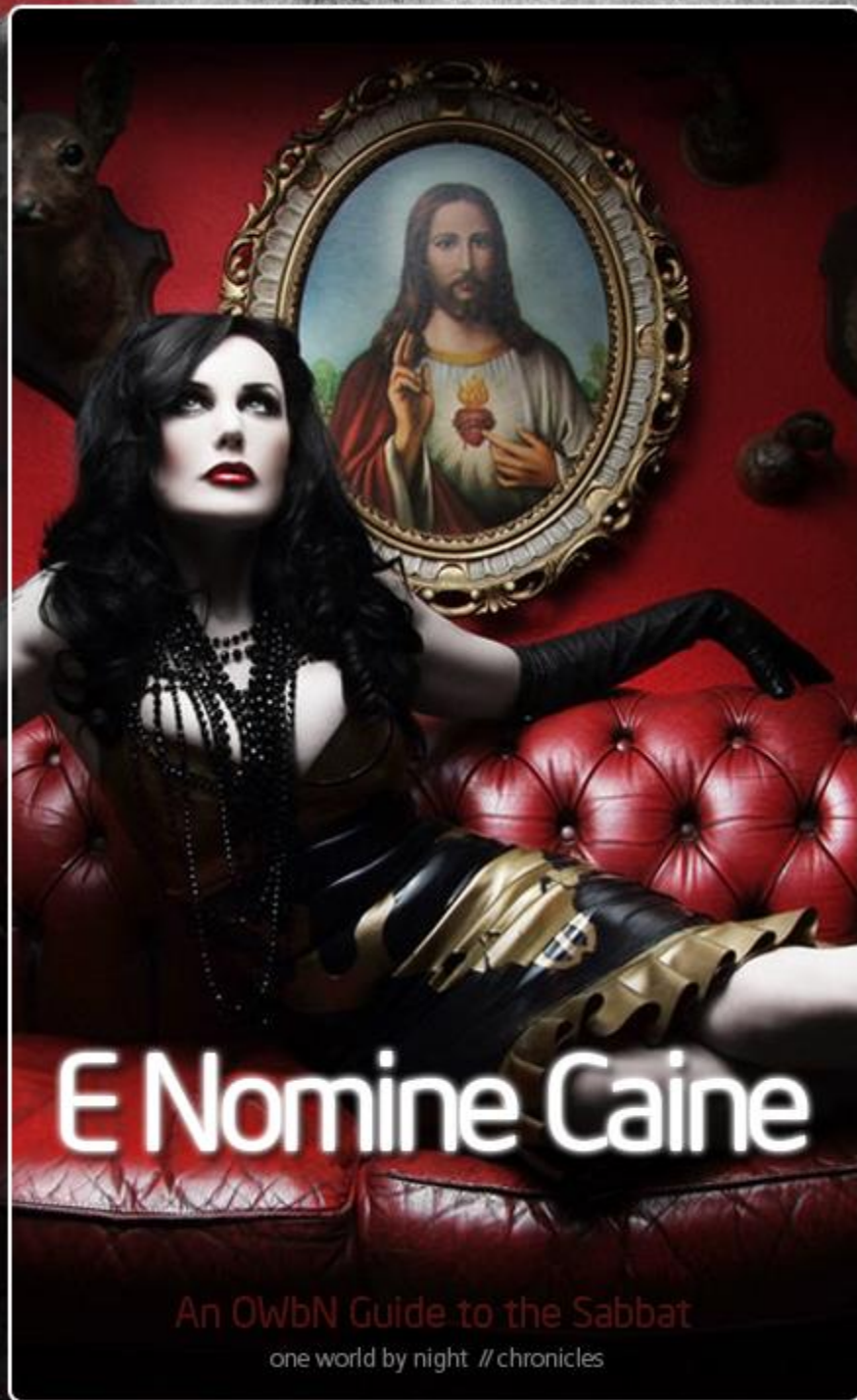


The Religious Guide to Sabbat



E Nomine Caine

An OWbN Guide to the Sabbat
one world by night // chronicles



DARK PACK

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An One World by Night Guide to Religion in the Sabbat
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Introduction

What is the Religion of the Sabbat? That is the question many ask themselves. Technically on a whole, the Sabbat is a Gehenna cult who follows Noddist traditions, belief in Caine and Gehenna. On a personal scale, it is much more than that. The Sabbat boosts Catholics, Pagans, Jews, Muslims, Taoists, and everything in between. One's faith is often a personal matter, but in the Sabbat all have faith in something. While it may not always be a god, and indeed some believe in nothing more than the sect itself, faith is what drives the sabbat. It's ritae and paths of enlightenment are but one expression of that faith.

In this guide you will find a collection of ideas, suggestions, tips, and tricks to add to your Sabbat games if you like. That is to say, this "packet" is a non-binding Sabbat genre guide. Meaning, you don't have to use it if you don't want to. At it's nature it is designed to be a tool for the Sabbat players and Storytellers of One World by Night. While they do not have to use it, we on Team Sabbat encourage it's use. It has our official endorsement if you will, even if it is not binding by the bylaws of One World by Night.

The Sabbat Faction guide and other packets truly delved into the politics of the Sabbat. This is not another attempt at that. Do not misunderstand though, politics and religion can and do often go hand in hand. That is to say, that while this guide encourages politics, it is not its sole purpose. This guide provided insight and ideas into the Ritae, Paths of Enlightenment, various cults, and anything that has to do with the theme of Sabbat religion.

The Theme of Sabbat religion is that of faith, practice, belief, worship etc. The Mood of religion of the sabbat is often dark, cultist, occult, and twisted upon mortal religions. These moods and themes should also help flesh out any and all religious type plots or stories that you may want to use.

The Sabbat is and will always be a loose coalition of cainites under one banner bound by loyalty of the vaulderie. The Sabbat has had Three Civil Wars, the Factions don't along and often neither to the very personal religious beliefs of it's members. While two sabbat members openly believe in Caine, one who worships him as one of the Loa and another who says he was god are likely not to get along very well. We encourage this sort of drama and tension to be added to your games if you so desire. It can add a great amount of depth to your stories and role-play.

But in the end, we leave that for you to decide what is best for you games. We simply provide you the tools below should you wish to use them.

Noddism

The House that Caine Built

What exactly is Noddism? Noddism is series of studies and beliefs into the history of the vampiric race. For some it is a religious study, holding the texts of the Book of Nod and Erciyes Fragments as a kind of sacred vampire bibles. To others, it is a scholarly pursuit, some of whom view themselves as historians versus that of a priest. Within the Sabbat, Noddism constructs the central core of the sect itself.

To the Sabbat, Noddism is the religious glue that holds the sect together. The sect on a whole is a very large Gehenna cult. The Sabbat, in theory, is determined to stop Gehenna and defeat the very ancients who would seek to herald it in. Much like real world religion, however, the sect and noddism is often more complex than that. Like most institutions, the Sabbat is full of corruption and hypocrisy. Ironic, considering the Sabbat modeled its structure after the Catholic churches as a means of poking fun at the corruption of that institution. In many ways, the Sabbat has become the very institution is sought to overcome. That being the mortal church.

The main place one can find the Noddism of the Sabbat is mainly in the form of the sect's Ritae and its paths of enlightenment. However these are not the only places one can find it. Like any religion, the Sabbat (and Noddism in particular) is riddled with divisions on interpretations and beliefs. The sect itself is really nothing more than a loose confederation of factions, unsurprisingly their religion is much the same. Few priests perform, practice or preach the same as any other. Indeed, the very nature of Noddism causes it to vary from region to region. The tale's and variations on the basic mythos of Caine can be found in almost all regions of the world. Indeed, cultural variation is perhaps the most common theme to the Sabbatnoddism. The cainites of the Sabbat often go to great lengths to adapt their own mortal backgrounds and religions to that of Noddism.

While Noddism might be difficult to define, this is due its vague definition. That being that Noddism is the study of lore pertaining to Caine, the history of the vampire race, and what the prophecies of the future might hold.

The Book of Nod

The Book of Nod is a collection of some of the most ancient recorded histories of the cainite race. It consists of multiple recessions and fragments that have been reassembled by various Kindred scholars. Though an actual document is hard to get a hold of, much of the tales and writings are told through the oral tradition of Sabbatritae and practices. There was however, in the early 90s an attempt to combine these fragments and tales into one book and publisher it on a large scale. Though stopped before such a scale would have seen a widely produced Book of Nod, copies of this particular run can still be found tonight. As the Book of Nod itself is a collection of ancient writings from numerous dead languages, new passages and translations are found yearly. This causes the Book of Nod to continue to grow as more is uncovered about history of the Cainite Race.

The commonly accepted Book of Nod consists of many Babylonian fragments. While not all the fragments have been uncovered (indeed some of the more controversial writings have only been recently uncovered in 1999), there is an accepted basis and translation. Much like the King James Bible is accepted today. The author of the commonly accepted Book of Nod is believed to either be Caine, Salout, Malkav, or an unknown vampire. The actual printed White Wolf book "The Book of Nod" is this commonly accepted Book of Nod we speak of. This book contains much in the way of the history and writings of the ancient vampires, but it is by no means complete. Many great stories can be told about searching or uncovering a new fragment of the book of nod.

For more information of the Book of Nod, please consult the White Wolf book of the same name or at the very least please visit this website: http://whitewolf.wikia.com/wiki/Book_of_Nod

The Erciyes Fragments

The collection of writings commonly referred to as the Erciyes Fragments are a compilation of ancient texts first studies in the Dark Ages. These particular texts are often just as old, if not older than those found in the Book of Nod. However, the Erciyes Fragments are not considered to be part of the Book of Nod, as many of its writings contradict or do not correspond with the commonly accepted Book of Nod. The most commonly accepted authors of these particular writings are Caine, the other Antediluvians, or some other ancient long forgotten vampire.

The Erciyes Fragments are even rarer than the Book of Nod itself. Only the best educated and renowned Noddists are aware of its existence, and even few can claim to possess a copy.

Though like the book of nod, many forgeries and translation exist. In the Sabbat, it is considered a great honor for a member of the clergy to possess and read from the Erciyes fragments. The sect's greatest priests spend entire lifetimes debating the Erciyes Fragments and the Book of Nod.

For more information on the Erciyes Fragments please consult the White Wolf book of the same name or at the very least this web page: http://whitewolf.wikia.com/wiki/Erciyes_Fragments

Revelations of the Dark Mother

The heretical book Revelations of the Dark Mother was compiled and put together from the oral tradition of the Baharists to compete with that of the Book of Nod. The various vampire of the Cult of Lilith have their own version and take on the history of the race of caine. These tales and writings have been passed down supposedly since the beginnings of vampire history. The Revelations of the Dark Mother tells the stories and prophecies of the Book of Nod and the Erciyes Fragments from the aspect of Lilith.

Possession of this book in the Sabbat is considered heresy of the highest order by the sect's Inquisition. Still, many noddists are drawn to these writings. While not Baharists themselves, these noddists will often seek this book as a means for more information and insight into their beliefs. Study of which has lead more than one Cainite down to the path of Lilith. Even with these dangers, a true scholar of Noddism seeks this book out.

For information on Revelations of the Dark Mother, please consult the White Wolf book of the same name.

Encyclopedia Vamaprica

This tome exists only in legend. Rumored to exist only in the most elite circles of noddists.

Perhaps there are no more than a half a dozen copies in existence. The Encyclopedia Vamaprica is a collection of all the knowledge of some of the world's eldest and best Noddists. If such a tome truly exists, seeing one would not only give great insight into the Jyhad itself but the very history of the race of Caine. Many a noddist has spent their nights hunting down mere rumors of this book's existence. To date none are known to have succeeded, or if they have none are talking about it.

The White Wolf book Encyclopedia Vamaprica was never widely published and disturbed in One World by Night canon. As such, any and all copies of this book to exist require them to be approved as White Wolf specific items through One World by Night Council. For all other information please consult the White Wolf book of the same name.

Fragments from the Book of Nod

Not all the pieces of the Book of Nod have been found. Many great stories and opportunities can come from a storyteller who chooses to run this type of plot. Perhaps they can send the PCs to retrieve a forgotten ancient writing from some elder (which was of course told to do so by that elder's rival). Perhaps they travel the world to dig up and find ancient relics and writings. Then, not only do they have to uncover the writings, they need to get them translated. These types of stories offer a wide variety of options for storytellers. We encourage storytellers to come up with their own plots and writings from the Book of Nod to use in their games. Below are some examples of new passages from the Book of Nod one could use for their game.

Divisions of Noddism

There are largely two types of Noddists, Religious and Secular. Though the Sabbat tends have more Religious Noddists than it does Secular, it is not exclusive. Secular Noddists can even be found in the Sabbat, but due to the religious fervor of the sect, they often keep their opinions to themselves and those of like minds.

Religious Noddists: These types of Noddists tend to be members of the Sabbat Clergy and follow the path of Caine. They are religious backbone of the sect and by far the more common of the two types of Noddists. The Religious Noddists believe that through Noddism they perform Caine's will on earth. While some believe Caine to be a god, many others also simply hold Caine as the Dark Father of their race and not a god. This in of itself has led to many heated debates among the Religious Noddists of the sect.

Secular Noddists: These types of Noddists may accept part or all of the Caine myth, but do not attach the same eschatological significance that the Religious Noddists do. Modern Noddist scholars are likely to be influenced by scholarly trends among the Kine and interpret Noddist material in a more worldly sense. While less common than Religious Noddists in the Sabbat, they are not unknown. This particular version of Noddism is popular among those cainites who follow the path of Death and the Soul. Secular Noddists often respect the wisdom and insight of Religious Noddists, but they often avoid any sort of debate with them as scholar.

Renowned Noddists

Sascha Vykos (Sabbat Tzimisce)

The ever popular and prestigious nomadic Prici, Sascha Vykos is also one of the world's primer Noddists. An oddity in that Vykos is both a Religious and Secular Noddist. Much like it's shape, it changes nightly to better suit its needs and understanding. The Priscus is legendary for its own collection of noddist artifacts and writings, and is considered one of the highest honors in the Sabbat to be allowed to learn from it.

Aristotle deLaurent (Sabbat Malkavian Antitribu)

The publisher and author of the commonly accepted Book of Nod, Aristotle is a hunted man both for his deeds and his knowledge. Because of his infamy and desire to uncover more of the history of race of caine. Aristotle is a nomadic member of the sabbat who often appears and disappears randomly from cities. The sabbatMalkavian holds little in regards to station of the sect, but he too is often sought (and rarely found unless he chooses to be) for his great wisdom and insight. This is unsurprising considering his status as the publisher of the Book of Nod. Not surprisingly, Aritotle is a Religious Noddist, much the chagrin of his childe Beckett.

Bindusara (Camarilla Ventrue)

This ancient ventrue who heralds from the early nights of rome, and possibly the time of alexander the great himself, is perhaps one of the worlds greatest kindred historians. Few have ever met or earned the honor of meeting him in person. Rumor persists he has lived in the library of alexandria for many centuries. Most noddists who know to get in contact with Bindusara do so through written correspondence. Though ever elusive he is known to be a great scholar and always open to debate and discussion from those he views as equals in the scholarly field of noddism.

Lucita de Aragon (Sabbat Lasombra)

Lucita is the childe of legendary lasombra Cardinal Moncada. Her sire was a paragon of the sabbat faith and religion, and with his death many have seen it as Lucita's place to take up that mantle. Her contributions to both the book of nod and the Vampirica Encyclopedia are well known. She maints close ties to Beckett and Aristotle, and is considered an academic rival to Sascha Vykos. Lucita spends most of her nights in Spain, ruling as Archbishop of Aragon.

Albertus Magnus (Camarilla Brujah)

A known Brujah elder and religious scholar, little else is known of the bruja named Albertus. It is said he was once a student of Aristotle de Laurent. And that he still maintains great ties to the church. It is even said, it is he that advises the Camarilla's true masters on all matters in relation to Noddism.

Aisling Sturbridge (Camarilla Tremere)

The High Regent of the Tremere of New York is a noted kindred historian as well. Though her disdain for the Sabbat is well known, she is also known among the circle of noddists as a rather well educated and insightful secular noddist. It is said that much of her work is indeed dedicated to secular noddism and advice she freely gives to the rest of her clan. Then again, being in the heart of sabbat's crown jewel city has offered many an opportunity to learn from the Sabbat's research into Noddism as well.

Beckett (Independent Gangrel)

Perhaps one the most well known noddist scholar of the modern age. Second only to Vykos and Aristotle in renown, Beckett is nomadic vampire who seeks to uncover the great mysteries of the history of the race of caine. A staunch secular noddist, Beckett looks at all the passages of the book of nod from an academic point of view. Beckett is also notorious among Kindred scholars for his theory that the story of Cain and Abel is actually a myth, representing human civilization's move from hunter-gatherer into agricultural society.

Nahir (Sabbat Lasombra)

The lasombra elder is much like other noddist elders, elusive at best. She is known largely among the lasombra and the annals of Sabbat history. Nahir signed the original purchase pack and supported regent gorchist. Since that time she has faded into the stories of Sabbat history. In truth, Nahir is ranked among the top noddists of the world of darkness. Like many others, Nahir is difficult to find and prefers written correspondence with other noddists she views as worthy of her attention.

Noddism Outside the Sabbat

Secular Noddists are by far more common outside the sabbat than those of Religious Noddists. Though Gehenna cults are more common and tend to have more Religious Noddists (often of very odd beliefs and structures particular to the cult in question). By the very nature, all types of Noddists pursue new knowledge and insight into their studies; be they religious, scholarly, or both. Because of this, Noddists often blur sect lines in search of new knowledge. By no means does this equal that Sabbat and Camarilla Noddists get along. Rather it means that Noddists from different backgrounds can and do share information and studies between them; should it of course benefit both vampires.

Noddism outside the Sabbat often takes form in various Gehenna cults (which in turn often cross sect lines). Though Noddism in the Camarilla does indeed exist. Many elders of the Camarilla use the Book of Nod to justify their actions, and even the founding documents of the Camarilla itself refers to Caine. The major difference among Camarilla Noddists is that they tend to take the Secular route. They don't believe Gehenna is around the corner or that the Antediluvians still exist (The Camarilla acknowledges that Caine and the Antediluvians may have existed, but if they ever did they are long since dead and gone.). Still, there is a movement among the Camarilla to hunt down and exterminate all forms of Noddism in the Sect. Some say this is because they believe it is Sabbat propaganda, others that they seek to destroy Noddism in the Camarilla as means to move the sect forward into the Modern Nights.

