator Approval.

In Too Deep

Once a Character becomes Nationally Important (or Faction Leader), they may not leave their faction without any repercussions. Should they do so, the Sabbat Coordinator is free to enact any and all repercussions for leaving the faction they feel fit, up to and including Final Death. Nationally Important characters do not leave their factions and know far too many secrets to be allowed to live if they do so.

New Background: Faction Membership

All Sabbat members who chose to be part of Faction in the sect may purchase this new background. This background represents your ties to your faction and how well known/liked you are among them. Similar to status; but also represents how far out of their way your faction is willing to go for you.

The more levels of this background you possess the more your faction is willing to do for you. Status loans, allies, resources, equipment, people to back you up are all represented by this background. The exact nature of the specific aid that comes from this background falls directly to the storyteller. However, it should be useful in regards to Sabbat matters and in relation to your Faction. This background is not required to be purchased to reflect one’s involvement with a faction. It is simply an option as one rises in the ranks if they so wish too. Below you will find examples of what “Rank” should be to possess a particular level of this background. It also represents minimum Faction “Rank” needed to have in order to be allowed to purchase it.

- You have declared allegiance to a Sabbat Faction
- You are Locally Important in your Faction
- You are Regionally important in your Faction

••••You are Nationally Important in your Faction

•••••You are the Faction Leader

Faction Ritae

The various Sabbat Ritae presented for each faction all follow several rules. Firstly these are all Ignoblis Ritae and take up a slot for such on a character. Secondly, only members of the corresponding Faction in which the ritae appear may ever possess them. They are a faction secret and empowered by the will of the entire faction. Lastly only members of the corresponding Faction for the Ritae may ever benefit from them unless stated otherwise within the Ritae themselves.



MODERATES

“Yes I get it, you’re a Monster and free. How about instead we do something actually productive?”



The Moderates represent the vast middle ground of the Sabbat and arguably number the greatest of the Factions within the sect, hosting a large majority of the Antitribu clans. At first glance, there seems to be little political organization to the great number of Sabbat within the Moderates and most believe the Faction to be comprised of naïve, fence-sitting licks without the drive to express their conviction. The Faction, however, does little to debunk this assertion...but only a foolish Cainite would mistake their silence for inaction. Behind the façade of the large numbers of indecisive Sabbat that make up their face, the Moderates play all sides of the Sabbat to their benefit, enjoying the ability to support any other



Faction without making serious enemies in the others. In truth, this is the strength of the Moderate faction.

Internally, the Faction consists of diverse Cainites with similarly diverse ideals and agendas. While many members may agree or disagree with a few of the tenants of the other Factions, all members of the Moderates do have one belief in common amongst them: no single Faction has all of the answers for the challenges the Sect faces.

Others also see the profit in playing both sides against each other. Some believe that moderation between the Factions is the only way the Sect can exist sustainably, and do so with such fervor as to earn a paradoxical nickname: the “Fanatical Moderates”. Contrary to the belief of the outsiders, members find that the Faction does not accept those who are dispassionate about the Sect.

The freedom offered by the Sabbat often inspires unrestrained monstrous revelry, as vampires freed from the oppressive yolks of the Camarilla embrace the Beast within them. A world populated by such wanton disregard for mortals is not sustainable. Even though the Camarilla’s concept of the Masquerade betrays that group’s cowardice, the Moderates believe that mortals must be respected, if only for their value as food (if not also for their capability). This idea was recognized and spread during the early Anarch Revolt by a Ventruë (soon to be Antitribu) by the name of Dominique Touraine, whose humane tendencies earned her many vicious enemies on both ends of the political spectrum.

The Loyalists saw Dominique’s ideals as a challenge to their freedom, while the Ultra-Conservatives believed her to be spouting humane Camarilla propaganda. Still, the reason in her words and her conviction to the idea that the Sabbat can live above the kine (and yet respect them) earned her the support of the Clergy and laymen alike. In a way, she shaped

the Moderates into a Faction and is the reason they have a name. Her guidance, too, is the reason that there is one unifying principle (if any) among the Moderates: personal responsibility.

Nickname

Bolshevik

Symbols/Iconography

With respect to symbols, the Moderate Faction doesn't tend toward any uniform. However, members will proudly display symbols of the Sect, pack, clan, city or any bit of customary regalia that situations demand. Some of the more fanatical Moderates will carry or wear banners outfitted with the Swiss Cross, as demonstrations of satire.

Role Within the Sabbat

The Moderates sit between the Loyalists on the left and the Status Quo and Ultra-Conservatives on the right of the political spectrum of the Sabbat. They support the Code of Milan, but do not universally accept the addendum. In other words, they support the Black Hand mainly out of a healthy fear and respect, but are opposed to the expanded influence of the Inquisition. Moderates will generally only pay vocal and physical support to the Inquisition if they are present and only to avoid harassment and persecution from said organization.

Most Moderates are very pack-centric and, as such, support the strengthening of the pack concept over that of the Clergy and the hierarchy. They observe the Auctoritas Ritae in their current form and remain flexible and willing enough to modernize Ritae when necessary. With this same flexibility, Moderates are also willing to observe and carry out the will of the Sabbat's hierarchy and work within the power structure to attain their goals. The Moderates will generally show Archbishops, Cardinals, and Prisci true loyalty and support; but will only pay lip service to Bishops, Templars, and officers of other packs.

Prerequisites to Join

While Moderates (like many of the other political Factions) do not require any test to join their ranks, there are expectations of those who wish to be

considered more important to the Faction than others. As such, the requirements for PC's to join the Moderates as Comrades aka "locally important" are as follows:

- Storyteller Approval and Moderates Sub-coordinator Notification
- The Positional Status Trait of Initiated

A Moderate at this level, after meeting these prerequisites, shall be considered a Locally Important member.

Comrade Advantages

Moderates tend to round out the skills that are core to both the survival of packs and the knowledge of Sect activities. As such, they have easier access to teachers for related abilities. It is also easy for a Moderate to gain allies within the Sabbat. Once per game session a Moderate may call upon a Sabbat ally for aid. This ally can be used for an expertise in an ability you do not perhaps possess. Your ally is considered to have level 2 in the ability you may need. This allows them to help with research, hack a computer, or various other abilities that you may not be able to do. This is not to be used to have access to every lore at 2. Rather it is designed to call upon a friend in the Moderates, who has some sort of expertise you do not and can aid in a situation. What this ally can do for you is always up to the storyteller to decide.

Additionally, Moderates are expected to keep their cool at all times, and level heads prevail. As such, Comrades enjoy a +1 Bonus Trait on all Self-Control/Instinct Challenges.

Comrade Disadvantages

Moderates are often perceived as fence sitters, and are therefore often dismissed by the other Factions. A character joining the Moderates gains the negative Status of "Fence-Sitter" which cannot be removed until that Cainite advances to Regional Importance within the Moderates.

Prerequisites for Advancement to Marshal

A Moderate can advance to Marshal aka “Regionally Important” by actively role playing within the faction for a time, and thus representing they are at least well known among their regional faction members. Regionally Important also require the following to advance:

- Storyteller Approval and Moderates Sub-coordinator Approval
- The Reputational Status Trait of Dedicated

Marshal Advantages

“Regionally Important” Moderates can expect their peers to expand their knowledge. This results in a Moderate of this level gaining access to a wealth of knowledge on short notice. As such, once per game session a Moderate may call upon his contacts within the Moderates to gain helpful information. The Moderate will gain useful bits of information and rumors as decided upon by the storyteller in regards to what the Moderate is looking for.

Additionally a Marshal has mastered the ability to keep calm in the most dire of situations. The result of which allows the Marshal moderates to enjoy a free retest on all Self-Control/Instinct Challenges. These retests may only be used in mundane frenzy challenges; not anything caused by a supernatural power. Additionally, the Marshal has a number of these retests per night equal to their Faction Membership background level.

Marshal Disadvantages

Those considered to be “Regionally Important” Moderates must play the political game. They’re initial negative perception (i.e., his/her Negative Status trait “Fence-Sitter”) is removed. However, they may not ever earn more than two (2) Negative Status traits or their fellow Moderates will expel them from the faction. This replaces the previous detriment from the Local Importance level.

Prerequisites for Advancement to Commissar

A Moderate can advance to Commissar aka “Nationally Important” by actively role-playing within the faction for a time, and thus representing they are well known among the entire faction. Nationally Important also require the following to advance:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status of Loyal

Commissar Advantages

Nationally Important Moderates have access to the vast resources of their peers and superiors. As such, the Moderate gains the Positional Status Trait of Dedicated which may not be removed by any one less than the faction leader; who then may only do so by removing you from the faction entirely.

Commissar’s are also masters of their self and nothing can break their rocky demeanor. Such training and focus can take some time to master. However, a Commissar may spend 1 Willpower to Win on Ties for one challenge related to manipulating their beast. The ability to Win on Ties is ONLY for defensive challenges.

Lastly a Commissar may purchase one, and only one of the “Focus” Ignoblis Ritae below. These specialized Ritae take an Ignoblis Ritae slot and cost 3xp.

STRENGTH OF PURPOSE (FOCUS RITAE)

By spending an evening in quiet meditation and centering, the Commissar reassures themselves in their dedication to the cause of moderation and focus. What form this meditation and discipline takes is very individualized to the particular moderate. Some find focus in sword practice, others in study. Regardless of the method; after the Commissar does this they enjoy +1 Willpower that may go over their generational maximum for one month.

FOR THE MOTHERLAND (FOCUS RITAE)

During the second world war many of the Communists gave cries for the Motherland which they believe gave them great strength and reminded them of their purpose. The Moderates adopted this belief and developed this Focus Ritae as a result. To them the Sabbat is the Motherland and to a Commissar there is no greater purpose than their faction's belief in helping their Motherland. This reminder of purpose often comes in the form of some rallying speech or battle cry. After which the Commissar Wins All Ties on any Courage challenge for the rest of the scene or an hour.

BRINGING DOWN THE HAMMER (FOCUS RITAE)

Though the Moderates seek a peaceful means to restore balance to the Sabbat itself, to moderate the extremes of the sect, they are often called to fight and stand up for these beliefs. The Sabbat is a violent sect, and even the Moderates must be capable at defending their beliefs and striking down their enemies. By covering themselves in some form of war paint and proudly displaying the markings of the Moderate Faction, a Commissar gains some combat benefits. All unarmed or armed strikes inflict one additional level of damage in combat. This bonus lasts a scene or an hour, and costs 1 willpower to activate.

Commissar Disadvantages

The stigmas of old are gone for a member of the Moderate faction who has obtained this level of fame within the faction. They no longer suffer any drawbacks to being a member of the Moderates faction.

The Premier

The Faction Leader of the Moderates holds this title. There is only ever one Premier at a time. In theory the Premier holds the most sway and power over the entire faction. They are its leader. In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Premier has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Premier of the Moderates, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as its based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Honorable Accord, Humanity, Redemption, Self-Focus

Suggested Abilities

Fire Dancing, Lore: Sabbat, Politics, Subterfuge, Tactics, Area Knowledge, City Secrets,

Suggested Backgrounds

Allies, Contacts

Suggested Merits and Flaws

Merits: Sanctity, Light Sleeper, Natural Leader, Enchanting Voice, Code of Honor, Higher Purpose

Flaws: Special Responsibility, Prey Exclusion, Flashbacks, Driving Goal, Vengeance

Combination Disciplines

DISREGARD

(DOMINATE 2, FORTITUDE 2)

Comrade Level Rarity

The first thing a Moderate learns is to steel their mind against the blood's power to command. It is important to keep your wits about you in order to never be forced into an extreme situation. The Moderates developed this discipline technique to focus their very will to resist the commands of the mind they may experience in their attempts to push the faction's agenda.

System: A vampire subject to a use of a Dominate power may immediately spend one Willpower to ignore the command or effect. This is on a one for one use, and may not be as effective on the powers of the elders. On Dominate discipline levels higher then

advanced, the character instead gains a number of bonus traits in the challenge to resist the Dominate effect equal to their levels of Fortitude.

XP Cost: 5

RESOLVE TO SUSTAIN (FORTITUDE 3, POTENCE 3)

Marshal Level Rarity

Having the resolve to continue on despite overwhelming odds is extremely important to those of the Moderates faction. The pain of battle often causes those of weak will to collapse and give up. For a moderate who has mastered this technique, they instead fuel that pain and rage into only reinvigorating their very will to carry on despite the wounds they may suffer.

System: Any time the character suffers an aggravated wound they may throw a simple test. On an outright win they character regains a point of temporary Willpower. This power is always considered active once learned. A character may only regain three temporary willpower in this manner per scene.

XP Cost: 8

STRATEGIC RESPONSE (CELERITY 5, AUSPEX 1)

Commissar Level Rarity

A moderate must always be ready to have their views and ideals challenged. This discipline technique was first created in the fires of the Civil Wars. In order to avoid assassinations and direct conflict, the Moderates created this ability to help them avoid attacks they may suffer at the hands of their actions and words.

System: To use this combination discipline the character must first be aware of the attack. If the character is aware of the incoming attack they may spend 1 blood and gain a free single *Strategic Response* retest on challenges to avoid the attack only. Each use of this combination discipline requires one Willpower trait per use. This retest counts as a Discipline retest and once used is lost until another activation of this combination discipline is used.

XP Cost: 10

Ritae

EMBRACE THE CONCRETE JUNGLE

In the modern nights, it is imperative that the Sabbat keep with the times. This ritual was developed to allow a better transition for Elders to awaken in unfamiliar urban territories; however the usefulness of this ability even for the youngest Cainite cannot be denied as it proves even the greenest of vampires knows how to utilize the streets to their advantage.

"Our home is concrete and stone. The jungle is made of buildings and lights. The unfamiliar land becomes our ally. With it the host remains true."

Effect: Grants 2 bonus traits on all Streetwise Ability tests. During the ritual all the participants must deal 1 Lethal to their right hand. If the priest heals their wound the Ritual effect is disrupted for everyone.

THE FEAST OF REBECCA

The story of Rebecca is one of courage and resource. To sup from her blood makes the Cainite calmer in all situations, though to prove yourself worthy you must first overcome the Beast within. Such Rituals are often conducted before meeting a Cardinal, for to lose one's temper there is to invite death itself.

"May the resolve of Rebecca bless us this day. Let her courage and serenity wash our demons. Let the beast be soothed in this time."

Effect: This Ritual grants a single Bonus Trait on Self Control/Instinct challenges. All those involved in the Ritual put all their blood into a vessel in which the priest is standing. All participants must resist falling into a Feeding Frenzy, difficulty 7 minus the Priest's Ritae Ability level. This bonus lasts for the next scene or an hour.

Known Members

KYLE STRATHCONA

A Former Camarillan Prince of Canada, Kyle quickly joined the Sword of Caine as the sect rose to prominence in the area. Since that time, and his appointment as Cardinal, Kyle has been a strong supporter and member of the Moderates. The ideals

of the Faction appealed to the Cardinal as the monstrous nature of the Sabbat disgusted him. It is even rumored that the Cardinal is very close with both Dominique and Carolina Valez.

ANGELICA, THE CANONICUS

Angelica rose to the position of Cardinal fairly recently. Replacing the Ultra-Conservative former Cardinal, Juan Rodriguez Y Cortez de la Baja. Angelica came to power during a troubling time for both the world and the west coast. Angelica views the former Cardinal's position as too harsh, and believes he is why much of San Diego was lost to Infernal forces. He was too busy fighting the Camarilla to see the much more dangerous threat sneaking in. It is Angelica's belief that through appealing to all sides of the Sabbat they can hope to reclaim much of what has been lost. Either way, the newly appointed Cardinal has much work ahead of her. During the Fourth Sabbat Civil War, Angelica was slain in the conflict.

LES HERMANITES DE ZILA

This exclusively female pack claims to be Noddist. They consider themselves to be the brides of Caine. They avoid the normal militaristic aims of the Sabbat and instead preach about the prophesized nights when Caine will judge his descendants.

EL CALPULLI ROJO

This pack of Moderates operates a safe haven, taking in the members of packs who have been decimated in the Jyhad. Ductus Joseph O'Grady is looked upon as soft hearted for his tending to those Sabbat who have been beset by calamity, but the sect recognizes the importance of his work, as he relocates abandoned and orphaned Sabbat to new packs.

BISHOP "GENERAL" PERFIDIO DIOS, THE MOCKER

An important Moderate within Mexico City. Armed with wit and political satire, The Mocker has the reputation of being one of the Sabbat's youngest masters of political subversion.

CAROLINA VALEZ

The now-former Archbishop of both Boston and Montreal, Carolina was assigned to Montreal from

Los Angeles after the previous Archbishop, Sangris, was ousted as an infernalist. Valez is considered an efficient leader by some and is a woman who manipulates all sides of the political spectrum to retain whatever she wishes to control.

DOMINIQUE TOURAINE

The Leader of the Moderates, Dominique Touraine was a willful woman of intellect and principle, doomed to the fires of the mortal Inquisition. However, fate would have it otherwise. She was taken from the Inquisition (and embraced) by the Ventrue Titus, who enslaved her with the power of the Blood Bond. This, Dominique considered worse than the fire. Freedom found her, nevertheless, when the mortal Inquisition (ironically) burned Titus to ash.

Unable to forgive what had happened to her, Dominique turned to the Anarch Revolt, which would later form the Sabbat. There, she found purpose and brought responsibility and temperance to a young Sect that would destroy itself with its own Beast. By and large, she is considered the "conscience" of the Sabbat.

NOTE: With Sabbat Coordinator Approval, Dominique is available as a Mentor for those who become "Nationally Important" within the Moderates.

JOLAN SZECHENYI, THE MOTHER OF HORRORS

Nicknamed as the Mother of Horrors because she helped develop a purely discipline-based method of generating the terrible Vozhd war ghouls, Jolán is one of the most loyal defenders of the Tzimisce clan. She originally was born in the service of clan Tzimisce through the Vlaszy family.

In Mexico City she supervises the breeding of revenants. Currently, the Tzimisce is collecting children born with major birth defects. She corrects the deformities of some of the adoptees so they can farm and support the others. Jolan is the moderates leader in Mexico City and one of the factions strongest supporters. As she sits on the Consistory her word carries a lot of weight in the faction and the Sabbat as a whole. Many of the sect find it to be a great honor to have an audience with the Mother of Horrors.

Media

Homeland and Exile (book by R.A. Salvatore)

Mr. Smith goes to Washington

Sources

Mind's Eye Theatre: Sabbat Guide (Revised)

Storyteller's Handbook to the Sabbat

Who's Who Among Vampires: Children of the Inquisition

Mexico City by Night

Montreal by Night

Stereotypes

Loyalists: "Fucking fence-sitters. At least sometimes they agree with us."

Status Quo: "They have a nice dream. Too bad it will never happen."

Ultra-Conservatives: "Didn't anyone tell you? Communism doesn't work."

Pander Movement: "They have a good idea, too bad they forget about that whole 'equal rights' thing."

Order of St. Blaise: "They are more humane than most members of the Sabbat. We often find them allies against the monstrosity."

Children of the Dracon: "They, unlike most, are willing to see both sides of the coin and listen. For that, we are grateful."

Occult Underground: "They are often viewed as the side that can't make a choice on anything. That is actually incorrect. They do; they just often think it through—a lesson I think more Sabbat should learn."

Ecclesiastical: Those who have Moderate beliefs may never have true faith. A Pitty.

Inquisition: "Their words are often dangerously close to heresy. Watch them like a hawk."

Black Hand: "Trying to find a balance between chaos and order—an admirable goal, to say the least."

Cult of Lilith: "Of course you can't make a choice; the Sabbat fills your ears with lies. Come, let me show you what they hide."

Infernalists: "At least we are man enough to make a choice and see it through."

LOYALISTS

“Excuse me Paladin, but when you’re done guarding that VIP 20 miles away from the battle, we could use a pick up. Oh, by the way, the fight is over...We won.”



Loyalists tell stories about their Faction being created with the Anarch Revolt, when those brave Cainites rose up together, attempting to break free from centuries of oppression and antagonism at the hands of apathetic Elders. Rather than fight, the Elders tricked their childer into a false agreement at the “Betrayal of Thorns.” Breaking with those Cainites who no longer had the will to continue the conflict, the Loyalists (eventually turning into the Sabbat) continued the fight, believing that it is better to die free than to continue to live under the manipulative rule of the Elders.

The Loyalist movement is one of the largest Factions inside of the Sabbat. Believing themselves to be the most “true” to what the Sabbat represents, Loyalists contend that each individual Cainite is his or her own



master. Their cause is such that they sometimes go so far as to refuse to participate in sect rituals or refusing orders from the clergy, just to show others that it is possible. Though at first glance Loyalists may appear to be anarchists or self-important egotists who want the benefits of being in the Sabbat without the responsibilities, on closer inspection the Loyalists are a diverse and quintessential part of the sect.

Though the Loyalists are generally composed of younger, more brash and boisterous members of the Sabbat, some Loyalists are calculating and thoughtful intellectuals. Also, some Cainites from the times of the Anarch Revolt (who are now considered Elders themselves) are still members of the Loyalists.

Nickname

Firebrand

Symbols/Iconography

The Loyalists have no uniform or particular symbol associated with their cause, and the personal appearance of a Loyalist can range from your typical goth/street-punk gang member to that of an elegant businessman in a three-piece suit (and anywhere in-between).

However, at particularly large gatherings of the Sabbat, Loyalists will sometimes wear some type of distinguishing garment or mark (e.g. a red bandana tied across their upper-arm, a tattoo lasting the night in a visible location such as the neck or face, etc).

Role Within the Sabbat

The Loyalists are the leftist extremists of the Sabbat who argue that the only true way to be loyal to the Sabbat is to be loyal to the original principle of the

Anarch Movement (i.e. all vampires must be free and ultimately responsible for their own actions). Therefore, the Loyalists view rules and regulations as limitations that must be removed.

Though the Loyalists are infamous throughout the Sabbat for their disobedience, they are actually one of the most fervent supporters of sect-wide action, such as the reclamation of territories that have been lost of the Camarilla. Arguably, the most important thing the Loyalists offer the Sabbat is a mirror in which to question themselves; Loyalists question the decisions of Sabbat leadership, forcing others to consider why they follow their “leaders.”

Some Loyalists will play devil’s advocate for a cause, for no reason other than the fact that no one else is questioning the cause. They also try to heighten concerns that the Sabbat (as an organization controlled by Elders) has become just another Camarilla. Finally, though they buck the system at every opportunity, Loyalists will not do anything to harm the Sabbat in any way. For all of its flaws, they still believe that the Sabbat is better than the Camarilla.

Prerequisites to Join

The Loyalists accept anyone into their ranks, and they have no codes or secret rituals to identify themselves to one another (see MET:SG, pg. 19) and though the Ventruue-Antitribu and Brujah-Antitribu make up a large quantity of Loyalists (see PGtS, pg. 18), any clan can find its members amongst their ranks.

However, to become at least a Rebel aka “Locally-Important” within the Faction, one must fulfill the following prerequisites:

- Storyteller Approval and Loyalist Sub-coord notification
- The Positional Status Trait of Initiated
- Must not have held the position above Ductus in the past year.

Rebel Advantage

Loyalists are afforded a great amount freedom. This is partially due to the nature of the Sabbat, and partially due to their sheer numbers and tenacity. Due

to this, Loyalists may temporarily expend a Status Trait (once per night) in order to ignore one of the following:

- An order from any non-Loyalist up to the rank of Bishop (or Templar)
- The use of a Negative Status Trait against him by a non-Loyalist
- The Status Traits of a non-Loyalist, bid against him in a Social Challenge
- The loss of a single Status Trait from a non-Loyalist
- The awarding of a Negative Status Trait by a non-Loyalist

Once ignored, the Loyalist can proceed without further mechanical repercussions for the same action (i.e. he can’t be punished twice for something he’s already used this ability for).

Rebel Disadvantage

Loyalists do not believe in any type of authority beyond the pack-level (including those of the Black Hand and the Inquisition). Due to this belief, no Loyalist may ever take a position higher than Ductus. Should a PC willingly accept a position higher than Ductus, he or she will be immediately ejected and snubbed from the Loyalist movement, losing any benefits the PC previously enjoyed. The sole exception to this rule is the position of Priscus, since Prisci are simply advisors (and generally outside of the normal structure).

Also, Loyalists frequently disregard status and authority, and are generally despised by many Clergy members (as well as most of the more powerful Sabbat Elders). Due to this, Loyalists are often regarded as troublemakers and rabble-rousers who seek to create problems wherever they go.

Prerequisites for Advancement to Radical

Loyalists have no system of rank, but like any social organization, there are individuals and packs that rise to the top of the social order. What follows are the

prerequisites for “advancement” in the Loyalists, though role-play is the largest part of how well-respected the Loyalist is considered.

In order to be known as a Radical (aka Regionally Important) figure in the Loyalists, a PC must meet the following:

- Storyteller Approval and Loyalist Sub-coord Approval
- The Reputational Status Trait of Feared
- Must not have held a position above Ductus in the past year (publicly or secretly)
- Must have demonstrated an ability to defend the personal freedom(s) of herself or others

Radical Advantage

Regionally Important Loyalists are considered the prime recruiters and troubleshooters for the Loyalist Movement in their area and can expect to be called into action to defend Loyalist interests on a regular basis. A Loyalist at this level retains all of the benefits and detriments of the previous levels. Additionally, the Loyalists’ ability to ignore orders and station without repercussions now extends to those of Archbishops and their Paladins/Templars.

Loyalists are quick to rally if one of there is in trouble, especially if they are being threatened or cajoled by a member of the Ultra-Conservatives or clergy. As such, a Radical in trouble may issue a call for support among the loyalists and expect to receive it. What aid or resources come is decided upon by the Storyteller and Loyalist Sub-coordinator.

Finally, Sabbat packs where every member of the pack is at least a “Regionally Important” member of the Loyalists often add titles to their pack name (e.g. “...the Emancipated,” or “...the Irrepressible,” etc.). Though an individual member of the Loyalists may be considered a nuisance, an all-Loyalist pack is a force to be reckoned with and, as such, being part of such a pack grants a special advantage. A Radical who is part of such a pack gains the Reputational status trait of *Fierce*, which may go above the normal cap for Status Traits.

Radical Disadvantage

Loyalists step on a lot of toes as they gain fame and prestige for their cause, and by the time that a Loyalist becomes a Regionally Important figure, it is not uncommon for him or her to have developed a strong hatred for a specific Faction. This hatred is represented by the character gaining the following Flaw:

- Vengeful (in a Faction other than Loyalists)

This flaw may only be bought off with the approval of both the Storyteller(s) and the Loyalist Sub-coordinator

Also, due to the controversy that Loyalists inevitably cause, members have been known to be attacked both philosophically and physically. Though, every attempt to quell the movement usually only bolsters its strengths. For characters at this stage, Storytellers are urged to adjust their story-lines and non-Loyalist-NPC attitudes appropriately.

Prerequisites for Advancement to Revolutionary

Loyalists at this level are pillars of both the Sabbat and the Faction. They are expected to be mentors, martyrs, and champions for freedom. Due to this, many Loyalists at this level have abilities associated with their efforts at recruitment, negotiation, and debate. To be a Revolutionary, aka Nationally Important, requires the following:

- Storyteller and Sabbat Coordinator Approval
- The Reputational Status Trait of Respected
- Must not have held a position above Ductus in the past year (publicly or secretly)
- Must have demonstrated an ability to defend the personal freedom(s) of herself and others
- Must have actively recruited others (Sabbat, Anarchs, etc.) to the Loyalist Movement and should have a proven ability to spread the “truth” of the Sabbat to others

Revolutionary Advantage

Nationally Important Loyalists are considered treasures to the Loyalist Movement and are afforded opportunities and powers usually reserved for a select few. A Loyalist at this level retains all of the benefits and detriments of the previous levels. Additionally, the Loyalist's ability to ignore orders and station without repercussions now extends to those of Cardinals and their Paladins/Templars.

Loyalists at this level are extremely active in both the Sabbat and the Anarchs and spend a majority of their time defending Loyalists and their interests across entire Countries and Continents. When a Loyalist at this level asks for favors, they are usually provided by the community quickly, and in abundance. What aid and resources come to the Revolutionary are decided upon by the Storyteller and Loyalist sub-coord. It is understood that the aid that can be expected will be greater than that of previous levels.

Finally Revolutionaries are the Sabbat that exist closest to their roots as Anarchs from the Revolt that formed the Sabbat. As such they remember many of the ancient ways and techniques of the Anarchs of old. Once a Loyalist becomes a Revolutionary they may purchase one and only one of the Ignoblis "Curse" Ritae below. These specialized Ritae take an Ignoblis Ritae slot and cost 3xp.

CURSE OF THE BLOOD (CURSE RITAE)

The elders are the true enemy of the Loyalists. The Sabbat was founded on freedom from the elders. Unfortunately the elders are gifted with great strength of blood. The Anarchs of old developed some means by which to counter this advantage, indeed there are rumors that these ritae were used as a basis to form a Path of Thaumaturgy. A revolutionary with this ritae has learned to channel their blood into a powerful curse. Most often the Loyalist will shout battle cries or curses at their target elder. The target of this ritae must hear this curse to be effective and if used in combat takes three turns of cursing to do so. Once finished, the Revolutionary must force feed some of his own blood into the elder. If they are successful, the Elder's generation is worsened by one and the Loyalist's is also worsened by one. Meaning a 7th generation elder would become 8th and a 9th generation loyalist would become 10th. A victim may

only be under the effects of one of these curses at a time, and thus does not stack. This curse lasts a Scene or an hour.

CURSE OF THE BEAST (CURSE RITAE)

All Cainites are vulnerable to the Beast. While a powerful weapon, many elders fear the Beast will consume them one day. A Loyalist shouting curses at an elder attempts to antagonize them and stir their beast to taking over. While a frenzied vampire is a terrifying sight, it does provide some advantages to those who would goad their beast. A vampire in frenzy does rash things and lashes out. They are unable to form plans or tactics. If used in combat this curse takes 3 rounds to use and must be heard by the victim. After which the Ritae user engages in a Social challenge with the target retested with Animal Ken. If successful the victim loses all ties on all Frenzy challenges for the next scene or an hour.

CURSE OF FIRE (CURSE RITAE)

Fire is the bane of all vampires existence. This powerful curse was used by the Anarchs of old as a weapon against their enemies. By reciting the curse of Michael upon Caine, a Revolutionary can amplify this upon their enemies. Most suspect this curse was developed by the Lasombra Anarchs of old, and kept alive by the Loyalists of today. If used in combat this curse takes three turns to enact and must be heard. Once finished, the Revolutionary engages his target in a Mental Challenge retested with Occult. If successful, the victim suffers an additional level of aggravated damage from fire for the next scene or an hour.

Revolutionary Disadvantage

As a Loyalist of such fame, you no longer suffer from the drawbacks of old. The only thing you need fear is leaving the Loyalists that have become invested in you over all this time, and you them. Separating from the Loyalist movement at this point is also near-impossible, and requires the approval of both the Storyteller and the Loyalist Sub-coord.

Demagogue

The Nominal Faction Leader of the Loyalists, the one called the Demagogue is the appointed face of the Loyalists. Less of a commander of the faction and

more of an inspirational leader, the voice of the Demagogue travels far in the Loyalist movement. This Cainite has earned the respect of all Loyalists in the Sabbat.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Demagogue has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Demagogue of the Loyalists, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it is based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of

Enlightenment

The majority of Loyalists are still on Humanity

Also: Cathari, Beast (including Feral Heart), Night, Orion, Paradox, Self-Focus

Suggested Abilities

Lore: Sabbat, Rituals, Expression: Public Speaking, Politics, Etiquette, Lore: Anarchs, Lore: Camarilla

Suggested Backgrounds

Military Force, Mentor (Loyalist)

Suggested Merits and Flaws

Merits: Loyalty, Code of Honor, Daredevil, Natural Leader, Nine Lives

Flaws: Hatred, Monstrous, Intolerance, Flashbacks, Special Responsibility

Combination Disciplines

UNCOIL YOUR VITAE
(POTENCE 3, FORTITUDE 3)

Radical Level Rarity

If anything the Loyalist movement has learned to take a beating. The faction fights, often violently, for what they believe in. No stranger to pain and struggle, members of the Loyalist faction developed an ability to focus their own rage during battle and the wound they suffer into a powerful weapon. As the vampire suffers wounds he forces his vitae to recede from the wounds and benefit them in other ways.

System: This power is always considered active. Once the character reaches the Wounded Health Level from damage they may spend 1 additional blood trait per turn. Should they heal this damage and take them out of the Wounded health level; they will also to lose the ability to spend one additional blood trait per round over their generational maximum.

XP Cost: 10

RAPID FIRE
(CELERITY 3, FORTITUDE 2)

Rebel Level Rarity

Guns and Loyalists have gone together like bread and butter since the invention of the firearm. Members of the Faction were quick to develop a technique to apply their celerity to guns in different ways. While they make a sacrifice in speed of movement, Loyalists who have mastered this art instead apply this speed directly to their own guns emptying volleys of bullets in a second.

System: This combination discipline costs one willpower to use. Once activated the character may sacrifice levels of celerity in a turn for instead a pool of bonus traits on their next challenge using a firearm. This pool is equal to Celerity powers sacrificed for a round and gain bonus traits for the next firearms challenge. If these bonus traits not used in the next firearms challenge, they do not carry over into the next round of combat.

XP Cost: 7

UNASSAILABLE THOUGHTS
(DOMINATE 3, FORTITUDE 3)

Revolutionary Level Rarity

Some Loyalists have mastered an ability to protect their minds from outside influence. Adapted from the Brujah Antitribu and Ventrue Antitribu of the Loyalists, this discipline technique is not quite as

powerful as those clans arts. However it is an effective tool to protect their minds from those who would seek to manipulate the movement for their ends.

System: Once learned this combination discipline is always considered active. Whenever the character is subject to Dominate or other mind altering powers they gain a number of bonus traits in such challenges to resist these effects equal to their level in the Dominate Discipline. These bonus traits only apply to challenges when the character is defending against such attacks upon their mind.

XP Cost: 9

Ritae

FURY OF CAINE

The power of the Beast is a potent tool, though rarely used, for though the vinculum remains strong, the urge to destroy the enemy is so great that even basic safety measures are ignored. The use of this Ritual ensures that the Beast is released but at the same time controlled to ensure carnage and common sense reign together.

Effect: The Ritual group automatically go into Controlled Frenzy in the next scene. However, if another stimulus occurs during this time, the character must test for frenzy as normal.

RUN THIS TOWN

In many ways the Loyalists have always taken on the culture and mentality of the most down and out mortals of their area. In the modern nights this often reflected in emulation of Gang Culture. A love of violence and loyalty. 'Blood in, Blood out', is a common phrase among the loyalists. This rather old ritus of the faction comes from the nights of the Anarch Revolt. The Loyalists have kept it alive and well. Usually this ritae is only performed at a large gathering of Loyalists. Loud music, partying, fire, and violence all encompass this ritae. As the loyalists gather and rile themselves up in their beliefs and fanaticism to their cause, they often declare that they "Run This Town." This ritus empowers this angry mob in their territory, creating a link between all loyalists who join. As a result, all territory controlled by the Loyalists gain several special effects.

Effects: The loyalists must tag an area with their markings and celebrate everything it means to be a Loyalist. Each time new territory is acquired by the faction, they need to perform this on the new territory. Each loyalist present spends one willpower to fuel the ritae. After doing so, for the remainder of the a month all Loyalists enjoy several perks when in loyalist territory. Firstly all Loyalists will be immediately aware when another of their faction is in danger in their territory. They don't know where exactly, who are why. But they will know something is up. This is reflected by performing a static Mental challenge retested with Awareness at a difficulty of 12. This is not perfect detection system, but rather only lets the Loyalists know if someone is in immediate direct danger. Spying, for example, would not count.

Known Members

JAYNE JONESTOWN

The Brujah Antitribu rebel and rock star Jayne Jonestown is known among all walks of the vampire world. How he has yet to earn a place on the Camarilla Red List has been a matter of much debate. Jayne Jonestown and the Graveyard Skullfuckers travel the world performing music that contains no few metaphors and outright secrets of vampire kind. As a member of the Sabbat, Jayne quickly joined the Loyalist Faction. He preaches freedom and the true nature of vampires in his music. The Loyalists and most Sabbat find him hilarious for his antics. Among the loyalists, Jayne has quickly grown into something of an icon among the Faction. Jayne is on constant tour with his band spreading the message of his music. His most recent albums Pierce the Veil and (Un-a)Live from the Country: A Red List Exclusive were smash hits. Much to the joy of the loyalists and the disdain of the Camarilla.

DYLAN BRUCE

This British Ventrue Antitribu made a great name for himself in a very short amount of time. Coming into unlife around the time of the Battle of Brittan, Dylan was famous for his own bombing in London and killing many members of the Camarilla Court. For some time Dylan has picked a fight with clan Tremere for reasons only known to themselves. His reputation for fighting the usurpers has even had the Salubri Antitribu claim him as of their clan and not

Ventrue Antitribu. Many rumors and myths surround Dylan, it is said he only feeds off women and enjoys great fame as an artist in the mortal world. His acts as a freedom fighter against the Camarilla, and in particular the Tremere, have earned him a spot on the Red List. For many years the various factions of the Sabbat fought to gain him as a supporter of their cause. It was even said he was a member of the Black Hand. For many years Dylan refused to comment on the matter and simply went about fighting. It wasn't until recent years that Dylan declared his allegiance and support of the Loyalist cause. His name alone allowed him to quickly rise in the ranks of the faction and come into a position of prominence. Many young loyalists look to Dylan now for Inspiration

DARK SELINA

The elder Brujah and former prince of the Camarilla Dark Selina has long since supported the true ideals (in her eyes) of the Sword of Caine. Absolute freedom from oppression of the elders. The Cardinal is known to have supported the Sabbat of New England for years in their campaigns to destroy the Ivory Tower. Her support (often unknown to many Sabbat) has resulted in New England becoming the largest and strongest Sabbat held territory in all of North America. Indeed it is even rumored that Cardinal Polonia and Selina have a healthy rivalry because of this. Which, of course, makes sense seeing as how Polonia supports the Ultra-Conservatives and Selina is a vehement supporter of the Loyalists. As a Cardinal though, Selina is not a member of the Loyalist Faction. Rather, the Cardinal has chosen no faction to call her, but lends her support to the Loyalist cause.

VANSANTASENA

The Hero of Thorns and the Champion of the Founding Principles of the Sabbat. Most Sabbat know her legendary name; those that don't, learn it quick enough. If it was not for Vansantasena, many of the early Sabbat would have died by the hands of the Camarilla the night of the burning of Silchester. Tonight, she roams the world as a Priscus, giving advice and reminding many that the Sabbat's true purpose and founding was to free the Children of Caine from the tyranny of the Elders. Those who know how to find her are welcomed into her arms as brother or sister to the cause. As a great seer of her

clan, she often does speak of the dangers of the Final Nights and Gehenna being upon them all, thus reinforcing what the Sabbat stands for. She stands for the destruction of the eldest vampires the world has ever known, who would shackle them in chains of blood.

Media

V for Vendetta

The Corporation

Why We Fight

Howard Zinn: You Can't be Neutral on a Moving Train

THX-1138

Tout Va Bien

Sources

Mind's Eye Theatre: Sabbat Guide (Revised), pg. 19

Storyteller's Handbook to the Sabbat, pg.11

Player's Guide to the Sabbat, pg.18

Stereotypes

Moderates: “They are often our closest allies and sometimes our worst nightmare.”

Status Quo: “When the Camarilla says ‘Sabbat,’ they often mean the Loyalists. They need to both be watched and respected at all times, lest the horde devour us all.”

Ultra-Conservatives: “Little better than Anarchs with Ritae. They will be the doom of us all.”

Pander Movement: “Those Firebrands, man they always have our backs. Even when shit got hot in the 3rd war. We never forget who stood up for us.”

Order of St. Blaise: “Children playing with Fire. It’s because of their monstrous ways we often fail to gain converts to the sect.”

Children of the Dragon: “So much passion and chaos wrapped into one package. Then again, one cannot have order without chaos.”

Occult Underground: “They have no discipline. If they did, we might take them seriously.”

Ecclesiastical: “Passion without true cause. If only we could channel that fire”

Inquisition: “Freedom without restraint; that is the path to heresy.”

Black Hand: “Their conviction is commendable. If they had actual training then the Sabbat might have won by now.”

Cult of Lilith: “Ahh, the Firebrands. Yes, yes, yes. Freedom. Did they ever tell you how Caine became free?”

Infernalists: “Freedom, such a waste. Why fight so hard to go up-hill when you can have all you ever wanted right now! Besides, vampires don’t have souls.”

Status Quo

“How does the Sabbat manage to survive as a giant ball of Chaos?” You’re welcome.”



Stability. It isn't a word that is associated with the Sabbat very often, but it is the end-goal of the Status Quo. They accept the fact that true and sweeping change is impossible, and seek to keep things just as they are. Wars happen, packs fight, Methuselabs are sought, found, and slain. All of this is just good enough for them; adding other things to the mix will only end up preventing things from getting done properly.

The Great Jihad continues and the Lasombra, Tzimisce, and the few scattered Antitribu that make up the Status Quo understand that shaking the foundations of the Sect will only serve to distract the rank and file from their true goals. Working to find middle-ground between the boisterous Loyalists and the constrictive grasp of the Ultra Conservatives, the Status Quo have their work cut out for them in their desire to keep things as they are.



The Status Quo came into existence

during the First Sabbat Civil War. It was understood that unless someone rose up to guide the Sabbat and find a way to maintain the sect in its many forms, it would surely collapse under its own weight. The Status Quo keeps the sect as whole first in its thoughts. They understand that if any of the other Factions gains complete control of the Sect, the Sabbat will cease being what it is and turn into something else entirely. It falls, then, to the Status Quo to maintain this careful balance and to guide the Sect towards its goal of stopping Gehenna.

Nickname

Architect

Symbols/Iconography

When a Status Quo vampire wishes to make his association known he often wears some form of formal attire (or what he might view as “formal”), with purple as its main or accent color. For example, a tie or handkerchief in a suit pocket might be the color of purple. Additionally, the Status Quo often wears the Sabbat Ankh and seals all messages with the Sabbat “S” wax seal.

Role Within the Sabbat

The Status Quo simply seeks to keep things as they are. Supporters of the Code of Milan, the Purchase Pact, the Black Hand, and the Inquisition (when they don't seem to be overstepping their bounds and stirring the pot with unnecessary pomp and circumstance), the Status Quo are very much a conservative and methodical Faction and they play their role well. As a member, it is the job of a Status Quo to keep the focus of others on the big picture and remind them that the little things shouldn't bother

them when they have Antediluvians (that they need to destroy) hiding out there somewhere.

The Status Quo keep the peace in the Sect and try to keep the chaos at least somewhat focused. The ultimate goal of the Status Quo is to avoid another of those disastrous civil wars that the sect is so well known for.

Now that the Final Nights have come, the Status Quo's work is even more important, as there is no time to waste. Gehenna is around the corner and, if the Sword of Caine is to be ready for it, all the Factions must be in balance and ready to face that threat. That is the true purpose of the Sabbat.

Prerequisites to Join

Like most of the political Factions within the Sabbat, there are no secret codes or methods to becoming a member of the Status Quo, nor are there any secret rituals required of members of the Faction to identify one another. As such, though mostly comprised of Tzimisce and Lasombra, all Antitribu can be found within the ranks of the Status Quo.

However, to be considered a Vato or Chica. aka "Locally Important", to the Faction as a whole, one must fulfill the following prerequisites:

- Storyteller Approval and Status Quo Sub-coordinator
- The Positional Status Trait of Initiated

Vato/Chica Advantage

Those of the Status Quo know that unity is paramount and seek to aid each other in their plans as best they can (perhaps more so than individuals in other Factions). They also know that their work cannot be done by those that seek to keep upheavals from happening but have no power to prevent them.

Thus, new members of the Faction tend to find aid and support from those of higher position both within the Sect and within the Faction. This is represented by being able to loan status traits to one another on a one for one basis. If no other status quo vampire are available in a city to loan status; they gain one loaned status instead.

Members of the Status Quo enjoy a position of authority and stability within The Sword of Caine.

Their words can calm a crowd and get rivals to sit at a table and discuss their issues civilly. As a result, a member of the Status Quo is considered to have one bonus trait on Social Challenges with members of the Sabbat in all challenges to gain cooperation. This ability may only be used once per game session.

Vato/Chica Disadvantage

While neither as radical as the Loyalists nor as controlling as the Ultra-Conservatives, the Status Quo still attempts to control and guide the majority of the Sabbat toward their goals. Even though orders are disguised as requests, all but the most foolish members of The Sword will eventually pick up on the fact they've been manipulated and led into a situation that they didn't want to happen for the end goal of someone they thought had their best interests in mind.

Thus, a member of the Status Quo will be disliked greatly by both extremes in the Sabbat. The Loyalists think you're too controlling, the Ultra-Conservatives think you're too lax, and both Factions want to bring you down. Members of either Faction may ignore your Status once per evening with no repercussions for their actions (as they lack respect for you, your manipulations, and your achievements).

Prerequisites for Advancement to Son/Daughter

While there isn't necessarily a system of rank within the Status Quo, there are those (like in any social organization) who gain more importance with their work. The following comprise the prerequisites for advancement to Son or Daughter, aka "Regionally Important", within the Status Quo:

- Storyteller Approval and Status Quo Sub-coordinator Approval
- The Reputational Status Trait of Respected

Sons/Daughters Advantage

As leaders and mediators of the Sabbat, a member of the Status Quo at this level has mastered the political playing field. Even more so then before, a Regionally important Status Quo member's voice will be heard no matter how difficult it may seem. As a result,

Once per game session, a Regionally Important Status Quo member may call for one free retest that may not be canceled in any Social Challenge to promote cooperation and unity in the Sabbat.

Additionally, any loaned status given to a Son or Daughter counts as double. However this loaned status may only be used for one act and one act alone.

Sons and Daughters

Disadvantage

Spies are also everywhere, more so when you become someone important that resists the change that others deem necessary. Anyone of at least Regional Importance in any other Faction that has Sabbat Lore x3 or higher can engage in a static Investigation challenge (with a difficulty equal to 20 minus your TOTAL Status) to find out one of your Negative Traits OR Flaws of two points or less. They may not necessarily know what the flaw represents (for instance, you may be known to have quite a few skeletons in your closet [the Dark Secret Flaw], but they only know the skeletons are there...not who they are). These flaws and negative traits have to be something that could have been "passed around the grapevine" as it were, so completely isolated/secret incidents and unknown Flaws cannot be detected. This replaces the previous Detriment you suffered at the Local Importance level.

Prerequisites for Advancements to Father/Mother

The Following are required to advance to becoming a Father or Mother, aka "Nationally Important" in the Status Quo:

- Storyteller Approval and Sabbat Coordinator
- The Reputational Status Trait Supported

Father/Mother Advantage

As an ardent supporter of "the way things are now," a Nationally Important member of the Status Quo catches the eye of several very important individuals in the Hierarchy. You gain the Positional Status Trait

of "Favored" and now have direct communication with one of the powerful and influential Cardinals of the Sabbat. Any who cast their ire upon you must also take into consideration the repercussions of slandering such a powerful individual.

Fathers and Mothers may also spend status traits in the Sabbat for retests in any Social Challenge related to cooperation, leadership, ritae, or organization.

Finally the Status Quo have developed three unique and specialized Ritae taught only to the Fathers and Mothers of the Faction. Once a cainite becomes a Father or Mother they may purchase one and only ever one of these "Unity" Ignoblis Ritae. In addition to taking an Ignoblis Ritae slot, these "Unity" Rite costs 3xp.

FAIT ACCOMPLI (UNITY RITAE)

The Status Quo have always viewed themselves as the leaders of the Sabbat. Some argue this ritae simply reinforces that belief. By reciting the Code of Milan and reminding others of the sect of their duty and loyalty, a Mother or Father can reaffirm the decision they have made on a matter or taken position regarding a certain topic. For the next scene or an hour, a Mother or Father enjoys a free retest on all Leadership challenges outside of combat.

VAE VICTIS (UNITY RITAE)

The Sabbat is a very violent and martial sect. In many ways it mirrors a wolf pack, and might tends to make right. As such, even members of the Status Quo must be ready to become violent to defend what they believe in. By giving a war cry of Vae Victis before entering into a battle the Mother or Father enjoys a slight benefit in combat. This benefit only applies when used against other members of the Sabbat. However the Mother or Father gains two bonus traits in all combat challenges against another member of the sect. In addition they get one retest that can be used on any challenge in the combat against another member of the Sabbat. This benefit lasts for one combat only, and may only be used once per night.

SAPIENTIA ED DOCTRINA STABILITAS (UNITY RITAE)

Mothers and Fathers are the negotiators, diplomats, and peacekeepers of the Sabbat. Their job is to maintain stability and unity of the sect as a whole. The Sword of Caine is filled with wild extremes that

often fight. However, a Mother or Father that can get any sides in an internal Sabbat conflict to sit down often use this Ritae as a means to seal the terms each side comes to. Drafted as a treaty, the Mother or Father writes down the terms from each side in a Sabbat conflict and then signs it with blood. This empowers the ritae and forces a binding agreement. Once agreed to by all sides involved this Ritae allows the user to know exactly when and if anyone involved should break it. Additionally if someone breaks this Treaty empowered by this ritae they immediately fall into Torpor. This torpor is not by damage, but is otherwise a normal torpor in terms of length. This ritae may only be used with other members of the Sabbat.

Father/Mother Disadvantage

As pillars of the Sabbat's stability, few would dare to move against you. Spies hesitate to look into you and none would dare ignore your standing. You no longer suffer any negative effects for being a member of the Status Quo.

Patriarch/Matriarch

The single Cainite leader of the Status Quo is known as either the Patriarch or the Matriarch, depending on their sex. This cainite is the master manipulator and politician of the Sabbat. They are everyone's friend and carry more weight in favors and political alliances than any other. The Sabbat is governed by the carrot more than the stick. A true Patriarch/Matriarch has mastered this skill beyond all others and supports their fellow faction members with whatever they may need.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Patriarch/Matriarch has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Patriarch/Matriarch of the Status Quo, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Humanity, Honorable Accord, Caine, Power and the Inner Voice

Suggested Abilities

Etiquette, Leadership, Lore: Noddist, Lore: Sabbat, Politics, Rituals, Subterfuge

Suggested Backgrounds

Mentor, Contacts, Retainers

Suggested Merits and Flaws

Merits: Bruiser, Calm Heart, Natural Leader

Flaws: Prestation Debt

Combination Disciplines

THE MAGISTRATE COINCIDES (PRESENCE 3, AUSPEX 2)

Vato or Chica Level Rarity

For members of the Status Quo it is incredibly important to be leaders and examples of all the Sabbat has to offer. As the glue that keeps the sect together it is important that their allies follow their direction and guidance. Combining their arts of Presence and Auspex, those members of the Status Quo who master this art learn to focus their abilities into their leadership skills in order to share them with their allies.

System: This combination discipline costs one willpower to activate for a scene. At the start of the scene the character may gain their levels of the Leadership ability in bonus traits that they may divide among their allies to use in all challenges related in supporting social actions of other cainites. This power cannot be used on the owner themselves for the benefit. These bonuses only apply outside of combat.

XP Cost: 7

INSTANTANEOUS ADMIRATION (PRESENCE 3, CELERITY 1)

Daughters or Sons Level Rarity

Members of the Status Quo need to be quick to react to the often chaotic situations of the Sabbat. Members of the Faction developed this art in conjunction with their skills in Celerity and Presence, two disciplines that normally do not work together. Forcing their blood to react quickly in their body, a member of the Status Quo with this discipline technique can use the Presence power of Entrancement far faster than any other.

System: Once activated this combination discipline allows a character to use the Presence power of Entrancement at the end of all normal challenges; instead of having to dedicate a full action when in combat to do so. This combination discipline costs one blood trait and willpower trait to activate per use.

XP Cost: 7

THE BANSHEE'S WAIL (POTENCE 5, PRESENCE 5)

Father or Mother Level Rarity

Developed by a rogue Son of Discord within the Sabbat, the cainite sought a means of overcoming the most basic powers of clan Assamite that would routinely be used against him. By learning to focus the supernatural forces that granted him power directly into his vocal cords, the cainite becomes able to be heard no matter his surroundings. Whether within a zone of silence or the nosebleed section at a rock concert, your voice will clearly be heard by your intended targets. Having been given sanctuary in the Sword of Caine, the Status Quo have been taught this ability in compensation for their support. The highest levels of the Faction have begun to spread this technique, finding it useful to be able to speak over a large angry crowd, which the Sabbat often is.

System: Spend a Willpower to activate this power for a number of rounds equal to one half your Social Traits, rounded down. During that time your voice can clearly be heard by anyone you direct it at, even when within the area of Silence of Death. There are no limits to the number of people you may direct your voice at other than they must be within line of sight. You also need not spend a Social Trait when calling upon the Awe retest during this time as your

targets' attentions are supernaturally drawn to your voice.

Xp Cost: 10

Ritae

VOICE OF THE BLOOD

The ability to instantly communicate under pressure should not be underestimated. Being able to silently communicate instructions to multiple targets could mean the difference between life and death. The effects of this Ritual allow a group to receive messages from the designated leader, five words in length. However, the effect is so powerful that anyone with Telepathy can enter your mind with ease.

Effect: The designated leader may send up to five Telepathic words to the Ritual participants – but are 4 Traits down to resist Telepathy.

CONCORD

This ritus crafted by the Status Quo is often used in heated conflicts between Sabbat. The architect must step in and offer to mediate a situation in hopes of working out differences between Sabbat. If he can convince the conflicting parties to sit down with one another, then he will perform this ritus. Shared over a bottle of blood wine, the ritus opens with a reading of the Sabbat's holy documents that guide the sect; as a reminder to all. After which the Status Quo member enjoys an aura of diplomacy to aid them.

Effect: While this ritus is in effect, all parties involved may not engage in open conflict or fight one another. To do so they must first defeat the status quo member in a Social Challenge retested with leadership.

Known Members

SACHA VYKOS, CAINE'S ANGEL

The Sabbat had its beginnings in a small town. In this small town a meeting was held. In this meeting a Fiend named Myca sat across from a Ventrue "leader" of the then-forming Camarilla named Hardestadt. After tempers flared, Myca took what he felt to be the best action to declare his thoughts on the "Camarilla:" he tore off his genitals and flung them

in the face of the Ventrue. After that encounter, the one called "Caine's Angel" soon became one of the most visible members of the Anarch Revolt, which eventually formed the Sabbat. If you ask Its opinion on the Camarilla in these nights...a quite similar answer would likely be the result.

VELYA, THE VIVISECTIONIST

The Ancient Tzimisce Koldun Velya has a long history with the Sword of Caine. It was Velya who rode with a young Vykos and LugoJ during the heights of the Anarch revolt, and indeed was even present at the Diablerie of the Tzimisce Antediluvian. Tonight, however, few have heard much from the reclusive Cardinal who helped free the Sword of Caine. As a founding member of the Sabbat, Velya has always supported it's many ideals, but the Cardinal also understand that the Sabbat would cease to function if the other Faction has their way. In the Status Quo, Velya says, is the last hope of stopping the other Antediluvians and averting Gehenna itself.

BRUCE DE GUY

The Cardinal of Central America is perhaps most famous for involvement and signing of the Code of Milan. Bruce de Guy was a strong supporter of Melinda Galbraith (as well as of Regent Venere Carboni). Seeing the Chaos of the Sabbat Civil Wars convinced Bruce of one thing, the Sabbat needs stability and support if the sect has any hope of surviving into the Final Nights.

VENERE CARBONI, THE DAEMON MAESTRO

Arguably the most well-known member of the Status Quo (and in fact, is the head of the Faction), Venere Carboni achieved his current position by virtue of being able to be everything to everyone that was important enough to have a hand in his advancement. A savage politician and talented orator, he is capable of doing something many Sabbat Elders find themselves incapable of; he can connect with the younger generations and gain their support just by being who he is.

Venere Carboni was appointed Regent of the Sabbat in 2010. However, for reasons unknown the Daemon Maestro disappeared in early 2014. Only to return at the 2015 Ecumenical Council. The famous Regent died in Monomacy to Valerian Ruthven after

claiming a grand conspiracy to corrupt and manipulate the Sabbat. The truth may never be known.

REGENT, COUNT RADU BISTRI

The Cardinal of the Midwest is legendary in the Sword of Caine. Radu is the voice of Reason in the Sabbat and a political powerhouse. He negotiated the Purchase Pack and helped draft the Code of Milan. Indeed, it was Radu who brought the Salubri Antitribu into the Sabbat and is rumored to be working to bring many of the Gangrel (who remained independent after they left the Camarilla) into the Sabbat. Cardinal Radu is one of the most respected members of the Sword of Caine and, some argue, is the Sabbat.

In the chaos of the 4th Sabbat Civil War, the legendary Radu was finally appointed Regent of the Sabbat in hopes of ending the internal strife of the sect once and for all.

