



The First Tribe

A Guide to Clan Baali

A Sourcebook for One World by Night



DARK PACK

Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2014. Written by Robert S. acting as Demon Coordinator for One World by Night.



Table of Contents

Clan Baali	4
Infernalism and the Baali	5
Baali Apostates	5
Angellis Ater or Azaneali	5
The Veneficti	6
D'habi the Eternal Sufferers	6
Wells of Sacrifice	7
The Lost Wells of Sacrifice	8
New Backgrounds	9
Cults of the Baali	12
Philosophies of the Baali cults	12
Greater cults of the Baali	13
Minor cults of the Baali	14
Abilities	16
Baali Lore:	16
Demonology:	19
Infernal Lore:	20
Plague Breeding:	20
Merits and Flaws	21
Merits	21
Flaws	22
Disciplines	23
Combination Disciplines	23
Morality Paths of the Enlightenment of the Baali	29
Note from the Author	30
Book references	31

Clan Baali

Throughout Cainite history, the Baali are a clan that has repeatedly been thought to be wiped out, yet they always return - a blight on creation that refuses to be extinguished. While other clans might focus on survival and power, the Baali are a proud bloodline that have always looked beyond such trivialities. They have spent centuries propagating the myths of demises; melding into the shadows or infiltrating other clans, watching and waiting seeding their agendas. While all true Baali bend knee to the Shaitan, the clan's own history has long ago proven that the greatest threats to its survival are not the self-righteous and noble crusades of the other clans, but its own schemes and machinations. As such, the clan has become fractured over the centuries, splintering away little by little from the mainline practices of the three that gave birth to the bloodline. In each of the splinters of the once-whole clan, you can find traces of the three guiding principles that brought the first tribe from obscure darkness to become a power that even the Antediluvians feared... and found themselves powerless against. Below, storytellers and players of this genre can find the many faces, and cults of the Baali. These factions of the bloodline are intended to support the fractured nature of the clan and flesh it out and add depth as its members strive for power and dominance in the World of Darkness. The below are the three main guiding philosophies of the Baali as well as several sub-factions, or cults among the bloodline, and new mechanics to support existing material.

Baali: This bloodline seldom operates openly, as many - even before the Year of Fire - would tolerate their existence. As such, members of the bloodline habitually masquerade as members of other clans. Almost to the last, however, the Baali are a proud group, loath to pretend to be what survivors of the Dark Ages term the 'low clans'. Perhaps this stems from the misconception that the first tribe gained its name from 'Baal' - the Sumerian word for Lord, used to obfuscate the names of their gods to keep other cultures from stealing them - or from some other malady born in the darkness of the bloodline's collective ego. Regardless, they tend to hide themselves among the ranks of others - or within the shadows, watching... and waiting.

Apostates: Like the Followers of Set, the Apostates are members of other clans inducted into their ranks in a foul and brutal ritual of the 'second Embrace.' Many who attempt the fell rite fail, their bodies simply adding fuel to the organ pits around which the bloodline enacts its dark rituals. This ritual of the second embrace altering those who undergo it. Altering their blood ever so slightly as the blood of the Baali warp them as they rise from the dead a second time. Unlike the Followers of Set, however, these Baali do not seek to undermine and bring down the societies around them, but to corrupt and turn those who hold power. The Apostates are patient - inexorably extending the bloodline's reach to give them greater sway and clout over their unenlightened brethren, manipulating them to serve the Masters', or Shaitans will.

Infernalism and the Baali

The Baali view infernalism very differently than most other creatures in the world of darkness. This varies greatly depending on which guiding philosophy the cult follows; destroyer, celestial, avatars of the swarm. For the destroyers it is not about selling your soul for power, it is about giving yourself in service to the old gods. What others call demons, they see them as servants of their divine patrons, part of the celestial order. They gladly serve their patrons as only devoted fanatics can. Celestial focused cults differ then the destroyers in that they seek favor and services with their “divine” patrons and servants of their gods, but seek to enter into such agreements as partners. However many creatures of the “divine” seldom like to part with their blessings without pacts binding their devotion. To the cults of the avatars of the swarm they understand more than most how to manipulate the finer tools of the old gods, but seldom dabble in pacts for giving too much power to the old gods risks awakening them upon the world in their infinite hunger. With this knowledge they spread the message of the old gods seeding darkness and suffering to lull the sleeping ancients back into a deeper slumber.

Baali Apostates

The Baali through their dark arts can recruit from any other bloodline of Caine. This is a powerful tool that has allowed them to weave the clan into the shadows of many other so called high and even a few low clans. To some among the Baali this is a honored tradition welcoming brothers and sisters into the fold who share the clans goals and purpose. To others in a few of the cults it is seen as diluting the purity of the highest of the high clans. While still others have taken this practice to new heights.

Angellis Ater or Azaneali

Clanbook: Baali p.36

This bloodline of the Baali, is founded by Azazeal He used his modified version of the apostate ritual to create his bloodline, bringing twelve others into the fold as his loyal disciples. From his seat of power at the heart of the Baalis black Labyrinth in Chroizan, Azazeal sent out his Black Angels to spread his “divine” will, and bring his judgement to those that fell from grace and refused to fall into the fold under his rule as Shaitan. It is rumored that the ancient and malevolent power seeks the birthplace of the Baali to obtain even greater power then he has tasted from within the black labyrinth. As masters of darkness, the Azaneali often walk among the lasombra unnoticed. The horrors they commit for their patron shrouded in a sea of barbarism of the sabbat. With their twisted forms of the orthodoxy, they attract some among the lasombra as many of their perversions mirror those of the sabbat in how they twist the Catholic faith; which has enabled the black angels to make some inroads among the pious, which was enough to ensure

the bloodline survived the purges of the inquisitions fire in the dark ages. To this night the black angels believe that vampires are the instrument of Satan, and they worship sin and the darkness of the soul. It was believed that the bloodline would fade to obscurity when their founder ascended to a higher state of being, and was driven mad by the transformation slaying many of his black angels as he walked the halls a abomination even among cainites of such darkness. Yet in these modern nights they begin to refill their ranks, working with the mortal inquisition to remove their masters rivals. This focused attention creates a sharp division among the Baali as not all bow before the Shaitan of the black Labyrinth.

Mechanics:

They can only be created from Baali, or lasombra apostates(other apostates do not work). Where they lose one of their in clans and gain either Daimonion or Obtenebration. Clan Flaw: Infertile Vitae, cast no reflection Clan advantage: Church influence 1, Demonology 1 *[OWbN R&U Bylaws, 10.H.ii.8.]*

The Veneficti

Rites of the Blood p. 120

A powerful group of infernalist mages known as the Circle of Red warred with, and were nearly eradicated by, the Baali. The last and most powerful of this once dominant coven of wizards were forced to swear eternal loyalty to the Baali, swearing their knowledge and their souls into slavery in exchange for continued existence. Over the centuries the mages have been used as servants and experiments. Now, they have become something else. Physically twisted and laden with permanent investments, the Veneficti now endure as something close to revenants. They are semi-immortal, lich-like, feeding on will much as ghouls feed on blood. Hunched, leathery, and wrapped in tattered black rags, the Circle of Red practice the darkest rites of magic and protect the libraries within the fortress of Chorazin. Among the most prized texts of the Veneficti are five of the six infernal volumes of the Voleurs d'Enfer, a rival group of demonologists from the Dark Ages. They still seek the final, and most powerful codex, which disappeared shortly after the death of a famous infernal thief named Artaud de Pontmolain. *[OWbN R&U Bylaws, 10.H.ii.9.]*

D'habi the Eternal Sufferers

Ghouls and Revenants p. 91

This rare revenant line traces its roots to the early days of the baali serving the clan as priests and mortal agents. Most commonly found among the nests of the Orphaned, and Black Angels. Their numbers have greatly dwindled; as many Baali have abused or neglected the bloodline cultivated by Nergal, who used them to spy or assassinate rivals when he returned and rose to power as the Shaitan. Many of the surviving Baali have used the D'habi as lab rats for experiments with plague and similar nasty

affairs, like raping virgins, feeding on the flesh of sacrificial victims or acting as vessels for demonic possession. This mistreatment caused the D'habi to become one of the more degenerate Revenant lines. In the modern nights those few who remain seldom maintain their humanity for long as they serve as cult priest, experts on cainite history and purveyors of the rare and unusual occult. Due to the experiments and corruptions visited upon the line their disciplines can vary. *[OWbN R&U Bylaws, 10.H.ii.10.]*

Disciplines: Presence, Obfuscate/Dominate, Daimonion

Weakness: Weak-willed.