While the Sabbat may be the largest and best organized group of noddists, they are by no means the sole and only authority on noddism to exist. Though for those outside of the Sabbat, learning of Noddism is often more difficult and dangerous than for those who are members of the sect.

Lore: Noddism

Taken from the Sabbat Genre Guide

Lore: Noddism

Level 1

- You know the names of the common books associated with Noddism (The Book of Nod, the Erciyes Fragment, and Revelations of the Dark Mother).
- You know the story of Caine and Abel, and how Caine was cursed with Caine and became the first vampire.
- You know that the clan founders are called the Antediluvians, because they predate the biblical flood.
- You have heard of the concept of the Jyhad, the blood feud of political machinations in which elder vampires attempt to play their youngers off of one another for unknown ends.

Level 2

- You have heard of the First City, known sometimes as Enoch, where Caine and his legendary childer first settled, and you have heard of the Second City, which was built after the First City was destroyed in the biblical deluge.
- You have heard that the Antediluvians diablerized their progenitors (the Second Generation) and received their respective curses from Caine as a result, even if you aren't sure of what all those curses are.
- You have heard that there is a myth that the endtimes will come for all vampires when the Antediluvians reawaken, and that this event shall be known as Gehenna.

Level 3

- You know some of the variant details of the Caine mythos, and have either read or heard quoted fragments of the Book of Nod. You have also heard some words regarding the significance of Lilith as Caine's counterpart, and have heard that she was the being that taught Caine the Disciplines common to all vampires.
- You have heard that the three members of the Second generation: Zillah the beautiful, Irad the Strong and Enoch (or sometimes Enki) the Wise.
- You know that the Second City was founded in imitation of Enoch after the Deluge destroyed the First City, and that it was supposedly here that that the Antediluvians rose up in civil war and devoured their progenitors. You know that it was at this point that Caine supposedly abandoned his childer and laid his curses upon them.

Level 4

- You are aware that, like the Tremere, the Giovanni are also ranked among one of the "new Clans" and that they were originally Embraced by a now defunct Clan known as the Cappadocians. You know that this parent Clan died out sometime during the Renaissance era after a protracted genocide was waged against them by family Giovanni (similar to that of the Salubri).
- You know the traditional names of most of the Antediluvians, and are familiar with a good sampling of the stories regarding their interactions/relationships. (ex: Saulot, Set and Malkav were brothers, Arikel and Absimiliard were lovers, etc... You may need Clan-specific Lores for more details.)

- You have heard several variants on the Gehenna prophecy and know some of the basic portents to watch for (ex: the Time of Thin Blood, the coming of the Red Sign, etc...)

Level 5

- You can name every Antediluvian as well as several prominent Methuselahs... and you're beginning to have suspicions as to where a few of them might be slumbering.
- You are intimately familiar with multiple Gehenna prophecies and cults. Frankly, you should be starting to get worried...
- You have read and know the closest one will likely ever come to a full copy of the Book of Nod.

Acrophya of the Book of Nod

Storytellers are encouraged to design plots around the book of nod or noddism in general. One of the aspects of these types of plot is in relation to discovering some new fragments or writings.

We encourage storytellers to be creative in these types of plots. Often fragments from the book of nod are contradictory and vague at best. It is our recommendation when writing these types of plots and “new” pieces from the book of nod, storytellers keep this in mind. Below are a few examples a storyteller could use, or be inspired by, for new pieces of the book of nod for use in these types of plots.

(Note these are taken from the White Wolf forums from STs who have created them over the years for various games.)

Before the Waters Fell

*"My children,
My childrens children
I have walked these lands
I have walked in the shadows,
The earth, the seas
I have walked even beyond death's veil
And I have found we should be humble to our gift
It is as much a blessing as a curse
To both us and those we rule
Heed the powers that granted it to us
Learn from my mistakes
For they know things we still do not
Not even I"
Silence fell upon us all
And silence remained for a long time
Then one of us spoke
One of the younger
One filled with pride
Of what we had accomplished
Of what we were*

*"But father,
What you speak of
We cannot accept
Surely we were meant to rule
These gifts of ours
Are gifts for kings and queens
And what are we
If not Lords of the Night
And none shall oppose us in our domain
These are our traditions"
Caine looked upon his grandchild with anger
And spoke a second time,*

*"I see your heart is filled with darkness
Then that is your curse
I am tired of your vanity and pride
I am tired of your constant bickering
I will leave you again
And you will all be left alone
To suffer from your blindness
Until the very end of all."
And Caine left us
We never saw our father again
His promise held to be true*

A Conversation between the Angel and the Prophet

*[...]
And [Malkav] laughed
But [Saulot] spoke of wisdom
And said
"But brothers do you not see,
It is all so clear to me now"
But [Malkav] just smiled
And answered
"No my dearest of friends
In this you are wrong
Salvation lies in the souls of many
We must all be one [...]"
But [Saulot] was not pleased
"Then I cannot help you brother
I will have to bear this burden alone"
As [Saulot] left [Malkav] shouted after him
"Then it is truly you who are mad
Not I"*

A Warning

*The culling of many
The murder of the weak
Will stir the blood
And anger those who dwell
Those who sleep in darkness
And they will awaken
One by one
And their fury will be merciless
It will be the end of times*

Betrayal

*[...]the dagger
that has tasted Caine's blood
will only be found
among those
that were abandoned[...]*

And I Cursed the Day

*And from the darkness
Came a bright shining light -
Fire in the night.
And a divine apparition revealed itself
To Him.
Caine was fearless. He stood firm on the earth.
The apparition
Self-proclaimed herald of the nightly skies
And wielder of deadly flame
Spoke in thundering voice
"Son of earth, son of man, your power is great
Yet the power of the my masters is even greater.
Will you take this offering of ours,
Stalk the night in our name
Prey upon your own race
And become a God among your own?"
And our father said to the apparition
"Not by my own pride,
But with your grace,
I will heed thy bidding.
For I long to seek the stars,
And unravel the mysteries of the earth itself."
So the sky grew ever dark
Our father basked in it's emptiness
And the secrets of ages opened up
Secrets of dread and terror
For he knew he had been cursed*

With endless thirst and greed

Rebirth of a God

*At the setting of the sun
In the valley of ancient dreams
Where mortals once cried in blood
The demon of the wise and cursed
Will anoint his blood
With the fang of the one fallen
And die again
In silence
Without bloodshed
To rise from his ashes
And become like his father
Godlike and pure*

The Message of Typhon

*At the height of the dark storm
The streams meet and flow all red
All will be judged
And salvation will only come
Upon the sacrifice
Of the wicked one with three eyes
Who eats of the dead from inside
In mockery of Set and his children
His vile corpse must rot
And dry in the sun
Lest your judgment be final
And the gods wrath
Rain upon you all
Like molten sand*

The Clergy

Joining the Clergy

The clergy is the foundation upon which the Sabbat is built. Few possess the will to step forward and lead a volatile organization such as the Sabbat and even fewer possess the cunning and charisma to do it well.

Unlife within the Sect is a war of ideas. Cainites clash against one another over ideology more often than conflict with any enemy of the Sabbat. If given the chance the Sword would snatch its own throat out and scatter its members to the winds. The one thing that all of these groups have in common is the regard that they hold their priests, the keepers of their faith and the ones who safeguard their spirits from the beast.

Most priests often come from humble beginnings in clans with a bit of a bend toward the spiritual. Commonly the ranks of Serpents of the Light, Lasombra, Malkavian Antitribu and Tzimisce who have taken an interest in the wellbeing of their packmates find themselves approached by Bishops and taught the unique arts of the Rite, shown the meaning of the many paths that Sabbat walk and how to watch for the signs of heresy. Those who prove themselves exceptional are called upon to serve in an even greater capacity as Bishop.

Role of the Clergy

The clergy in the Sabbat is defined as the positions of Pack Priest, Bishop, Archbishops, Priscus, Cardinals, the Consistory, and the Regent. They are the spiritual leaders, guides, and hierarchy of the sabbat itself. As a semi religious organization (granted its own brand of noddism and various mortal religions), the clergy of the sabbat play a key role on how the sect is run. It falls them to not only govern the sect as a whole, but to oversee the rite and paths of enlightenment for those who fall beneath them. Without the clergy, the Sabbat as whole would cease to be. It needs to be said, that those not of the clergy should not be practicing Sabbat rite. Any sabbat who should happen to know the rite and not be a member of the Sabbat clergy, and is discovered to be doing so, is often quickly and severely punished by the clergy. This is unsurprising as the sabbat clergy uses it as a means of control and power within the sect.

Pack Priests

“Where the Ductus is the heart of a pack and leads them fearlessly into glorious battle, we are its spirit. Our purpose is to maintain a delicate balance among our brothers. We must keep them devoted to our cause and mindful of why it is that we stand defiant before the jaws of Gehenna. We must also ensure that our brothers are not swept up into the madness of the Jihad where the Beast holds sway over us. Most Sabbat experience their first rite with us, where they swear allegiance to the Sect and we in turn swear our allegiance to them. It is our sacred duty to see to the very things that most Sabbat consider the hallmarks of the Sect. Night to night, we often serve as the right hand of a Ductus and temper their unholy fury and righteousness with our wisdom and comradeship. It is through a great Ductus that a pack is made into legend. It is through all priests that a pack is born.”

The Pack Priest is the starting position for all Sabbat in the Clergy. It is they who first learn the ritae and the ways of the paths of enlightenment. The Ductus of a pack appoints the Pack Priest, but it falls to that priest to oversee the packs spiritual well being and perform the pack's ritae.

Even the ductus is subject to this, even though he is the leader of the pack. For any who wish to further their career in the Sabbat clergy, many must begin here as Pack Priests. Indeed even if the Pack Priest no longer serves as one for his pack (his Pack was disbanded etc), and as long as he performed his duties well, he will be allowed to continue to do so as an "Ordained" Priest.

Though Pack Priests have more power and respect than those who are "Ordained".

Bishops

Chosen from the ranks of Ducti and Pack Priests, Bishops lead cities of Sabbat in both times of strife and peace. They are ALL selected by Archbishops (or a Cardinal in the case of a city not having an Archbishop) to see to nightly needs of the Sect as a whole, the effectiveness of local packs and ensuring the collective spiritual state of a Sabbat diocese is in good health. Most newly selected Pack Priests seek the favor and training of Bishops in the ritae and often politics. It is considered the mark of a fool for a young Pack Priest to not seek out all that a Bishop has to offer them. During their initial rise to power, a ritus is performed where all present swear loyalty to the Bishop and promise to follow their leadership. It is often considered a grave violation of the Code of Milan to swear such an oath and then publicly insult that Bishop and a strong Bishop is not afraid to remind dumb Sabbat by having their wayward kin tossed from the Sect and devoured by his own hungry brethren.

Archbishops

Many incompetent Cainites muse that an Archbishop is the Sabbat's equivalent of a Prince. This is inaccurate as an Archbishop is indeed the symbol of any diocese blessed with enough Sabbat to warrant a Cardinal providing them with one. They are expected to provide the diocese with unequalled spiritual guidance and to be in tune with the pulse of the Sabbat they have been chosen to guide. When an Archbishop is sad, the Sect is mad with grief. When an Archbishop is angered, the sword begs for a Crusade.

Priscus

Loyalists would call them an oxymoron. Leaders of a Sect that rewards deeds performed now and not then, who are chosen based upon glory stories over two hundred years old. While this is indeed true, these old farts are masters of the jyhad and have proven a perfect asset to every Cardinal and Archbishop that has ever had one assigned to them. A Priscus is an advisor at their core and uses their many years of experience in the jyhad to guide leaders of the Sect to great victories.

Cardinal

A Cardinal is more of a general in the Regent's grand army than a spiritual leader. Only rarely do they deem fit to join a diocese in the ritae and instead prefer to spearhead the Jyhad on the Sect's behalf. They are clever and often the true masters of the jyhad in the Sabbat. Though nominally generals and overseers, the Cardinal is still the top religious authority of the sect on a area wide basis. As all Cardinals are also members of the Consistory, they have great power to make decisions. Should a Cardinal choose to perform a Ritus, it is usually a grand affair that few will ever question.

The Consistory

The Consistory is made up of all the sect's Cardinals, select Prisci, the Black Hand's Seraphim, and the Regent himself. Together they make up the ruling body of the Sabbat. Though technically the Regent holds final say over all matters both religious and practical, he often will do so with the advice and support of the Consistory. The Consistory meets regularly in Mexico City, often away from the eyes of the general Sabbat. However, on occasion the Consistory is known to hold rather public displays of their meetings, allowing all Sabbat to come see the inner workings of the sect. These events, while rare, are something of renown to go to when they do happen.

Regent

The leader of the Sabbat, the Regent holds the highest position possible in the sect. He is both the practical leader and the religious leader over the entire Sabbat. His word is law and his will must be followed. According to the sabbat religious doctrine, the Regent is called the Regent for he holds the position until Father Caine returns to lead the sect during Gehenna. Despite this, the Regent is often an extremely intelligent and cut throat cainite with centuries of experience under his belt. This is of course needed for the viciousness one would have to endure at the highest levels of the Jyhad.

Heretics

What is a Heretic

A heretic in the Sabbat is one who goes against the religious ideals of the sect as a whole.

However, due to the fractious and large range of that statement (as that varies wildly in the sabbat) it is often hard to define exactly what a heretic in the sabbat is. Technically speaking the only hard and fast rules in regards to what a heretic in the sabbat is are those who are infernalists, those who follow the Path of Lilith, and any who would worship and antediluvian. Heresy in the Sabbat does not end there however. Like many religious institutions anything that goes against the group mentality at the time can be contrived as heresy. Though will many would like to fling the word around for political gain, it falls to the sects Inquisitors to determine the truth. Though they are not “Heresy Detectors” and often react very badly if they are being made as such by a local diocese. Few should ever truly want an Inquisitor in their domain, as they tend to torture and question all when they come.

This section is not a guide to finding a heretic or making the genre black and white. Rather is an attempt to explain the grey nature of the term Heresy in the sect. There will never be a what is and is not heresy guide. To do so would eliminate much intrigue, secrecy, and role-play.

Something we would rather expand upon than shrink. Heresy type PCs and plots are designed to make you question if what they are doing is right or wrong. Simply saying X is right and Y is wrong removes that from the genre.

Why Are they Heretics

So why are those who are declared heretics, heretics anyways? Well again, not surprisingly the sabbat is a semi religious organization. And in many ways functions on a horde/mob mentality.

One need to simply look at the real life times of the Inquisition for similar examples and inspirations. Any one could be declared a heretic for a variety of reasons. It is so varied we could not hope to cover it all here. Below are the three cut and dry “No really you are a heretic” that exists in the Sabbat.

1. Infernalists: Infernalism was legal in the sabbat up until the 1880s when the sect decided the level of corruption and damage to the sect made it far too dangerous to continue. In addition to this, Infernalism sells ones soul to Demons. The Sabbat is founded on the principle of freedom, and to sell your soul to a demon is no different in the sect’s eyes than selling your soul to an Antediluvian. This resulted in the formation of the Sabbat Inquisition, and ever since then has been fanatically hunted in the Sabbat.

2. The Cult of Lilith: The Sabbat is also known as the Sword of Caine, those who follow the Path of Lilith preach of the glory of Lilith and awfulness of Caine. As a result, it came to the shock of none when the Sabbat Inquisition purged the path from the sect. Ever since those times, those who call themselves Ba’Harists remain hidden among the sabbat. They remain to reveal the truths of Lilith and surprisingly the Sabbat offers a great amount of convert to their cause. Much like the Infernalists though they do so in hiding ever fearful of the Inquisition.

3. Antediluvian Worship: The Sabbat is dedicated to the destruction of the Antediluvians.

Those who would worship those same Antediluvians are hunted openly in the Sabbat. Like the other two though, those that do worship Antediluvians do so secretly within the sect. Knowing should they ever be found out, they would likely be killed for it. Oddly enough, it seems to some degree follow the teachings of the Antediluvian named Salout is somewhat tolerated in the sect.

Some speak that he was caine's favored grandchilde or that he is the savior of gehenna. Other usually dismiss them as fools who follow the teachings someone long since dead. Whether an Inquisitor would kill someone for it depends on the particular Inquisitor. Chances are Mercy Knight, for example, would still just kill them.

Playing a Heretic

Many will immediately turn away from the idea of playing a heretic in the Sabbat. They will see it only as a death sentence to a PC. Sadly, they often forget the fun that can come along with it.

Those who enjoy a challenge and thrill of being part of a secret society/cult may have great amounts of enjoyment from trying this option. Accepting that your PC will die if his dirty secret is found out only adds to the thrill. Many great stories can and have been told revolving around playing the concept of the heretic. We only ask that do not be deterred from the fact your PC will be killed if found out. It can be a great and exciting challenge and unique opportunity that we can only hope isn't ruined by knowing you will be hunted.

Playing a heretic requires you to in character lie, cheat, and swindle your fellow PCs. A good heretic knows to work in secrecy and shadows. To lure others to his cause and create distractions if anyone gets suspicious. These thrills and challenges are often what makes playing a heretic type pc greatly enjoyable. Remember Heretics are not "Wrong" and the Sabbat is not "Right". Rather they simply have different beliefs that often conflict. This does not make one way better than the other, simply different.

For storytellers it is encouraged to make you heretic PCs and NPCs dynamic. Nothing ruins the mood and genre of this faster than simply going "you see a cult of lillins, you know they are evil. Go kill them.". That is lame to say the least. Work in shadows and secrecy, lure PCs in. Make

them question their ideals and beliefs. Above all do not make them 2 dimensional and black and white. There are many tools and media to give inspiration for both heretic PCs and plots. The White Wolf book Sins of the Blood is a must read for this type of thing, in addition to the laundry list of books, tv shows, and movies that help capture the mood and theme of this kind of story.

Nomads versus Covens

What does it mean to be a nomad? what does it mean to be founded? Ask any two Cainites in the Sabbat and you will likely receive drastically different answers. A brother in a nomadic pack might tell you that the founded covens are up tight Camarilla wannabes, who've forgotten the freedom the Sabbat was created to preserve. While a sister in a coven, may say she dedicates her unlife to a war that requires personal sacrifice, including certain freedoms to revel in what she is.

In the modern nights nomadic packs make up approximately 35% of the packs in the Sabbat, while the remaining 65% are founded covens. What are some of the things that drive these cainites to live the lives they do? (Editor's note see page 39-40 of Player's Guide to the Sabbat.)

Nomads

For many nomads every day can be *Festivo*, but such is the way of things, when you know that in a night or two you will have skipped town and left any mess to be cleaned up by the locals. But this is not the way it is for all nomads, for some the road itself is a calling by their path of enlightenment or a spiritual calling in itself. Additionally, many of the Sabbat's august members live nomadic lives, Joseph Pander, Sasha Vykos, and Dominique to name just a few, setting examples for both ends of the nomadic political and behavior spectrum.