EVE GALBRAITH, SIREN OF HOPE

The first of the perverts and sister of Melinda Galbraith, Eve Galbraith has helped guide the Sabbat from the shadows since its very inception. The Galbraith sisters have been together for centuries. One was always in the light and the other among the shadows. Together they commanded the very heart of the Sabbat for a time, only to have it all come tumbling down. Eve Galbraith is the younger sister of the once Sabbat Regent Melinda Galbraith. Both broodmates and family, the two sisters grew up together in Spain in the twelfth century.

As Venere Carboni came to power, Eve nominally supported him. He was after all one of the biggest supporters of Melinda's coalition and power base. Over time Venere even got Eve to advise him and get over her depression. Slowly Eve started to return to her normal self. And then, in a moment, it was gone. Venere was missing and the Sabbat was suffering from another Civil War. Rather than falling to ennui, it emboldened Eve. Quickly taking leadership of the Status Quo, Eve now leads a secret collation of those seeking to uncover what happened to Venere Carboni and what other horrors might be truly manipulating the Sabbat. Always in her sisters Shadow, now is the time for Eve to finally take her place in the spot light.

Media

American Psycho

SLC Punk (The Ending)

Clerks/Clerks 2

1984 (the Villain of the Film)

Sources

Mexico City by Night

Tabletop Guide to the Sabbat (2nd Edition, Revised)

Tabletop Storyteller's Guide to the Sabbat (2nd Edition)

Laws of the Night: Sabbat Guide (Revised)

Stereotypes

Loyalists: "The roof, the roof, the roof is on fire. We don't give a fuck; let the motherfucker burn!"

Moderates: "They have the job of trying to transform this chaos into some form of working order. I don't envy that task."

Ultra-Conservatives: "Oh yes, the Sabbat works fine as it is. We don't need to change anything. I believe that is what humans call sarcasm."

Pander Movement: "Shit can't stay the same until we topple the duopoly of the Lasombra and the Tzimisce. Then the Status will be Quo."

Order of St. Blaise: "At least they understand the need to not always be inhumane monsters just for the sake of being inhuman monsters."

Children of the Dragon: "I believe Priscus Vykos put it best. The Status is not Quo and we must change to make it Quo."

Occult Underground: "The Status Quo supported us in our early endeavors. We are eternally grateful for their foresight when many others would have had none."

Ecclesiastical: "The Architects are wise in their understanding of what holds the Sabbat together."

Inquisition: "They keep the sect going and support our holy mission. Therefore we support the Status Quo."

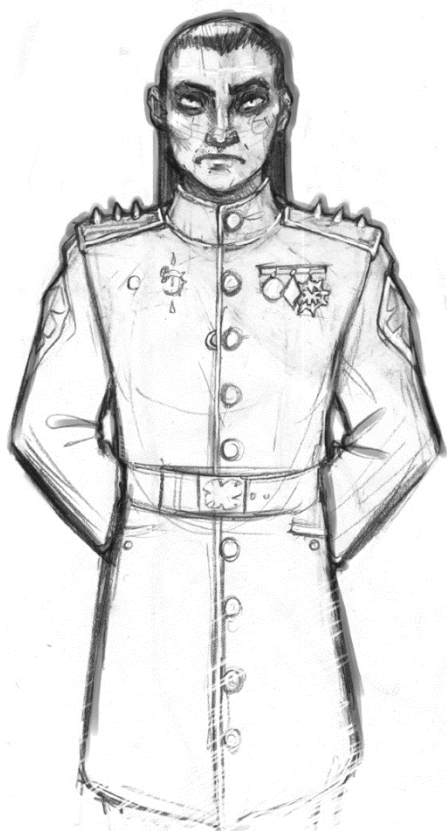
Black Hand: "They are the best hope for keeping the boat sailing. And the Hand never backs a loser."

Cult of Lilith: "The Fathers of the lies. They keep the faith in Caine alive. How sad, if only they knew the truth."

Infernalists: "What a bunch of hypocrites. These guys spew freedom of choice on one hand and condemn us in the other. Thought I was free to make this choice?"

ULTRA- CONSERVATIVES

“Gehenna is not a metaphor or a motivational tool. Gehenna is real. It’s happening around us and it is our duty to be ready now, with the best the Sword of Caine has to offer.”



The Ultra-Conservative Faction (generally) composes itself of the eldest members of The Sword. Though their greatest numbers come from the Lasombra and Tzimisce clans, elders of all clans count themselves as members. Advocates of centralization and authoritarianism, the Ultra-Conservatives operate with the sole goal of transforming the sect into a large military force, a force ideally capable of striking down the Antediluvians.

They defend their strict policies and “freedom-policing” by espousing Gehenna rhetoric, insisting



that the End Times are upon all, even on this very night. The Ultra-Conservatives believe the Antediluvians have risen or are in the process of rising; therefore, the Sabbat needs to militarize in order to be ready for the inevitable war against them.

Often times, members of the Ultra-Conservative Faction are mistaken for (or are accused of being) elders who have worked their way into the Sabbat. Attempting to place a stranglehold on the freedom of The Sword (for reasons the Ultra-Conservatives believe necessary), they face great scrutiny. The Ultra-Conservatives deny this, rationalizing their actions with the old human saying: “Desperate times call for desperate measures.” Even in the face of these accusations, their faith in their cause urges an unceasing dedication.

The Faction is known to support strong leaders and is seen as having a slight obsession with the practice of Monomacy, using the already overused rite to remove those the Ultra-Conservatives find “weak” from positions of command and leadership. It is this drive for excellence in the Sect’s leaders that draws the most fire from those outside the Ultra-Conservative Faction. To the Ultra-Conservatives, though, a weak general only leads her men to death, particularly in times of war. And the war against the Antediluvians is a battle the Sword of Caine cannot afford to lose.

Nickname

Soldier

Symbols and Iconography

The Soldiers have no standard uniform. In fact, the only thing that sets an Ultra-Conservative apart is how distinctly unique he or she adorns his/her dress and an adherence to a “dress code.” Often, elder Lasombra of the Faction will dress in dark and overly complicated dress-suits or gowns, reminiscent of the time of their embrace centuries ago. Meanwhile, Tzimisce often wear little to nothing, their bodies no longer resembling anything close to human.

Often, Ultra-Conservatives can also be found adorning themselves with a number of religious or holy symbols of the Sabbat, from the Sabbat Ankh to a torn and battered copy of the Book of Nod. Some particularly religious members of the Faction have been known to wear literally hundreds of small trinkets that they’ve collected over the centuries.

Role within the Sabbat

Leading with an iron hand, the Ultra-Conservatives seek to cull those whom they consider weak from the entire Sword, not just from their pack or their diocese. The weak to the Ultra Conservative are fat that must be trimmed to prepare for the upcoming war.

Their weapon of choice for this brutish work within the Sabbat is the sacred rite of Monomacy, calling upon this ritual that the Sect has held close since its inception. Monomacy to them is the tool with which they push their political agenda, an agenda backed by the force of their fists.

This is of little concern to the Ultra-Conservatives, all of whom are aware of just how tarnished the name of their Faction may be to others. After all, when the time comes for war and the elders are struck down, the fence-sitting Moderates and the weak-willed shovelheads of the Loyalists will be glad that they, the Ultra-Conservatives, removed the rust from The Sword.

Nevertheless, the militant disposition of the Ultra-Conservatives is merely a means to an end.

The reason behind their wartime tactics is the same beliefs the Noddists have preached all along—the Antediluvians are coming. For the Ultra-Conservatives, the study and understanding of such sacred texts as the Book of Nod is of the utmost importance. Known to carry copies and various texts

from and about the Book wherever they go, Ultra-Conservatives use the holy book of the Sect as a tool to bring the Initiated masses to near frenzied states, as part of preparations on assaults against known Camarilla strongholds. While the Faction would never call it such, there are even practices of what younger and more modern Cainites might call “hazing” amongst their ranks, as cruel and wicked means are used to ingrain Noddist beliefs into the minds of young recruits.

In spite of their desire to see the Sword purified of any weakness that fills it, the Ultra-Conservatives take a very favorable view toward the Panders, going so far as to publicly support them as a full clan amongst the Sabbat.

Why would an “elitist sub-sect of elder vampires” support the clanship of a group degradingly called “the least of equals?” The truth is really quite simple: to the Ultra-Conservative, the presence of the Panders is required in the upcoming war, for every able body must serve in the army of the Sabbat.

For every member of the Ultra-Conservatives, their duty is to seek out the weak and cull them from the Sword, all the while honing themselves and those around them into instruments of war. They believe themselves to be called on to lead the rest of the sect, as the rest of the sect are either too blind or too selfish to see past the active waking of the beings who came before the flood. The Ultra-Conservative exists to train the rest of the Sabbat, to share the truth with them, and to prepare them in spite of their boorish natures. Only through the honing of one’s own body and the sharpening of one’s mind through the Book of Nod can any of the Sabbat be expected to survive the coming onslaught.

Some might be confused that the Ultra-Conservatives are the same as the Black Hand. While they have similar viewpoints on the surface, this is simply not the case. The Black Hand is a secretive, quasi-religious cult and a military unit. The Ultra-Conservatives care about the whole sect, whereas the Black Hand seems to never involve themselves in sect politics unless they absolutely have to intervene. The Ultra-Conservatives are not secretive, but rather very open and honest with their Brothers and Sisters; they simply believe the time for giving suggestions (instead of orders) is over. The Ultra-Conservatives believe the whole of the Sabbat needs to follow their Faction’s model to win Gehenna, including those of

the Black Hand (meaning that the Hand must answer to them in the chain of command). Freedom to do as one pleases can be had after the war has been won, not before. Because of this rigid thinking, the Black Hand and the Ultra-Conservatives often “butt heads.”

While the Hand may support some of their ideals, they fear such a change to the Sabbat would only cause war within itself, which is why the Black Hand often supports the Status Quo instead. The Black Hand keeps to itself, though it is utterly loyal to the Sabbat and given great rights and freedoms to act on its own. Its structure, order, beliefs, and training are alien to the Ultra-Conservatives. Instead, the Ultra-Conservatives pull from the sect’s Priests and the model of many militaries’ structures throughout history. As such, the Ultra-Conservatives are as varied from the Black Hand as any other Faction.

Prerequisites to Join

The Ultra-Conservatives look for leaders and/or zealots, while generally declining those who have not yet shown any form of initiative. As such, as a mostly political faction, there are no secret rules or codes with which one must undergo to become a member of the Ultra-Conservatives. Those who are chosen for membership, though, swear an oath of allegiance to the faction that often mirrors many similar ones given to those who join a military. However, to become at least Sergeant, aka “Locally Important”, to the Faction, one must meet the following prerequisites:

- Storyteller Approval and Ultra-Conservative Sub-coord Notification
- The Positional Status Trait of Initiated

Sergeant Advantage

Members of the Ultra-Conservative faction can expect and demand support from their leaders. Be it weapons, vehicles, blood, or other resources needed for the war effort. Once per month a Locally Important member of the Ultra-Conservatives can call upon their faction for aid in a war effort. What supplies they get are determined by the storyteller, but the faction will aid it’s members who are in actual need of support.

Additionally, Sergeants enjoy +1 Bonus Traits on all Brawl and Melee Challenges due to their training

required and given by the military structure of the Ultra-Conservatives.

Sergeant Disadvantage

As beginning soldiers in Caine’s army against the antediluvians, you are expected to answer any and all calls of war from the faction. The Fanatic may now be asked to be a martial force or spiritual zealot in an area that is life-threatening. Refusing those who have nurtured the Fanatic is practically the same as signing a death certificate. Wherever they send the member is assuredly safer than if they choose to not go at all. A Locally important member of the Ultra-Conservatives may not ignore any call to arms made by the faction, and must respond.

Prerequisites for Advancement to Lieutenant

The Ultra-Conservatives, unlike any of the other political Factions and as a militaristic organization, has specific requirements of those they wish to see advance within its ranks. As such, those that wish to advance from Sergeant(Local) to Lieutenant (Regional Importance) must complete the following prerequisites:

- Storyteller Approval and Ultra-Conservative Sub-coordinator Approval
- The Reputational Status Trait of Battle-Scarred

Lieutenant Advantage

Most notably though, members of this level gain the backing of the true elders of the Sabbat. They command fierce power and demand unquestioned dedication, and (while they should only be called upon in the direst of situations) they are a force of Caine that is unparalleled in the Sabbat. Regionally Important Ultra Conservatives may order and command those of lesser rank than them in the faction. In addition, Regionally Important members of the Ultra-Conservatives may call upon their faction for resources and equipment they may need in their war efforts. What exactly this aid is or what equipment is given to Lieutenants is decided upon by the Storyteller and Ultra-Conservative sub-coord when appropriate. It is expected the aid you will

receive will be greater than what those of the Locally Important level receive.

Finally a Lieutenant has received further training by members of the Faction. Lieutenants are experts in all forms of combat and master tacticians. As a result any Tactics ability retests used by or handed out from a Lieutenant of the Ultra-Conservatives may not be canceled when used.

Lieutenant Disadvantage

The war moves, and those who dedicate themselves to fighting it move with it. While not calling on permanent relocation, the leaders of the Ultra-Conservative may call upon members of this rank to come and support a war effort that is not local to the member. Not showing is tantamount to biting the hand that has so graciously fed you. As such, failure to respond to a mission results in (at least) a demotion, as one of the nicer forms of reprisal to be expected. This replaces the Detriment endured at the Local Level of Importance.

Prerequisites for Advancements to Colonel

For a character to become a Colonel, aka Nationally Important, they must have the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Blooded

Colonel Advantage

Member of the Ultra-Conservative Faction who have become Nationally famous receive a special invitation from Charles VI himself. You are named Templar to Charles VI or whoever is in charge of the faction at the time if you so wish. There are only so many positions available there so if you want to achieve National Importance you need to arrange for the death, dismissal, or reveal the incompetence of one of the templars you would replace. Additionally you may command those below you in rank of the Ultra-Conservatives and expect your orders to be followed.

Colonel's of the Ultra-Conservatives are the best of the best in the Faction. They have access to the best training, the best equipment, and the best resources available to the Faction. As a result their Tactics ability now grants a number of bonus traits on all Tactics related challenges equal to their current level of the ability.. Additionally their combat bonus now increases to two instead of one.

Finally Colonel's have access to one of the following "Soldierly" Ritae. A Colonel may only have one and only one of these ritae. These "Soldierly" Ritae take an Ignoblis ritae slot and cost 3xp.

SEMPER FIDELIS (SOLDIERLY RITAE)

"Ever Faithful" is a saying of the Ultra-Conservatives. This ritae was developed to give power to these words and empower those who say them. The Colonel works himself and his men up into a fervor with this simple phrase, reminding them of the Creed and loyalty to the Ultra-Conservatives after which, the Colonel and those under his command enjoy a benefit to their resolve. Once performed, this ritae restores 1 temporary willpower to both the Colonel and those Ultra-Conservatives under his command equal to his leadership ability.

NOX NOCTIS EST NOSTRI (SOLDIERLY RITAE)

"The Night is Ours" is another popular phrase among the Ultra-Conservatives. The Colonel must remind those underneath him in the Ultra-Conservatives that it is their factions destiny to lead the Sabbat and they are the only hope for the Cainite race in the face of Gehenna. This is effectively a mantra of 'seize the night'. This rousing speech and mantra grants the members of the Ultra-Conservatives that partake an inner strength to their tasks ahead. Those that undergo this ritae may freely share their Tactics Ability they have been assigned after the challenge to any other member who has benefitted from this ritae. Normally once these traits are assigned they may not be changed after. This ritae allows them to fluidly be used among the group. This applies only when using the Tactis ability system found in Laws of the Reckoning.

NUMQUAM RETRO (SOLDIERLY RITAE)

'Never Back Down' is the last of the popular creeds of

the Ultra-Conservatives. The Colonel priest tests himself and those under his command with fire and terror. Anything that might cause his soldiers to flee from battle. Fire Dances and Tests of Pain are popular tools to use in conjunction with this ritae. After which, those who undergo this ritae may for the next scene or an hour, spend 1 willpower to retest any fear type effect or challenge even if they are not normally allowed to do. This does not overcome the power of Quell the Beast however.

Colonel Disadvantage

As one of the leaders and commanders of the Ultra-Conservatives you no longer need to concern yourself with following orders. You give them. You are still expected to answer the War Call, except not doing so results in no action taken against you. You simply choose your battles now. You no longer suffer from any of the Detriments of the previous levels.

Majors

In order to better adjust to the new age of information that currently exists within the mortal population and to better ensure that the Army of Caine is prepared to fight the Antediluvians, the Camarilla and the mortal populace, the Faction has created certain specialized groups to work within the Faction. In order to distinguish the individuals in these groups the Marshal has created a new suffix or prefix (as appropriate) to signify to the rest of the Faction of their more specific responsibilities. If you have earned the rank of Sergeant or Lieutenant within the Faction and are a member of one the specialized groups then you will add Major as a suffix to your rank i.e. Sergeant Major or Lieutenant Major as a local or regional member respectively. If you are a Colonel in the Faction and are the National leader for one of these groups then you should be addressed as a Major Colonel.

There is no additional advantage or disadvantage given to members with the Major rank beyond that they have been recognized for their specialized talents in the Faction. This rank is being looked upon as a way to further distinguish your talents to the leadership within the Faction and the Sect in general.

The Commandant

The Commandant is a position that has recently come into being within the Faction. This position is appointed by the Marshal from the ranks of the Colonels within the Faction. The purpose behind the recent change in the Faction organization goes hand in hand with the creation of the Major prefix/suffix as the current Marshal is making strides to overcome weaknesses that he sees within the Sabbat and his Faction. It is rumored that the Commandant is in charge of these new groups and oversees their activities and reports directly to the Marshal. It is for those reasons that the Commandant is generally recognized as the second in command for the Faction but has no apparent advantage or disadvantage over any of the Colonels that serve the Faction.

To become the Commandant of the Ultra-Conservatives, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is Sabbat Coordinator Approval.

The Marshal

This rank is reserved for the undisputed leader of the Ultra-Conservative Faction. This cainite commands the armed forces of the entire faction. They must be a great strategist and tactician of war. They truly believe in the cause of an army of Caine to defeat the Antediluvians. The Marshal is only ever removed by Monomacy and the winner takes the position.

In addition to gaining the Positional Status Traits of Feared and Respected, the Marshal has the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Marshal of the Ultra-Conservatives, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is Sabbat Coordinator Approval.

Suggested Paths of Enlightenment

Honorable Accord, Caine, Orion, Metamorphosis, Night (all variations)

Suggested Abilities

Dodge, Melee, Leadership, Intimidation, Lore: Camarilla, Lore: Noddist, Lore: Sabbat, Rituals, Survival, Tactics

Suggested Backgrounds

Arsenal, Military Force

Suggested Merits and Flaws

Merits: Natural Leader, Bruiser, Higher Purpose, Iron Will

Flaws: Hatred/Intolerance (Freeloaders, Loyalists, Status Quo, Moderates), Territorial, Driving Goal

The Warcall

During certain points in the Ultra-Conservative Faction, members may be called on to serve in a wartime effort and mobilize to fight the Ancients (or, depending on the member's renown, she may be able to call others in to assist). It is important to note, should you choose to join the Ultra-Conservatives, you may be asked to proxy your sheet into sieges you may otherwise have not proxied into. As a player, you have the right to decline, though declining will be viewed as declining in-character. Finally, if you are capable of making "The Warcall" to your brothers and sisters in the Faction, do so only under the most extreme of situations. The seriousness of the call, both IC-ly and OOC-ly is pretty grand, as it may lead to multiple PC deaths. Regardless, before any call can be made, all members of the Faction require both Storyteller and Ultra-Conservative Sub-coordinator Approval.

Should you require the assistance however, local members have the ability to call all other local members to assist in a wartime effort, regionally important members can call all members in their region of regional or local importance, and national

members can make the call nationally to all PCs of national-level importance or lower. Again, making the War Call is serious business. Abusing it will only cause the Faction to look upon you with anger and ire.

Combination Disciplines

UNCONQUERABLE QUALITY (DOMINATE 3, PRESENCE 3)

Sergeant Level Rarity

Members of the Ultra-Conservatives need to appear strong at all times and present an undefeatable army. Combining the disciplines of Dominate and Presence, members of the Ultra-Conservative faction learned to exude an aura of undefeatability in all things they do. Projecting this aura gives members of the faction an edge in battle. Whether that be a physically commanding presence upon the battle field or the nightly games of the Jihad.

System: This combination discipline costs one willpower to activate and lasts one scene or an hour. The character exudes an undefeatable aura granting them a number of bonus traits on all challenges of Intimidation equal to their current Intimidation ability score, to a maximum of three. Additionally, he may engage a target in a Social challenge retested with Intimidation. Those who lose are down two traits on all challenges to harm the character. Those who win however, are immune to the effects of this power for the rest of the scene.

XP Cost: 12

ROAR OF COMMAND (DOMINATE 2, CELERITY 2)

Lieutenant Level Rarity

To a member of the Ultra-Conservatives, it is incredibly important for your soldiers to be able to hear your commands upon the battle field. The requirement of eye contact to use the discipline of Dominate becomes burdensome in the chaos of war. As such members of the faction developed this discipline technique to overcome such limitations and instead rely upon their connection to one another through blood to make sure their orders are followed.

System: This discipline technique requires one willpower per use. Once activated the character

may issue dominate commands to any who is able to hear your voice and has a vinculum rating to the character. This removes the need for eye contact.

XP Cost: 6

DREADFUL ASSAULT (POTENCE 3, CELERITY 3)

Colonel Level Rarity

The Ultra-Conservative Faction is renowned for its abilities and prowess in combat. The reason for this is this discipline technique developed by members of the faction. Combining the arts of Potence and Celerity, a Solider can forge his hands into the deadliest weapons on the battle field. Those who learn this technique become legends upon the battlefield as no shield or armor can withstand their blows.

System: This discipline technique requires 1 blood to activate per round. Once activated the characters brawling attacks gain the *Armor Piercing* and *Destroy Shield* effects.

XP Cost: 7

Ritae

SOUL OF HEKTOR

A ritual which may actually date back to the fall of Rome itself, legend speaks of great ancient warriors never really dying and infusing worthy fighters with their warrior capabilities. This ritual created by a potent Pack priest claims to have actually ripped the soul of the great warriors from the past and added it to the strength of his pack. This power, though great, is short lived and creates a huge amount of animosity as the beast urges to break free.

"We shall shatter our enemies We shall grind their organs We leave our enemies begging We shall be victorious."

Effect: Grants 2 Bonus combat re-tests which must be used before all other Situational Retests. You may only ever use one retest of this ritae in a challenge at a time, and are applicable to Brawl, Melee, Firearms, Dodge, or Survival challenges

THE CHAIN OF COMMAND

All Solders of the Ultra-Conservatives understand and respect the Chain of Command. They willingly sacrifice their freedom to ensure the freedom of all others and the Sabbat's Final Victory. This ritus was created as a reminder of their oath of loyalty to their faction and the chain of command. Lead by an Ultra-Conservative priest, the Soldier reads from the book of nod in regards to Gehenna and is reminded of their vow to save the Sabbat and the world from Gehenna and of their duty to Father Caine and the Sabbat as a whole. After such a speech, the Ultra-Conservative members feel invigorated and emboldened in their tasks.

Effect: After performing this Ritae all members of the Ultra-Conservatives that participated enjoy an additional two bonus traits on all combat challenges in the next scene they are in. The effects of this ritae wear off after a scene or an hour.

Known Members

CHARLES DELMARE AKA VI

Charles has always been seen by those around him as someone willing to work "across the aisle." He rallies Loyalists with inspiring speeches about the oppression of Elders, debates the benefits of freedom versus wartime with the Moderates, and loyally serves the Ultra-Conservative faction. Rumors abound of his support of the Inquisition, though they are often quickly discarded...Charles VI is the current Marshal of the Ultra-Conservatives.

FRANCISCO DOMINGO DE POLONIA

Cardinal of the East Coast, Francisco is legendary for his quick decision making and his prep work before going into a battle. It was this same decision making that put him in a position to step up from a Bishop of New York to its Cardinal.

AMELIA MEDICI, QUEEN OF SHADES

Born during the rise of the famous Medici family, Amelia was always destined for greatness. The name Medici is carved in the annals of history. Their rise to prominence in both Florence and Italy as a whole

is marked through careful machination, marriages, and political maneuvering. As the family spread out across the Italian peninsula, so too did their numbers grow. It was during this era of political growth for the Medici family that Amelia was born.

Amelia is a master politician and manipulator. A Lasombra with the skill to lead others and guide the Sabbat in a new direction in these Final Nights. To Amelia, she has waited centuries for this, and she will stop at nothing to finally realize her dream of becoming the ultimate master of the Jyhad. Amelia has recently been made the Commandant of the Ultra-Conservative Faction.

Media

Judge Dredd (Movie)

Heat (Movie)

Glenn Beck (Person)

Wag the Dog (Movie)

Watchmen (Graphic Novel)

Sources

Mexico City by Night

Montreal by Night

Players Guide to the Sabbat

Stereotypes

Loyalists: “How are these assholes any different from the Camarilla? Fuck them.”

Moderates: “The Sabbat wasn’t created to just be a war machine. Remember that whole Anarch Revolt thing?”

Status Quo: “They go too far with what they desire. However, during a crusade, there is no other in the sect that you can turn to, to do what must be done.”

Pander Movement: “Yea. I didn’t enlist, thanks.”

Order of St. Blaise: “Caine bless them for their dedication. And may Caine bless them in hopes of becoming more accepting of their brothers and sisters.”

Children of the Dragon: “The Sword of Caine is made whole by its many parts, not just one group of Fanatics.”

Occult Underground: “We value their sense of order and discipline... but not much else.”

Ecclesiastical: “Our soliders in Faith will be needed when Father Caine returns to wage war.”

Inquisition: “They will be the first to support and aid us when we come to a city. They are most helpful indeed.”

Black Hand: “If only the Sword of Caine was more like them. Minus the Elders’ right to rule and all...”

Cult of Lilith: “More Sabbat lies. You say ‘Ultra-Conservatives,’ I say ‘Third Reich.’”

Infernalists: “Why restrain yourself so? You’re a god of the night! Live it up!”

pander movement

"They still talk about us behind our backs, but at least they are afraid to do in the open. We grow in power each day, and soon we will make the Sabbat what it should be."



In 1952, Joseph Pander succeeded in uniting the Clanless of the Sabbat into a political force. United by a shared history of abuse at the hands of their fellows (but also united in the belief that what the Sabbat was doing was right), the Clanless gathered to make themselves more effective in pursuing the goals of the Sect, as well as for mutual protection.

In the early days, many influential Tzimisce and Lasombra supported Pander's followers, this newly formed group used to their political advantage in a time of political strife. However, as the "Pander Movement" grew, these Tzimisce and Lasombra quickly lost control. Too many of the now-called "Panders" had faced cruel treatment at the hands of



the Sabbat's most prominent clans and strong feelings on both sides forced the Panders to go their own way.

It was not until 1957, at the end of the Sabbat Civil War, that the Panders were given official Clan status. Their efforts in the war had both kept the Sect together in the time of crisis and prevented many territories from falling to the Camarilla. While many had tried to curry their favor during the war, the group proved to be too diverse and most negotiations failed. The Panders, with no clear allies in the war and no real motivation to aid any side, continued doing what members of the respectable clans did not: defend the domains of the Sabbat.

Called Mutts and Caitiff by many in the Sabbat, the Panders have long had to endure unfair treatment and outright abuse. As the members of Clan Pander increased, both in number and prestige, members of other clans looked on. Many believed that they understood what it felt like to be a second class citizen to the Lasombra and Tzimisce, to never be considered quite as loyal or quite as accomplished, despite a long history of distinguished service. It was these sentiments that drove the first non-Pander to join the Movement back in 1985 which started the shifting of the goals of the Movement, from Pander Equality to Clan Equality.

Not everyone in the Movement was happy with this decision, however. Several Panders remembered their life before the Clan was fully established and they remembered the abuses heaped upon them by not only the Lasombra and the Tzimisce, but the Antitribu as well. To suddenly unite with Antitribu seemed distasteful, and some Panders just could not accept it. Several of the older Panders mostly joined the Ultra-Conservatives; the younger panders, with the Loyalists. Those who left insisted that not supporting the new ideals of the Movement was not

the same as not supporting their Clan. As such, several of the Panders outside the Movement often continue to work very closely with the members of their Clan, to help them towards advancement within the Sect.

Nickname

Fanatics

Symbols and Iconography

The Pander Movement superimposes the Pander symbol over the flag of whichever nation they are in. Though often mistaken as a sign of protest by mortals, the flags scream “We are everywhere!” to those in the Sabbat Hierarchy.

Members, who do not wish to give unnecessary credit to the Panders (as a clan) when they advertise their works, use a symbol of a Hammer and a Drop of Blood instead, claiming that it represents a “reforging” of the Sword of Caine.

While both are recognized by those in the Sabbat, only the Pander “X” is officially recognized by the Movement.

Beliefs of the Pander Movement

- All Clans are necessary for the Sabbat to be successful.
- All Clans should have equal opportunities to serve in positions of leadership.
- No one has the right to harass others who have not earned derision.
- All who are oppressed must stand together in the fight against tyranny.
- No one should allow their personal goals to endanger the Sabbat.

Role Within the Sabbat

The Pander Movement sits outside the normal political spectrum of the Sabbat. They do not focus on how their goals should be achieved, only that they should be. This allows them to be a sort of “wild

card,” wheeling and dealing with all of the factions and keeping alliances only so long as a better offer does not come along. The Ultra-Conservatives and the Loyalists tend to be the traditional allies of the Pander Movement; the Ultra-Conservatives, because the Movement is so focused on loyalty to the Sabbat before personal ideals; and The Loyalists, because the Movement is pushing for increased equality.

Prerequisites to Join

While some might believe any and all can join the Movement, members are specifically chosen for combat prowess, loyalty to the Sect, and proven courage in the face of dire circumstances. As such, not everyone who applies immediately gets “initiated” into the Faction, though the Movement does support all those who wish to join their ranks.

The requirements for PC’s to join the Pander Movement as a Blood Hound, aka Locally Important, are as follows:

- Storyteller Approval and Pander Movement Sub-coordinator Notification
- The Positional Status Trait of Initiated

Blood Hound Advantage

Members of the Pander Movement are known for their fanaticism and courage. Blood Hounds, aka Locally Important Panders, gain one Bonus Trait in all Intimidation related challenges (may not be used with Disciplines).

Blood Hound Disadvantage

The Lasombra and the Tzimisce have a notorious hatred against both Panders and the Pander Movement. As such, members of the Pander Movement who are Locally Important are One Trait down in all Social Challenges with members of Clans Lasombra and Tzimisce.

Prerequisites for Advancement to Bulldog

As with any organization or social group, there are those who rise above the rest. Though the Movement espouses equality amongst its ranks, there are those

who are deemed more “influential” amongst them and thus receive more opportunities within the Faction. The Pander Movement respects those who push to be more active within it, though it does not mean to make the individual more important. Rather, those that advance within the Movement are deemed more “active” in pushing the goals of both the Sect and the Movement.

In order to advance to the next level of the Pander Movement, a Bulldog (Regionally Important), a PC must meet the following prerequisites:

- Storyteller Approval and Pander Movement Sub-coordinator Approval
- The Reputational Status Trait of Militant

Bulldog Advantage

As some of the fiercest members of the Sabbat belong to the Pander Movement, many of its members are also Panders themselves. The Panders have brought with them the skills and arts they mastered during the Third Sabbat Civil War. Intimidation and scaring your opponent seems to work best in getting their attention. As such, Bulldogs may, once per month, gain a free retest in any Intimidation related challenge.

Bulldog Disadvantage

Through your acts of Valor and Courage you may have made a name for yourself, but members of the Lasombra and Tzimisce clans still despise all things related to the Panders. Though upon reaching such a level they can no longer have such open disdain for a Regionally Important member of the Pander Movement. Rather than being down One Trait in all Social Challenges with members of Clans Tzimisce and Clan Lasombra, the player may now choose only one of the two clans this applies too instead of it being both. This replaces the detriment suffered from Locally Important.

Prerequisites for Advancement to Pit-Bull

To advance to Pit-Bull, aka Nationally Important, the following is required:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Dedicated

Pit-Bull Advantage

At this level, a member is now considered one of the several leaders within the Pander Movement. As such, a member may now declare a person an Enemy of the Pander Movement. While none are required (or expected) to kill the individual, all members of the movement who can must harass, attack, and generally teach the person what a bad idea it is to fuck with the Movement, its members, and anyone under their protection. Also as a result of becoming Nationally Important to the Pander Movement, you can call upon members of the Pander Clan and Movement for aid during either a political fight for the faction or a physical one. Calling upon your Pander brothers for aid may only be done once per month. It falls to the storyteller to decide what Panders show up and will lend aid in either the above scenarios to the best of their abilities.

Finally, members of the Movement at this level may also learn the most closely guarded secrets of the Pander Movement. Members now have personal access to Joseph Pander (Sabbat Coordinator-Controlled NPC) and (with appropriate role-play) they may buy Pander as a Mentor and learn the unique Discipline “Kineticism” up to its Advanced level (level 5, see below for more information). You also gain access to the powers in the Pander packet.

Taking Joseph Pander as a Mentor and learning Kineticism requires Sabbat Coordinator Approval.

Pit-Bull Disadvantage

A Nationally Important member of the Pander Movement has earned the respect of all his peers, or at the very least they can no longer challenge her so openly in the public eye. Even members of clan Lasombra and Tzimisce hesitate to move against you openly. As such, you no longer suffer any penalties when dealing with members of Clan Tzimisce or Lasombra.

The Mongrel

Joseph Pander was and is the Mongrel. Proud of his bastard heritage, when he formed the Pander Movement he welcomed all others to join him in his quest for greater equality in the Sabbat. Joseph invites all challenges to his title and is no tyrant to the cause. He accepts challenges in all forms under the belief of "Hey if you believe you can do a better job...prove it and I'll back you. As result all members of the movement follow the desires and direction of the Mongrel. Viewed as more of a pack leader then a true position of authority. Still, the respect earned by the mongrel results in the Faction following him in all things.

In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Mongrel has the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Mongrel of the Pander Movement, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Kineticism

(Adapted from the book "World of Darkness: Outcasts," page 37)

BASIC KINETICISM

DAMPENING

System: The character spends a Blood, reducing the damage of the next successful attack (against him/her) by one (1) level. This damage reduction happens before Fortitude. This power does not stack with itself and spending a blood to activate this power while it is already active does nothing.

REDIRECTION

System: When spending an action to dodge a projectile, a character may decide to use Redirection instead. The character performs a Physical Test to dodge, exactly as if he wasn't using Redirection. If

he is successful, the projectile misses and a Simple Test is thrown. On a win of the Simple Test, the projectile hits the original attacker instead. It should be noted that a character may always dodge or soak damage, as per the rules of "Laws of the Night (Revised)."

INTERMEDIATE KINETICISM

VENGEFUL-STRIKE

System: Spend a Blood and, the next time you take damage, you gain an additional damage on your next melee or brawl attack. This attack must take place the same round you took damage, or in the round immediately following it. This power does not stack with itself; therefore, spending a blood to activate this power while it is already active does nothing.

DISCHARGE

System: Spend a Blood and a Willpower before you attack with a ranged weapon to add one damage to the attack (if the attack is successful). This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

ADVANCED KINETICISM

KINETIC-SHIELD

System: Spend a Blood and one full round action to summon a (6 feet by 4 feet, 5 Health Level) transparent barrier directly in front of you. When summoning the kinetic shield, you may spend any number of Physical Traits. For each 2 Traits that you spend, you may increase the Health Levels of the barrier by one OR increase its size by three foot increments. This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

Suggested Paths of Enlightenment

Honorable Accord, Feral Heart, Orion, Power and the Inner Voice

Suggested Abilities

Brawl, Fire Dancing, Lore: Noddist, Lore: Sabbat, Melee, Law

Suggested Backgrounds

Mentor (Pander Movement)

Suggested Merits and Flaws

Merits: Daredevil, Calm Heart, Group Loyalty, Fearless Ferocity

Flaws: Bloodline, Clan Weakness, Thin Blood, Derangement (Megalomania)

Combination Disciplines

DOGS OF VITAE (ANIMALISM 3, FORTITUDE 2)

Bloodhound Level Rarity

As many members of the Pander Movement are Mutts themselves, they are familiar with their stray dog brethren after which they are named. Using the arts of Animalism combined with the strength of resilience Fortitude provides, a member of the Pander Movement with this art can infuse a dog with an ability to seek out and store vitae for their masters. Firstly the vampire must gain command over a dog before he sends him on a hunt. Once unleashed the dog will seek out the nearest source of vitae and attack violently, seeking to devour it. Once they have had their fill, the dog will always return to its master to give to them what they have stolen. This vitae mystically transfer from the dog to the vampire when in his presence. Often used as a useful survival trick when in need.

System: The vampire must first gain command of a dog in order to use this power. Once the character has gained control of the animal, they may expend one willpower trait to infuse the dog with the ability to hunt for blood, store it in their system, and return to their master to gift them with their blood. The dog must attack a target and drink their blood but may store up to three blood within themselves before they must return to their master. Once in their master's presence, the character may immediately take this stored blood into themselves refilling their own blood

pools. How long it takes for the dog to collect this blood and return to its master (not to mention the how) is entirely up to the storyteller.

XP Cost: 8

UNDIMINISHED FURY (ANIMALISM 5, FORTITUDE 2)

Bulldog Level Rarity

During the Third Sabbat Civil War, members of the Pander Movement quickly had to learn an ability to not run from battle. Fire, Sunlight, and other banes of vampires cause their beasts to compel them to flee. A members of the Pander Movement need not fear such a fate once they have mastered this art. Using their mastery of the Beast, a member of the Pander Movement with this discipline technique turns their failed fear frenzy into anger and berserk frenzy instead.

System: This combination discipline is activated whenever the character fails a Rotschreck challenge. IF the character has failed this challenge, they may spend one willpower point and instead immediately frenzy instead of fear frenzy. If the character is on an Instinct Path this does allow them to test to ride the wave of frenzy as usual, in lieu of a Rotschreck frenzy.

XP Cost: 8

CAINE'S CURSE (DOMINATE 2, ANIMALISM 5)

OWbN Pander Packet

Pit-bull Level Rarity

This discipline technique was originally developed by members of the Pander Clan. Brought over into the Pander Movement, this combination discipline pulls upon the Curse of Caine in all vampires as a lethal weapon to use. The beast being tied to their curse, a vampire with this technique learns to twist and warp their own curse, if they have one, and project it into a target. This causes the victim's own clan curse to magnify immensely. Some believe that, come Gehenna, the effects of this power will, in reality, be the true power of Caine's Curse upon all vampires when the Dark Father returns.

System: This power enhances the various clan curses laid down by Caine himself. To first use this power, the Pander must spend one willpower trait and use

Drawing Out the Beast successfully on a target. If the target is of lower generation than the Pander, this power has no effect. However, should it succeed the victim suffers an enhanced version of their clan's curse (Tremere, Caitiff and Panders are immune to this effect). This effect is largely left for the Storyteller to decide, though some examples are:

Brujah: -2 Self Control instead of -1. Toreador: Cannot be brought out of the trance early by anything less than an obviously life threatening circumstance. Ventrue: Feeding Restriction extended to include Vampiric Vitae.

This power ends when the use of Drawing Out the Beast ends.

Note: This power is never discussed outside of Clan Pander and the Pander Movement.

Xp Cost: 15

Ritae

REVEAL THE INNER BEAST

This Ritual was first used to create a feeling of fear and mistrust when the Anarchs were trying to muscle in on an area. It has been used in modern nights to extract information from individuals without the use of physical violence.

"The beast is fear. Our face hides our desire. The beast triumphant. Our bodies weak. The beast shall overcome all. Our soul is lost."

Effect: The Ritual group gains 3 bonus Intimidation Ability traits, but cannot initiate any Social Challenge other than those which are Intimidation-based. This bonus lasts for one scene or an hour.

DEATH OF THE ELDER'S BLOOD

Description: For some Pander Supremacists, just because a cainite is a member of the Pander movement is not enough. These cainites call for their brothers and sisters to willfully shed their clan blood and identity. The ritae begins with the Pack Priest asking the would be member some questions, and giving brief monologues about Caine, and the meaninglessness of clans. The questions are used to determine the cainite's true motives. The line of questioning ends when the priest asks the candidate "to which clan to you belong?" Their answer will set

the tone for what follows. If the candidate proclaims any clan other than Pander, one way or another they will be told they do not belong. If they declare Pander or claim they are clanless, then the ritae will continue to unfold.

The candidate is told to dig a grave and to lie within. Then, while standing around the grave the candidate has dug for them self, the pack priest consecrates a Vaulderie (the candidate does not add blood). The candidate is then instructed to free the blood from their veins and to allow it to drain into the earth until they have no blood left within their body. As the blood drains from the candidate the pack proclaims the strengths of the Clanless, declaring why they have united under the name Pander and how they are Caine's truer children. At this point, a small portion of the Vaulderie is given to the candidate and the pack quickly buries the candidate as the priest makes proclamations of Caine setting them free from their elder's, and Caine's blood washing away the curses he laid on the antediluvians.

The candidate is then expected to dig them self free of the grave they dug for their old self. Should the candidate fail to dig them self free the pack leaves them behind, as obviously their clan had too much of a hold over them. If the candidate digs them self out they will find the remainder of the Vaulderie and additional fresh blood awaiting them. After they have finished the blood in the Vaulderie and have filled themselves on fresh blood they are told that their old self is dead, and they must find a new name for them self. They are welcomed into the pack and a Vaulderie is performed cementing their new ties.

System: The Ritae begins with a Sermon of Caine for all intents and purposes. After the individual has spilt their blood from their veins the pack begins to prepare the Vaulderie. By the mystic nature of the Ritae, through the combined belief of the pack, this is where the real magic takes place.

If the individual has spilled all their blood and told the truth about their desire to renounce their clan, they are not effected by the sight, smell, or taste of blood, and they will not hunger frenzy as a result of the Vaulderie being prepared. Furthermore, when the small bit of the Vaulderie is given to the candidate, they will feel as if they are going through the change a second time. While the candidate is feeling the agony of the change the pack quickly buries candidate.

If the individual has lied about their intent to abandon their clan or held even one blood trait in their system, they must make three hunger frenzy challenges (even if they are not hungry) with a difficulty of 6. These challenges should occur when the Vaulderie is consecrated, when the candidate willfully stops shedding blood, and when the small bit of the Vaulderie is given to the candidate. The target of this hunger frenzy will be the blood in the Vaulderie chalice. Upon drinking any of the blood from the Vaulderie, the candidate will feel the agony of the change. Unlike a honest and sincere candidate, however, this pain is accompanied with a deep burning sensation. The failed candidate takes three points of lethal damage per round until they fall into torpor. (Optionally the challenges can be made before the ritae with an ST so the RP is not interrupted by RPS and the host pack does not know if the individual has lied or not.)

After the candidate is buried they must dig themselves out of the grave. They must win (not tie) two out of three simple tests to free themselves from the grave. Each physical trait the candidate spends entitles them to get another test. Once they have accumulated two wins they have freed themselves from the earth (assume each test takes 10 minutes). The now reborn Pander will have a new temporary derangement that will last for the next month, after which time it fades away.

If the candidate entered frenzy or failed to dig them self out of the grave, the pack will take it as a sign of the candidate's lack of faith or the strength of the hold the candidate's antediluvian had over them. This does not mechniacly change the character's clan, and is entirely an In Character belief and change.

Known Members

ANGES

Anges is odd even for a Tzimisce. One of the elder Sabbat members who helped pen the Code of Milan, Anges always felt it was the conflict between the Tzimisce and the Lasombra that lead to both destructive wars. When the Third Sabbat Civil war occurred, Anges was quick to realize that the sect would not survive a fourth, and that the Sabbat has forgotten itself. It was the words of Joseph Pander that rang true in his heart. If the sect was going to survive to see Gehenna, both the Lasombra and

Tzimisce needed to remember their roots and let go of their control. Only as all vampires united under the blood of Caine does their race have any chance of defeating the Antediluvians.

JOSEPH PANDER

Founder and current leader of both Clan Pander and the Pander Movement, Joseph Pander is believed to be the youngest Cainite to have ever been appointed to the position of Prisci. Pander never tolerates the abuse of his Clansmen; however, he is also known to have a tendency to stick his neck out for anyone being unfairly treated in the Sabbat. This philosophy has gained him a very loyal following among many of the Clans of the Sabbat, even while giving his enemies more ammunition to use against him

SILVIA PANDER

The childe of Joseph Pander is the Pander Movements voice in Mexico City. Silvia sits on the consistory having earned her place hunting down numerous elders and consuming their souls taking their power for her own. She is known as a cool headed Cainite, yet quick to rally a riot if need be.

Her faith and devotion to the movement is unquestionable. Silvia truly believes in the Pander cause and embraces the fact that the Panders are a clan, not Clanless. She truly believes the Panders are the inheritors of Caine's legacy, for they have no curse of Caine. Tonight she leads the Pander Movement forces in Mexico City under the Faction's banner. If anything, Mexico City is not lacking in Panders and Antitribu tired of being oppressed by the Lasombra and the Tzimisce.

Media

Braveheart

Saving Private Ryan

Freaks

Pinhead by the Ramones

Sources

World of Darkness: Outcasts

Players Guide to the Sabbat

Stereotypes

Loyalists: “We have a lot in common with them. Too bad they only focus on one of the major issues to the exclusion of all others.”

Moderates: “I can’t really argue with their goals. I just don’t think it will ever happen.”

Status Quo: “They proved their point in the Third Civil War. What more do they want?”

Ultra-Conservatives: “You can have equality right after all of the clans join the Sabbat and kill their ancients.”

Order of St. Blaise: “They should turn to the teachings of the Dark Father for guidance. Otherwise, you will just repeat history.”

Children of the Dracon: “Perhaps when they grow up, they will actually get what they want.”

Occult Underground: “They are like 16-year-old high school dropouts. So much potential, but such a waste.”

Ecclesiastical: “The clanless are spoken of in our writings as signs of the end times. Father Caine would not approve.”

Inquisition: “While their modern cry for equality can be annoying, they are free to think what they want.”

Black Hand: “Caine left those of his blood to rule. Not mongrel bloodlines.”

Cult of Lilith: “We support equality. See, we aren’t so different. Let me tell you about Lilith.”

Infernalists: “Who cares. In the end you’re all doomed anyway. Might as well make the most of it.”

OCCULT

UNDERGROUND

“All the answers to the mysteries of the world lie in questions. We are simply bold enough to ask them.”



In 1999, the mysterious and utter destruction of the Tremere Antitribu left the Sabbat vulnerable and without competent blood sorcerers to counter the Camarillan Tremere or independent blood mages (such as the Assamites or Giovanni). The highest ranks of the Sabbat Clergy took immediate steps to address this problem, creating a Pack known only as “The Scholars” based out of Montreal and under the leadership of Father Juan Carlos (a Brujah Priest) to rediscover the lost secrets of House Goratrix.

At the same time, Esteban Agua y Tierra—a Tzimisce Koldun in Mexico City—and his packmate La Viuda Blanca—one of the reclusive and newly-



emerged

Harbingers of

Skulls—discovered the abandoned Haven of a powerful Tremere Antitribu and began conducting their own research. Over the next decade, a small network of Priests, Occultists and Scholars rose among the Sabbat of North America.

It was not until 2010 did the Underground achieve the breakthrough they had been looking for. By combining ancient Mayan blood magic native to South America with the tomes of the Tremere Antitribu, they were able to craft a Blood Sorcery that could be taught amongst their brothers and sisters.

At the 2010 Palla Grande in New York City, the Underground made its debut, standing among the other Factions of the Sabbat in an attempt to avert Civil War.

Nickname

Witches, Ah-Nakom

Beliefs of the Occult

Underground

The following comprise the list of what the Occult Underground, as an organization, holds as its beliefs and mission:

- In order to survive and defeat its enemies, the Sabbat must have skilled Occultists of its own.
- Regardless of Clan, only those of the Occult Underground have the knowledge to practice Blood Magic safely and ensure that such practice is for the best interests of the Sect.

- The Underground must be constantly on guard against those who seek the Infernal Arts, believing it to be the easy path to power.

Symbols/Iconography

The relatively small numbers of The Underground make any statement about symbols or iconography somewhat misleading. While The Scholars in Montreal have a fondness for priestly robes (for instance), the rest of the movement does not necessarily follow suit.

Since the movement's "debut" in New York however, several prominent members have begun wearing Mayan symbols as something of a badge, most commonly the "Eagle" (for its associations with wisdom and contemplation) or "Night" (for more obvious reasons).

As Occultists, the Underground often finds itself regarded with the same caution as the late Tremere Antitribu and, as such, many of the Underground do not necessarily portray "their colors" (so to speak) without purpose.

Role Within the Sabbat

The Occult Underground has not yet taken sides in the political conflicts of the Sabbat; however, the Consistory has assigned the Inquisition to oversee the spread of Bacaban through the Sabbat and to watch for any signs of infernalism. It remains to be seen whether working closely with the Inquisition will bring the two Factions together or drive a wedge of resentment between them.

Also, the Underground regards any Blood Mages within the Sabbat (who do not join its ranks) with suspicion—including Lasombra Abyss Mystics, Tzimisce Kolduns, Assamite Sorcerers, and Harbinger Necromancers—though they are not necessarily required to join the movement.

The Sabbat Inquisition has been tasked by the Consistory to oversee the spread of Blood Magic to the Sabbat. Working with the Occult Underground, the Inquisition has begun to compile a list of those who have been taught by and approved by the heads of the Underground. The spread of Blood Magic over the years through the Sabbat has become rather vast and, as such, any who practice a Blood Magic (of any type) will come into to question, save for the Black

Hand (who have their own methods of learning and regulating Blood Magic within itself). All members of the Sword of Caine who possessed Blood Magic prior to this plot may go to the Occult Underground to register what they have and how they learned it. This is an In-Character form of regulation, as now more than ever, the Inquisition is suspicious of Infernalism in the sect.

Any Sabbat (again, excluding the Black Hand) who possesses a Blood Magic not approved by the Occult Underground and found by the Inquisition or its agents is likely to find him-/herself on trial for why she/he didn't follow procedure.

Prerequisites to Join

The Occult Underground is the heart and soul of Blood Magic in the Sabbat. The easiest and best method to learn any of these arts is to go through them. In order to learn these arts, one must first be accepted as a student of the occult and mysticism. A member of the Sabbat who has mystical inclination would first seek to join the Occult Underground. Once accepted, it is then determined which school she is going to join. They are either chosen for the Relic Hunters, Lore Masters, or Ah Nakom. This selection is based on an individual's particular talents and inclinations as determined and approved by the heads of the Occult Underground. Additionally they require the positional Status Trait of Initiated.

To advance in "rank" in the Occult Underground, a vampire must petition the heads of the Occult Underground for each rank they wish to advance too. Another note: the Occult Underground is one of the many factions of the Sabbat. They are the heart and soul of the mysticism and occult of the sect. Furthermore, this is a Political Faction, whose beliefs and methods in the Sabbat vary as much as all the other Factions. They believe that the true secret to defeating the Antediluvians and the race of Caine lies in the secrets hidden in the world. As a secretive Faction that deals in the darkness of the world, the Occult Underground is mistrusted by most of the other Sabbat Factions. However, their knowledge in the Occult is unprecedented in the Sabbat. Therefore, many of the members of the hierarchy rely upon them heavily in those matters. Its members are hand-picked by the heads of the Occult Underground; only those with similar mindsets and goals are selected to join.

Schools of the Occult

Underground

The Occult Underground is not made up solely as blood mages; rather it is a diversified group of likeminded individuals obsessed with the occult. As a result, the Occult Underground is divided into three known schools and one secretive one. When one joins the Occult Underground, they are then sent by the heads of the Occult Underground into one of the various schools best suited to their skills.

Relic Hunters: Those who seek the past of the cainite race and the artifacts left behind are known as Relic Hunters. The sole job of those among the Relic Hunters is to travel the world searching for any and all relics from the past relating to cainites. From pieces of pottery to lost fragments of the book of nod and ancient mystical weapons; the Relic Hunters search for them all. It is their hopes that in these items of the past lie the keys the future and overcoming Gehenna.

Lore Master: Knowledge is power, and in secrets lay the keys to the universe. It falls to the Lore Masters of the Occult Underground to research and catalogue it all. Whether they be tomes and secrets of the clans, various creatures, or history of nights long past; the Lore Masters study it all. Those who seek knowledge and have a tenacity for long hours of studying and research often find a home among this school of the Occult Underground.

Ah Nakom: Through Mayan Blood Rites and the Hermetic principals of the Thaumaturgy of the Tremere Antitribu; the Ah Nakom practice the arts of Bacaban. This newly created blood magic has only a few practitioners in the Final Nights, but their numbers continue to grow. Only those who meet the staunch approval of the heads of the Occult Underground are allowed to join the Ah Nakom. Those who seek to join them must have a desire to pursue blood magics and be priests of the Sabbat. The trials to become one of the Ah Nakom are by no means easy. The easiest way to join this school of the Occult Underground is to already practice a type of Blood Magic. Kolduns and Wangateurs are by far the most common among the Ah Nakom. Though difficult to join and gain Bacaban, those that do are the masters of Blood Magic in the Sabbat. To join

the Ah Nakom School of the Occult Underground requires *Sabbat Coordinator Approval*.

Bacaban

This Blood Magic, long since lost, was first created by the Gangrel ancient Mictantecle and is written down in "The Codex of the Damned." Bacaban is an art that has been rediscovered by the Occult Underground and adapted and melded with the arts of the Tremere Antitribu. It is a Blood Magic based on ancient Mayan rituals. A vampire who practices Bacaban must have faith in the gods to work his magic. As such, any Sabbat vampire who wants to practice Bacaban must possess the abilities Theology and Astrology.

In Character, to learn this magic, one must approach the Occult Underground and petition them for tutelage. This is the only method to learn Bacaban. Only with the direct approval of the heads of the Occult Underground (La Viuda Blanca, Esteban del Aguay Tierra, and Father Juan Carlos) is it possible to learn this specific art. As this requires extensive role-playing with these NPCs to determine if it is appropriate for a PC to learn this art, Bacaban requires Sabbat Coordinator Approval.

All other paradigms of the Blood Magics spread by the Occult Underground are covered in OWbN by their appropriate Coordinators and packets.

Bacaban follows the same basic rules as Thaumaturgy. All powers require a Blood Trait to use and utilize the Occult ability for retests. Additionally, this Blood Magic is based upon ancient Mayan blood sacrifice rituals. As such, when Blood is spent for these powers, the magus will cut himself and bleed upon the ground as a sacrifice to the gods. This requires no additional action; it is simply for flavor and effect. The primary path for Bacaban is the Path of Blood.

Those who practice Bacaban are known as Ah Nakom. This Blood Magic is a melding of the art practiced by Mictantecle and the Hermetic Thaumaturgy practiced by the Tremere Antitribu. Bacaban is the direct result of ten years of research done by the Occult Underground. This Blood Magic can only be learned and taught by the leaders of the Occult Underground (or one can risk the dangers of being a rogue in the Sabbat, see the FAQ).

For more information on the Mayan religion and rites, please visit:
http://en.wikipedia.org/wiki/Maya_religion

Rarity

Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Occult Underground Sub-coordinator Approval

Rarity 3: Storyteller and Sabbat Coordinator Approval

Paths

Rarity 1: Path of Blood, Lure of Flames, Movement of the Mind, Weather Control

Rarity 2: Path of Father's Vengeance, Hands of Destruction, Path of Mars, Path of Conjuring

Rarity 3: Elemental Mastery, Gift of Morpheus, Spirit Manipulation, Path of Blood's Curse

Rituals

Ritual	Level	Rarity
Blood Rush	Basic	1
Widow's Spite	Basic	1
Will O' the Wisp	Basic	1
Recure of the Homeland	Basic	1
Mirror of Second Sight	Intermediate	1
Firewalker	Intermediate	1
Keening of the Banshee	Intermediate	1
Spirit of Torment	Advanced	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Wake with the Evening's Freshness	Basic	1
The Open Passage	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Ward Versus Ghouls	Basic	1
Ward Versus Lupines	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Ghouls	Basic	1
Ward Versus Kindred	Intermediate	1

Warding Circle Versus Kindred	Intermediate	1
Dominoe of Life	Basic	1
Machine Blitz	Basic	1
Clinging of the Insect	Intermediate	1
Eyes of the Nighthawk	Basic	1
Blood Contract	Advanced	1
Illuminate the Trail of Prey	Basic	2
Power of the Invisible Flame	Basic	2
Summon Guardian Spirit	Basic	2
Friend of Trees	Intermediate	2
Summon Mischievous Spirit	Intermediate	2
The Haunting	Intermediate	2
Respect of the Animals	Intermediate	2
Eyes of the Beast	Advanced	2
Lion Heart	Advanced	2
Thirst Unquenchable	Advanced	2
Communicate with Kindred Sire	Basic	2
Devil's Touch	Basic	2
Scent of the Lupine's Passing	Intermediate	2
Incorporeal Passage	Intermediate	2
Bone of Lies	Intermediate	2
Eldritch Glimmer	Intermediate	2
Craft Bloodstone	Basic	2
Rutor's Hand	Intermediate	2
Soul of the Homunculus	Intermediate	2
Umbra Walk	Advanced	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2
Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2
Warding Circle Versus Spirits	Advanced	2
Fire in the Blood	Intermediate	3
Ritual of the Bitter Rose***	Intermediate	3
Bottled Voice	Intermediate	3
Mirror Walk	Intermediate	3
Dominion	Advanced	3
Mindcrawler	Advanced	3
Iron Mind	Intermediate	3
Drawing Upon the Bound	Elder	3

Invisible Chains of Binding	Advanced	3
Paper Flesh	Advanced	3
The Gift	Master	3
Spider's Web	Elder	3
Chill of the Windsaber	Master	3
Shadow of the Wolf	Master	3
The Severed Hand*	Advanced	3 INQ
Track Transgressor**	Intermediate	3
Steps of the Terrified	Basic	3

* This ritual is only known to the Sabbat Inquisition and practiced by a few Sabbat Inquisitors only.