Wells of Sacrifice

Black Hand - Guide to the Tal'Mahe'Ra p. 102

Whether orthodox Hyronist hive or heretical infernalist nest, the center of every consecrated Baali ritual space is the Well of Sacrifice, to which all things are offered, be they libations of horror and suffering to soothe the Sleepers in their tombs, or the fruits of cruelty to purchase gifts of infernal power. The oldest and most traditional are actual wells, deep shafts bored into the living earth so their lullabies reach the minds of the sleeping Children more easily. Supplicants fill these wells with both the mortal remains of the sacrifices offered to them and the trapped and continuously reinforced psychic agony of those who perished there. The symphonies of horror and torment that still ring in these places echo not only through the physical world, but also gouge deep scars into the spiritual substance of the Shadowlands. According to the ghosts who serve the Tal'Mahe'Ra, these scars (called "nihils") are where an all-devouring power wells up and taints all that it touches with madness. Fortunately, only a bare handful of truly ancient Wells of Sacrifice continue to exist — the ages have driven some to dormancy, and millennia of internecine and external conflict have led to the destruction of others. Mashkan-shapir's Great Well of Sacrifice was dragged completely into the Abyss by the Lasombra priests of Ereshkigal during the fall of that city to forces of the Thirteen. No remnant of it, physical or spiritual, has ever been found by any Baali, though many have sought it. According to legend, the Labyrinth-Well of Knossos was built in a great descending spiral carved by and with the nightmares of Namtaru. The eruption of Thera utterly annihilated the Labyrinth, and what little remains lies shattered beyond reclamation on the bottom of the Aegean Sea. The Nergali Methuselah Cybele took no chances when it came to the Tophet-Well of Carthage. The rites she crafted first severed Moloch from the power he could summon from it, and then imploded it in on itself, its remains lying sealed beneath the same binding of blood and salt that held the city's fallen ruler-lovers. The Iblii-al-Akbar of Damascus was believed to have been torn open and cleansed to its absolute destruction by the combined forces of the Assamite sorcerers, the Ray'een al-Fen, and the Salubri warrior Tzaphkiel al-Amin. The truth is far darker as the Baali left them a fake to defile, only to lose the well in the modern nights when destruction struck the cainites of Damascus. Unfortunately, the greatest of the surviving elder Wells resides in the vast undercity of Chorazin the Damned, home of the infernalist cult known as the Angellis Ater. Its high priest and shaitan, Azaneal, may well have attained the

dark apotheosis lusted after by the Nergali for thousands of years. With stories of another such well having long grown fat in Mexico city. The vast majority of all hives and nests do not enjoy the luxury of access to a pre-established Well of any age or degree of power, and must make do with what they themselves create. The barest acceptable form of Well is a shallow pit, dug into the earth or bored into stone, ringed in invocations and bound in wards, and consecrated with the blood of ritual sacrifices. They contain the flesh, bone, and entrails of those offerings, unless they have been ritually immolated to reduce the chance of exposure or otherwise repurposed for ceremonial use. There is power in the ash, in the bone, and in the braided hair and bloodied entrails. Many of the Baali, infernalist or otherwise, are skilled at the divinatory art of extispicy; the Order of Moloch in particular honors their necessary victims by making as much use of their sacrifice as possible, employing their remains for augury and the construction of ritual implements. Physically shallow though they may be, the accumulation of ritually focused energies within gives the Well a spiritual depth completely out of proportion to its actual size, sinking through many veils and thresholds and boundaries like a dagger-thrust to its true purpose. For infernalist cults, Cainite or mortal, this purpose is communion with the dark masters to whom they have offered their souls in exchange for power. It is here that the diabolist enters into the corruption of her own being, spilling sacrifice into the maw of darkness and taking on the tasks demanded by those she serves, in return for a create.

The Lost Wells of Sacrifice

Once upon a time, the Baali were a much larger, much more powerful bloodline. In Mashkan-shapir, between the Tigris and the Euphrates, the Great Whore Nergal ruled openly as a god-king. In Carthage, Mo-loch the Defiler shared both the bed of his Antediluvian lover and the reins of governance. In a thousand cities spread across the face of both Europe and the Near East, Wells of Sacrifice lay as part of the eldest foundations. The vast majority of these Wells no longer exist except as a faint and fading echo of depravities past, lingering just at the edge of perception for mortals and Cainites alike. The Wells of Sacrifice are, in a sense, alive. Without a cult of worshipers to continue feeding them and maintaining the self-reinforcing mystic feedback loop of palliative suffering, they can effectively starve to death, reduced to a mass of stained and crumbling brickwork filled with the remnants of a forgotten, barbaric past. Such Wells can be coaxed back to life by sacrifice, offering a path of least resistance for infernalist cults who would otherwise have to go through the laborious process of creating and consecrating their own ritual ground. The Order of Moloch makes a point to complete the destruction of any moribund Wells that they encounter and cannot claim. They extract any human remains for their own ritual uses, remove or efface any inscription containing a genuine Name of power, scour whatever remains in fire and water and, if pragmatic, implode the physical bore of the Well itself before sealing any remaining aperture with wards of a particularly lethal and unforgiving nature. Even so, most of these “lesser” Wells are only a few hundred years old. Truly ancient lost Wells are prizes worth fighting and killing for, regardless of circumstances. The First Well, the Great Well of Ashur the Fallen, has been the unholy grail of the Baali since the bloodline’s diaspora. Any living memory of the city’s physical location

was lost with Nergal and Moloch, though many believe it lays in the high plateaus of Anatolia or the highlands of what is now northern Iraq. The Mouth of Hell is the mobile pit-hold of the ship the Dark Magister, consecrated with artifacts taken from the depths of Chorazin by the Anazeali priestess Arishat, and has been missing for centuries. It is only recently that advanced underwater salvage technology has made finding the wreck of the ship possible. What remains of the Dark Magister lies in multiple pieces on the bottom of the Caribbean Sea near the Cayman Islands, with no lingering psychic trace of the Well among its physical wreckage.

The Baali have a long history of performing their dark rituals around wells or pits hidden in places never touched by the light of the sun. Many of the bloodline have long forgotten why the first tribe ever adopted the foul practice, but even the youngest cannot deny its power. Baali Pits are locations - filled with the corpses and disembodied organs of sacrifices - around which all Baali, regardless of creed, gather to perform their high rituals. These wells serve as focal points for Baali culture and the oldest ones are sacred sites to the bloodline. Many of the younger Pits are pale shadows of the most ancient wells. Nevertheless, the corrupt blessings they provide to their devoted servants are potent still. When a new childe is selected, their sire will drain them and cast them into the Pit to seek out a heart filled with the would-be sires blood. This tradition ensures that only those who have the requisite Will become members of the Blood. Likewise, would-be Apostates take the challenge in groups. Taken and drained near to Torpor, the supplicants fight over and claim the organ that contains the vital prize of blood they seek. Many would-be converts fail ever to rise again from the pits. There are rumors of cults having their own rituals built off these traditions for embracing their followers, but they are shadowed in secrecy. Besides initiations, the Baali utilize their Pits for myriad other purposes. Some use them to craft plagues and maladies to torment and bring suffering. Some use them to summon demons. Modern Pits - consecrated within the past few centuries - pale before the legends of old: ancient Pits filled to the brim with potent sacrifices and carved with the names of victims uncounted. These rare relics were said to fill the Baali with such power that even fledgling Embraces were gifted the power to stand against the lesser Clans' mightiest heroes. Rumored locations of these sacred Pits are few, but number among them Carthage, Damascus, Tyre, and Chroizan. A Pit may be birthed only in a location that sunlight has never touched. Each level requires a hundred sacrifices, a level of Demonology or Plague Breeding (Avatars of the Swarm) Lore, and a level of Baali Lore. Each Pit, when consecrated, must be dedicated to a particular philosophy of the Baali; the chosen principle may not be altered after creation. The most powerful Pits (greater than five Traits) may use another of the three types to determine the new ratings, as well as greater effects, that often require greater tribute and factors in their creation.

New Backgrounds

Well of Sacrifice

Baali pit 1-5 is listed as any above that are legendary and rare in the world, even at the height of the Baalis power, often requiring elder insights into the clans lore and history.. Advancing a pits level requires sacrifices to be made year round, and a high ritual performed during the day of the dead. This may be done once a year to advance the pits level. Only one character in a coven typically the high priest need invest in this background. However Pits take dedication to maintain and every month they are neglected. (Neglect defined as; An active character does not have the background at the pits level and is not performing downtime actions to maintain the pit.) The pit will decline one level a month, to a Minimum 0 where it is then just a whole in the ground filled with rotting corpses.

Note: Any other none baali infernalists that use a well of Sacrifice, count it as an Altar of corresponding point scale.

Demon coord approval for wells of sacrifice with a rating of 1-4 are notify, 5 Approval for pc and npcs..
[OWbN R&U Bylaws, 10.H.vii.1]

Well of sacrifice Mechanics

Dedication of Wells of sacrifice

Destroyer Pits - Temples of darkness

Counts as a temple and altar; Destroyers per level of the pit granting them a bonus on one soul point when determining soul value for pacts per level of the pit. If the pit is destroyed the investments are lost.

Celestial Pits - Gates to the mysteries of reality

Grant bonus traits per level of the pit for binding, making deals with demons (diabolism)

Swarm Pits - Festering sores of the world

Grant Hive mind (rape of Persephone write up for avatars of the swarm) With all those who participated in the last ritual of at the pit.