In general nomads can be divided into three camps, the savages, the tempered travelers, and those seeking spiritual enlightenment. To the chagrin of those seeking enlightenment and who've made the road their home for decades if not centuries, most covens think of nomads as the savage packs.

These packs of roving vampires epitomize what the camarilla elders lead their childer believe all sabbat are, bloody thirsty monsters, without care of consequence or control over their beast. Indeed for many cainites who live this nomadic lifestyle, their unlife is a constant search for blood and entrainment. They will travel from city to city, killing and causing destruction in there endless search for free entertainment. When the archbishop of a city asks them to clean up there mess or heaven forbid not make one in the first place, they will quickly remind the clergyman that "freedom" is the fundamental principle of the sect and if the archbishop doesn't like the mess she has the "freedom" to clean it up herself.

Their constant call for unfettered freedom and panache for the destructive forces the beast can inspire, makes these nomadic cainites some of the first to arrive and most fervent members of siege on camarilla territory. The priest of many of these packs have relatively open dialogs with their brother clergy. Working to temper or direct the pack's destructive energies to the benefit of the sect. This could include serving to distract the Camarilla or scout a domain's response to a sudden sabbat presence. Additionally, when not engaged in conflict it is not unheard of for these

nomadic packs to be led more by their priest than by their ductus. (*Editor's note See pg 19 of Player's guide to the Sabbat*)

As a priest gains more sway over their pack, the pack's entire demeanor or outlook may change. The nightly games of instinct that seem random to the brothers and sisters of the pack, have second and third order impacts meant to advance the sabbat's larger goals. So, while the bulk of the pack may still cry out "Freedom" while demanding their bloody games and carnage, their tempered leadership brings a new more sophisticated savagery to their nightly activities. This shift in attitude by a nomadic pack often coincides with its leadership adopting a moderate or status quo philosophy or becoming engaged in the larger aspects of the jyhada with the Camarilla.

These tempered nomadic packs are one of the sabbat's greatest resources, and a true reminder of the nomadic packs of vampires that operated during the anarchy revolt. Where the savage nomads are consumed by what founded covens rightly call selfishness or more politely a lack of perspective, the tempered nomads see and rely on the consequence their actions will have. This is not to say that their activities are any less bloody or less likely to violate the silence of blood, but those consequences have been considered, and at a minimum the leadership of the pack has determined them to be worth the gains for the sect at large. Several prisci and other leaders in the Sabbat make this their way of unlife. These leaders coordinate the planned chaos of multiple nomadic packs to provide a tactical advantage during a siege or just the right distraction to allow more covert specialized elements to slip into the enemy domain undetected long before the open conflict.

The final major subcategory of nomads are the spiritual nomads. These are cainites who for one reason or another, find or believe they will find spiritual enlightenment by ignoring the trappings of a sedentary life. Alternatively, they may follow a questing spiritual faith that calls them to search the four corners of the world for secret mysteries or hidden artifacts. These more esoteric pursuits often require a level of composure or reservation that their fellow nomads do not need to express.

Amongst all of these groups there are the dark profits and wandering monks. Driven by their faith or by some other unknown force these cainites are called to the road to bring salvation to the masses of unenlightened cainites. What they often lack compared to the more studied followers of their paths, they make up for with blind zealotry.

Religion on the Road

In one word, the rite of a savage nomadic pack could be described as "Bloody". Scene most often mixing with the bike and trucker culture, these Cainites revel in their vampiric nature.

Entire motorcycle clubs or small trucking companies have been known to be at the mercy of a small pack of Cainites. Without the consequences that come with shitting where you eat, they have little incentive to pretend being humane. For these cainites a black mass may be shared in the corner booth of a roadside diner. A short sermon of caine given to rouse the pack's spirits, and bring a sense of dread to the waitress. Followed by the priest using the empty glass of orange juice for a chalice and the mostly dull salisbury steak knife for the athame to perform the

vaulderi. All, culminating in a game of instinct in which the pack chases down the waitress as dawn approaches, and she tries to flee.

In general the nomadic life breaks cainites of much of the orthodoxy and dogma of the sabbat's religion that build up in a diocese. Each nomad pack may perform their ritae slightly different than the next and they are typically quickly to accept such variations. Because of their traveling experiences these packs may be thrust into situations where they do not know the exact custom to local follow. This also means that nomadic priests tend to have a wider experience with way the ritae can be preformed and still function. It can be thought of a bit as Christian denominations, with each city the nomads visit being a different denomination, the nomads focus on their similarities and find that they are all christians even if Montreal's Catholics take issue with the way Mexico City's Lutherans consecrate the eucharist. What the nomads loose from this is the deeper faith and interconnectedness that comes from the shared orthodoxy.

Thematic Pack Ideas: Trucking Company, Motorcycle Club, Carnival, Traveling Televangelist.

Common Nomadic Paths: Humanity, Caine, Cathari, Feral Heart

Nomadic Ritae:

Greet the New Moon: Every 28 days on the night of the new moon the pack comes together to celebrate the rebirth of the moon. Each member of the pack casts something that they have had for more than a month into a body of water. This symbolizes the transient nature or earthly possessions and a vampire's disdain of anything material. It also reminds a vampire to cast away the last remnants of his mortal life. It additionally serves to keep the pack lightly laden down so they can continue to travel.

Wotan's Blessing: Any member of the pack may ask the priest to perform this ritual at anytime. The usual stimulus is feeling like the member is caught between the bonds of freedom and loyalty. The pack priest plucks out the eye of the petitioner, eats it, and appeals to Caine for guidance to do the right thing. After this ritual is performed, the petitioner can follow their conscience knowing that their entire pack will now stand behind whatever decision they make.

Trip wire: By performing a banishing of the Archangel Gabriel around the pack's sleeping area, the pack priest is able to assist his pack mates to resist the heavy sleep cainites suffer each day.
Effect: Each participant's path rating is considered one higher for max traits during day light if woken up.

Enoch's Blessing - This ritea is performed before a proper performance of the vaulderi or any other ritae that has variance in the way it is practiced by different packs or in different cities. The priest invokes Enoch asking for his guidance to bring together the children caine. Effect: The priest suffers no penalty, by having cainities present who believe the ritual is being performed incorrectly, to successfully perform the subsequent ritae.

Games of Instinct:

Boarding Party - The pack begins by selecting a port of harbor. This may be literal port if they are playing on the water or it may be a parking lot if operating on land. Next they designate a certain vehicle as the "ship". The ship will typically be controlled by a mortal at the start of the game. The object of the game is to be the cainite in the drivers seat when the ship arrives at port. The pack then sets out on smaller vehicles, cars, jet skies, motorcycles, etc, and try to board and take the ship. At first the pack must over take the operator of the ship but ultimately they must face off against each other to control the driver's seat. The team variation of this game pits two packs (or teams within the pack) against each other. Each team has its own port and the pack that gets the ship to their port first wins.

Cattle Ride - The pack takes to the highway on motorcycles with the goal of corralling a target car "the bull" to a specific location.

Covens

For founded covens *Festivo* comes but once a year, For some, this is more then enough, for others it is a welcome reprieve they wish would come more often. The static life of living in the same diocese can for decades on end, takes its toll on cainites, but it does not come without benefits.

There are a plethora of reasons that a cainite may choose to live decades or even centuries in one diocese. Some cainites have built a power based and seek to defend it, others who lack temporal power or influence may simply seek to eek out a stable existence, and some may find themselves bound to the diocese of their embrace by fraternal bounds or the earth itself.

Living in the same dioceses with the same cainites can have its advantages. Without the stress of wondering where they will stay any given day or how they will find their next meal, the cainite can focus on other pursuits. The stability allows a cainite to build their personal power and influence. It also inevitably leads to strong fraternal ties from decades of sharing vaulderi with the same cainites over and over again. Additionally, having to live with the immediate and secondary consequence of your actions and the actions of your packmates, lends to the development of a tactical skill, and understanding of the way the ancients think, that is invaluable in the jyhada.

Like the decision to take to the road, one of the reasons a cainite may choose to a founded life style is spirituality. Many of the benefits of living in one diocese lend themselves to certain paths of enlightenment. Whether it is the need to accumulate peerage or the need to have a dedicated facility for research, there are aspects of many paths of enlightenment that can not be fulfilled easily, if at all, while living on the road.

In order to successfully survive in relatively close proximity to the same cainites for long periods of time certain sacrifices must be made. If you earn a reputation as a cainite who makes messes and does not clean them up, no amount of screaming "freedom" will win you favors with the bishop or her templars who have to spend their time and resources making sure a band of hunters do not descend on the communal have of temple. Additionally, while a small slight tonight

against a passing acquaintance may amount to nothing, a decade of small slights with that cainite may develop into a hostile rivalry and culminate in monomacy and final death.

For these reasons and many more, founded cainites tend to be more reserved in the revelry of their monstrosity when compared to their nomadic brothers and sisters. This is not to suggest that they are on par with kindred of the camarilla when it comes to the suppression of their true nature. But, it does give a hint of truth, when a nomadic pack calls a coven a bunch of Camarilla wannabes.

Many bishops and archbishops despise nomads traveling through their dioceses. Such so that they insist on all packs traveling through to check in. This serves a two fold purpose, first acts as a deterrent to any Camarilla or Anarch kindred who might try to gain intelligence by posing as nomads. Second, it helps the Archbishop keep the damage the savage nomads may cause to a minimum. After all, it is a lot easier to clean up a mess if you know where the mess is and how big it is.

Temples of Caine

Every Sabbat archdiocese has at least one communal haven. Often this haven serves as more than a gather place for the local covens or a way station for traveling nomads. It will be dedicated as a temple to the sabbat's religion. The grandeur of the most magnificent of these are said to be able to even sway the still hearts of the most loyal Camarilla kindred, to believe the sermons of caine spoke in their hallow halls.

Ask many canites what a temple to caine is like and they will begin describing something like the Temple of Eternal Whispers in Montreal, a large chamber with an adjoining sanctuary housing shrines dedicated to the accepted paths of enlightenment and then miles of catacombs stretching out in all directions. Spread throughout the temple are painting and sculptures inspired by the book of nod. But, that does not need to be the case. However that grand church style is not required, in fact these temples to caine take on all manners of shapes and sizes, largely dictated by the faith and desires of the prominent local clergy.

In the more rural areas the shrine may be the back room in a run down bar. Instead of unique sculptures and painting depicting the story of caine, there are out dated band posters, and album art, metaphorically depicting elements which the skilled clergy member is able to weave into his sermon of caine. Similarly, the basement of an occult bookstore may be converted into a small shrine and be decorated with more fitting decor for that venue.

In the suburbs the bishop may take over a small local parish by ghoulizing the paster. Then once a month, he'll hold what would best be described as a cainite revival, including a choir of revenants led by a tzimisce in horrid form and culminating in a fire dance on the church parking lot.

Thematic Pack Ideas: local rotary club, street gang, rouge police unit, new age coven, suburban parish goers

Common Founded Paths: Humanity, Honorable Accord, Power and the Inner Voice

Founded Rite:

The Cleansing: On the night of the full moon all members of the pack go to some pool of water. One pack member at a time kneels in a circle of his pack mates as he whispers confessions into the ear of the priest. All the other pack members take turns dipping water from the pool and pouring it onto the head of the confessing pack member. After the ritual is completed, the priest frequently grants status to those pack members who have grown spiritually.

Cords: Whenever the pack has to separate for more than a night, the priest performs this ritual to bind the pack with more than blood. Each pack member's left arm is tied to all the other members' left arms with ordinary rope by the priest. Silence descends and the priest intones "United in blood, united in flesh, let us unite again in XXX [days, weeks, etc.]" The priest then cuts the cord and burns it. All the members leave in silence.

Hammer and Anvil: This ritual is used before the pack engages in any martial activity. The premise is that each pack member has a "hammer" and all the pack members rhythmically beat the "anvil" at a faster and faster pace until the "anvil" is destroyed. The "hammer" can be a literal sledgehammer, baseball bats or even fists. The "anvil" might be a literal anvil, a car, a building or even a person. This builds excitement and enthusiasm for the pack about to engage in Jihad.

Dedication of the Temple/Church/Shrine: Places like the Temple of Eternal Whispers in Montreal are some of the most majestic and awe inspiring venues a Cainite can go. These temples and shrines to the Cainite faiths often have a profound impact on any Cainite that visits them. These impacts are not only based on the art and architecture, but also the mystical energies the clergy can imbue into them. Typically once a year, during one of the major sabbat festivals, the local clergy will gather together and dedicate these unholy places to the black masses the sabbat will perform there. The exact nature of the rite will vary based on the path of the priests involved and the desires of the archbishop. Effect: Depending on the size and grandeur of the shrine, church or temple there can be multiple effects. At a minimum Priests performing rites at a dedicated shrine receive a free retest to successfully perform the rite.

Additionally in churches, all rolls for vinculum ratings are one higher, rolls of one will still lower the vinculum rating. Finally any Cainites, including non-sabbat, witnessing a sermon of Cain at a dedicated temple recovers one temporary willpower. If the temple is not rededicated at least once a year, or is desecrated these effects end.

Have keyboard will travel or we're all nomads now (at least in cyberspace)

The rise of the internet has had a profound impact on the interactions between vampires of different dioceses. As recently as the 1990's communications between Cainites between different dioceses often required an intermediary. For correspondence that required maximum security, this often meant hiring a nomadic pack to act as carriers. With the development of the internet and secure email this becoming less necessary.

A second impact has been the growth of orthodoxy in the sabbat catechism. In the past when a bishop or archbishop's application of the ritae deviated from the most common form of practice, the local covens may have thought nothing of it. That is until, a nomadic pack passed through and cast dispersions on the dioceses practices. Since, the small group of nomads were likely outnumbered and out matched by the local cainities, so not much more then rumors would come if it. But now, with secured communications systems being used by the sect, and founded coven members being able to virtually travel and critique the behaviors of others hundreds of miles away, the variant practices of dioceses, packs and even individual cainites are much more open to inspection and questioning. This heightened scrutiny breeds a compulsion for many clergy to develop and spread a more orthodox catechism. While other cainites challenge this practice and fight against the galvanization of the sect's catechism.

For as much as these virtual trips between diocese have advanced a more unified catechism, they have also had the negative impact of creating or expanding fissures between members of the clergy who previously would rarely see or interact with each other. The increased factionalization of the sect can even be seen at lower levels where individual brothers and sisters find themselves being drawn into levels of political machinations that two decades ago were solely the realm of the clergy. The result of all this has been the cardinals are called upon to resolve more disputes and consequently anoint more replacement archbishops. Typically these acts have led to the further expansion of cardinals' already large power base.

A supplemental idea to add more interplayer conflict (See Player's guide to the Sabbat Page 19 for how priest's used to lead packs, and see Guide to the Sabbat pg 30 for how templars and ducti share the same honorific)

Ecumenical Council

What is the Ecumenical Council?

The Ecumenical Council is the largest gathering of the Sect that occurs on a yearly basis. While the Camarilla may have its Conclave, the Sabbat has its Ecumenical Council. Each year the all sabbat are invited to join each other at the Sao Paulo Cathedral in Brazil. There, the sect spends the next night in debate. The council decides on religious and related matters pertaining to the Sabbat. As the sect is religious in nature, this often means very little is off the table for discussion as long as one can put a religious spin on it. As the collective cainites gather, the Pack Priests of the sect are sent into the masses to gather topics for discussion from the assembled sabbat. This often results in much dealing, brokering and politicking as non-clergy members of the sabbat vie to have their topics brought up to the council as a whole. Once the priests gather the topics to be discussed, the Pack Priests, Bishops, and Archbishops gathered will then begin to review each topic. Debate on a topic can last for hours and is not moved on until a decision is made. This is often compounded by the fact that this discussion is done so publicly before the rest of the sect. And the Sabbat is often not known for its manners or ability to keep quiet. However, doing so allows a level of transparency which is necessary for the factitious nature of the sabbat.

The whole debate is often overseen by a Prisci elected for such a purpose. The Prisci appoints Templars for the night who are to keep order and bounce any sabbat who gets too far out of line. It allows the Prisci to make sure the flow of the council is maintained. It is his job to keep the council on track and moving forward if need be.

Once all the topics have been discussed and a decision is made, it is then brought before the Consistory. The Consistory is usually off meeting and preparing elsewhere within the Cathedral itself. Tradition dictates that the Consistory not sit in on the initial stages of the Ecumenical Council so they may be truly impartial when they must decide to canonize or not the decisions made by the clergy. However, much is the way with all vampires, this is often not the case.

While it may be true the Consistory is sheltered away elsewhere within the Cathedral waiting, this does not stop many of them from sending those who serve them or allied with them together information or playing the political game as well. It is also a sort of unspoken truth, that it is understood that the Consistory will meet with its clan and factions as it desires. But for all intents and purposes, during the council debates itself, the Consistory is not present.

Once the Consistory has decided to canonize something in the sect or not, the Regent will come forward publicly and declare it so. The council itself may only be for a few nights but the Consistory can debate for months afterwards. Even still, the results are always made public to the sect as a whole once they have been made. After that the Sabbat await the next year's council and begin the Jihad again.

The Opening of the Council

The event starts with everyone gathering at the crypt of the Sao Paulo Cathedral, once this happens a welcoming ritae is performed by the Regent. Once all have been gathered and assembled, the Regent of the Sabbath explains how the council will work, who the appointed Prisci is for the Clergy, and any other news he feels is relevant. The Council itself does not officially start until the Regent performs the Ecumenical Council Ignoblis Ritae. This ritae is known only to the Regent himself and is only performed at the opening and closing of the council. The regent calls forward all members of the clergy to him. As they approach in line according to rank within the sect, the regent produces a specially crafted chalice for this ritae.

He often quotes a passage from the Book of Nod and spills his blood into the chalice. From there each member of the clergy approaches one by one to stand where the regent is. The regent will then dip his finger into his chalice of blood and say to the assembled sabbat once "Caine was marked by the One Above and wandered the Land of Nod Alone." He will then look to the clergy member in front of him and mark the forehead of the vampire, and say "Keep Caine in your heart." This line and process is repeated until each member of the clergy is marked. Once this is done it is expected that the clergy who have been marked will repeat the process among the rest of the assembled sabbat until all have been marked (though they use their own blood, and not the Regent's). Only when this is done is the Ecumenical Council considered to have officially started. To mark the end of the Council, the process is repeated but the Regent says "Though he wandered through Nod alone, he did not end his journey alone". The Regent that removes the mark of the member of the clergy and says "Keep Caine in your soul." And the process is once again repeated until all members of the sabbat gathered are unmarked.