** This version of Track, this version is based upon Mayan rituals. For pure Role-Play purposes, instead of the normal method of tracking, a spectral jaguar is summoned which the caster must chase to find the Blood Magic user he/she seeks.

***Mechanics for this ritual can be found in the book *Sins of the Blood*.

Relics and Artifacts

The Relic Hunters of the Occult Underground find themselves traveling the world searching for items of importance to both the race of Caine and its history. As the creation of these items are left in the hands of the Storyteller's, we have provided a list of printed White Wolf Vampire unique items.

Below are a list of example Vampire Artifacts presented by White Wolf. How they work in your game, we leave to the STs to decide. Some of these are White Wolf specific items, so please consult their corresponding books. If they are White Wolf specific items (Like Aaron's Feeding Razor) the appropriate R&U must be followed to use them. This is a list to help STs get an idea for their players and games.

Unrated (not suitable for Special Gift Merit)

Aaron's Feeding Razor: Player's Guide to the Sabbat page 153

Argent Baton: Vampire Storytellers Handbook page 139

Ashes: Dark Ages Book of Storyteller Secrets page 92

Black Gloves: Player's Guide to the Sabbat page 153

The Blade of Enoch: Road of Humanity page 76

Bloodstone: Vampire Storytellers Handbook page 141

The Bone: Road of the Beast page 76

Brass Heart Shield: Player's Guide to the Sabbat page 154

Cloak of the Abalone: Vampire Storytellers Handbook page 141

Concoction of Vitality: Player's Guide to the Sabbat page 154

The Cup of Christ: Road of Heaven page 75 and The Ashen Knight

Damascene Blades: Dark Ages Book of Storyteller Secrets page 90

Elixir of Distillation: Vampire Storytellers Handbook page 140

Eye of the Hour Glass: The Hunter's Hunted page 86

Femur of Toomler: Player's Guide to the Sabbat page 154

The Flesh of the Hunted: Road of the Beast page 76

Gabriel's Trumpet: Road of Heaven page 76

The Garou's Claw: The Hunter's Hunted page 86

Giant's Blood: Player's Guide to the Sabbat page 154

Grails: Dark Ages Book of Storyteller Secrets page 93

The Griffin's Ring: The Hunters Hunted page 86

Hand of Conrad: Player's Guide to the Sabbat page 154

Horns of the Hunter: Road of the Beast page 76

Ivory Bow: Player's Guide to the Sabbat page 154

Jorum of Kinship: Player's Guide to the Sabbat page 154

Martinelli's Ring of Clear Thought: Player's Guide to the Sabbat page 154

Monocle of Clarity: Vampire Storytellers Handbook page 139

Phylactery of Recorded Memory: Player's Guide to the Sabbat page 154

Powder of Rigidity: Vampire Storytellers Handbook page 139

Pumping Heart of Nizchetus: Player's Guide to the Sabbat page 154

Ring of the Inscrutable Eye: Vampire Storytellers Handbook page 140

Rowan Ring: Vampire Storytellers Handbook page 140

The Silken Cord: The Hunters Hunted page 86

Splinters of the Black Stake: Dark Ages Book of Storyteller Secrets page 94

The Stone: Road of Heaven page 76

Talbot's Chainsaw: Player's Guide to the Sabbat page 154

Tapestry of the Blood: Vampire Storytellers Handbook page 140

Tongue of Jarthis the Slaver: Player's Guide to the Sabbat page 154

Tyrant's Lash: Road of Kings page 76

Vathi: Dark Ages Book of Storyteller Secrets page 92

Veddartha's Chalice: Road of Kings page 76

Vestment of Vileness: Players Guide to the Sabbat page 154

Waxen Poetica: Vampire Storytellers Handbook page 141

The Well of Ashes: Road of Humanity page 77

Weyland's Wyrcan: Dark Ages Book of Storyteller Secrets page 91

Special Gift 1

Blood Pouch: Vampire Player's Guide Second Edition page 193

Special Gift 2

Gangrel Eye: Vampire Player's Guide Second Edition page 193

Inner Stone: Vampire Player's Guide Second Edition page 194

Sire's Index Finger: Vampire Player's Guide Second Edition page 194

Special Gift 3

Berserker Fang: Vampire Player's Guide Second Edition page 194

Blazing Candle: Vampire Player's Guide Second Edition page 194

Apprentice Advantage

Relic Hunters: As masters of the artifacts and relics of Cainite history, Relic Hunters may have a small collection of items to call upon when needed at this level. These items should be things of minor use and may include some minor magic items. It falls to the storytellers to decide exactly what is in your collection, but at the Locally Important Level it should not be large, very important, or powerful items. We suggest the collection should be no larger than five items.

Lore Masters: The Loremaster may consult her colleagues for access to obscure information. Once per month, the Loremaster may conduct research with access to a single Lore they do not possess at level 1.

Ah Nakom: As the premeir Blood Mages of the Occult Underground, the Ah Nakom may learn rarity 1 Bacaban paths and rituals. Those who join the Ah Nakom and already practice another form of blood magic do not automatically gain Bacaban. Rather,

those who practice another form of blood magic may instead research one basic ritual of their paradigm for free once per month.

Apprentice Disadvantage

Relic Hunters: Always on the move and with unending desire to uncover the relics of the past, Relic Hunters have a difficult time interacting with other vampires. Due to their time away and traveling the world, Relic Hunters often have many social difficulties with other vampires. As a result, Relic Hunter's gain the negative Social Trait "Naive", which must be role-played when dealing with other members of the Sabbat in political situations.

Lore Masters: As hunters of hidden and forgotten knowledge, the Lore Masters of the Occult Underground tend to develop an obsession with knowledge. As a result of many nights spent in libraries, when a Lore Master gets to attend an esbat he is often ecstatic to do so. Being alone reading for a long time for a vampire can be painful. Many Lore Masters find it difficult to know when to stop talking. As a result, all Lore Masters gains the negative Social Trait "Obnoxious", which must be properly role-played during purely social Sabbat gatherings.

Ah Nakom: Members of this school tend toward antagonistic relationships with occultists outside the faction, particularly Tzimisce Kolduns and Lasombra Abyss Mystics. As such, Ah Nakom members gain the negative Social Trait "Condescending", which must be properly role-played when dealing with other blood mages who are not members of the Occult Underground.

Finally all Faction members may also be called upon by the Heads of the Underground to undertake certain missions or perform certain services.

Prerequisites for Advancement to Dean

Elevating oneself in the Occult Underground usually comes with a great deal of research into the occult. Those chosen to rise in the ranks of the faction often undergo similar occult related rituals and rites to celebrate the occasion. These rites and rituals are usually based upon the superiors religious preference. To advance within the Occult Underground to Dean

(aka Regionally Important), members who have joined the Faction must complete the following prerequisites:

- Storyteller Approval and Occult Underground Sub-coordinator Approval
- The Reputational Status Trait of “Adept”

Dean Advantage

Relic Hunters: As a Relic Hunter progresses to the stage of Regionally Important, so too does his own collection of artifacts. Now the Relic Hunter has a moderate collection of artifacts and some interesting supernatural eldritch items. As before the storyteller decided what items are exactly in your collection. It is however recommended that the storyteller provide a useful collection of items (we suggest about 10). They should range from oddities of the world of darkness, to important pieces of the vampiric past.

Lore Masters: The Loremaster may consult her colleagues for access to obscure information. Once per month, the Loremaster may conduct research with access to a single Lore they do not possess at level 2.

Ah Nakom: As the premier Blood Mages of the Occult Underground, the Ah Nakom may learn rarity 2 Bacaban paths and rituals. Though these paths and rituals still require separate approval, it is simply understood those of Regionally Important are likely to gain such approvals. Those who join the Ah Nakom and already practice another form of blood magic do not automatically gain Bacaban. Rather, those who practice another form of blood magic may instead research one Intermediate ritual of their paradigm for free once per month.

Dean Disadvantage

Relic Hunters: Effectively known as grave robbers, Relic Hunters can gain many enemies over time in their travels in the world searching and acquiring their artifacts. As a result, Regionally Important Relic Hunters always have at least one individual who is competing against him. The specifics of the individual are up to your storyteller, but he should be a rival. This enemy of sorts should be more like competition than a real threat. They try to steal artifacts before you get to them, etc. Again who this individual is and how it affects you is left in the

hands of the Storyteller. We suggest at the very least they are an inconvenience from time to time.

Lore Masters: Once reaching the Regionally Important level of the Occult Underground, Lore Masters have often refined their expertise. Each Lore Master at this level has taken to a mastery of a particular subject above all others. With refined tastes comes an obsessed mind. Upon reaching the Regionally Important level of the Occult Underground, the Lore Master must take the derangement Obsession. What the Obsession is about is chosen by the player, but it must be in regards to one of his knowledge abilities (such as a particular lore for example.)

Ah Nakom: As vampiric blood mages who mix the arts of blending hermetic thaumaturgy and ancient Mayan blood sacrifice rituals, it shocks few that the Ah Nakom often attract the attention of the restless dead. Even those who do not practice Bacaban but are members of the Ah Nakom suffer this fate. The dead seem not to care to differentiate between the two. This is reflected by each Regionally Important member of the Ah Nakom being haunted by a ghost of some sort. This ghost is at worst annoying. Rather than seeking to undermine the Ah Nakom, they seem to desire only company and someone to talk to. Even if the Ah Nakom manages to get rid of the ghost who haunts him via things such as Necromancy, another will always come to take its place. The exact nature of the ghost who haunts the Ah Nakom is left to the storyteller to define. It should be stated, the ghost is annoying, not detrimental.

Prerequisites for Advancement to Master

Members of the Occult Underground who seek to reach the rank of Master within the Faction are the best in their fields. Only those who have earned a complete mastery over their chosen area of study are considered for such a position. A Cainite who seeks to be known as a master better prepare to have a long list of their accomplishments to present to the heads of the Occult Underground. To become a Master (aka Nationally Important) in the Occult Underground requires the following:

- Storyteller Approval and Sabbat Coordinator Approval

- The Reputational Status Trait of “Respected”

Master Advantage

Relic Hunter: Nationally Important Relic Hunters have some of the best collections of artifacts and relics in the entire sect. Their own personal collection of items is vast and contains many rare and powerful pieces of cainite history. These items as always are decided upon by the Storyteller, but we recommend the collection be a minimum of 20 different items. Master Relic Hunters may purchase the Artifact background from the White Wolf book *Kindred of the Ebony Kingdom*.

Lore Master: The Loremaster may consult her colleagues for access to obscure information. Once per month, the Loremaster may conduct research with access to a single Lore they do not possess at level 3. Additionally a Master Lore Master has access to a level 5 Occult library which may be in addition to their own.

Ah Nakom: As the premier Blood Mages of the Occult Underground, the Ah Nakom may learn rarity 3 Bacaban paths and rituals. Though these paths and rituals still require separate approval, it is simply understood those of National Importance are likely to gain such approvals. Those who join the Ah Nakom and already practice another form of blood magic do not automatically gain Bacaban. Rather, those who practice another form of blood magic may instead research one Advanced ritual of their paradigm for free once per month.

Master Disadvantage

Relic Hunters: Nationally Important Relic Hunters are the best in their field. They have shrugged off the social awkwardness they suffer and often overcome their rivals. Nationally Important Relic Hunters suffer no Detriments.

Lore Masters: As true academics, Nationally Important Lore Masters have overcome their mental flaws and their desire to talk to people constantly. As such, Nationally Important Lore Masters suffer no Detriments.

Ah Nakom: Masters of Blood Magic, Ah Nakom whom make it to this level in the Occult Underground have learned to deal with the ghosts

they incur and the ire they seem to have for Blood Mages not of the Faction. As such, Ah Nakom of the Nationally Important Level suffer no Detriments

Licentiate

Licentiate is one of the highest educational titles one can earn, and was adopted by the Occult Underground as a means to identify its leaders. Unlike most Factions, the Occult Underground has no single leader. Rather each school has one Licentiate who leads in council together over the entire Faction. Each Licentiate is the greatest member of their respective school and has full say and command over the direction of their own school. Together, the Licentiate decide the direction of resources within the Occult Underground.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Licentiate have the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become a Licentiate of the Occult Underground, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Caine, Cathari, Death and the Soul, Metamorphosis, Redemption

Suggested Abilities

Crafts: Fetish, High Rituals, Lore, Academics, Theology, Survival

Suggested Backgrounds

Cult, Occult Library, Artifact

Suggested Merits and Flaws

Merits: Ability Aptitude (Occult), Calm Heart, Code of Honor (Popol Vuh), Concentration, Oracular Ability; Secret Society Member

Flaws: Driving Goal, Enemy, Hunted, Special Responsibility

Combination Disciplines

EYES OF THE ENLIGHTENED (AUSPEX 2, BACABAN 1)

Clanbook: Tremere (Revised) page 47
(*Thaumaturgical Sight*)

Rarity Occult Underground Sub-coordinator
Approval, Dean Ah Nakom Only

System: Members of the Underground have found that nearly any form of Blood Magic (when combined with Aura Perception) may be used to examine and identify magical auras. This power is functionally identical to "Thaumaturgical Sight."

Xp Cost: 6

RELIC SIGHT (AUSPEX 4, ANIMALISM 3)

OWbN Faction Packet
Dean Relic Hunters Rarity

Developed by the Relic Hunter's of the Occult Underground, this Discipline technique enables those who search for artifacts and other items from Cainite history. By expanding their supernatural sight and searching for the imprints of the beast left on all items handled by vampires, a Relic Hunter may unearth if a particular item is of importance to what they seek.

System: The Cainite must first hold the item in question to begin to search it for answers. Once held, the Relic Hunter may then expend Mental Traits to ask the storyteller questions about the item he is holding. Each Mental Trait spent allows them to ask one of the following questions:

1. Was this item made by a Vampire or Ghoul?
2. Does this item have any Magical qualities? If so what are they?
3. How old is the item?

4. Where is the item originally from?
5. Is this a forgery or authentic item?

XP Cost: 7

SPEED READING (AUSPEX 2, CELERITY 2)

OWbN Faction Packet
Dean Lore Masters Rarity

Developed by the Lore Masters, this technique was created as a means to read and research knowledge at exceptional speeds. A Lore Master with this technique can read an entire book in a matter of minutes rather than hours. What's more, they are also able to retain all the information they have read as a result. Lore Masters find this technique invaluable in their duties.

System: When the vampire wishes to read through an entire book in a matter of minutes, she engages in Static Mental Challenge with a difficulty of 10, retested with Academics. Success means they are able to both read and retain the knowledge from the book they just read. Research and reading times are reduced to mere minutes. Additionally, anything read with this power results in the vampire being able to always remember what he read with perfect clarity.

XP Cost 5

Ritae

WISDOM OF THE CRONE

The Sabbat have never been famed for their brainpower, so it was only a matter of time before a Priest would develop a ritual to increase a Packs thinking capability. The Priest who developed it had a slightly sick sense of humor and he could only impart brainpower by eating brains. Even then it only works for specific occult based information. More work is needed to increase actual brainpower, but the Sabbat may well have more important things to do...

"My mind is open to be expanded. The brains of all others will make me stronger. The power of brains shall create a web of information. Like a spider drinking a corpse, we shall sup from the brains of humanity. With this brain we will feast; mmm brains."

Effect: This Ritual grants 2 bonus points to Occult or Sabbat Lore ability scores for the scene.

EYES OF THE LOWLANDS

The Giovanni have always had something the Sabbat requires; the ability to see Ghosts, Wraiths and all sorts of spectral creatures. This Ritual allows a Cainite to know if he is being watched, for when your resting place can be touched by such a creature from which you have no defense, then at least the ability to see them should be able to ward them off. Strangely this ritual was developed by a Samedi, and even then it was an accident during a particularly drug-induced game of instinct. It requires the Cainite to lose a piece of himself into the ether so that his mind may see the spectral forms around him.

"My eyes shall see the unseen. My mind shall know that which cannot be known. My sight knows no bounds. No spies shall hide from me."

Effect: Participants gain the ability to see Ghosts and Wraiths for a scene, but lose a Mental and a Social Trait.

Known Members

ESTEBAN AGUA Y TIERRA

A Koldun and Bacaban practitioner based in Mexico City, Esteban has become the de facto leader of the faction in recent months. This is somewhat strange, as it was Father Juan Carlos who was originally charged with researching the tomes of the Tremere Antitribu. Some whisper that, even among the Occult Underground, some Clans are more equal than others...and that the Consistory favors a Tzimisce over a mere Antitribu. Esteban is the head of the Lore Master school of the Occult Underground.

GISELE HEMMET

Gisele is perhaps best known as one of the first and strongest hounngans of the Baron Samedi. She is responsible for the spread of Voudoun Necromancy and to a lesser degree Wanga throughout the Sword of Caine. Always fascinated by the Occult, the Cardinal was quick to join the new Occult Underground and support it. While Gisele is a master politician, and indeed many view her as the political arm of the Occult Underground, Gisele is also a master Occultist. One whom many young

Cainites seek to learn the mystical ways of the Caribbean from, much to her chagrin.

LA VIUDA BLANCA

Mysterious and anti-social, La Viuda Blanca seemed an odd choice to represent the Underground in New York City. Several members of the faction have speculated that the only reason to send the Harbinger was that the Underground knew ahead of time that negotiations would break down and that the meeting was a waste of time. La Viuda Blanca is the head of the Relic Hunters school of the Occult Underground.

FATHER JUAN CARLOS

Priest and charismatic leader of The Scholars, perhaps the only full Pack of Occult Underground members in existence, and based out of Montreal, Juan Carlos was a Jesuit in life and values logic and learning as much as faith. Among the Underground, it has quickly become seen as an honor to give confession to "The Father." Father Juan is the head of the Ah Nakom school of the Occult Underground.

WINKS

A member of the OU since it's founding Winks was known to be a scholar by many from years before. His pack, the Sleepers, made their home in Montreal studying and interpreting rare documents to better the movement. Over the last few months Winks has been seen on the communications as the one that runs it and most recently promoted to School leader of the Lore Masters. Some have said that he is not the right man for the job and there are those looking to replace him.

THE BLACK WITCH

Rumors speak of a mysterious benefactor to the Occult Underground. Some whisper that the faction could not have developed and progressed as far from the secrets of the Tremere Antitribu without the help of one of their blood. In this rumor there is only a name spoken in hushed corners. Someone called the Black Witch.

There is no proof that the Black Witch even exists; yet still, the stories spread. Some claim she is a Tremere defector in hiding. Others say she is a survivor of the Spellbinder purge. Regardless, if anyone knows the truth, it's the leaders of the Occult

Underground, and they aren't talking. If the Black Witch is real, who she is may remain a mystery till Gehenna come.

Media

The Craft

The Dresden Files

Indiana Jones

Buffy the Vampire Slayer (TV Series, the character Willow)

Apocalypso

Sources

Mexico City by Night

Midnight Siege

Chaining the Beast

Stereotypes

Loyalists: “Nerds. The Tremere Antitribu went the way of the dodo for a reason.”

Moderates: “They delve into our secret mystical world to help the sect learn of forgotten things. Our best hope for finding the tombs of the ancients lies with them.”

Status Quo: “With the death of the Tremere Antitribu, they seek to elevate our greatest weakness against the Camarilla. You should help them when they ask for it.”

Ultra-Conservatives: “They are essential in any crusade against the Tremere. A good general always brings the right weapons.”

Pander Movement: “They don’t often leave their libraries and books, so they are often forgettable. However, when they do act, it’s usually really helpful.”

Order of St. Blaise: “Caine was cursed by God, not some heathen South American deity, you fools.”

Children of the Dragon: “While we respect their quest for knowledge, one cannot focus exclusively on one thing to the exclusion of all others.”

Ecclesiastical: “There is only one god from which we gain power. Caine”

Inquisition: “They are the number one weapon to deter foolish members of the sect from the path to Infernalism.”

Black Hand: “Useful tools against the Tremere, for a sect sorely lacking such tools.”

The Cult of Lilith: “Oh you like books? I have a book you’ll like, and you won’t find it anywhere else...”

Infernalists: “Yea, sure. You’ll stop us from offering people power. Go with that.”

ORDER OF ST. BLAISE

"I see your Excellency. The whole SWAT Team? Yes, we can handle it and, yes, we know you won't thank us."



During the 14th Century, Europe was struck by a terrible plague. Fourteen saints were assembled to look after the infected masses. One of these individuals, St. Blaise, was a miracle worker who could cure illnesses of the throat via the power of his faith in the Almighty. Because of the success he met, every February 3rd, the church would bless throats with a pair of crossed candles.

A few Cainites found irony in both this practice and the fact that St. Blaise's Feast Day is the day after Candlemas, a Pagan fire festival. Intrigued by the serendipity of these events being so reminiscent to



the nature of Cainites, they formed a Secret Society to exist as the shadowy counterpart to the Catholic Church. This "Order" quickly began to infiltrate the Church and would prove to be invaluable to the survival of many Cainites during the reign of the mortal Inquisition.

The Order of Saint Blaise plays a dangerous but careful game. They have subtly integrated themselves into the religious communities and use this to oversee things that most of the Sabbat largely neglect. For example, they influence the mortal world in different ways, such as generating soup kitchens to function as herds for their order. In cities with massive crime rates and terrible instances of murder/rape/etc., the Order finances and controls the Church, where the mortal flocks are often driven to in search of respite from the horrors of day-to-day living. In the end, the Church flourishes so that the Sabbat may flourish in kind.

Nickname

Preacher

Symbols/Iconography

The Order commonly makes use of religious iconography, such as the Crucifix or Rosary Beads. Members of Moncada's Legionnaires combine this iconography with military fatigues or black bandanas.

Role Within the Sabbat

The Order, as mentioned above, maintains vast networks of mortal influences. However, that is only the beginning of their role. Another role they take is to offer shelter to the wounded within the Sect, as well as offer spiritual guidance. A number of the

most revered Priests of the Sect belong to this Order. Beyond these are those called “Moncada’s Legionnaires,” who have devoted their efforts to maintaining Moncada’s dreams after his destruction and to remind humanity why they should fear the dark. After the destruction of the creature with the visage of Moncada, the remaining Moncada’s Legionnaires decided that, in order to survive this ordeal, they would need to change their Legion. As such, they have taken on the name of the Legion, and have taken up a viewpoint of the Knights Templar. The Legion acts as the potent military arm of the Order of St. Blaise.

There is also a growing group of Cainites in the Order who call themselves “the Fabians.” These are a group of humane Cainites who believe that the Sect’s war against the Ancients does not necessarily require one to strip their souls to such a base state, as so many do. They also offer guidance to the growing surplus of Cainites who have been receiving minimal aid from inexperienced Pack Priests, albeit often creating different problems in the process. The actions of the Fabians have created a small (but still brewing) conflict between those who consider a connection to Humanity a weakness and those of the Order who see Humanity as occasionally necessary.

Congregations of the Order of St. Blaise

The Order of St. Blaise is made up of three core groups (and one minor one) within its faction. They are:

Ministers: The majority of the members of the Order of St. Blaise are the Ministers. It is the Ministers who run the sect and are what most Cainites think of when they hear of the Order. Ministers infiltrate the Church of man to spread their own influence and resources. They are the ones who oversee the faction’s growth and use of mortal influence for the betterment of the Sabbat as a whole. Though they are often judged by many of the sect for being too close to the kine, their resources are truly invaluable to a sect that tends to let its mortal ties fall by the way side.

Fabians: The Fabians are a group of Cainites dedicated to preserving the Humanity of their peers, believing their peers would keep it were it not for the pressures so common within the Sect. In addition to

this, the group is also an order of warriors who defend their beliefs with a swift and honorable sword. These “warrior-priests” accept members up to the task of serving such a high purpose, but only after would-be members are tested.

They draw their origins from the ashes of their namesake, a faction that was all but annihilated during one of the Sabbat Civil Wars. They are a fast growing group who seem to develop enemies as quickly as they do allies. It is whispered among some that this group would be better off destroyed or (at the very least) with their “peers” in the Camarilla. When asked about this, members often remind whoever they’re speaking with that only cowards whisper.

The Legion: Formed from the late Moncada’s Legionnaires, the remaining Lasombra created the newly formed Militant arm of the Order of St. Blaise known as the Legion. The Legion has opened their doors to almost all Paths of Enlightenment that are accepted by the Sword of Caine. Currently many of its members are of Clan Lasombra, who are adherents of Righteous Night that have shown utter devotion to the Order, the Clan, and the Sabbat. In addition, once they have joined, members of the Legion must make a sacred pilgrimage to Moncada’s Cathedral in Spain for their initiation. Rumor has begun to spread that some elements of the Legion are considering non-Lasombra members to be allowed to join. However many consider this rumor ridiculous; as none would ever consider it possible for the Lasombra to give up power of any kind. Joining the Legion requires Sabbat Coordinator Approval.

Prerequisites to Join

Those who join the ranks of the Order of St. Blaise are almost always staunch believers in the Judeo-Christian God/Allah/Yahweh, and must be so to seek membership. Though the order has its basis in the veneration of a Catholic Saint, the entire spectrum of Judeo-Christian faiths can be found within the ranks of the Order. As such, all potential members of the Order must be of a Judeo-Christian faith (i.e., a believer in some type of Christian faith, such as Protestant, Anglican, Roman Catholic, etc., or is some denomination of Jewish or Muslim). PCs must also meet the following prerequisites to be Monsignor (aka Locally Important):

- Storyteller Approval and Order of St. Blaise Sub-cood Approval
- The Positional Status Trait of Initiated
- Legion: Must be of Clan Lasombra

Monsignor Advantage

Ministers: The Ministers of the Order of St/ Blaise are expected to manage and deal in the affairs of mortals. In particular, they are masters of the Church. Their Infiltration and control of the various churches of the Abrahamic religions is so absolute that they are truly expected to be able to do anything the Sabbat may need in the world of man. To reflect this, once per month a Minister may call upon his influence in the Church to aid him in a task. This aid comes in the form of level two Church Influence action which is separate from his own pool of Church Influence.

Fabians: The martial arm of the Order of St. Blaise, these holy knights are often expected to defend the Order at a moment's notice. As a result, Fabians often collect an armory, so as to be ready at a moment's notice. To reflect this, once per game session a Fabian may call upon the Orders armory for a weapon or armor she may need. She may only gain one piece of armor, one melee weapon, and one firearm of her choice. When the Fabian is finished in her task, she is expected to return the items to the armory.

The Legion: Especially well trained and taught, the Legion are instructed in the secret arts of Void Shielding. In addition to this, the Legion can expect to be equipped with anything they may need in their missions. Once per game session, a member of the Legion may call upon his brethren to equip him. What equipment he receives is decided upon by the Storyteller.

Also, all members of the Order have access to a safe haven in the form of the Church when they travel and potentially for his or her entire Pack.

Monsignor Disadvantage

Ministers: The Order of St. Blaise works diligently to maintain its network of mortal influences in Sabbat-held cities. This, of course, means a great deal of leg work for all of its members. The PC will

be expected to cultivate influences for the Order and may be called upon to use them in support of the goals of both the Sect and the Order. As such is well known, the Ministers receive the Negative Status Trait "Humane", which may not be removed until they either leave the Order or progress further in the ranks.

Fabians: As the Fabians take their name sake for a losing faction during the Sabbat Civil Wars, that stain still remains attached to their names to this day. Fabians of Local Importance suffer the negative Status Trait "Defeated", which may not be removed until they either leave the Order or progress further in the ranks.

The Legion: The Legion lives to serve the Order of St. Blaise, but in particular the Lasombra. Those Lasombra of higher standing in the Sabbat may petition the Legion for aid. If the leaders of the Legion deem the petitioned task worthy, a member of the Legion may not refuse the assignment.

Prerequisites for Advancement to Vice Chancellor

Those in the Order of St. Blaise seeking the title of Vice Chancellor need to have shown a great deal of dedication and purpose to the faction. Those who have proven themselves to the faction can expect to undergo a ceremonial rite to represent their new rank. The Order of St. Blaise relies upon the Ritus of the Blood Bath to anoint its members in their new ranks. To become a Vice Chancellor (aka Regionally Important) in the Order of St. Blaise requires the following:

- Storyteller Approval, Order of St. Blaise Sub-coordinator Approval
- The Reputational Status Trait Dedicated

Vice Chancellor Advantage

Ministers: As a Minister grows within the Order so too does his pull within the Church. Once per month, a Minister of Regional Importance may make a Church Influence action at level 4 for free. This is separate from any Church Influence the Minister may have on his own.

Fabians: Ever the growing knights of the Order of St. Blaise, Fabians are often blessed in their duties of service to the faction. Once per session, a Fabian who has undergone a blessing by the Order of St. Blaise through a particular Ignoblis rite that only the Ministers know may call upon a Blessed retest in any one single challenge. Once used, this retest is gone, and it may only be canceled by those who also have a Blessed retest. It should be noted, this blessing is NOT done every game session, but rather only when the Fabians are called to duty for the Order of St. Blaise. It falls to the storyteller to decide whether the order does this or not for the Fabian.

The Legion: Regionally Important members of the Legion are no longer rookies of the congregation. They are the veterans' members of the Order. They are now taught the secrets of Void Running. In addition to this, Legionaries at this level may call for just about any equipment they might need for a mission and expect to receive it.

Vice Chancellor Disadvantage

Ministers: Working with mortals is often a thankless endeavor for members of the Sabbat, as many see such actions as beneath the Sect. As such, a PC should expect to receive no rewards for his or her work with mortals, aside from the recognition of his or her peers in the Order and the occasional grunted statement of "thanks" from the nomadic pack one just hid in the local mosque.

Fabians: Though Fabians may be blessed for a time in their duties, this has a side effect upon them. Fabians are tainted with an aura that is unpleasant for cainites to be around. There is simply something off about them. This effect is always in place and should be role-played accordingly.

The Legion: As before a member of the Legion may never turn down an order by the head of the Legion. Members of the Legion must obey the commands of their superiors.

Prerequisites for Advancement to Chancellor

The Chancellors of the Order of St. Blaise are the primer leaders of the faction. They have shown mastery in infiltrating the occult, and they wield

influence almost as well as a Ventrue. Again, a Blood Bath is preformed to elevate the member to their new status within the Order. To become a Chancellor (aka Nationally Important) in the Order of St. Blaise requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Loyal

Chancellor Advantage

Ministers: The Chancellors of the Ministers are the true masters of the Jyhad when it comes to the Church. Their control over the Church is absolute at this level, and there is little they can not call upon should they find the need to do so. Once every three months a Chancellor may perform a level 6 Church Influence action. This action is separate from any Church influence the Minister may have.

Fabians: Chancellors of the Fabians are given a holy Relic of the Order upon obtaining this level. The relic in question comes from a combination of both the church's history as well as the Order of St. Blaise. The storyteller should work out the nature of this object, but they all have the same following statistics: The item in question has three Holy traits. When touched by those whom the Fabian has not deemed worth, they suffer three levels of Aggravated Damage. Note that these items are often weapons that are held in a church reliquary until such time as a Fabian needs them. They are not used all night, every night, for any and everything. Remember these are holy items to the Fabians and should be treated as such.

The Legion: Once a member of the Legion has obtained this highest level in the Order, he may be instructed in the Lasombra clan arts of Abyss Mysticism. Though they can petition for it, instruction is not a guarantee, and it requires Lasombra Coordinator approval for them to gain the art.

Chancellor Disadvantage

Ministers: As a mover and shaker, there are expectations of the Chancellor and he/she better meet them. Now, as one has met the rank of Chancellor, one must coordinate "Missions" among the factions,

punish failure, etc. The Chancellor is the Order of St. Blaise.

Fabians: Nationally Important Fabians can expect to have to respond to the call of the Order for any protection or martial needs it may have. Though Chancellor Fabians may only be asked for aid, not commanded like those beneath them.

The Legion: Nationally Important Legionaries only follow the commands and orders given to them by the Grand Master of the Legion, and no one else.

Vicar

Something of the Cainite Pope to the Order of St. Blaise, the Vicar is the one true ruler of the Faction. Only the most devout of Cainites can hope to fill this position. The Vicar is both a religious leader and guiding voice to all Cainites. He must take confession from all, and his blessing is considered a great honor. The Vicar is appointed by the leaders of the Congregations of the Order of St. Blaise. After which his voice carries the full weight and command of the Faction. Whatever the Vicar says goes within the Order of St. Blaise. This has resulted in the mysterious disappearance of several “mad” or corrupt Vicars. As clearly such holy individuals could never fall to corruption and are beyond reproach. In theory.

In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Vicar has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Vicar of the Order of St. Blaise, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Humanity, Path of Honorable Accord, Path of Redemption, Path of Righteous Night, Path of Night

Suggested Abilities

Leadership, Lore: Sabbat, Finance, Bureaucracy, Rituals, Theology

Suggested Backgrounds

Fame, Influence: Church, Allies: Church, Contacts: Church

Suggested Merits and Flaws

Merits: Blessed, Bruiser, Enchanting Voice, Fist of God, Higher Purpose, Iron Will, Loyalty, Quiet Heart, Religious Devotion, Sanctity, Miracles of Faith

Flaws: Soft-Hearted, Prey Exclusion, Special Responsibility, Intolerance

Combination Disciplines

NOCTURNAL LIFE (PRESENCE 1, POTENCE 1)

Monsignor Level Rarity

As infiltrators and manipulators of the Catholic Church, members of the Order of St. Blaise would likely be caught by the very mortals they seek to manipulate as the vampires they are if it was not for this technique. While it would likely be viewed as weak by the rest of the sect, this Combination Discipline is crucial to how the Order operates. It allows them to mimic the aspects of humanity they need in order to masquerade around with mortals and not risk being caught as members of the undead. A vampire with this art focuses his inner strength and resilience to force their very blood to reanimate their body further to the life they once had.

System: For the costs of one blood trait the character may activate all effects to mimic life that may normal be used on a cost of one blood trait per (Flesh Skin Tone, Sex, etc). This combination discipline allows them to be all active for the cost of only one blood trait instead of one blood per effect to mimic an aspect of humanity. Additionally this combination discipline allows those characters on Paths of Enlightenment who are not normally able to mimic the effects of life with the cost of blood to now be

able to do so. The vampire breathes, looks less like a corpse, can have sex, etc.

XP Cost: 3xp

ENVOY'S BLESSING (DOMINATE 3, FORTITUDE 2)

Vice Chancellor Level Rarity

As the members of the Order of St. Blaise wield the mortal world as a lethal weapon under their command, it is often of the most importance their servants come under no harm. Developed as a means of protection from the usually violent Sabbat, this discipline technique bestows a blessing upon the Order of St. Blaise member's servants. Making sure their tasks are completed uninterrupted by the Sect and its enemies.

System: The character blesses one of their messengers or servants. For the remainder of a scene or an hour, in order to attack one of the characters servants under the effects of this power, they must first defeat the character in a Willpower challenge. This discipline technique may only be used on normal mortals, ghouls, and revenants who serve the character directly.

XP Cost: 7

SHADOW HEART (POTENCE 3, OBTENEBRATION 5)

Chancellor Level Rarity

The Lasombra of the Order of St. Blaise developed this technique as a means to protect themselves from the mortal hunters who often also involve themselves in the church they play in. Even the most simple of hunters can bring down the most powerful vampires with but a wooden stake to the heart. With this technique no Order of St. Blaise member need fear such an end. Rather than transforming their entire body to shadow, those who have mastered this art instead focus on turning only their heart itself into the very stuff of the Abyss.

System: A character may spend 1 blood to immediately turn their own heart into shadow. This makes the vampire immune to all physical attacks upon their heart, including staking. The characters heart remains shadow for one scene or an hour, and may be returned to normal at any time by the

character when they so choose. During this time the Character suffers the negative Social Trait *Callous*.

XP Cost: 14

VICIOUS VALOR (POTENCE 4, FORTITUDE 3)

Fabian Only Level Rarity

The Fabians are often viewed as the holy warriors and guardians of the Order. As such, they needed a means by which to excel at what was expected of them. Combining the disciplines of Potence and Fortitude, members of the Fabians with this technique become monsters of battle when called upon by the order. They focus their inner strength to grant themselves amazing resilience and strength. Developed during the Second Sabbat Civil War when the Fabians where their own Faction, this combination discipline lives on tonight in what remains of the faction.

System: This combination discipline requires three blood to activate and takes two turns to come into effect. Firstly the character gains two points of Armor health levels. Secondly all brawl attacks inflict an additional point of Lethal Damage. Finally the character gains the Physical Traits *Ferocious* and *Deadly*. This power lasts one scene or an hour, and may only be activated once a scene. This power counts as a shape changing power.

XP Cost: 8

VOID SHIELDING (FORTITUDE 4, OBTENEBRATION 3)

Monsignor Legion Level Rarity

This discipline technique was developed by Moncada himself and taught to his Legion. The Lasombra use their arts of the Abyss to summon up a wall of shadow that is near impenetrable. Most effective when many Legionaries use this power in conjunction with one another, it remains a very useful art even if the Legionnaire is alone.

System: The player spends a Blood point and a number of Social Traits up to his rating in Obtenebration. Darkness gathers, forming a wall of sorts that the creator can choose the shape of upon summoning, though its shape cannot be altered afterwards. Its size is based on the traits spent while

generating it, in yards. This wall of shadow is extremely heavy and those wishing to move it must possess a minimum rating of Potence equal to the user's rating in Obtenebration. Destroying it is also difficult, as the shield possesses two (2) Health Levels for every Social Trait spent while summoning it.

Multiple users of this combination discipline can combine their shield, causing them to combine the total Health Levels generated for the shield, possibly making a nearly impenetrable wall.

Xp Cost: 12

VOID RUNNING (CELERITY 4, OBTENEBRATION 5, VOID SHIELDING)

Vice Chancellor Legion Level Rarity

Expanding upon the principles of the Void Shielding discipline technique, this advancement allows the members of Moncada's Legion to literally swim in their wall of shadow. Creating a large deadly wall of abyss that Lasombra can drag their victims into, never to be seen again.

System: The player spends a Blood point and a trait of Willpower. For the remainder of the scene, the character may move about through a Void Shield in the same manner a Gargoyle may move through stone using "Flow within the Mountain."

Xp Cost: 14

Ritae

RED CONFESSION

The cainite clears their mind by confessing their sins against their path and moments of weakness to the performing priest. Depending on the severity of the sin in question the Priest might offer various forms of penance. After the sinner has made peace with themselves and Caine, the Priest blesses them, marking them across his forehead with a trait of vitae. This absolves the Cainite of his sin, giving him a renewed sense of clarity.

Effect: Completion of this Ritus (Which must be role-played) gives the confessor in this Ritae a +1 trait bonus to conscience and conviction challenges for the evening.

EXCOMMUNICATION

This Ritus is one of punishment, used on Cainites deemed no longer capable of performing Ritae and who have been stripped of the ability to hold the Ordained status. The priests performing this Ritus (Must be at least three) take turns reciting the failings of the priest in question. When it is finished the target of this ritus is offered the opportunity to beg contrition of the acting priests. If it is either not asked for or refused, the target is then spat upon and thus rendered unable to perform Ritae. If they attempt to perform Ritae, it automatically fails and deals the false priest a level of lethal damage that comes in the form of an obvious lash across the face or back.

MIDNIGHT MASS

This Ritus is akin to the catholic church's normal mass. However instead, it is solely for Cainites. Sabbath gather in a Catholic Church (usually cleared of all non Sabbath before hand). There, the Preacher reads Sermons, Tales, and other Noddist lore to his Brothers and Sisters. The goal of the Ritus is to help the Order of St. Blaise gain more acceptance with the rest of the Sabbath and uplift their mass. However, the truth is that the Ritus holds another purpose. While the Midnight Mass appears to be a Social gathering of Cainites to discuss the religion of the sect, the Order also uses it as a method to scout out heretics. After a Midnight Mass, the Order gains a number of bonus traits on all challenges to determine if someone is a heretic equal to the casting priests path rating. This effect lasts for one month.

EXORCISM RITES

Taken from the Catholic Rites of Exorcism, the Order of St. Blaise created this Ritus to combat the demonic who would possess others and take hosts. The ritus follows a similar method as the normal Catholic Rite, though the Preacher often substitutes God with Caine. Indeed, like the normal rite, it may take days or weeks to exorcise a demon. First the Priest needs to learn the name (though note, not necessarily the True Name) of the Demon who is possessing the individual. Once that is learned, the Priest performs the rite to banish the Demon. The Priest engages the Demon in a contested Willpower Challenge. The Priest needs to defeat the Demon in a number of challenges equal to the possessing Demon's Faith Score if it's a Fallen, or Gnosis Score if it is a Spirit

Demon. The Priest may only perform one challenge a night, so most Exorcisms take several nights at the earliest. Should the priest win, the Demon is exorcised from its host and forced to either return to hell or find a new home. Should the priest lose, there is always the chance the Demon may take them over instead.

Known Members

BISHOP JOSEPHUS, THE CHOSEN VOICE

Bishop Josephus is widely considered the leader of the Order of St. Blaise since the fall of Cardinal Moncada. However, with the return of Lucita to the Sabbat, things may be moving towards upheaval as many believe that the head of the Order is Lucita's birthright. Lucita, on the other hand, has said nothing on the matter.

However, during the 4th Sabbat Civil War, Josephus used his faction's might to force the Keys of Solomon to resurrect the dead Cardinal Moncada. This resulted in his own death by Sabbat hands.

ELEISER DE POLANCO, ENVOY OF MOTHER SPAIN

With the death of Moncada, many Lasombra vied for the power he left in his wake. It was Eleiser who claimed that vacuum. Always the loyal follower of Moncada, it wasn't long before Eleiser was able to seize control. Lucita had just joined the sect and many of the other contenders fell to fighting. It was Eleiser who rose above them all, and in doing so allowed Josephus to claim leadership of the Order of St. Blaise. Together, the two Lasombra were able to seize control of what Moncada had left behind.

However, in the resulting chaos of the fourth Sabbat Civil War, Eleiser betrayed his ally Josephus in leading the faction in rebellion against Moncada and eventually seized power for himself over the faction.

LUCITA DE ARAGON

The Archbishop of Aragon has hated and rebelled against her sire for centuries, only to walk the Path of Night and inherit all that he left. What she will do with all of her newfound support remains unknown.

VALLEJO

Personally trained by Cardinal Moncada, the Keeper known as Vallejo was and is the first member of Moncada's Legion. After the creature with the visage of Moncada was destroyed, Vallejo was found to have been imprisoned in the Abyss by the creature for his crime of standing up against it. He was rescued by the remaining members of the Legion and was slightly shattered mentally. He now acts as an advisor to the new Grand Masters of the Legion.

AMBROSIO LUIS MONCADA

Moncada's position within the Sabbat and his standing in the clan have consolidated, rather than expanded, over the many nights since his Embrace. He is the spiritual anchor for many of his clanmates, and confession with the archbishop (for those Lasombra who remain Catholic) is a coveted distinction. His influence on broad policy is waning, however — some Sabbat mutter that he spends too much time on spiritual affairs and not enough on temporal ones, or that he consorts with strange and unsettling beings in his quest to "serve God's will"

However, Moncada finally met his demise in the catacombs of that same Iglesia de San Nicolás de las Servitas. He was attacked by his own thrall - a shadow beast from the Abyss known as the Leviathan. The guardian was made confused and attacked its own master, giving Fatima al-Faqadi the opportunity to end his unlife.

In a twist of Fate, the Keys of Solomon resurrected the deceased Cardinal to haunt the night once more. Moncada was quick to reclaim his power and assume authority over the Order of St. Blaise. Picking up right where he left off, Moncada quickly made his presence felt, as he moved to ascend to the Regency of the Sabbat and the sect descended once more into Civil War. Some whisper that what the Keys of Solomon returned to this world is not Moncada, but something far worse. Rumors and conjectures aside, the resurrected Moncada was destroyed by the Sabbat in 2015 at the same time as Josephus.

As Moncada attempted to seize power over the entirety of the Sabbat, he was met with the resistance of Cainites who would not bend to his will. After a tremendous battle the creature that called itself Moncada was revealed and finally banished once more from this world.

CATO

Chancellor Cato was the protégé to Keeper Vallejo and was being trained to take his place as a leader of Moncada's Legionnaires. It wasn't until the appearance of the creature with the visage of Moncada that Chancellor Cato rose to the seat of Leadership and Power to right its wrongs. He was placed as a Grand Master of the Legion, and is now leading a militant arm of the Order of St. Blaise.

Media

The Borgias (TV Show)

Angels and Demons

Sources

Mexico City by Night

Children of the Night

Vampire Clan Novel Saga

Guide to the Sabbat (Tabletop)

Stereotypes

Loyalists: "Oh, don't be so mean, mister vampire. Last I checked I was a goddamn undead creature of the night, not a juice bag."

Moderates: "They sometimes go too far with their beliefs, but that is true of most religions."

Status Quo: "The Order is often mocked for what they do. However, you will often find, when a Bishop is in distress with hunters, the Order is the first they crawl to."

Ultra-Conservatives: "Play with your food too long and you will forget what you are."

Pander Movement: "If a cop or reporter gives you shit, kill them. Why is that so hard? Besides, they are all a bunch of Lasombra elitist fucks."

Children of the Dragon: "Faith without questioning is like an empty glass; it does not fulfill its true purpose."

Occult Underground: "They are necessary for the sect to survive. Too often we forget the strength of mortal men."

Ecclesiastical: "So blinded by their faith, they are unable to see the truth."

Inquisition: "Caine did not fear mortal men, and neither should we."

Black Hand: "They have their purpose within the Sword. They often do that which most Sabbat will not."

Cult of Lilith: "Faith in God? God cursed us and turned his back upon us. Only through the Dark Mother can you hope to find Salvation"

Infernalists: "God? God hasn't done shit for anyone. The Devil, on the other hand..."

CHILDREN OF THE DRACON

“Now, your Excellency, you should perhaps reconsider your position on that particular issue and choose to view it in a different light.”



The Children of the Dracon hold a unique position in the Sword of Caine. These Cainites see their role within the sword to be the “Devil’s Advocate” to the other factions. They claim that without them, the bold and irrational nature of the sect would have torn itself apart from within long ago.

The Children of the Dracon are often confused with its Tzimisce-only cousins: the Order of the Dracon. While the Children of the Dracon are predominantly filled with Tzimisce, those of other clans can be



found within it as well. In other words, the Tzimisce within the Order of the Dracon brought their beliefs and methodology to the sect as a whole. That is how the Children of the Dracon came to be.

In addition to viewing themselves as advisors and the Devil’s advocates to the sect, the Children of the Dracon also believe in the dream that was Constantinople. In the glory days of Constantinople, as the Children claim, Cainite and kine lived in harmony. The Cainites did not rule as gods, but as superiors to the humans. It was believed that as long as order, rational minds, and justice were maintained, the harmony of the First City could be realized. Foremost in this idea was the “Rule of Three.” Instead of one Cainite claiming the Lordship of a city, three Cainites would rule together. In doing so, it was seen that all choices, options, and merits for courses of actions could be addressed and assessed. A checks and balance system. With three equal rulers, justice would be absolutely fair, as justice would be decided amongst the Three.

Tonight, the Children of the Dracon fully believe in the Rule of Three. They support the rule of Bishopric councils over ruling by one Archbishop. While these beliefs remain strong, the Children never act quickly or brashly.

Instead, as always, they play the role of advisors to their brothers and sisters.

Nickname

Devil

Symbols and Iconography

When the Children wish to let their presence be known, their symbol is often that of a great dragon fighting a three-headed serpent.

Children often adorn and dress themselves in the manner of eastern European lords of the Long Night, A sign of nobility and strength.

Role Within the Sabbat

The Children of the Dracon are the advisors, calm minds, and lore-keepers of the sect. They believe that knowledge and thinking every single choice through is the only way that the correct choice in all actions can be made.

Children often take the roles of Priests, Prisci, and advisory Templars. Every so often, a Child will take the role of Bishop. However, as staunch supporters of the rule of three, Children of the Dracon never take roles where they are the sole deciders in matters. They simply do not view it as their place to do such. To them, the Children are the balance of order, logic, and reason to the sect's general status of chaos and disorder.

Prerequisites to Join

The Children of the Dracon consider themselves the vampiric nobility in the Sabbat. The Faction seeks out members who have a greater understanding of manners and etiquette. In addition, the Children are great scholars of a time long forgotten. That time being the great city of Constantinople. They embody its ideals and beliefs. The Children view that city as most cainites view Enoch or the Brujah view Carthage. Above all else, they make sure that those that join question every decision before making it. Finally, for some reason unknown to any but them; the children refuse to accept any Koldun into their ranks.

To be considered an Aprod, aka Locally Important, the following must be met:

- Storyteller Approval and Children of the Dracon Sub-coord Approval
- The Positional Status Trait of Initiated

Aprod Advantage

Children of the Dracon see themselves as visionaries, confidants, and the nobility of vampire society. The Devils have a large emphasis on etiquette coming from their Eastern European heritage. In addition, the Children cultivate a wealth of knowledge to aid them in making their decisions; as they believe only those educated can make a right choice. As a result, once per game session a member of the Children of the Dracon may gain one Bonus Trait on all Etiquette, Leadership, or Occult challenges.

Aprod Disadvantage

Children of the Dracon are never allowed to make decisions for the sect solely by themselves. As such, Children of the Dracon may not use their status as bonus traits in any social challenge related to making a decision (chosen by their selves) for the sect.

Additionally, the Children of the Dracon despise Koldunism. As such, Children of the Dracon are forbidden to learn Koldunism. Should they do so, they will immediately be ejected from the faction and gain the enmity of the faction. When this occurs, the PC gains the flaw "Faction Enmity (Children of the Dracon)", which may never be bought off. The Faction Enmity Flaw functions exactly like the Clan Enmity Flaw but for a Sabbat Faction instead of a Clan.

Prerequisites For Advancement to Count/Countess

A Cainite who seeks to become a Count of the Children of the Dracon needs only prove his belief in the rule of three and his understanding of proper vampiric rules and etiquette. Once a Cainite has proven himself among his peers, they may petition three Counts to accept him into their ranks. If accepted, the Cainite is brought to the Counts and inducted into their ranks in an ancient ceremony that blends the ancient ways of Constantinople and the Orthodox Christian Church. What exactly this rite entails is only known to those who reach the title of Count. To become a Count or Countess in the Children of the Dracon, aka Regionally Important, requires the following:

- Storyteller Approval, Children of the Dracon Sub-coord Approval
- The Reputational Status Trait of “Adept” in some particular knowledge.

Count/Countess Advantage

As mediators for the Sword of Caine, a Child of the Dracon may ignore the following (once per night) and suffer no repercussions due to their belief in the rule of the three:

- The status of any Sabbat decision that they think should be more thought out and debated OR
- Ignore one direct order from an Archbishop or higher

Count/Countess Disadvantage

As staunch supporters of the Rule of Three, no Child of the Dracon may ignore the order from any group of Ducti (or higher), so long as the order is decided as a group. For example, should a Bishopric council make a decision on something and issue an order, the Child of the Dracon must support it and follow it.

Prerequisites For Advancement to Dracul

Those who seek to become known as Dracul must have risen above his peers among the Counts. Few ever obtain this position, as many secrets of the children are finally revealed. To become a Dracul one must prove themselves true masters of law, etiquette, and lore. Only three Dracul can elevate a Count to their ranks. Those chosen undergo yet another mystical rite steeped in the mysticism of Constantinople. To become a Dracul, aka Nationally Important, in the Children of the Dracon requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of “Respected”

Dracul Advantage

Children of the Dracon at this level are so well known for their advice (and respected for it) that they gain the favor of many members of the Sword of Caine. While the Sabbat does not have the system for boons as official to the sect as the Camarillans, a system of “favours owed” still exists. Any time a Child of the Dracon advises a member of the Sword of Caine on a choice troubling them, they gain a favor owed to them. These allow a Child of the Dracon to call these favors upon a Cainite to make the Cainite rethink any choice they have made. This is largely a role-play benefit. It should be expected that this advantage is held to on an IC level. Someone who owes a Child of the Dracon will follow through if this is called in.

Additionally, a Child of the Dracon may add their Sabbat Status to any challenge related to making a decision or a plan. Children of the Dracon who are nationally important also undergo a Ritae known only to the leaders of the Children of the Dracon. This rite unlocks the true nobility and heritage among the children. See below for more information.

Dracul Disadvantage

At this level a Child of the Dracon has reached much renown and respect within the Sabbat. Luminaries of the sect seek many of the Children of the Dracon out that are Nationally Important for their advice and wisdom. As such, Children of the Dracon who are nationally important suffer no detriments.

Keepers of the Faith

In honor of the legacy of the Dracon and his children, the leaders of the Children of the Dracon have chosen the title of the Keepers of the Faith. There are only ever Three members of the Keepers of the Faith. These cainites work in council together to decide the entire direction, focus, and purpose of the Children of the Dracon. It is one of the greatest honors in the Sabbat to be judged or given council by the Keepers of the Faith. The Keepers of the Faith are chosen by the current member choosing his own replacement from among his own students. However, should a Keeper of the Faith die and need replacement it is put to the Faction as a whole whom shall assume the position.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Keepers of the Faith have the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become a Keeper of the Faith in the Children of the Dracon, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Humanity, Honorable Accord, Metamorphosis, Caine, Death and the Soul, Self-Focus

Suggested Abilities

Lore: Tzimisce, Lore: Sabbat, Law: Sabbat, Politics, Etiquette, Lore: Noddist, City Secrets: Constantinople

Suggested Backgrounds

Occult Library, Retainers, Herd, Influence: University

Suggested Merits and Flaws

Merits: Common Sense, Eidetic Memory, Higher Purpose, Natural Linguist, Coldly Logical

Flaws: Hatred: Kolduns, Special Responsibility, Territorial

Dragon Blooded

A Nationally Important member of the Children of the Dracon has a chance to undergo an ancient ritae adopted from a secret order of Tzimisce. Tzimisce who reach National Importance among the Children are almost always given this rite, while others may also earn it as well (it's not as easy). The Devil who has earned the favor of the leaders of the Children of the Dracon to undergo the Ritus of the Dragon Blooded must travel to the ancestral home lands of

the Tzimisce. Once there, the recipient of the Rite swears an oath of blood to the leaders of the Children of the Dracon to forever walk their path and vows eternal membership to the order. The recipient partakes in a special Vaulderie with the leaders of the Children. After which, they may purchase the 5 Trait Merit "Dragon Blooded". Once the merit has been purchased, the Devil may then purchase any of the three Rites listed below (he will lose the merit immediately should he ever purchase Koldunism). This is similar to the ancient Salubri Bleeding Ritual. Indeed some historians claim that in ancient times it was stolen from the Salubri Warriors of old by the Tzimisce. Indeed, there may be more then the three Rites listed below, but if there are, the Order of the Dracon are not sharing. However, this is only a rumor; only the heads of the Children of the Dracon know for sure. Undergoing the Ritus of the Dragon Blooded and gaining approval to purchase the Dragon Blooded Merit requires Tzimisce Coordinator Approval.

RITE OF THE DRAGON

As more proof of the ties between the Children of the Dracon and Tzimisce, this rite grants a means for the Children to potentially stop the powers of Koldunism that happen near him. Though the Children of the Dracon have a clear disdain for the arts of Koldunism, it is others who are known to hold the true hated for the Kolduns. Using the awakening of their blood, the Children of the Dracon with this rite uses his ability of command to sever a Koldun's ties to his magic, if only for a time.

System: The Child of the Dracon must see his target to use this power. In addition, the Dragon Blooded needs soil native to the homeland of the Koldun in question in order to use this ability. Once these prerequisites are met, the Devil engages the Koldun in a Mental Challenge retested with Leadership. Should the Devil succeed he must then spend a number of Willpower Traits equal to the Kolduns highest Way. For the remainder of the Scene, the Koldun will be unable to use Koldunism while in the presence of the Child of the Dracon.

XP Cost: 12

RITE OF BLOOD

Many among the Children of the Dracon claim that after undergoing the Ritus of the Dragon Blooded it

awakens a commanding authority in their blood. As these Rites come from the Tzimisce, it is not unsurprising to see a correlation between the two. The sense of Nobility and desire to command runs deep in the blood of both the Tzimisce and the Children of the Dracon. A Dragon Blooded member of the Children of the Dracon has learned to awaken their blood and make sure their will is indomitable when absolutely needed.