Level 1

Can be used to perform a Blood sacrifice to perform the ritual Voices in the blood; to communicate with other Baali from afar using other pits.(access to the baali clan list) Can be used to embrace Baali in the traditional manner. Location has Eerie presence.

Level 2

Gain one free retest per scene; when casting dark thaum, rituals, plague crafting, subterfuge, or occult while at the site of the pit.

Level 3

Pit has the effects of Unholy aura Merit

Level 4

Can be used to gift the second embrace to Apostates.

Level 5

Destroyer - High priest of the pit gains access to a demonic servant equal in rank to the pit.

Celestials - When in the pit visions of the future are received (as if they have Oracular including the retest).

Swarm - Can breed custom plagues that combine the traits of other known diseases, Can be used to summon plague demons. They are also immune to the effects of natural diseases, but can still be carriers.

Voices in the Blood

This is the mechanics to cover blood sacrifice communication. This is the method by which the baali communicate as a clan over vast distances. Requires a human sacrifice. To be drained of blood and body added to the pit. The blood gathered into a basin at the foot of the pit. Where the baali will meditate and pray to his blasphemous gods. By entering into this state they may communicate with other baali in a form of a hive mind, that briefly links those connected to share thoughts and ideas as the user wishes.

This communication will be covered by the google group controlled by the team demon. Entry to the list requires Baali lore, an active Baali pit and Demon Coordinator approval.

Common backgrounds to the Baali

Mentor, Retainers, Cult, Herd, Occult influence, Haven, Alternate Identity,

Nest membership

Many baali cling to nests, and many nests work together with those of liked mind linking them together in expanded cults. Cults often share similar philosophies and practices that can clash with others. Players may never have more than 5 dots of Nest membership. This background may be divided between multiple cults.

Mechanics:

1. Initiate: You have recently been inducted into a cult. While you are a member you may gain shelter in the cults nests, and learn from those who are more experienced.
2. Acolyte: You have proven yourself to the cult you are part of.
3. Apprentice: Rising stars of the nest, that often are those looked to for the dirty work needs doing.
4. Nest master: You have risen into a leadership role among your coven, and are expected to guide your brood to greater understandings of the mysteries of the occult, hidden lore of the children of the outer dark; and shelter them from those who would hunt the nest.
5. Cult Leader: At this rank you are one of the prophets of the Baali, seen as master of your cult.

Nest Membership level 4 is Demon coordinator notify and 5 is Demon coordinator approval [OWbN R&U Bylaws, 10.H.vii.2]

Titles and status

Baali have four titles that they respect in their culture. However like many societies abuses and false claims have diminished many from blindly following those who claim such titles as they have in the past.

Titles

Shaitan the leader of the Baali Clan.

Al'shaitan: Serve as the trusted agents of the Shaitan.

High priest/Masters/ lead the cults of the Baali

Priests/coven masters/Vigars lead the covens of Baali

Baali/apostates. Though some baali see those who are not of the direct line as less pure.

Cults of the Baali

The baali are a very secretive clan with often different core beliefs of how to seek and understand the truth of the world. While cults typically follow a core belief system set by the guiding philosophy of the cult. Some Baali have been known to break from the mold seeking truth in their own way and following a different philosophy. Below are the three guiding philosophies among clan Baali, as well as a number of canon and own cults of the Baali, from the dominant major cults to the many minor cults that have come into being over the long history of the clan.

Philosophies of the Baali cults

- **The Destroyers:** Often derided as mindless maniacs, the Destroyers seek to reduce Creation back to the infinite darkness that was before God created light. That is what they say about those that followed Nergal into the Black Labyrinth. For who can know the mind of a Methuselah that touched the face of one of the sleeping children. Many of the destroyers of old earned their place within this grouping by following Nergal in the first two Baali Wars. With the great father having disappeared from the cursed world once more, many have fallen to torpor or fractured into their own cults and practices. These Baali seek to revive the practice of calling the true names of the Children to grant them power and raise them above all others as True Baali: lords of this world and the worlds beyond.
- **The Celestials:** These Baali seek to unravel the secrets of the Cosmos to achieve apotheosis. Many of the blood of Moloch were drawn to this tradition, believing that in understanding the secrets of the world one might come to rise above it and surpass the Cainite condition. Stories exist among the Baali of those who obtained the cursed coins of the Decani and usurped their power and claimed it as their own. The allure of understanding the truths of this world and the power of the names of the Children is somewhat tempered by the dangers of such knowledge. For if the names are invoked ever to often in their purified forms it will draw the children's

attention edging them ever closer to awakening. While many of those who are among the Celestials traffic with Hell, most operate as Diabolists; their pride renders them loath to enslave their will to any dark Master but their own.

- **The Avatars of the Swarm:** The prior factions, despite their distaste and/or outright scorn for the world of the living, still live and function within it. This cult, by contrast, takes an utterly alien view of the world, valuing any and every mortal solely as a means to propagate the Swarm. They have a primal link to insects and other vermin, often filling their undead bodies with multitudes of them and using their ghouléd vermin servants as means to draw mortals into the Swarm. They also entertained a small branch of the Cainite heresy named the Swarm of Samael. .

Greater cults of the Baali

- **Black Angels:** The Keepers of Chroizan and followers of the new Shaitan that guides the way from the Black Labyrinth. This group, though small in number, is one of the greatest cults of the Baali; even the childer of the bloodline's founders tremble in fear of these legends. For they are the keepers of the Throne carved from the bones of the Children and upon the sleeping corpse of the One that many refuse to name. From the Labyrinth they have watched and waited while the world forgot a threat they believed to be long since buried and gone. Here Anazael sits with his Black Angels. Having risen above the simple Cainite condition in the shadows, he spreads his reach to bring ruin to the children of Moloch that betrayed and bound his brood for a time, while bringing the whole of the bloodline to kneel once more before the one and only Shaitan. Traditional philosophy: Destroyers in service to the patron saint/demon Shaitan Anazael. Traditional paths of Enlightenment: Road of the Devil, Path of Revelations, Path of Evil Revelations.
- **The orphaned:** The cult of the orphaned are some of the oldest and most powerful of the Baali, but fewer in numbers than many of the other cults. They are the devoted servants of the all great father of darkness Nergal. They remember the betrayals of the traitor Moloch and his brood that brought ruin to the baali. They remember the names of power that great father Nergal blessed them with, and hell has no fury like a baali scorned. Traditional philosophy: Destroyers in service to the patron master Nergal. Traditional paths of Enlightenment: Road of the Hive, Road of Sin, Path of Revelations, Path of Evil Revelations.
- **The Molochim:** These are the cainites of the Baali that are often of Molochs blood line. Dedicated to keeping their more extreme clan mates in check and the sacred duty of holding

back the darkness till it is the destined time. The world will end, the end is coming, but the sleeping gods of old must stay asleep till the time has come. While this brood is outnumbered by those Baali that chose infernalism and servitude to the dark gods. This brood is also the one that despite the failings of Carthage and the mistakes during the year of fire. They have access to the most extensive resources of knowledge on the nature of the demonic, infernal and the children of the outer dark. Baali of this cult typically follow the Celestine philosophy. Among their numbers is a small but growing sub cult known as the Order of Moloch who take more active roles in opposing the other cults. Traditional philosophy: Celestials in service to the patron Moloch. Traditional paths of Enlightenment: Road of the Hive, Road of Sin, Path of the Hive, Path of the Hive of Cleansing.

- Cult of the Undying: The Baali are often inhumane monsters that have cast off their humanity long ago, but nothing is more primal to the vampiric condition than the desire for revenge. That is what drives the cult of the undying. In seeking out the mysteries of this world and claiming them for their own, they intend to become judge, jury and executioner over all those who rose up against them over the centuries. To that end, this cult has spent years weaving itself within the halls of all the great sects, always striving to ferret out hidden mysteries and covertly delivering pain and punishment to those that would condemn them for the blood lying dead in their veins. It is whispered that members of this cult remember the ways that the Baali cursed the Assamites, and to this night use that same cunning to manipulate the angels of Caine, as well as the places of power within the sect of Caine that sees the Baali as nothing but a anathema to expunge from history. Elder members of the cult harbor a particular hatred for Salubri and Assamites. Traditional philosophy: This cult shifts between Celestials and Destroyers in service to the Shaitan. Traditional paths of Enlightenment: Road of sin, Path of Revelations, Path of Evil Revelations.

Minor cults of the Baali

- Cult of Baal: While many younger Baali Embraced in the Modern Nights know nothing of their true history as the First Tribe, a number have come to believe the propaganda of their Elders. These Baali have come to believe that Baal Himself is their patron spirit, and in turn they pay homage to the Lord of Hell - offering sacrifices of innocents and praying for their Master's return from bondage. While their blood is often diluted, their fanaticism and devotion are not. Though the World of Darkness at large knows nothing of their existence, it would tremble before them if it did, for nothing is more dangerous than a fanatic that fueled by corrupted faith and blind ambition. Traditional paths of Enlightenment: Road of sin, Road of the Devil, Path of Revelations, Path of Evil Revelations.