History of São Paulo Cathedral

São Paulo Cathedral has been one the main centers of Sabbath Faith since perhaps the coming of the Sect to the New World. Second of importance to the Sabbath, only next to the Throne of the Regent in Mexico City, São Paulo Cathedral is the gathering center for the clergy of the Sword of Caine. Though this has not been without much debate between the Old World and New World Sabbath. For as long as it has existed, the Sabbath clergy has gathered here to discuss, debate, and learn from one another. Indeed, once per year the clergy of the Sabbath gather here under the auspices of an Ecumenical Council. This council can last up to a month at a time, as the Sabbath clergy debate numerous issues. Ranging from Ritae, Paths of Enlightenment, the Code of Milan, to the very core ideology of the sect itself. Many Prisci, Cardinals, and other luminaries of the Sect will come to offer their input. Though not any decisions of an Ecumenical Council need to approved by both the Regent and the Consistory, the Ecumenical Council at São Paulo Cathedral is where those topics are decided and sent to the Consistory. Assuming of course the Regent himself and the Consistory isn't at the Ecumenical Council at the time. Which on occasion they have been known to attend.

While São Paulo Cathedral may have a long and deep history with the faith of the Sword of Caine, it has not gone untouched by the wars of the sect. More recently, the Cathedral had come under attack by the Camarilla itself. The Cainites of the São Paulo Cathedral had left their guard down after controlling it for such a long time. The Cathedral itself lies within Camarilla territory, a point the Ivory Tower was not quick to forget. Launching a surprise attack upon the Cathedral, many members of the Sword of Caine lost their lives that night. The Cathedral itself

lay in ruins and would take years to repair. This dagger into the heart of the faith of the Sabbat would not go unnoticed.

Galvanized by this sudden shock, the Sabbat immediately sent resources and forces to São Paulo Cathedral to restore what had been done, and to force the Camarilla to pay for such a bold attack upon their faith. In the aftermath of the attack, the Sabbat galvanized its forces and took back their home. The packs of São Paulo fought hard, even slaying Camarilla Archon Gilberto of clan Brujah on the steps of the Cathedral. Soon after, the Cathedral quickly began repairs, and packs from all over the world flocked to defend it. Now after being repaired, a personal handful of cainites chosen by the Regent himself, remain to safeguard the Cathedral. Three Prisci guide and oversee the Cathedral and it's faith. With the approval of the Regent and the Prisci, they appointed an Archbishop of the Cathedral. Never again would they allow their sacred and holy place to fall to the enemy. Now the Cainites of the São Paulo Cathedral prepare for the next Ecumenical Council.

The Cathedral

The Cathedral is the largest church in São Paulo: 111 meters long, 46 meters wide, with the two flanking towers reaching a height of 92 meters. The Cathedral is a Latin cross church with a five-aisled nave and a dome that reaches 30 meters over the crossing. Although the building in general is Neo-Gothic, the dome is inspired by the Renaissance dome of the Cathedral of Florence. It is located in the Praça da Sé, or "Cathedral Square".

The Cathedral has a total capacity for 8,000 people. More than 800 tons of rare marble were used in its completion. The inner capitals are decorated with sculpted Brazilian produce as coffee branches, pineapples, and native animals such as tatus --armadillos.

The Crypt

The crypt, located below the main altar, is very large and can be considered a subterranean church in its own right. It is decorated with marble sculptures by Francisco Leopoldo e Silva depicting the history of Job and St Jerome.

The crypt has the tombs of all bishops and archbishops of São Paulo. Of special note are the bronze tombs of two important historical figures: Father Diogo Feijó and the cacique Tibiriçá. Feijó was regent of Brazil during the infancy of Emperor Pedro II. Tibiriçá was the cacique(chieftain) of the Guaianaz tribe who, in the 16th century, welcomed the first Jesuits to the Piratininga Plateau and whose aid made the foundation of São Paulo possible.

It is here that the Sword of Caine meets. Entire sections of the crypt have been set up as meeting areas, and a grand location has been constructed for the Ecumenical Council.

Those who live at the Cathedral

Matteus, Flesh Sculptor and Abbott of São Paulo Cathedral

Background: Born in the lands near the Carpathain Mountains, the boy who would one day be known as Matteus was but a simple vassal to a great lord. Matteus followed in his families trade

of craftsmanship. Like his father's before him, he became a rather gifted sculptor. Though his course in life would guide his hand else where, he never truly ever gave up the craft. When Matteus was young however, he suffered a rather nasty fever that none expected him to live through, but he did. Some saw it as the hand of the lord himself intervening as the young boy soon after claimed to receive visions from god himself, though it is far more likely that the fever drove him insane. After such a miracle, Matteus was quickly shipped off to the church to be raised as a monk. This fate seemed to spare him the destiny of likely hood of becoming a Tzimisce due his skill at craftsmanship, that and the lord who he worked for.

Matteus had become a man of the cloth. Taking a vow of silence and joining his monk brothers at a monastery. The monastery, however, was home to a rather sadistic Toreador, who took in a interest in the "visions" Matteus would receive. So much so, the vampire embraced the man to test his faith and see if god himself would intervene. While his sire laughed as god himself did nothing, Matteus never forgot.

With the coming of the Anarch revolt, Matteus was quick to join the young Tzimisce and other antitribu in fighting for freedom from the elders. His first act was to slay and consume the hearts blood of his own sire. From there he rode with the hoards across eastern Europe, joining in on the bloodshed. He found himself drawn the the suffering of others, as he suffered at the hands of god. It comes at no surprise then that when Sabbat formed in the fires of the convention of thorns, Matteus set is fate with the young sect. Since that time Matteus found a new calling as a Priest in the sect. He even sought out the legendary Shepherds of Caine and began to walk his path. Matteus became a Priscus in the late 18th century and has guided many arhbishops of the old world, always traveling to spread the word of caine and of god. When the Order of St. Blaise was officially recognized in the Sabbat, he was one of the first elders to join. Though he never sought to rise very high in their ranks. When the Regent of the Sabbat was faced with the restoring and retaking of the São Paulo Cathedral, and as a fellow member of his clan, his first pick was Matteus. He called the old Prisci to cease his wandering and heed the call of Caine and god to the Cathedral. Matteus answered without hesitation. Tonight he leads the Cathedral as the caretaker of it and lead Priscus in its walls. When Sabbat come to visit São Paulo Cathedral, it is Matteus whom they ask for hospitality. To Matteus, the Cathedral is finally a place he can call home again. Only fitting for one who gains visions from God.

Clan: Toreador Antitribu

Embrace: 1073 AD

Position: Priscus and Abbott of São Paulo Cathedral

Faction: Status Quo

Notes: Path of Redemption

Meshenka, Patriarch of Faith

Background: The Tzimisce have always been known for being priests in the Sabbat, Meshenka is no different. A young girl born to a Witch Doctor in a tribe in Africa, Meshenka was born into the role of priest. Like those who came before here, she followed the family tradition as soon as she was able to crawl. Treating those in her tribe with magic, faith, and medicine. In time she gained the notice of the evil spirit who had haunted the tribe for as long as any could remember. Meshenka however, read the signs that it was her destiny to defeat this evil whom feed off her

village. So surrounded by her faith and magic, she trucked off into the wilds to confront the evil once and for all.

While she did not find an Evil spirit to defeat in a battle, she did come across a rather old cainite by the name of Angés. Angés and the Evil spirit of the legend of her tribe were one and the same. The elder Tzimisce, was taken aback by the boldness of this young human and surprised by her magical might. So impressed was he, that when the battle was over, the elder Tzimisce took the broken girl as his own childe.

Together, Angés and Meshenka wandered Africa. She never lost her faith though, and found through her sire's instruction her own shaman abilities transformed into the ancient art of Koldunic Sorcery, which she quickly mastered. The two would have never ceased their wandering and study had it not been for the Anarch Revolt. Word was slow to reach Africa of the fate of the fiends, but when it did Angés was quick to find out what had occurred. Angés himself never carried for the old ways of the clan, it is why he sought seclusion in Africa. Meshenka herself knew little of her clans homeland, nor cared. With the fall of the old ways of the clan, both Angés and Meshenka were clan to re join the clan, and through their lot in with this new Sabbat.

Over the years Meshenka took to the clergy of the sect rather quickly. While not Christian in the slightest sense, she recognizes many of the pagan arts taken into the Sabbat over the years. Eventually her sire returned to Africa, being named Cardinal, while Meshenka settled in Syria. Over time she gained the honor of being named priscus to the small contingent of Sabbat of the area. When São Paulo Cathedral was attacked and the Consistory decided to act on it, Meshenka was one of the three Prisci chosen to oversee the holy site to the Sabbat. Meshenka finds herself as the balance to Matteus extreme christian nature. If Matteus is the Christian side of the Sabbat, Meshenka is the Pagan side. For now she will answer the Consistories call and safe guard and rebuild the Cathedral. As the site is sacred to all clergy of the sect, regardless of religion.

Clan: Tzimisce

Embrace: 1446 AD

Position: Priscus

Faction: Moderates

Notes: Koldunic Sorcerer, Path of Metamorphosis

Korah, Queen of Gehenna

Background: The childe of the Sabbat luminary Vasantasena, Korah like her mother was Prophet from birth. Korah grew up in Brazil when it was still a Portuguese colony. A Native to the land, her mortal life was unremarkable. The child of rape of the brazilian women by one of the portugese, Korah grew up on the streets of the colony. Learning to whore herself out at a young age to survive, Korah's entire life would change when the elder Malkvain visited her colony.

She never knew why Vasantasena decided to embrace her, the only words she ever spoke to her childe after the embrace was to tell her she had gained her crown as the queen of gehenna. For a time she wandered as she learned about what she had become. Eventually Korah discovered the

Sabbat of Brazil and who her sire was. As she learned the ways of the sect, more and more she became obsessed with the words Vasantasena had said to her. Knowing her sire was a great seer, this only fueled her obsession. Korah became convinced her sire has seen her destiny and know she was the one part of those to herald in Gehenna. She became a noddist as fast she could, never learning enough. Always hunting for more noddist lore, Korah eventually convinced herself of her own destiny and even managed to convince those who followed her. Her own possession and mad theories into noddist lore and her being the Queen of Gehenna, even lead her to the conclusion if she is the Queen there must be a King. And to Korah that King was Anatole, though she would never get to met him. Upon coming to this revelation, it was already to late, Anatole was dead.

It was only natural as a noddist that she would take to the clergy of the sabbat. With time, Korah had gained such a following in Brazil as a priest of the Sabbat and so called Queen of Gehenna, that the Consistory raised her to the status of Priscus. Korah was one of three Prisci chosen to oversee and restore São Paulo Cathedral. Without hesitation, for her homeland she was the first to come to the Cathedral and see it restored to its former glory. Now Korah advises and oversee the Cathedral with her fellow Prisci. She is convinced that not only is this duty holy to the noddists, but gives her a great opportunity to learn from all those noddists who pass threw. To Korah she has all the time in the world though. For if Anatole was the King of Gehenna and she the Queen, then Gehenna can only start when she dies. Something she is sure to deny when it comes for her, until the stars are right.

Clan: Malkavian Antitribu

Embrace: 1653AD

Position: Priscus

Faction: Status Quo

Notes: Path of Caine

Antón de Concepción

Background: The Cainite who would become Antón de Concepción began his life on the sea, like his father before him. Raised on the tales and legends of pirates, the young Antón yearned for adventure and excitement. Unfortunately for him, his father worked on a transportation ship and days of piracy were long since behind them. Still tales of the High Seas always intrigued him. Eventually when Antón had come of age, he decided to strike out on his own. Taking what little money he had saved, he decided to travel to Brazil in hopes of starting his own shipping company. His dreams however, would not come to fruition.

When Antón arrived in Brazil, the vast and thriving colony he had hoped for to give him an edge in the business was not quite as grand as he imagined. When he ran out of money, he took taking rough day to day jobs on the docks, just so he could still be part of the sea. His life would have ended as nothing but a footnote to history had fate not decided a different course. In one of the many nightly struggles for Brazil between the Camarilla and the Sabbat, Antón would find himself in the middle of their war.

Antón would become the product of a sabbat shovel party. Never expected to survive, he was thrown at the haven of Camarilla elder. Much to the shock of the waiting Sabbat however, when

they arrived in the mansion to fall upon the elder after being weakened by the shovel heads what they didn't find was a weakened elder. What they found was ashes, and Antón the sole survivor, standing among them. Shocked, the sabbat packs formed for the war party immediately initiated the young shovel head into the sabbat that very night. How he did it, Antón himself doesn't remember for he was lost in the waves of frenzy. Regardless, that night he was reborn Sabbat and he never stopped to look back.

Having taken to unlife much better than he did his own mortal life, Antón proceeded to live out his childhood dreams. He quickly formed a back of Portuguese sailors and took to the seas once more to live out his dreams of piracy. Antón and his pack traveled back and forth between Brazil and Spain. Antón himself even joined his clan group of the Corsairs, to which this very night he remains a prominent member. His deeds did not go unnoticed, as then Archbishop Moncada took the young Keeper under his wing. Moncada used Antón as his main form of shipment and communication between Brazil and Spain. As for Antón himself, he quickly came to the teaching of the famous Archbishop. He found himself easily falling into the the Order of St. Blaise under archbishop Moncada. However, as with all things the times caught up to Antón. When Moncada had no need of a pirate any longer he offered Antón a place as one of his Bishops to Madrid in the early 20th century. Antón could not refused, though he would never turn from his dreams of being a Corsair, he settled into the leadership role nicely.

After the attack upon São Paulo Cathedral, new leadership and direction was needed by the consistory for the Sabbat holy site. Never again could this be allowed to happen. After choosing which of the esteemed Prisci would call the cathedral home, the Regent knew that someone would have to given official authority to keep things in line between the elders, and manage the hierarchical needs of the sabbat. Antón was chosen by the Regent to be the Archbishop of São Paulo Cathedral. Knowing his strong ties to both Moncada and the Order of St. Blaise would require him to full-fill his task with his out most power. Tonight Antón sets in his throne at São Paulo Cathedral, doing asked by the Consistory. Though he still longs for his Sea, Antón will do as asked and will do so with as much fervor as he can muster.

Clan: Lasombra

Embrace:1734AD

Position: Archbishop

Faction:OrderofSt.Blaise

Notes: Path of Redemption

Aurora Van Brande

Background: In the aftermath of the Encilhamento in Brazil, the daughter of a successful naval captain during the Revoltas da Armada spent her days near the sea. She enjoyed hunting fish among the shallow waters with but a spear. Looking out across the endless waves with mixed feelings of the calm of the ocean and the stories her father told her of the Revolt, she kept getting the sense that it was looking back at her. Her father always had nightmares after he returned, sometimes waking up in a panic, mumbling about how the ocean itself capsized a ship once with waves of water darker than the night sky itself.

One night she came back very late from a personal fishing trip, unable to find anything to catch. The home was completely dark, which was unusual for the time of night. She heard muffled screams and scuffling when the door splintered from someone being thrown through it. Her father laid motionless and a rage overtook her; when she saw the man emerge soon after with wisps of darkness encompassing him, she froze with fear. The man paid no mind to her and began to walk off, his goal accomplished. Once she realized she was not to be next, hatred took over once again. Picking up one of the spears she carried from her boat, she thrust it at the man, whom became impaled from behind and turned with a look of surprise as he toppled over the cliff to the rocks below; every impact of his body echoing in her ears as she ran to her father. She felt someone touch the back of her next and she passed out. The next time she awoke, she was on a ship and her hunger was overwhelming.

Aurora spent the next several years on the sea, learning the ways of the Lasombra. Chosen because she fell the childer of her sire after his grave mistake of turning his back on a survivor, he could see the strength of a Stalker in her. She used the rage in her father's death to drive her through each trial and test he threw at her. One night she overheard her sire bragging to another about Aurora, how she slayed his other childer with but a single attack after he had sent him to kill her father for his actions during the naval revolt. The following night, it was she doing the bragging about having just taken the soul of her sire for his actions and salted the sea with his ashes. The Priest whom oversaw the Monomacy refused to say how she won and has never come near her since.

She quickly gained rank in the Sect for laying waste to betrayers and those who abuse their power. She had even destroyed an Archbishop she was a Templar for that attempted to use her in covering up his constant frenzying. Onlookers said they could see his Beast tear him into Wassail moments after she whispered something to him; then she began tearing him limb from limb. He was found to be of Lilith's Enlightenment and she was his executioner. Aurora now patrols the Cathedral, watching for intruders outside and corruption within.

Clan: Lasombra

Embrace: 1912AD

Position: Paladin

Faction: Ultra-Conservative

Notes: Path of Orion

Mariano Pomposo

Background: During his mortal life, Mariano Pomposo served as an infantry officer to Getulio Vargas and his dictatorship. His life took a turn when he was captured by state-supported insurgents and held as leverage over the Vargas regime. When the regime disavowed him, the insurgents gave him the choice of death or service, he opted to serve. However, a year later, he would betray the insurgent force to the Vargas regime.

His act of loyalty was rewarded with a position as an intelligence official, Vargas went on to serve for several years, rooting out detractors of the regime before he was discovered by Black Hand agents operating within some fringe insurgent groups. His leadership and effectiveness earned him an embrace, and he was Proven and Branded within three short years. His focus,

loyalty and the passion of his Brujah Antitribu blood allowed him to mesh quite naturally with the Noddists, and he would go on to successfully serve as a field commander, fighting Camarilla holdings in Brazil.

His tactical knowledge of the area and his familiarity with the local clergy made Mariano the logical choice as Emissary to the Cathedral. Mariano accepted the position for much deeper personal reasons: He believes that the Cathedral was meant to be Caine's fortress when Gehenna comes.

Clan: Brujah Antitribu

Embrace: 1936

Position: Black Hand Emissary

Faction:BlackHand

Notes: Path of Caine

Pack: Os anjos pretos de Cain

Ignacio, the Black Priest <i>Ductus</i> Lasombra Path of Redemption	Onaedo Lasombra Path of Righteous Night	Lolita <i>Pack Priest</i> Toreador Antitribu Path of Cathari
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Background: Os anjos pretos de Cain (The Black Angels of Caine) were a rather well known nomadic pack in Brazil that has recently been called to settle and become a coven. The pack had always had an extremely religious bent to it. Each member has always been a Christian and has served the order of St Blaise. The pack itself can trace its origins to the early 20th century. Though a few members have died (including the original ductus) due to the wilds of the world and traveling about it, the pack has always endured. These nights, Os anjos pretos de Cain found itself forced to finally settle down in São Paulo Cathedral. They demanded the right to call it their homeland to protect it after the attack by the Camarilla. Their demands were met, and now the pack calls the Cathedral their home.