System: This rite grants the Child of the Dracon the ability to retest any challenge in which he is being issued or is issuing a command (even through supernatural means). The Devil spends 1 Willpower trait to gain this retest, and it does not take up the normal retest given by a Willpower Trait if there is one for the challenge. It is in addition to it.

Xp Cost: 8xp

RITE OF SOPHIA

As vampires who see themselves as the Devil's Advocates of the Sabbat, the Children of the Dracon must learn to have great insight and wisdom. Once again, the Devil awakens the potential of their blood in search of mastery of one's self and enlightenment. Some Children of the Dracon speak of this rite as an absolute must to achieving an exalted state of enlightenment. Others are simply happy to receive the benefits of increased wisdom for a time in helping them guide others in making decisions.

System: The Devil spends a Willpower Trait to activate this Rite. For the next scene or hour the Devil gains a number of bonus traits equal to his Academics ability in all challenges related to gaining insight into a problem or giving advice.

XP Cost: 6xp

Combination Disciplines

ASTUTE TASTE (ANIMALISM 2, VICISSITUDE 2)

Dracul Level Rarity

The Devils have developed an ability to gain a great amount of information from a target either alive or dead. Simply by ingesting the flesh of their target, a member of the Children of the Dracon can use their own beast and command over flesh itself as a means to pull both memories and information from the flesh

they devour. As information is of the utmost importance to the Children of the Dracon, this technique is invaluable to them as a means to learning the truth before giving advice.

System: A character with this combination may consume the flesh of someone and quickly learn their memories and needed information. Once the flesh of the target is consumed the character spends one blood trait to activate this power. For each piece of flesh consumed the character may ask the storyteller one question related to the target of who's flesh they have eaten. These question must be in relation to either a memory the target possessed or a piece of information that the target may have known. What answers are received are decided upon by the Storyteller

Xp Cost: 8

FLUID RECOLLECTION (DOMINATE 3, AUSPEX 3)

Count or Countess Level Rarity

Many members of the Children of the Dracon are also master alchemists. Having practiced the art at the height of its popularity, some of the devils developed this ability in their practice of Alchemy. This discipline technique allows a member of the Faction to create a potion that infuses a specific memory the Devil himself possessed. Thereafter, any who would drink this alchemical potion receives the very same memory impressed upon it as if it was their very own.

System: A character with this combination discipline may create a potion that allows them to instill a chosen memory into it. To create such a potion and record a memory requires the character to spend one willpower trait when he crafts the potion. Thereafter, any who drink a potion created with this power immediately recall the assigned memory as if it had been their own. A character may only have as many potions created with this power available equal to their permanent willpower score.

XP Cost: 8

UNWAVERING JUDGMENT (AUSPEX 1, FORTITUDE 1)

Aprod Level Rarity

It is of much importance to members of the Children of the Dracon to have their wits about them at all times, and to have access to their beloved Auspex to discern the truth from lies in order to make the best

choices. Combining their supernatural resilience with their arts of Auspex, the Devils created this art to make sure their senses are never overloaded, especially when they may need them most.

System: This combination discipline costs one blood to activate, and lasts for one scene or an hour. While active, the character is completely immune to any sensory overload, including those that would normally occur through the use of Heightened Senses.

XP Cost: 4

Ritae

LAY OF THE LAND

Since before the ties of urbanization all humans had experiences with Survival, and thus so did Cainites. Now though new vampires do not understand the fields and woodlands as they do the cities. Rarely used, it makes it more likely that vampires who have to make long trips will survive when moving around in the wilderness.

"Our home is the very land beneath our feet. The city is made of trees and stars. The road allows us access. With the Beast we are free."

Effect: Grants 2 bonus Traits on all Survival Ability tests. During the ritual all the participants must deal 1 Lethal to their right hand. If the priest heals their wound the Ritual effect is disrupted for everyone.

BLOOD ALCHEMY

The Children of the Dracon are, first and foremost, scholars of the Sabbat who pride themselves on study and inner reflection. As such, the Faction has developed a ritae that mirrors the old beliefs and practices of Alchemy. Using their own blood mixed with various Alchemical substances, the Children of the Dracon can create potent elixirs.

Effect: The Elixirs created by the Ritae of Blood Alchemy allow those who imbibe them to gain Two Bonus Mental, Physical, or Social Traits for a scene or an hour. A vampire may only ever be under the effect of one Blood Alchemy at a time.

Known Members

THE JACKAL

Little is known of the Cainite called the Jackal. He/She is the recognized leader of the Children of the Dracon, but rarely does he/she make appearances. Only those at the highest level of the faction can claim to have met him/her. Rumors abound that the Jackal is actually the Dracon himself. Though, no Child of the Dracon will confirm or (more importantly) deny this rumor.

KEEPER OF THE FAITH AND THE WATCHERS

Many among the Children of the Dracon claim that, for a faction based on the rule of three, they find it odd that it would have one leader. Though the Jackal claims to be the leader of the Children of the Dracon, it is also said that the faction is truly lead by three individuals. While little is known of the Jackal, even less is known about the elusive Keeper of the Faith and the Watchers. Some claim the Keeper and watchers are the direct children of the mythical Dracon himself. Only those who reach the upper echelons of the Children of the Dracon will ever get the chance to learn the truth.

HUROFF

The Enigmatic Cardinal, like many of his clan, is a very elusive creature. Few know a great deal about the Cardinal, other than his signing of the Code of Milan. What is known is that Huroff is perhaps the most famous non Tzimisce member of the Children of the Dracon. It is even rumored that it was his fellow Cardinal, Radu, which helped show him the wisdom of the faction. What is known is that the Cardinal neither acts quickly or rashly, and holds true to the ideals of the faction and comes at every decision he must make from every angle.

AIZHANA, DRAGON OF THE EAST

Aizhana, as she goes by now, was born a child of the Golden Horde, the daughter and only child of a Mongolian warlord. Aizhana stayed in Kazakhstan for a long time, keeping contact with her western brothers and sisters. When the Anarch Revolt broke

out, she assisted and joined sides with them, joining the Sabbat when it was formed. In the recent centuries, she moved her home and library to Mexico City, and makes her Haven both there and in Kazakhstan. She continues to lead the Obertus and, thus, is a prominent figure of the Children of the Dracon.

Tonight the Dragon of the East sits on the Consistory in Mexico City as the voice and representative of the Children of the Dracon. Aizhana seems to always play devil's advocate to every decision the Consistory tries to make, making sure the Sabbat attempts to at least question every action it may take.

Media

Devil's Advocate

Law and Order

The Firm

Sources

Guide to the Sabbat

Clanbook Tzimisce

Mexico City by Night

Archons and Templars

Stereotypes

Loyalists: "Uhh, I don't get it."

Moderates: "Their wisdom and insight are invaluable to this sect."

Status Quo: "They would be useful, if they actually could make a decision."

Ultra-Conservatives: "When they speak, you should listen. They often see things many would miss."

Pander Movement: "Oh good, another group of clan-elitist fucks."

Order of St. Blaise: "Wisdom without faith is only half the answer."

Occult Underground: "We have much in common with them. We, too, seek knowledge in wisdom, though in different directions."

Ecclesiastical: "They are wise beyond most members of the Sabbat. We would be wise to listen."

Inquisition: "If others would listen to their words, we would have less heresy to deal with."

Black Hand: "They are wise but slow to act. In the Final Nights, we can't afford such hesitation."

Cult of Lilith: "If they truly sought wisdom, they would understand there are other ways to seek enlightenment."

Infernalists: "True wisdom lies in darkness. They are easy enough to corrupt to our ways."

Ecclesiastical

“For men have shed the blood of Saints and Prophets,
and thou hast given them blood to drink for they are
worthy”



A movement grounded in the study of Gnosticism, the Cainite Heresy sprung from a movement of scholars intent on understanding the universe beyond the approved conceptions of the traditional church. They drew their pool of knowledge from a multitude of intercultural sources dating back to the early days of the Roman Empire. The Heresy predates both the Camarilla and The Sabbat. It is rumored to have a significant role in the formation of the latter.

At its core, the Heresy is an aggregate of several fringe religious groups deemed too controversial by established Western religion. A number of them, from the Albigensians to the Paulicians were hunted to near extinction in their times by the Catholic Church. Banding together for support these heretics formed a loose network of monasteries. They offered succor and scholastic exchange to one another, and



survived history's various purges and inquisitions by remaining underground.

A relic from the long nights, the Cainite Heresy eventually collapsed as its infiltration into the Catholic Church became known. After the Inquisition, the Heresy fell into the annals of history, or so, many would believe. Rather, the Cainite Heresy survive; but to do so, it needed to remain hidden from the world. Much of the Heresy's beliefs and structure made its way into the founding of the Sabbat itself.

By modern nights, the Heresy had become a secret society within the Sabbat itself. Many Cardinals and Consistory members claimed membership. In time as it became clear that Gehenna was nigh, the Heresy was forced to act. Having collected many members of the Consistory to its beliefs, the Heresy made its move. Though they were unable to demand all those of the Sabbat share their beliefs; they were able to gain recognition as a full Sabbat faction.

At first the Hersey had been renamed the Ecclesiastical. Their role in the Sabbat is the Church of Caine itself. Now the Ecclesiastical sees to the spirituality of the Sword of Caine through their bizarre faith. They are the priests and bishops of Father Caine himself, who they view as a god to their race. While they practice the beliefs and rites of the Cainite Heresy of old, the Ecclesiastical realize they cannot force their faith upon others. They rather spread his teachings and shepherd his children. In the Sabbat, itself, some areas have welcomed the Ecclesiastical Faction more than others. In South America, the faction was welcomed with open arms. In cities where the Order of St. Blaise is dominant, war with the faction seems imminent (reuniting the old feud of the Catholics versus the Gnostics). Whatever the reaction, the Ecclesiastical faction is here to stay and spread its faith and right to govern the Church of Caine itself.

The Ecclesiastical Faction was however purged from within. While maintaining a fear of destruction from the outside factions of the Sabbat, its leaders failed to see the threat within. As more and more clergy joined the Faction they quickly uncovered the truth of the Cainite Heresy's origins within the Faction. These new members formed their own plan of action and slowly but surely enacted it. By the end of the fourth Sabbat Civil War the faction had been purged by fire and blood of the heretics.

Now the Ecclesiastical Faction stands purified by fire. Reforged from the origins in the Cainite Heresy. Tonight the faction stands for the Faith of the Sabbat. For the rites, the paths of enlightenment, and all things of the religion of Caine. Having saved face by cleansing themselves of the taint of the Cainite Heresy the faction looks to a new future. Though some whisper they could surely not have destroyed all the elements of the Heresy in the Sabbat. Instead, that its members have simply been forced underground once more.

Nickname

Divinists

Symbols and Iconography

The members of the Ecclesiastical often dress in the visages of priests from various Christian religions. Their robes, however, are often covered in oddist symbols Sabbat ankh, and purple accents. It is clear these robes are not Christian, but rather Sabbat. The Ecclesiastical faction often identifies itself with the symbol of Gnosticism, with a Sabbat ankh draped in Angelic wings over it.

Role Within the Sabbat

The Ecclesiastical faction fills the roles of the spiritual leaders of the Church of Caine. To some their faith is bizarre. For many others, worship of Caine as a God comes natural to a sect that calls itself the Sword of Caine. Still some of the Ecclesiastical members teach that Caine was a god of sorts and his children are his divine offspring. So much so that they also teach that it is Cainite right to rule over mankind and the world (an idea many Sabbat support).

As leaders of the Church of Caine, the Ecclesiastical are priests of the Sabbat and members of its clergy. They spread the importance of the rites and paths of enlightenment above all else. While they recognize politics have its place in Cainite society, the Ecclesiastical follow a set of rules left by Caine himself to follow (so they claim). While devout in their beliefs in the Church of Caine, the members of the faction respect the religious choices of others and are always priests to the sect first as needed. Through guidance, confession, and faith, the Ecclesiastical faction hopes to spread its power and influence until the night all are of the Church of Caine.

Tenets

While the Ecclesiastical as a whole is composed of contrasting groups of scholars, zealots, and devotees, there are some beliefs held as sacrosanct by all groups.

The following have formed the core spiritual tenets of the Ecclesiastical:

- Thou shalt love the childer of Caine, for they are your salvation incarnate.
- Thou shalt not harm any child of Caine, and shalt sacrifice thine own life for their sake.
- The presence of Caine is inviolate; thou shalt bring others into the presence of a child of Caine only when bidden to do so.
- Thou shalt pay with thy life for the actions of thy kin, thy flock or thy lackeys, should they harm a child of Caine.
- Thou shalt always work to increase the domain of the childer of Caine, and shalt hold all thou hast in beneficence from them.
- Thou shalt reveal the childer of Caine to no one, and thou shalt sacrifice thine own life for their secret.

While these beliefs ostensibly compel the members of the Faction to treat all their fellow Cainites with respect and deference, much like the traditions which borrow from them, they are just as often used as pretext against one's enemies. Furthermore, those who are considered the spiritual enemies of the sect, those mentioned in the Euagetaematikon as the dark

angels of Ialdabaoth, are not protected under these tenets.

Holy Orders

While the Ecclesiastical is in essence an aggregate term for various Cainites of unconventional beliefs, a number of orders within have begun to distinguish themselves as having a common agenda. Members of Holy Orders can be of varying beliefs and any given member of the Ecclesiastical is not necessarily a member of a Holy Order.

CARPOCRATIANS

A branch of the Cainite Heresy dating back to the 2nd century AD, the Carpocratians embraced the indulgence of the Cainite condition, believing that the indulgence of every experience was necessary to achieve transcendence, their indulgent behavior justified by virtue through their enlightened states. The first Heretics believed themselves above conventional morality and pursued sin as a means of enlightenment. Rumored to possess extensive thaumaturgical knowledge, the group is also said to have in their possession a copy of the Secret Gospel of Mark, and an original portrait of Jesus Christ as drawn by Pontius Pilate. Throughout the ages, they've played a vital role in the faction's unity and scholastic advancement, laying the groundwork for the Albigensians who later found the Path of Cathari. (For more information on the Carpocratians, please refer to Cainite Heresy, pp. 32-33). As a cult they Carpocratians weren't deemed heretics by the faction and largely survived the purge.

CRIMSON CURIA

The operational arm of the Ecclesiastical, the Crimson Curia is an essential part in enacting the group's agenda. Supporting the faction with influences, finances, and logistics, the Curia maintains the mortal ties essential to keeping the group afloat in the modern nights. Recently, the group has begun cautiously probing its way into hunter circles, subtly spreading the faction's teachings in hopes of bringing some of them over to the cause.

KNIGHTS OF THE SABLE ROSE

Known throughout the Ecclesiastical as zealots and extreme devotees, the modern Knights of the Sable Rose dedicate themselves to the cause of violence in the name of Christianity. While the group has since relaxed its requirement that its membership be nobly born, those who lack what the group considers the characteristics of nobility are typically barred from membership. Favoring archaic styles of fighting, the Knights of the Sable Rose are still known to don their ornately worked armor when fighting on behalf of the Heresy. In between conflicts, the group continues its mission of securing artistic treasures from heathen lands, a task it's performed since the time of the crusades.

NESTORIANS

When Nestorius, the Patriarch of Constantinople, departed the city a convicted heretic, he began a religious movement which would span from Libya to China. Believing in Christ as the harmonious manifestation of both the material and the divine, his followers preached unity with one's beast as a means of attaining enlightenment. In modern nights, Nestorians are the Ecclesiastical moderates and peacemakers, serving as the glue between Holy Orders. Nestorians themselves are commonly Golconda seekers, and it's whispered that anywhere from one to a handful of their adherents have achieved suspire. (For more information on the Nestorians, please refer to Cainite Heresy, p. 34)

THE PAULICIANS

Perhaps the most successful in history of the Holy Orders, the Paulicians gained and lost their own independent state in the 9th century, and their mortal descendants survive to this day. The Paulicians view the world in a harsh dichotomy of good and evil. They reject the Old Testament, the worship of Mary, and even reverence for the cross. The Holy Order's iconoclast adherents were among the first to reject the church's veneration of religious icons, predating Martin Luther by several centuries. Among its collected works, the Paulicians are believed to have a copy of Paul's lost letter to the Laodiceans, as referenced in Colossians 4:16. (For more on the Paulicians, please refer to Cainite Heresy, pp. 29-30)

Recently Purged Holy Orders

The recent nights have seen the beginnings of change within the Ecclesiastical, as devout clergy have joined its ranks and begun to purge the heretical from within. These groups are believed to have been eradicated by the first of these purges, during the Fourth Sabbat Civil War.

THE CHURCH OF THE BLACK MAGDALENE

Having survived since the middle ages, the Church of the Black Magdalene is a cult which maintains a belief in the sacred feminine as a legitimate counterpart to the traditionally male iconic figures. Maintaining the fervent belief that Mary, mother of Jesus, the Second Caine, was herself a vampire, the Church of the Black Magdalene is rumored to show sympathies to members of the Cult of Lilith. During the Fourth Sabbat Civil War its membership was purged from the Faction for heresy by its own members.

THE ORDER OF SAINT PANTELEIMON

Founded after the Patron Saint of Physicians and Midwives, the Order of Saint Panteleimon was instrumental in assisting in the birth of the Caine-child in April of 2013. Having since taken up his care, they keep and protect him, arranging for his feeding and upbringing. As he is constantly on the move, it's rumored they're in search of a more permanent home for their charge. It's believed the Order is heir to a secret cache of written works called The Black Collection, which includes an original copy of the Euagetaematikon. This cult was pruned to the main by the Faction during the fourth Sabbat Civil War. (For more on the Order of Saint Panteleimon, please refer to Cainite Heresy, pp. 56-57)

THE SWARM OF SAMAEAL

The Swarm of Samael are secretive and exclusive branch of the Cainite Heresy which practices diabolism. After the 2013 Ecumenical Council granted some license for Sabbat members to practice the diabolic arts. The Swarm of Samael hopes that when the Heresy as a whole makes its eventual bid

for open acceptance, they will be able to ride the wave and secure their acceptance as licensed diabolists as well. (For more information on the Swarm of Samael, please refer to Cainite Heresy, p. 46). However it is rumored the Faction recently purged this order from their ranks.

DISCIPLES OF JUDAS

A cult of personality in his own right, the vampire claiming to be Judas Iscariot has attracted no small number of personal followers in recent nights. Believing devoutly in his innocence in Jesus' betrayal, the Disciples of Judas take their spiritual direction from the Cainite they believe to be the last living apostle. While Judas himself claims no special power within the sect, a growing number of his followers harbor the belief that the 12th member of Jesus' chosen should be the one to guide the faction's direction. However it is rumored the Faction has recently purged this order from their ranks.

Prerequisites to Join

In order to join the Ecclesiastical, a Sabbat member must first be indoctrinated and follow the Church of Caine's faith. Once accepted into the Church, members are encouraged to become part of the Sabbat clergy if they are not already. It is important that all members of the Ecclesiastical study and practice the ritae and paths of enlightenment of the Sabbat. Beyond that, the following is required to join the Ecclesiastical as a Daimones, aka Locally Important:

- Storyteller Approval and Ecclesiastical Sub coordinator Notification
- The Positional Status Trait of "Initiated"

Daimones Advantage

All members of the Ecclesiastical are expected to become members of the Sabbat clergy at some point after joining. With all members of the faction being priests, bishops, and higher, their faith is absolute in the Church of Caine and the Sabbat. As a result, all members of the Ecclesiastical gain one free retest per night in all challenges regarding Ritae and Paths of Enlightenment.

Daimones Disadvantage

The Ecclesiastical faction basically black mailed its way into being a legitimate faction by threat of civil war. As a result, many members of the Sabbat still harbor a grudge against the faction for effectively holding a gun to the head of the sect for acceptance. Because of this, all members of the Ecclesiastical suffer from the Negative Status Trait “Cainite Heretic”. This negative status trait may not be removed from the character as long as they are locally important members of the Ecclesiastical.

Prerequisites for Advancement to Legate

As a Cainite progresses up the ladder of the Ecclesiastical faction, they must also rise in the ranks in the clergy. Though they need not necessarily increase in the hierarchy of the Sabbat, they must increase their reputation as a priest. Tending to the faith of the Sabbat means they have made many allies among the faithful and have debts owed to them for being priests of the sect. In addition to this, Cainites seeking to rise to Legate, aka Regional Importance, in the Ecclesiastical requires the following:

- Storyteller Approval and Ecclesiastical Sub Coordinator Approval
- The positional Status Trait of Enlightened or the Reputational Status Trait of “Ordained”.

Legate Advantage

Legates of the Ecclesiastical are now respected members of the faction. They have proven and earned their place among the faction as respected priests of the Sabbat and Church of Caine. Emboldened by their position, Legates gain an unconquerable faith within the Sabbat and Church of Caine. As a result, once per night, Legate’s may choose to auto win any one ritae challenge.

Legate Disadvantage

Though the stigma begins to fade from how the Ecclesiastical faction came to be, it is not entirely removed. Through their dedicated service as clergy members of the sect, they no longer bear the

Negative Status of “Cainite Heretic”. Now, however, Legates are considered down one social trait in all challenges against members of the Sabbat clergy who are not also members of the Ecclesiastical.

Prerequisites for Advancement to Bishop of Nod

Members of the Ecclesiastical who seek to become Bishops of Nod need to rise above all others in their fame as priests of the Sabbat. Though many are Bishops, Archbishops, Cardinals, or Prisci, it is still not required in order to reach this level within the faction. Rather, those who seek to become Bishops of Nod need only become famous throughout the sect for their service in the clergy. To become a Bishop of Nod, aka Nationally Important, requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Adept for Ritae

Bishop of Nod Advantage

The Bishops of Nod are the most faithful members of the Ecclesiastical faction. Unshakable in their beliefs the Bishops are the premier members of the faction and help guide its very direction and the Archbishop of Nod himself. As a result of gaining complete confidence in their beliefs, the faith of others seems to affect them less. Any time a Bishop of Nod encounters the use of True Faith, he may expend one willpower trait to be immune to the effects of True Faith. He must do this for every single individual use of True Faith. In order to maintain this particular aspect of their advantage, the character in question must maintain a Morlaity rating of five. Should their Morlaity decrease below five they will lose this ability until it is regained. Additionally, should a Bishop of Nod possess the True Faith merit, they may purchase additional Faith Traits (up to a maximum of five) with five experience points per level. Though this still falls to the storyteller to approve, it should be understood that unless the Bishop of Nod is not acting in the duties of his faith; he should be allowed to purchase new Faith traits.

Bishop of Nod Disadvantage

Fame comes with many benefits. The Bishops of Nod are some of the most prestigious members of the Sabbat clergy. They have served members of the sect of varying beliefs and factions. As a result, the stigmas of old are now gone and the Bishops of Nod suffer no Detriments for being a part of the faction.

Archbishop of Nod

Chosen by the Bishops of Nod, the Faction leader of the Ecclesiastical is known as the Archbishop of Nod. The Archbishop of Nod is the supreme ruler of the Faction and believed to speak for Caine in the faction. His word is law and considered holy by the faction. While the Regent speaks for Caine in the Sabbat, it is the Archbishop of Nod who speaks for Caine in the faction.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, Archbishop of Nod has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Archbishop of Nod in the Ecclesiastical, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Path of Caine, Path of Divinity, Path of Cathari

Suggested Abilities

Lore: Cainite Heresy, Lore: Paths, Occult, Theology, Rituals, Expression

Suggested Backgrounds

Influence: Church, Occult Library, Rituals, University

Suggested Merits and Flaws

Merits: Angel Face, Jacob's Twin, Save Thy Servant, Blessed Myroblite, Of Embrace Foretold, Redeemed, Likeness of a Saint, Library of Heresies, Living Icon, Miracles of Faith

Flaws: Cryptophage, Soul of Darkness, Stigmata, Cynic, Blasphemer Among Heretics, Flagellant, Fanatical Devotion, Scourged by God

Combination Disciplines

DIVINE WILL

(DOMINATE 5, PRESENCE 5)

Bishop of Nod Level Rarity

Calling upon his faith, a member of the Ecclesiastical can bolster his mind and soul against hostile attacks. By looking within, the cainite steels his soul against any attempts to supernaturally affect him. The Cainite must boldly display his faith in front of his adversary; only by reaffirming that faith can he call upon this technique.

System: This power costs one willpower to activate. For the rest of a scene or an hour, the vampire gains a number of bonus traits on all challenges of Dominate, Presence, and other Mind Altering powers equal to their Temporary Willpower Traits with a maximum equal to their Morality. These bonus traits apply only to defensive challenges.

Xp Cost: 14

RELIGIOUS DEVOTION

(DOMINATE 4, PRESENCE 5, WILLPOWER 6+)

Legate Level Rarity

Those of the Ecclesiastical who become Legates have learned to have nothing but complete devotion to the Church of Caine. Through their nightly ritual of prayer and service as priests, Legates have learned to fortify their will and expand it greater than any other. Those with this discipline technique have an unshakable resolve.

System: This combination discipline allows a Cainite to spend one willpower trait to automatically win all ties on all defensive willpower challenges. This only

applies to willpower challenges, not willpower retests. Additionally, this may only be used once per scene or hour.

Xp Cost: 10

EYE OF IALDABAOTH (AUSPEX 4, DOMINATE 2)

Daimones Level Rarity

As priests to Father Caine, this discipline technique was developed by the Ecclesiastical faction as a means to force others to submit before them and feel the weight of their own sins upon them. Both created as a means of protection and a useful ability for their priestly duties; this combination discipline has proven the faction most useful in their advancement of power within the sect. A vampire with this technique calls upon Caine and the Gnostic gods to force a Cainite to prostrate themselves before the priest and feel all of their sins upon them at once.

System: This combination discipline paralyzes a victim, wracking them with guilt for their most regretted sins. The character engages their target in a Mental Challenge retested with occult. If successful, the victim may not move or act for a number of actions equal to the characters Theology ability rating. However, characters affected by this power may defend themselves normally if provoked by any means. Since this combination discipline is Dominate based, all generation requirements of Dominate still apply.

XP Cost: 8

Ritae

Below are two of the most important Ignoblis ritae in the Ecclesiastical and may only be practiced by them.

RED PENTECOST

This ritae was developed to extend one's senses into the ethereal divine. By using either a mixture of herbs and alchemy, or the use of the discipline of Dementation, the priest causes his congregation to experience extremely vivid hallucinations and revelations. In doing so, it encourages those to experience their darkest desires and either indulge or

restrain these urges. This often results in torture, murder, self-flagellation and other such horrors.

System: The faction priest performs this rite through either use of Dementation or a combination of herbs, toadstools, and alchemical potions. Those who undergo this rite suffer from a divine vision quest, of sorts, as they are in a frenzied state. Even creatures like mortals who do not have beasts enter this frenzied state. While in this state, victims suffer from a divine revelation and indulge in all the darkest monstrous urges they could conceive of. Much like a normal frenzy, those who have undergone the Red Pentecost don't recall what happened, only the divine revelations they had. Please see the Cainite Heresy book on page 48.

BLOOD COMMUNION

This rite resembles the Sabbat rite of the Vaulderie, but with much more catholic overtones. Indeed this rite is nothing more than the Catholic Eucharist rite, but instead of wine the priest uses the blood of Caine. This is often used in personal performances of the rite, however it can be given to an entire heretical mass. Cainites who indulge in this rite suffer the same effects as the Vaulderie, but mortals simply become blood bound as per the normal drinking of cainite vitae. The ceremony, however, often does increase the potency of the blood drank resulting in euphoric effects.

System: This ritae is largely a role-play mechanic and is a central rite to the Faction. The Blood Communion is quite literally the Catholic Rite of the Eucharist, but instead of wine, the priest's blood is used instead. Vampires who partake follow the normal rules for a Vaulderie with a catholic twist to it. Mortals who undertake the Blood Communion suffer the normal effects of the blood bond and even experience euphoric feelings. See the Cainite Heresy book on page 49.

Known Members

FATHER RICCARDO

Not much is known about the leader of the Ecclesiastical Faction. From his knowledge and what others can gauge of his power, the Father comes from the nights when the Cainite Heresy was at the heights of its power. Father Riccardo brings with him much of the history and teachings of the Cainite Heresy of

old. It was he who pushed the faction in the Sabbat, and it was he who helped guide the faction to finding the third Caine. Though he is advised by the Crimson Curia, in the end Father Riccardo makes all the decisions for the faction; something that is unlikely to change anytime soon. Recently, Father Riccardo went missing. There are still those that search for him.

ELI BRATOVITCH FORTNER

There are many legends about the Fortner family of the Deep South. These ghost stories tell tales of a cannibalistic inbred family that haunts the bayous of the south. Some claim they were escaped mental patients. Others say they were a family of devil worshippers. The truth of the Fortner family is far worse than any mortal could imagine. If they knew the truth people wouldn't stay out at night from the ghost stories past down from generation to generation. They would run in terror.

The Fortner family are indeed a cult, a family bred and raised for over a hundred years as Bratovitch Revenants in service to clan Tzimisce. These alien monsters were little more than a new experiment to refine the Bratovitch line by a demented Tzimisce. An experiment started nearly two hundred years ago. This branch of the Bratovitch family infected the bayous of the south haunting the swamps. Kidnapping, murdering, raping and committing all acts of horror upon anyone unfortunate enough to cross their path. These monsters have no humanity, for they were never human.

It was into this family the prodigy of the Fortner's was born. Eli the son of Caleb Fortner was the craftiest and most vicious of his family. He hunted, tortured, and ate lupines in his teenage years. Eli became a charismatic leader of the bizarre faith of his family. As the greatest of this Tzimisce's experiments; he rewarded Eli with the embrace. Only for the newly made vampire Eli to turn on his sire and consume his soul.

With the power of Caine in his blood, Eli realized his true vision for the Fortner family. To gather those outside of the family to with them in the blood of caine. Using bizarre southern rituals, the cult of the Fortner family grew. Mixing the back woods

traditions of the Deep South and Noddism; a new faith was born. One Eli intends to spread.

During 2011 Eli and his pack (all members of his family) traveled from Diocese to Diocese spreading the word of their own brand of noddism and the good will of the newly formed Ecclesiastical faction. His fame and infamy among the Sabbat during this time only furthered his own legend. With the fallout of the fourth Sabbat Civil War, Eli was made Cardinal of the Deep South. A new position created in the wake of the accusations against Cardinal Ankha who became Cardinal of the Central United States. Using his new found influence and power, Eli seeks to spread the word to all Cainites who will hear his voice.

CALEB, THE THIRD CAINE

Born in April of 2013, the child named Caleb has come to be believed by many to be the third incarnation of Caine himself. The child of two Dhampirs, Caleb is an impossible birth. His Mother, Azura, is believed to be the last Daughter of Eve (She does indeed bare the mythical crescent moon birth mark). The Ecclesiastical preach of Caine's existence as a Divine being, they also point to ancient writings that Caine will return on the Eve of Gehenna to lead them all. To the Ecclesiastical, Caleb is their faith made manifest. What will happen when the child comes of age is anyone's best guess. Caleb himself has to possess supernatural abilities, though all attempts to find out what they are have only resulted in inconclusive results. To this night the child remains a mystery and hidden from all but a few vampires in the world of darkness.

SAINT CAMILA

An orphaned nun, brought up in a convent in northern Italy, Camila was raised to be the perfect wife of Jesus. Her mind and soul were devoted to it. As a very religious person, for her to believe in Angels and miracles was not a hard thing.

Camila was quick to join the early Ecclesiastical movement, its faith speaking to her very deeply. A walker of the Path of Divinity, she quickly became a paragon of the Path and became known as a walking Saint of the Cainite Race. Rumors speak of dark divine powers gifted to her by the Dark Father. Some say she is Caine's Dark Angel and avatar on Earth. What is known as that Saint Camila leads the

Ecclesiastical Faction in Mexico City and sits on the Consistory. She claims the time for a Regent is over, as Caine has returned to lead the Sabbat, his sect, to final victory in Gehenna.

Media

Bad Day at Black Rock (Movie)

The Name of the Rose (Movie)

Holy Blood, Holy Grail (Book)

The Gnostic Gospels (Books)

Sources

Cainite Heresy

Caine's Chosen

Stereotypes

Loyalists: "Religious nut bags who believe Caine is god... Whatever. As long as they stay the fuck out of my way."

Moderates: "Dangerous Fanatics of the worst kind. Religious Fanatics."

Status Quo: "We have no love for them, but they forced our hand. Their existence allows the peace to be maintained."

Ultra-Conservatives: "One could argue the Sabbat is in a religious war. In that regard they are the best soldiers to have in that fight."

Pander Movement: "Come over here mister preacher and I'll shove that cross up your ass."

Order of St. Blaise: "The Cainite Heresy is blasphemy of the worst kind. The fact they are allowed to exist in the Sabbat disgusts me."

Children of the Dracon: "The Heresy was dangerous in the Middle Ages and remains so tonight."

Occult Underground: "Caine as a god...an interesting concept. I wonder what other secrets they hide."

Inquisition: "Cainite Heretics are still heretics. We will burn them all in the end."

Black Hand: "We venerate the Dark Father more than most. I am unsure if I agree with them or not."

Cult of Lilith: "Caine as god! This has to be a joke, right?"

Infernalists: "Doesn't matter which god you serve, He still won't save you."

THE CRIMSON TIDE

“We are the Crimson Horde that shall wash of the Camarilla and cleanse it from the earth.”

Note: The Crimson Tide are Non-Binding



A faction born out of the fires of the nomadic Sabbat. The Crimson Tide was originally a union of two large Sabbat Packs in New England. Mogwli's Brood and Skelton's Rangers came together with the express purpose of defeating Roman Pendragon and the Camarilla of New England. Their success drew the attention of other nomads from around the globe and these nomads found a common ground.

The Faction formed under the Leadership of the Iron Wolf. Having risen out of a long slumber the ancient Mongolian Gangrel has influenced the formation of the faction and The Way of the Road. Faction members are called Arban, after the smallest unit in the Mongolian horde. An Arban meant ten men, and any Cainite should be an equal fighting force to ten men from any other group. The Faction has dedicated itself to the destruction of the Camarilla



above all else and believes that should be the primary goal of all Sabbat. The Crimson Tide holds and supports the ideals of the Nomads of the Sabbat.

Preferring the roads of the world where they hone their arts, live free, and truly experience what it means to be Sabbat. Beholden to no one but their own pack.

The Crimson Tide is collation of united Nomadic Sabbat packs. Held together only by their common beliefs and goals. Leadership is respected based on valor and skill. The leaders of the Crimson Tide have proven their worth in one on one combat sometimes resulting in final death. The faction believes in Ritae but gives little regard to the Code of Milan. Instead preferring to follow the “Way of the Road”.

The Crimson tide tends to operate primarily on a pack level, celebrating whenever two packs meet with bloody revelry and many challenges of combat between the two packs to prove which is stronger. These nomads tend to disregard Sabbat clergy, holding the Ductus as the highest position deserving of any respect. Living on the road means that most members feel that Bishops and Archbishops are problems to be dealt with when traveling through territory, rather than resources to seek out.

The Faction tends to attract Gangrel and nomadic packs and those who seek the complete and utter destruction of the Camarilla. For them the war will never end until the Ivory Tower lays crumbled before them.

As keeps of Sabbat tradition, the priests of the Crimson Tide tend to act more like modern shamans than anything else. The faction believes in mass embraces, rending the Masquerade, and even shovel heading vampires into the Faction. In the Crimson Tide, mercy is a weakness and you crush your enemy utterly and claim their soul as yours.

They seek to recruit more and more Nomads to their ways, eventually hoping to be recognized as one of the official Sabbat Factions. Like the Mongol Horde they grow in strength nightly and are always on the move.

Nickname

The Rangers, The Brood

Symbols and Iconography

The Crimson Tide uses the Symbol of a blood Red Sabbat Anhk. They also use the Symbol of a Wolf with the Anhk as well. It is common for members of the Crimson tide to display three blood red slashes representing the marks of Diablerie upon one's aura. Members of the Faction are often former bikers and gang members so tend to wear leather and have chains with hooks, chainsaws, machetes, and other vicious weapons. They also often add some wolf fur or symbols to their wardrobes or vehicles.

Role Within the Sabbat

Many Sabbat feel the rights, needs, and desires of the nomads are overlooked by the Covens. Without a united front the Nomads have no chance of upsetting this situation. The Crimson Tide hopes to enact this change.

The Faction sees itself as the voice of the Nomads. One only strong if united. They respect the earlier traditions of the Sabbat. The Crimson Tide respects strength above all. Might makes right and the strong lead from the front. They revel in their monstrous nature and seek to grow into a true horde.

Prerequisites to Join

The Crimson Tide attracts those who would make total war on the Camarilla, and those who are willing to prove their strength. They will not accept any Cainite who still clings to their Humanity. All new members must undergo an initiation. Initiation can vary from running a gauntlet, to single combat with a

champion, to having to fight for everything for a month, from feeding, to shelter from the sun.

- Storyteller Approval and Crimson Tide Sub-Coord Notification
- The Positional Status Trait of Initiated

Arban Advantage

Members who of join the Crimson Tide are expected to be accustomed to travel on the road. Even if they are not born into it they learn quickly. As a result, its new members are taught the skills needed to survive. All members of the Faction are masters at surviving on the road and enjoy two additional bonus traits on all Hunting, Drive, and Athletics ability challenges.

Arban Disadvantage

The Cainites of the Crimson Tide are rough around the edges. They are unaccustomed to social interactions and etiquette of the sect. As a result, they have the permanent negative social trait *Feral* which may not be bought off, though they may lose this at higher ranks in the faction.

Prerequisites to Advance

The title of Horseman comes from the common Sabbat terminology for Nomadic warriors. Advancement among the Crimson Tide is earned through actions. Acts of violence and support of the cause are rewarded. Usually those seeking to become a Horseman of the Crimson Tide, have participated in several battles against the Camarilla. Word of their names spreads among nomadic packs. In order to advance to the rank of Horseman, they must challenge an existing Horseman to single combat. While the challenger is expected to win, it is not required. Those who put on an impressive show of strength but lose are still welcomed among the Horseman.

- Storyteller Approval and Crimson Tide Sub-Coord Approval

- The Reputational Status Trait of Battle-Scarred

Horseman Advantage

Horsemen understand the purpose of the Crimson Tide. As result of this mentality and skill they gain a free *Leadership* retest once a night when leading their own pack or faction mates, or against anyone threatening their group. Additionally, a Horseman may spend a level of the Hunting Ability for 1 Blood Trait for themselves or another of the faction. This represents the character hunting for food and takes 10 minutes per level used, but they are not required to have feeding scene to do so.

Horseman Disadvantage

Horsemen live on the road and follow “The Way of the Road”. This means that they must focus on both their own path and another way. They are expected to be leaders by both example and their word. This complex set of obligations means that they can never manage to become paragons on their paths. Horsemen may not increase their path to a rating of five.

Prerequisites to Advance

The Warlord’s of the Crimson Tide are the leaders of the Faction. Their names are spoken around fires when packs gather. When a Warlord speaks, entire packs of nomads and members of the Crimson Tide listen and heed their words. They settle disputes, hold celebrations and make war. While a leader may be challenged for their position, few would do so among the Warlords as each has a fierce reputation. In order to call oneself a Warlord one must first defeat a current Warlord in single combat before they are recognized as such. The Warlords of the Crimson Tide hold sway over the entire faction. While it is not unheard of for Warlords to war with one another; they are all equally respected.

- Storyteller Approval and Sabbat Coordinator Approval

- The Reputational Status Trait of Battle-Scarred

Warlord Advantage

Warlords may call for aid at any time and expect a response from both the Faction itself and from nomadic Sabbat. Once per month a Warlord may issue a call for assistance and expect a response. Mechanically this is represented by a free military force action at level five. Sabbat Nomads in the area as well as members of the Crimson Tide are expected to respond and not doing so could result in grave consequences for them.

Additionally, Warlords gain the reputational status of *Fear* which may go above the five reputational status limit. Finally, Warlords of the Crimson Tide gain a free retest once a night either to perform a combat *Ritae* or during one.

Warlord Disadvantage

As the Warlords of the Crimson Tide are the leaders of the Faction they suffer no Disadvantage for their rank in the faction and indeed no longer suffer any of the previous disadvantages.

The Khan

The Warlord of Warlords, the Khan is the undisputed leader of the Crimson Tide. The Khan is elected into their position by Warlords of the Crimson Tide. There is not always a Khan of the Faction; there is not always a need for a single unified leader. However, when one is called to the title of Khan they come from the ranks of the Warlords. It is not unheard of for one of the Warlords of the Crimson Tide to rise in such prominence and demand a council of them and force an election to the title.

When there is a Khan of the Crimson Tide he is the undisputed ruler of the Faction. His word and judgment are law. He may command the Warlords to action or set police for the whole of the Faction. The Khan may be removed in several ways. The first is death. The Second is a vote to remove by the Warlords. Finally, the third way is the Khan may be

challenged to an Honor duel for his title. However, when a Khan is elected of the Crimson Tide, he is seen as the leader and voice of the Nomadic Sabbat. The Khan may also step down if and when he no longer believes the faction needs a Khan.

The capabilities and advantages of the Khan are decided upon by the Sabbat Coordinator and this position is Sabbat Coordinator Approval as well.

Recommended Paths of Enlightenment

Path of the Feral Heart, Path of the Beast, Honorable Accord, Power and the Inner Voice

Suggested Abilities

Survival, Hunting, Tracking, Brawl, Rituals, Melee, Tactics, Lore: Lupine, Lore: Camarilla

Suggested Backgrounds

Rituals, Military Force

Suggested Merits and Flaws

Acute Sense, Poverty, Bruiser, Well-Traveled, Pack Enemy, Code of Honor, Lunacy, Short-Fuse, Thirst For Innocence, Permanent Fangs, Berserker, Eerie Presence, Danger Sense

Combination Disciplines

THE CRIMSON HORDE (PRESENCE 4, ANIMALISM 3)

Arban Level Rarity

New members of the Crimson Tide are taught the importance of the pack and ability to fight as one. As a result, the Crimson Tide developed this ability to combine the inspiration of presence with the ability to tap into one's own beast of Animalism. The result creates an innate pack link as their beasts speak to one another. This creates a devastating skill among

packs to overwhelm their opponents with unprecedented focus and unity among members of a pack.

System: When the Arban with this Combination Discipline enters into combat with his pack, they must spend one blood and one willpower to activate Crimson Horde then they gain two bonus traits on all physical combat actions against a single target. These bonuses do not apply to discipline use or "carrier attack: challenges. Simple raw physical combat. Additionally, all damage inflicted by the user while crimson horde is in effect scores an additional level. These effects end if the character with the Crimson Horde ceases fighting with his pack by choice or otherwise.

XP: 10

SAVAGE UNION (ANIMALISM 3, PRESENCE 2)

Horseman Level Rarity

As a member of the Crimson Tide advances within the Faction they are taught the secrets of the Horseman. This technique was supposedly developed in the early nights of the Sabbat itself; as nomads found little time for comfortable rest to restore their exhausted wills. As a result, the Horseman developed the ability to tap into their inner beasts to invigorate them. By allowing their beasts to indulge, they are able to siphon off some strength, in much the same way a vampire feeds off of blood.

System: Once a scene, when the character enters into a frenzy they regain one Temporary Willpower Point. This combination discipline is always considered to be in effect.

XP: 6

ONSLAUGHT (CELERITY 3, ANIMALISM 3)

Warlord Level Rarity

Those who have reached the rank of Warlord in the Crimson Tide of veterans of many duels, honor combats, and Monomcays. They have proven their

strength time and time again. They also expect to be challenged frequently due disagreements or someone thinking they can do the job better. Warlords of the Crimson Tide developed this discipline technique to give them an edge on all challengers that come their way. By tapping into their inner beasts and focusing on the speed granted by Celerity the Warlord turns into a whirlwind of blows powerful enough to split stone.

System: Whenever the character engages in one on one combat, they may spend 1 willpower to activate Onslaught. For the remainder of the scene or combat the character may add their levels of the Melee Ability to all Melee related challenges as Bonus traits. However, these Bonus Traits are based on the character's temporary levels of Melee and not their permanent. Thus, if they spend levels of the Melee Ability for retests, their Bonus Traits decrease equally. This ability ends if the combat is joined by a third party on either side.

XP: 7

Ritae

WAY OF THE ROAD

The one thing that separates the Crimson Tide from all other Nomadic Sabbat is their code of conduct which has been blended with this Ritae. The Crimson Tide pays lip service at best to the Code of Milan. The Way of the Road is the governing code they hold as the means by which the Faction conducts itself. The Way of the Road is a code followed by all members of the faction even if they do not know the Ritae. The Ritae is used at campfire gathers of the faction and performed for all. Since much of the faction's history is oral tradition, many other ritae are performed in addition to this one. The priest speaks of the early nights of the Sabbat, and why the nomadic lifestyle is the true way for the sword. At the conclusion of the speech the priest recites the Way of the Road. The Way of the Road is as follows:

- A leader may be challenged at any time. If defeated the challenger replaces the leader.
- The Ritae are sacred and must be followed

- One's Word will be honored. Once it is given it is to be kept.
- If in another's territory one strikes a bargain, that bargain must be kept. Honor your word and Honor the territory of another until and unless they betray your trust.
- When you meet, a fellow traveler offer them a place at your fire. If they pay their way with a story they are free to go and may not be challenged
- All must put the good of the whole before the good of the one.
- If you know where your enemy is, take the fight to them, draw them out, do not allow them to exist if you have the means to destroy them.
- Those who fail in the Way are not worthy of it and such shall have their heart's blood reclaimed.
- Our Justice is Eye for an Eye.
- We are Free and kneel to no one.
- Monomacy and single combat shall settle all disputes.
- Any may call a council of Warlords and the Khan for Judgment
- He who drops the prey has claim to the prey

System: Those who swear upon the Way of the Road or renew their vows to it feel a sense of inspiration. Characters who perform the Way of the Road Ritae gain 1 temporary Willpower which may not go over their permanent Willpower rating.

SHOVEL PARTY

Those outside the Sabbat tell that the sect takes vampires they wish to induct into the Sword of Caine and buries them alive. The stories say the new sabbat prospects are hit over the heads and buried in graveyards to strip them of their humanity. The

Sabbat indoctrinates its members to their ways from the very start. These stories are a misunderstanding of the Sabbat's Creation rites. The Crimson Tide keep this ritae alive as they claim it was once a sect wide practice.

The Priest makes the recipient dig their own grave in dirt. Once completed they hit the individual in the back of the head with a shovel knocking them out (regardless if they are vampire or mortal). After which, the recipient of this Ritae must claw themselves out of the earth to freedom. The sheer horror of having to dig one's self out of their own grave causes the victim to shred his humanity and emerge a Cainite monster of the Sabbat.

System: The ritae must be performed as described above. Those who wish to dig themselves out of their grave must perform 5 static physical challenges at a difficulty of 10 retested with Athletics. After each successful test the victim must then engage in a Conscience test at an increasing difficulty of 1 to 5 based on order of challenges (Challenge 1 is difficulty 1, Challenge 5 is difficulty 5). Each time they fail they will lose a level of Humanity. Regardless if the victim passes all tests they will lose at least 1 level of Permanent Humanity. Note this Ritae has no effect on those who do not follow Humanity before it is used.

SOUL TROPHY

Among the Crimson Tide diablerie is seen as a badge of honor. To the members of the Faction the only downside to the Diablerie is that its markings on your soul fade over time. Meaning to them the honor is lost. Members of the Crimson Tide developed this Ritae to make it far more permanent on their Auras. Before diablerizing a foe, the priest will take the blood of the fallen enemy and put it across the face of the victor in three thick streaks across their face. After some offerings to Caine and to the supremacy of the Vampire Race the recipient of the Ritae must commit Diablerie upon his victim. After which the Diablerie Veins from the act on the aura of the vampire are now permanent. In addition, each time they commit Diablerie the veins go thicker and those in the know can count how many times the vampire has committed diablerie, like rings on a tree trunk.

System: After committing Diablerie the priest may perform this Ritae and make the Black Veins on their aura permanent instead of fading within three months' time. Additionally, a priest who knows this ritae may attempt to read the veins of a person who has undergone it. After successfully using the power of Aura Perception they may now also ask the questions "How Many times have you committed Diablerie?" and "What are the names of those you Diablerized?" at the cost of 1 temporary Mental Trait per question.

SINGLE COMBAT

Monomacy is an auctoritas ritae that is used for ritual combat to the death between two Sabbat. It has a variety of uses and ways it is performed. Using that as a basis for inspiration the Crimson Tide developed this Ignoblis Ritae. Single Combat is simply a fight between two cainites. There are no tricks or deviations allowed. The Two combatants simple fight until one drops the other. Final Death is no allowed in Single Combat unless explicitly decided upon by the two combatants and the overseeing priest. The terms of the combat are simple. The combatants are allowed a sword each and must fight until one can no longer fight. Everything else goes, and the fight happens when the priest says it will take place. Use of cowardly tactics or disciplines are grounds for immediate loss. The priest oversees the challenge and makes all judgments in this regard. At its core Sonor Combat is a simple fight between two cainities to determine who is strongest and best.

System: The only mechanical effect of this ritae is that the priest overseeing it will be automatically aware of all supernatural powers being used in the duel and who is using them. In this way, he is allowed to know if anyone is cheating in what is considered an Honorable Combat.

Known Members

JEREMY SKELTON

One of the original founders of the Crimson Tide, Jeremy Skelton is the Ductus of Skelton's Ranger one of the largest Sabbat Packs in New England

originating out of Maine. During the early 90s Jeremy controlled Maine, New Hampshire and parts of Boston for the Sabbat. In his struggle against Roman Pendragon he sought an alliance with other large group of Sabbat in the area, namely Mowgli's brood. Together they drove out the Camarilla and supported the nomadic ways of the Sabbat. Since those early nights, much has changed in the landscape of New England. While Pendragon and his allies were ultimately defeated the Camarilla was about to rebound and even seize control of part of Maine. Tonight the Warlord still calls New Hampshire his domain and works to unite the nomadic packs of New England once more to strike down the Camarilla once and for all, to claim total victory for the Sabbat. Jeremy Skelton is the embodiment of the Crimson Tide's driving goal to destroy the Camarilla at all costs.

MOWGLI

The eternal 11-year-old boy gangrel Mowgli is the co-founder of the Crimson Tide. Mowgli is a fierce nomadic warrior leader of a large gangrel only pack called Mowgli's brood. In the early Nights of the Crimson Tide, Mowgli commanded the packs under him with ruthless efficiency against the Camarilla and in particular Roman Pendragon. With the nomads united for the first-time Mowgli was able to conquer all of Vermont and claim the territory for himself, his pack, and the Crimson tide. A warlord among the faction, Mowgli spends most of his nights strategizing the next move against the Camarilla and supporting the nomadic sabbat of the region. Mowgli represents the Crimson Tides beliefs and traditions in the Nomadic way of unlife for the Sabbat.

TEMUR CHINUA, THE IRON WOLF

The current Khan of the Crimson Tide, the Iron Wolf is crude and brutal leader of the Faction. The elder Mongolian Gangrel quietly came to Jeremy Skelton and Mowgli claiming to have risen from torpor recently finding himself in the area and demanded to know what had changed since his slumber. As the two Sabbat brought the elder gangrel up to speed he demanded he be inducted into the Sword of Caine; stating only that it reminded him of the golden horde. Since that night, the Iron Wolf was quick to

accomplish great deeds for the Sabbat and the Crimson Tide; earning a well-deserved reputation as a fierce warrior and great leader. It was a surprise to no one when Temur called a council of the Warlords to declare himself the Khan of the Crimson Tide. The Warlords agreed and since that night the Iron Wolf has lead what he has named the faction as the Crimson Horde. Since that time Temur has encouraged new Sabbat embraces and trained them in the ways of nomadic sabbat. Constantly testing the warriors of the faction for what many believe to be a renewed assault upon the Camarilla.

Media

Marco Polo
Lost Boys
Near Dark

Sources

Dark Colony

Stereotypes

Loyalists: “These guys are our cousins. Like most family you don’t get to pick em.”

Moderates: “The Only difference between them and the Loyalists is the road”

Status Quo: “They view themselves as the old ways of the Sabbat. As such they are often in direct opposition to the sect o tonight.”

Ultra-Conservatives: “These guys are some the most veteran and rugged members of the sect. To fight beside them is an honor.”

Pander Movement: “I heard this is a Gangrel/Brujah thing. Fuck em.”

Occult Underground: “If it is true they keep some of the oldest traditions of the sect alive, we must acquire them from them.”

Order of St. Blaise: “They often endanger the Silence of the Blood with their antics. They must be watched.”

Children of the Dragon: “To cling to the past is to forever be trapped by it.”

Ecclesiastical: “Their brand of Ritae and enlightenment is an older one. One that should be respected.”

Inquisition: “We also used to allow Infernalism in the Sabbat. Some things are best left in the past.”

Black Hand: “There are few better shock troops in the Sabbat.



Inquisition

"We are the Dark Father's holy Shepherds; it falls to use to save the Sword of Caine from damnation and corruption."



"The Inquisition." its very name strikes fear and respect into the hearts of many brothers and sisters of Caine. Its holy mission is to seek out and destroy any heresy within the Sabbat, heresy that would rot it from within like a cancer. Though no Sabbat desires the Red Robes within their city, all understand the unfortunate necessity for their crusade. Without them, most would argue that there would be no check to the Infernalists, Ba'harists, and other heretics hiding within the Sabbat.

Though there may be only thirty Inquisitors (not including their Templars and Paladins) within their ranks, this does not limit the Inquisition's power. Inquisitors are well-known for the wide berth they



are given to execute their tasks, granted by the Consistory. Moving from city to city to hunt heresy wherever they may find it, no one is safe from their eyes. Viewed as a necessary force within the Sabbat, they are both loved and hated for what they must do. This is just as the Inquisition likes it.

The first incarnation of the Sabbat Inquisition was created in 1804 by Priscus Gustav Mallenhaus, after a run-in with demon cultists in Europe. With the assistance of the Shepherds of Caine, he ran the first Inquisition War Party. Soeur Jeanne of the Shepherds of Caine took the position of leadership when the Inquisition first became an institution. At the peak of her power, she had fifty Inquisitors serving under her before they fell prey to the Sabbat Civil War. By 1900, it was impossible to tell if the Inquisition was hunting political rivals or infernalists.

In 1911, the Inquisition was reformed by a man named Julian, who met with the Shepherds of Caine and came up with a plan for the Inquisition. He and Alfred Benezri created a formula for a smaller crusade. Julian held the position of Grand Inquisitor from 1924 to 1970, when he met Final Death.

The position of Grand Inquisitor remained under contention for three years after Julian's destruction, until Maria Sandoza took the position. Sandoza has led the Inquisition ever since, slowly growing the faction from the then-fifteen Inquisitors to thirty, in large part due to the new success of the faction within the Sabbat.

Nickname

Purifiers

Symbols/Iconography

The Iron Reliquary is perhaps the most famous symbol of the Sabbat Inquisition. They are swords forged of blackest iron and in the traditional shape of the Sword of Caine, though they are modified to suit the Inquisitor that wields it. It is also made to be an effective weapon of combat.

During formal proceedings, Inquisitors (as well as their Templars and their Paladins) usually wear thick, red robes with red hoods, slits cut for eyes. Some Inquisitors, who have achieved great accomplishments, are gifted by high ranking Sabbat with ornate masks. These are usually made of bone by one skilled in the use of Vicissitude.

Role Within the Sabbat

The Inquisition exists to root out and hunt down infernalists and heretics within the sect. Due to their frequently brutal methods, there is little love for them. Even those who call upon them for assistance or make accusations against others are interrogated for heresy and infernalism. Inquisitors also have the ability to depose Bishops and Archbishops and to discredit Prisci.

The Inquisition has only just avoided stepping over the line into becoming a political tool within the Sabbat. And when an Inquisitor finds he has been used as such, he does not often take it well. The Inquisition refuses to become just another political tool, as it will simply get in the way of their holy mission.

It must be addressed: the relationship between the Black Hand and Inquisition. The Black Hand, having many political allies within the Sabbat, are immune from the investigations and inquiries of the Inquisition. This, however, goes both ways. The Black Hand (as an entity) officially does not meddle in the affairs of the Inquisition. This is not to say the two groups hate each other. They simply avoid each other at all costs, as many believe avoidance best for everyone involved.

The common misconception about the Inquisition is that they fight demons or heretics outside the Sabbat. The truth is that the Inquisition's primary goal is to weed out heresy within the Sabbat, NOT without. The Inquisition also does not fight demons. Though

not their normal modus operandi, the Inquisition (on occasion) does lead Brothers and Sisters of the Sabbat in crusades against the Infernal (as well as other heretics outside of the Sabbat). This rationale comes from the fact that the Inquisition believes that if anyone is best suited to fight heresy outside of the Sabbat, it falls to them to lead the way...Otherwise, members of the Sabbat would pursue a crusade anyway and risk their immortal souls without their proper guidance.