- **Swarm of Samael:** The Samaelites as they were commonly known, believed that the demiurge Ialdabaoth and God were both twin representations of a single being, the great beast Baal (also called Samael). Actions attract the notions of either head, so by dedicating oneself to traditions like Via Diabolis, one assured recognition for the end times. The Swarm of Samael, despite using the trappings of the Cainite Heresy, was not regarded as part of the crimson curia. Older Heretics often used the Samaelites as smoke screens and lighting rods to diverge attention from themselves to the more easily vilified Baali. Traditional paths of Enlightenment: Road of the hive, Path of the Hive,
- **Cult of Caim:** Is a young cult that mixes old and new traditions among the baali. Following the will of the brood mother Caim, who often manifests as a murder of dead crows, crawling with insects, that fly in a horrible mass of death and decay. Caim is a follower and adherent of the Hive mind and encourages her agents to work in one accord to breed corruption and death as far as possible. Agents of Caim never work alone, but rather form broods of at least two others that live and work in concert together. Caim's followers have been known to erect altars of flesh for which her servants can feast on. Diverging from many of the other cults, the leaders of covens of Caim are known as Hiv Masters. As expected the cult of Caim often follow the teachings of the avatars of the swarm. Looking to propagate the swarm, and spread death decay and suffering least the song that lulls the children to sleep cease. Traditional paths of Enlightenment: Road of the Hive
- **Servitors of Irad:** If the propaganda is true, the Servitors of Irad is one of the most dangerous cults roaming free in the world of darkness. The Servitors claim to be working directly for the Antediluvians and have no desire to expand their ranks or negotiate with their enemies. The Servitors are set on a course of absolute sacrifice: killing every other vampire so their Clan founders may elevate the Servitors as chosen childer, accepted and beloved for the murder of their brothers. Irad was supposedly one of Caine's childer and the most bloodthirsty warmonger of his time. The Servitors see no reason not to uphold their namesake's ethos, calculating that only the strong will survive when Gehenna arrives. The Baali of the Orphaned has had agents among the Servitors since their inception, more for the purposes of monitoring than actual manipulation, but in time they have shifted and changed. If the Servitors truly do communicate with the Clan founders, it is something the sects and clans of the world should tremble before. Long ago the cult fell to the worship of Nergal, with the help of the orphaned. Perhaps they've always venerated demons, but it's now impossible to say. The destruction they seek is parallel to that of the aims of the Baali, and practically every vampire in the cult has some proficiency with Daimonion or Dark Thaumaturgy, including the former agents of the Tal Mahe Ra. While the Sect knows the cult is still extant, they have not been able to trace it for some time. While they are few in numbers they are without mercy, and meticulously careful.

Common moralities: Road of Hive, Road of Sin, Path of Screams, Path of Cruelty Path of Revelations, Path of Evil Revelations

- Order of the Wyrn: This cult's numbers are few, but its influence is great; the deceptive nature of their Blood allows them to pass without detection as members of Clan Tremere. Infiltration of a clan as rigid and structured as Clan Tremere is no simple feat, and the cult keeps its numbers low lest they are exposed and lose this potent tool granting them secrets to many mysteries, and a avenue to eradicate the enemies of the Baali once and for all. *Baali members of this faction require approval from both Demon and Tremere Coordinators. [OWbN R&U Bylaws, 10.H.viii.1.a]*
- Cult of Kupalla: This small cult stretches back to the Dark Ages, when a well-spoken member of the clan traveled into the wilds of Eastern Europe and found the manifestations of the great Beast slumbering in the earth. To this Great Old One the Baali gathered a cult and gave praise, performing sacrifices and arcane rites in its honor. The first leader of this cult was said to be gifted with visions and insights that granted him great power. Stories tell of how he followed the Ancient's guidance to a Cathedral of Flesh and gave the greatest sacrifice, offering himself to the Old One. Without his guidance, this cult of the Baali fractured and lost its way, but there are those who to this night offer praise to the ancient Old One, seeking flashes of insight into Its great will. In the stories of the Cathedral and upon the land that bristles with Its power, the Baali saw the truth: that all flesh bends before the Old One's will; from before the Swarm, beneath the soil drenched in untold ages of blood, brews a disease that the Swarm has never seen before. *Baali members of this faction require approval from both Demon and Tzimisce Coordinators. [OWbN R&U Bylaws, 10.H.viii.1.b]*

Abilities

Baali Lore:

1. Knowledge to those who have survived and keenly watched the movements in the shadows during the Baali wars, and even the third one known as the year of fire.
 - You know Baali are associated with infernalism, the worship of Demons for the purpose of gaining personal power
 - You believe there are almost no Baali in the modern nights, as they are a very rare bloodline after they were decimated once more in the third Baali war; also known as the year of fire.

- You know Baali can summon flames and manipulate the feelings of others
- You know that sometimes Baali congregate in groups
- You have heard stories the Baali are not actually a clan, but more a coven of Cainites from every clan who have sold their souls to Baal, and other demons.

2. Knowledge sought by those who delve into darkness for the truth hidden where the virtuous fear to tread.

- You know that the groups Baali congregate in are called Hives, and that they have an internal hierarchy
- You are familiar with the fact there are many legends of how the Baali came to be. From the line that gave birth to the Giovanni, to being childer of Caine, to being children of one of the second generation. At this level you know there are many stories but have only heard pieces of them as the bloodline is so rare and from many old blood lines oral traditions are passed down from mouth to mouth making solid evidence of any creation myth hard to come by. Still other stories claim the line is far older - that the originator of the First Tribe drank the Blood of Caine from the Accused's own wrist. The Dark Father Himself, or so the story goes, sought to preserve his beauty and the spark of divinity that Caine saw in him and bless him for he was most favored by Caine. Yet it is said that when the first of the Baali tasted the blood it awoke a darkness in him. This corruption led him to gather members of the other clans and birth childer of his own to strike down Caine for stripping that divinity from him. His voice was said to be angelic and able to sway any to his cause. It is said that he led his rebellion to face Caine Himself at the steps of his throne in the First City, only to be cast down and cursed once more. Yet - as he was Caine's most favored - his Father could not bring himself to end his childer's unlife, instead condemning him to walk away deformed and defeated. With the face of a monster, the first of the Baali would not rest. Not even the will of the Dark Father could quench the fires of his pride. Though his angelic face was lost to history, his voice, touched by the Divine, remained. The First turned wholly to darkness, his siren's song calling demons from the void and whispering in the ears of the Antediluvians, turning them against their broodmates. In this, he had his first taste of revenge: the fall of the First City.
- You know that the Assamites have a particular dislike for the Baali, although you do not know why.
- You know that thousands of years ago, the Baali were much closer to Clan Brujah, but that their alliance was shattered for some reason.
- You do not believe that the Baali are a bloodline of any of the major Clans in the modern nights

3. Knowledge of those who have dedicated their lives or unlives to hunting the Baali, as well as those whom are rising stars among the dark brotherhood's of the Baali.

- You are familiar with the Road of the Hive, although you don't know enough to attempt to convert onto it.

- You know that the Baali have the Disciplines of Presence, Obfuscate, and Daimoinon, and you are familiar with the effects of the Daimoinon powers from Basic to Advanced.
- You are familiar with the rough outline of the Baali War, and know the true reason why the Assamites hold a particular grudge against the Baali
- You have heard of Baali Apostates, although you do not know how the ritual works.
- You believe that Baali are not automatically infernal, but that their nature and interests often drive them in that direction. As many of them worship the old gods, which modern society and cultures have called demons, and in some cases truly were.
- You have heard the myth about how, Cappadocius: so offended by their blasphemous rituals that he killed the First Tribe, only to suffer such regret at the loss of wisdom that he gifted the dying survivors with his blood to preserve their knowledge - no matter how dark. As well as the myths about how they were sired by Enoch, Irad and even Zilla, with another myth pointing at the Hag who taught Caine the secrets of the blood bond is the mistress that birthed the clan as revenge against Caine for spurning her, mixed in is the story of another tale of the hag. Then there is also the legend that they were sired in the second city by a lost name of the second generation as four siblings; three of whom became corrupted, with their sister Enoia turning from her brothers and "sister" to find her own way, Another speaks of how a slave boy found the Crone who taught Caine how to form the Blood Bond and he pulled the stake from her body, as a reward she gifted him with the Embrace and taught him the secrets she would have shared with Caine, had he only loved her.. You have also heard that some believe the clan to be bloodlines of Tzimisce, entranced by the mortals that became the baali pursued the knowledge of the occult at any cost that the ancient sorcerer gifted them with eternal life so that they may forever seek perfection of the occult. There are stories of the founder of the Salubri finding the First Tribe as he traveled east and slaughtered them to the last. Casting them into their own black wells, Salubri sent his own blood after them to seal their taint and very memory below.