Pack: Guardas da sepultura

Solomon Batanea <i>Ductus</i> Harbingers of Skulls Death and the Soul	Wolf Valentine <i>Pack Priest</i> Salubri Antitribu Path of Caine	Jephta Hester Ventruue Antitribu Path of Honorable Accord
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Background: Guardas da sepultura (Guards of the Sepulture) have always called the São Paulo Cathedral their home since the formation of the pack. Created by the Harbinger of Skulls Solomon, he founded the pack amongst those who felt a calling to the crypts below. The crypts of São Paulo Cathedral had always been vast and drawn Cainites to them. Perhaps none will ever know why, except for those in Guardas da sepultura. While the pack called the Cathedral their home during the Camarilla attack, even they were caught off guard. They did all they could to defend it, losing several members in the process. Once they realized all had been lost, the

focused instead on defending and preserving the crypts below. It was because of Guardas da sepultura that this sabbat holy site did not completely fall to the Ivory Tower. Tonight, the pack spends its nights helping to rebuild from the damage that was done. All who visit the Cathedral pay respect to the pack as the last defenders of their holy site. To them, they thank those of their brothers and sisters who come and help restore what has been lost. They guide those through the vast Crypts of the Cathedral, and are more than happy to help to tell stories and history of it.

Pack: Trupe da Coronha

<p>Susane Valente <i>Abbott</i> Toreador Antitribu Path of Cathari</p>	<p>Simão <i>Pack Priest</i> Nosferatu Antitribu Path of Caine</p>	<p>Percevejo <i>Ductus</i> Gangrel Antitribu Path of Honorable Accord</p>
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Background: This new and violent pack has been created on 1998 during one of the several attacks of Sabbat to Camarilla Positions in São Paulo, formed mostly by shave-heads and “new born” they became well known by their rotativity (the members come and go, mostly dying, but the Pack stays) and their usage of technological equipment’s, relying more on then than on their own weak Kindred Powers.

Ritae

Ritae are the materialization of the Sabbat's beliefs, an ever made repetition of what they hold sacred. As the tissue that binds the Sect together, they are respected accordingly. Sabbat ritae are focused in blood, the life giving substance for vampires, honoring the first, Caine, and the deeds of the holy war the Sect fights.

The Ritae has many functions. They provide ties within the Sect, not only by the Vinculum of the Valderie, but also for the shared practices of the Autorictas ritae that nurse the spiritual strength of warriors that needs to keep faith for centuries on their cause; they celebrate being a vampire, a free one, not a slave for the ancient; they provide means for conflict resolution, and they provide identity on regional, or pack level, by the ignobilis Ritae. The unlife of a Sabbat vampire is full of these rites, and the Sect pays them the due respect.

Where does the ritae extract their power? The ancient Tzmisce magic that founders the Valderie? From the strength of the Sect beliefs itself? From Caine and God's designs? No one knows for sure, although few will say that in a loud voice. But they HAVE power. And the responsibility of dealing with this power, of assuming the conduction of the spiritual well being of their mates taken by the Clergy is not hold lightly. This is the root of the respected shown for the ordained ones. It's not just a question of knowing how to perform a ritae. It's about the commitment of the Clergy with this power AND responsibility. That's why rites is not a question of dots in a character sheet only, the knowledge of how to perform them, but ultimately, it's about one's unlife commitment to the function.

Performing Ritae, How to do it right

As a core element on the Sabbat structure and practices, the Ritae should be role-played. If you wish to get a more touching ritae, make them dramatic. Use props, study the words and gestures that you will use, and provide appropriate music. Take care of making some differentiation from the mundane time before one performs the ritae. It may be a minute of silence, an inspire discourse, drums (very effective), a wild dance...anything. Sabbat Ritae is an opportunity for your game to really immerse itself in the sabbat genre. Unlike the Camarilla, the Sabbat is a religious group. While other sects may have vampires who are religious, the Sabbat is defined by it.

When performing the Ritae, emphasis should really be placed on the role-playing aspect over the rules. Its ok to adjust rules to the flow of the game as need be. Remember, this should be the time for you Sabbat PC clergy members to really be allowed to shine. Although the structure of the Autorictas ritae are largely defined on the books, the words, the timing, the scenario is all for you. Ignobilis ritae on the other side are distinctive marks. Make them all of your own. Be sure the ritual is appropriated for the place and time. Even the ignobilis ritae are not to be hold lightly, or only for fun.

A few tips

Rites in general are made largely by repetition. So if you play a member of the clergy, take sometime to think on the Rites you perform the most. Design them. The time sequence, the words you will use, the material components and use it every time. Allow room for inspiration, but keep the core of it. Make it distinctive, your own style of conducting the rites. Try to outshine the other members of the clergy, by making your rituals the most beautiful and inspiring ones. And please, keep the tone adequately to the ritual in question.

For Vaulderie, the core element is communion and the chalice. Prepare a chalice for your pack. If you can't afford a large silver cup (you may find it on esoteric store, or on antiquaries), you can buy a large glass one, a bit of biscuit and a silver paint can do it.

Sermons of Caine: remember, it's a game, and people's attention span are not that much. Unless you have an extraordinary gaming troupe, choose a topic, define it well, preferably one connected with the ongoing games and do not let it extend forever. Or try to make them by e-mail scenes, if they are to be more lasting.

Creation Rites: They vary vastly among packs and Clans, but the core is the reception of a new soldier on the Holy War, the becoming of a mortal being into a vampire in full glory. If they prove themselves. Keep that in mind and design them appropriately for the context.

Fire Dance: the objective of this ritual is not only a courage show, it's show the capacity to go through the most basic, intrinsic fear of the Vampires.

Games of Instinct: They are rites, do not forget. They vary a lot, but they are rites and are not made for fun or out of boredom. Try to pick the objective behind the ritual, and develop it. Think on them like a metaphor, one step on the training of the strength of a Caine's soldier.

Monomacy: this rite is both simple and complex. It's an formal combat challenge, sanctioned and presided by a clergy member. A way of solving otherwise insoluble divergences, avoiding them to dig packs and others linked to the vinculi into a full scale conflict. Caine will favor the combatant who's right. And it's a serious endeavour. No trivial issue should be solved through this rite; and if you're not willing to risk your death to clear the infamy, clear your point or defend your opinion on the subject of monomacy, so you're not ready for one.

Ignoblis rites: They are rites as well, do not forget. They vary a lot, from the contrition rite to police and thief games. But they are rites, and are not made for fun or out of boredom. They to pick the objective behind the ritual, and develop it.

Performing Rites, How to do it wrong

As emphasized above, rites are sacred, and best left to those with a life-time commitment with the clergy functions. Perform a Rite without the proper context, like a Blood Feast only for gluttony, or without being a member of the clergy is severely frowned upon, at least.

Players who simply say "We perform a Blood Feast" or "Our PCs War Party" are doing it

wrong. They should not gain the mechanical benefits of the ritae unless they actually put in an effort to role-play the rite itself. This should never be overlooked or rushed along. It is much the core of the Sabbat genre itself, and without it you lose a lot of the theme and mood of the genre. This doesn't mean that every ritae must be over the top hour long ceremonies (though those can be fun too). Rather it means that you need to put some effort and role-play into the ritae. Those who really embrace the Ritae of the sabbat and the fun it can bring often have a much richer and better experience with Sabbat genre. So we always encourage people to be creative and really get into it. If not, you are doing yourself and others a disservice. Also, remember unless you actually do this, the OOC mechanics of the ritae do not work. So no rushing Blood feast for those extra blood because a combat is coming up.

You also need to remember, those that abuse ritae (as with the above example) are often punished in character and pursued in character by the Sabbat's priests. In the Table Top guide to the Sabbat there is an In Character story of a Black Hand agent who killed a Sabbat Bishop (as he was contracted by the Archbishop to do so) because the Bishop was abusing the ritae. That is how serious the Sabbat takes it. Think of it in terms of real life religion. Churches don't rush through their sermons or rites either. They take it very seriously, just like the Sabbat does.

Variations on Ritae

While the core principles and practices of the ritae are universal, some of the smaller details and intricacies are not. Often Ritae can have a "local flavor" adapted from the region the priest is from. There is no rule book or written guideline to performing ritae. It was an art created and formed by a diverse group of individuals. Indeed ritae often reflects the religious nature of the priest, whatever that may be. The hard and fast rules in the book for ritae is what is considered the core of the ritae. Some variance beyond that should be encouraged or allowed. As stated there is no rule book on what is right and what is wrong. Because of this conflict can and does arise between members of the sect. As it should with any religiously diverse group. It helps create great story and role-play. Arguments over how ritae should be handled are best kept in character versus out of character.

Making New Ritae

The Ignoblis or low ritae are a tool for players and storytellers to utilize in their games. The books list examples of these ritae and encourages games to make up their own. Though they can have mechanics, that is not the point of the ignoblis ritae. Rather, the ignoblis ritae are for custom ritae developed by priests for generally role-play purposes. Indeed many ignoblis ritae are created around paths of enlightenment, a faction, or even just the pack itself. For example, a Sabbat priest who also happens to worship Shiva might develop an ignoblis ritae to reflect that worship. The important thing to remember is that each new Ignoblis ritae should be unique, creative, and generate role-play over powers or mechanics.

Though some ignoblis ritae do have mechanics attached them, they should not be complex or overpowering. A good guideline is if you are making an ignoblis ritae and it is as powerful or more powerful than one of the Auctoritas ritae, then it probably shouldn't be that way. Make sure to work with your storytellers in developing each new ignoblis ritae. As long as they add to the fun of the game and are not all about "powerz" they should be fine. An example is provided

below to kind of give an idea of what a custom ignoblis ritae might look like, in hopes that it will assist players and storyteller sin crafting their own ritae.

Example:

Dia de los Muertos (Custom Ignoblis)

This Mexican Ritus is the observation of the same Mexican Holiday commonly known as the Day of the Dead. The ritus is only performed on the Mexican Holiday and follows the same rituals and procedures as the mortal celebration (altars, toys, candy, alcohol, ect). However the purpose of this Cainite version of this ritual is to see, hear, and touch a fallen comrade.

The altar must be adorned with things the slain Cainite would have liked, in hopes of gaining a visitation. At Midnight on November second the priest sacrifices some of his blood upon the altar in hopes of summoning forth his lost ally or friend. This ritus only works on the Day of the Dead and only upon slain friends of the priest (Additionally this will not summon any soul that has either been diablirized or reach Golconda before Final Death.). If the ritual is performed correctly the soul they seek to enjoy the brief company of will hear their summons. A soul such summoned will last to interact with from 12 midnight till the next sunrise. After this time the soul with return to the ether from which it came. Any attempts to use magical arts to bind or command a soul summoned during this time will fail, and will likely cause the ritual to fail for the priest in any further uses until he atones for the offense. This ritus will also fail should the priest attempt to summon an enemy or someone they generally did not consider themselves close to.

Alternate Rules Systems

The rules for Sabbat Ritae varies greatly across One World by Night. Below we offer several suggestions to help adjust the Ritae system for ease of play and simplicity. Remember, as per OWbN Bylaws, non-Sabbat may not perform or use Sabbat Ritae.

Ritae Background

For those games that so choose, this Background replaces the method by which members of the Sabbat practice and gain Ritae. Thus replacing the ability Rituals, in this fashion, from the MET Sabbat Guide. As that Rituals ability by the MET Sabbat Guide does not define how many Ritae each level gives. However, the Rituals ability still remains in play. It simply becomes the retest used for all challenged involving Sabbat Ritae.

This Background represents a priest's knowledge in the Ritae of the Sabbat. The background determines exactly how many of the sect's ritae the priest knows. In addition, this background represents a ties to the ancient Tzimisce sorcerers who created the original Ritae. This explains why those outside of the Sabbat are unable to purchase this background. Only those truly faithful to the Sword of Caine may practice its rites. As such, No non-Sabbat vampire may practice the Ritae of the Sabbat or possess this background. For the full list and details of this background please consult the Table Top Guide to the Sabbat page 94.

Bonus Traits

When performing ritae, and after the presiding priest makes his ritae check, the storyteller is permitted to award a number of bonus traits to all participants of the ritae for all remaining challenges in relation to the ritae. This is the basic mechanic presented in the MET Sabbat Guide for all Sabbat ritae. While often storyteller's will reward a number of bonus traits on all

challenges related to the ritae equal to the presiding priests path of enlightenment rating, we also encourage storytellers to adjust this number based on the role-play of the ritus in question. It is not a default number of bonus traits equal to the priests path rating, unless that is what the storyteller says. Rather the number of bonus traits is assigned by a storyteller based on how well he thought the ritus went. This is to encourage my in depth and dynamic role-play from characters, which should always be encouraged over simple rules and mechanics.

Vaulderie

The vaulderie is often a complex ritus that takes time out of character to perform. Indeed at large gatherings of sabbat who vaulderie, often the players decide to simply just bump all their vincts up by one rather than take the time to test each one out. While that can be a quick fix, this also dilutes the flow of the vinculum, which in turn affects role-play. Every pack member having a 10 Vinculum to each other offers very little in dynamic role-play. The Vinculums of a PC should rise and fall over time, they are constantly in state of flux over a years long outlook.

Some players resolve the issue of time by simply using the Tabletop mechanics for the Vauledrie. Each player rolls a d10 for each participant. If the the number rolled is lower than the current vinculum, than the Vinculum raises. If is higher, it stays the same. If it is a 10 it goes down, and 1 always goes up. In addition to this, if it is your first time Vaulderieng, you simply roll the d10 and the result is the starting vinculum number. Others still use the released Vaulderie App that is on the Android and Itunes market. These are all some solutions to the time constraints of the Vaulderie. It is best to figure out what works best for your pack and game. All of these options have good and bad sides to them, and it's up to each person and game to figure out which is the best for them.

The Following are suggestions for certain issues concerning the Vaulderie. These suggestions are based upon the vast material written for the Vaulderie across several sources.

- Viniculum never breaks like a Blood Bond. They are for life and never degrade over time. When a person who has a Viniculum to another dies, the other Cainite (the one surviving) instead feels a pull on that bond, knowing something terrible has occurred.
- The Vinculum prevents new full Blood Bonds from taking into full effect. The only exception to this is if a Vampire is "Fully Bound" to someone before partaking in the Vaulderie. In that case, until they perform the version of the Vaulderie that removes Blood Bonds, they will have both (Viniculi and Blood Bonds). Also, while the Viniculum prevents full Blood Bonds from occurring, it does not stop partial ones.
- The Merit Unbondable makes one immune to Viniculum and Blood Bonds.

Clergy Retests

The challenge many priest PCs face is that in a Live Action setting, ritae can have a large number of players (especially at event). This can result in a near impossible Static Challenge for the priest to accomplish. Regardless of well a PC is at being a priest, the mechanics here are against them. Because of this, we offer the alternative rules for clergy PCs and in relation to ritae and performing them. Remember these are only suggestions, and it is up to each game if they decide to use them. Don't not assume they do, but ask them beforehand. Also remember,

that a priest may add his status as bonus traits in all ritae challenges and each assisting priest grants a +1 bonus per priest assisting.

- Pack Priests: A Pack Priest can use ANY number of his Rituals ability retests in ritae challenges. He is not limited to just one.
- Bishops: In addition to the benefit that Pack Priests enjoy, Bishops may expend 1 temporary status trait for a free rests as well on ritae challenges.
- Archbishops: They enjoy the benefits of Pack Priests and Bishops. In addition once per night an Archbishop may spend one Status Trait to automatically succeed in a ritae challenge.
- Priscus: Same as those below him, but also may expend 1 temporary status trait to automatically succeed in any ritae. May be used once per night.
- Cardinal: Has the benefits of those below him, and may spend any number of the rituals ability to auto succeed in ritae challenges.
- Regent: He just auto succeed on ritae

Paths of Enlightenment

The Ways of the Sabbat

The Paths of Enlightenment of the Sabbat are the guidelines and ways the sect pursues spiritual enlightenment. The Sabbat disdains being humane or seeking Golconda. They view it as weak. Members of the Sabbat are vampires who embrace what they are, and do not hide from it. They celebrate it. This is reflected in the sect's paths of enlightenment.

While many of the members of the sect still follow humanity, it is rarely to a high level.

Following a path of enlightenment takes discipline, dedication and purpose. Which many of the sabbat are lacking. The Paths are therefore viewed in a religious light to the sect. It is a great honor and sign of dedication to follow one. Because of this many Cainites of the sect aspire to walk them. However, also because of this many Cainites fail or are placed onto the wrong path.

It falls to the clergy of the sect to teach, instruct, and guide members of the sect onto their chosen path of enlightenment. A Cainite who fails on her path is a Cainite who was also failed by his priest.

The Paths of Enlightenment were codified in the late 17th century by the fledgling sect. The creators were a pack of cainites who reside in the Black Monastery in Switzerland (a Sabbat Holy site). While the paths are part of the foundation of the sect itself; still many Cainites in the Sabbat do not follow them. Many still walk the ways of humanity (but at extremely low levels).

As it is the easiest to follow compared to a path. Undertaking a Path of Enlightenment should never be easy, but rather part of a story and ongoing role-play. They should be used as tools to help grow a PC and show their signs of dedication and reflection upon the PC based on the path they have chosen. Just throwing a Sabbat vampire on a path of enlightenment cheapens the experience and removes a tremendous amount of role-play. This usually results in the PC in question changing paths several times "trying to find the right one". PCs that do change paths multiple times and frequently should be looked at as someone who is unable to commit or make up their mind. And also in many ways dangerous due to how unstable that makes a vampire.

Going on a path should be difficult, yet rewarding. Going on Several Paths should be increasingly hard.

The Roads of Old

In nights past, before the Anarch Revolt the children of Caine followed several Roads of Enlightenment. The core roads were known as the Roads of Beast, Kings, Heaven, Sin, and Humanity. Each Road had its own paths of it, and by no means were those the only Roads. Many of the clans had their own roads they developed such as the Road of Night and Road of Bones.

After the Anarch Revolt, the Camarilla began a purge of the old Roads from the race of Caine.

They were viewed as outdated and counter to what the Camarilla was trying to do (blend in with humanity). In addition to this, the Sabbat at the same time viewed the old roads as tools of the ancients. They believed stories that the Roads were created by the Antediluvians to shackle their children to them. They also knew that humanity was not the way for the sect. So the early Sabbat took the old and reformed them into the modern paths of enlightenment. While many of the modern paths have link to the Roads of old, they are distinctly different and tailored to the

Sabbat. Few vampires survived the Anarch Revolt who walked the old roads; fewer still survived the Camarilla crusade to exterminate them and the Sabbat's spiritual development/abandonment of the old ways.