What is Heresy in the Sabbat?

There are many ways to find oneself under investigation by the Inquisition for heresy, only the most obvious being Infernalism. However, this is not the only thing one can do to be branded a heretic within the Sabbat. Refusing to participate in the sacred Ritae or being found to worship/pay homage to the hated Antediluvians (or to work as their tools, such as the Camarilla) are just examples. Those who practice the Path of Lilith or Ba'harist rites are also deemed heretics by the Sabbat, as are those who speak out against the great Father, Caine. The following paths of Enlightenment are considered Heresy by the Inquisition.

- Path of Lilith
 - o Path of Awakening
 - o Path of Flesh
- Path of Revelations
- Path of Blood
- Path of Typhon
- Path of Harmony
- Path of Bones
- Roads of Enlightenment

However, ultimately what is and is not heresy is subject to the whims of the Judge Inquisitor presiding over a trial and what they believe to be heretical.

Sanctae Ordo Inquisitorum

Below is the tenets, orders, and beliefs of the Sabbat Inquisition. All members are expected to follow it faithfully. Those that do not are met with quick punishment.

"It is not our place to forgive the heretic. Only to pray for his unworthy soul as his ashes ascend the pyre."

We are the Inquisition. While every True Sabbat stands ready to defend the sect from the external threats of our elders, it is our sacred duty to remain vigilant for internal ones. Our mandate is to ensure that the pure faith of the Dark Father is maintained and that our brothers whom join us in battle are not tainted by doubt and heresy. We cannot afford to fail, for weak souls are what the ancients will use to turn us into their willing slaves. Should that day come to pass, then Gehenna shall be upon us and we will not be ready.

That is why our fight is of utmost importance. While the Hand strike at our enemies and the Consistory guide our faith, we stalk among the flock watching for any sign that one has strayed. We do not do this for accolades; we do not do this for reward. All that we shall receive from our brethren is scorn and fear, for it is our duty to cull the weak and sickly from the herd so that the whole might be ever stronger. To that end, I lay down this proclamation of duties and responsibilities for all whom bear our burden. We must be worthy of the trust invested in us, and we must be pure of purpose if we are to prevail.

On Conduct and Public Appearances

Thou shalt act at all times and in all places as a representative of the Inquisition

We do not claim our titles only when we are actively pursuing heresy. We are, constantly, agents of the Regent's will among the Sword of Caine. Thus we must ensure that every word we speak and every action we take shall bring naught but honor, respect, and/or fear upon our organization as a whole.

Thou shalt restrain thyself when in the company of thy fellows

We do not exist to make friends. Witty banter and jest are better suited for the mob. Likewise it is not our place to participate in the nightly battles of the sect. These are things reserved for those cainites not charged with passing judgment on their fellows. Fraternization should be kept to a minimum so that judgment may be truly impartial.

It is better to be feared than loved

Affection among cainites is a passing thing, only given until something better comes along. Fear can be made to last however, and shall be both our greatest weapon and shield. If the cainites of the Sabbat shall not choose the righteous path because of its truth, then let them choose it because the consequences otherwise are too terrible to mention.

Thou shalt not demonstrate disunity to thine fellows

When in public it is important that we show a unified front to the Sabbat. They shall not offer us our due consideration if we are fractured. When in private we may disagree, but when observed we must always act with solidarity. This command carries the unspoken corollary that what is said publicly must also be worthy of us standing unified behind it.

Service is its own reward

We do not seek glory or renown among the Sabbat. We should not brag or otherwise elicit response or reward for the deeds that we perform. The lust for power and glory is often what begins the road to heresy. We must not walk it.

On our Duties

Thy Knights shall be the cleaving sword-arm of the Regent

Knight-Inquisitors and their servants are the martial members of our order. They, and they alone, are charged with facing heretics, infernalists, and hell-spawn in battle. No other agents of the Inquisition are permitted to seek out such conflicts. You may defend yourself if under assault, but only Knight Inquisitors are permitted to actively enter battle.

Thy Judges shall be the seekers of the Regent's Truth

Judge-Inquisitors and their servants are those who ferret heresy out from our brethren. They, and they alone, may interrogate captives. All potential heretics acquired by agents of the Inquisition must be passed to a Judge for a final accounting before release or destruction.

Thy servants are thine responsibility, and their sins are as thine own

When an Inquisitor takes a Templar or Paladin, they are fully responsible for all that their servant does. Any violations of Sabbat laws or of this codex on the part of a servant shall be as if it was committed by the Inquisitor themselves and dealt with accordingly.

Thus it falls to an Inquisitor to ensure their servants are trusted and true, and to punish them should they stray.

Invoke not thy Master's name in vain

Templars and Paladins in service to the Inquisition are trusted like no other cainites within the Sabbat. This empowers them to act with their Master's authority, but also calls upon them to be worthy of that trust. One should not be taking actions that would bring disrespect upon their Master, nor should they speak words that they cannot envision coming from their Master's mouth.

On Judgment

Thine duty is to root out and expunge heresy

We are here to punish the guilty and thereby protect the Sabbat. We are not here to prove the innocence of fools. Every cainite has some secret, some sliver of darkness that exists within them. None of them should leave our company without having given up every single sin they've ever committed, and knowing how close they came to the fire.

Thine word shall be without question

There is no room for doubt in what we do. When our duty is complete, members of the Sabbat perish. Our detractors will seek any reason they can to cast doubt upon us and find flaw in what we have done. We must ensure there is none to find. Do not pass a judgment unless it is beyond questioning.

Thou shalt not render judgment upon those closest to thee

The Vaulderie is the beating heart of the Sabbat, and the source of our strength. However, the ties it creates can cause a conflict of interests in the pursuit of our duties. As such, Inquisitors are forbidden from investigations into their packmates and close associates, and likewise may not investigate accusations against their own Templars and Paladins. Another Inquisitor shall take up the investigation on your behalf.

Heresy is as a weed. Where it is seen, know that the roots have grown deep

It is a simple matter to persecute the heretic. However, rarely do such beings exist in a vacuum. Where heresy has been allowed to fester you will find those whose laxity, secrecy, or greed have aided it. If

left unchecked, these weak souls will turn to heresy as well and the cycle will continue. Be thorough in your investigations and leave no cainite unchecked.

Mercy is the mark of weakness

The heretic thrives on the indulgence of society. Contrition is reserved for those whom have not yet treaded the paths to heresy and treason. Should we allow a heretic to live, and they prove unworthy of such leniency, then it is our shame and the Sword will not let us forget it. Show no mercy and we shall not be shamed.

Prerequisites to Join as Acolyte to the Inquisition

The first task a vampire takes when seeking to join the Inquisition is to request membership. When and if approved, this vampire becomes a Templar to the Inquisition and is considered to be "Locally Important" in the faction.

To join the Inquisition, a PC must have in-character (IC) approval from the "higher-ups" within the Inquisition (both NPC and PC), as a PC's actions prior to requesting membership into the faction will be put into consideration. Also, the following are additionally required to be met:

- Storyteller Approval and Inquisition Sub-coord Notification or Approval (see below)
 - o If the invitation to join is from an NPC Inquisitor, the PC requires Inquisition Sub-coord Approval
 - o If the invitation to join is from a PC Inquisitor, the PC only requires to have his or her STs to notify the Inquisition Sub-coord
- The Positional Status Trait of Initiated

Acolyte Advantage

Templars to the Inquisition are called Acolytes. Upon appointment as a Templar to the Inquisition, you will be assigned to work under a Judge or Knight Inquisitor, to whom you are deemed to be a good fit. In addition, you gain the normal benefits of being a Templar (see the OWbN Sabbat Status Packet for more information). Additionally, Acolytes have access to the resources of the Inquisition in the form

of their catalogues of heresy. As such, once per game an Acolyte can research this information in regards to heresy. This effectively gives them information on the Infernal, Antediluvian Cults, and Ba'harist knowledge. The storyteller decides what exactly they gain for information by doing this, but it should be helpful and must be related to the heresies the Inquisition hunts. Finally, when acting under the direct authority of their Inquisitor, an Acolyte may have the same powers as a full Inquisitor in regards to ignoring Monomacy or the Code of Milan when killing heretics.

Acolyte Disadvantage

Being appointed as a Templar to the Inquisition, you will be given tasks by the Inquisitor that you work for. Some of these tasks may require travel. Also, as you are now a member of the Inquisition (no matter how low in the hierarchy), the Black Hand won't be particularly kind to you or "go out of their way" to offer their assistance. Additionally, members of the Inquisition are expected to serve the Inquisition, and as such, may not hold any sect position beyond that of positions within the member's pack.

Prerequisites for Advancement to Talon

Those chosen to become Paladins to the Inquisition must prove themselves capable above those known as Templars. They must have accomplished numerous missions for their Inquisitor to even be considered. Only those who have proven themselves worthy and have shown a great deal of knowledge and devotion to fighting the Heretics of the sect are selected to become puritans. Those chosen are often given a blood bath by their Inquisitor to symbolize their rise in the ranks. To become a Talon, aka Regionally Important, to the Inquisition and gain the title of Talon, which is a Paladin to the Inquisition, the following prerequisites must be met:

- Storyteller Approval and Inquisition Sub-coordinator Approval
- In character approval by the Inquisitor they serve to the rank of Paladin.

Talon Advantage

Being appointed as Paladin to the Inquisition, one has freer rein than as a Templar. However, the Paladin is still required to report to the Judge or Knight Inquisitor she has been assigned to. She may even be given a Templar to assist in her duties. In other words, though she may have assignments given to her that require her to travel outside her home city, a Paladin will have greater access to support from the Inquisition as a faction and organization. As a result, the Talon may pull upon greater knowledge within the libraries of the Inquisition. Once per game, a Talon may call upon this knowledge to assist him in matters of heresy. Again, what information the Talon gains is decided upon by the storyteller, but it should be more helpful than before. Finally when acting under the direct authority of their Inquisitor, a Talon may have the same powers as a full Inquisitor in regards to ignoring Monomacy or the Code of Milan when killing heretics. In addition to the library access, a Paladin now has a location in which they can do their own personal research or questioning on someone without having to take them to Montreal or the Cathedral. This location granted by the Inquisition is in the player's home game, and it may have some of the following benefits (decided by the Storyteller and Inquisition Sub-Coordinator):

- Wards around the Haven
- A jail that can be installed to "detain" individuals for questioning or for trials
- Weapons locker
- Occult Library
- Other various rituals that can benefit a haven

A Talon has the benefits of being considered a "Paladin" (see the OWbN Sabbat Status Packet for more information)

Talon Disadvantage

Being appointed as a Paladin to the Inquisition, one has more duties than a Templar and is held to a higher standard than other Cainites within the faction. A Paladin will be called upon to perform investigations and rid the sect of Heretics and the Infernal. As such, depending on past experience with the Inquisition, one may find Bishops and

Archbishops less than welcoming to having an agent of the Inquisition within their city.

Also, members of the Inquisition still may not hold any position within the sect beyond that of positions within one's Pack.

Prerequisites for Advancement to Inquisitor

There are only Thirty Inquisitors in the Sabbat at any time. If the Inquisition Numbers thirty Inquisitors, Talons have to wait until a slot opens up for them. However, the life of an Inquisitor is a dangerous one, so Talons don't often have to wait long. If slots are open though, only Talons who have shown dedication and drive to go further than most will be selected into the ranks of the Inquisitors. Those that are chosen, however, are brought to the Grand Inquisitor. There, they swear upon their life loyalty to the Inquisition and the Sabbat. Not only that, but the new Inquisitor must swear allegiance to the Grand Inquisitor. To become a full Inquisitor requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- Acquire IC approval from the direct higher ups within the Inquisition (both NPC and PC)
 - o This approval must be from the NPC and PCs that the Templar serves under, as the templar will be held accountable for past actions, as well as the actions of those that report to him/her (now and in the future)

Once completed and depending on his/her career path, the character then is considered either a Knight or Judge Inquisitor to the Inquisition.

Inquisitor Advantage

Being appointed as a Judge, Knight, or Watcher Inquisitor, the Inquisitor now has the fullest backing of the Inquisition as he/she can reasonably expect (as a PC). The following benefits apply to all Judge/Knight/Watcher Inquisitors:

- A Judge/Knight/Watcher Inquisitor has the ability to appoint up to three (3) Templars and one

(1) Paladin to serve under him/her within the Inquisition.

- o Requires Storyteller Approval and Inquisition Sub-coordinator Approval for Talons (PC or NPC)

- o Requires Storyteller Approval and Inquisition Sub-coordinator Notification for PC Acolytes

- Judicium Thaumaturgy (See Below)

- o the Blood Magic available to Knight/Judge/Watcher Inquisitors, must be approved by the Grand Inquisitor (IC) and requires Sabbat Coordinator, Inquisition Sub-coordinator, and Storyteller (HST) Approval

- See the Sabbat Status Packet for the full capabilities, politically, of an Inquisitor. They may accuse, judge, and kill as they will.

Inquisitor Disadvantage

Being appointed as a Judge, Watcher, or Knight Inquisitor, one is not only held responsible for his/her actions, but also the actions of the Inquisitor's Acolyte and Talons. Their failings are your failings. An Inquisitor is also tasked with difficult and potentially life-threatening assignments, as one of only thirty Inquisitors of the Sabbat. As such, these members are held to the highest standards of behavior and protocol, and they are under a great deal of scrutiny both within the faction and from the Sabbat at large. Failure leads to one thing as an Inquisitor: investigation by both the Inquisition and those who would see the Inquisitor fail.

In addition, the denizens of Hell know the name of any Inquisitor. Given the chance, these beings will send minions (and what have you) to hunt and destroy the Inquisitor, who would do (and have done) the same to them. As such, the Inquisitor gains the Flaw "Enemy" (worth 5 points and decided upon by the Storytellers).

As previously noted, members of the Inquisition still may not hold any position within the Sect beyond that of those within the Inquisitor's Pack.

Duties for the Knight, Judge, and Watcher Inquisitor

KNIGHT INQUISITORS

Knight Inquisitors do the majority of the field work for the Inquisition. They are the ones called in when there are reports of Infernalists or demons in a region, to hunt down and eradicate these threats. They are also responsible for running local investigations into matters of Heresy and/or Infernalism. However, they do not handle interrogations or trials.

JUDGE INQUISITORS

Judge Inquisitors are called in when those accused or suspected of Heresy or Infernalism need to be interrogated. When a trial is needed, Judge Inquisitors are sent to preside. These members are also responsible for much of the day-to-day of the Inquisition in both Montreal and Mexico City. They may also be called in when the Inquisition has need of someone to establish or run "Public Relations" for the organization.

WATCHER INQUISITORS

Watcher Inquisitors oversee all investigations into the doings of Knight and Judge Inquisitors. They carefully monitor their fellows for any signs of heresy or infernalism. Additionally Watchers review the notes on all trials, as well as track unaccounted-for Blood Sorcerers in the Sabbat. They maintain all records and files for the Inquisition and are expected to act swiftly should any Inquisitor fall from grace. They are those Who Watch the Watchmen.

Grand Inquisitor

Sabbat Coord NPC Only

The one and only supreme leader of the Sabbat Inquisition. The Grand Inquisitor has final say over all matters in the Faction. She gives orders, appoints new Inquisitors, and is the highest authority in the Sabbat in regards to heresy. The Grand Inquisitor is appointed only by the Regent himself.

In addition to gaining the Positional Status Traits of *Fearful, Respected, Confirmed, Feared, and Ominous*; The Grand Inquisitor has the resources of, and sway over, the entire faction. The Advantages or

drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Grand Inquisitor in the Inquisition, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. However a PC who does so would immediately retire to NPC status and be controlled solely by the Sabbat Coordinator.

The current Grand Inquisitor is Maria Sandoza.

Judicium Thaumaturgy

In times of old, the members of the Sabbat Inquisition where once taught the arts of Hermetic Thaumaturgy to aid them in their quest in hunting heresy. The Tremere Antitribu of the Sabbat where eager to aid the Inquisition and taught their arts openly to them. In 1999 this all changed, as the Tremere Antitribu, almost to a cainite, disappeared. With it went the mastery of Hermetic Thaumaturgy in the Sabbat. Though some Inquisitors still practice the arts of Hermetic Thaumaturgy, it is a dying magic in the Sabbat and the Inquisition.

In the wake of the disappearance of the Tremere Antitribu and the fading practice of Hermetic Thaumaturgy, the Sabbat Inquisition turned to others for their needs. It was the Occult Underground whom they found in their search. As a group, the Occult Underground was seeking to restore what was lost by the disappearance of the Tremere Antitribu. Their works produced the arts of Bacaban, a blend of Hermetic Thaumaturgy of the Tremere Antitribu and ancient Mayan practices. One of the leaders of the Occult Underground, Father Juan Carlos, helped develop the magic of Bacaban. However as a Jesuit Priest, he was not satisfied with the need for Mayan worship. In working with the Sabbat Inquisition, Father Juan Carlos was able to adopt Bacaban to his thematic needs. The result is still Bacaban, but practiced differently than its normal style. Rather it reflects the religious beliefs of the Jesuits. Tonight, the Sabbat Inquisition relies on this art and the Occult Underground to train it's Inquisitors in the tools it needs to combat heresy.

Some Inquisitors instead practice Hermetic Thaumaturgy, Bacaban (turning away from Christianity, that not all Inquisitors follow), Wanga

(of the Santeria variety), or even Koldunism. However these other paradigms are not common among the Inquisition. Still taught and spread to its members, the most common and easily accessed by far (and the only one actively taught in the Inquisition by its own members) is still Judicium Thaumaturgy.

The Sabbath Inquisition provides a teacher for Judicium Thaumaturgy once a vampire becomes a full Judge or Knight Inquisitor. As this blood magic is from the Tremere Antitribu, the Inquisition teaches its Inquisitors the Path of Blood first. It is never taught to outsiders and only the Grand Inquisitor (Sabbat Coordinator Controlled NPC) and Father Juan Carlos holds the true secrets to Judicium Thaumaturgy.

As Judicium Thaumaturgy is still Bacaban (simply with a different methodology), it requires Sabbath Coordinator Approval to possess it. The available Paths and Rituals are listed below, and only these may be taken by an Inquisitor. The availability for a PC is dependent upon the road he has taken as an Inquisitor (Judge or Knight). Should a PC seek out another type of Blood Magic, they would be required to work with the appropriate Coordinator for said Blood Magic.

Methodology

*"Now consider this, you who forget God,
Or I will tear you in pieces, and there will be none to
deliver you.
He who offers a sacrifice of thanksgiving honors Me;
And to him who orders his way aright
I shall show the salvation of God."
-Psalms 50:22,23*

Every practitioner of Judicium Thaumaturgy gains his power from complete belief in Caine, and through him, God. That being said, there are many different methods of enacting the Dark Miracles. Some examples include but are not limited to the following: **Prayer, Fasting, Communion, Sermons, Penance, Fire, Incense, Ashes, Salt, Holy Water, Holy Oils, Bells, Sacred Images (statues and other icons), Crucifixes and Crosses, Palm Fronds, Scapulars, St. Joseph Cinctures, St. Benedict Medals, Relics and Incorruptibles.**

Though Judicium Thaumaturgy is simply a variant of Bacaban, it replaces the Mayan god with those of the Saints of the Christian Faith. Beyond the normal

prayers to the Saints, Christ, and God ; Judicium Thaumaturgy is created with the concepts of the Society of Jesus in Mind. As such those who practice this variant of Bacaban follow Ignatian Spirituality. Ignatian spirituality can be, and has been, described as a spirituality of finding God's will for a better decision making. The Ignatian process of making good decisions acknowledges that decisions are often between two goods, understanding that the better good, or 'the more' (lat. magis), is what we instinctively want, and what God wants for us. Formation in Ignatian orders (including the Jesuits), is a formation for mission, for those who have decided, during or after a 'long' retreat, that they want to, as Ignatius put it, 'lay aside [their] worldly armour and put on that of Christ. In all things, to love and to serve' (Español: 'en todo amar y servir') was a motto of St Ignatius, who wanted to 'be like St Francis and St Dominic', though better. (Competitive spirit features quite strongly in Ignatian spirituality)

According to St Ignatius, the purpose of the Exercises is "to conquer oneself and to regulate one's life in such a way that no decision is made under the influence of any inordinate attachment." In other words, the Exercises are intended, in Ignatius' view, to give the exercitant (the person undertaking them) a greater degree of freedom from his or her own likes, dislikes, comforts, wants, needs, drives, appetites and passions that they may choose based solely on what they discern God's will is for them.

The Ignatian ideal has the following characteristics:

God's greater glory: St Ignatius of Loyola—"a man who gave the first place of his life to God" says Benedict XVI—stressed that "Man is created to praise, revere, and serve God Our Lord and, by this means, to save his soul." This is the "First Principle and Foundation" of the Exercises. Ignatius declares: "The goal of our life is to live with God forever. God who loves us, gave us life. Our own response of love allows God's life to flow into us without limit... Our only desire and our one choice should be this: I want and I choose what better leads to the deepening of God's life in me."

Union with Jesus: Ignatius emphasized an ardent love for the Saviour. In his Exercises, he devoted his last weeks to the contemplation of Jesus: from infancy and public ministry, to his passion and lastly his risen life. The Spiritual Exercises, in 104, sum this up in a prayer: "Lord, grant that I may see thee more clearly,

love thee more dearly, follow thee more nearly." There is a great emphasis on the emotions in Ignatius' methods, and a call for the person to be very sensitive to the emotional movements that shape them.

Self-awareness: Ignatius recommends the twice-daily examen (examination). This is a guided method of prayerfully reviewing the events of the day, to awaken one's inner sensitivity to one's own actions, desires, and spiritual state, through each moment reviewed. The goals are to see where God is challenging the person to change and to grow, where God is calling the person to deeper reflection (especially apt when discerning if one has a Jesuit vocation in life), and to where sinful or imperfect attitudes or blind spots are found. The general examen, often at the end of the day, is, as the name implies, a general review. The particular examen, often in the middle of the day, focuses on a particular fault—identified by the person—to be worked upon in the course of some days or weeks.

Spiritual direction: Meditation and contemplation, and, for instance, the aforementioned examen, are best guided, Ignatius says, by an experienced person. Jesuits, and those following Ignatian spirituality, meet with their spiritual director (traditionally a priest, though in recent years many laypersons have undertaken this role) on a regular basis (weekly or monthly) to discuss the fruits of their prayer life and be offered guidance. Ignatius sees the director as someone who can rein in impulsiveness or excesses, goad the complacent, and keep people honest with themselves. If the director is a priest, spiritual direction may or may not be connected with the Sacrament of Penance. Ignatius counseled frequent use of sacrament and while some directors see them as integrally linked, others hold them to be two separate relationships.

Effective love: The founder of the Society of Jesus put effective love (love shown in deeds) above affective love (love based on nice feelings). He usually ended his most important letters with "I implore God to grant us all the grace to know His holy will and to accomplish it perfectly." True and perfect love demands sacrifice, the abandonment of tastes and personal preferences, and the perfect renunciation of self. This can be taken together with the prayer for generosity, which asks for teaching to be generous, to serve God as God deserves without counting any cost or seeking any reward except knowing that one is doing God's will.

Detachment: Where Francis of Assisi's concept of poverty emphasized the spiritual benefits of simplicity and dependency, Ignatius emphasized detachment, or "indifference." For Ignatius, whether one was rich or poor, healthy or sick, on an assignment one enjoyed or one didn't, was comfortable in a culture or not, etc., should be a matter of spiritual indifference—a modern phrasing might put it as serene acceptance. Hence, a Jesuit (or one following Ignatian spirituality), placed in a comfortable, wealthy neighborhood should continue to live the Gospel life without anxiety or possessiveness, and if plucked instantly from that situation to be placed in a poor area and subjected to hardships should simply cheerfully accept that as well, without a sense of loss or being deprived.

Prayers, efforts at self-conquest, and reflection: Ignatius's little book, the Spiritual Exercises is the fruit of months of prayer.[7] Jesuits stress the need to take time to reflect and to pray because prayer is at the foundation of Jesus' life. Prayer, in Ignatian spirituality, is not derived from "helping oneself", a phrase frequently used by Ignatius. Thus, he also speaks of mortification and of amendment.

Upon his recovery from battle wounds, St. Ignatius of Loyola hung his military accoutrements before the image of the Virgin of Montserrat. Then he led a period of asceticism to found the Society of Jesus.

Devotion to the Sacred Heart, the Eucharist, and Our Lady: The Society of Jesus has a relationship with the Order of the Visitation of Holy Mary in a commitment to spread the devotion to the Sacred Heart (though the concept of devotion to Christ's mercy, as symbolized in the image of the Sacred Heart, is more ancient, its modern origins can be traced to St. Marie Alacoque, a Visitation nun, whose spiritual director was St. Claude de la Colombière). The Jesuits particularly promoted this devotion to emphasize Christ's compassion and overwhelming love for people, and to counteract the rigorism and spiritual pessimism of the Jesuits.

St. Ignatius counselled people to receive the Eucharist more often, and from the order's earliest days the Jesuits were promoters of "frequent communion". It should be noted that it was the custom for many Catholics at this time to receive Holy Communion perhaps once or twice a year, out of what Catholic theologians considered an exaggerated respect for the sacrament; Ignatius and

others advocated receiving the sacrament at least monthly, emphasizing Holy Communion not as reward but as spiritual food; by the time of Pope St. Pius X (1903–1914), "frequent communion" had come to mean weekly, and even daily reception, of the Eucharist.

Ignatius made his initial commitment to a new way of life by leaving his soldier's weapons (and symbolically, his old values) on an altar before an image of the Christ child seated on the lap of Our Lady of Montserrat. The Jesuits were long promoters of the Sodality of Our Lady, their primary organization for their students until the 1960s, which they used to encourage frequent attendance at Mass, reception of communion, daily recitation of the Rosary, and attendance at retreats in the Ignatian tradition of the Spiritual Exercises.

Zeal for souls: The purpose of the Order, says the Summary of the Constitutions, is "not only to apply one's self to one's own salvation and to perfection with the help of divine grace, but to employ all one's strength for the salvation and perfection of one's neighbor."

Finding God in All Things: The vision that Ignatius places at the beginning of the Exercises keeps sight of both the Creator and the creature, the One and the other swept along in the same movement of love. In it, God offers himself to humankind in an absolute way through the Son, and humankind responds in an absolute way by a total self-donation. There is no longer sacred or profane, natural or supernatural, mortification or prayer—because it is one and the same Spirit who brings it about, that the Christian will "love God in all things—and all things in God." Hence, Jesuits have always been active in the graphic and dramatic arts, literature and the sciences.

Examen of Consciousness: The Examen of Consciousness is a simple prayer directed toward developing a spiritual sensitivity to the special ways God approaches, invites, and calls. Ignatius recommends that the examen be done at least twice, and suggests five points of prayer:

Recalling that one is in the holy presence of God

Thanking God for all the blessings one has received

Examining how one has lived his day

Asking God for forgiveness

Resolution and offering a prayer of hopeful recommitment

It is important, however, that the person feels free to structure the Examen in a way that is most helpful to him. There is no right way to do it; nor is there a need to go through all of the five points each time. A person might, for instance, find himself spending the entire time on only one or two points. The basic rule is: Go wherever God draws you. And this touches upon an important point: the Examen of Consciousness is primarily a time of prayer; it is a "being with God." It focuses on one's consciousness of God, not necessarily one's conscience regarding sins and mistakes.

Discernment: Discernment is rooted in the understanding that God is ever at work in one's life, "inviting, directing, guiding and drawing" one "into the fullness of life." Its central action is reflection on the ordinary events of one's life. It presupposes an ability to reflect on the ordinary events of one's life, a habit of personal prayer, self-knowledge, knowledge of one's deepest desires and openness to God's direction and guidance. Discernment is a prayerful 'pondering' or 'mulling over' the choices a person wishes to consider. In his discernment, the person's focus should be on a quiet attentiveness to God and sensing rather than thinking. His goal is to understand the choices in his heart: to see them, as it were, as God might see them. In one sense, there is no limit to how long he might wish to continue in this. Discernment is a repetitive process, yet as the person continues, some choices should, of their own accord, fall by the wayside while others should gain clarity and focus. It is a process that should move inexorably toward a decision.

Service and humility: Ignatius emphasized the active expression of God's love in life and the need to be self-forgetful in humility. Part of Jesuit formation is the undertaking of service specifically to the poor and sick in the most humble ways: Ignatius wanted Jesuits in training to serve part of their time as novices and in tertianship (see Formation below) as the equivalent of orderlies in hospitals, for instance, emptying bed pans and washing patients, to learn humility and loving service. Jesuit educational institutions often adopt mottoes and mission statements that include the idea of making students "men for others", and the like. Jesuit missions have generally included medical clinics, schools and

agricultural development projects as ways to serve the poor or needy while preaching the Gospel.

Rarity

Rarity 1: Storyteller Approval

Rarity 2: Inquisition Sub-coordinator Approval

Rarity 3: Sabbat Coordinator Approval

Judge Litanies (Paths)

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Weather Control

Rarity 2: Path of Conjuring, Spirit Manipulation

Rarity 3: Gift of Morpheus, Path of Father's Vengeance

Litany Names: The Dark Father's Blaze (Lure of Flames), The Dark Father's Wisdom (Movement of the Mind), The Dark Father's Legacy (Path of Blood), The Dark Father's Ire (Weather Control), The Dark Father's Will (Path of Conjuring), The Dark Father's Command (Spirit Manipulation), The Dark Father's Nightmare (Gift of Morpheus), The Dark Father's Retribution (Father's Vengeance)

Knight Litanies (Paths)

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Weather Control

Rarity 2: Elemental Mastery, Spirit Manipulation

Rarity 3: Hands of Destruction, Path of Mars

Litany Names: The Dark Father's Tie (Elemental Mastery), The Dark Father's Wrath (Hands of Destruction), The Dark Father's War (Path of Mars)

Watcher Litanies (Paths)

Rarity 1: Path of Blood, Movement of the Mind, Path of Conjuring, Weather Control

Rarity 2: Gift of Morpheus, Lure of Flames

Rarity 3: Path of Father's Vengeance, Path of Mars

Blessings (Rituals)

These rarities are universal regardless of the path of the Inquisitor.

Ritual	Blessing Name	Rarity
Craft Bloodstone	Mark of Nod	1
Defense of the Sacred Haven	Sanctuary from Michael's Wrath	1
Deflection of the Wooden Doom	Defy the Crone	1
Principal Focus of Vitae Infusion	Vitae Reliquary	1
The Open Passage	Part the Obstacle	1
Illuminate the Trail of Prey	Blaze the Heretic	2
Summon Guardian Spirit	Caine's Angel	2
Steps of the Terrified	Condemn the Sins	3
Bone of Lies	Unearth Sin	1
Firewalker	Relieve Michael's Curse	1
Incorporeal Passage	Angelic Form	1
Mirror of Second Sight	Reveal the Soul	1
*Soul of the Homunculus	Caine's Cherub	1
Ward Versus Kindred	Suffer Not the Unclean	1
Warding Circle Versus Kindred	Cast Out the Unclean	
Bottled Voice	Sealing Lies	3
Forging the Reliquary	Forging the Reliquary	3
**One Mind of the Covens	Commune With Caine	1
Umbra Walk	Part the Shadow World	1
Ward Versus Demons	Suffer Not the Adversary	1
Warding Circle Versus Demons	Cast Out the Adversary	1
Dominion	Deny the Heretic	3
Invisible Chains of Binding	Shackles of the Condemned	3
Paper Flesh	Resist Not Thy Judgment	3
Tree of Damnation	Tree of Damnation	3
Chill of the Windsaber	Caine's Verdict	3
Return the Blade	Return the Blade	3

The Gift	Caine's Mastery	3
Utter Destruction of Bonds	Shatter Faith	3
The Severed Hand	The Severed Hand	3

*This ritual is a slightly altered version from the Standard one. The Homunculus takes the form of a small twisted Cherubim.

**This ritual is a slightly altered version of the Tremere one. The Inquisitor Prays to Caine, looks into a mirror and can communicate with anyone else who has this ritual.

INQUISITOR-ONLY RITUALS

Below are the four Rituals known only to members of the Sabbat's Inquisition. They require the Approval of the Sabbat Coordinator to learn and are a secret within the Inquisition. As such, no one outside the Inquisition may possess them, nor would they know of them. These rituals are Judicium Thaumaturgy.

Forging the Reliquary (Intermediate Ritual, Archons & Templars)

The Iron Reliquary is the ultimate symbol of the Office of the Inquisition. It is a mighty tool of judgment and faith, each unique to the Inquisitor that wields it. All Inquisitors carry one, and the Reliquaries are holy to the sect.

System: The actual forging of the weapon requires no less than one month of creating the actual sword. The sword appears very similar to the ankh of the Sabbat, only made into a functional weapon. For more information on the Iron Reliquary please consult "Archons and Templars." During the process of forging the sword, the Inquisitor must obtain an item of significant religious meaning to the sect. Examples can range from the bones of noteworthy Sabbat to the very chains that held down Lasombra while he was diablerized. Getting such lofty items requires the contact of the Sabbat Coordinator. Once obtained, the item is then forged into the sword, but it must not be broken in the process.

The Iron Reliquary has the following Stats:

The Iron Reliquary

Bonus Traits: 3

Neg: Heavy

Concealability: None (due to heavy modification, no

Conceal is possible)

Damage: 2

Special: The Iron Reliquary has a total number of Burning, Searing, Blinding, Branding, Purging, Cleansing or Purifying Traits equal to the bonus traits of the item used in its forging, from 1 to 3 (determined by the Sabbat Coordinator).

Inquisitors normally invoke these "blessed" Traits when combating those who are Heretics to the Sabbat, such as Infernalists or adherents to the Path of Lilith, but not everyday Camarillans. In combat, the wielder may bid any one of the "blessed" Traits in a normal Physical Challenge.

If successful, against a supernatural creature, the item's base damage is converted to aggravated damage for the attack (only the base damage). If the wielder loses a challenge in which he bids a "blessed" bonus Trait, that Trait is expended until the weapon can be blessed again by the Grand Inquisitor using the sacred ritae of the Inquisition. If the wielder does not bid any of the "blessed" Traits in a challenge, the weapon functions as normal.

Inquisitors who utilize the power of the Iron Reliquary frivolously are often harshly punished by the Grand Inquisitor and it should be noted that any special modification to the Iron Reliquary after its forging (i.e. Ward Versus Cainite or being turned into a Fetish) is considered one of the greatest blasphemes one can commit. Once forged, the Grand Inquisitor casts "Return the Blade" on each Iron Reliquary, so that, should an Inquisitor fall in combat, the blade cannot be taken from the Inquisition.

Return the Blade (Elder Ritual, Faction Packet)

This ritual was developed several years ago by the Inquisition for the purpose of ensuring that, should an Inquisitor fall, their Iron Reliquary does not fall into impure hands. Once the Inquisitor finishes forging their Reliquary, they are required to take it before the Grand Inquisitor so that she may cast this ritual upon the blade and forge a link between Reliquary and Inquisitor. Should the Inquisitor die, the Reliquary disappears from its current location and reappears at the side of the caster.

System: This ritual takes three hours to cast, and requires a blood sacrifice from both the Inquisitor who forged the blade and the caster of the ritual. The caster and Inquisitor must be seated upon bare earth,

inside a circle of candles blessed by a Catholic priest. The Inquisitor and caster sit facing each other, with braziers burning myrrh set between them. The Reliquary is placed on the brazier by the Inquisitor. Both the caster and the Inquisitor must shed three (3) traits of Vitae onto the blade while the caster chants in Latin. At the conclusion of the ritual, the six (6) traits of Vitae are absorbed into the blade, forging a link between Reliquary, Inquisitor, and caster. Upon the death of the Inquisitor, the three traits of Vitae the blade absorbed from the Inquisitor are released from the Reliquary, severing its connection with the wielder and transporting it to the side of the caster. This ritual may only be cast on an Iron Reliquary.

Tree of Damnation (Advanced Ritual, Montreal by Night)

Developed by the Shepherd's of Montreal, this cruel ritual literally turns the Heretic into a black, sickly tree for all eternity. It is used as both a reminder and a punishment on those who would dare commit horrendous acts against the Sword of Caine.

System: In order to cast this ritual, the Blood Magician must first incapacitate his target in some fashion (e.g., staking works, as does bringing the Cainite to Torpor). Upon doing so, the caster then begins a five-hour-long ritual, where he stands upon bare earth and recites quotations from the Book of Nod, as well as listing the Heretic's crimes. When completed, the target transforms into a black and sickly tree. He grows roots, sprouts branches, and appears to even have a contorted face in the bark. From this point forth the victim is a Tree, he has no supernatural powers, and he is no longer a Cainite. He is a soul, trapped in a rotting tree for all eternity, suffering endlessly. Needless to say, this ritual is permanent and there is no way to reverse its effects. It is also not possible to diablerize the Tree.

The Severed Hand (Master Ritual, Archons and Templars)

See page 147 of Archons and Templars for full description of this ritual.

System: Use as printed.

Breakdown of an Inquisitor Trial

An Inquisitor Trial is the method by which members of the Inquisition hunt those within the Sabbat for heresy. First, the Inquisitor must formally accuse the individual in the full public eye of the Sabbat. Only Judge Inquisitors have the right to execute and officiate over a trial of a member of the Sabbat, though Knight Inquisitors have the right to request one. Trials are also only held if there is any doubt at all that a person might be innocent of the charge. That is to say, if a Sabbat member is throwing around green hell-fire and is obviously Infernal, a member of the Inquisition does not need to place him on trial first before going after him.

Inquisitors do not officially have the power to violate the Code of Milan (or kill as they see fit) within the Sabbat against individuals who are not obviously heretics. As such, the trial is a method by which this is done. Only after a verdict has been decided upon by the Judge Inquisitor (in a full trial in front of the whole population of a city in the Sword of Caine) may he/she officially destroy a member of the Sabbat. That is, if the Cainite is found guilty.

For a complete breakdown and method of an Inquisitor Trial, please consult the book Archons and Templars.

Suggested Paths of Enlightenment

Caine, Cathari, Honorable Accord, Redemption, Power and the Inner Voice, Righteous Night

Suggested Merits and Flaws

Merits: Blessed, Bruiser, Enchanting Voice, Iron Will, Sanctity, True Faith

Flaws: Special Responsibility, Driving Goal, Vengeful, Enemy, Hunted, Deathsight

Combination Disciplines

HUNT THE HERETIC

(AUSPEX 3, ANIMALISM 4)

Acolyte Level Rarity

Developed as a means of tracking known heretics, members of the Inquisition often first learn this Combination Discipline. Taking a moment to focus their senses and expand them to the spiritual world, an Acolyte can attempt to track the trail of a heretic they are hunting.

System: To track a character suspected of heresy, the player must engage in a mental challenge retested with Survival. If successful, the character is aided in the tracking of his or her target by the appearance of faint, glowing green footsteps. Mechanically, this aids the character in tracking and the character gains three free retests on tracking challenges against the suspected heretic. Note this power functions regardless if "heresy" is or is not actually possessed by the target and may not be used as a detector for Infernalism, or Paths of Enlightenment or possession of Lores deemed heretical. This power only functions within a reasonably small area (for example, a small city or several blocks of a large city) and the Inquisitor must know the targets face and name.

XP Cost: 10

REVEAL THE SIN

(AUSPEX 4, DOMINATE 2)

Talon Level Rarity

Many vampires have deep secrets they hide, heresy being only one of them. Finding out if a Cainite is heretical can be somewhat difficult as a result. This Combination Discipline was created to help counter this and hunt for the answers the Talon seeks.

System: The character wins all ties on all uses of Aura Perception (but not defending against). In for the cost of a willpower the character gains three bonus traits on all telepathy challenges they make in an attempt to dig for information from a target.

XP Cost: 9

DENY THE ADVERSARY

(DOMINATE 3, JUDICIUM

THAUMATURGY 5)

Inquisitor Level Rarity

This potent Combination Discipline is only ever taught to Inquisitors whom have truly proven themselves to the Grand Inquisitor. The Inquisition are perhaps the greatest Cainites to combat the Infernal that have ever walked the earth. Having spent centuries mastering their art, this combination discipline is a result of that dedication and zealotry. Calling upon the arts of their faith in Caine and god to protect them, an Inquisitor with this Combination Discipline can truly protect against the effects of Dark Thaumaturgy and Infernal Investments. By denying the heretic one of their greatest tools the Inquisitor stands a great chance of defeating his foe.

System: Whenever an Inquisitor encounters the arts of Dark Thaumaturgy the character receives a free retests in all challenges they make where Dark Thaumaturgy is involved.

XP Cost: 14

Ritae

AUTO-DE-FE

The Act of Faith is the traditional trial of the Sabbat Inquisition. The Auto-de-fe is a semi formal trial of guilty until proven innocent. A Judge Inquisitor sits as head of the trial as the accused has the charges leveled against them. Others may be invited to speak as witnesses, defenders, or accusers. All however, are required to swear an oath upon the Iron Reliquary. More often than not, those who are subjected to the Auto-de-fe are killed; some are offered an ordeal instead, decided by the overseeing inquisitor. These Ordeals are often as well to the death. Though trials are overseen by the Judge Inquisitors (and they are the Judge, Jury, and Executioner), the Knight Inquisitors run security during the trials. Trials may last as long or as short as the Judge overseeing it decides. Though ceremonial, the Auto-de-fe is also a ritae was inspired by the Spanish Inquisition. The few who do survive the Auto-de-fe are viewed as free of heresy in the Sabbat.

Effect: Once the auto-de-fe has begun and until its conclusion, the Judge Inquisitor gains a free retest on all challenges related to the trial.

MALLEUS MALEFICARUM

Thou shalt not suffer a witch to live. This is the creed of the Knight Inquisitors. This ritus was developed by the martial arm of the Sabbat Inquisition. The Knights are often tasked with carrying out the most dangerous of missions to directly confront and fight heresy. As a result, the Knight Inquisitors have developed this ritus based upon the Malleus Maleficarum book, but with a Sabbat twist. Though many Inquisitors are Christian in nature, not all are. This ritus focuses more on the teachings and blessings of Caine than those in the actual Malleus Maleficarum. While under the effects of this ritus, Knight Inquisitors fall under a spell of almost fanatical zealotry. They will let none stand in their path, and few would dare try to get in their way.

Effect: While under the effects of the ritus of the Malleus Maleficarum, which may only be used when directly fighting heresy, the Knight Inquisitor receives one free retest that may be used on any combat challenge against his chosen target heretic. The target of this ritae must actually be a heretic for this ritae to take effect.

Known Members

MARIA SANDOZA, GRAND INQUISITOR

The current Grand Inquisitor, Maria spends her nights at the Inquisition's headquarters in Mexico City. As Grand Inquisitor, Maria has full and final authority/power within the organization. A staunch Mexican Catholic, Maria rules over the body of the Inquisition with an iron fist. She views the Inquisition as the holy cause commanded by both Caine and God himself to rid the Sabbat of heresy.

NAVARRESE, JUDGE INQUISITOR

The Inquisition's "Public Relations Representative." This easygoing Judge Inquisitor is often viewed as odd outside of the Inquisition. He is calm, relaxed and friendly; somewhat an odd occurrence within such a serious organization. However, Navarrese simply views the Inquisition as not an excuse to be a

dick; rather, it is better to have your Brothers and Sisters want to help you than fight you.

ALFRED BENEZRI, JUDGE INQUISITOR

Ductus of the Shepherds of Caine and former Archbishop of Montreal, Benezri was one of the Cainites who helped forge the Inquisition into what it is tonight. After some issues in Montreal, Alfred respectfully stepped down from the position of Archbishop to take up the Iron Reliquary once more as an Inquisitor.

MERCY ALLISSANDRA, KNIGHT INQUISITOR

Nomadic Inquisitor Mercy Knight is viewed by many as one of the worst the Inquisition has to offer (in terms of public relations). Mercy is a holy crusader; she is sent from city to city to destroy heresy wherever she may find it. A ruthless warrior and Knight Inquisitor, Mercy takes delight in her role and the pain she can inflict.

KERVOS, KNIGHT INQUISITOR

One of the first Salubri Antitribu to join the Inquisition, Kervos has risen to prominence within the Inquisition as the "keeper" of Mercy Knight. Kervos follows Mercy Knight from city to city, in an attempt to reduce collateral damage... or, at least, as much as anyone can.

BLACK WALLACE THE RIGHTEOUS, JUDGE INQUISITOR

The legendary Judge Inquisitor Wallace is one of the many Inquisitors to make his home in Montreal, Canada. Known for his short temper and quick action, Wallace is one of the more active and visible members of the Inquisition in the modern nights. Many young Cainites who seek membership contact Wallace for guidance. If a Cainite can prove him/herself worthy in his eyes, many say that, then, they are ready to swear an oath to the Inquisition.

MERIKH, JUDGE INQUISITOR

Like many of his bloodline, Merikh is a mysterious member of the Sabbat Inquisition. Little is known of his past, but few would dare to ask. What is known,

is that Merikh is a ghost; he moves about the sect as a specter judging and killing as he pleases. Though many among the Inquisition are feared, Merikh is perhaps the most terrifying. He is death itself, and none ever see him coming.

ZHOU, JUDGE INQUISITOR

The Taoist Demon Hunter is something of a legend among the Inquisition. He was among the first of the Inquisitors and was well known for his involvement in Montreal. Zhou disappeared for a time, for reasons only he knows. He did, however, leave clues found in art around Montreal. Some Cainites have pieced Zhou's puzzle together, and those that have aren't talking about it. To this night Zhou remains missing.

TRISTAN, KNIGHT INQUISITOR

Tristan is an Inquisitor that seems to have been sculpted into a perfect man. He is tall and muscular and seems to have seen quite a few battles in his time. He is always seen wearing a great sword along his back, and his Iron Reliquary at his side. He seems to have an air of authority about him as he appears destined for greatness. It is said that Tristan hails from a long line of Noble born Ventrue and that he (like Isolde) are in fact the mortals from the poem with the same name.

ISOLDE, JUDGE INQUISITOR

Isolde seems to have been a gift from God. Her beauty is the stuff of legend. It is now known why her beauty and love of Tristan almost brought down a kingdom. While Isolde carries her Iron Reliquary, at times a bow is seen in her possession looking old and worn. Isolde seems almost simple, but elegant. It was said, when she was embraced, that she would become a great Inquisitor, judging those who oppose the ideals of the Sabbat and of Caine.

Media

The Exorcist

Night Watch

Day Watch

Stigmata

The Watchmen (both the graphic novel and the film)

Equilibrium

Sources

Archons and Templars

Montreal by Night

Mexico City by Night

Children of the Night

TT Guide to the Sabbat

Player's Guide to the Sabbat

Montreal By Night

Stereotypes

Loyalists: “When the Red Robes come to your town, I recommend you hit ground. These assholes stick their dicks in everybody’s faces.”

Moderates: “I respect their mission; it’s their methods I question.”

Status Quo: “Despite their methods, they produce results... and their mission is of the utmost importance to the Sabbat.”

Ultra-Conservatives: “They keep the soul of the Sabbat safe. Support them when they ask for it.”

Pander Movement: “Massive assholes, but their job sucks. So I can understand being an asshole.”

Order of St. Blaise: “They are our closest brothers. Not only do we respect what they do, but also agree. It must be done.”

Children of the Dracon: “They, above all others, need to think twice before casting the first stone.”

Occult Underground: “The Inquisition is like homeland security. Don’t be an idiot and you won’t have an issue.”

Ecclesiastical: “They have been waging war against us for centuries because of their linear, blind faith. A Waste of devotion, nothing more.”

Black Hand: “Many people think we hate each other. We don’t actually. They just need to learn where their jurisdiction ends and where ours begins.”

Cult of Lilith: “Think you could kill us all? You think the truth is so easy to bury? One day we shall play with your entrails and rejoice in the Dark Mother’s glory while pissing on the Book of Nod.”

Infernalists: “These guys are the freaking Men in Black, and just as bad as their namesake. Don’t try to barter or fight them. Just run.”

BLACK HAND

“Death smiles upon all of us; the Chosen smile back.”



The Black Hand incorporates all factions but serves for a purpose unknown to the average Sabbat member. Generally, the Hand tends to keep to the Moderate agenda and pushes forward the Status Quo agenda. However, it is clear (to anyone paying attention) that the Hand, despite its tendency to not get directly involved in Sect politics, is not shy about throwing its weight around if it feels something needs to be done, the most obvious example of this being the recent ascension of a new Regent, which some say was on the Hand's endorsement alone.

And yet, there are whispers that the Hand believes it has come to be a crutch for the Sword of Caine, and it is removing itself completely from the Sabbat's politics. Whether these rumors are true or part of a larger plan is unclear, as is the role the Hand plays or will play in the Sect's politics at all.

PC and NPC members of the Black Hand are Sabbat Coordinator Approval.

Nickname

Chosen



Symbols and Iconography

Members of the Black Hand often literally identify one another by their symbol: a black crescent moon (typically appearing in the palm of the member's right hand). They also use the literal interpretation of their organization's name as a symbol: a black hand.

Role Within the Sabbat

The Black Hand serves as the Sabbat's military elite; they are the sect's assassins and deadliest warriors. They are the Sabbat's Special Forces as well as being an extremely secretive (sub-) sect in their own rights.

Contrary to popular belief, the Black Hand is not forbidden from participating in Sabbat politics. Rather, the faction tends to remain neutral in the affairs of the Sabbat. As a rule of thumb, the Black Hand does not get directly involved in the sect's politics unless it's backing a winner or the sect is on the verge of collapse (as was the case in the Second Sabbat Civil War, which the Black Hand ended).

To be true, members of the Black Hand are also members of the Sabbat. As such, they are free to politick all they like among the rest of their brothers and sisters. That is, as long as they aren't doing it in the name of the Black Hand. While certain levels within the Black Hand (Dominion for example) do not partake in Sabbat politics, that does not necessarily mean they cannot. It is simply those members of the Black Hand (who are so involved in the sub-sect) that rarely care what the Sabbat as a whole thinks politically, unless of course, it's against the wishes of the Black Hand.

For more information on how the Black Hand deals with the politics of the Sabbat, please consult the White Wolf book "Caine's Chosen".

Roles in the Black Hand

Ranks and Roles in the Black Hand are two very different things. The actual Ranks in the Black Hand are very few. These are the official tiers in the military-like hierarchy of the Chosen. The roles, on the other hand, are simply specialties that Hand agents may fall into. As a modern military squad has its division of rifleman, heavy weapons specialists, and communications, the Black Hand follows suit. While these roles in military are a specialization of the soldier, they are still just soldiers in the military. These do not (by their nature) improve an individual soldier's rank in the military hierarchy. Therefore, once a Hand agent has shown a particular expertise for a Role, their Dominion may deem them such.

Dominion's Second/Seraph's Second: The Roles known as the Seconds to either Dominions or Seraphim is the Black Hand's equivalent to the Sabbat's Templar. These vampires serve their masters in any role they are directly needed for. For more information on the Seconds, please consult Caine's Chosen.

Magi: The Magi are the Black Hand's division of Blood Magic users. You will find their separate entry in a later section in the packet ("The Magi"). They were created based on the Second Edition of *Vampire: the Masquerade, Player's Guide to the Sabbat's* write-up of the Magicians. According to page 77 of Caine's Chosen, the Black Hand practices a variety of Blood Magics. The method by which members of the Black Hand learn any Blood Magic not native to them (as presented in Caine's Chosen and the *Vampire: the Masquerade* tabletop book) is unsuitable to the needs of OWbN. As such, a new method of regulation and job classification has been created within the Black Hand to govern all Blood Magic users within Caine's Chosen. Joining the Magi requires a separate Sabbat Coordinator Approval.

Watch Commander: The Watch Commanders are akin to a military squad's Captain. While a Dominion has command of the forces given to them, a Watch Commander's role is to monitor the events in a city. They recommend appropriate missions, and are in fact (at times) given charge by a Dominion to carry these suggestions out, assuming that the Watch Commander in question isn't a Dominion themselves. There is usually one Watch Commander per city, and

it is highly recommended that this be one of the few roles that may be given to a PC without necessarily proving to his/her superiors they are qualified for the job. First and foremost, Watch Commanders should be leaders and strategists.

Emissary: The Emissary's job is to be the Black Hand's political face to the Sabbat at large. They are the ones who Bishops and regular Sabbat go to when they wish to contact the Black Hand. These vampires tend to be social butterflies. Social skills and abilities are primary for this role. All contracts and missions from the Sabbat must first go to the area's Emissary before progressing anywhere else. The Emissary even has the discretionary power to determine if a contract or mission given is worthy to even being brought up to his superior.

Remover: Black Hand Removers are some of the most powerful vampires within the sect (and arguably within the world). Simply put, these vampires are used by the Black Hand to remove any obstacle in the sect's way. These Cainites are not subtle; rather, they are brutal and efficient at getting the job done. Remover PCs should be extremely adept at combat situations and have combat as one of their primary focuses.

Shakar: The Shakar are the Assassins of the Black Hand. These vampires deal in the ancient art of subtle information gathering, and striking their target and retreating to the shadows from whence they came. Many of the traditions and skills practiced by the Shakar were brought over by the Assamite Antitribu of the sect. A PC Shakar should have a concept of an assassin for this role. Their skills and abilities should reflect this role. Many Shakar have alternate identities in other sects for getting closer to targets, deep within enemy territory. Whether it's done by sniper rifle or a poisoned dagger, the Shakar move obfuscated from site to site, waiting for the perfect moment to strike.

Census Taker: The Census Taker's job is that of spy and information gatherer. Generally, their role is to gather information about the city they either reside in or are sent to (or both). They are also responsible for gathering the opinions of the local Sabbat, as they relate to the Black Hand. They make sure the sub-sect is not hated, but supported as the sub-sect should be. If any issues are found, the Census Taker endeavors to fix them. A Census Taker PC should have a concept of information gatherer.

Chaplin: Chaplins are the priests and noddists of the Black Hand; they are also known as the Death Watch. They are expected to oversee the Hand's Ritae and the paths of enlightenment among its members. Most of them spend their nights studying ancient texts or searching for lost noddist artifacts. Chaplin's are expected to speak dozens of languages. In addition, the Chaplins are something of a death priest order. Many practice ancient funeral and death rites into their priestly workings. For more information on the Chaplins, see the Noddists in Caine's Chosen page 66-67.

Artificer: Black Hand Agents who are a part of this role in the chosen are often crafters. Weapons, Equipment, Computers, and Technology as a whole fall into the arena of those who call themselves Artificers. These Black Hand agents are expected to be the experts in their chosen field. Much of the field gear of the Black Hand is organized and controlled by the Artificers. In addition to this, because they are the best crafters in the Chosen, much of the ceremonial and ritualistic armor and weapons of the Black Hand are forged and maintained by them. The ceremonial armor gifted to all new hand agents upon their initiation is in fact created by the Artificers. It is considered a great honor to have a weapon or armor crafted for you by an Artificer.

Prerequisites to Join

Membership in the Black Hand is only granted through the sub-sect's Dominions and Seraphim. Generally, the Black Hand looks for Cainites willing to potentially sacrifice all in the name of the Hand and those who will have devout loyalty to the Hand above all others. All Black Hand PCs and NPCs are Sabbat Coordinator Approval.

The faction is a rigid military-like structure mixed with a cult. Its members are diverse in scope and are all fanatically loyal to the Hand. For better information on the recruiting process for the Black Hand, please consult "Caine's Chosen" and the OWbN Black Hand Packet. Also to note: it is Sabbat Coordinator Approval for any Black Hand PC or NPC to leave the Black Hand.

While technically no one is excluded from membership into the Black Hand because of what clan or bloodline they are, in practice the opposite is the case. While it is true that it falls to a Dominion to choose any to be inducted into the Chosen, more

often than not, the lesser bloodlines are over looked too due to their lack of connection to Caine. Assamite Antitribu, Brujah Antitribu, Gangrel Antitribu, Lasombra, Malkavian Antitribu, Nosferatu Antitribu, Ravnos Antitribu, Toreador Antitribu, Tzimisce, and Ventrue Antitribu do not suffer the stigma of those considered lesser. The Serpents of the Light and Salubri Antitribu are by far the most common outsiders to be accepted into Caine's Chosen, though they are still often over looked. Occasionally a Pander manages to make its way into the Black Hand, but this is extremely rare. There are even rumors of one or more Harbingers of Skulls among the chosen. Blood Brothers, Kiasyd, and other strange bloodlines are unheard of among the Chosen.

CADETS

Cadets are potential members of the Black Hand. Having been selected by the Black Hand as a possible member, these vampires are the trainees who are constantly tested and trained. Most Black Hand PCs will not be of this rank, as they are not members of the Black Hand yet--they are vampires in training for the Black Hand. as either recent embraces or other young Cainites. Most established Cainites who are selected to join the Black Hand will never see the Cadet rank, as they have years of experience and training already. Most Cadet training lasts at least 5 years for new vampires.

It is acceptable to play a PC Cadet. However, they are not Black Hand (though they may one day become such). This is the rank for the recently embraced vampire that has been chosen to one day become Black Hand and still requires training.