4. Knowledge of the coven masters of even the minor cults.

- You are familiar with the entirety of the Baali write-up in the V:tM Storytellers Handbook (Revised), and know some of the history as outlined in Clanbook Baali (Dark Ages)
- You know the intricacies of the Road of the Hive, Path of the Hive, the Road of the Devil, and a bit about the Path of Evil Revelations, as well as the other enlightenment the Baali often follow.
- At this stage you know the story of the slave boy, and each other creation myth is a helpful myth seeding fear that the Baali are far older and more power than the other so called younger clans.
- You are familiar with the role the Baali played in Carthage
- You think you know enough about the Baali to attempt to replicate some of their dark rituals.
- With the correct tools you can apply your knowledge and blood to create Baali apostates.

5. Commonly known by the masters of the high covens, and cults.

- You know of the active Baali Methuselahs, and their supposed affiliations.

- Legendary Baali pits can be used in a high sacrifice once a year when the veil between worlds is thinnest to take the power and essence of a greater demon, assuming its place.
- You understand that every demon worshiped by the Baali is another face of Ba'al.
- At this stage you know each of the creation myths of the baali are seeded with elements of truth. As fear is useful tool to force those of weakness to cower in the light, but proves a greater asset to tempt those who would seek truth and power into the shadows where it lays hidden. Many of the creation myths of the Baali are closely guarded secrets of the ancients of this bloodline. The truth like many secrets in this world may never be known, but without question the blood of the salubri shares a unmistakable kinship that only sibling rivalry could explain.

* The information suggested in this treatment of Baali Lore is just that, a suggestion.

Baali Lore requests 1-5 For all others is Demon coordinator approval *[OWbN R&U Bylaws, 10.H.i.1]*

Baali Lore 1-3 is Notify for Baali/Baali Apostate/ Angellis pcs and Npcs. *[OWbN R&U Bylaws, 10.H.i.1.a]*

Baali Lore 1-2 Notify for Jocastians, Clan Tzimisce,clan advantage laws of the night, Lore masters of the Occult underground, Sabbat inquisition, Assamite Loyalists, Josians and clan Nosferatu lore masters. *[OWbN R&U Bylaws, 10.H.i.1.b]*

Demonology:

This is the study of the angelic, demonic, devas, devils, and otherworldly beings. You are familiar with the traditional western schools of thought. (diabolism, black magic, witchcraft) and possess insights into the practices of other cultures that fall outside the western schools of thought and how they pertain to the beings from beyond. With enough training in this knowledge you can be prepared to deal with the denizens of the other worlds, as unlike common dabblers of the occult or hearth wisdoms what you know is found in the true secrets hidden in the shadows of the world.(though only fools believe everything they rea or hear from demons) You can only summon a denizens equal in rank to twice the level you have in this ability; unless other powers or effects are in play. **Note: Demon lore is the same thing as Demonology, but it can not be used to summon demons or celestial entities.**

1. Dabbler: Your knowledge consists largely of speculation and hearsay.
2. Student: Although you have a hard time separating truth from rumor you know a few relevant facts.
3. Scholar: Your knowledge pertaining to various incarnations of the celestial and infernal is expansive and encyclopedic. You possess a considerable repertoire of rites and rituals which may or may not work.

4. Savant: The very manner in which you perceive reality has been altered by your eldritch understanding. The breadth and depth of your knowledge rivals ancient masters of the hidden arts.
5. Visionary: Your mastery of the great secrets is beyond the ken of mere mortals. You are known to many of the greater powers who dwell Outside, and in turn you know them.

Demonology 4 is Demon coord notify Demonology 5 is Demon coord approval. [OWbN R&U Bylaws, 10.H.i.3/4]

Infernal Lore:

This is the study and understanding of the powers demons can grant their thralls. As well as the common signs of the infernal. Some of which are old wise tales, but sometimes there is truth in the myths.

1. Infernalists are often cruel and inhumane, and unless powered by a potent demon can not enter holy ground.
2. Knowledge of R1 investments.
3. Infernalists are believed to be immune to fire, they often carry the corruption of their soul in their body, scars, disease, parasites and other maladies, and such devils marks.
4. Knowledge of R2 Investments.
5. Knowledge of R3 investments.

Lore infernal 4 Demon coord notify Infernal lore 5 Demon coord approval [OWbN R&U Bylaws, 10.H.i.5/6]

Plague Breeding:

This is the knowledge of how to breed corruption in the corpses of the dead, how to feed it and tend the corruption till it festers and the taint boils up like a cauldron of plague ready to be set loose on the world. With greater study you can use vermin and insects to spread your gifts to the world around you and share the suffering with any within your every spreading grasp.

1. Dabbler: You know that letting corpses rot brings flies
2. Student: You can poison wells, or cause minor outbreaks in cities.
3. Learned: You know how to breed different plagues, and can tend contagion like a garden.
4. Savant: The plague pits are filled with your handiwork; armies wreak less devastation than, your creations.
5. Visionary: In your labs of the obscene, you can create new diseases and summon plagues of demonic virulence. Should you wish you could depopulate a kingdom with ease.

Plague breeding 4 notify, 5 Demon coord approval [OWbN R&U Bylaws, 10.H.i.7/8]

Merits and Flaws

Merits

Apostate 2 [Clanbook Baali pg 44] (coordinator approval)

Undergoing a ritual that mystically re-embraces them, other clans can join the Baali bloodline. Their blood is drained fully and they are given blood of their new clan in a mock embrace. Mechanically, this means that they replace one of their inclans with Daimonion. What ever discipline is replace is now considered not to be inclan. This can impact if they can teach the discipline, as well as what combis they can teach or other methods that such a change could impact. They do not lose the discipline that is lost as a inclan, but must treat it as a out of clan, and now can buy Daimonion as a inclan. If their blood is tested from now on they will come up as Baali for questions of clan, however their lineage through powers that can detect such things will still reveal their normal lineage from before the ritual. They will also gain the Baali clan flaw in addition to their original clan flaw. Childer embraced after they have undergone the ritual of apostasy, will be embraced as traditional Baali. As such characters of certain Clans have special out of character rules for what we in OWbN refer to as Perfect Infiltrators. This merit is not a shortcut or a way to bypass the rules regarding Perfect Infiltration of those Clans. The Chronicle will be responsible for Notifying the Clan Coordinator of an Apostate from a Clan with Perfect Infiltrator Rules within 30 days of the approval of this merit.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.H.iii.6]*

Blasphemous Pact [6pt Tome of secrets p. 108]

This Merit is Disallowed as a merit Demon Coordinator Approval [OWbN R&U Bylaws, 10.H.iii.8]

Covenant of the Old Ways 2 pt.

Your Daimonion follows a old path of the blood, this is either a trick taught by some of the more ancient cults, or some foul rite performed that twisted the potential within you. For whatever reason your Daimonion functions as it is from faith and fire switching out the level five found in MET storytellers guide for that of the Faith and fire.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.H.iii.8]*

Demonic Heritage: Laham [7 Trait Merit; Infernalism: Path of Screams, pgs.78-80]

You have a Demon for a parent. This comes with benefits and drawbacks. Each Laham is a unique being and their creation as characters should be equally unique. Feel free to contact the Demon Coordinator's team for further information.

You have a Demon for a parent and because of that, you have certain inborn abilities normally attributed to Demons. Laham start game with 7 points worth of investments.

This is a mechanical representation of the natural abilities that the individual was born with and the powers gained by this cannot be taken away, nor does the character need to pay sacrifices or nor able to take hindrances to reduce the costs. Dark thaum can not be purchased with this merit. Laham age slowly, as noted in by the source, and are considered up 3 Traits on all favorable dealings and interactions with Demons, Infernalists, and devil-worshippers. Most Laham eventually become Infernalists themselves and this "free Pact" still counts against the value of the character's Soul with relation to the maximum amount of Pacts possible. Further the darkness in their soul carries stains that can not be ignored. All Labahm must take 4 points in flaws. From flaws listed in this packet, or the owbn Infernalism packet.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.h.iii.1]*

Demonic Patron [3pt Tome of secrets p. 108]

You attracted the attention of a demonic spirit and it acts as your guide. One day it will ask a price and you will not be able to refuse. Counts 3 dots in background investments. Can not take generation, the merit also comes with one of the following flaws demon hounded 2 point, cruel master 2 point.

This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.H.iii.3]

Demonic Tutor

[5 pt. Merit; Infernalism: Path of Screams, pgs.78-80]

Infernalists with this Merit gains the equivalent of a minor investment on their soul awarding them 5 points to purchase the investment Infernal magic. They may not reduce the cost with sacrifices or hindrances. The investments still counts against the value of the character's Soul with relation to the maximum amount of Pacts possible. Characters with this path gain access to Two R1 One R2. No path may go over level 5. Rituals gained must all be R1. All additional paths/spheres must be earned by following the rules out lined in Diabolism or as gifted by their dark master, aka Thralldom.