In the modern nights the Roads are a relic of an ancient past. Few vampires remain who walk them, and fewer still who can teach them. Though every once and awhile a vampire emerges who still preaches them. The Sabbat still maintains its opinion on the Old Roads of Enlightenment. While many of them have not been declared Heresy in the sect, those who do walk the Roads are viewed as pariahs of a sort. The Sabbat never looked kindly on the Roads and viewed them as tools of the ancients, but because of their roots in the Sabbat's own Paths of Enlightenment many are tolerated. Cainites who walk the Roads of old should have a difficult time in the sabbat. Most members of the sect don't even know what they are, and those that do don't like them. Generally speaking vampires who don't know something (especially in the sabbat) tend to react badly to it. This sort of prejudice towards the Roads should be played up in the Sabbat.

For more information of the Roads please consult the Dark Ages: Vampire line.

Making your own Path

The various books on the sabbat paths of enlightenment (Chaining the Beast, Player's Guide to the Sabbat, Guide to the Sabbat) encourage STs to not feel restrained in the paths of enlightenment. In that it is possible for a vampire to make his own path of enlightenment. While this should be a major undertaking for any vampire, it most certainly should not be treated lightly. Take into consideration that it took a pack of sabbat vampire over a decade (while having a morality of zero and never once frenzying during that time) to develop the Paths of Enlightenment. Take that into consideration before even thinking about allowing a PC to make their own path. It should be the focus of an entire story. Not something someone easily does.

While there are no rules for this printed, we have offered some suggestions below. Please remember to abide by all One World by Night Rare & Unusual bylaws when creating a path. It is also important for the storyteller and player to really work together when deciding what the new path should be. By the time you are done, the new path of enlightenment write-up should like an entry from Chaining the Beast. We also recommend reading that book before trying to create new paths of enlightenment (not to mention it should be a rare occurrence when it does happen). Below are some suggested rules for creating your own paths of enlightenment. Again, please feel free to use these rules or not. They are merely suggestions

Suggested rules for Creating a Path of Enlightenment

- The Process of Making a Path of Enlightenment should take a minimum of two years.
 - During that first year the player must maintain a morality rating of 1 and all virtue traits must be at a rating of 1
 - For the first 6 months of the second year, the player's character must maintain a maximum willpower rating allowed by his generation
 - During the last six months in the two year process, the player's character must maintain a morality rating of zero. What this means, is that if the character at

point during that six months EVER frenzies he immediately enters Wassil. The PC must not frenzy for the last 6 months of the process.

- Research, study, personal reflection, and experimentation should all be part of the process for developing a new path of enlightenment. It is encouraged storytellers make a player spend his experience points on appropriate abilities and backgrounds to reflect this. In addition to that, storytellers are encouraged to have players coming in (who in the process of trying to make a new path of enlightenment) to the game session down blood, willpower, traits, and abilities to again help reflect his process.

Major Paths

- Path of Caine (see Chaining the Beast pg. 43-48)
 - **Overview:** The key to redemption lies within. Only by learning of Caine's ways and following his divine teachings can a vampire learn to be at peace. A Cainite must examine himself, his desires, his weaknesses and his feelings. The vampiric condition can be understood only through thorough self-examination. Pain and uncertainty must be confronted and transcended. The agonies of undead existence are mere penance.
 - **Known Cults:** The Cainite Heresy, Mnemosyne, Jocastasians
 - **Role-Playing Tips:** Be solemn and respectful, you are the priests of the sabbat. Though you can enjoy social gatherings, Noddists tend to enjoy academic and religious study. Their loyalty is highest to the rest of their pack, and often the pack priests.
 - **Variants:** Path of Caine has no known variants.
- Path of Cathari (see Chaining the Beast pg. 48-52)
 - **Overview:** The Path of Cathari is one of religious dualism. Similar to Manichaeism, the basic beliefs hold that there are two creators, a good and a bad. The good creator created the spiritual world. The bad creator was the progeny of the good and he created the material world. The Cathari (which means "the pure") believe the body to be evil, but the soul to be good. They accept the physical world, but consider all within to be evil. Vampires were created by the evil god to test the strength of strong spirits and force them to succumb to the evil of the material world. The vampires who accepted this once mortal religion have altered it to such a degree that it is almost unrecognizable from its original form.
 - **Known Cults:** Sinners, Cathars
 - **Role-Playing Tips:** Followers of this Path do anything in the pursuit of pleasure. Cathari have no qualms about killing since they believe in reincarnation, and Final Death releases the soul from its entrapment in the evil body. However, they have no wish to die since their lives as vampires are much better than those of mortals. The Cathari have two separate classes: the perfecti, who are considered the most holy (though they are far from it), and the credentes, who are the typical followers of this Path.

- **Variants:** Technically the Cathars and Sinners follow different ways of the path, but technically they are the same.

- Path of Death and the Soul (see Chaining the Beast pg. 52-56)
 - **Overview:** The Path of Death and the Soul is a Path devoted to understanding what it means to be an immortal soul trapped in a physical body. The vampire is a ghost with a physical form. All powers and weaknesses stem from this link with the spirit world. It is important to learn as much about the spirit world as possible so one can comprehend the purpose of existence. Earthly existence is a constant cycle of birth, death and rebirth. The soul is constant. The soul lives out life after life as it draws closer to God. The vampire is the break in the cycle. The soul of a vampire is forever locked in one form.
 - **Known Cults:** None
 - **Role-Playing Tips:** Most are curious, objective and unemotional. However, they study human emotions and conscience, even treating their own fading humanity as the subject of scientific study. They are very spiritual but lack any apparent passion for what they believe. They study death and the occult as sciences. They are loyal to the sect, but even vampires of the Sabbat sometimes feel uncomfortable around them.
 - **Variants:** None

- Path of Feral Heart (see Chaining the Beast pg. 35 and LotN: Sabbat Guide pg. 86-87)
 - **Overview:** The Beasts uphold a very simple code: vampires exist to hunt. This is both the purpose and function of the vampiric condition, and the followers of this Path spend a vast majority of their time exercising their minds and bodies in order to pursue ultimate carnivorous perfection. By taking counsel from their inner Beast, adherents of this Path learn how to operate in any environment, seeking release in the hunt and exultation in the kill.
 - **Known Cults:** None
 - **Role-Playing Tips:** Few Beasts care more about their appearance than absolutely necessary. The more rabid followers of the Path eschew clothing and comfort period, preferring to run naked and wild. Depending on their chosen hunting method, Beasts either constantly twitch and gyrate as they seek to keep tabs on their environment, or remain absolutely still and silent, the better to confuse and hide from their prey.
 - **Variants:** None, Feral Heart is an offshoot of the Path of the Beast.

- Path of Honorable Accord (see Chaining the Beast pg. 56-61)
 - **Overview:**
 - **Known Cults:** The Society of the Night

- **Role-Playing Tips:** Most of the followers could be considered simple, lawabiding members of an otherwise disordered sect. Some on this Path become entranced with the idea of personal honor, making it the key influence in their lives. This Path is popular with members of almost all the clans. It is especially popular with those Sabbat who have their own spiritual beliefs but understand the importance of following a Path.
- **Variants:** None

- Path of Metamorphosis (see Chaining the Beast pg. 65-69)
 - **Overview:** The practitioners of the Path of Metamorphosis believe that the world as we know it is simply one step in a long process of self-enlightenment and development towards something better. Exactly how this "better" is defined varies according to the follower, but the methods to achieving this higher state relies on perfecting the physical form to reflect the follower's attainment of more enlightened principles.
 - **Known Cults:** None
 - **Role-Playing Tips:** Metamorphosis is fundamentally a scientific endeavor: by understanding the world and the life within it, Metamorphosists hope to unlock the secrets of evolution and attaining mental and physical perfection. However, the physical form is seen as only a vehicle of the mind, and those who grow sidetracked with attaining temporal power are not respected by the followers of this Path.
 - **Variants:** Path of Flesh (Dark Ages: Vampire Storyteller's Companion pg. 27), Path of Spirit (Dark Ages: Vampire Storyteller's Companion pg. 27)

- Path of Night (see Chaining the Beast pg. 69-74)
 - **Overview:** The followers of the Path of Night embody a very Old Testament conception of evil and serving God's will: they serve as the tempters of humanity and the harbingers of Judgment Day, much like the way in which the serpent tested Eve's loyalty to God. Like Eve, most humans fail to pass this test, and that is when the Nihilist strikes. They serve as the executioners of God's judgments (or at least what they believe is God's judgment), and by so doing purge the world of all those who either belong in Hell, or have escaped from it.
 - **Known Cults:** World Maggots, The Black Angels
 - **Role-Playing Tips:** Practitioners of the Path of Night tend to be very driven individuals. What they are driven towards depends on their interpretation of the Path, but they often have positions of leadership and influence, the better to lead the virtuous astray and exercise control over other Cainites. Very generally they hail from Catholic, or at least religious, backgrounds, where the moralizing aspects of the Path are more easily assimilated. They devote a significant portion of their time towards developing the Path, but not to the detriment of their own ambitions or projects.

- **Variants:** Cold Night (see Clanbook: Lasombra pg. 67), Hot Night ("Core" Path - See regular Path of Night), Allied Night (see Clanbook: Lasombra pg. 67-68), Lightless Night (see Clanbook: Lasombra pg. 68), Righteous Night (see Clanbook: Lasombra pg. 68)

- Path of Orion (see Chaining the Beast pg. 74-78)
 - **Overview:** Followers of Orion are the hunters of hunters, the kings of predators. For them, unlife itself is a great safari, a mythic journey into the wilds of the unknown. By confronting and destroying the Beast in other Cainites, stalkers hope to confront and quell the creature within themselves. By facing and destroying vampires who cling to the weakness of their Humanity, they seek to overcome their distractions of nostalgia and sympathy.
 - **Known Cults:** None
 - **Role-Playing Tips:** The hunt is everything for those on the Path of Orion. Their unives focus on tracking the most dangerous game - vampires of either very low or very high Humanity, Lupines and similar prey. The hunt is not always a physical challenge, however. It can involved decades of subterfuge and infiltration as easily as a crazed chase down back alleys. No matter its form, a pursuit must be maintained single-mindedly. By focusing on the task at hand, a follower can drown out the call of both the Beast and memories of life.
 - **Variants:** None

- Path of Power and the Inner Voice (see Chaining the Beast pg. 82-86)
 - **Overview:** This Path is devoted to ambition, strength and excellence. To be on this Path is to follow the heart's desire. This is the Path of passion. It is the penultimate expression of vampiric Darwinism. The object is to master oneself as well as all others. The followers of this Path believe their self-consciousness is an aspect of the soul itself. The soul exists outside the material world, but interacts with reality through the body. They believe both mortals and immortals have this power, but vampires have received the ability to allow part of their souls to enter into the real world, and are thus capable of much more than humans. Followers of this Path believe the truth lies within themselves and is best found by an inner search for personal enlightenment. At the same time, they believe in strengthening the power of the body through self discipline.
 - **Known Cults:** None
 - **Role-Playing Tips:** This is the Path for those with a Messiah complex and a penchant for power. Life within the Sabbat can be very brutal and this Path reflects that fact well. The followers are very driven. Most desire positions of authority, but believe it is as much for the good of the sect as for their own personal gain. Many Lasombra follow this Path. Those who follow this Path are more than mere bullies. They are the foundations of Sabbat leadership. While

some choose to seek leadership openly, others manipulate from the shadows. All followers of this path are students of Machiavelli.

- **Variants:** None

- Path of Redemption (see Chaining the Beast pg. 86-91)

- **Overview:** The martyrs hold that vampires are God's punishment on humanity, an instrument of His vengeance and a tool for salvation. Those chosen for the Embrace are not selected by their sires, but by the Curse of Caine itself. Those chosen are punished for their sins - but they are also tested, forced through a purgatory on Earth and can be remade into a new thing: a saintly servant of God.

To be a vampire is to be denied the ideals that are most important to a mortal - the sun, love and God's grace. But that denial serves to make the soul stronger, and a strong soul can be purged of sin and can enter Heaven and God's favor. Those vampires who follow this path seek to explore the limits of their vampirism so that they can know a little of God's plan.

- **Known Cults:** Ashen Priests
- **Role-Playing Tips:** Despite their overtly Christian or holy ways, followers care little for their humanity. Mortals may be God's children, but martyrs suspect humanity has offended and disappointed God far more so than vampires have. The undead are God's curse on *humanity*, after all. Testing, tormenting and killing people is not merely accepted, it's a martyr's destiny. Some of the High Masses spoken in "cathedrals" such as the tunnels of the Underground City in Montreal or the Catacombs of Paris have been the scene of vast "sinner" bloodlettings, all in the name of God.
- **Variants:** None

Minor Paths

- Path of the Beast (see Chaining the Beast pg. 31-35)

- **Overview:** The path of the beast teaches a vampire to become one and accept his beast. They seek to master the animal within and become one with it. The ultimate goal is to achieve true enlightenment by becoming one with one's beast, which the followers of path claim is the true soul. The Path of the Beasts treats vampires as the apex predator, the height of the food chain.
- **Known Cults:** None
- **Role-Playing Tips:** Followers of the Path of the Beast care very little for human trappings. Indeed, if possible they spend as much time as they can in the forms of animals or other vampiric shapes. Beasts are highly territorial and animalistic in nature. They move, think, and act like lions and other noble beasts.
- **Variants:** Both the paths of Feral Heart and Harmony are offshoots of the core Path of the Beast. The Path of the Beast itself evolved from the older Road of the Beast.

- Path of Self Focus (see Sins of the Blood pg. 33-35)
 - **Overview:** The path addresses a Taoist notion, one summed up by the mortal teacher Laozi's concept of "Wu Wei" - "conscious inaction" or "non-doing." The path teaches a degree of acceptance of the world. To use a pop-culture phrase, "You cannot change the world, you may only change yourself." The universe, internalists believe, follows its own course and one must follow along or be destroyed. Mastery over the world is an illusion. Having purpose is an illusion. If one "wanders without purpose" and allows the universe to proceed of its own accord, there is no conflict. Where there is no conflict, the Beast is quiet.
 - **Known Cults:** None
 - **Role-Playing Tips:** Some Kindred dismiss internalists as being slow and passive, but most have learned to leave the followers alone - they are more than capable of defending themselves. All seek to learn from experiences, and hope to glimpse a little of the workings of the universe from each new sensation. They are not idle dilettantes. Rather, they meditate on every new thing and seek to rationalize it.
 - **Variants:** None

- Path of Paradox ("Eastern Paradox"/Mayaparisataya - see Chaining the Beast pg. 78-82)
 - **Overview:** the Path of Paradox concerns itself with the vampires' karmic duty to continue the grand cycle of ages. The Path of Paradox pays a heavy debt to certain tenets of Hinduism and, some whisper, to the indecipherable codes upheld by the Cathay an vampires of the Orient. According to the Path of Paradox, Kindred are locked perpetually outside the illusory cycle of the universe (maya). Whereas most beings are reincarnated through samsara, a continual "entanglement" in the cycle of rebirth, Kindred have eluded that cycle. Every individual has his own purpose, or svadharma, according to the Path of Paradox, although vampires, excluded from the cycle, have lost theirs. In place of the dharma they once followed, each Kindred must now try to advance maya, hopefully understanding it in the process and finally penetrating the great illusions that shroud Ultimate Truth from their eyes. The means by which the Ravnos undertake this cyclical advancement, however, is by selective deception.
 - **Known Cults:** Saddhu
 - **Role-Playing Tips:** Followers of Paradox can be loyal, liars, deceitful, and honest. Whatever tool is appropriate to the job. They are often focused on interpreting the destinies of others and helping guide them on their chosen path. Or forcing them if they refuse. The methods by which a follower of paradox varies from person to person.
 - **Variants:** The Path of Paradox is actually broken down into Eastern and Western versions. The one above is the Eastern Version. The Western Version can be found in the OWbN Ravnos clan packet.

- Path of the Scorched Heart (see Chaining the Beast pg. 103-105)
 - **Overview:** The Path of the Scorched Heart seeks to reject the Beast utterly by emphasizing logical thought, cold observation and rational existence. Strong emotion is of the Beast, and such an inner demon is the antithesis of rational thought. The Beast can therefore be opposed and ultimately beaten into submission by refusing to indulge in its emotional and intellectual weaknesses.
 - **Known Cults:** None
 - **Role-Playing Tips:** One of the unforgiving is withdrawn and non-confrontational. She sees no benefit in blatant displays of emotion, and little use for argumentative debate. If presented with a contrary (and by unforgiving standards, false) argument, a follower seeks to quietly offer the factual position and merely ignores anyone stubborn enough to continue to believe otherwise. But one thing that followers always do is observe.
 - **Variants:** None

New Paths

- Path of Nod (Second Ed Caine) (see The Player's Guide to the Sabbat pg. 86-88)
 - **Overview:** The vampires on this path study their races history and their founder. They search for the missing pieces of the book of nod, and accept the Cainte myth as truth. They also seek out Caine in hopes of finding him. Rather than priests, the Path of Nod followers are scholars and loners.
 - **Known Cults:** None
 - **Role-Playing Tips:** Characters on this path are quiet and reserved. They are scholars and loners first and foremost. Generally speaking they only like other cainites who can respect academic pursuits into Noddism.
 - **Variants:** It could be argued that the Path of Nod is simply a Path of Caine Variant.
 - **Who Made it:** Mateusz Gryzbowsky of the Black Monastery

- Path of Sarx (Second Ed Cathari) (see The Player's Guide to the Sabbat pg. 88-91)
 - **Overview:** Vampires on this path believe they were destined to become what they are. They embrace their curse and darkness, reviling in it. Earth is hell and they will make the best of it. These cainites embrace their darkest urges and desires, and they make sure to let everyone know about it. Nothing is above the desire of a vampire on this path. In many ways the path embodies the saying “If it feels good, then do it.”
 - **Known Cults:** None
 - **Role-Playing Tips:** The followers of the path of sarx are materialistic and hedonistic. They tend not to care about spiritual matters, and rather enjoy living in the moment of their desires.