CONSULTANT

A Consultant is a vampire who is not Black Hand (or perhaps even Sabbat) that works with the Black Hand. The Black Hand often works with other vampires regardless of sect, as long as it benefits the Hand as a whole. While a useful Consultant (who has proven his/her loyalty to the Hand) may in fact receive an offer to join the Black Hand, there is (more often than not) a reason they are a Consultant and cannot join the Black Hand.

Consultants enjoy a special status within the Black Hand. While not members, so long as a vampire is considered a Consultant of the Black Hand, she/he

needs not fear them. While he/she will never learn the Hand's secrets, an ally to the Black Hand is still a powerful position. All Consultants who do learn anything of the ways of the Black Hand will have the ritual Binding of the Tongue cast upon them, so as to prevent any leaks of the secret ways of the Black Hand. The final decision of whether or not a vampire can enjoy the status of Black Hand Consultant falls to the area's Dominion for approval.

Being a Consultant to the Black Hand, however, does not offer protection from the Sabbat as a whole. The general Sabbat do not know that the Black Hand works outside the Sect when necessary; therefore, a vampire screaming that he is a Black Hand Consultant while the local pack diablerize him will not save him from death.

Mustajib Advantage

As full members of the Black Hand, rookies have earned the right to call upon the aid of the Chosen when needed. Rookies may freely purchase Black Hand Membership up to a level of 2. This reflects the available resources and other agents that the Rookie can expect to aid him.

Mustajib Disadvantage

Rookies, like everyone else, in the chosen are expected to follow and obey orders. As Rookies, they are the bottom of the totem pole in the Black Hand. They still have much to prove among the chosen. While they may be respected in the Sabbat, it has little bearing upon the regular agent's and above's opinion of them. They must prove themselves again to their new brothers and sisters.

Prerequisites For Advancement to Rafiq

In order to progress from being Rookie to that of Agent, the Rookie needs to complete three full missions. Additionally, they must have the following:

- Storyteller Approval and Black Hand Sub-coordinator Notification

Rafiq Advantage

Once a Rookie completes his three missions, he will be elevated to the rank of Agent. Agent is the most common rank among the Chosen, and now the member has proven himself to them. As a result, an Agent can expect even more support than before. All Agents may purchase Black Hand Membership up to level three freely. Though exceptional agents may also earn the background to a level of four, this remains Sabbat coordinator approval.

Rafiq Disadvantage

No longer Rookies, mistakes are punished more harshly, and the orders are more demanding. Agents can expect more dangerous missions and even be given leadership of them. These members are the rank and file of the Black Hand and the Watch they are a part of. Though they may have different roles, each Agent is expected to respond to the call of the chosen when issued it, and to have complete loyalty to the Chosen above all else. While an Agent may be part of a pack, cult, etc, they are allowed to do so only as long as it does not interfere with their membership in the Black Hand, and they never place loyalty towards anything else above it.

Prerequisites of Advancement to Dominion

Both PC and NPC Dominions are Sabbat Coordinator Approval. For a PC to achieve this rank within the Hand, they would have spent a long time proving their loyalty, devotion, and success to the Black Hand. While handed out more casually than once before, it is still an extremely hard rank to obtain and a great honor to those that do. Once a PC's Dominion has consulted with others and agreed that one is deserving of promotion, the Dominion will contact the Seraphim with the request. The Seraphim will then review the promotion and either approve or deny it. There is no set skill or character sheet requirement for this. It is very subjective and varies from PC to PC.

Dominion Advantage

Dominions are the veterans of the Chosen who have proven, above all else, their dedication to the Black Hand and their efficiency among the Chosen. Dominions may purchase Black Hand Membership up to a level four freely to reflect this, and given enough time they are even allowed to purchase it to a level of five. Dominions are assigned to a Watch and given authority over others. Dominions will have Agents assigned to them and be in charge of their missions and resources. Additionally, Dominions decide the roles lesser ranked members have, and they even have the council of the Seraphim when they need it.

Dominion Disadvantage

Given the amount of authority and trust given to a Dominion, there is very little room for error. Dominions are expected to be among the best of the chosen and failure is not viewed lightly. Dominions, while members of the Sabbat, always put the needs of the Chosen first above all else.

Seraphim

Sabbat Coord NPC only

The Black Hand is ruled and governed by the will of the Seraphim. All Black Hand swear an oath of eternal allegiance to them; their lives for the Seraphim. Whatever the Seraphim say is law to the Chosen. If asked to die for them or by them, no hand member would hesitate. In theory the Regent appoints the Seraphim. However in practice it has always been the first Seraph (or the second in the case of the first's death, and etc down the line) who chooses the Seraphim. The Regent has simply always agreed with their selection.

In addition to gaining the Positional Status Traits of *Branded, Enforced, Engaged, and Feared*; The Seraphim have the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become a Seraphim of the Black Hand, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. However, a PC

who does so would immediately retire to NPC status and be controlled solely by the Sabbat Coordinator.

The Current Seraphim are as follows:

First Seraph: *Dastur Anosh*

Second Seraph: *Appius Claudius Corvus*

Third Seraph: *Jalan-Aajav*

Fourth Seraph: *Parvati, the Lioness*

The Watch

A Black Hand Watch is the local hierarchy and set up for the Black Hand of an area. A Watch will usually have one Dominion and one Watch Commander (and in many cases they are the same vampire). They are in charge of matters pertaining to the Black Hand in a City/Area. The Dominion decides the missions, resources, etc, that the Chosen need in that area and the Watch Commander is in charge of carrying them out and making sure the Dominion is updated, assuming that the Dominion and Watch Commander are not the same person. Every single Black Hand PC must belong to a Watch.

Seraphim

These are the leaders, generals, and high priests of the Black Hand. As such this position is NPC only, controlled by the Sabbat Coordinator.

Below are the Seraphim of the Black Hand as presented in OWbN:

First Seraph: *Dastur Anosh*

Second Seraph: *Appius Claudius Corvus*

Third Seraph: *Jalan-Aajav*

Fourth Seraph: *Parvati, the Lioness*

The Magi

The Magi are the Black Hand's answer to the Tremere. Being a cult dedicated to Caine and ancient vampire history, the majority of Blood Magic practiced by the Black Hand is Dur-An-Ki (the original Blood Magic of the Second City). As such, this section covers the ways those Hand agents (who are chosen to join the Magi) learn Dur-An-Ki and how it is regulated for them. Other blood magics are covered in other packets.

It is not to say that Dur-An-Ki is the only Blood Magic practiced by the Black Hand, but it is the most prominent. Below, you will find the other Blood Magics found within the Black Hand. If your PC seeks any of these types of Blood Magic (and is not a native practitioner of them), you will be required to obtain the appropriate Coordinator's permission.

- Koldunic Sorcery
- Wanga
- Voudoun Necromancy
- Sihr
- Dur-An-Ki

Those who seek to gain Dur-An-Ki through the Magi must do the following. Firstly the player must gain Sabbat Coordinator Approval to become a Magi. Once that approval is gained, the player must gain Assamite Coordinator Approval for Dur-An-Ki. Finally once those two approvals are gained, their paths and rituals follow the below rarity system. The rarities for Dur-An-Ki in this packet, that are for the Black Hand, means the following:

Rarity 1: Storyteller Approval

Rarity 2: Storyteller Approval and Black Hand Sub-coordinator Approval

Rarity 3: Storyteller Approval and Assamite Coordinator Approval, or Sabbat Coordinator Approval for Aljusi

This section (not the rarities) is taken from the Dur-An-Ki packet and simply copied here. All rules in regards to Dur-An-Ki are to follow the approved OWbN packet for it. Please consult the OWbN Dur-An-Ki Packet for more information on Dur-An-Ki as well as OWbN Met conversions for any Dur-An-Ki.

Paths

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Path of Conjuring, Spirit Manipulation

Rarity 2: Awakening the Steel, Hunter's Wind, Music of the Spheres, Neptune's Might, Path of Father's Vengeance, The Evil Eye

Rarity 3: Covenant of Nergal, Path of Duat, Whispers of the Heavens, Echoes of Allah's Wrath

Rituals

**** , Jacob's Kiss, Death's Head**, Impregnable Soul****

Ritual	Level	Rarity
Binding the Heavens	Basic	1
Blood Rush	Basic	1
Blood Walk	Basic	1
Communicate with Kindred Sire	Basic	1
Craft Bloodstone	Basic	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Donning the Mask of Shadows	Basic	1
Earth's Blood Cry	Basic	1
Encrypt Missive	Basic	1
Engaging the Vessel of Transference	Basic	1
Exorcise Fever	Basic	1
Eyes of the Nighthawk	Basic	1
Illuminate the Trail of Prey	Basic	1
Impassable Trail	Basic	1
Incantation of the Shepherd	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Purity of Flesh	Basic	1
Rebirth of Mortal Vanity	Basic	1
Recure of the Homeland	Basic	1
Sanguinary Assistant	Basic	1
Sense the Mystical	Basic	1
Steps of the Terrified	Basic	1
The Scribe	Basic	1
Wake with Evening's Freshness	Basic	1
Ward Versus Ghouls	Basic	1
Warding Circle Versus Ghouls	Basic	1
Astral Portent	Basic/Advanced	1
Bone of Lies	Intermediate	1
Incorporeal Passage	Intermediate	1
Splinter Servant	Intermediate	1
Ward Versus Kindred	Intermediate	1
Warding Circle Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1

Warding Circle Versus Lupines	Intermediate	1
Ward Versus Demons	Advanced	1
Warding Circle Versus Demons	Advanced	1
Ward Versus Spirits	Advanced	1
Warding Circle Versus Spirits	Advanced	1
Kiss of the Asp*	Basic	1
Truth In Ink*	Basic	1
Corporal Reservoir*	Basic	1
Craft Weirding Stone*	Basic	1
Burning Blade	Basic	2
Horoscope	Basic	2
Bull of Heaven	Basic	2
Kudurru	Intermediate	2
Mirror of Second Sight	Intermediate	2
Shaft of Belated Quiescence	Intermediate	2
Enchant Talisman	Advanced	2
Severed Hand	Advanced	2
Corporal Reservoir*	Advanced	2
Binding the Tongue*	Advanced	2
Machine Blitz	Basic	3
Warding Baptism	Basic	3
A Touch of Nightshade	Intermediate	3
Infirm Inert	Intermediate	3
Portrait of Passion	Intermediate	3
Tamimah	Intermediate	3
Apsu Portal	Advanced	3
Lilith's Vengeance	Advanced	3
Preserve Corpse**	Basic	3
Black Water**	Basic	3
Moonlight Dancers**	Intermediate	3
Shadowgate/Enochian Passage**	Advanced	3
Mass Grave**	Elder	3
Jacob's Kiss	Elder	3

* Aljusuri Ritual

** True Black Hand Rituals -- These rituals are also Aljusuri rituals that have leaked from the infiltration of the Black Hand by the Tal'Mahe'Ra. Any Hand member (or other vampire) inquiring about them will likely meet with intense interrogation by the Black Hand, as well as possible destruction if the vampire is found out to be a member of the Tal'Mahe'Ra. These are almost never taught unless given express permission by Dastur Anosh himself.

Aljusuri

The Black Hand has its own Thaumaturgical Rituals, which bridge the gap between all the various Blood Magic paradigms that exist within the sect. As such, any Black Hand PC who has a Blood Magic discipline (including Necromancy) may learn these rituals as long as the above rarity restrictions are followed, regardless of the Blood Magic paradigm they practice. Additionally, all Aljusuri rituals that are learned that are not part of a player's original paradigm are considered one tier higher (basic to intermediate, intermediate to advanced, advanced to elder) for purchase cost and level, and also cost 1 more experience point to purchase on top of their base cost.

A blood sorcerer may turn any ritual he may already possess into an Aljusuri ritual when he has achieved three paths of Blood Magic at Advanced and an Occult specialization in Aljusuri. Indeed any Ritual may become Aljusuri or is already. As Such, any Aljusuri Ritual not listed here, or to make any ritual not listed above Aljusuri requires Sabbat Coordinator Approval. The sole exception to this rule is Abyss Mysticism. The Rituals of Abyss Mysticism may not be converted to Aljusuri. To learn more about Aljusuri, please consult Caine's Chosen.

These Rituals and the art of Aljusuri are Black Hand only.

Unless stated otherwise, these rituals require the Static Ritual challenge to cast, as presented in Laws of the Night, Revised.

KISS OF THE ASP (BASIC, DUR-AN-KI ORIGINALLY)

Caine's Chosen, pg. 79

System: This power requires no MET conversion, use as printed. Additionally, as the magic is inert (see Caine's Chosen) until it is activated, it may not be countered in any way. By the time there would be an opportunity to counter the magic; the Hand agent is already dead.

TRUTH IN INK (BASIC, DUR-AN-KI ORIGINALLY)

Caine's Chosen, pg. 77

System: This power requires no MET conversion, use as printed.

CORPORAL RESERVOIR
(BASIC/ADVANCED, DUR-AN-KI
ORIGINALLY)

Caine's Chosen pg. 78

System: This power requires no MET conversion, use as printed.

CRAFT WEIRDING STONE (BASIC,
KOLDUNIC ORIGINALLY)

Caine's Chosen, pg. 78

System: Use as printed, with the following additions: the caster may never store more Temporary Willpower into the stone then s/he permanently possesses.

BINDING OF THE TONGUE
(ADVANCED, DUR-AN-KI
ORIGINALLY)

Caine's Chosen, pg. 54

This ritual is used as a punishment on Black Hand Agents as well as on Consultants, to assure the secrets of the Black Hand are never told to outsiders.

System: The target must willingly submit themselves into receiving this ritual or be placed into torpor. Once either of those stipulations are met, the victim will find themselves unable to speak about the Black Hand in any manner to non-Black-Hand members. Only the caster may end this ritual. Until the death of the caster or the victim's release from the ritual, the effects are permanent. This ritual costs 1 Permanent Willpower to cast and takes one full night to perform.

PRESERVE CORPSE (BASIC,
EASTERN NECROMANCY
ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion, use as printed.

BLACK WATER (BASIC, DUR-AN-KI
ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion, use as printed.

MOONLIGHT DANCERS
(INTERMEDIATE, DUR-AN-KI
ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion, use as printed.

SHADOWGATE (INTERMEDIATE,
EASTERN NECROMANCY
ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 79

System: This ritual costs a Willpower Trait, which must be spent at the time of casting, otherwise, use as printed.

HAUNTING BREEZE (ADVANCED,
KOLDUNIC ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 79

System: This ritual causes all but the caster to bid two additional Traits on all perception-related challenges. In addition, any mortal who comes into contact with it must make a Courage Challenge, difficulty 5, or be forced to flee in terror. This Ritual lasts 1 hour, otherwise, use as printed.

SHADOWLAND
PASSAGE(ADVANCED, EASTERN
NECROMANCY ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 80

System: This ritual costs Two Willpower Traits, which must be spent at the time of casting, otherwise, use as printed.

MASS GRAVE (ELDER, EASTERN
NECROMANCY ORIGINALLY)

Dirty Secrets of the Black Hand, pg. 80

System: This ritual costs a Willpower Trait, which must be spent at the time of casting, per individual, otherwise, use as printed.

Suggested Paths of Enlightenment

Caine, Honorable Accord, Orion, Power and the Inner Voice, Beast (including Feral Heart)

Suggested Abilities

Brawl, Melee, Firearms, Survival, Tactics, Occult, Lore: Noddism

In addition, the Black Hand has access to a few other special abilities:

Art of Memory: All Black Hand Agents must learn the ability Art of Memory. Only they (those of the Black Hand) may possess it. No one else. For each level of Art of Memory the player possesses, he receives one bonus trait on all challenges related to attempts to gain information from his mind. Additionally, he may use Art of Memory as a retest in all challenges of this manner. This ability may not be canceled except by another Art of Memory. For more information on Art of Memory and why it is Black Hand specific, please consult Caine's Chosen. Note: Art of Memory is not a language. You cannot communicate in it. If one is looking to communicate in code, they should purchase the Cryptography ability. **PCs MUST be a member of the Black Hand to possess the ability Art of Memory.**

Black Hand Knowledge/Lore: Black Hand: Any non-Sabbat PC or NPC who has this ability (at any level) is required to have Sabbat Coordinator Approval. Any Sabbat PC (who is not Black Hand) who wishes to have this ability may do so with Storyteller permission up to Level 2. All Sabbat PCs who are not members of the Black Hand may only purchase this ability above Level 2 with **Sabbat Coordinator Approval**.

Lore: Tal'Mahe'Ra: Any PC or NPC who wishes to have this ability (at any level) **requires Sabbat Coordinator Approval** for each level desired.

Black Hand Sign Language: A specialized version of American Sign Language created by Father Allan, this form of communication is taught to many Hand members as a secret means of conversation. This ability is taken as one of a PC's language options with the Linguistics ability, and only may be purchased from someone who possesses the ability

already. This secret is not taught outside of the Black Hand and, thus, is **NOT allowed for non-Black-Hand PCs**. A PC must possess Art of Memory at Level 3 to learn this ability.

True Enochian: The True Tongue of the First and Second City. A long since dead language, the Black Hand has kept the language alive as the world's first and foremost Noddists. Though other vampires may speak Enochian, few have mastered it as the Black Hand has. It is rare in the modern nights to know a vampire who speaks True Enochian, though many claim they do. By and far, the largest organized group of Enochian Speakers lie in the Sabbat and, in particular, the Black Hand. Enochian is a separate ability, ranging from Levels 1-5 for PCs, determining your skill and accuracy with the Dead Tongue. As True Enochian is extremely rare in the modern nights, any PC wishing to learn True Enochian must have **Sabbat Coordinator Approval**. This ability only covers the vampiric language of the First and Second cities, not Dee's Enochian (the Mage language). This ability does NOT cover the Mage the Ascension Ability; rather, the dead ten thousand year old vampire language for vampire PCs and NPCs.

Suggested Backgrounds

Black Hand Membership: This background works exactly as presented in the tabletop book, Guide to the Sabbat, page 93, as well as per the suggestion in Caine's Chosen, found on page 86. The first 2 levels of this background may be purchased by Black Hand PCs with Storyteller Approval. Level 3 requires your Storyteller to Notify the Sabbat Coordinator. Levels 4 and 5 require Approval from the Sabbat Coordinator.

Mentor (Favor owed is replaced with missions completed), *Ancestors* (From Kindred of the Ebony Kingdom, Chaplins only)

Suggested Merits and Flaws

Merits: Ambidextrous, Ability Aptitude, Jack of all Trades, Daredevil, Iron Will, Accepted Ally, Extremist Group, Alternate Identity, Loyalty

Flaws: Clan Enmity, Enemy, Hunted, Methuselah's Thirst, Permanent Fangs, Addicted to Kindred Vitae, Hatred, Beacon of the Unholy

Combination Disciplines

CIRCUMSPECT REVELATION (CELERITY 1, OBFUSCATE 3 OR CELERITY 1, VICISSITUDE 2)

Caine's Chosen pg 76

Rafiq Level Rarity

System: No conversion necessary, Use as Printed.

XP Cost: 6

LESSONS IN THE STEEL (AUSPEX 1, FORTITUDE 3)

Caine's Chosen pg 76

Rafiq Level Rarity

System: After successfully taking at least one point of damage, regardless of the type, the user may then engage his opponent in a static physical challenge against the targets Physical Traits, retested with occult. This is considered reflexive and does not require an action. If successful the user may then engage in static tests (difficulty of the Targets Mental Traits) until they lose to learn information about the attacker. The information gained is determined by the storyteller.

XP Cost: 8

MASQUE OF JUDAS (AUSPEX 4, OBFUSCATE 3)

Caine's Chosen pg 76

Rafiq Level Rarity

System: The player spends one blood point and makes a social challenge against his target, retested with Performance. Should he win, the user then spends one to five social traits. The victim must then immediately make a willpower challenge against a difficulty of six. Should he fail he will then be forced to bid a number of additional traits equal to the social traits spent by the user. This penalty lasts a number of rounds equal to the number of social traits spent by the user. Additionally, if the user spent the full five socials on this power and succeeds, the target may take no actions for one full round as they are stunned by the thought and image of fighting their loved one. A victim of this power may spend a Willpower Trait to negate its effects for one round. Should he spend a Willpower trait for each round he is affected, the

rounds do not carry over and the effect ends. The image of the loved one only lasts a number of rounds equal to the number of social traits expended (up to 5) when first used. A victim of this power may only ever be affected by it once in a scene. The target must be within sight of the user

XP Cost: 10

SYMPATHETIC ENCRYPTOR (AUSPEX 4, ART OF MEMORY 2)

Caine's Chosen pg 76

Rafiq Level Rarity

System: The user engages the target in a Mental Challenge, retested with Subterfuge. For each Mental Trait spent after success, one fact or piece of information is plucked from the target's mind and instantly converted to symbolic code via the Art of memory. Truly deep secrets may be recovered only with five Mental Traits spent, and even then, only one such secret can be discovered per use (though this is often more than enough). If plucking information from the mind of a supernatural creature, the character must spend a Willpower point for the effort. The storyteller determines what secrets he gains.

The only drawback to this power is that the user has no idea whether or not the information he has stolen is of any import whatsoever. Because of this, many of those who develop this power will likewise simultaneously develop their instinct for when to best use this power. The best come to recognize, on an almost subconscious level, when the most opportune moments to reach out will arise.

XP Cost: 10

Ritae

These Ritae are for Black Hand only. These variants and new rituals may be taken as an Ignoblis Ritae for each one. Storytellers are encouraged to make these elaborate and deep in Noddist tradition and mysticism. Many of these are for role-playing purposes only. Others have a mechanical use on top of this, as with regular Ignoblis Ritae.

The Call is Issued (Acceptance Variant): This variant is performed when performing a Kamut. The effects of which result in the Kamut enjoying a plus one bonus trait during their mission.

Sacrament of Caine (Vaulderie Variant): This Black Hand variant is only performed between Black Hand members. This version of the Vaulderie creates a stronger bond between Hand members than a normal Vinculum. It is used specifically so that Black Hand agents may ignore any lesser non-Black-Hand Vinculum when sent on missions against regular Sabbat.

The Eagle Watches (Welcoming Variant): This variant is performed when a new Watch Commander or Dominion is assigned to an area.

Walk of Caine (Contrition Variant): This variant is performed on the rare occasions that an assigned Black Hand's punishment is not immediate death. Used as a form of excommunication, the subject is given a year and a day to make suitable amends for the offense in question, and is slain if he is unable to do so. Often, the Seraphim will track the subject with a Bloodstone during this time as well. The subject's hand--the same hand marked during of The Branding--is severed, and will not grow back for the duration of a year and a day. This ritual is known and performed by Seraphim only.

Tests of Faith (Games of Instinct Variant): This variant is similar to the normal Ritus, but is performed by Black Hand members, and participants include only Black Hand. These Games are also on a higher order of difficulty than ordinary Games of Instinct.

Ritus of Ascension: This Ritus is performed when an agent is promoted to Dominion. This Ritus is known and performed by Seraphim only.

Irad's Grace (Stealth Variant): This variant is often performed before missions, granting the Bonus Traits only for Stealth-related Tests.

The Branding: The Branding is the official ceremony that grants the Crescent Moon Tattoo of Black Hand membership, also covering the Initiation into the Black Hand. This Ritus is performed by the Dominions and the Seraphim and only they possess it.

Zillah's Retribution (Wild Hunt Variant): This Ritus is performed when a non-Hand member has killed an agent of the Hand. It is similar to a Wild Hunt, but the goal is the destruction of the target.

Enoch's Test (The Truth Revealed Variant): Mechanically the same as the Sabbat Ignoblis Ritus,

to perform this variant (instead of writing down the words and burning the paper) blood is poured over the Crescent Moon tattoo of the subject, which soaks in the blood if the subject is truthful. Otherwise, the blood simply runs off of the skin as normal.

The Four Ride Forth (War Party Variant)

This ritae is used by the chosen for any assigned mission given by their Dominion or Watch Commander. Reminding the Kamut assigned to the task of their vows to the Chosen, the priest instills his own zealotry and fervor into the Kamut. The members of the Kamut who benefit from this ritae gain a number of bonus traits on all challenges related to the assigned mission equal to the casting priests Path of Enlightenment rating.

Known Members

DASTUR ANOSH

The First Seraph of the Black Hand, his return shocked the Chosen, as all had thought him long dead. Instead he returned once again to the sect he helped create. While the Black Hand of tonight varies wildly from the Lost Tribe he remembers, he still finds it to his liking. If he did not, he would simply change it as he saw fit. The First Seraph is an Enigmatic individual; he spends most of his time consulting the stars or simply off attending other matters. When he speaks, he is often cryptic. That is, of course, until he decides the sect needs to be motivated. As the old cults High Priest, he has a fervor few can match. Though rarely seen by many of the Chosen, when he is, all listen and obey the first Seraph. It is he who forged the Black Hand and he who leads the Chosen tonight.

APPIUS CLAUDIUS CORVUS

Corvus was the Lasombra Seraph who helped forge the way for the Black Hand to become what it is tonight. Ever the master manipulator, the chosen felt his loss when he was declared dead by Elimelech. It seems he, like Dastur, has returned from the dead. The details of how or what truly happen are known only to a select few. Some view it all too convenient that Seraph Waynan perished in battle only to be replaced by another lost Seraph. Though if his code name reveals anything, it is that the master keeper manipulator has returned, and it was as if he never left. Tonight, Corvus resumes his place among the

Seraphim. He advises the others, particularly Seraph Teresita whom he works closely with. Corvus was, and will always be, the “power behind the throne”, so to speak. Though some whisper, that there are times when the Seraph seems not himself, and he is quickly and quietly ushered away from all eyes. They say he seems mad at times and flies into a rage of sorrow on occasion, or he will forget who he is and where he is. None dare speak this aloud. Like Julius Caesar, if Corvus is truly afflicted with an ailment it is one of the deepest Secrets of the Black Hand.

JALAN-AAJAV

Known as the man who would have it all, it seemed for a time that Jalan-Aajav would lead the Black Hand and the Sword of Caine into the final battles of Gehenna. Such was not his fate however. The Seraphs of old returned and Jalan was pushed aside once again. Many assumed the old Mongol would be furious. All were shocked when he wasn't. Jalan-Aajav accepted his role and was rejoiced at the restored Black Hand. He had worked hard to keep the sect together after the great desertion, and with the return of the old Seraphs he saw his Chosen not only recover but grow in strength and power. Jalan was never one for politics, as an adamant follower of Feral Heart. Tonight Jalan-Aajav returns to his enjoyment of being the most legendary assassin in the world. He leads the Shakar and Removers of the Black Hand as his personal army. His command on the battlefield is almost never questioned, even by the other Seraphim. Jalan and Corvus make up the most visible and contactable of the leadership of the Black Hand. Many prefer to deal with Corvus instead of dealing with the Khan who would kill them for annoying him.

TERESITA

Seraph Teresita was the face of the Black Hand. She was, by far, the most politically active among them and the easiest to get a hold of. Her training camp in Mexico is legendary and it is considered to be a great honor to have graduated from it. While she may have been the youngest of the Seraphim, in many ways it can be argued she is the most influential. The Nosferatu are masters of information, and Teresita is no exception to that rule. To the Chosen, she truly was their godmother; for the rest of the Sabbat, she is the political arm of the Black Hand.

Teresita, however, became a victim of the 4th Sabbat Civil War and was slain in a grand melee in Brazil.

PARVATI, THE LIONESS

The Cainite known as Parvati comes from the earliest days of the Black Hand. While she rode with Dastur Anosh and Corvus in those early nights, her role was never that of a combatant. Parvati gave the Black Hand much of its structure and philosophy. She is the mother of the Adominations, which are crucial to the structure of the Black Hand. Her wisdom and insight has guided many of the chosen over the course of their unlives, and still does to this night. With the return of Dastur Anosh, Parvati also returned from relative obscurity. Though she was never claimed to be dead when both Corvus and Anosh were thought dead, she simply faded into the forgotten halls of the White Mausoleum to study and meditate. Tonight Parvati can be found as the right hand of Dastur Anosh and always close to the side of Corvus as well. Though many have a hard time understanding her particular wisdom, without her the foundations of the Black Hand would never have existed.

With the death of Seraph Teresita, Parvati was elevated to the position of Seraphim of the Black Hand.

THE WEeping MASTER

The one called the Weeping Master is a legend in the Black Hand for those who know where to look. Ancient writings long since forgotten among the Black Hand speak of him as the sire of Dastur Anosh and founder of the Lost Tribe. What information there is, is hearsay at best. Much of the early tales of the Lost Tribe were oral ones and rarely written down. What is known is that the Weeping Master was the one time Prophet of the Lost Tribe and his child Dastur Anosh was its High Priest. They say he was a mad seer and that many of the prophecies of the Lost Tribe originate from him. Whatever happened to him is also currently unknown. Many assume he has long since perished. Some even suspect that the Assamites had something to do with it, and they reason Dastur Anosh's hatred of Ur-Shulgi may be related.

SATI, THE DREAMWALKER

While the early legends of the Lost Tribe speak of the Weeping Master, they also speak of another of the founders, a young girl by the name of Sati. As the early Lost Tribe was mostly based around prophecy and protecting the weeping stone, many of its legendary first members were seers. While not much is known of the Weeping Master, only slightly more is known about Sati. Sati was the dream walker among the Lost Tribe, her role was to foretell the future and help others along their vision's they received from the Weeping Stone. Black Hand tradition says that she was around long enough to receive the code name Farseer, but that shortly after the death of Dastur Anosh (when she was already known only to take his company), she faded from history. She, like the Weeping Master, is unknown to the Black Hand as a whole. Few even know she ever existed in the first place, as the stories, ways, and legends of the Lost Tribe are more and more forgotten. Some rumors about Sati are that she is completely blind, the sister of Parvati, and that she was the childe of the mad Elimelech. Whatever the truth is, if Sati is still alive, she is likely doing that which she always has, dreamwalking.

JOE "BOOT" HILL

The Ductus of the Boothill gang has become something of a legend in his own right among the Black Hand. Originally from Mexico, Joe's pack, the Boot Hill Gang, were legends in the early nights of the claimed "Wild West". The Boot Hill gang rode throughout Mexico killing any Camarilla or Werewolves they came across. Indeed, the pack became quite notorious among the Lupines for the trouble and deaths they caused. Since then, the Boot Hill gang has remained Nomadic, and Joe himself was promoted to Dominion. He oversees much of Central America and many of the random lone agents found within the Black Hand. Highly decorated, the "Boot" has the ear of the Seraphim Council, and when he speaks on matters of authority, it is known that his word carries weight.

MIGISI, WALKS THE STORM

Migisi was born in the early nights of the pilgrims. The daughter of an English father and a Native American mother, Migisi was born to be a tracker and traveler of the dangers of the world. In the Final

Nights, journeying on the sacred pilgrimage to the Weeping Stone had become unreasonably dangerous; it fell to Migisi to lead the way. With the new challenge of the journey, Migisi was given charge of all matters related to the pilgrimage. She organized the members of the Black Hand who were experts on both the journey and travel in general, and created the greatest network of contacts, supply chains, and safe spots never thought possible for the trip. While she trains many to help get those on their pilgrimage, Migisi still leads many of the pilgrimages herself. While the journey is by no means a safe one, she organizes the pilgrimage Kamuts and often leads them on the safest way possible. All members of the Black Hand are expected to speak with her if they seek the pilgrimage. Migisi herself has made the trip hundreds of times, few have her level of experience when it comes to the journey.

VASUKRA, CAINE'S SAGE

Vasukra is the student of Dastur Anosh himself and the head of the Magi Masters. The Magi Masters are a council of the Black Hand's best blood mages among them. While the council makes all decisions on inducting new members, who is to learn their arts, and how they are used, it is obvious that as the senior member of the Magi, Vasukra's words carry much weight. It is said she is the childe of a legendary Assamite, one who does not walk among the Sabbat. Stories claim she was taken in by Dastur Anosh when he first created the Magi, as his duties leading the Black Hand could not afford him the personal time he needed to oversee the project. After learning the arts from Dastur, Vasukra never turned back. She can still be found tonight in the White Mausoleum teaching and overseeing the Magi of the Black Hand.

IBN-AL-NADEEM

Ibn-al Maliki is but one of the many who have held the most honored title of Ductus of the Kamut "Zillah's Tears". This Kamut has been around before they were called that, indeed even before the Black Hand was known as the Black Hand. The Zillah's Tears pack are the Guardians of the Weeping Stone. They live in the mountain ranges of the scared stone, and it is considered to be one of the highest honors to be counted among them. Many of the old traditions are kept among them, and many of them know the old tales and origins of the Lost Tribe. Though their members change over the years, these tales are

passed down from member to member. Indeed it is said none of the original pack remains any longer, as the dangers of guarding the weeping stone often bring a high risk of death. Ibn-al Maliki has been part of the pack for the past century, and has led it as Ductus for nearly a decade since the old Ductus passed. The pack often greets those among the Hand that arrive to the stone on their pilgrimage, but rarely do they remain with them, as their duties guarding the stone keep them ever occupied.

Media

Behind Enemy Lines

Black Hawk Down

the Jason Bourne film trilogy

Burn Notice

Hitman

the Tom Clancy books

Sources

Caine's Chosen

Guide to the Sabbat

Mexico City by Night

Stereotypes

Loyalists: "The Hand represents everything we stand against. But I'm not going to tell them they're wrong."

Moderates: "The Hand serves the sect faithfully and devoutly. So they have my respect."

Status Quo: "We are so blessed to have them among us, and they deserve our utmost respect for all they have done."

Ultra-Conservatives: "The Hand and us often have similar goals and structures, but, in many ways, they exist outside the normal Sabbat, and that does not line up with our goals."

Pander Movement: "The Hand? I heard from a vato once that they only care about those of the pure blood of Caine. Fuck that shit. We are all Children of Caine in this together."

Order of St. Blaise: "Such devotion and faith to our Dark Father...To hold blind faith often causes you to run into walls. What a waste."

Children of the Dragon: "Their fanaticism causes them to think of one mind and in one direction. So they always end up in the same place."

Occult Underground: "I have heard the Hand has many ancient Cainite secrets. Too bad they are a frat club that doesn't share with the rest of us."

Ecclesiastical: "They worship Father Caine as we do, if only they did so as a god"

Inquisition: "They hide things from us and the Consistory protects them. This is unsettling."

Cult of Lilith: "They're almost as bad as the Inquisition. Avoid them at all costs."

Infernalists: "What the Cult of Lilith said."



Infernalist

"It's not so much selling your soul, as it's an investment plan. Let me tell you what your Demon master could do for you today."



Much less a recognized faction and more of a semi-recognized problem, the Infernalists within the Sabbat tend to be extremely secretive and well hidden (or else, dead). You have to find one to know one and finding one isn't easy when they spend their time hiding what they are from others. Seen as a solution by some, a curse by others, and a real problem by more, the Infernalists in the Sabbat are very real and very willing to help you with your problems. For power and for the glory of the Sword of Caine! Or so they told you.

In the past, when the Inquisition was weak and in disarray, there were three full and known packs roaming the North American countryside: the Devil's Taken, the Horned Wanderers and the Marked by Fire. They would enter a city where a pack or local bishop had put out a call for help and provide it, only



to leave the city behind seemingly better off. That is, until the source of their help came calling; or the

Inquisition, to purify everything by fire. However, this did not last long. The Devil's Taken were supposedly destroyed in the chaos of New York. The Horned Wanderers wandered too close to Mexico City. Marked by Fire was last heard of by the docks of Miami before a mysterious, large fire wiped out five piers and several shipping cranes. No one can confirm how many members were ever in any of the packs or if they all actually met Final Death.

These nights, Infernalists have learned there is more to them than demon-born powers. The Associates, as one group calls themselves (and only amongst themselves), are no fools; they understand, more than anything, the cainite condition. To the rest of the Sabbat, they often appear as mentors and advisors, lawyers of a sort, and only their most loyal clientele know anything about their relations with the demonic.

With the disappearance of the Tremere Antitribu, one group of Infernalists, the Associates, saw an opportunity to grow their numbers and their strengths. While the rest of the sect mourned the loss of the Tremere Antitribu, the Associates founded a business based on one fact: those that would have used the Tremere Antitribu for their occult knowledge now have few options available to them. Those that feared the taint of Hell would know little of how to bargain one's soul (well, what's left of it, anyway). Those that knew nothing...Well, they would be even less knowledgeable to their methods.

The Associates now work as consultants, offering to solve problems for any person who can pay their prices. In reality, they use their clients' souls

(Cainite and kine alike) to bargain with Hell, sparing the Associates existence while bolstering their abilities.

They just happen to fail to mention the true price to the clientele at large.

As the Associates are the largest organized group of Infernalists in the Sabbat, this part of the packet focuses exclusively on them. The Associates are also clearly defined as Thralls and use the established OWbN System for such. All other Infernalists (Including the Associates) must follow the Infernal and Dark Thaumaturgy packets already passed by OWbN. For more information on the Associates please see the book "Sins of the Blood" pages 105-107

The Associates are unique in the sense that the organization serves but a single demon, simply referred to as Corporate. He or she always appears to its followers in different ways, but regardless of manifestation the Associates are its cult. In exclusion to the higher ups, few know this dark truth, but the creature offers power to the Sabbat in exchange for the ultimate price.

Nickname

The Associates

Symbols/Iconography

Infernalists tend not to wave any flags or show their colors, lest they mark themselves for death by Inquisition hands. The Associates, however, dress like your typical lawyers because, well, that's what they are.

Role Within the Sabbat

The Associates fill a real gap in terms of providing magical power and support within the sect. Unlike the dead Tremere Antitribu, the Kolduns, Abyssal Mystics and others, the Associates are willing to share. What they intentionally leave out, of course, is the cost. Most that sign on with an Infernalist or join a pack full of Infernalists either become one quickly or become fodder for the rest. Their goal is usually to provide magical support, but the price for that support is high, and often not discovered until it's too late.

Prerequisites to Join

Infernalism, as a faction within the Sabbat, is not so much a hierarchal organization, and to become one is more an act of will rather than fulfilling prerequisites. Infernalists look for those willing to bargain what may be the cainite's last shred of salvation for their causes. The Associates, however, are a group of Infernal lawyers who are as organized as a normal massive law firm spread across the country. As such, the Associates are considered Thralls as they use the contracts they negotiate for other Sabbat as payment to demons for Dark Thaumaturgical power. Only those approached by the Associates themselves may be offered membership among them. Every major city in the United States has one of the offices owned by the Associates. The faction keeps an eye out for any Cainite in the Sabbat who might make a good lawyer and be interested in what they do.

On an OOC level, to join the Associates, a PC needs both Storyteller Approval and Infernalism Sub-coord Approval. Below you will find the prerequisites to be a Paralegal (aka Locally Important) in the Associates. This only covers the Associates of the Sabbat. For more information on Infernalism and the basics of becoming Infernal, please consult the OWbN Infernalism Packet. Those who seek to become other types of Infernalists must do so through the Demon Coordinators office.

Paralegal Advantage

As master lawyers, Paralegal Associates gain access to Dark Thaumaturgy. The Methods to gain and purchase the Pact: Dark Thaumaturgy fall to the most current OWbN Infernalism Packets. This is currently accomplished via a Pact with Corporate (as defined by the most current Infernalism packet.) Legally speaking, the member is forming a Pact with the following terms;

-You will be loyal to the firm, never betray the firm or its members in any way, and consider the firm first, in all things:

(Obligation 2 + Consequence 3) - Frequency
[1/everyday] = Rating 4 Pact

Mechanics:

Obligation 2: Minimal effort but does not seriously inconvenience the character

Consequence 3: Suffer from extremely bad luck, forcing an automatic retest on any challenge where the character otherwise would have been successful. No force of will or magic can counteract this retest. This is to say, that Rarity one Dark Thaumaturgy is *Storyteller Approval*, the character is considered to have a teacher for these paths and rituals instead of a need to summon one or research one to be summoned.

Additionally, paralegals of the Associates may start to negotiate contracts for other infernalists and Corporate, and offering their services to others. As payments for doing so, they may request a rarity one path of Dark Thaumaturgy per contract negotiated per Infernal Contract.

As Paralegals they gain access to the Associates corporation's resources. The capabilities and details of what a Junior Partner has access to is decided upon by the Team Sabbath Infernalism Sub-coordinator.

Lastly, as masters of Law all Paralegals gain a one bonus trait on all *Law* ability related challenges.

*Note: Becoming a member and forming a Pact with "Corporate" makes the member mechanically become a Thrall (and follows all requirements laid out within the current Infernalism packet). Always remember that the Associates survive because they remain hidden. Any Associate who gains a noticeable mark of infernalism is hunted down with the full resources of the Faction.

Paralegal Disadvantage

Infernalists are the first half of the targets of the Inquisition (and almost always are a part of the second half). As such, becoming one of the Infernal is to be set against them and to know, even if the Inquisition is not aware, that one is the target for execution. There is no redemption from this way of life (as far as an Infernalist is aware of or concerned). Face it, when the Inquisition speaks of heresy, they mostly think of Infernalists.

If you are called upon to do a task by the higher ups and leaders of the Faction then you must work on each task using whatever resources you have available. If the task is successful you may be

rewarded with corporate resources based on your participation and contribution to the success.

Finally, any Associate who is found to have any Investment or noticeable mark of Infernalism are slain ruthlessly by the faction. This is a part of being in the Associates that never changes.

For further information on detriments to a cainite's unlife as an Infernalist, please see the OWbN Infernalism Packet.

Prerequisites for Advancement to Junior Partner

Rising in the ranks of the Associates requires many contract negotiations to a Demonic master. Aside from time as a loyal and efficient lawyer of the damned, there is little else required to advance among the Associates. Advancement is gained through dedication and mastery of the Dark Arts. Advancement to Junior Partner, aka Regional Importance, requires the following:

- Storyteller Approval and Infernalist Sub Coordinator Approval
- Have Negotiated at least five contracts. This must be negotiation 5 minimum pacts or an aggregate of Pact-Levels totaling 20 points.

Junior Partner Advantage

Junior Partners are the dedicated and well trained lawyers of the Associates, whom they negotiate contracts for. Junior Partners continue to gain access to Dark Thaumaturgy as payment for their services. Dark Thaumaturgy still falls under the auspice of the Demon Coordinator, and it must still follow all the requirements of the Infernalism and Dark Thaumaturgy Packets.

As lawyers for the damned who are expected to negotiate multiple contracts at once, a junior partner of the Associates has earned some renown among his peers and the forces of hell. Junior Associates may purchase up to three levels of Infernal ranking background found in the OWbN Infernal packet. While this is still Demon Coordinator approval, it is understood it will be approved unless great reason is given not to. In addition, the Junior Partner may now forge contracts for Corporate for the purpose of

gaining rarity two Dark Thaumaturgy. *This follows the same rules and regulations listed in becoming a member. This is to say, that Rarity Two Dark Thaumaturgy is *Demon Coordinator Notification*, the character is considered to have a teacher for these paths and rituals instead of a need to summon one or research one to be summoned.

Junior Partners are expected to be experts in all legal manners. As such, these characters enjoy a free retest on all Law related challenges.

Additionally, Junior Partners have formed an additional pact with Corporate that works as follows:

You will be loyal to the Firm's Partners and above, assisting them whenever you can and consider them and their goals above your own safety:

(Obligation 4 + Consequence 4) - Frequency
[1/everyday] = Rating 7 Pact

Mechanics:

Obligation 4: Serious effort or places the character into real danger

Consequence 4: Permanently lose a number of Traits equal to the Pact Rating, divided across all Attribute categories (the exact details of the loss, determined at the sealing of the Pact); experience may restore this loss, but the maximum amount of Traits per Attribute category is now permanently reduced by one

Finally, as Junior Partners, they gain access to the Associates corporation's resources. The capabilities and details of what a Junior Partner has access to be decided upon by the Team Sabbath Infernalism Sub-coordinator.

Junior Partner Disadvantage

There is no greater Detriment than being hunted. Should a Junior Partners true loyalties and arts ever be uncovered, they can expect to be hunted mercilessly by the Sabbath Inquisition. Once they are discovered, the Junior Partner can only buy time until they are destroyed. It is for this reason most Associates in the Sabbath remain hidden and keep their dark arts a secret.

If you are called upon to do a task by the higher ups and leaders of the Faction then you must work on each task using whatever resources you have

available. If the task is successful, you may be rewarded with greater corporate resources based on your participation and contribution to the success.

Prerequisites of Advancement to Partner

Associates who seek to become Nationally Important are truly master Lawyers. The Dark Gods they negotiate power from will remember their name for eternity. Those of the Associates who wish to rise to this level are the cream of the crop of Cainite lawyers. Often, Nationally Important Associates are expected to recruit more members of the Sabbath to their faction and find cainite lawyers to bring into the fold. To become a Partner, aka Nationally Important, of the Infernalists requires the following:

- Storyteller Approval, Sabbath Coordinator Approval, and Demon Coordinator Approval
- Negotiated at least ten contracts. This must be negotiation 10 minium pacts or an aggregate of Pact-Levels totaling 40 points.

Partner Advantage

Partners are the highest authority on all things Infernal among vampires. They are those who instruct others in the basics of summoning and dealing with the Dark Gods. As before, Partners are expected to practice Dark Thaumaturgy to a greater degree. Dark Thaumaturgy still falls under the auspice of the Demon Coordinator and must still follow all the requirements of the Infernalism and Dark Thaumaturgy Packets. Partners are now able to forge contracts with the purpose of gaining rarity three Dark Thaumaturgy. *This follows the rarity restrictions as laid out in the membership portion of this packet AND the current Infernalism packet. This is to say, that Rarity Three Dark Thaumaturgy is *Demon Coordinator Approval*, the character is considered to have a teacher for these paths and rituals instead of a need to summon one or research one to be summoned.

Partners are the movers and shakers of the Associates. They command those underneath them in the hierarchy and have full access to the corporation's resources. What the partner can access

is decided upon by the Team Sabbat Infernalism sub-coordinator.

Additionally, Partners have another pact with Coprorate formed as follows:

You will work to empower the firm, ensuring its enemies are destroyed, recruitment continues, and contract negotiations proceed forward; you will defend and protect your fellow Partners as you would your own life and consider those above you in the firm to be your masters who shall be worshiped and obeyed at all times

(Obligation 5 + Consequence 5) - Frequency [1/everyday] = Rating 9 Pact

Mechanics:

Obligation 5: Grueling effort or extreme peril; abstaining from an activity the character enjoys immensely and would perform on a regular basis; a level one Path violation

Consequence 5: Horrific, agonizing death

Finally as the primer Demon Lawyers in the world, a Partner's name is well known and respected in Hell. Partners may purchase the Infernal Ranking background to level five. While this is still *Demon Coordinator Approval*, it is understood that unless there is an outstanding reason to deny the request it will be approved. They also gain a number of bonus traits on all *Law* ability related challenges equal to their current Law Ability rating.

Partner Disadvantage

As the primer Infernalists of the Sabbat, few are hunted with more fervor than the Partners. Indeed as these cainites recruit younger vampires into their dark ways, Partners are the top priority of the Inquisition. Partners must move with even more caution and subtly than ever before, lest they become victims of an Inquisitor's reliquary.

Chief Executive Officer

The owner and manager of the entire Associates, the Chief Executive Office of the Associates is elected by the Partners. The elected Chief Executive officer decides the direction of the entire faction as well as the allocation of its resources.

The Chief Executive Officer has the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Chief Executive Officer in the Associates, a PC would first need to either force the current position holder to vacate it, or claim it when it is empty. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Path of Revelations, Path of Screams, Power and the Inner Voice

Suggested Abilities

Demonology, Lore: Infernal, Occult, Lore: Demons, Torture, Law

Suggested Backgrounds

Cult, Infernal Rank, Occult Library, Influence: Occult, Influence: Church, Influence: Legal

Suggested Merits and Flaws

Merits: Beloved Disciple, Demonic Tutor, Unholy Aura, Unbound Diabolist (See OWbN Infernalism Packet for more information)

Flaws: Enemy, Hunted, Cruel Master (see the OWbN Infernalism Packet for further details)

Combination Disciplines

INFERNAL CONTRACT (DARK THAUMATURGY 5, DOMINATE 5)

Paralegal Level Rarity

All good lawyers must master the art of contract negotiation. The Associates are no exception to this. The first step any member of the faction must master is contract negotiation, as this is at the core of what

all Associates do. As such, these infernalists have developed this discipline technique to form the very core of their business. Using their skills of law and occult knowledge, an Associate can form a binding contract between all parties involved, once the terms are decided. These contracts are binding in the courts of earth and in hell. Written on a parchment of flesh and inked in blood, these contracts can never truly be destroyed.

System: Infernal Contract has two effects. The first enables the infernalist to negotiate between multiple parties. Once all parties agree upon the terms of the contract, it is signed in blood by all those involved. Once signed, this pact is formed between the party and Corporate. Doing these contracts, and gaining souls for Corporate, allows the character to gain currency for future approvals based on his rank within the faction. Additionally all parties involved in the forming of the contract are immediately aware if any party violates the terms of the contract.

**This is a character actually forming a pact with a demon. This is no hiding the fact, or not knowing, the character has just sold their soul for infernal power. Use of this combination power does not circumvent any level of R&U restrictions, it simply allows the character to act as a middle man for his demonic master.*

***Where the associate using this power has some bargaining leeway, a pact per the most recent Infernalism packet must still be formed, regardless of what is said in the meeting. Attempting to make poor deals could end Ravaging from Corporate.*

XP Cost: 8

QUID PRO QUO (DOMINATE 5, DARK THAUMATURGY 5)

Junior Partner Level Rarity

One of the most important aspects of any lawyer is getting paid for their services. Something given must be repaid. No longer content on simple contract negotiation, Junior Partners are expected to be compensated for any of their time in service to their job. Hell rewards the Associates well for their services. Each new contract and each new consolation is another soul in service to hell. This combination discipline was taught to the Associates by the Demons of Hell themselves, as a reward for

their accomplishments. A Christmas bonus, if you will.

System: Any time a Junior Partner's services are used (including "legal advice" or consultation), they may purchase a single infernal investment of the appropriate rarity. This aspect of the combination discipline is always considered active once purchased. The other aspect of this combination discipline allows them to extract payment from a target. When activated this combination discipline grants an additional free retest for all Dominate challenges against a target (not a single additional retest, a flat free additional retest for each dominate challenge). This "Quip Pro Quo" retest is the last retest that may be used in a challenge by the user (similar to might). To use this aspect of the Combination Discipline costs 1 willpower trait and lasts for a scene or an hour.

XP Cost: 8

TECHNICALITY (PRESENCE 3, DOMINATE 3)

Partner Level Rarity

Lawyers live and die by the word of the law and technicality. Associates do not consider themselves Infernal in the most basic sense. They consider themselves far above such basic students of hell. They are the masters of law and finding loopholes. This confidence in their skills allows an Associate to defend themselves in any integrations of their true nature. As such, they view themselves as getting off via technicality when questioned in regards to their infernal nature.

System: The first benefit of this combination discipline makes it so the Associate appears as always telling the truth in Aura Perception Challenges. Meaning if questioned via Auspex two, their last statement is always revealed to be truthful, regardless of whether it actually was or not. Secondly, the Associate gains a number of Bonus Traits equal to their level of their Faction Membership Background in any challenge related to detecting or determining if they are Infernal in any way. This power is always considered active once purchased.

XP Cost: 12

Known Members

NOTE: These members are not known by those outside of the faction (lest they no longer be known...or existing). They are, however, well-known amongst the Infernalists of the Sabbat.

ARNOLD FLESCHNER

A member of the Red Roses pack, Fleschner is both part legend and part leader of the Associates. Young, having been embrace in the early 1970s, Fleschner was never meant to survive the Embrace, nor does he accept the title of “leader” (or as much as the Sabbat Infernalists have one). However, it was Fleschner that was first to understand the practical nature of congress with Demons and first to give any sort of organization to the Infernalists within the sect. Those lucky enough to have acquired his “services” never question his abilities, lest they find themselves in situations most would call “worse than Final Death.”

SANGRIS THE SERPENT

Little is known about Sangris other than one thing: he’s supposed to be dead. Tried and executed publicly by the Inquisition in Montreal, many see Sangris’ continued unlife as a sign of his infernal nature. However, Sangris seems more interested in his own motives than the workings of other Infernalists. Perhaps something about Montreal and the remnants of his soul keep the Serpent occupied...

VALERIUS MAIOR

The famous red lister and notable legendary Dark Thaumaturge, Valerius Maior, has not been seen or heard from since the disappearance of his clan from the Sword of Caine. Rumor abounds that he was either destroyed with his clan or taken down by the Camarilla at last. However, no concrete proof has ever been found. Others whisper of a withered man named Maior who travels the world warning of the end times.

Media

The Prophecy

The Ninth Gate

Devil's Advocate

Constantine

TV Show “Angel”

Sources

Sins of the Blood

Road of Sin

Path of Screams

Stereotypes

Loyalists: “Disgusting slaves who sell their soul for lies.”

Moderates: “They poison our sect like a cancer. They must be stopped.”

Status Quo: “We once allowed them to exist within our sect. Never again must we make such a mistake.”

Ultra-Conservatives: “Destroy them when you find them and support the Inquisition on their holy mission to rid this cancer from our sect.”

Pander Movement: “We are all for equality, but these guys go too far and would drag us all to hell if they could.”

Order of St. Blaise: “These blasphemers must be purged at all costs from our sect.”

Children of the Dragon: “These fools think they can find answers in darkness. What a sad waste.”

Occult Underground: “We exist in hopes of stopping foolish brothers and sisters who pursue them for power out of slavery.”

Ecclesiastical: “And they call us the Cainite Heresy”

Inquisition: “They must be burned to the last. It is our holy mission to see this through.”

Black Hand: “They worm their way into the heart of the Sabbat and poison it within. I fear the Sabbat would be more effective if we could rid ourselves of them. Sadly it’s not that easy.”

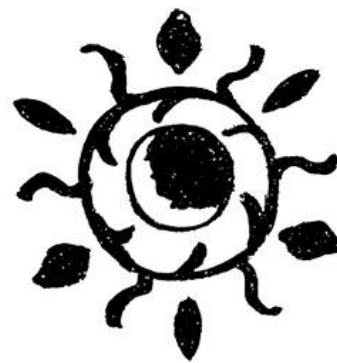
Cult Lilith: “We may worship the mother of all monsters, but we are not fools who sell our souls for power.”

CULT OF LILITH

“Come now, let me shelter you from the storm and tell you the truth they would seek to hide from you. They do so often neglect to mention the Dark Mother.”



Before Nod, before Carthage, alongside the Garden of Eden and the cities of Adam and Eve, there existed another Garden, which the Bahari called Dhainu. Of course, the Lilin were very different then. Legends say the offspring of Adam's first wife hardly looked human at all, but resembled any combination of celestial beings and the earthly creatures that surrounded them. Though the origination myth differs from cell to cell, the cult retains one singular purpose: to spread the truth of the Dark Mother, and to offer salvation in the form of painful lessons,



preaching life, death, and personal divinity to all those brave enough to seek them out.

The Children of Lilith conceive of themselves as more than just a faction. To the most highly evolved and respected of their kind, they are a distinct species altogether, marked souls whose original creation transcends their physical rebirth as a mortal or supernatural being. Each “cult” maintains its own unique characteristics, beliefs, and identity. There are Lilins in every city and lone practitioners in every town; some don't even know what they are or why they do as they do. Wherever there is suffering, there are Bahari.

From time uncounted, the line of Caine has ruled this earth. All of human history has seen the children of Seth plagued by their ancient cousins. Yet, before the rise of the Camarilla and Sabbat...before the Anarch Revolt...before the Long Night...before Rome and lost Carthage...before Enoch and the jyhada...and even before mighty Caine raised his fist to heaven, there was another.

Ahi Hay Lilitu.

Many are the names of the First Woman, against whom even Caine's mother is but a shadow. The Dark Lady created as Adam's equal, cast out by the arrogance of Her would-be husband. The Maid of Desolation who became the wife of God himself, to be cast aside by him as well. The Bride of Samael, wed a third time to great Lucifer, only to be abandoned yet again. Yet with each betrayal, the Queen of Gehenna stole a tiny but cherished portion of Her suitors' power. Through Her pain and sorrow, She learned.

Ahi Hay Lilitu.

When Caine found the garden She had raised as a reflection of forbidden Eden, the Mare of Night welcomed the broken son of her replacement. It was She who taught Caine the words of power that allowed him to survive in the lands east of Nod. It was only through Her teachings, Her attentions, Her love that Caine prospered in his exile. And he repaid Her kindness by abandoning Her and sending his children to slaughter Her own. Yet the Mother of Abominations saw through Her rage and Her anguish, and She learned. She sowed the seeds of a new garden.

When Pharisees and priests forsake the One Above and cry out to a new and wicked Prophet, I shall come unto ye in my Chariot of War, girt before the Lightbearer once again with my Sword of Wrath, and my cries shall be the tempest of Lust in all men.

The shells are broken, the demons free, the waters rise. Weep O' ye prophets of Jehovah! Ye shells shall be as the food of worms! A plague shall smite ye and blood shall be as tepid as water, and ye cities shall burn with the fires of pestilence, armies of another prophet shall stir across the seas of the east. Yea, I shall slay Jehovah with the coming of the Rising Tides, yea, Ba'hara the Third Garden of Abominations shall be birthed! Shine black the sun! Shine black the moon!