Whenever this merit is taken the character must select from one of several flaws. Hunted, Cruel Master, Unholy stain.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.h.iii.2]*

Lord of Flies 2 [Path of Screams pg. 44]

You are surrounded by carrion insects, and can never be rid of them. They are drawn to you without fail, and will make you stand out among other people. Aggressors are down 2 traits when making range attacks agianst you, melee attacks are down 1 trait

Profane trappings [4pt Tome of secrets p. 108]

You befoul everything you touch, and lay claim to. It permeates everything you control spreading your taint to even those who serve you, twisting the land. Any discipline or power you use is considered infernal. So long as you are using the power on lands you control, servants you control, or objects you possess you are up +3 traits on ties

Revenant Disciplines 3 [Clanbook Tzimisce, Revised pg 69]

Use as printed.

Simply Waiting 4 [Lore of the Bloodlines PG 16]

The Baali know their place in the tapestry of the world, and that the end is coming. To outsiders this often appears as apathy, but there is strength in knowing your place in the universe.

Mechanics: Any attempts to manipulate or convince the baali to sway from their course is often met with unfeeling or deaf ears. All social tests to manipulate Baali with this merit are at -2 traits when comparing ties.

The High Price 3 [Lore of the Bloodlines PG 16]

The Baali know more than most the price one must pay to uncover the secrets of the world and truths behind true power.

Mechanics: The Baali is considered down 1 willpower the start of every night, but is up 2 traits on comparison of ties for all uses of disciplines.

Unbound Diabolist

[2 or 4 Trait Merit; Devil's Due, pgs.98-100]

This Merit operates differently, depending on the type of Infernalism character practices. This Merit may only be purchased once and the effects of the Merit do not “stack” in the case that a character happens to fall into both categories.

- For Thralls, your Patron currently is not an issue. You do not have to perform sacrifices for investments equal to double the Traits in this Merit. You cannot gain more Investments without a new Pact, however.
- For Diabolists, you have found yourself with a permanent solution to your “problem” and, for the purposes of calculating the value of the Enemy Flaw, deduct the Traits in this Merit from the total amount of would-be rank of the demon you made an enemy of.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.h.iii.4]*

Unholy Aura [7 Trait Merit; Clanbook Baali p. 44]

Holy objects crumble, plants die and untrained animals cower in fear. Those with True Faith (in the Holy not the Unholy) must win a Willpower challenge (static difficulty of the Infernalists current Willpower) or flee the area. Even if the faithful character succeeds in this test they are uncomfortable in the presence of this Unholy Aura. For every True Faith Trait they have, they will lose one Blood Trait as they develop stigmata. The Storyteller should work to make such an occurrence truly vivid for the onlookers and horrific for the faithful.

**This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.h.iii.7.]*

Unshockable

[3 Path of screams p. 78]

The character is not required to test to consume or do any horrific act asked of them by their demon, as outlined by the source material.

Unshockable

[1 Trait Merit; Dark Ages - Road of Sin, p.73]

+2 traits on all conviction/instinct tests as outlined in the source material. This does not affect discipline uses unless otherwise states. The character is down 2 traits on all tests employing the empathy ability

Flaws

Lord of Flies 2 [Clanbook Baali pg. 44]

You are surrounded by carrion insects, and can never be rid of them. They are drawn to you without fail, and will make you stand out among other people. You are down 1 trait making ranged attacks, as well as standing out in a crowd.

Infernal Aura 3 [Clanbook Baali pg. 45]

With this flaw, anyone with True Faith up to a mile away know of your presence and a general direction of where you are.

Touched From Beyond 1-4 [Clanbook Baali pg. 45]

Marks appear on the body from dealings with Demons. At 1 point, these are minor and easily disregarded (a mole on the cheek, a birthmark on the leg). At 4 points, these are obvious and easily noticeable (a pussy sore that never heals, sharpened or misshapen teeth, extra limbs or wings)

Revenant Weakness 3 [Clanbook Tzimisce, Revised pg 70]

Use as printed. You were embraced from a Revenant line, and still possess the weakness that the Revenant line possesses in place of the Clan you were embraced from.

Carrion Comfort 3 [Clanbook Baali pg 45]

People with this flaw can only feed on the blood of the dead, and especially the dead that have begun to rot. Take 1 less blood for every draught taken from a corpse, as cold blood is not anywhere near as nutritious as fresh blood.

Disciplines

Out of clan Daimonion requires Demon Coordinator Approval [OWbN R&U Bylaws, 10.h.iv.7.]

Concordance: Daimonion 6

Diabolic Lure: Daimonion 6 Dark ages companion p. 81

Ignore the Searing Flames: Daimonion 6

Glimpse the Gulf Beyond Daimonion 6 Clanbook Baali p. 46

Hell-born Investment Dark ages companion p.40

Infernal Servitor Daimonion 7 Dark ages companion p. 81

Summon the Herald of Topheth: Daimonion 7

The Re-Embrace Daimonion 7 Lore of the bloodlines p. 17

Functions as printed in source material with the one alteration that this is the ability used to make Angelis Ater of the Black Angels. That Blood line can not create others as they suffer from the flaw infertile vitae, and any Baali apostate made via the traditional method are just Baali apostates.

Contagion Daimonion 8

Unleash Hell's Fury Daimonion 8 Dark ages companion p. 82

Call the Great Beast Daimonion 9

Open the Way Daimonion 10 Clanbook Baali p. 46

Daimonion is Not infernalism, unless it is gained as a Investment

Combination Disciplines

All Daimonion combination disciplines require Demon Coordinator Approval when learned by a non-Baali. [OWbN R&U Bylaws, 10.H.iv.1]

Dark Reflection

(*Obfuscate 5, Fortitude 1, and Auspex 3 or Daimoinon 1; Cost 15 XP*) – OWbN Guide to the Infernal

This power is one of the best in the infernalist's arsenal. It allows the infernalist to temporarily transfer his infernal taint to another, unsuspecting victim. This may not be used on a willing target. Engage your target in a challenge of your social traits versus their social traits. You may both retest with subterfuge your

target may retest with willpower. If you succeed, your target now bears the taint of your infernalism. This effect lasts for one scene or hour whichever is shorter. During the period it is in effect the infernalist loses all access to any traits, powers, abilities, backgrounds etc gained from a demon. The Daimoinon version of this power was developed independently but is mechanically identical. This power (or any functionally similar power) requires Demon Coordinator approval.

I Am Legion

(Daimoinon 3, Obfuscate 2; Cost 12 XP) – Clanbook: Baali, p.47

This power must be used in advance of the scene in which the Baali is being questioned. He spends a Willpower Trait and makes a Social Challenge vs a difficulty of 12 traits. This challenge can be retested with Leadership.

If successful, the character is able to negotiate a temporary pact with a Demon. The Baali must agree to some service on behalf of the Demon who will in turn inhabit the Baali's body during a period of questioning. The more important the service agreed to, the more lies the Demon will tell in the Baali's favor.

Examples of acceptable lies are "No, I do not worship demons" or "No, I am not a Baali". Storytellers are encouraged to allow creativity while the player answers questions put to him, but cautioned to not let the players get away with murder. Remember, there is a Demon inhabiting their body answering these questions.

Lesser Rite of Summoning

(Daimoinon 5, Presence 3; Cost 20 XP) – Devil's Due, p.146-147

Taking an hour and spend five blood traits in the creation of a ritual circle. Perform a challenge of your Mental Traits vs 15 traits plus 1 trait per level of the Demon (as listed in the MET Sabbat guide), you can retest with Occult. If you know the True Name of your target the difficulty drops by 2 traits. You must know either the Celestial or True Name of your target to attempt to summon them. If you succeed, a burning vortex of hellish fury opens in the center of your circle and the Demon appears. If you fail, you have wasted your blood and time but may try again. If you botch (see below) you may never attempt to summon this Demon again.

The Demon will be able to resist the pull of Hell so long as it remains in the circle and sunlight does not touch the blood the circle was made from. Should either of these things occur, the Demon feels the pull of Hell as normal.

This ritual will not force the Demon to do your bidding, but you may bargain with it so long as it is willing to remain. Of course, nothing stops the Demon from attacking you from within the circle. You may also create a Reliquary for the Demon to inhabit. Doing this requires another hour long ritual, spending another Blood Trait and a permanent Willpower trait. The difficulty is the same as summoning the Demon who would inhabit it. This creates a permanent (until destroyed) home for the Demon.

Veil the Sin

(Daimoinon or Auspex 2, Obfuscate 2; Cost 7 XP) – Dark Ages: Road of Sin, p.72-73

MET conversion provided by the source.

Command the Swarm

(Daimoinion 2 Animalism 1; Cost 9XP) Lore of the Bloodlines p. 17

MET functions as provided by the source.

Bulgroth's Exquisite Torture:

(Daimonion 3, Temporis 3; Experience Cost: 10) tome of secrets pg 115

This power was developed by a Baali Methuselah called Bulgroth. It focuses on the fact that, to a victim, torture always has an end. That eventually, the torture stops, or you die. That eventually, at some point, there is release. This power warps the victim's perceptions of time, and makes him feel as if his current agony will never end. System: Functions as printed can not be used during combat.