- **Variants:** It could be argued that the Path of Sarx is simply a Path of Cathari Variant.
 - **Who Made it:** Julian Sanders of the Black Monastery

- Path of Valor (Second Ed Honorable Accord) (see The Player's Guide to the Sabbat pg. 96-98)
 - **Overview:** The Path of Valor is clearly a refinement of the Path of Honorable Accord. It's ways are more refined, structured, and defined. The path focuses on the Sabbat as a whole, and the followers interactions with it. Instead of simply not following sect rituals as a sin, it is broken down into ignoblis and auctoritas as separate sins. In many ways it is a specialized version of Honorable Accord.
 - **Known Cults:** None
 - **Role-Playing Tips:** Similar to Honorable accord, but those who walk the path of Valor tend to carry themselves as elitists among those who follow honorable accord. Is there's is a more focused version of Honorable Accord, they tend to view their path as superior to the core path itself. If those who follow Honorable Accord are Knights, than those who follow the Path of Valor are the Arthurian Knights of legend (in regards to how they act in the Sabbat).
 - **Variants:** Path of Valor is simply a Path of Honorable Accord Variant.
 - **Who Made it:** The Black Monastery

- Path of the Sage (Second Ed Self-Focus) (see Dirty Secrets of the Black Hand pg. 68-69)
 - **Overview:** This path is blending of some of the ideals of self-focus and that of honorable accord. Those who follow it are something of warrior monks. While they still seek spiritual enlightenment, they also view action and honor as means to achieve this.
 - **Known Cults:** The Diamond Thunderbolt
 - **Role-Playing Tips:** Vampires who follow this path view personal honor in the highest regard. Though they also practice the ideals of self reflection and meditation, they are often strong warriors who incorporate Martial Arts into their own spiritual journey.
 - **Variants:** It could be argued that the Path of the Sage is simply a variant of the Path of Self-Focus.
 - **Who Made it:** The Black Monastery

Heretical Paths

- Path of Lilith (see Chaining the Beast pg. 61-65)
 - **Overview:** The followers of this path call themselves Lilins after a class of demons associated in rabbinical lore with the Demon Queen. Many consider them the demons of their namesake, as they are among the least human of Kindred. They believe in living separately from mortals and in acting as monsters. They

dislike interfering with mortal affairs and do not espouse the vampiric ruling of kine. They place no faith in honor, trust, truth or fairness. However, they realize there is strength in numbers and serve the Black Hand well. (The rest of the Sabbat, for their part, considers the Lilins dangerous cultists and heretics to the teachings of the Sword of Caine.) They are scholars, much like the Noddists who follow the Path of Caine, except they study the legends and cultures of mages, werewolves and other creatures as well. Lilins believe all supernatural beings were born of Lilith. The Lilins believe Lilith is the first vampire, not Caine. According to them, Lilith was Adam's first wife. God cast her out of the Garden because she refused to lay beneath Adam and committed the sin of considering herself his equal. Lilins consider her the mother of demons and the killer of children... including her own.

- **Known Cults:** The Nahemits
 - **Role-Playing Tips:** Most Lilins were once scholars and other curious Kindred who merely wanted to know the truth. However, over time the beliefs of the path became as popular as its purpose. Now most Lilins merely appreciate the value of the path's tenets concerning power and dealings with mortals. Most look and dress as any other Kindred of their bloodline, generation and time. However, they all seem to share an interest in the occult, and some sport amulets said to bear the 15 names of Lilith on the inside.
 - **Variants:** Path of Flesh (Chaining the Beast pg. 64), Path of Awakening (Chaining the Beast pg. 64)
 - **Why it's Heretical:** The Path of Lilith teaches and preaches the words of Lilith over that of Caine. It is not surprising then that the path was declared heresy by the sect called the Sword of Caine.
-
- Path of Revelations (see Chaining the Beast pg. 91-95)
 - **Overview:** Vampirism is the physical manifestation of all that is evil. It is the duty of all vampires to live up to their reputation as the Children of Darkness. This is the Path of diabolism. Those on this Path recognize the Infernal powers and draw support from them. This Path is practiced secretly by some within the sect, but it is not recognized by the Sabbat. Those on this Path follow it in secret.
 - **Known Cults:** Various Infernal and Demon cults.
 - **Role-Playing Tips:** The followers of this Path are deceivers. All claim to follow one of the accepted Paths, and pretend to adhere to its precepts. To follow this Path is to be totally committed to evil - evil even beyond vampiric standards
 - **Variants:** None
 - **Why it's Heretical:** Infernalism is heresy in the Sabbat.
-
- Path of Blood (see Chaining the Beast pg. 35-39)
 - **Overview:** This Path is practiced almost exclusively by the diablerist assassins of Clan Assamite, although only vampires who demonstrate true loyalty to the clan

learn its harsh code. The founding principle of this Path explains that the children of Caine (or Khayyin, as the Assamites refer to him) are wicked failures, fit primarily to bring the brood of Haqim (the Assamites' name for their own clan founder) closer to "the One," a state of mystical transcendence. Haqim instructs his childer to salvage or strike down Khayyin's other childer, drinking their blood in an effort to destroy the taint they inflict on the world. Assamites on this Path follow two basic precepts. First and foremost, the clan seeks to convince other Kindred of their flawed, cursed nature, and thus convert them to the service of those on the Path. Kindred as a whole are blight upon the earth, and only by upholding Haqim's righteous code can they redeem themselves. Should vampires resist attempts at conversion, the Assamites kill and diablerize them, using the blood of the victims to lower their generations and thus return to Haqim's bounty.

- **Known Cults:** Some among the Assamites.
 - **Role-Playing Tips:** Study, diablerie, proselytizing and selective strikes against the rest of the Kindred world occupy the nights of Kindred on this Path, for it is a course of righteous justice - at least to the minds of Assamites. Fanatical in their quest, the Assassins bring Final Death to those who would make the difference between growing closer to Khayyin and not.
 - **Variants:** Road of Blood (Dark Ages: Vampire Storytellers Companion pg. 22-23), Path of Righteousness (Dark Ages: Vampire Storytellers Companion pg. 23)
 - **Why it's Heretical:** Antediluvian Worship
-
- Path of Typhon (see Chaining the Beast pg. 95-100)
 - **Overview:** Vampires who follow the Path of Typhon have a truly sinister purpose in mind. Theophidians seek the resurrection of their patron and father, Set. Though most vampires view Set simply as a mythical member of the Third Generation, Theophidian doctrine teaches that Set was, in fact, a divine being even before his Embrace. Indeed, Theophidians view Caine as a lesser being than Set, and claim that Set in fact allowed Caine to Embrace him so that he might use the descendants of Caine to strike at his divine counterparts, such as the mythical Gaia and Lilith. In this manner does Set, and through him the Setites themselves, fulfill their place in the universe, acting as agents of entropy and breaking down the old so that the new may blossom.
 - **Known Cults:** Some among the Followers of Set
 - **Role-Playing Tips:** The Theophidians are frequently social chameleons, given their need to move through many different circles. They are smooth, ingratiating and wholly inspired by their greater cause. Followers of this Path rarely ask favors of others - they prefer to help satisfy the desires of others, and then call in favors based on what they have already done for those others.
 - **Variants:** Path of Suethk, Path of Set's Vengeance, and several others found in the OWbN Followers of Set Clan Packet.
 - **Why it's Heretical:** Antediluvian Worship

- Path of Harmony (see Sins of the Blood pg. 35-37)
 - **Overview:** Everything has a purpose, even vampires. It is a vampire's responsibility to walk the tightrope over the abyss without ever losing concentration. Vampires are not human, but they share many things in common with mortals. It is best to remain true to one's human side, for the monster inside is so strong that if one gives up one's humanity, there will be nothing left. However, a vampire cannot be human. A vampire must prey upon them as livestock for her own needs. A vampire has a right to exist, and to exist she must feed, but she must never lose sight of what it is she must do and to whom she must do it. Prey is not to be wasted or treated as valueless.
 - **Known Cults:** None
 - **Role-Playing Tips:** This Path may be one of the easiest to understand. Its precepts are similar to those of many Camarilla Kindred and also many humans. The Path requires the vampire to use a healthy blend of common sense, knowledge, emotion and spiritual belief in all decision making. The vampire should accept the fact that by drinking blood she is not evil, but only acting in accordance with her nature. However, life, and humanity in particular, should not be wasted, and should be respected. Players should allow their characters to oppose plans in which life is indiscriminately destroyed. The characters should be portrayed as having consciences, yet they should feel no remorse for stealing human blood.
 - **Variants:** None, technically the Path of Harmony is a variant of the Path of the Beast.
 - **Why it's Heretical:** Some time in the late 90s, there was a war among members of the Sabbat. Those who followed the Path of Feral Heart waged a civil war in the sect among those who followed the Path of Harmony. Viewing them as weak and humane, something their chosen path detests. The result of the war was the Feral Heart followers exterminated or exiled all the path of harmony followers in the Sabbat. As a result, the Consistory declared the Path of Harmony heretical. Likely to appease the sect's path of Feral Heart followers.

- Road of Sin (see Faith and Fire pg. 98-99)
 - **Overview:** Their interests are as diverse as the depths of sin itself. Some indulge the senses with art, perfumes, music and similar pleasures (although not food and drink, which are denied them). They serve as patrons or muses, or they become obsessive collectors. Others practice the art of seduction, gathering harems of beautiful mortals. They play the heart like a finely tuned lute. Some corrupt others and lead them into lives of indulgence and excess for their own amusement and vicarious enjoyment. They explore the limits of pain and degradation mortals (and even other Cainites) can suffer. because they are already damned, nothing is forbidden to them.
 - **Known Cults:** Several, See the Road of Sin Book.
 - **Role-Playing Tips:** In fact, the only thing that is truly forbidden to the followers of the Road of Sin is failing to satisfy their endless need for indulgence. Through

it, they feed the Beast and keep it sated. Denial awakens the hunger within them, and forces the Beast to take matters into its own bloody hands. Sinners know the Beast better than most, and they have no desire to become its slaves. Sinners know that total denial of the Beast only strengthens it in the long run, leading to an ultimate destruction of the self. And Sinners value the self above all else.

- **Variants:** Path of Pleasure (see Road of Sin pg. 66), Path of Cruelty (see Road of Sin pg. 67), Path of Cruelty (see Road of Sin pg. 67), Path of the Devil (see Road of Sin pg. 68), Path of Screams (see Road of Sin pg. 69)
- **Why it's Heretical:** Like most of the other Roads of Old, the Road of Sin was viewed with disdain but was not outright declared heretical. It was not until an Archbishop by the name of Deacon Cross had come along did it earn that place. The Lasombra had taken to the teachings of the Road of Sin, and in doing so managed to be driven completely insane, get many of his fellow sabbat killed, and cause the complete collapse of several sabbat domains. As a result of this, the Road was declared heretical by the consistory as it was viewed as the most dangerous of the old roads for the sect.

Lore: Paths of Enlightenment

Taken from the OWbN Sabbat Genre Guide

Lore: Paths of Enlightenment

Level 1

- You are aware that the Sabbat commonly practices several alternative ways of morality to humanity. And you know these Paths are similar to vampiric religions and ways to exist as a vampire other than acting human.
- You are aware of the names of the common paths of enlightenment followed by the sabbat (Honorable Accord, Power and the Inner Voice, Caine, Feral Heart, Cathari, Night, and Metamorphosis)

Level 2

- You know the names of all the major paths of enlightenment followed by the Sabbat, and several of their common variations.
- You know most of the tenets and hierarchy of sins for the major paths of enlightenment (1-3) as well as a very basic history of those paths.

Level 3

- You know the names of the Minor Paths of Enlightenment in the Sabbat.
- You know the full histories of the Major Paths of the Sabbat.
- You know the full tenets and hierarchy of sins for the Major Paths of the sabbat.
- You know how the Sabbat created the Paths of Enlightenment.

Level 4

- You know the tenets and hierarchy of sins for the Minor Paths of Enlightenment.
- You know the full histories of the Minor Paths of Enlightenment.
- You know the names of the Heretical Paths of Enlightenment.

Level 5

- You know the basic tenets, history, and sins of the Heretical Paths of Enlightenment (1-3).
- You know of the Roads Cainites used to follow. You even know a basic history and belief structure for each.
- You have heard the names of the Paths that used to come from the Roads of old, and have a basic idea what they are all about.
- You know before the Anarch Revolt, Cainites who taught roads and preached them where known as Ashen Priests.

Suggested Rules for going onto a Path of Enlightenment

Mind's Eye Theatre did not provide rules for how one goes onto a Path of Enlightenment. As such, each game is free to design whatever rules they see fit for this. Below we have placed some suggested rules that help reflect what is printed and table top and what we have seen work. As always, feel free to use them or not as your leaser. Remember to ask a game if they use these suggested rules; do not assume they do.

To change morality paths, the following rules apply:

- To change one's morality path, one must throw a chop. The chop is a static Willpower challenge, with three different difficulties (based on the differences between a PC's current Path and the one the PC is trying to change to). The different difficulties are as follows:
 - Difficulty 5: Switching to a Path that has the same Virtue categories as your current Path (e.g., paths that both have Self-Control/Conscience/Courage, such as Humanity to Honorable Accord).
 - Difficulty 6: Switching to a Path that has only two Virtue categories in common with your current Path (e.g., paths that only have Courage and one other Virtue category in common, such as Humanity to Death & the Soul).
 - Difficulty 7: Switching to a Path that has only one Virtue category in common with your current Path (e.g., paths that only have Courage in common, such as Humanity to Power and the Inner Voice).
 - Add +1 to the difficulty if you do not have a priest assisting you.
 - Add +1 to the difficulty for every path you have been on beyond your first. Meaning, if this is your second time going on a path add plus 1, third time a plus 2, etc. How many paths your PC has been on must be marked on your character sheet.
- A player may make their first attempt to switch onto a new Path at a morality of 2. If the player wins outright, he or she may start at a rating of 2 on the new Path.
- If a player's first attempt to switch Paths is at a morality rating of 1, he or she may make a free retest if they fail the initial challenge. If the player wins outright on the initial challenge, he or she may start at a rating of 2 on the new Path.

- When making the challenge to switch paths, a PC may expend as many PERMANENT Willpower traits as he or she wishes (up to current permanent Willpower) to continue retesting.
- When making a path switch, a player must still spend experience points (XP) on his or her PC's new Path traits and Virtues. Morality Traits are 2xp each and Virtues are 3xp each.
- When a path change has occurred, the changed virtues immediately drop to a rating of 1. They do not directly convert over on a one for one basis, and instead must be re-purchased if the player wishes to increase them.
- When designing a Path of Enlightenment make sure the Sins of the path are hard. Paths are generally more difficult to follow than humanity, and you want to avoid the "path of do whatever I Want"

Cults of the Sabbat

Below you will find a list of White Wolf canon cults. All of these have some place in the Sabbat, though some are more welcome than others. Make sure to make note of the Sabbat's view on each cult before deciding to play one. That however should not discourage someone from playing a "heretical" cult, so to speak. Those types of stories are exciting and challenging to many players. It should also be noted many of these cults cross sect lines. Indeed, one needs to remember that cults are semi religious orders. They are small and secretive in nature. We encourage both players and storytellers to remember this before using them. These cults are open for all storytellers and players to use as they see fit in their chronicles. They are tools for telling intriguing and interesting stories, and we encourage their use. Remember also these are example of canon cults to White Wolf. You can always create your own! The World of Darkness is full of too many cults to possibly name, and allow for a plethora of stories. We encourage Storytellers and players to be creative and feel free to make up their own cults if they like.

There are many conflicting definitions of what makes a religious movement a cult, however most agree on a few things;

They have ideals that are uncompromising

The term is ideological totalism, one belief, that if someone tries to argue, not only makes them wrong, but makes them an enemy of righteousness. If the dissenters are a member of the cult, or a potential member, they are subjected to "coercive persuasion", this is more commonly known as brainwashing or just plain torture. More polite groups call it thought reform. When an individual is isolated from the rest of the world, and exposed only to the ideas of a small group, like a pack, it can have a drastic impact on their thought process. Being punished when they disagree and rewarded when they agree is the most common method, and when humanity is no longer an issue, like in the Sabbat, there is no end to the depravity of the tortures. After days of being fed just enough to stay awake, being allowed to feed until full is a mighty tempting reward for doing what the leaders say.

They exploit their followers

Why take the time to train up a bunch of people who will believe and do everything you want them to if you aren't going to use them towards your own ends. Leaders of cults don't often do it out of the kindness of their heart. They have a personal or religious agenda, possibly even one that matches what is taught, and they use their people towards these ends. Sometimes sacrificing them for these beliefs so that the leader doesn't need to die for his own beliefs. The reason any vampire religion tends to be a cult is because cainites are naturally manipulative and selfish. Even those who believe in the cause of the cult will exploit those under him for personal benefit when given the chance, especially if it furthers the cause of the cult. Cults are a pyramid scheme, and while there may be benefits to being in a cult, those on the top are always getting more than their fair share.

They have a charismatic leader

Charisma and leadership skills are essential for starting a new cult, or 'religious group'. Once a pool of sufficiently trained followers is conditioned to think the way the cult leader wants them to through the previously mentioned "coercive persuasion" the cult will start to train others in the same way as they themselves were trained. As long as there is a strong leader to squash divergent ideas, and cure those who "have been made blind by the lies of their enemies" the cult will endure and grow. Sometimes however, a leader, seeing a cult running smoothly, will take a step back from active management, and focus on the benefits of owning a cult. When this happens, and divergent ideas are not crushed by the leader, often a new leader, fully trained in the righteousness of the ideals of the cult, will step forth, and denounce the former leader for his crisis of faith. This is how cults repopulate, often splintering, sometimes from one of these divergent ideas, and sometimes because a leader has failed.

In the examples below, many potential cults are listed. These are based on a single view from within a path, possibly not even a tenant of the path itself, taken as ultimate truth and enforced as such by a charismatic leader. With so many paths within the Sabbat, even just speaking of the approved paths, there are an infinite number of cults that could spring forth from the spirituality of the sword of Caine. One thing that is absent in all of them is a leader. Cults are NOT stable entities, and eventually, they fall apart, splinter, or die off, some in more spectacular ways than others, but in the death of a cult lies the seeds of a new cult recovering their wisdom and picking up where they left off.

The Sabbat is ideal for fostering cults, between the political factions, read: cults, the paths of enlightenment, read: cults, and the packs, read: cults, the Sabbat is and should be a constant battle ground of religious and political beliefs. Let the examples here be inspiration for taking up your own ideological totalism, and waging war, not just physically, but spiritually.