Ahi Hay Lilitu!

Nickname

Bahari

Symbols and Iconography

Modern Lilins have eschewed the cliché of cultists in formal flowing robes; most Lilins are young, and adopting archaic apparel is limiting to their current consciousness. Clothing and personal belongings are mere temporal reminders, a reflection of indulgences which the path rejects at its higher levels. Baharists typically showcase their personal experiences, survivalist natures, and fearlessness through symbolic tattoos, ritualistic scarring, and extreme body modifications, created through vicissitude or other semi-permanent means. However, the Cults of Lilith are rooted in ancient traditions which predate the vampiric Sects by millennia, so the symbols they employ in these modern nights still resemble

hieroglyphics and other ancient markings, though they draw upon no single cultural influence. Again, each group or cult (tribe or family are the preferred terms used today) maintains autonomy in their expressions, though some markings appear more universally understood than others.

Role Within the Sabbat

The Bahari exist as a counter point to the more mainstream Cainite scholars, the Noddists. While they both claim to serve the ideals of enlightenment, the quest for knowledge, and expansion of personal growth, the methods of the Bahari are held as (at best) needlessly cruel and bizarre, and (at worst) outright heretical. The Bahari themselves scoff at this notion, as there is knowledge in every cut, power in every burn, and the Dark Mother herself welcomes those that find a moment of clarity in their agony. To them, the crude mortal maxim "no pain, no gain" is one of the more insightful comments by the children of Adam.

The Sabbat Inquisition largely considers the Path of Lilith to be heresy, and more than a few Lilins have died as a result of their attentions. Rare is the devotee whom successfully defends his beliefs to his sectmates, and most of those who walk in Her footsteps do so in secret.

Prerequisites to Join

Those who seek to join the Cult of Lilith are first scouted by those who are already members. They find their potential candidate, someone who is beautiful, wealthy, powerful, or favored in some way. The member of the cult will then cause a cataclysmic event in that person's life leaving them stumbling around in pain. The prospect must wander in this state until Lilith grants her a vision (usually helped along by the Baharist). Pain is the initiation into the Bahari, only through it can their eyes be open to true enlightenment. The Pain need not be physical (but it can be); mental pain is often the best. Once the prospect is viewed by the Baharist as ready they often induct them into the cult via various forms of pagan rites. While the initiation varies from Lilin to Lilin, they all end the same way. A neophyte to the cult of Lilith must drink the blood of a sacrificial victim; he then must swear his oath to Lilith. Once done, the neophyte has begun his path to the Dark Mother. Only Ba'ham and higher can induct new members

into the cult. Besides this, to join the cult of Lilith requires the following:

- Storyteller Approval and Cult of Lilith Sub-coord Notification, as well as the following:
- Adopt either the Path of Lilith, Path of Flesh, or a variant, or take the Code of Honor: Path of Lilith

When all of the requirements above have been met, members of the Cult of Lilith start at the Neophyte rank.

Neophyte Advantage

On being inducted into the Cult of Lilith, an Initiate is introduced to other Bahari (whose real identities may be concealed). Through this network, the Initiate may gain access to the beginning secrets of the Bahari. They are taught its ancient language, and as such may purchase “Bahari” as a language. Further, as a sisterhood/brotherhood of vampires, the Bahari are expected to aid one another when called upon. Knowing that they live in fear of being found and killed, the Bahari often have a vast network of spies keeping an eye out for those hunting them. Once per game, a Baharist may use this spy network to see if anyone is actively hunting the Bahari in the city. What information is gained is decided upon by the storyteller, but it should be useful in remaining hidden.

Neophyte Disadvantage

As a member of the Cult of Lilith, the Cainite (or Kindred) may immediately become a person of interest to certain groups that seek out heretics such as the Sabbat Inquisition, or agents of the Justicars. For this reason, you must seek to keep your devotion secret, forever.

To the Sabbat, Members of the Cult of Lilith are heretics. If the Sabbat Inquisition finds out about your heresy, they will kill you, but that will not be the end. Your entire pack will likely be investigated and tried for failing to root out your heresy.

In the eyes of the Camarilla (and the Anarchs), Members of the Cult of Lilith engage in inhumane and reprehensible actions which are thought to endanger the Masquerade and offend the moral sensibilities of these “refined” societies. If you are

discovered, you will almost certainly die as status and boons only cover so much.

In order to maintain the benefits of a member of the cult, the character is required to keep contact with other Bahari, either locally or by reaching out to cult members in other territories.

Prerequisites for Advancement to Ba’Ham

On ascending to this level, the member no longer considers themselves a child of Caine, but now claims to be a child of Lilith. At this stage, the member may begin to show some initiative and start to gather his own converts to the path, gaining greater access to a larger network of cells. In order to show this growth, the character should have:

- Storyteller Approval
- Cult of Lilith Sub-Coordinator Approval
- Must be on the Path of Lilith or one of its derivatives

Ba’Ham Advantage

Now considered respected members to the Cult of Lilith, a member at this level likely runs a Cult of his or her own, and has access to a regional network of Bahari. Due to this, the Bahari may access knowledge and secrets which are considered by some to be at the height of depravity. The Ba’Ham may learn the Rites and rituals of their dark mother. Members of the Ba’ham may purchase the discipline Path of the Four Humors (see below). Finally the Ba’ham may now learn the language of Ba’Hara, as they have permission to do so. The language of the Dark Mother, Ba’Hara is an ancient tongue practiced only by those of the cult of Lilith. It is a level one to five separate ability (much like True Enochian). To possess the Ba’Hara ability language requires Sabbat Coordinator approval; though it is understood Ba’ham and higher will be given approval.

Ba’Ham Disadvantage

Characters at this level are completely indoctrinated into the Cult of Lilith to the point that their Sect-affiliations are no longer of importance and become

more or less a burden. It is not uncommon for members who achieve this level of membership in the Cult of Lilith to fake their death so that they may live their lives as one of the Autarkis, concentrating purely on their quest for knowledge and enlightenment.

Characters discovered at this point would have a very difficult time justifying or otherwise lying about their activities, and would likely be immediately killed for their beliefs.

Finally, in order to maintain contact with Bahari of the region, the character is required to spend at least one (non-successive) week of nights out of every month meeting with various Bahari throughout the region, participating in and conducting the dark rites of Lilith. Failure to do so results in the loss of Ba'Ham advantage for a period of time no less than two months for each week worth of meetings the character missed.

Prerequisites for Advancement to Hierophant

The Hierophants of the Cult of Lilith are its leaders. They are the high priests of the Dark Mother. Each leads a cult in their area and is famous around the country in which they reside. They are the most devout and fanatical members of the faction, and only through enlightenment and study can one hope to achieve such a level in the cult. To advance to the rank of Hierophant in the Cult of Lilith, PCs must meet the following requirements:

- Storyteller Approval and Sabbat Coordinator Approval
- Must be an adherent of the Path of Lilith at a rating of 4 (or higher)

Hierophant Advantage

A Cult of Lilith with the rank of Hierophant, the character is now considered a leader among the Cult of Lilith, and many of its members show her their devotion. As such, The PC likely leads cells of Lilins across several Metropolitan areas. Also, Hierophants may purchase the discipline of Natib Athirat (see below).

Hierophant Disadvantage

At this level, the character must forever leave the Sabbat; the Caine-centric nature of that sect is simply intolerable to the fanatical devotion of a Hierophant. There is no such thing as "hiding among them" or "destroying them from within" or whatever self-delusions one might use to try and justify remaining a member of the Sabbat at this point. The character simply must leave the sect.

For Camarillan members: As the character's activities at this point push the very edge of the Masquerade at best, they may not join or remain in the Camarilla (and wouldn't consider those deluded fools worthwhile anyway). It is common for those whom attain this rank to fake their deaths and live as Autarkis.

Finally, a Hierophant is required to spend at least one week each month among other Lilins outside her own city.

Apostles of Lilith

The Chosen leader of the various Cults of Lilith. These Vampires are viewed as the supreme voice of Lilith and most touched by the Dark Mother in the world. They are said to speak for the Dark Mother and are paragons of her teachings. Regardless of which Cult of Lilith a vampire is a part of, the Apostles of Lilith are respected beyond reproach. To speak with the Apostles of Lilith is to be considered blessed by Lilith herself. It is even said the Apostles speak directly with Lilith, visit her garden, and know exactly where the Dark Mother is. Constantly taking her council.

The Apostles of Lilith have the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become an Apostle of Lilith in the Cult of Lilith, a PC would first need to either force the one of the current position holders to vacate it or claim it when one of those seats is empty, or to be appointed by Lilith herself. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Deimos: The Path of the Four Humors

In their quest to understand the Dark Mother and her Children, the Hierophants concluded that to gain such answers would require contact with the dead, as the Children of Lilith have long since passed from this world. During the Long Night, many members of an ancient bloodline called the Lamia joined the Cult. Both the Lamia and the Cult of Lilith practiced and spread the religion of the Dark Mother. The Lamia brought with them a strange power and taught it to the Hierophants of the cult. Tonight it is known as the Deimos, a tradition kept alive by the Cult of Lilith after the destruction of the Lamia.

The Hierophants kept the Lamia (a bloodline dedicated to Lilith) path of Mortis, know as the Path of the Four Humors, alive after the bloodline's extinction. In the Final Nights it has evolved into a separate discipline for the Cult of Lilith (much as it used to be a discipline, Deimos, in Vampire the Dark Ages). Mechanically, the Hierophant does not gain Mortis or Necromancy. They are simply allowed to purchase the Path of the Four Humors as a discipline (As such, it does not have rituals). As becoming a Ba'Ham requires Sabbat Coordinator Approval, as one of the benefits of reaching such a rank, a PC who gains the rank of Ba'Ham may purchase Path of the Four Humors. For the Mind's Eye Theatre rules on Path of the Four Humors, please consult the Mind's Eye Theatre book, Faith and Fire.

Natib Athirat

This ancient discipline is more of a mastery of the rites and rituals of the Bahari that have been passed down for generations. Some would even argue that it is a very primitive form of Blood Magic, as indeed the rites of the Bahari appear to be magical in some sense. A character purchases Natib Athirat like any other discipline, however the discipline itself offers no powers. Rather, the levels of the discipline (basic, second basic, intermediate, second intermediate, and advanced) determine the level of the ritual the Baharist may have. Each ritual is purchased separately at the following costs: 2xp for first basics, 3xp for second basics, 4xp for first intermediates, 5xp for second intermediates, and 6xp for advanced. Finally, when a Baharist first buys each level of

Natib Athirat, they receive one free ritual of the corresponding level.

Natib Athirat itself is a pagan art dedicated to the Dark Mother. It's effects are often not subtle and those who know what they are looking for can recognize it immediately (Lore: Bahari 3 or higher). Below you will find examples of some of the rituals available to Natib Athirat. While not all encompassing, these rituals are a good example of what the theme and mood of the art should be like. Players and storytellers are encouraged to craft their own rituals as they see fit. However, all Natib Athirat rituals are Sabbat Coordinator Approval.

Mark of Lilith (Basic)

As members of a secret order often hunted by or misunderstood by many others, the Hierophants devised a way for members of the cult to identify one another. With a mastery over the soul, life, and death, comes the ability to affect a person's spirit. In doing so the Hierophants crafted this Ritual to subtly change the Aura of a member of the Cult. Only those who truly are members of the Cult of Lilith can see this mark and recognize those who possess it (assuming they can read auras). It is a secret all Cult Members would take to the grave with them before ever sharing.

System: This ritual allows the caster to slightly alter the Aura of another by marking it. This mark may only be detected by members of the Cult of Lilith who successfully use the power of Aura Read on the recipient. This mark in their aura is permanent. Non Cult of Lilith members will not notice the mark at all in their aura.

Consecrate the Garden (Basic)

The Cult of Lilith teachings speak of cultivating both a physical and metamorphic garden. These "Gardens" are Temples to the religion of Lilith. The Hierophants use this ritual to consecrate a properly created temple to the Dark Mother. This is considered "Holy" ground to the members of the Cult of Lilith. "Gardens" may take many forms, from a literal Garden, to medieval torture chamber, to BDSM clubs. Gardens vary from Hierophant to Hierophant, though all are holy. Members of the cult experience waves of ecstasy and pain from these gardens in attempts to reach further enlightenment. Cult members will receive strange visions and insight while at them and sacrificing to the "alter" of Lilith.

The Gardens are the central gathering points for all Cult of Lilith members in a city. This ritual calls forth the dead Ancestors of the Lilin to come and bless the Temple as a new Garden.

System: Once the Hierophant has constructed the proper place for a “Garden” he must perform a week long ritual. The Hierophant fasts for the whole week refusing to feed as he sacrifices and spills his blood upon the future garden. After this grueling week of prayer and sacrifice, the new “Garden” is created. Cult of Lilith members in a properly consecrated Garden gain the following benefits:

1. All Cult of Lilith Members are considered one trait up on all virtue tests while in the garden
2. All Cult of Lilith Members are considered to have one extra level of Willpower while in the Garden.
3. Cult of Lilith members that indulge in pain or pleasure while in the garden will receive visions from the Dark Mother (Storyteller runs these) and gains one free retest that may be used once in the next 24 hours on any challenge related to the visions received.

This ritual lasts one full year and requires the Hierophant to spend a permanent Willpower Trait at the time of casting. This ritae may be renewed each year upon the same spot, should a Hierophant wish it.

Rite of the Carrion Crow (Intermediate)

Members of the Cult of Lilith seek to commune with the Children of Lilith, many of whom are believed to have been destroyed ages ago. Through this ritae, the Cult of Lilith is able to uncover secrets lost to the world from the time before history was recorded. The Cult practices sacred Burial rites to those members who have passed, in hopes that future members of the Cult may call upon them to teach the history and lessons of the Cult.

System: This ritual has two effects. Firstly it may be used on a Cult of Lilith member who is still “alive”. When the member dies they will pass on, but their ability to aid the cult does not end. They may now be used for the rest of this ritual (this is largely a role-play mechanic). The Second part of the ritae allows you to summon back a member of the Cult who has undergone this ritual to help pass along wisdom, history, and insight into the cult itself. The user receives visions from a dead member of the cult.

The result of which allows the caster to ask the deceased member of the cult one question in relation to the Cult of Lilith. For the remainder of the scene after using this ritae, the Cult of Lilith member may spend a number of Mental Traits (maximum of 5) to raise either his Occult Ability rating or Lore: Ba’hari by one for each mental trait spent. This bonus may go over the characters allowed generational maximum.

Touch Nirvana (Intermediate)

The Cult of Lilith teaches that through extreme forms of pain and pleasure, the Ba’harist comes closer to the Dark Mother and reaching true enlightenment. The Methods for inducing such forms of Pain and Pleasure are so diverse and so limitless it truly falls to the creative mind of the cult member to decide what works for them.

System: This ritual is cast upon those who come before the Hierophant to seek enlightenment through pain. As masters of the Dead (including their) bodies, they created this ritual to assist in that. While most members of the Cult engage in such activities without this ritual on a regular basis (as their path requires such), it still is cast often by those in the cult who seek it. The Caster engages the target in a Social Challenge, retested with Torture (for pain) or Vamp (for pleasure). Success causes the recipient visions and feelings of ecstasy. It may even be cast upon the unwilling (though it is not a quick ritual, as you have to actively go through the actions to induce the result. Also this ritae in no way requires that the user engage in the activities, though one could force them through other means.). The visions and enlightenment gained are largely run by the storyteller. The Mechanical benefits are as follows:

1. For the rest of the Night the recipient feels no Pain. They will not suffer any Wound penalties for the remainder of the night.
2. The recipient is considered one trait up on all Conviction challenges for the remainder of the evening.
3. The recipient will replenish 1 willpower trait. If they already have full willpower, then they do not gain this benefit.

Become One with the Dark Mother (Advanced)

As the Hierophant masters the final levels of ritae, they can gain the ability to pull even further across in

to the lands of shadow to touch their gods. The Hierophant opens his mind and soul to the Lilin and the Dark Mother herself, praying to receive their dark blessing and praise. The Hierophant must make the proper sacrifice to the Dark Mother. Only the blood and life of a human who wasted his life with no hope of redemption may be used to create the link necessary to hear the voices of the Lilin. Even then, such things born of darkness are not meant for those that still exist on the other side. Each use causes the Hierophant to lose his mind a little bit more as a price, and seek to join those he worships each time.

System: The Player spends five (5) Blood Traits and must succeed in a Willpower challenge, difficulty 11. If successful, the character immediately gets five (5) Bonus traits to spread amongst his Physical or Mental traits, however he sees fit. In addition, the Character receives a free retest on Discipline-related challenges (for Disciplines they are using, not defending against). Finally, the vampire suffers no penalties from being awake during the day, other than taking damage from sunlight. This ritual lasts a night and, upon each successful use, the character gains a permanent derangement (decided upon by the Storyteller).

Suggested Paths of Enlightenment

Lilith (and all variations thereof)

Suggested Abilities

Investigation, Lore: Bahari, Lore: Kindred, Mediation, Occult, Theology, Torture, Vamp

Suggested Backgrounds

Cult, Herd, Occult Library, Retainers

Suggested Merits and Flaws

Merits: Code of Honor (Path of Lilith), Eat Food, Concentration, Unshockable, Innocent

Flaws: Prey Exclusion (Women), Addiction (Pain), Flesh Eater, Hunted, Grip of the Damned, Jaded

Combination Disciplines

TALONS OF SUFFERING (PRESENCE 2, VICISSITUDE 3)

Hierophant Level Rarity

The true masters of the servants of Lilith have mastered this dark art gifted to them by the Dark Mother. Calling upon their mastery of their flesh and body, a Hierophant can force their very bones to extend from their fingers into vicious barbed talons. However, despite their appearance, these talons offer no physical bonus to hurting their opponents. Rather these talons attack the spiritual. A victim of the receiving end of this discipline technique can feel their very will leaving them. Some rumors even speak of those fully drained of their will becoming slaves to the Dark Mother. However these rumors have yet to be truly proven.

System: The character spends one blood trait and grows terrible bone claws. These claws inflict no special damage or grant any kind of bonuses to the character. Rather, with a successful strike their victims lose one temporary willpower trait. These claws last a scene or an hour.

XP Cost: 9

SONG OF ENNUI (PRESENCE 5, AUSPEX 2)

Ba'ham Level Rarity

Trusted members of the Cult of Lilith are taught this Combination Discipline that they claim was gifted to them directly from the Dark Mother themselves. By forcing their mastery of presence and extending their own feelings of dread, a member of the Cult of Lilith can literally fill a room with unease, and like the center of a storm, create a sense of safety by their side. Only those of the strongest will have any hope of resisting this compelling manipulations of their own doubts and fears.

System: The character creates an aura of dread and fear that surrounds and extends from them. Any who are able to sense the presence of the character are affected by this power. This sense of dread and fear does not seem to emanate from the character themselves, and it fills an entire room. All those

effected instinctively know that safety resides with the character using this power. This power costs one willpower to activate and lasts a scene or an hour. Non supernatural creatures may not resist this power's effects, while those who are supernatural may attempt to overcome this effect by engaging in a Willpower challenge at a difficulty of seven. While this power is largely for role-playing purposes, those who do not seek the aid and shelter of the character using this power (or did not defeat the willpower challenge) must bid three additional traits on all challenges while this power is in effect. Only by defeating the willpower challenge or seeking the shelter of the character can anyone overcome this effect.

XP Cost: 12

SENSE THE SORROW (AUSPEX 4, PRESENCE 3)

Neophyte Level Rarity

In order to bring others into the Lilin's Garden, a member of the Cult of Lilith first needs to learn how to sense the fears, doubts, and worries of others. Only by learning these weaknesses can a member of the cult use them as a tool to strengthen others, the cult, and in turn the Dark Mother herself. Using the mastery of emotions and extending their own senses, a member of the Cult of Lilith with this art learns how to observe these flaws in others.

System: This power allows a vampire to scan a room and sense the doubts, fears, and worries of those around her. This power costs one willpower to activate and lasts a scene or an hour. When initially used, the character gets a vague sense of any fears, doubts, or worries that all the characters in a room may have, as well as their intensity. The player should ask the storyteller once they activate this power for this information. If the character wishes to hone in on one person they may do so for more specific information. The character engages in a static mental challenge at a difficulty of the targets mental traits, this is retested with Empathy. If successful the character gains specific information about the targets greatest doubt, fear or worry. They may only gain one of these per challenge and it is recommended that this information come directly from the storyteller as this powers intent is subtle.

XP Cost: 10

Known Members

HUKROS

The ancient Gangrel named Hukros is the head of the Cult of Lilith's Hierophants in the Modern Nights. Hukros is credited with codifying the modern Path of Lilith, and bringing with him many ancient lost secrets from the first Hierophants of Africa. With many of the more ancient members of the cult still in torpor awaiting Gehenna or destroyed, Hukros is the recognized leader of the Cult of Lilith tonight.

HELENA

Perhaps the most well-known, rumored Baharist is the Toreador Methuselah, Helen of Troy. But only the highest ranked and most secretive of the sect truly know for certain what her relationship to the Bahari may be, and why she would choose to involve herself at all.

LUCIAN

This ancient creature is rumored to stalk the wilds of Africa. Those who claim to have met him say to look upon his beauty causes you to lose all sense of time, or that they instantly fall in love. Who or what Lucian is, any vampire may guess. Should he even exist at all. What is known is that in the ancient stories of the Bahari, it speaks of a creature named Lucian who served the Dark Mother.

HIPPOLYTA

Many legends surround the name Hippolyta. Some say she is an ancient queen of the Amazons. Others say she was a rogue member of a now long dead bloodline dedicated to Lilith. Still others claim she is the Lamia reborn and is the High Priestess of all Cult of Lilith. Whatever the truth regarding the vampire named Hippolyta is; it is her legends that are important to the Bahari. In many ways she mirrors the stories of Lilith herself. Many claim to have met the enigmatic woman, and it is something of a bragging right in the cults to tell tales of having met her. Who and what Hippolyta is may remain a mystery to all; save the few who might actually met her one night.

Media

Queen of the Damned (Novel)
Supernatural (Season 4)
True Blood (Season 5)
Cabal (Novel)
Messiah of Monsters (Novel)
V/H/S (Movie)
Fever Ray (Band)

Sources

Road of Sin

Revelations of the Dark Mother (for Bahari symbolism)

Chaining the Beast

Guide to the Sabbat

Sins of the Blood

Gehenna (Fair is Foul Chapter)

Stereotypes

Loyalists: “Yea, no thanks. I grew out of my Feminist phase in college.”

Moderates: “Oh yes. Lilith tortured and raped Caine for years. He had no reason to be pissed. Idiots.”

Status Quo: “We are the brothers and sisters of Caine, not the nieces and nephews of Caine’s creepy stepmom.”

Ultra-Conservatives: “Deluded fools; kill them when you find them.”

Pander Movement: “Didn’t Rome collapse due to decadence?”

Order of St. Blaise: “Blasphemers of the worst kind. Our Dark Father will have no mercy upon them when he returns.”

Children of the Dracon: “Only when you understand that you will never understand, will you truly be ready for enlightenment.”

Occult Underground: “I have heard rumor that they practice one of the most ancient forms of blood magic. I would be interested in torturing my way into the truth.”

Ecclesiastical: “The Dark Mother played an important role with the Dark Father. But she should not be worshipped as he.”

Inquisition: “We led a holy crusade, years ago, to purge our sect of these heretics. But like any weed, they return every spring. The good gardener does not let his duty lapse.”

Black Hand: “On this, we agree with the Inquisition’s stance. Burn them all.”

Infernalists: “Lilith was the mother of all demons! Would you people wake up already and join us?”

Tal'Mahe'Ra

"You may smile back at Death, but we are its true master"



To outsiders, the Tal'Mahe'Ra is a bizarre, paranoid conspiracy of a Sect that spends little time in contact with the other factions of Kindred society. Very little is known about the "True Black Hand", and some Kindred consider stories of its existence apocryphal. It is said that its stronghold once lay in the Underworld, the realm of the dead occupied by ghosts of things long lost to the modern world; that they claimed the ancient ghost city of Enoch as theirs.

Its mission seems to be one of shepherding and protecting the world toward an end only it understands. Their vision is similar to the First City as described in the Book of Nod. Their faith drives them to serve the Dark Father by leading the return of his loyal and closest servants. The Antediluvians.

The Tal'Mahe'Ra has existed as long as there have been vampires in the world. It claims to be the oldest



sect of vampires on the planet. Born in a death cult, the Tal'Mahe'Ra is the other side of the coin to the Lost Tribe. Dynamic opposites, the Tal'Mahe'Ra and the Lost Tribe have sought to destroy one another for millennia. This all changed during the events called the Week of Nightmares.

Shortly before the Week of Nightmares, Enoch was annihilated, as were the vast majority of the leadership. The Aralu provided no foreknowledge of the attack, nor any assistance at its commencement, and grew silent afterwards. Even more damaging to the sect was the Week of Nightmares. When the Ravnos Antediluvian rose and began to wage battle against the kuei-jin, members of the sect rushed to India to assist it. To their unbelief, the ancient did not acknowledge them in any way; the cult simply didn't matter to its masters. Coupled with the Aralu's silence, this led to many members of the sect losing faith, and the organization fracturing into small Gehenna cults.

After the fall of Enoch and the collapse of a unified order, the Tal'Mahe'Ra broke among many lines. These fingers of the hand, so to speak, are many. Each claimed the inheritance of the legacy of the sect. Though only two major factions remained relevant and vied for control of what remained of the sect. Each claimed a new Del'Roh, and claimed to be the only true Tal'Mahe'Ra. The truth however is less wondrous. The sect that was once known as the Tal'Mahe'Ra was no more. All that remained was the shadow of what once was. While the two factions of the former sect vied for control and claimed to be its new leaders, without its original leaders and its city in the lands of the dead, nothing remained to unite the factions. The Tal'Mahe'Ra was a broken shadow of its former self, and seemed unlikely to ever pull itself back to its once former glory before Gehenna truly arrived. It appears that their ancient enemy, the Lost Tribe, has won.

One such Gehenna cult has emerged in the Final Nights. Consisting of some of the remaining former leadership of the Tal'Mahe'Ra, this new cult has emerged onto the world of the kindred. Calling themselves Erset La Tari among only true members of the cult, they act in secrecy as they once did, towards their goals. Erset La Tari, or Land of No Return, is a cult dedicated to the Eastern philosophies of the Tal'Mahe'Ra, and more importantly they seek revenge against the Sabbat's Black Hand in an act of redemption to their believed Antediluvian masters.

The surviving Lich, Roderigo al-Dakhil offered shelter to those of the Tal'Mahe'Ra that would need it after the collapse of the sect. Just as many of the sect's surviving members went their separate ways, many also went to Roderigo. In time he had gathered a small following of former members of the Tal'Mahe'Ra. Taking from the Rubrics of the sect he still had, Roderigo named their new cult after a passage in the Tal'Mahe'Ra's sacred script. Soon his cult of vampires, revenants, and mortals grew to nearly a hundred strong. Hiding in their mountain fortress in Spain that had been long abandoned by the Tal'Mahe'Ra, Roderigo sheltered the budding cult and shaped it to his will.

Slowly, over time, the cult of Erset La Tari grew. Refugees of the now dead sect came under Roderigo's banner, though they were small in number. A few of the sect's former members of note came to Roderigo. Indeed, the most shocking of which was Si'Dejha a former Seraphim who brought her own cult of Lilith with her seeking to join with Roderigo. Before he knew it, the former Lich had a following of note beneath his banner and a new order was being born from the ashes of the dead sect. As the new group began to be formed the refugees turned to Roderigo for direction and purpose. The elder Nagaraja turned to what fragments of lore he still retained from the Tal'Mahe'Ra for inspiration. He named the group after a particular fragment describing a difficult future ahead for the children of Caine and used its inspiration to give direction to his new cult.

After the 4th Sabbat Civil War, the influence and the power of Erset La Tari only continued to rise. Tonight they claim the lost title of the Tal'Mahe'Ra, claiming to have reforged the hand once more. Its membership grows and slowly but surely, the broken cult, under new direction and leadership, is once more becoming the legacy it claims. Again

infiltrating all walks of Vampire life (save for the Lost Tribe, whom have been declared a lost cause to try to infiltrate any longer), and restoring their lost strength, the Tal'Mahe'Ra has returned to serve their Antediluvian masters and the dark father, ready to oppose the Lost Tribe once more.

Note: The Tal'Mahe'Ra is one of the most secretive orders in the entire world of Darkness. They are not commonly even known about. At best they exist in rumor and myth. True knowledge of the Tal'Mahe'Ra is regulated by the Sabbat Coordinator. If you think you know about them In Character....you probably don't.

Nickname

True Black Hand, Manus Nigrum, Erset La Tari

Symbols and Iconography

The Symbol for the Tal'Mahe'Ra is also a crescent moon, same as the Black Hand. Where the Black Hand's crescent Moon is waning, the Crescent Moon of the Tal'Mahe'Ra is a waxing crescent moon. Noddist symbols and other old occult symbols that are only known to the sect are also common to mark members of the faction.

Role Within the Sabbat

As a cult dedicated to serving Caine and the Antediluvians upon their return during Gehenna, the Tal'Mahe'Ra has a special relationship with the Sabbat. The cult infiltrated the Sabbat for a long time, in hopes of directing it to their own ends and keeping them as chaotic as possible. By reinforcing the Sabbat's chaotic nature and tendency to fight itself more often than anyone else, the Tal'Mahe'Ra ensures the sect will never be able to accomplish it's intended goal of slaying the Antediluvians.

While the sect is most involved with the Sabbat, it is not exclusive to it. It seeks to recruit vampires from every sect in hopes of spreading its influence and agenda from the shadows across the world.

The Tal'Mahe'Ra always works in the shadows, manipulating the Jyhad from behind the scenes. They are masters of the arts of espionage and assassination. It is for this reason their greatest

enemy is the Lost Tribe, also known as the False Black Hand of the Sabbat.

These two groups are dynamically opposed. Each seeks to serve father Caine in what they believe is his will. The Lost Tribe serve Caine by being his hand of vengeance against the Antediluvians. The Tal'Mahe'Ra, on the other hand, seeks to serve Caine by serving his right hand, the Antediluvians. The truth of whom is right and who is wrong is perhaps only known to Caine himself.

Since the Tal'Mahe'Ra spends most of its time, resources, and energy in the Sabbat, it is fairly clear the danger that exists should the sect learn of its existence. Since the sect seeks to undermine and manipulate the Sabbat to its own end of serving the ancients, rather than slaying them, it comes to little surprise how quickly a discovered member of the Sect would be killed by the Sabbat. The secrets of the Tal'Mahe'Ra must be kept at all costs and members are expected to kill themselves before letting those secrets ever be revealed to outsiders. Only a few outside of the Tal'Mahe'Ra even know of the sect's existence. Unluckily for them, the majority of those vampires belong to the Lost Tribe, who seek to continue their millennia-long war against the cult

Roles in the Tal'Mahe'Ra

Rabishu: The Shakari are the Assassins and Hunters of the Tal'Mahe'Ra. This never changed with the fall of the sect. The sect still claims to have Shakari, and each is just as specially trained and as deadly as the next. They follow a very similar role to their counterpart in the Black Hand.

Alal: The Alal are the Tal'Mahe'Ra's equivalent to the Black Hand's Removers.

Kashshaptu: The Tal'Mahe'Ra has its own Magi order and is a sect full of mystical and occult might. Those who are blessed with the arts of Blood magic find themselves among their ranks.

Lalartu: These are the Manus Nigrum's equivalent of Watch Commanders.

Gelal: This role is for those seeking to recruit more members into the Tal'Mahe'Ra. They seek vampires, regardless of sect, who might share interests with the Sect, and they offer them membership and a chance to join them. In many ways, they are similar to the

Black Hand's Emissaries, but, unlike them, work in the shadows.

Zagmi: The Tal'Mahe'Ra also must have an order to tend to their spiritual and religious needs. It falls to the Zagmi to oversee these needs for the sect, in many ways serving in a similar role to the Black Hand's own Chaplains.

Rawis: The Rawis were, and are, the lore keepers of the Tal'Mahe'Ra. Their job was to study and protect the Guarded Rubrics (a collection of tomes that were older than the book of nod and claim much of the sect's doctrine). Though the original Rawis were destroyed in the battle for Enoch, new Rawis have been appointed within the sect. They all still perform their duties, though much of the Guarded Rubrics were both lost and spread among the world. Some Rawis seek out what was once lost in order to steal it back.

Qadi: The Qadi were the equivalent to the Justicars. They were elected by the Sheikh as the leaders of their clan in the Tal'Mahe'Ra. It was their duty to dispense clan justice among the Tal'Mahe'Ra. Since the fall of Enoch, the majority of the Qadi also died with it. Some seek to restore the Qadi once more as the Tal'Mahe'Ra grows once again.

Marid: The Marid are the elders of the Tal'Mahe'Ra, vampires of at least 700 years of age. Though more of a rank of respect than an actual level in the sect, the Tal'Mahe'Ra always viewed that the eldest have say over the young, as Caine decreed. Tonight, those few surviving Marid that remain can be found among the reborn Tal'Mahe'Ra. Since the destruction of Enoch, they have been elevated to a much higher standing in the sect. Each is a unique and special piece of the sect's history that was almost lost.

Fingers From the Hand

The Cult of Erinyes

This secretive order of all female warriors was charged with the training of the Chatterlings and the protection of Enoch. After the fall of the Tal'Mahe'Ra, not much of the cult survived. Indeed there are rumors that much of its membership joined with the schismatic Assamites. Having lost their honor and much of their membership, these female warriors, obsessed with death, seemed to fade into the obscurity of time.

Roderigo al-Dakhil, however, would save the Cult of Erinyes from collapse. Offered sanctuary among the Erset La Tari, the cult took charge once again to protect the Sect and refocus its study of death. There is some debate among them whether or not to recreate the chatterlings and raise them once more. Only time will tell if the cult has its way.

Lilith's Brood

The Children of the Dark Mother where a Lilith Cult within the Tal'Mahe'Ra. Though the majority of the sect believed in serving Caine and the Antediluvians, the Children instead believed in the teachings and followings of Lilith. They were tolerated and even supported in the Tal'Mahe'Ra. It is even claimed they, too, had an ancient rubric that confirmed their beliefs and the teachings of Lilith. The major difference of the Children and the majority of other Cults of Lilith is that the Children believed Lilith would rule as Queen and Caine as her King, and that the Antediluvians would serve as the avatars of the Queen and King of the damned. In a way, this allowed them to blend the beliefs of the Tal'Mahe'Ra with their own, making their interpretation of Revelations of the Dark Mother more radical than the normal cults.

Tonight, this faction enjoys the largest proportion of surviving members of the original Tal'Mahe'Ra. Many of its members, and indeed its leader, were not in Enoch at the time of its destruction. Since then, the faction has grown. They claim to have been proven right with the destruction of Enoch and their right to rule. Even tonight, they gain new recruits to their beliefs. They will often move among the various cults of Lilith preaching their own particular take on it. Their leader, Si'Djeha, is a Seraphim of the Tal'Mahe'Ra. She tried to claim the right to rule as the new Del'Roh, and due to her former title, some argue that claim was legitimate. However, she finally agree to rule the Tal'Mahe'Ra with Roderigo al-Dakhil as a council of Wazirs.

The Orphic Circle

Many of the members of the Tal'Mahe'Ra were obsessed with death. Indeed, some argue the cult was originally founded by death mages seeking to understand the greatest mystery. This group views that this belief and focus should be the primary goal of the Tal'Mahe'Ra. Only through understanding death can they hope to cheat it. Even they know the

immortality of vampirism is a joke at best, and if they truly wish to be immortal, they need to answer the questions few others would dare to ask.

The Orphic Circle seeks out ghosts and the underworld, a task made much easier now that the storm in the shadowlands has finally ended. Many of the Erthani had joined this faction when the sect collapsed, and found a home in it. Indeed, some of the Sect's greatest mortal and immortal necromancers a like call it home. They are led by one of the only surviving members of the Tal'Mahe'Ra leadership. A Lich by the name of Roderigo al-Dakhil. Tonight, Roderigo leads the Orphic Circle from his ancient mountain fortress, long ago abandoned by the Tal'Mahe'Ra. He callsto all other vampires who once claimed membership in the Tal'Mahe'Ra to join him, as he believes it is he who has the right to call himself the new Del'Roh, and that it is he who will lead the Tal'Mahe'Ra to greatness once again. To this end, the Orphic Circle claims they have the answers to survive Gehenna, and, indeed, many of its members believe Roderigo knows a way for the sect to win the Jyhad. The Orphic circle grows in size nightly, their might and size challenged openly only by the Children of the Dark Mother.

Shadow Crusaders

The Shadow Crusaders are those of the Tal'Mahe'Ra who were obsessed with fighting creatures known as Soul Eaters and combating what they believed was the plague of Vicissitude among the kindred race. Mostly made up of the Old Clan Tzimisce bloodline, these kindred sought out the chthonic like entities known as soul eaters in an eternal crusade to rid the world of these elder gods and their servants. Much of the Tal'Mahe'Ra didn't truly concern itself with the shadow crusade, as they were far too busy playing the Jyhad. However, the Old Clan Tzimisce of the sect pursued it with an obsession unseen before in the kindred world. To them, the sole purpose of the Tal'Mahe'Ra was to rid the world of Soul Eaters. While tolerated and supported by the Tal'Mahe'Ra, they were never very large. The elder Old Clan Tzimisce would take any who would come to join their crusade.

After the collapse of the Tal'Mahe'Ra, many of its members returned to their castles in Eastern Europe. Their will crushed, it would seem that the old lords who would have taken up arms would fall into a deep depression never to return. The year of fire changed

all that. The old Lords saw the return of the Baali, and with them the old gods in the form of the soul eaters. They had come to earth in larger waves than before. Now the Old Lords draw their swords and don their armor to wage the shadow crusade once more.

The Illuminati

The Tal'Mahe'Ra never had much pull, sway, or control over the camarilla, though sect legend claims that some of its members have been Justicars and even Inner Circle members. The truth of this, sadly, will likely never be known. With the collapse of the sect, those few members of the Tal'Mahe'Ra that could be found among the Camarilla had nowhere to return to. For years they remained hidden among the Camarilla, waiting for orders that never came. As the years passed, the small group of survivors of the Tal'Mahe'Ra banded together. As they assumed the death of the sect, they decided to keep true what they felt were the beliefs of the sect they were a part of. However, years of being lost among the natives (so to speak) resulted in many of the newly formed group blending the Camarilla's own ideologies with those of the Tal'Mahe'Ra.

The Ivory Tower always had rumors and whispers of secret masters. Though the members of the Tal'Mahe'Ra who claimed to also be members of the Camarilla always liked to claim to be those very same secret masters, the truth was they never had the real influence to do so. However, as they turned away from the broken remains of the Tal'Mahe'Ra to forge their own path, the newly formed Illuminati decided to change that. A secret society and cult, the Illuminati are those who were once part of the Tal'Mahe'Ra but have forged their own path within the Camarilla. It is their core belief that the Antediluvians they once worshipped do indeed truly control the Camarilla, and it is this belief that drives them forward. Now the Illuminati begins to recruit those among the Camarilla who they think will be supportive of their beliefs and cause. Nightly, they expand their influence among the Ivory Tower. With the reformed Tal'Mahe'Ra, the Illuminati were some of the first to return to the sect.

Prerequisites to Join

The Following Clans and Bloodlines are Disallowed into the Tal'Mahe'Ra: Ahrimanes, Assamite, Brujah,

Brujah Antitribu, City Gangrel, Giovanni, Kiasyd, Lasombra, Ravnos, Samedi, Tremere, Tzimisce

Membership in the Tal'Mahe'Ra is only granted through the sect's Principatus and Wazirs. Generally, the Tal'Mahe'Ra looks for Cainites willing to potentially sacrifice all in the name of the Manus Nigrum and those who will have devout loyalty to the sect above all others. All Tal'Mahe'Ra PCs and NPCs are **Sabbat Coordinator Approval**.

The faction is a rigid military-like structure mixed with a cult. Its members are diverse in scope and are all fanatically loyal to the Tal'Mahe'Ra. Also to note: it is Sabbat Coordinator Approval for any Tal'Mahe'Ra PC or NPC to leave the Tal'Mahe'Ra.

Dalhan Advantage

Those who have been officially inducted into the ranks of the Tal'Mahe'Ra enjoy many of the benefits and drawbacks for membership in the sect. At its most basic level, the Dalhan have proven their loyalty to the cult, but not fully. They are expected to follow the commands and orders of all those placed above them.

Still, even as a simple Dalhan, there are some benefits. All Dalhan are given a ghostly mentor to help guide them on their way. They may purchase the Background Ghost Mentor, which functions mechanically the same as the Mentor Background, save it is a ghost.

Dalhan are also trained in the ways of the Tal'Mahe'Ra and can learn many abilities and lore the sect has that they may require its members to possess. In many ways this training serves the purpose of a teacher for many basic abilities and equipment the Dalhan may need.

Dalhan Disadvantage

At the most basic ranks of the Tal'Mahe'Ra, its members are taught that secrecy is paramount, and to lay down their lives for sect if need be.

All Dalhan have the Kiss of the Asp performed on them, and are expected and trained to activate it should they be compromised or endanger compromising the Tal'Mahe'Ra.

In addition to this, due to the conditioning and training they undergo, all Dalhan develop the Fugue derangement.

Prerequisites for Advancement to Sheikh

The Sheikh are equivalent to the Camarilla's Primogen. They are the local clan leaders of the sect. Indeed, it is they who elected their Qadi. These nights the Sheikh are the regional members of the Tal'Mahe'Ra in an area. They are often the veterans members of the sect who have proven themselves multiple times. Willing to die for the sect and sacrifice all for its needs. Generally three missions for the Tal'Mahe'Ra must be completed for advancement for Sheikh and then approved by their Principatus.

Sheikh Advantage

Those among the Tal'Mahe'Ra who have proven themselves to the sect may earn the rank of Sheikh. These veterans of the Tal'Mahe'Ra have earned special privileges and considerations among the sect.

In addition to the increase of available resources at their disposal, Sheikh now gain access to some of the more mystical benefits of the sect. Once per month, the Sheikh may request to have the sect's blood mages cast Aljusuri rituals upon them or for them. The available rituals they may choose from are as follows:

- Corporal Reservoir
- Shadowland Passage
- Mass Grave
- Craft Weirding Stone

Sheikh Disadvantage

While the Sheikh are given greater authority and access in the Tal'Mahe'Ra, they are also expected to be fanatically loyal to the cause. As such a Sheikh will not hesitate to activate the Kiss of the Asp before revealing any information about the Tal'Mahe'Ra to outsiders.

Additionally, the Sheikh are also mystically incapable of revealing secrets of the sect to outsiders.

All Sheikh have the ritual *Binding of the Tongue* cast upon them.

Prerequisites for Advancement to Principatus

Both PC and NPC Principatus are Sabbat Coordinator Approval. For a PC to achieve this rank within the Hand, they would have spent a long time proving their loyalty, devotion, and success to the Tal'Mahe'Ra. While handed out more casually than once before, it is still an extremely hard rank to obtain and a great honor to those that do. Once a PC's Principatus has consulted with others and agreed that one is deserving of promotion, the Principatus will contact Wazirs with the request. The Wazirs will then review the promotion and either approve or deny it. There is no set skill or character sheet requirement for this. It is very subjective and varies from PC to PC.

The Principatus are equivalent to the Black Hand's Dominions.

Principatus Advantage

The Lieutenants of the Tal'Mahe'Ra are equivalent to the Black Hand's own Dominions. They are always in charge of an entire area of the world with members of the Tal'Mahe'Ra underneath them. They answer only to the Wazirs themselves and their command is expected to be obeyed by those beneath them. As such, what resources are available to the Principatus are vast and often powerful. Ancient artifacts and even the Guarded Rubrics are not beyond their hands. What the Tal'Mahe'Ra can provide to the Principatus is decided upon by the Sabbat Coordinator.

Additionally, those among the Principatus who prove to go above and beyond for the Tal'Mahe'Ra may be instructed in the arts of Eastern Necromancy or the Thaumaturgy of the Rafastio.

Principatus Disadvantage

As the highest ranking members of the Tal'Mahe'Ra besides the Wazirs themselves, the Principatus are given the greatest authority in the sect. They are also expected to have greater responsibility and rarely, if ever, fail. Disobedience and failure are punished harshly by the Wazirs. For their lives truly belong to

them. A Principatus would not hesitate if commanded by the Wazirs to kill themselves.

Wazirs

The Wazirs make up the global leadership of the True Hand. They are comprised of the Del'Roh (the Sect's Supreme leader), the Seraphim or Kherebu (who serve as Lieutenants to the Del'Roh), and the Liches (who serve as judges and direct representatives of the Del'Roh).

The Del'Roh was the Supreme ruler of the Tal'Mahe'Ra. They either are voted in by the Wazirs or usurp the throne by Machiavellian methods, but usually both. Since the destruction of the sect, the Wazirs that remained broke and went in different directions. As such, no new true Wazirs have been named. Both Rodrigo and Si'Djeha claimed the title of Del'Roh for themselves in the past (after the destruction of Enoch and until the Year of Fire), but neither have emerged victorious. With the events of the Year of Fire, both have agreed to be ruled by a council of Kherebu. As a result, The position of Del'Roh remains empty.

The Kherebu are Lieutenants and advisors of the Del'Roh, and are chosen from the mightiest of the Erinyes, Shakari and Qlippoth. The Kherebu, also known as the Seraphim, specialize in the maintenance of the Tal'Mahe'Ra members, recruiting new blood to the Sect and defending the holdings of the True Black Hand. After the destruction of Enoch, only three of the original Tal'Mahe'Ra Kherebu are known to have survived. Originally 10 (3 Sabbat, 2 Camarilla, & 5 from the Eastern Sect), they number only four tonight:

Si'Djeha
Shaytan-Ifrit
Khshayarsha
Marge Khan

The Liches are ancient vampires who specialized in death magic and were selected from the Rawis, Qadi and Qlippoth. They specialize in internal and external information gathering, enforcement of the laws of the Wazirs and the obtainment of ancient and modern lore and rituals for the Shadow Library. Three Liches served as judges and representatives of the Del'Roh before Enoch, but now only Roderigo survives.

Roderigo al-Dakhil

Bloodlines and Revenants

True Brujah

The True Brujah survived the destruction of Enoch, and the largest remnant has thrown its lot in with the Followers of Set. The True Brujah are overseen and run by the *Brujah Coordinator*

Nagaraja

The Nagaraja have largely joined the Dalhan and have thrown in their lot with the Kuei-Jin. Those few that did survive are almost universally members and rarely, if ever, leave Asia. The Nagaraja are overseen by the *Sabbat Coordinator*

Old Clan Tzimisce

The Old Clan Tzimisce spend much of their nights in the traditional lands of the Tzimisce. They largely keep to themselves and make their secret plans to continue the Shadow Crusade. The Old Clan Tzimisce are overseen by the *Tzimisce Coordinator*.

Rafastio

For the first time in history, the Rafastio are free from their masters. For a time, the family decided to try carving its own path in the world. Though, as revenants, they were quick to learn that alone they never stood much of a chance. Since that time, the Rafastio family has allowed its members to choose where their future lies, and to seek allies wherever they can. Many found a kinship in the Ravnos Antitribu who survived their own apocalypse, much like themselves. Others found a home among the other revenant families of the Tzimisce. Still, some returned to the reborn Tal'Mahe'Ra and can still be found among them tonight. Regardless, the Rafastio are overseen by the *Sabbat Coordinator* and are *Sabbat Coordinator Approval*.

Rafastio Thaumaturgy rarities may be found below under Mystical Arts

Chatterlings

The humans who were abducted at child birth to train and live in Enoch were almost all eradicated with the destruction of Enoch. Those that did survive

happened to be on earth at the time. Many did not know what to do with themselves, and to this night they await orders that will never come. Others have chosen to try to live normal lives, things, sadly, they can never really have. The Chatterlings are overseen by the *Sabbat Coordinator*

Enrathi

The revenant family most in line with the original purpose of the Tal'Mahe'Ra found themselves alone for the first time in their history. The majority of the family threw their lot in with the Harbingers of Skulls, as they felt a kinship to the bloodline. Many others have joined the Orphic Circle as they remain loyal to what they believe should be the goal of the Tal'Mahe'Ra tonight. Finally, some members of the family joined with the eastern courts, where they spend their nights studying the mystery of death. The Enrathi are overseen by the *Sabbat Coordinator* and are also *Sabbat Coordinator Approval*.

Marajava

The family of Thuggee assassins broke when the Tal'Mahe'Ra fell. The family divided in three ways. One part of the family decided to return to Alamut and remain in service to the clan they felt closest too. A second part revealed themselves and offered their services to the Lost Tribe (aka the Black Hand) in return for protection. And finally, a third part of the family returned to India to seek out the original family and what occurred to them. This last part has not been heard of since. When the Tal'Mahe'Ra began to reform, some, but not many, of the family returned to the fold. Those Marajava who are with the Assamite clan are overseen by the *Assamite Coordinator*, all other Marajava are overseen by the *Sabbat Coordinator* and are *Sabbat Coordinator Approval*.

Mystical Arts

Eastern Necromancy

Out of all the Disciplines, Necromancy is the most common discipline practiced by the Tal'Mahe'Ra. The Tal'Mahe'Ra had its roots in a cabal of death mages, and even at the end of its days, they were never truly able to separate themselves from it. It even created the Nagaraja from these mages, who

practice their own brand of Necromancy. Though Mechanically similar to Western Necromancy, the Eastern Necromancy of the Nagaraja is vastly different in both flavor and performance. Eastern Necromancy takes its traditions from Asia and their various death rites and ways. We recommend anyone with Eastern style Necromancy to read up on the cultures it is based from. While the Nagaraja are the majority of the practitioners of Eastern Necromancy, they are by no means the only ones. Eastern Necromancy spread among the Tal'Mahe'Ra at its height of power, though any member who proves a devotion to death and the sect can be provided a teacher for it. Either way, Eastern Necromancy follows the same exact rules, guidelines, and packets as normal Western Necromancy, save for one. The starting path for all Eastern Necromancy is the Vitreous Path. Additionally, all Eastern Necromancy approvals, either for rarities or purchasing it Out of Clan, require *Giovanni Coordinator Approval*.

Thaumaturgy

The Rafastio revenant family practice Blood Magic, and are masters of a lesser hedge magic, much of which early hermetic thaumaturgy can find its roots in, though the thaumaturgy of the Rafastio tends to focus more on cursing magic than anything else. As such the Thaumaturgy practiced by the Rafastio revenant family is the same mechanically as Hermetic Thaumaturgy. The rarities for their magic follow all rules in regards to Hermetic Thaumaturgy in OWbN found in the Arcane compendium, and any approvals fall to the *Tremere Coordinator*.

Kashshaptu of the Tal'Mahe'Ra follow the same rules and guidelines of the Magi of the Black Hand.

Aljusuri

The Lost Tribe art of Aljusuri was also practiced by the Tal'Mahe'Ra. As such, the members of the sect may purchase Aljusuri rituals from the OWbN Black Hand Packet. For all other rules please see the Black Hand Section of this packet.

The Guarded Rubrics

The Guarded Rubrics are the ancient writings and items from the time before recorded history, rumored to be older than even the book of Nod. The Guarded Rubrics are ancient relics the Tal'Mahe'Ra hold

sacred and base much of their belief structure upon. When the sect collapsed many of the guarded Rubrics were destroyed. Others had been scattered across the world. As Gehenna approaches, the Tal'Mahe'Ra search desperately to find each and every Rubric they can get their hands on. They believe the Rubrics are what hold the key to salvation for the race of Caine and the Tal'Mahe'Ra as a whole.

As each piece of the guarded rubrics is a unique item, all of the guarded rubrics items are controlled by the *Sabbat Coordinator*.

Suggested Paths of Enlightenment

Path of Lilith (Lilith's Brood), Self-Focus, Scorched Heart, Path of Caine, Path of Cathari, Path of Death and the Soul, Path of Power and the Inner Voice, Path of Blood

Suggested Abilities

Art of Memory

The Black Hand only ability of the Art of Memory was also practiced and learned by the Tal'Mahe'Ra. As such, any member of the Tal'Mahe'Ra may purchase this ability. See the OWbN Black Hand packet for more details.

True Enochian

The Rawis may freely purchase this ability as they are the lore keepers of the Tal'Mahe'Ra. Otherwise, see the OWbN Black Hand Packet.

Lore: Tal'Mahe'Ra

Tal'Mahe'Ra members may purchase Lore: Tal'Mahe'Ra up to a 3, each level after that requires Sabbat Coordinator Approval.

Blood Preparation (Dirty Secrets of the Black Hand page 70)

Lore: Mummy (Dirty Secrets of the Black Hand page 70)

Thanatology (Dirty Secrets of the Black Hand page 71)

Lore: Shadowlands (known as Underworld Lore in Dirty Secrets of the Black Hand page 71)

Suggested Backgrounds

Tal'Mahe'Ra members must have the Background Alternate Identity. New members must have it at a 2, 3 for established members, and 5 for sect leaders.

Occult Library, Occult influence, Contacts

Suggested Merits and Flaws

The below are Merits and Flaws taken from the book Dirty Secrets of the Black Hand, and converted to OWbN MET.

Animal Affinity (1pt Merit, Dirty Secrets of the Black Hand page 80)

Select an animal. Animalism and Animal Ken challenges with said animal chosen gain plus two bonus traits in all challenges.

Entrepreneur (1 pt. Merit, Dirty Secrets of the Black Hand page 80)

With all tests made to acquire money, you gain 2 bonus traits on ties.

Mage Companion (3pt Merit, Dirty Secrets of the Black Hand page 80-81)

Use as printed.

Wraith Companion (3pt Merit, Dirty Secrets of the Black Hand page 81)

Use as printed.

Faerie Hatred (2pt Flaw, Dirty Secrets of the Black Hand)

Use as printed.

Demon Plagued (2pt Flaw, Dirty Secrets of the Black Hand page 81)

Use as printed

Blackmailed (1pt. Flaw, Dirty Secrets of the Black Hand page 81)

Use as printed

Capable Assistant (7pt Merit, Dirty Secrets of the Black Hand page 81)

Use as Printed

Elysium Domain (1pt Merit, Dirty Secrets of the Black Hand page 81)

Not applicable to PCs in OWbN.

Inconnu Associate (4pt Merit, Dirty Secrets of the Black Hand page 81)

Use as printed

Safe Passage (1pt Merit, Dirty Secrets of the Black Hand page 82)

Not applicable to PCs in OWbN

Sanctuary (2pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Student (1pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Valuable Secret (1-3 pt Merit, Dirty Secrets of the Black Hand page 82)

Use as Printed

Well-Traveled (2pt Merit, Dirty Secrets of the Black Hand page 82)

The character may make a Mental challenge at a difficulty of 12 minus 1 for every status trait the vampire he is trying to learn the standing of possesses(maximum of 5). Success results him in learning the target vampire's status.

Airport (4pt Merit, Dirty Secrets of the Black Hand page 82)

Use as Printed

Castle (5pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Extremist Group (4pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

University (4pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

Strong Blood (5pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

Irretraceable Fangs (1pt Flaw, Dirty Secrets of the Black Hand page 83)

No longer usable, been replaced by the Permanent Fangs flaw instead.

Methuselah's Thirst (7pt Flaw, Dirty Secrets of the Black Hand page 83)

Use as printed.

Combination Disciplines

Members of the Tal'Mahe'Ra may also learn the Combination Disciplines of the Black Hand with Sabbat Coordinator Approval. This in addition to the three presented below.

SMOKY PACE

(CELERITY 1, OBFUSCATE 1)

Dalhan Level Rarity

Secrecy and stealth are crucial in the missions of the Tal'Mahe'Ra. As a sect that operates in the shadows; members of the cult have developed a unique ability to aid them in these endeavors. By moving swiftly and using the arts of concealment, a member of the Tal'Mahe'Ra can eliminate any sound from his movements for a time. The result of which is a combination discipline technique taught to almost all members of the Manus Nigrum as means to aid their stealth efforts.

System: Spend 1 blood and for the remainder of the scene or hour, the character makes no sound whatsoever when moving. This results in a free retest in all stealth challenges.

XP Cost: 5

SHROUD OF THE MIND

(AUSPEX 4, OBFUSCATE 4)

Sheikh Level Rarity

Remaining hidden from the world at large and protection of the secrets of the Tal'Mahe'Ra from outsiders are perhaps two of the most important agendas of the sect. As such, the cult has developed this discipline technique from others digging into the

minds of its members and simply extracting those secrets for their own use. Using the mastery of their own senses and the ability to conceal, the vampire focuses this power to cloud his own mind and make it extremely difficult for others to steal any secrets he may possess. The downside is that once this technique is learned, it can never be turned off. Which in some instances may be a burden to a vampire wishing to simply show secrets to his fellows in the Tal'Mahe'Ra.