Ripping the Eyes from Heaven

Obfuscate 5 Daimonion 3 optional Dominate 4 Experience Cost: 9/18

The Baali are a clan of secrets, skilled in the mysteries of the occult, and are no strangers to the needs to keep their sacred places shrouded from the sight of others. They are also no stranger that a well woven deception will shroud a nest for far longer than the ability to obfuscate it.

System: The baali attunes a location for a full lunar cycle casting this ritual over a baali pit.

Casting this ritual takes an entire night, and it's effects will last for one lunar cycle. Any attempts to Scry or use magical means of viewing a location protected by this ritual automatically fail. Alternatively, Baali whom possess Intermediate Dominate may instead opt to create a false vision during the casting of this ritual that will be seen by such remote viewing attempts, and a description of that vision must be given to the storyteller at the time of casting. False visions that include specific characters require a sympathetic link to the character depicted in the vision. This false vision is subject to the generational restrictions of Dominate, if the false vision is pierced it is blocked by the rituals base effect.

Opening the Gates of Mist

Auspex 3, Daimonion 3, Obfuscate 4, (Experience Cost: 21)

This power enables a vampire to conjure a thick fog with black, dark grey or greenish tints. The mist is odorless, neither hot nor cold, feeling very viscous and adheres to clothes and bodies in revolving wisps. The vampire mentally conjures the mist. Some vampires theorize the mists are actually smoke emanations of the fires of Hell allowed to seep into earth, while others say they are an expression of the vampire's damned soul. A cabal of Tremere Baali apostates are believed to have developed this power.

System: Conjuring the mist costs 1 blood point, and the summoned cloud fills a circular area of 1 meter centered on and following the user. The size of the cloud can be controlled with a reflexive mental command, allowing it to contract or expand 1 meter per turn in one direction or in all directions, to a max height of 3 meters. The mist remains until dispelled by the user, and can not be disturbed by wind or the elements, unless these are controlled by a power higher than the vampire's Daimonion, those inside the cloud suffer as if they are in a shroud. Those who can not see can be considered down 2 traits.

Heightened senses and protean eyes can reduce this effect. Further any physical challenge can be retest against. This retest can be canceled with blind fighting. The user can see through the mists normally. The user suffers from the Eerie Presence Flaw while surrounded by the mists.

Whispers in the Dark

Dominate 2, Obfuscate 4 Experience Cost: 6

With this power, an Obfuscated vampire can give his instructions to others without giving away his position, so long as they are within a few feet the Baali does not require eye contact.

System: This subtle power allows a vampire rendered invisible with Obfuscate to use Dominate on a victim without automatically revealing her presence to him (though Auspex and other means to pierce Obfuscate still function normally). The victim stands oblivious while the vampire whispers her desires to him. Note: Like any power that includes Dominate, this Power is still subject to all the restrictions of Dominate.

This subtle power allows a vampire rendered invisible with Obfuscate to extend that power to their voice, so that they may Dominate a subject without risking being revealed. Spend a Social Trait while Obfuscated and make the normal challenges to Dominate a target, which must be within two steps of you. The user's voice is not heard by anyone but the target, who quickly forgets, and they do not need to test to remain Obfuscated per the rules of Vanish from the Mind's Eye, though they may still be detected normally by those with cause to look for them.

The Perfect Murder

Daimonion 1, Dominate 4, Presence 4 Experience Cost: 15

The Baali can extend his abilities to convince another to commit the most heinous of deeds and even inspire them to conjure up the way they'd do it too.

System: In a casual social setting, the vampire discusses ideas for the perfect murder with a subject. How would you do it ? How would you avoid getting caught ? Where would you get the weapon? What would you do with the body? What alibis would you need? How much would different methods cost ? After a 10 minute conversation, the vampire spends a Willpower, makes a contested Social retest Larceny vs the victim's Social plus Self Control. The target will be bound to perform the heinous act described. The affected person chooses the next person they see that they hate, dislike, or are simply annoyed by, and carry out the described perfect murder. It may take a few hours or a few months, depending on the method described, but it will happen. The person under the influence of this power must spend a Willpower each day or take steps toward committing the murder. The would-be murderer can end the urge to kill by sacrificing a permanent Willpower point.

Whispers in the Sinners Ear

Auspex 4, Daimonion 1 Presence 4 Experience Cost: 6

This power enables a Baali to speak with its targets without ever having to be seen; They reach out to the victim's mind after successfully using Sense the Sin on them. It does not matter how far the distance is from the target, the Baali can speak as if whispering into the victim's ear

System: The player engages the target in a contested Mental Test vs the targets current willpower, retested with Subterfuge. If the player succeeds they may speak one sentence to the target per use of this power. Each use is a soliloquy if used during combat rounds. Other disciplines may not be used with this power, unless they state additional disciplines may be used.

Public Confession

Daimonion 2, Presence 2 Experience Cost: 6

The powers of Baali are varied and frightening, this power though subtle in particular can cause great upheaval. System: The vampire speaks with a person, expressing concern that some un-named sin will be exposed publicly and, " really, wouldn't it be better if you just confessed it yourself ? You may get some leniency if you just stop lying." and makes a Contested social challenge retest empathy. With a successful test, the victim will blurt out, loudly, clearly and in front of whatever audience or recording devices happen to be nearby whatever was the most sinful act of their lifetime. This little trick, properly wielded, has created more than a few riots in both Camarilla and Sabbat, for example a priscus admitting to the sabbat they used the Black hand to ascend to Regent. This ability can be performed in combat as an action.

Confounding Mist

Daimonion 3, Dominate 1, Experience Cost: 9(18)

By drawing circular motions in the air with both hands the vampire emanates mists in the form of a fine

spiraling path following the hand gestures. These mists make victims dizzy, rendering them more susceptible to the caster's influence. Although not subtle, the mist's mental haze is enough to leave targets so disoriented that they find nothing strange about them, but the effects are obvious to any observer. Only those mystically sensitive are somewhat equipped to sense and resist the mists' effects.

System: While using any Dominate, and Presence power on a target, the user may reflexively activate this power by spending 1 blood point and making a contested Willpower test with the victim Retest Larceny for the aggressor, and Awareness for the defender. If the Baali is successful they may spend up to three additional willpower, and place the target down that many traits on ties for test to resist their Dominate, or Presence. There is a second form of this power that requires Presence 5 that can impact a group in a mass challenge.

Down the Gates of Mist

Auspex 5, Daimonion 5, Opening the Gates of Mist (Experience cost 21)

The vampire calls forth a mist, which erupts from the ground in a spiral, surging and enveloping the vampire and everyone present, then rapidly shrinking as if consuming itself in an eerie vortex. Individuals subsumed in these otherworldly mists disappear, only to immediately rematerialize inside a suddenly manifested cloud in another earthly location. Only to return to the world of the living a moment later. It is said those who cling to the mortal world minds are shattered by the brief glimpses they see, which has lead some scholars to believe that Baali who use this taxing method to travel step between the cracks of hell to elude threats.

System: The player must use Opening the Gates of Mist and then make a static Mental test retest Occult roll (difficulty 10), they may expend a permanent mental trait for each additional target they wish this power to effect. Those affected are transported along with every item they have in their belongings. If the test is successful, the user must engage in three more tests. If they lose these they are trapped in the cracks of hell and must wait an hour to refocus their energy and use this power again in an attempt to escape. Activation takes three turns of concentration. If the Baali using this power suffers damage in that time the power ends abruptly and does not work. The Baali may expend an additional permanent mental trait per target per turn to quicken the casting. Inanimate objects not in anyone's possession cannot be transported. The caster can travel to any location she has previously visited physically. Travelers materialize at the outside rim of the location's border or entrance; the mist blocks the sight of any bystanders. After the travelers arrive the caster and anyone brought together appear almost instantaneously on their destination, but must succeed on a Willpower test (difficulty 10) or lose 3 Willpower point as a result of the spiritual discomfort caused by the journey. An unwilling target must be physically grappled and may additionally resist this power with an opposed Willpower test against the user. If the person resisting ties or wins, they are left behind when the smoke vanishes.

Sin Eater

Auspex 1 Daimonion 1 Experience 7

The character performs an elaborate ritual with another being, most often taking the form of a Catholic confession. As the recipient speaks aloud their crimes, the character must interact with them in some way each time. Some may whip their targets for each sin they've committed, some may kiss their forehead, others still may eat small pieces of bread dipped in their blood. Regardless of the method used, the targets of this power feel their burdens lifted and find themselves with renewed purpose.

System: This power can only be used on a willing target. At the culmination of the scene, as the target lists the final sin they wish to confess, they immediately lose one permanent Willpower. However, they also immediately gain one permanent morality trait, which cannot go above their normal maximum. No experience need be expended here, as the target is simply exchanging one for the other. The character

performing the Sin-Eating gains black veins in their aura as if they had diablerized, a mark of the sins they have taken within themselves. They also gain one temporary Willpower, which may exceed their Generational maximum and lasts until the veins in their aura fade (which they do so as if the character had diablerized normally). While the character may perform as many Sin-Eatings as they have time for, they cannot gain more temporary Willpower at one time than they have Conscience/Conviction traits.

