



DARK PACK

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2014. Written by Bryan Card, Giovanni Coordinator for One World by Night.



Per Coordinator Bylaw 3Ciii, "Genre Coordinators must pass before Council any plot, enforced policy, R&U named characters, or binding edict they wish to use which they can reasonably expect to affect multiple chronicles and these proposals need not be seconded, but go immediately into discussion.

If no opposition is voiced during the week of discussion, the proposal is considered passed and enforceable. Once passed these are considered binding to all chronicles and a chronicles refusal to adhere is grounds for OWBN disciplinary measures. Opposition must be in regards to the content of the proposal and must give those reasons why the objection is voiced. This is to allow Coordinator's the opportunity to respond and/or make changes/remove the proposal and its contents."

I, Bryan Card, Giovanni Coordinator submit the following listing of general policy for the Samedi.

This proposal is to provide general guidelines for what Team Giovanni considers appropriate courses of action for the Samedi. PCs are not held to this; this is a statement of goals and directions that the Baron pushes towards through NPC statements and actions. Individual plots or needs of specific instances may cause minor variations to occur, but this will allow STs and Council to be aware of the overall goals of the Samedi.

The Samedi revere their founder, and strive to bend themselves to his whim. PCs who choose not to follow these directions will quickly find themselves out of his favor and excluded from clan hierarchy.

Internal matters

- To play chess, one must have adequate pieces. Seek out the worthy and bring them into the fold.
- The Samedi are the Chosen of the Baron, those of them who deny Him, should be made to understand their place in his plans.

Worship of Loa, other than the Baron

- "Thou shalt hold no other gods above me. Thou shalt not bow down to them or serve them; for I am the Greatest among them." Baron Samedi

Camarilla:

- The closest things The Giovanni have to an Ally. Don't trust them. Should you decide to play along with them, use their foolish "Promise" to embarrass them at every turn.

- Take care, the Princes have little patience when the Baron blesses your body with his presence.

The Sabbat:

- The enemy of our enemy doesn't make us friends. In the end, the fools would want to see even the Baron fall. If you join, lead them to the doorsteps of the Giovanni Mansions, and enjoy the carnage. Remember the Baron's words on trading your gifts, "You will have to answer to me."

The Anarch Movement

- They say any safe harbor during a storm....

Independent Clans

- The Baron is beholden to none. Why should his children be any different?

Clan Giovanni:

- Trick the youngest into trusting you, but never forget the Elders want the Baron to dig your grave.
- They think they understand Death, they are fools to think they know the mind of the Baron.

Thanatosis and Necromancy

- Many will seek you out to learn your gifts. Keep always in your mind: one day you may have to answer to Baron Samedi.
- Summon Baron Samedi to teach others necromancy at your own risk. The unworthy ruin the rum of those that brought them.