System: Once bought this power is always considered active. In all challenges to get information from the character's mind, they win all ties. This applies only to defensive challenges and ONLY in regards to information about the Tal'Mahe'Ra. All other challenges or attempts to get information related not related to the Tal'Mahe'Ra does not grant the character "Win All Ties".

XP Cost: 14

BLESSINGS OF THE ARALU (AUSPEX 5, POTENCE 5)

Principatus Level Rarity

While the Aralu are long gone from the world, this discipline technique was mastered centuries ago by the Tal'Mahe'Ra to gift members of the sect with the ability to possibly make the holy pilgrimage to Enoch. The stories of the sect say this combination discipline was gifted upon the Tal'Mahe'Ra from the dreams of the Aralu themselves to the Chatterlings. It is true, the identity of the first vampire to develop this power is long since lost, but the cult keeps the secrets of this combination discipline alive. By focusing their mind and raw physical power, the Cainite tears a brief whole in the wall between worlds and steps into the realm of the dead. Even with the loss of Enoch, this combination Discipline is still considered a gift of the Aralu and still serves a purpose for a sect focused on the world of the dead.

System: The character spends three blood and one willpower. At the end of the character's turn, the character makes a Willpower challenge against the difficulty of the shroud. If they succeed the character immediately physically enters into the Shadowlands. A character who wishes to return to the Skinlands must reactivate this power and perform the same test once again. Once in the shadowlands the character is physically there and can suffer all the benefits and drawbacks as such.

XP Cost: 20 xp

Ritae

Only members of the Tal'Mahe'Ra who are also Sabbat can practice Ritae. As such they may have the following ritae that are considered Ignoblis.

Anele of Purification

See Dirty Secrets of the Black Hand page 39 for more information. Where once the blood of the Del'Roh was used, there is no longer a Del'Roh. As such, the blood of the Wazirs is used instead.

Blood Hunt

See Dirty Secrets of the Black Hand page 39 for more details. Only the council of Wazirs can call a blood hunt.

Danse Macabre

See Dirty Secrets of the Black Hand page 39.

Sacrificial Offerings

See Dirty Secrets of the Black Hand page 39. These are performed by the Principatus and Wazirs.

Vision Seeking

See Dirty Secrets of the Black Hand page 39.

Death's Head

See Dirty Secrets of the Black Hand page 40.

Oath of Loyalty

See Dirty Secrets of the Black Hand page 40.

Spiritual Propaedeutics

See Dirty Secrets of the Black Hand page 40.

Tests of Verification

See Dirty Secrets of the Black Hand page 40. Note: This will always reveal if a vampire is truly a member of the Tal'Mahe'Ra or not.

Known Members

RODERIGO AL-DAKHIL

One of three Liches of the Tal'Mahe'Ra, Roderigo survived the fall of his sect. Since then, he offered shelter to those who were once part of his sect, as he was the highest ranking member of the sect still walking the earth. Many, indeed, answered the call to his new cult, the Erset La Tari. He reasons that the Shadowlands still hold the key to the answers they

seek. Roderigo actively recruits former members of the Tal'Mahe'Ra to his banner and his numbers are growing. Indeed, he even promotes and recruits mortal institutions related to the matters of the Shadowlands. With Gehenna at his doorstep,

Roderigo wastes no time in consolidating his power and pushing his cult's agenda. Though he heads the Council of Lalassu (the title for the councilors of the cult), his will is truly what directs the cult. Taking in the roots of the Eastern Tal'Mahe'Ra and a burning desire for revenge against the Black Hand who slew his beloved, Roderigo has forged this new cult to his will. Tonight he sends them to work in the shadows once more, to sow deceit and paranoia. Sending his agents to join the Sabbat and work within to undermine the Black Hand, Roderigo, himself, has his own persona in the Sabbat famous among the Mexican packs that they believe is an ancient Harbinger of Skulls, and have come to almost worship.

Si'DJEHA

The leader of the Children of the Dark Mother and devout Ba'harist, Si'Djeha was a Seraphim of the Tal'Mahe'Ra. She managed to survive the destruction of Enoch, as she had been on earth at the time of the attack. Since then, she has taken this to be a sign from Lilith, that the sect was following the wrong course, and it is her and those who follow her that are choosing the correct path now. When she had heard of the offer of sanctuary from the former Lich Roderigo, Si'Djeha led her own small group of followers to his fortress in the mountains of Spain. Given protection and a place for her people to go, she strongly supported the former Lich in the creation of the new cult. As a former Seraphim of the Tal'Mahe'Ra, Si'Djeha is second only in rank to Roderigo. Though she sits on the council and casts her opinion, Si'Djeha's own personal view as a cultist of Lilith and those of her sisterhood of the dark mother among the Erset La Tari can sometimes oppose the ideas and directions of Roderigo. Though she lacks the support and power to usurp the new cult from his control should she desire it, it is, perhaps, that she is biding her time, waiting for the opportunity to usurp the former Lich's position and take over the cult for her own ends.

SHAYTAN-IFRIT

The ethereal Shaytan-Ifrit is more spirit now than man. The ancient Assamite was a master of heaven and earth and rumored student, or perhaps lover, of Nar-Sheptha. His past is unknown to all but the most ancient of legends among both the children of Haqim and the Tal'Mahe'Ra. For years he wandered the deserts of the Middle East, seeking the godhood of the Ashipu. Some claim he has even achieved the legendary state. What is known is that whatever he is, Shaytan-Ifrit is hardly human anymore if at all. He is the Djinn of legend, and profoundly powerful. His sire was one of the Rawis of the old Tal'Mahe'Ra. As such, unlike his broodmate, Antara, Shaytan chose to follow in his sire's footsteps. Never truly focused on the sect's goals beyond that of the arcane, when the old sect collapsed, Shaytan took to haunting the desserts of the middle east once more. However, it was Roderigo who found the ancient vampire and convinced him to join his cause. Now Shaytan-Ifrit sits on the council of Wazirs. Though he still remains something of an aloof mystery, when he does speak the entire council listens.

KhSHAYARSHA

The primer Shakari of the old Tal'Mahe'Ra, Khshayarsha earned his reputation in the wars of the old sect and the followers of set. His skills and tactics have become stories of legends among the Erset La Tari. Due to his stature as an instructor of the Shakari, Khshayarsha was on earth when Enoch fell. Since then, he hires himself and his students out to the highest bidder. Also during that time, Khshayarsha continues his war against the followers of set. He quickly learned of the betrayal of the True Brujah. With the year of fire and the sanctuary offered by Roderigo, Khshayarsha decided to join this new cult. He brought himself and his Shakari to the mountain fortress in Spain of the Erset La Tari. With the forging of the Lalassu council, he was offered a position among the cults leadership. In truth it would have been foolish for the other Lalassu not to. With him, Khshayarsha brings the greatest teachings and students of the Shakari of the old sect, an asset the Erset La Tari could not afford to exist without. For now, Khshayarsha enjoys his new found position of power and continues to train and command the Shakari as he always has.

MARGE KHAN

Whenever the Tal'Mahe'Ra required an expert on espionage or for someone to commit unspeakable acts of horror, it was the Dominion Marge Khan they called upon. Stories of Marge Khan's acts and prowess are something of legend among those who once claimed a home in the now unraveled Tal'Mahe'Ra. She used the most brutal of tactics and gave much to the reputation of the Black Hand as being one of the most cruel, ruthless, and horrible sects of vampires on the planet. Ever eager to prove herself and commit new acts of horror in the name of the Tal'Mahe'Ra, Marge Khan was on earth when Enoch fell. For a time she wandered the world alone. Her power base broken, and with only her name to carry her through the night, all Marge Khan could do was run from the vengeance of those she and the Tal'Mahe'Ra had wronged. Not until the Lich Roderigo sent out the offer of sanctuary to former members of the Tal'Mahe'Ra did she finally have the chance to stop running. When she arrived to the new cult of the Erset La Tari, many of its members wanted nothing more than to turn her away. Her reputation as a ruthless monster seemed to follow her even there. Were it not for Roderigo, it is likely Marge would have been cast out from the new cult. Rather, seeing a need for her particular talents, he offered a place among them and, furthermore, a place upon the Lalassu council. Now, Marge Khan serves as the horror in the night for the Erset La Tari. Though none suspect that she truly follows the path of revelations or even that she is really a Malkavian Antitribu and not a Toreador Antitribu, she is truly glad to be able to continue to commit atrocities upon those who cross her path.

QADI VARDEK

The Kindred who calls himself Vardek is extremely old, possibly as old as the Tal'Mahe'Ra. He calls himself the Qadi of the Ventrue and claims that a majority of the Camarilla princes are his descendants. Noted for his quick wit and cunning, he mainly tries those who he claims acted against the best interests of the Black Hand. Most suspect he is using his power to eliminate his potential enemies.

Media

Assassin's Creed (Templars vs Assassins)

Hitman

Burn Notice

Tom Clancy Books

Skulls

Eyes Wide Shut

Sources

Dirty Secrets of the Black Hand

Vampire the Masquerade: Storyteller's Handbook

Revised

Caine's Chosen

Stereotypes

Unlike the other Stereotypes, these are from the perception of the Tal'Mahe'Ra. As they are not truly known of by the others.

Loyalists: "The mindless horde of the Sabbat. Hard to control, but once you do, no force can truly stand before it"

Moderates: "How quaint, attempting to temper the chaos of the Sabbat. We have been trying that for centuries."

Status Quo: "The Status is never Quo"

Ultra-Conservatives: "If they ever control the Sabbat, we are in trouble. They might actually be able to accomplish the goals of the Sabbat. We cannot let that occur."

Pander Movement: "Mongrels and outcasts of Caine. There is no equality among the race of Caine. Only service to the elders."

Order of St. Blaise: "Children playing at manipulation. Controlling humans is easy. Try Vampires."

Children of the Dragon: "We were there when Constantinople burned. Good riddance. Your dream is dead."

Occult Underground: "Their secrets would be of great use to us. We must endeavor to claim them."

Ecclesiastical: "So close, yet so far, from the grace of Caine. The Cainite Hersey was amusing for a time. Sadly these are no longer the Long Nights."

Inquisition: "The Inquisition believes the Black Hand is hiding heresy. Much of our acts are attributed to them. We are indeed their dirty little secret. Too bad you will never figure it out."

Black Hand: "Our eternal enemy. We are philosophical opposites. We have warred for Millennia. Too bad most of your members don't even know we exist. The next move on the board is ours."

Cult of Lilith: "Useful allies on occasion. We welcome them. As long as they accept the Dark Mother's role in the Dark Father's plan."

Infernalists: "Abominations. They are traitors to all our kind and should be purged from the earth."

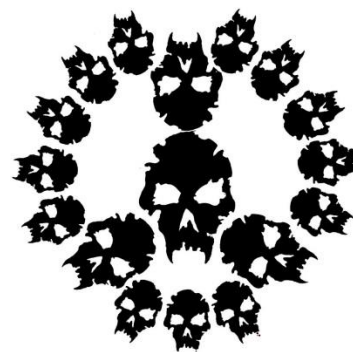
Jocastians

"The Jyhad is a lie."



The Code of Milan and the Traditions are all tools for control. They intended to keep Cainites pacified with meaningless war against one another and allow true horrors to go unnoticed. Even by the most radical standards these Cainites are rebels but while their methods are secretive, their results are devastating.

To the Jocastians, no fruit is forbidden. They believe that it is the sacred right of all Cainites to know the secrets of vampirism. They believe that through the ages elders have obscured the knowledge of vampirism and have made it taboo in order to control the young. The Sects and the Jyhad are a conspiracy meant to enslave the minds of the young while the elders grow fat and powerful. They seek out these secrets and expose them in grandiose ways intended to humiliate the elders and awaken Cainites everywhere to the shackles they wear that would otherwise go unseen.



While most Jocastians are Malkavians, there are also some Brujah and other learned Kindred within their ranks. They are dedicated to unraveling the true history of the Cainites and are rivals to the Mnemosyne. Although some scholars regard them as a bloodline due to the practice that a master let himself be diablerized by a student in order to preserve the knowledge he has gathered, they aren't any different from their parent clan.

The Jocastians gained some degree of notoriety in the 1990s when one of their number, Ayisha Jocastian, published Aristotle de Laurent's compilation of the Book of Nod en masse.

Much of the Jocastian history is shrouded in mystery. What is known is that at some point in the history of the Mnemosyne one of their members disagreed with that cults policies of keeping the secrets they gathered all to themselves. They believed that the knowledge and history of the kindred should be free and shared to all of the descendants of Caine. As a result a schism occurred among the Mnemosyne and the Jocastians split from them to form their own secret society. Since that time the Jocastians have been a thorn in the side of many Kindred. They do not hesitate to steal secrets and knowledge from anyone. This has earned them much enmity among the larger Kindred societies.

Once a Jocastian obtains such knowledge they share it among themselves. While the Secret Society does believe all information they gained should be shared, they still need to survive in the world of the Kindred. As a results it members sell what information they gain in order to obtain more. However, sometimes the Chronicler deems such information is so important to the entire Race of Caine they release it to the masses for free. The Chronicler is the final authority on what information gets released by the

Secret Society and how it is done. Only one has ever disobeyed this mandate, and this saw the publication of the Book of Nod.

Nickname

Noddists, Anathema

Symbols and Iconography

The Jocastians do not often wear or display symbols of membership to the Secret Society. However, when they do they are often various Enochian Symbols from the Book of Nod.

Role Within the Sabbat

The majority of the Jocastian Secret Society finds its members among the Sword of Caine. However, membership in the Jocastians is not exclusive to the Sabbat. They will induct any Noddist who fits their views to join them.

These extremists are hell bent on exposing the secrets of the elders. These are the tools they will use to bring down the status quo.

Lasombra/Tzimisce Antideluvian - They investigate rumors that have circulated for years regarding the legitimacy of events that directly brought about the Anarch Revolt and Sabbat.

Usurpers - The most prominent blood sorcerers in the world have built their place in the Camarilla on lies. Their leaders are thieves who have stolen Caine's gift and use it to prolong their existence beyond what destiny has allotted them. The Jocastians believe that exposing the secrets of the Tremere will put necessary cracks in the Ivory Tower and Caine willing, bring it down from within.

Daeva -Daeva - The Jocastians believe that The Final Nights have come and gone before and that Gehenna is not a one time event that results in the end of the world but rather a cataclysm that comes and goes, marking the end of an era in Cainite history. They believe the Daeva are the harbingers of these cataclysms, though never have so many crossed from

the land of nod. Something terrible is coming and they believe it is tied to Mnemosyne and a secret they have stolen from the Ventrue. To avert this disaster, the Jocastians have become hyper aggressive about capturing Mnemosyne and stealing secrets of the Daeva where they find them.

Prerequisites to Join

Those who seek to join the Jocastians must first prove their loyalty and devotion to their cause. The potential new members are extremely vetted to make sure they are not spies or infiltrators to the secret society. Should they be discovered to be so, then they are simply left alone and marked by the secret society as such to all its members. Only Insiders to the Jocasitans can induct new members into the Secret Society.

Those who do pass the vetting and show a clear desire to gather knowledge of Kindred History and spread it to the world of vampires are welcomed among them. They are given a secret login and password to hidden web forum the Jocastians use to communicate and share their knowledge among another. All vampires on this site use aliases and handles so as to not reveal who they truly are to each other. Some suspect that many high ranking members of both the Sabbat and the Camarilla are secretly Jocastians.

Besides these steps, there are no mechanical requirements to join the Jocastians. Rather, they must be chosen for and inducted by an Insider ranked member of the Secret Society. However, character s who join the Jocastians should be scholar concept characters.

Prospect Advantage

Those who first join the Jocastians as preexisting characters immediately gain a one time experience point bonus of 30 XP. Brand new characters made at the start as Jocastians gain instead an additional 100 experience point bonus. This points should be spent in knowledge based abilities and merits.

Additionally, New members of the Jocastians gain a recurring 2xp Bonus above the limited 8xp a month cap in OWbN. This bonus ends when the character has earned a total of 30xp in this manner. These points must as well be spent on Knowledge based abilities, backgrounds, and merits.

Prospect Disadvantage

Those who first join the Jocastian Secret Society immediately gain the flaw *Dark Secret* for their membership among the Jocastians. This represents the fact that many Vampires who find out about the character's allegiance will often seek to kill them or steal their secrets. This flaw may never be bought off as long as the character is a member of the Jocastians.

Additionally, the Prospect gains the an 3 point Enemy flaw who is a member of the Mnemosyne. This flaw may never be bought off regardless of the rank of the character.

Prerequisites for Advancement to Conspirator

To truly advance within the ranks of the Jocastians you must subscribe to their beliefs. The Secret Society as a whole are diablerists. They strongly believe that through Diableire they can gain the knowledge and memories of those they consume. Only after a Prospect proves they can gain information and share it among the Secret Society can they then be offered to rise to the ranks of Conspirator. To complete the ascension to Conspirator, the Prospect must diablerize a victim whose knowledge and secrets they seek.

Conspirator Advantage

Those who rise to the ranks of Conspirator may purchase any unrestricted Lore ability up to level 3. In addition the character may also purchase the ability True Enochian up to its third level. Finally, Conspirators are given a full copy of the Ercyices Fragments.

Conspirator Disadvantage

Those who rise to the ranks of Conspirator must Diablerize others to show their dedication and willingness to steal knowledge from others if necessary. As a result the character gains the flaw *Cursed: Diablerie* (worth 3pts) which may never be bought off. This curse is reflected in permanent Diablerie Veins in their aura.

Prerequisites for Advancement to Insider

Only the most dedicated of the Conspirators can hope to rise to the rank of Insider. These are Cainites who have brought forward new and important secrets of the Kindred. Only by vote of all the Insiders or the elevation by the Chronicler himself can one rise to the ranks of Insider. Those who discover new fragments to the book of Nod or the inner secrets of Sect leaders are most often asked to join the Insiders.

Insider Advantage

Those among the Jocastians who rise to the level of an Insider may freely purchase the Ability *True Enochain* to its fullest level.

Additionally, the Jocastian may purchase any unrestricted Lore up to the 5th level without need for a teacher, as the information is simply provided to them.

Finally, Insiders may induct new members into the Jocastian Secret Society

Insider Disadvantage

As the highest echelons of the Secret Society, these Jocasitans no longer suffer from any Disadvantage.

The Chronicler of Shadows

The founder and head of the Jocastians. The one known only as the Chronicler is the vampire who started it all. Many rumors surround this mysterious man. Few have actually met him. Some claim he is one of the original Mnemosyne who disagreed with the cult and broke away creating his own. Others claim he part of a greater conspiracy involving something called the True Brujah. While the truth among the truth seekers is unknown, what is known is every act the Jocastians take has the Hand of the Chronicler behind it. The Chronicler alone commands the secret society and sets all policies for them.

Suggested Paths of Enlightenment

Path of Caine

Suggested Abilities

Lore: Noddist, Lore: Kindred, Academics, Theology, Lore: Sabbat

Suggested Backgrounds

Occult Library, Influence: Occult, Contacts

Suggested Merits and Flaws

Eidetic Memory, Occult Library, Obsessive Savant, Ability Aptitude

Combination Disciplines

THE NECTAR OF AMARANTH (AUSPEX 4, ANIMALISM 3)

Conspirator Level Rarity

A key component of the Jocastian secret Society is the concept of knowledge through Diablerie. It is common among the secret society for a child to

diablerize their sire to induct them into the Secret Society. This combination discipline was developed by its members to justify this very practice. By taking the victim's soul into themselves the Jocastian member can slowly pull apart the victims thoughts and memories, absorbing them into their own.

System: You must diablerize your target to use this power. Once you have successfully Diablerized your target you may then spend 1 temporary willpower to steal one of the target's memories for your own. In addition to steal the memories of your victim you may also steal one ability as well at the cost of one temporary willpower per ability. The stealing of abilities allows you to spend experience points and purchase the victims abilities as your own.

XP Cost: 6xp

SHROUD OF AHRIMAN (AUSPEX 4, DOMINATE 3)

Prospect Level Rarity

The Jocastians deal with many hidden truths and dangerous secrets of the Cainite world. Since they also must work in the economy of information the Jocastians developed an ability to protect what knowledge they do gain. Jocastians learn very early on to steal their mind and thoughts from others. In this the secret society can keep its advantage of the forgotten history of the Kindred world.

System: When someone attempts to steal information from you by either taking the information from your brain or forcing you verbally speak it, you may spend One Willpower Trait to activate this combination Discipline. Once spent you may alter what information they gain to something else different from the information they sought if you so choose.

XP Cost: 6xp

HUNT FOR HISTORY (AUSPEX 3, DEMENTATION 3)

Insider Level Rarity

While the Jocasitans seek knowledge above all else, this is not just the written word. Indeed true

knowledge is often found in the long forgotten artifacts around the world left from Kindred History. By focusing their mind and tapping into a bit of madness, a Jocastian can pull much more information from an object than a normal Kindred can. This allows them to see the hidden secrets and history of almost any object in the world.

System: When holding an item you may spend 1 willpower trait and ask the following additional questions on a spirit touch at the usual cost of one temporary mental trait per question.

1. What is the age of this object?
2. Does this object have any importance in Kindred History? If so What is it?
3. Is this object legitimate or forgery?
4. If the Object is written in a language the character doesn't speak or understand, what does it say (You will understand it in your native tongue)?

XP Cost: 5

Known Members

AYISHA JOCASTIAN

Ayisha was responsible for the wide distribution of the Book of Nod among the vampiric population, after Aristotle de Laurent assembled his first book. She killed one of the associates of de Laurent's adopted child, Beckett, and assumed its identity to convince him to turn against de Laurent and recruit her to print and spread the Book. Instead of only printing 200 exemplars for a chosen group of respected scholars, Ayisha shipped wildly and without regard for the Masquerade. Tonight, the original book has even been available as e-book, much to the frustration of the Camarilla.

THE CHRONICLER

The Chronicler is the founding member of the Jocastian Secret Society. His identity is unknown, though many assume part of his name is likely Jocasta (hence the name of the Secret Society). The Chronicler exists only within the shadows of the

cyber world. Few have ever claimed to have met him. He directly works through his agents and the Jocastians themselves. Much more a cult of personality than a Tyrant, the Chronicler leads the way for the Secret Society. Setting the policy of "Cainites First" for the Secret Society. Some claim he seeks to not only destroy the Mnemoysen but the sects themselves so he may rebuild Kindred Society in his vision.

Media

The Path
Cerberus (Mass Effect)

Sources

The Book of Nod
Chaining the Beast
Encyclopaedia Vampirica
Dread Names

Stereotypes

Loyalists: "Freedom of Press huh? What is this..Sabbat Wikileaks?."

Moderates: "Say what you will, but they sure did piss off the Camarilla."

Status Quo: "While their goals are noble, their methods endanger us all."

Ultra-Conservatives: "They have sensitive information that would endanger us all, and they want to release it for all to see. They should be silenced."

Pander Movement: "I'm not touching this with a 10 foot pole."

Order of St. Blaise: "They make our job immensely difficult in regards to the Silence of the blood."

Children of the Dragon: "Information is power and the wield as a child wields his fathers gun."

Occult Underground: "They have stolen many secrets from not only us, but the Sabbat as a whole. They should be hunted down and brought to Justice."

Ecclesiastical: "The Silence of the Blood is a commandment from the Dark Father himself. Their blatant disregard of the commandment should be punished as the highest order of treason."

Inquisition: "One the one hand they provided us with the book of nod. On the other hand they also released the Revelations of the Dark Mother. They need to be investigated at the very least and purged at the most likely."

Black Hand: "I Respect them as Noddists."

Cult of Lilith: "They stole the secrets of the Dark Mother and shared them with the masses. Her Vengeance will be most sweet upon them."

Infernalists: "Oh you like secrets? We can give you all the secrets you ever wanted."



Storytelling

The Sabbat is truly made up of a diverse assortment of vampires. Rather than a united group of Kindred like the Camarilla; in truth the Sword of Caine is made up of a loose group of cainites from varying factions united solely by blood, and divided by a wide array of ideals and beliefs. But how does a storyteller use these Factions in their games? How do they prevent their players from simply uniting as fanatical vampires always working together to overcome some evil? Well it is in this section we hope to answer these questions.

In truth, the Sabbat can be a very difficult genre to run. It is truly a very deep and involved aspect of Vampire the Masquerade. It is very easy to assume the Sabbat is nothing more than a group of vampire monster bad guys who are this weird cult working to killing everyone that isn't them. In reality the sect is far more deep then that. The Sabbat aren't the bad guys anymore then the Camarilla is. Nor are they the good guys. Vampire the Masquerade is a game of grey areas and questions of morality and personal horror. Once this is understood, it is the foundation of understanding of the true depth of the Sabbat genre.

Now another common mistake is to focus on too much of one of the aspects of Sabbat genre. Which is violence and combat. It is also very easy to slip into the mentality when running a Sabbat game of a group of united vampires fighting to stop the end times. In truth this is supposed to be very far from the truth for the Sabbat. The key, as a storyteller, is to remember the difference between Sabbat propaganda and the truth. Like all other sects, the Sabbat is not immune to hypocrisy. This hypocrisy can be seen in the very principles of the sect. The Sabbat preaches freedom but also demands absolute loyalty to the sect. It is a Sect founded on contradictions and chaos.

The core of this comes from the Sabbat factions. Think of the sect more like a horde of vampires. Various war leaders from different tribes coming together from time to time to accomplish a goal. If you can grasp this you can grasp the Sabbat. This is reflected in the Sabbat Factions.

Each Sabbat Faction believes the sect should be something very different. If we were going to equate the Factions to real world terminology it would look something like this:

Moderates: Communism
Loyalists: Anarchists
Status Quo: Capitalism
Ultra-Conservatives: Fascism
Pander Movement: Civil Rights Movement
Occult Underground: Manson Family Cult
Order of St. Blaise: Illuminati
Children of the Dracon: Monarchy
Ecclesiastical: Theocracy
Inquisition: The Inquisition
Black Hand: Navy Seals
Infernalists: Devil Worshipers
Cult of Lilith: Neo Pagans

Now throw all those groups together into a room and tell them to get along. See how that might go? If you do, then you will start to understand how the Sabbat works, or rather, doesn't, in many occasions. Rather, it is supposed to be rare that the sect gets along and works together. The sect more often fights itself then it does an external enemy.

Now that we understand the basics of how the Sabbat Factions interact, how do you get your players involved? Well, another aspect of this to understand is that the Sabbat factions are in many ways like large gangs. It should feel uncomfortable to not be in one. Cainites in Factions have a support structure to rely upon. A Sabbat vampire not in a faction should very alone. Faction members support one another, bleed with one another, and go to war with one another. Imagine if you lived in a part of a city controlled by two very violent and powerful gangs, and you weren't a part of either. There is safety and support in numbers. People join gangs for a reason, and it's the same for Sabbat Factions.

Maybe the Cainite is looking for a purpose. Maybe they are looking for family. Regardless of the reason, the Factions provide a lot to a prospective Cainite. Now, in addition to this, the Factions provide the meat and potatoes of Sabbat politics. While the sect is a violent one, it's not the only thing it does. It also has its own political games just as cutthroat as any Camarilla game. It is key to remember each faction has a vision for what they truly believe the Sabbat should be. Let's look at some of the very basics of those beliefs.

Moderates believe the sect needs to avoid any extremes. While it recognizes the founding principle of freedom, they also understand the need to put freedom aside from time to time for the greater good of the sect. They believe the extremes of Loyalists and Ultra-Conservatives are poison to the sect and

cause the sect to take two steps back for every three steps forward it takes.

Loyalists believe in the origins of the Sabbat. They believe in absolute freedom and preach that the Sabbat needs to return to its origins. They desire no hierarchy and place personal freedom above all else. They seek a night for the sect to return to the founding principles of the packs overcoming the oppression of the elders.

The Status Quo believe the true strength of the Sabbat comes from its diversity and ability to change with the times. They also believe it is their job to balance all of these factors and keep the sect moving forward. They welcome all factions and beliefs into the sect in an attempt to balance and gain favor with all Sabbat to keep the Sabbat alive and well. Many of the Faction believe that it should be devoting its resources to finding the Antediluvian's tombs and slaying them while they still slumber.

The Ultra-Conservatives believe the Sabbat is an army. There is no time for freedom with Gehenna so close. Instead they believe there needs to be absolute order and a chain of command. Only when the sect is forged into an efficient weapon of war can they hope to defeat the ancients.

The Pander Movement believe that the supremacy of the Lasombra and Tzimisce clans over the others is a fallacy. They desire true equality in the Sect regardless of blood. While the Tzimisce and Lasombra are the only two full clans to join the Sabbat, the Antitribu, bloodlines, and panders have fought just as hard and given just as much as the Fiends and Keepers. Thus they fight for an equal place at the table.

The Occult Underground believe only through academic study into the bizarre and the history of their race can they unlock the secrets to defeating the ancients. They are scholars and hunters who often think the Sabbat is a bit too barbaric. Many of them follow the ancient rites of the Mayan faith and have forged it into a dark art used with ruthless efficiency towards their enemies.

The Order of St. Blaise believe the Sabbat needs to not forget the power of the mortal world. They infiltrate and extend their power over the Catholic Church. They are the Sabbat's only weapon in the world of influence and without them the sect would likely crumble. Many of its members are devout Catholics and their beliefs of what the Sabbat should be often reflect that faith.

The Children of the Dracon believe in the ancient, courtly ways of Constantinople and Byzantium. They believe in questioning every choice made. They also believe in the rule of three. In that, no one Cainite should ever rule, and instead a council of three should, as three are less likely to make a mistake than one.

The Ecclesiastics believe that the rites and paths of enlightenment are the most important aspects of the Sabbat. They believe in the right of the clergy to rule and that the Church of Caine should be dominant over all. They are devout followers of the Dark Father and believe it is the Faith of the Sabbat that is of the utmost importance, and that it is what should lead the sect.

These are the main Factions and their beliefs in a nutshell. This shows the various contradiction and conflicts that can and do arise. It should be quite easy to see how the politics and conflicts can come from this.

So how does one introduce and promote the Sabbat Factions in their game? Well, usually the first step is simply to introduce them to your player base. Most often this comes in the form of NPCs. Make fully fleshed out NPCs for the factions you want to use in your game (you don't have to use them all if you don't want to). Start trying to recruit PCs by offering them power, support, and making them feel alone if they choose the path of no faction. Threats often don't go very far. So try to avoid that. Rather showcase what being part of a faction gets you. Make it enticing.

In the end, it's really up to you, the storyteller, to decide what is best for your game. The Sabbat Factions offer a great depth to your game play. It may seem a bit overwhelming but what needs to be remembered is everything in this packet is a tool for a storyteller to use, or not, at their whim. It's a resource to help them run a game with a bit more depth and options. However, in the end, the choice to use the Sabbat factions and the opportunities they provide falls squarely upon the Storytellers.

Frequently Asked Questions

Q. Why can my PC only belong to one Sabbat Faction?

A. As addressed above, it is the belief of Team Sabbat that a member of the Sabbat can only be a part of one Faction at a time. This is both to limit the

mechanically overpowering benefits of being in more than one, as well as the understanding that (to gain the full support and benefits of a group of people) you truly must be a part of them and dedicated solely to them.

Q. So being in a Heretical Faction will get you killed?

A. If you get caught in the Sabbat? Yes, it mostly likely will. These Heretical Factions are still a large part of the Sabbat, but they aren't advertising openly. They are a part of Sabbat genre and here for the people that want to use them and tell that story. Just understand the consequences of being one in the Sabbat and having that discovered (key phrase: being discovered...).

Q. How much Sabbat Lore does it take to gain info from this packet?

A. Sabbat Lore x1 will get you the names of the major Factions of the Sabbat. Sabbat Lore x2 will let you know the basic differences between each of the major Factions. Sabbat Lore x3 lets you know the names of the Sub-Sect Factions, as well as more in-depth details of the major Factions. Sabbat Lore x4 lets you know the names of the Heretical Factions, as well as major information on the Major Factions. Sabbat Lore x5 lets you know the ins and outs of the Major Factions, as well as the names of the Player-Made Factions.

Q. What's the difference between Major Factions, Sub-Sect Factions and Heretical Factions?

A. The major Factions of the Sabbat are the common Factions that the majority of the Sabbat tend to fall into. The Sub-Sect Factions are the smaller, more elite Factions that take a certain kind of Sabbat vampire to join them. Often, these vampires are devout zealots to these Factions and will follow them to Final Death. The Heretical Factions are the underground beliefs and motives within the Sabbat that are hunted and destroyed by the mainstream Sabbat. These are fringe groups of people, who hold their own set of beliefs (often in contradiction to the Sabbat itself).

Q. I want to join a Sub-Sect Faction how do I do that?

A. Joining either the Black Hand or the Inquisition requires a very devoted Sabbat vampire. One is often selected by these groups for membership, rather than petitioning them to join. These two Factions are not your everyday, common Factions and have special requirements and methods to join them (noted in their sections/packets).

Q. Are these powers and benefits the only way for a PC in OWbN to get them?

A. Yes, these powers and their rarity are binding as per this packet and OWbN Bylaws.

Q. I have a Faction related question. Who do I ask?

A. For more information on how to contact Team Sabbat please visit: www.sabbat.owbn.net/team. Or <http://sabbat.owbn.net/wiki/index.php?title=Staff>

Q. How do the politics of the Sabbat Factions relate to implementing them into my game?

A. The Sabbat Factions form the core of the Sect. Each one believes that their way is truly the best way for the Sect (and often the only correct way for the sect). Much like the Clan dynamic of the Camarilla, this "Faction vs. Faction" dynamic is one that helps present and facilitate the political aspect of the Sabbat. As cities often have multiple Bishops, they will be of different Factions, more often than not. They will naturally try to support and compete to make it so that their view is the most often-executed one. This should create the true political dynamic of the Sabbat.

Q. Do I have to be part of a Sabbat Faction?

A. You aren't required to be part of a Sabbat Faction. Some Sabbat simply care about themselves more or some want nothing to do with the whole political mess. Some Sabbat even support a unified sect without Factions. However, these Sabbat are the minority. The Majority of the Sabbat is found within the Sabbat Factions. Even at their core, almost every Sabbat member has some sort of belief in what the Sabbat should be. This is often reflected in the Sabbat Factions that they join. We encourage players and Storytellers to join and participate in these Factions, though they are not forced to.

Q. Are these Factions new to OWbN?

A. No, these Factions have existed in OWbN and White Wolf since the creation of the Sabbat. However, they are now fully defined and fleshed out, compared to being vague and not fully supported in OWbN.

Q. How do I join or create a Player-Made Faction?

A. Players are encouraged to be creative and invent their own Factions. Indeed, they are also encouraged to get them supported and grow. However this falls to the games and players of OWbN to do such. (Though, we at Team Sabbat will happily help anyone who

should seek our help, of course.) Additionally, to join any player-created Factions, one has to go out and find those players and interact with them, learn their ways and methods, and gain acceptance.

Q. Can I infiltrate another Faction?

A. Infiltration is encouraged through RP and working with the Sabbat Team. Casual spying and pretending to be part of a Faction is fine; however, to fully infiltrate a Sabbat Faction requires the appropriate Sabbat Sub-coord's Approval. The exception to this rule is the Heretical Factions and them infiltrating the major factions (as mentioned above).

Q. How do the approvals apply to NPCs?

A. NPCs are largely tools of the STs. In almost all cases, NPCs (in regards to this packet) should be treated one level higher. Meaning, Locally Important NPCs don't require any sort of Approval, Regionally Known NPCs require Notification to the appropriate Sub-coord and Nationally-known NPCs require Sub-coordinator Approval. The exception to this is any NPC position listed in the Sabbat Status packet. For example, Inquisitor NPCs and PCs are all Sabbat Coordinator Approval. This is still required even by this packet.

Q. I'm of a different Faction than my packmate, can we be in the same Pack still?

A. Yes. Just because you belong to one Faction does not mean your whole pack must belong to the same one. Indeed, we encourage PCs to make alliances, work with, and support Factions other than their own. That is part of the politics. If a Black Hand PC, for example, wants to say he also supports the beliefs of the Ultra-Conservatives, he can. The "being a member of one Faction" is to prevent OOC mechanic abuse, not your IC role-play.

Q. I don't want to use this packet or I don't meet the prerequisites to join a Faction, can I still claim to be a member of a Faction?

A. Yes, you simply do not gain the advantages or the disadvantages of the Faction until you become locally important. This packet does not stop PCs from claiming to be a member of a Faction or supporting their beliefs. It simply gives support to those who want to support the genre and want more depth to their Factions.

Q. How does my PC join the Occult Underground?

A. A PC that wishes to join the Occult Underground must first seek out (In-Character) a member of the

Faction and petition to join. This can be done by a chronicle NPC or PC who is already a member of the Occult Underground. From there the request is taken to the heads of the Occult Underground. If they approve of this initial step, they will then summon the PC to them in Mexico City to see if he/she meets their requirements to join. They will be looking for vampires of the mystical and occult mindset. For example, if your PC is a Salubri Antitribu whose main focus is combat and his concept has very little to do with the occult, he is likely to be denied. Out-of-Character, the player's ST must approve that the Occult Underground is the appropriate Sabbat Faction for the player's concept. From there, the Storyteller will contact the Sabbat Coordinator to help progress the story. Once decided, and initial Role-Play is concluded, the Sabbat Coordinator will either approve or deny the PC for membership in the Occult Underground. This only applies to the Ah Nakom however. Lore Masters and Relic Hunters are Storyteller Approval. *Only PCs with appropriate genre concepts to the Occult Underground will be selected to join. This is handled both In-Character and Out-of-Character.*

Q. Once part of the Occult Underground, can my PC join another Sabbat Faction?

A. A Sabbat Vampire may only be a member of one Sabbat Faction. As such, while you are a member of the Occult Underground, you may not be a part of another Faction. However, over time a vampire's beliefs may change. That can result in him/her leaving the Occult Underground for another Faction. *To leave the Occult Underground and join another of the Sabbat's Factions, the Storyteller and player must inform the Sabbat Coordinator of their actions to do so.* It should be noted, leaving a Faction for a different one almost never ends well, as the vampire's previous Faction almost always brands the vampire a traitor.

Q. So is Bacaban/Judicium Thaumaturgy a new paradigm of Blood Magic?

A. The Out of Character mechanics for Bacaban/Judicium Thaumaturgy make it a new paradigm of Blood Magic in OWbN. However, the actual Magic is based on the Blood Magic

found in *Awakening:Diablerie Mexico*, which (until this packet) was unregulated in OWbN.

Q. Does the Inquisition just kill people who aren't on the list for Blood Magic now?

A. If it's Dark Thaumaturgy? Yes. Otherwise, expect to be put on trial for why you didn't follow procedure. Most trials end with the death of those suspected.

Q. How do I get on the Occult Underground's list for approved Blood Magic?

A. This is resolved through Role-Play actions IC. Out-of-Character, a list will be maintained, by the Sabbat Coordinator, of Sabbat PCs with Blood Magic. This is to represent the In-Character list of those approved by the Occult Underground. All one has to do In-Character is to find a member of the Occult Underground and explain how he/she got the Blood Magic he/she has and get the Underground to put him/her on the list.

Q. So, I want to play a rogue who teaches Bacaban outside of the In-Character approval. How do I do that?

A. In order to facilitate the horror of being a rogue on the run (and the danger that comes with it), any PC who possesses 3 Advanced Paths of Bacaban may teach what they know to others. In addition, the person-to-be-taught must have the normal prerequisites to learn Bacaban. However, *this still requires Sabbat Coordinator Approval and does not circumvent it.* This does provide an exception to the Bylaws in relation to learning disciplines and the requirement of it having to be taught by someone who possesses it "In-Clan." The danger of being a "Rogue" Blood Magic user in the Sabbat needs to be made rather evident; if caught by a Praetorian or a member of the Inquisition, your PC is likely to be placed on trial and executed for failure to properly register.

Q. My PC is a member of the Occult Underground, but I don't want to learn Bacaban. I want to learn X Blood Magic instead. How do I do that?

A. The Occult Underground is a vast web and array of Blood Magic in the Sabbat. Not all members practice

Bacaban; it's simply the most common. However, this packet does not cover those Blood Magics or the methods to learn them. Each has their own methods of regulation and approval that should be consulted in the appropriate packets.

Q. My PC is Black Hand. Can I learn Blood Magic from the Occult Underground?

A. No. The Black Hand has its own method for learning Blood Magic.

Q. Why does the Sabbat suddenly get Thaumaturgy?

A. In White Wolf, Thaumaturgy may be taught by anyone who possesses it, regardless if it is In-Clan or not. Also, anyone may learn it from a book in White Wolf. In canon, a large number of Sabbat priests, at some point, seek out Thaumaturgy as a means to further their faith and to try to practice a Discipline that simulates Caine's legendary ability to create any Discipline. Now, in OWbN, a PC must have a Discipline In-Clan to be able to teach it. Since the Sabbat has no Clans with Thaumaturgy In-Clan, this makes the learning of Sabbat Thaumaturgy impossible. This packet presents a way for a Sabbat PC to go learn Sabbat-practiced Thaumaturgy, as presented in the sect's book.

Q. I thought Sabbat get Dark Thaumaturgy, not Sabbat Thaumaturgy?

A. Dark Thaumaturgy is a cancer that rots the sect and is stamped out wherever it is found. The Sect's clergy and the Sabbat Inquisition are spreading the teachings of Sabbat Thaumaturgy as a counter measure against young Sabbat seeking out Dark Thaumaturgy. This, however, only kind of works. This provides the mystics of the sect a means to practice the art of Thaumaturgy without going to a Demon. However, the ease of learning Dark Thaumaturgy and its scope is still much greater. As such, the pull towards the Infernal is still there. For example, especially now that members of the Occult Underground get Thaumaturgy, a jealous Ductus might now seek his own Thaumaturgy to keep up.

Q. How does this packet work in relation to NPCs with Sabbat Thaumaturgy?

A. Largely, NPCs are tools of the Storytellers, so Team Sabbat tends to fall on the side of the

Storytellers. However, we would like Storytellers to use this packet as a guideline in making NPCs for their game and, at the very least, notify us with what they are doing. NPCs made with Bacaban may NOT teach PCs without *Sabbat Coordinator Approval*.

Q. Does the Merit “Additional Discipline: Bacaban” allow me to learn or teach Thaumaturgy easier?

A. PCs and NPCs may not take the Merit “Additional Discipline: Bacaban” as a way to get around this packet or any other. They must follow this packet, regardless of any Merits that may say they have the discipline In-Clan. This covered in the OWbN bylaws.

Q. What exactly does “Code of Honor: Popol Vuh” contain?

A. This Merit represents a vampire's dedication to, and belief in, the Mayan Religion. It is up to each player and Storyteller to decide any restrictions in their personal take on the code and Popol Vuh. For more information on Popol Vuh, please consult the following:

http://en.wikipedia.org/wiki/Popol_Vuh

Q. So, for each Ritual and level of a Path I have, I have to have the Occult Underground Sub-Coordinator approve them?

A. No. This requirement only starts from the Rarity2 powers and up. Rarity 1 powers are purchased with Storyteller Permission only.

Q. So a PC can learn any Blood Magic from someone who has it out of clan?

A. Sorta, the way Sabbat genre is and the method by which Blood Magic is shared among the Sabbat does not allow to have the genre properly represented in OWbN as is. Due to Character bylaw 7.A. no PC may learn a Discipline from someone who possesses it Out of Clan. As such, this packet corrects that. Sabbat Vampires may, in theory, learn Blood Magic from a vampire who possesses said Blood Magic out of clan. However, the Method and the Approval for such a thing falls to the Appropriate Coordinator. This simply allows a Coordinators hands to not be tied by this bylaw if he feels the reason, story, and genre are appropriate for a PC to learn said Blood

Magic.

Q. Can Bloodlines like the Samedi or Blood Brothers join the Black Hand?

A. As a rule of thumb, no. According to *Caine's Chosen*, one's lineage is extremely important to be able to trace back to Caine. This explains why each of the Bloodlines are usually not allowed within the Hand. The Serpents of the Light and Salubri Antitribu are mentioned in *Caine's Chosen* as not having any members within the Black Hand. However, there are examples in canon of Serpents of the Light Black Hand agents such as Ezekiel, Lord of Montreal, who is a Serpent of the Light and a Black Hand agent, as well as several references to Salubri Antitribu in the Black Hand in several other sourcebooks. As such, Serpents of the Light, Salubri Antitribu, and any other bloodline in the Black Hand should be exceptionally rare and require *Sabbat Coordinator Approval* to join (Just Like all PCs to the Black Hand). Also it should be noted that OWbN pre-dates *Caine's Chosen*. As such, any Bloodline Black Hand PC who has joined the Black Hand before the printing of this book is considered grandfathered to this ruling.

Q. Can members of the Black Hand hold Sabbat positions like Bishop?

A. As printed, Black Hand agents can hold any Sabbat position except that of Templar/Paladin and may never join the ranks of the Inquisition. Again, in canon, Ezekiel, Lord of Montreal, is a Bishop as well as being Black Hand. However, to prevent the inevitable “super Archbishop Black Hand PC,” we generally disallow Black Hand PCs from holding any position above Ductus or Pack Priest within the Sabbat. Again, exceptions can be made, but all such exceptions to allow a Black Hand PC to hold a position in the Sabbat higher than Ductus requires *Sabbat Coordinator Approval*.

Q. Are the Black Hand's Vinculums stronger than the regular Sabbat ones?

A. The Black Hand possesses a specialized version of the Vaulderie as an Ignoblis Ritae. It ensures the bonds of loyalty to the Hand are stronger than those to the Sabbat. This allows Black Hand agents to carry out missions against other Sabbat, when ordered to, and not have to worry about their vinculums to other non-Black-Hand Sabbat. This only works when the mission is in direct conflict to the vampire the agent has a vinculum too. For example, let's say “Agent Smith” is sent to assassinate “Bishop Bob” who has been abusing the Ritae. Agent Smith has Vaulderied several times with the Bishop over the years and has a rather high Vinculum Rating with Bishop Bob. However, since this is a direct order from his superior,

for the purposes of this mission he may ignore his Vinculums to Bishop Bob. Another example: Agent Smith is sent to do reconnaissance on a Camarilla Domain. A packmate, Frank, decides to unknowingly get in the way. As this mission does not have anything to do with Frank, Agent Smith may not ignore his/her Vinculum to the packmate.

Q. Does the Black Hand work with vampires outside of the Sabbat?

A. Yes, the Black Hand is part of the Sabbat but cares about its mission more than anything else. The Black Hand hires Anarchs and will even work with members of the Camarilla (if it's beneficial for the sect). This doesn't mean to say they will not get in trouble in the Sabbat if caught doing it. It is just that the Black Hand cares about the Black Hand first and foremost; the Sabbat is a convenient tool. Those lucky enough to work with the Black Hand on a regular basis, but, for some reason or another, are unable to join may enjoy the status of Consultant within the Black Hand.

Q. Wait! The Cadet versus Rookie thing confuses me.

A. Cadets are the Black Hand trainees; most Black Hand PCs will not be these. A Sabbat vampire who has proven him/herself worthy of joining the Black Hand (after years of fighting and showing promise) may be selected to join the Black Hand. As they require little training, they are started at the position of Rookie once they have achieved their first level of Art of Memory and proven their loyalty by going through the Initiation (given and approved by the Dominion of the area). The Cadet Rank is for newly embraced vampires that have the intent of becoming Black Hand one day. While viable for a starting PC, these PCs are not truly Black Hand yet. A Storyteller is free to allow PCs to start as either Cadets or Rookies.

Q. Can my PC infiltrate the Black Hand?

A. No, as a tight knit group of elite militaristic religious zealots, no vampire may attempt to infiltrate the Black Hand without express *Approval from the Sabbat Coordinator*.

Q. Can my PC be part of the Tal'Mahe'Ra?

A. Of course not....they are all dead silly. They certainly aren't in this packet...

Q. Can My PC make a pilgrimage to the Weeping Stone?

A. Your PC can make a Pilgrimage to the Weeping Stone. However, the stone is currently held deep within the territory of the Loyalist Assamites who are deadly to the Chosen of Caine. As such, the pilgrimage is generally considered not doable at this time and is a huge issue in the Black Hand. This does not stop your

PC from trying, but it is extremely dangerous. Only the Black Hand is aware of the exact location of the Weeping Stone. All pilgrimages to the Weeping Stone are run through the Sabbat Coordinators Office.

Q. Can my PC drink of Zillah's Tears?

A. Yes, if you make the journey... However all use or possession of Zillah's Tears requires *Sabbat Coordinator Approval*.

Q. What effect does Zillah's Tears have on a PC?

A. This is largely left to the Storyteller to decide. It is recommended that the vampire will gain visions, thoughts, and dreams from the perspective of a beautiful vampire woman. She/He will feel, see, and smell the slaying of the Second Generation by the Antediluvians. Not that it is likely ever to come up, but in addition to his Vinculums the vampire is now fully blood-bound to the blood flowing from the Weeping Stone. Any other effects to a PC are left to the Storyteller to decide. The effects vary from vampire to vampire.

Q. Can the Black Hand Sub-Coordinator approve things from this packet?

A. Everything listed as Sabbat Coordinator Approval can be delegated to the duties of the Black Hand Sub-Coordinator. The Sabbat Coordinator remains the final authority on all approvals, but he may allow the Black Hand Sub-Coordinator to approve things from this packet in his stead. This is, of course, in relation to anything labeled as "Sabbat Coordinator Approval" and not any other Coordinator office.

Q. How does regulation of new Black Hand PCs work?

A. All Black Hand PCs and NPCs require Sabbat Coordinator Approval to play.

Q. Can I make my own Sabbat Faction?

A. Yes you can! Feel free to be creative and make up your own factions for your games. The Sabbat varies from city to city. What has been presented here is not all that can be found among the entirety of the Sabbat. So by all means, get creative and make a Faction for your own local area. If you desire any instance with this, feel free to message Team Sabbat.

Q. How do contracts work in the Black Hand?

A. All Contracts given to the Black Hand require Seraphim Approval. *As such a game who wishes to fulfill a Contract must contact the Sabbat Coordinator's office to get a contract approved.*

Q. So when not on missions, what do Black Hand agents do?

A. Black Hand agents are still members of the Sabbat. While not always on a mission, members of the Black

Hand do put the sub-sect first in their thoughts. However, when not specifically on missions or fulfilling contracts, members of the Black Hand act like normal members of the Sabbat.

White Wolf Index

Name	Location
Path of Blood	LotN Revised: 177
Lure of Flames	LotN Revised: 178
Movement of the Mind	LotN Revised: 180
Weather Control	MET Camarilla Guide: 93
Path of Father's Vengeance	MET Sabbat Guide: 127
Hands of Destruction	LotN Revised: 183
Path of Mars	MET Sabbat Guide: 125
Path of Conjuring	LotN Revised: 182
Elemental Mastery	MET Camarilla Guide: 76
Gift of Morpheus	Tremere Thaum Packet: 22
Spirit Manipulation	MET Camarilla Guide: 89
Awakening the Steel	CB Assamite Revised: 74
Hunter's Wind	BM: SoT: 123
Music of the Spheres	BS: tTC: 46
Neptune's Might	MET Camarilla Guide: 81
The Evil Eye	BS: tTC: 44
Covenant of Nergal	BS: tTC: 43
Echoes of Allah's Wrath	Road of Heaven: 71
Path of Blood Nectar	BS: tTC: 62
Path of Duat	BS: tTC: 26
Path of Blood's Curse	MET Storyteller's Guide: 56
Whispers of the Heavens	Guide to the Low Clans: 176
Blood Rush	MET Sabbat Guide: 130
Widow's Spite	MET Sabbat Guide: 132
Will O' the Wisp	Laws of Elysium: 89
Recure of the Homeland	MET Sabbat Guide: 131
Mirror of Second Sight	MET Sabbat Guide: 133
Firewalker	MET Sabbat Guide: 132
Keening of the Banshee	Laws of Elysium: 91
Spirit of Torment	Laws of Elysium: 93
Defense of the Sacred Haven	LotN Revised: 185
Deflection of the Wooden Doom	LotN Revised: 185
Wake with the Evening's Freshness	LotN Revised: 186

The Open Passage	LotN Revised: 185
Principal Focus of Vitae Infusion	LotN Revised: 186
Ward Versus Ghouls	LotN Revised: 186
Warding Circle Versus Ghouls	Camarilla Guide: 111
Ward Versus Lupines	Camarilla Guide: 113
Warding Circle Versus Lupines	Camarilla Guide: 111
Ward Versus Kindred	Camarilla Guide: 113
Warding Circle Versus Kindred	Camarilla Guide: 111
Dominoe of Life	MET Sabbat Guide: 130
Machine Blitz	MET Sabbat Guide: 131
Clinging of the Insect	MET Sabbat Guide: 132
Eyes of the Nighthawk	MET Sabbat Guide: 130
Blood Contract	LotN Revised: 187
Illuminate the Trail of Prey	MET Sabbat Guide: 131
Power of the Invisible Flame	Laws of Elysium: 89
Summon Guardian Spirit	Laws of Elysium: 89
Friend of Trees	Laws of Elysium: 90
Summon Mischievous Spirit	Sabbat Player's Guide: 118
The Haunting	Laws of Elysium: 90
Respect of the Animals	Laws of the Elysium: 90
Eyes of the Beast	Laws of the Elysium: 92
Lion Heart	Laws of Elysium: 92
Thirst Unquenchable	Laws of the Night: 106
Communicate with Kindred Sire	LotN Revised: 185
Devil's Touch	LotN Revised: 185
Scent of the Lupine's Passing	LotN Revised: 186
Incorporeal Passage	LotN Revised: 186
Bone of Lies	LotN Revised: 186
Eldritch Glimmer	Laws of Elysium: 90
Craft Bloodstone	MET Storyteller's Guide: 90
Rutor's Hand	LotN Revised: 187
Soul of the Homunculus	LotN Revised: 187
Umbra Walk	LotN Revised: 188
Ward Versus Demons	Camarilla Guide: 114
Ward Versus Ghosts	Camarilla Guide: 114
Ward Versus Spirits	Camarilla Guide: 114

Warding Circle Versus Demons	Camarilla Guide: 111
Warding Circle Versus Ghosts	Camarilla Guide: 111
Warding Circle Versus Spirits	Camarilla Guide: 111
Fire in the Blood	Laws of the Night: 105
Ritual of the Bitter Rose	Sins of the Blood: 96
Bottled Voice	Laws of Elysium: 90
Mirror Walk	Laws of Elysium: 91
Dominion	Laws of Elysium: 92
Mindcrawler	Laws of Elysium: 92
Iron Mind	MET Journal 1
Drawing Upon the Bound	Sabbat Player's Guide : 119
Invisible Chains of Binding	Laws of the Night: 106
Paper Flesh	MET Sabbat Guide: 133
The Gift	MET Journal 1
Spider's Web	MET Journal 1
Chill of the Windsaber	Laws of the Night: 106
Shadow of the Wolf	MET Journal 1
The Severed Hand	Archons and Templars: 147
Track Transgressor	MET Storyteller's Guide: 72
Steps of the Terrified	BM: SoT: 93
Binding the Heavens	BS: tTC: 48
Blood Walk	Laws of the Elysium: 80
Donning the Mask of Shadows	Laws of Elysium: 80
Earth's Blood Cry	BS: tTC: 48
Encrypt Missive	MET Storyteller's Guide: 65
Engaging the Vessel of Transference	Laws of the Night: 102
Exorcise Fever	BS: tTC: 47
Impassable Trail	BM: SoT: 93
Incantation of the Shepherd	Camarilla Guide: 110
Purity of Flesh	Camarilla Guide: 110
Rebirth of Mortal Vanity	MET Storyteller's Guide: 67
Sanguinary Assistant	Camarilla Guide: 111
Sense the Mystical	MET Storyteller's Guide: 68
The Scribe	Met Storyteller's Guide: 68
Astral Portent	BS: TtC: 47
Splinter Servant	Camarilla Guide: 113

Kiss of the Asp	Caine's Chosen: 79
Truth in Ink	Caine's Chosen: 77
Corporal Reservoir	Caine's Chosen: 78
Craft Weirding Stone	Caine's Chosen: 78
Burning Blade	Camarilla Guide: 110
Horoscope	BS: TtC: 47
Bull of Heaven	BS: TtC: 48
Kudurru	BS: TtC: 49
Shaft of Belated Quiescence	Camarilla Guide: 112
Enchant Talisman	Camarilla Guide: 113
Severed Hand	MET Storyteller's Guide: 73
Binding the Tongue	Caine's Chosen: 54
Warding Baptism	BS: TtC: 47
A Touch of Nightshade	MET Storyteller's Guide: 72
Infirm Inert	MET Storyteller's Guide: 70
Portrait of Passion	BS: TtC: 48
Tamimah	BS: TtC: 49
Apsu Portal	BS: TtC: 50
Preserve Corpse	DSotBH: 79
Black Water	DSotBH: 79
Moonlight Dancers	DSotBH: 79
Shadowgate	DSotBH: 79
Haunting Breeze	DSotBH: 79
Shadowland Passage	DSotBH: 80
Mass Grave	DSotBH: 80
Jacob's Kiss	BS: TtC: 50