Storytellers may also grant the character performing this power visions, nightmares, or even temporary Derangements based on the sins they have consumed and whom they have used it on.

Darkness Never Dies

Daimonion 6 Dominate 5 Experience 21

There are many stories of the Baali having been wiped from the world. In fact now three wars against the Baali where they were killed to the last; and yet the darkness that they are always finds a way back. The secret for some is in having a unbreakable will to serve their role in the greater cycle of the world. Others it could be just a desire to not fade into the darkness till the score is settled.

System: This power does not come into play until the Baali has been successfully consumed by another, soul and all. Once done the diablrist and the Baali engage in a extended contested willpower challenge, using their permanent willpower from the time they awoke for the night last. First to twelve wins. If the diablrist wins they gain the soul and its possible generational boost and every other effect that occurs when a soul is normally consumed. If the Baali should win the body begins to undergo a chrysalis where its blood starts to change to that of the Baali. The duration of this change is determined by the difference in challenges won during the war between the souls for ownership of the body. If the Baali won all twelve they return the next night from the void in their new body. Otherwise for every test they lost it takes one month more; with all their mental and social powers, replacing one of the bodies inclans with Daimonion at the level the user possessed before. This may be restricted by generational limits. Other soul markers will also carry over such as investments or other such merits or flaws, as well as the black veins in the aura.

Legion

Daimonion 7, Dominate 5 (Experience Cost: 36)

This long-forgotten skill was said to have been used by the demon Azazel himself when he ascended to the mortal world; any Baali skilled enough in the use of Daimonion can posses the body of a mortal just by touching him.

System: The vampire engaged in a contested Social challenge retest Intimidation, vs the targets permanent willpower. The process works extremely well in crowded places, the vampire can change bodies as many times per day as their Social traits . The newly occupied body retains all of the vampire's Traits apart from Physical traits, and Appearance and any Physical Merits or Flaws, which conform to the host's characteristics. The vampire's original Physical Attributes return at a rate of 1 point of each per day, until the vampire's original Attribute ratings are attained. As soon as a body is left for a new one, the consciousness of the person that was possessed returns to the body (but retains no memory of what happened) unless they spend more days than their permanent Willpower without going back to their body, in which case the spirit becomes a wraith.

Note: Killing the vampire's empty shell accomplishes nothing at all, nor does the body have any remaining blood within it. During the possession of the new body, even the remaining vitae in the vampire follows and appears mystically within the new body. Mystically transforming the new body into that of its host clan even if for the briefest of moments the soul rides the unfortunate mortal.

Ward the Soul's Sanctity

(Auspex 2, Obfuscate 3, Optional: Presence 3; Cost 11 XP) – Dark Ages: Road of Sin, p.70

MET conversion provided by the source.

Record Recall Sensation

(Auspex 4 or Auspex 5, Vicissitude 2; Cost 11 XP for basic, 15 XP for advanced) – Dark Ages: Road of Sin, p.71-72

MET conversion provided by the source.

Enhance Sensation

(Auspex 3, Presence 3, Optional: Vicissitude 2; Cost 10 XP) – Dark Ages: Road of Sin, p.70-71

MET conversion provided by the source.

Psychic Double

(Auspex 5, Obfuscate 3; 12 XP) - Time of Judgement: Lair of the Hidden, p.140

Use the rules for Astral Projection, with the addition that the user can project an image on the normal plane while astrally-projected, without the expenditure of Willpower. This does not, however, count as manifesting on the material plane for terms of using powers. To use powers on the physical plane, you must still spend the Willpower as described under Astral Projection. This power was created by Demetrius as a means of temporarily escaping the castle that he has been stuck in for over 700 years.

Morality Paths of the Enlightenment of the Baali

For Baali the question of morality can quickly become an issue. Many young Baali retain their Humanity, albeit at low ratings. For those who wish to pursue other morality, the following options may be available, most Baali nests follow the road of sin or hive, or their variations. However a few nests follow other teachings:

Non-Baali; Baali apostates on Road of the Hive (Clanbook Baali), Path of the Hive (Chaining the Beast), or Path of the Hive (Black Hand Guide to the Tal'Mahe'Ra) require Demon Coordinator approvals. [OWbN R&U Bylaws, 10.h.viii.2]

Road of the Hive - Clanbook: Baali, p.43

The Road preaches all-encompassing loyalty to the bloodline as a whole and to one's sire in particular. The main reason for this is the Great Works that the Baali want to achieve cannot be claimed alone or when they interfere with the works of others. With the help of this Road, the secrecy of the bloodline is maintained and the Beast is held at bay.

Path of the Hive - Chaining the Beast p. 102

The Path of the Hive is the culmination of all Baali. Loyalty to each other and to the Great Work, followers of the Path of the Hive are tasked with keeping the sleepers from waking. In this, loyalty to each other is key; never abandon a brother of the Path; never betray your Sire.

Via Hyron: Path of the Hive - Tal'Mahe'Ra p. 53

As children of Abel, cursed by Lucifer to be destroyed by the sunlight, followers of Via Hyron are tasked with cleansing the world of Caine's flock, and to collect the blood of Abel from those

cursed thieves. Be the Angel of Vengeance, and collect the blood which keeps the sleepers from waking.

Road of the Devil - *Cainite Heresy* p. 81

The Road teaches all that worship is the proper way. Stay true to your teachings of the Church of Lucifer, set your pride aside, and aide in the Atrocities that must happen. Destroy those who would stand against you, recruit those who would aide you.

Path of Revelations - *Chaining the Beast* p. 92

Being "good" does not mean redemption, but assimilation Being good means behaving. By being "evil" one pushes the boundaries of morality and philosophy, exploring , living, and doing. By being "evil" a vampire transgresses, transcends and discovers what the universe really has to offer.

Path of Evil Revelations - *MET Sabbat Guide*, p. 135

Those who follow the Path of Evil Revelations truly believe in their role as a servant of greater evil. They believe in the place of Demons and Infernal entities as some of the greatest harbingers of corruption.

Road of Sin - *Road of Sins*, entire book

Personal gain and desire is all that matters. No sin is forbidden, no vice anathema. What your heart desires is all that matters, regardless of others. No one matters as much as you do.

Whether it be the sins of Pleasure or the sins of Greed, or any of the other Sins, you will do them all.

Path of Pleasure - *Dark Ages: Road of Sin*, p.66

The Sinners of this Path are the most hedonistic of all Infernalists. To them, pleasure is everything as far as their existence is concerned, and absolutely nothing is taboo.

Path of Screams - *Dark Ages: Road of Sin*, p.69

The maddest of the Sinners and the opposites of Path of the Devil, the followers of this Path believe that as they are already damned; they are also already prey to the Beast, and therefore allow themselves to be manipulated by it and do its bidding. They are essentially walking examples of Hell-on-Earth; even other Sinners are loathe to associate with these madmen.

Path of Cruelty - *Dark Ages: Road of Sin*, p.67

The followers of this Path are most cynical and hateful of the Sinners. Very much stemming from a "hurt them before they hurt you" philosophy, these individuals do not believe in mercy, compassion, or pity. Rather, the only pleasure they take is from hurting others.

Path of the Devil - *Dark Ages: Road of Sin*, p.68

Individuals on this Path work to keep themselves from being manipulated. The ultimate control freaks, they will go to any end to protect their free will and, unusually, the free will of others. Many consider them the most "pleasant" of the Sinners.

Note from the Author

Baali, Infernal, and Demon Genre can be a difficult one. You as a player are accepting the role of being the villain, the outsider or just a general instigator. Many staffs will welcome this relief, as it can and often does enhance the local and global story of the org. However it is good to always be mindful of your genre and how it can impact others. Many aspects of all three genres are good at worming their way into other genres, and often with the tricks and boosts can start to overshadow the core genres they have infiltrated. The genres overseen by the Demon coordinator's office are mainly designed to enhance the world of darkness, and while the fluff at times can ask you to try and rule it, that will result in the unification of other rival genres against you; up to and often including other rivals among the Demon Genre. When you play the monsters in the dark you will be the terror that picks off the stragglers in the horror movies, but when dragged into the light you can go out just as easily as a scooby doo villain. To this we ask players that engage in these genres to be ever mindful of how they impact the game around them and to understand no villain or tyrannical empire lasts forever; the fun is in the ride of the story and how epic it makes everyone else's experience better. If you as a player or storyteller are ever unsure or need guidance, as your fellow sts and by all means ask the demonon coordinator or team hell who are always happy to help give guidance.

Book references

Clanbook Baali

Veil of Night

MET Storytellers Guide

Dark Ages Storytellers Companion

Dark Ages Road of Sins

Vampire 20th Edition Lore of the Clans

Vampire 20th Edition Lore of the Bloodlines

Vampire 20th Edition Blackhand Guide to the Tal'Mahe'Ra

Vampire 20th Edition Ghouls and Revenants

Vampire 20th Edition Rites of the Blood