Faith Versus Sect

As noted in many of these cults, they often cross sect lines. Indeed vampires of all sects (including Sabbat and Camarilla) can be found praying at the same altars and seeking the same faith. There's a level of respect and understanding in those cults that do cross sect lines. While they may be enemies, they can spend time praying together. Some cults however cross sect line in a different way. In that they are loyal to the cult over their own sect. Some of these cults are those who infiltrate the great sect and its members faith is far more important. Indeed some seek to bring down the sects from within, as per their cults beliefs. Be sure to read each cult below as it details its relationships of with the Sects (in particular the Sabbat)

Status in the Sabbat

You will notice a section under all these cults called "Status in the Sabbat". This is to let you in one word understand how the sabbat would react to or does react to each cult. Remember cults met in secret, and indeed the sabbat as a whole does not openly know about or acknowledge these cults. Accepted means if you are found out to be in the cult, the Sabbat would react positively to it. Neutral means that if the sabbat finds out about the cult they could care less either way. Aggressive means if the sect finds out you will likely be hunted and killed.

Cults

The Royal Order of the Edenic Groundskeepers (Time of Thin Blood Page 55-56)

- **Primary Location:** Unknown
- **Summary:** This cult of vampires seeks the destruction of the Antediluvians by finding their ancient resting places and slaying them before they arise. Though they gather information and spend resources hunting these tombs and locations down, they have never struck at any them. The cult argues only when they can be sure they can afford to strike. This has resulted in the cult splitting into another order called "The Imperial Order of the Master Edenic Groundskeepers". This splinter cult has taken to attacking these ancient tombs. The cult itself is spread across all walks of Cainite society, in those that hope to stop Gehenna before it happens.
- **Rites and Practices:** More of an academic cult than a religious one, the rites and practices are few and tend to mostly be of the research variety. The cult is obsessed with finding the locations of the ancients and slaying them before they rise.
- **Influence and Activities:** The main cult is a wealth of knowledge for tombs of ancient vampires. Though the Royal order suggests caution and careful surgical strikes when their information is proven correct, its sister cult the Imperial Order acts on this information, having slain several methuselahs as a result.
- **Sabbat Views on the Cult:** Unsurprisingly, the cult enjoys support with the Sword of Caine. Their goals of destruction of the Antediluvians coincides with that of the sect. However, this cult also gathers other vampires outside the sect to its order. Many paranoid elders seek to stop Gehenna before it occurs. The scholars of the Sabbat tend to appreciate the academic nature of the cult, whereas the more violent members of the Sabbat tend to lean towards the Imperial order and acting now on what information the cult has.
- **Cult Views on the Sabbat:** The cult views the Sabbat as having the right idea but poor execution. Like all sects of vampires, while their message may be to slay the ancients, they have fallen in the thralls of the jihad. Many of the cult's members also claim membership in the Sabbat (not all), but see the rampant war with the Camarilla and needless monstrosity of the sect as a waste when they should be focusing on slaying the antediluvians.
- **Membership:** Those who join the Royal order find themselves spending much of their time in research and spending their resources into funding expeditions into the old world. As they seek lost knowledge and clues into the resting places of the ancients, some members grow impatient with the progress of the cult as the final nights grow ever towards Gehenna. As such, some of its more violent members join the sister cult of the Imperial Order.
- **Status in the Sabbat:** Accepted

The Way of the Ancient Lawgivers (Time of Thin Blood Page 56)

- **Primary Location:** The Old World
- **Summary:** The Way of the Ancient Lawgivers believe in recreating the glories of Enoch. It is their belief that Vampires should enslave and rule over humanity, much like

how it was written in the beginning. Not to be confused with Neo Carthagians, this cult does not desire for vampires and humans to live side by side as equal. Rather they command to return to the old ways of being Lords of the Night and rulership determined by age. Just as Caine had commanded it.

- **Rites and Practices:** The cult views mortals as cattle to be ruled, not hidden among. All its members reveal themselves to their servants and slaves (what they view all of humanity as). While some are required to act in more subtly as the world does not accept their viewpoint, they always make sure to maintain this practice among their own herds and retainers.
- **Influence and Activities:** The Way of the Ancient Lawgivers has both grown and become more secretive in recent years. The cult has no desire to associated with or confused for the Neo Carthagians. Still, even among it's camarilla members, the cult continues to gather power and influence in prepration for the night of Gehenna when they shall return to the old ways commanded by caine.
- **Sabbat Views on the Cult:** At first it seems like the cult it a perfect fit for the sabbat. Much of the Sabbat doctrine is the right for Cainite rulership over mortals. The problem with the cult lies in their claim that the eldest have the right to rule. In the sabbat it is not age that grants the right to rule but prestige. On this the cult and the sect conflict.
- **Cult Views on the Sabbat:** The cult views the Sabbat as a means to an end. They have the right message in rulership over the mortals and reverence for Caine, but their disregard for elders and the acts of diablerie they can not condone or support.
- **Membership:** Members of the cult who are sabbat are often rather vulgar. They do not hesitate to rule over any mortal that comes across their way. Camarilla members of the cult often have a hard time following the tenets of the cult openly. In this they act in subtly and among their own retainers and herd.
- **Status in the Sabbat:** Neutral

Servitors of Irad (Time of Thin Blood Page 56-57)

- **Primary Location:** Europe
- **Summary:** The Servitors of Irad believe that only through absolute servitude to the Antediluvians can they serve Gehenna and follow Caine's will. These kindred worship the ancient antediluvians as the children of caine that they are. Because of this, the cult spreads its influence among the Sabbat and Camaralla as a means to weaken both by attempting to get the two sects to be at constant warfare. To help facilitate this, the cult spreads false visions and prophecies to sue discontent and paranoia. In truth, the cult has it's small cabal of seers and mystics who listen for the words of the Antediluvians to command the activities of the cult and prepare the way for their return.
- **Rites and Practices:** The cult has many "ancient" rites and rituals it performs in the name of and dedication to the Antediluvians. All of Caine's grandchilder or revered and given praise and sacrifice too. Many of these rites and rituals mimic ancient roman mystery cults in nature. They often involve sacrifice, prayer, sex and other such things. The cult also seeks to gain insight and visions from the ancients and actively recruit seers of all kinds. Many of whom are unwilling to join the cult, though that doesn't stop it's members.

- **Influence and Activities:** The Servitors of Irad seek to sow discontent, paranoia, and war between the Sabbat and Camarilla. It's members have infiltrated both sects to accomplish this goal. They often rely on paranoia and false prophecies they will use to get the sects to fight. In this, they will weaken vampire society for the return of their masters.
- **Sabbat Views on the Cult:** This cult is high hersey to the Sabbat. Though it is not widely known among it. If it were known, it would surely be hunted.
- **Cult Views on the Sabbat:** The sabbat stands for everything the cult opposes. The two are dynamically opposed. Members of the Sabbat who join this cult do so in secrecy and so they can work the cults practices and goals from within the sect.
- **Membership:** Members often meet and practice in secret. They have seen what has happened to other cults and groups who have been found out in both the Camarilla and Sabbat. Because of this, the cult moves in shadows and from the background. They are never overt or tip their hand. Only do their fellow cult members know the truth.
- **Status in the Sabbat:** Aggressive

The Twilight Cult (Time of Thin Blood Page 57)

- **Primary Location:** North America
- **Summary:** The Twilight Cult is a group of vampires who are obsessed with finding the so called last daughter of eve from the book of nod. It is their belief that in her lies the salvation of all kindred during Gehenna. As such, the cult is dedicated all it's time, power, and influence to finding this woman. The how and what to do when they found her varies widely from cult member to cult member. But all agree she must be protected at all costs and brought to the cult.
- **Rites and Practices:** Many of the bizarre rites and rituals of the cult are dedicated to the last daughter of eve and maternal rites in general. As they search for the woman with the mark of the moon, they also induce visions and prayers in hopes of being guided to her.
- **Influence and Activities:** The cult spends all of its power searching for the ever elusive last daughter of eve mentioned in the book of nod. It is their belief she is the key to averting or surviving Gehenna and will stop at nothing to find her.
- **Sabbat Views on the Cult:** The sabbat views the cult as an oddity at best. It's goals and views are not opposed to those of the sect. And while it's obsession with the last daughter of eve is of peculiar note, those sabbat who do believe in the last daughter of eve view her as a potential weapon during Gehenna. On a whole the Twilight cult is allowed to exist openly in the Sabbat and even gains some support from time to time.
- **Cult Views on the Sabbat:** The Sabbat is a Gehenna cult which lines up nicely with the Twilight Cult's views. Though the sabbat carries a wide variety of noddists and secrets, it allows the cult some support and to gather more members to their cause.
- **Membership:** Members of the cult are expected to spend much of their time and resources hunting for the last daughter of eve. While many do not worship her, so to speak, a few do. Some claim she is the chosen avatar of caine, others that she is the last chance given by god to caine's children. All, however, spend much of their time in debate and study in this regards. Hoping to unlock the mysteries before it's too late.
- **Status in the Sabbat:** Accepted

The Cult of Enlightenment (Time of Thing Blood Page 57)

- **Primary Location:** Asia
- **Summary:** The Cult of Enlightenment is an ancient order of vampires dedicated to achieve Golconda or a similar state of being. It is their belief only through the achievement of true enlightenment will warfare and hardships that face the children of Caine end.
- **Rites and Practices:** This ancient cult has many rites and practices dedicated to achieving the fabled state of Golconda. Indeed they spend much of their times in meditation and dream states hoping to achieve this goal.
- **Influence and Activities:** The cult spends most of its nights looking for insight and wisdom into achieving Golconda. It seeks the Scrolls of Wisdom as the tools they need to achieving this end. Tradition claims that the scrolls themselves contain clear details of what is to occur during Gehenna. As such it is the top priority of the cult to retrieve these scrolls.
- **Sabbat Views on the Cult:** The sword of Caine tends to view the cult (when it knows about it) as fools. While the sect laughs at the myth of Golconda, the pursuit of enlightenment is the goal of many members of the sect. Those that are discovered and what they preach among the sabbat are often laughed at and looked upon as weak fools. But other than that, they are largely left alone and not viewed as heretics.
- **Cult Views on the Sabbat:** The Cult of Enlightenment finds the Sabbat's paths of enlightenment interesting and perhaps ways to achieve true enlightenment, but in the end know that Golconda can only be achieved through humanity. Humanity, however, is not something the sabbat exactly supports and preaches.
- **Membership:** Vampires from all sects and walks of life can be found in this cult. They spend much of their time on philosophy and religious matters. They hope to achieve real enlightenment and salvation before the end comes.
- **Status in the Sabbat:** Neutral

The Arimatheans (Time of Thin Blood Page 58-59)

- **Primary Location:** The "Holy Land"
- **Summary:** The Arimatheans are a group of vampires who are dedicated Christians and seek the Holy Grail. It is their belief, that the Holy Grail of Christ will grant true salvation to the children of Caine (and also seek Caine's because of this). As such, this cult is an extremely religious one dedicated to finding salvation, the Holy Grail, and other items from the Passion.
- **Rites and Practices:** Unsurprisingly the cult follows many of the traditions of the Christian faith. They attend churches, take and give confession, and they even perform the Eucharist. Even still, this just allows them to grow their faith in their pursuit of their Holy items.
- **Influence and Activities:** The cult finds most of its influence buried deep within old Christian churches and orders. Never as overt as the Cainite Heresy or the Order of St. Blaise, the Arimatheans move in secrecy in its pursuits. What they did know was that some other order of vampires had similar goals to their own and has kept them from their prize. As a result of this, the cult has had work in the arts of subtly and intrigue.

- **Sabbat Views on the Cult:** The Arimatheans tend to be a secretive cult favored by the Order of St. Blaise and those who follow the path of redemption. The sabbat as a whole is unaware of the cult's existence, and likely would look upon them as weak and too loving of humanity for its tastes. In general that is.
- **Cult Views on the Sabbat:** The Sabbat has the right idea, but its methods are of question. The religious fervor, factions, and paths of the sabbat mean the cult can enjoy a constant recruitment rate.
- **Membership:** The Arimatheans boost members of vampires from all the sects. As a religious order it is not uncommon for members of the cult of opposing sects to meet in church secrecy to discuss goals, practices, and progress of the cult as a whole.
- **Status in the Sabbat:** Neutral

The Lilith Cults (Time of Thin Blood Page (Time of Thin Blood Page 59-60))

- **Primary Location:** Varied
- **Summary:** See Sabbat Faction Packet
- **Rites and Practices:** See Sabbat Faction Packet
- **Influence and Activities:** See Sabbat Faction Packet
- **Sabbat Views on the Cult:** See Sabbat Faction Packet
- **Cult Views on the Sabbat:** See Sabbat Faction Packet
- **Membership:** See Sabbat Faction Packet
- **Status in the Sabbat:** Aggressive

Seer Cults (Time of Thin Blood Page 60-61)

- **Primary Location:** Varied
- **Summary:** Something of a catch all term for cults dedicated to visions and prophecy. Each is somewhat unique and usually the tool for an elder.
- **Rites and Practices:** Varied from cult to cult
- **Influence and Activities:** Most are a group of seers and prophets being either in service or servitude to various elders. Because of this, each cult tends to be unique to its region in regards to its activities and influence.
- **Sabbat Views on the Cult:** The Sabbat tends to view Seer cults with much religious regard. They are the prophets to the end times and might offer valuable insight into defeating the Antediluvians and its enemies.
- **Cult Views on the Sabbat:**
- **Membership:** Membership in the Seer cults varies drastically depending on the cult. One thing is common though, there are at least some members with the ability to gain visions and insights into the future.
- **Status in the Sabbat:** Accepted

The Cainite Heresy (The Cainite Heresy)

- **Primary Location:** Hidden among the Catholic Church
- **Summary:** Following ancient gnostic christian traditions, the vampires of the Cainite Heresy believed Caine was a god. The Cainite Heretics believe that the material world,

which is impure and corrupt, was made by a petty demiurge. Caine was punished by this inferior deity for hearing the words of the Serpent (called *Sophia*, "Wisdom"), but he and his descendants were blessed by the true God with the ability to sustain themselves wholly on blood, the pure force of life, and were spared aging and death; thus vampires are almost independent of the decay of this world and akin to angels. The purported mission of the Heresy is to take the Blood Communion to all humanity, bringing them closer to the Cainite form, while expecting the coming of the Third Caine (the messiah) and Gehenna. The Heresy collapsed and was largely destroyed during the mortal Inquisition and subsequent Anarch Revolt. Rumors persist that the Heresy did survive and helped created the Sabbat itself, and its members live in secret among the sect tonight.

- **Rites and Practices:** The Cainite Heresy followed many of the early catholic rites warped and perverted to the Cainite condition and gnostic belief. The Blood Communion being the most sacred and important.
- **Influence and Activities:** At its height, the Cainite Heresy controlled and influenced much of the Dark Ages Catholic Church. However, with the collapse of the cult, much of its influence faded. The surviving members of the Cainite Heresy went on to help found the sabbat. The remaining cult hides among the sabbat to this night acting from the shadows and in subtly.
- **Sabbat Views on the Cult:** The Sabbat as a whole is unaware of the Cainite Heresy or its history in the foundation of the sabbat itself. Those who do know, are often members, and if not it's message can be accepted in the sect as a whole. The Sabbat's Inquisition is one of the few organizations within the sect that is aware of the Cainite Heresy and wage a secret crusade against it. Because the message of Caine as a god would not be accepted as Heresy among the sect as a whole, the Inquisition is forced to move in secret against it's influence.
- **Cult Views on the Sabbat:** The sabbat was partly created and forged by the Cainite Heresy, the cult itself views the religion of the sect itself as their province. It is their ideal dream that one day that can move openly among the sect and make their particular religion the prominent and only religion among the sabbat.
- **Membership:** Membership in the Cainite Heresy is done so in secret, its members kept their association secret. The old cult members seek to induct those into their ways who share similar gnostic beliefs and faith.
- **Status in the Sabbat:** Neutral

The Mnemosyne (Chaining the Beast Page 47)

- **Primary Location:** Nomadic
- **Summary:** The Mnemosyne as cult based on Noddism. They spend their lives searching for hidden lore and spreading it far and wide to the entirety of the Cainite race. They are responsible for the modern Book of Nod and it's spread. The cult is also obsessed with learning the history and past of all the cainites they can acquire the information from.
- **Rites and Practices:** Largely an academic cult, rites and practices often reflect this fact. The Mnemosyne also practice ritual diablerie between sire and childe when the sire feels his time as come.

- **Influence and Activities:** The cult is well known as the primer noddists of the cainite world. Because of this, their reputation allows for great influence among other noddists. Those who seek to oppress Noddism seek to rid the cult's existence whenever possible. The Mnemosyne largely spend their nights hunting all noddist and cainite history lore they can find. Because of this they spend much of their time as nomads hunting and bartering whenever possible.
- **Sabbat Views on the Cult:** As the majority of Noddists are in the Sabbat, the Mnemosyne are seen as something as celebrities of the sect. Though not all members of the Mnemosyne are not Sabbat, they are all respected as Noddists.
- **Cult Views on the Sabbat:** Many of the Mnemosyne are also member of the sabbat and thus get along well with the sect and provide it with much of its noddist history. Those who are not also part of the sabbat often can not get past the monstrous nature of the sect and try to avoid them whenever possible.
- **Membership:** The most famous member of the of the cult is Aristotle de Laurent. Membership is only offered to devout noddist cainites and one must be invited to join them. The primary thing they look for is those who make noddism their top priority.
- **Status in the Sabbat:** Accepted

The Jocastasians (Chaining the Beast Page 47)

- **Primary Location:** Nomadic
- **Summary:** The Jocastasians are the sabbat only offshoot of the Mnemosyne. They are also less inclined to share their lore and knowledge with others outside the cult.
- **Rites and Practices:** Their rites and practices are similar to the Mnemosyne but they work more in secrecy and as they are a sabbat only offshoot they practice the ritae of the sect.
- **Influence and Activities:** Much the same as the Mnemosyne but more so among the shadows.
- **Sabbat Views on the Cult:** The Jocastasians are a sabbat only offshoot of the Mnemosyne as such the cult is viewed well among the sect. However, the Sabbat often wishes the Jocastasians were more open with those not of the cult with its information and lore.
- **Cult Views on the Sabbat:** The cult views the Sabbat is the correct and only organization for all of the race of caine. They however also recognize and acknowledge much of the sect is not as devoted as they are to study of noddism and cainite history. As such they only share information with its members and rarely others.
- **Membership:** Much like the Mnemosyne membership is only offered to those who make noddism their primary focus. They also only offer membership to those in the sabbat.
- **Status in the Sabbat:** Accepted

Cathars (Chaining the Beast Page 50)

- **Primary Location:** Montreal
- **Summary:** The deviant cult of Path of Cathari followers were created by the Widows of Montreal. They spread the practice and belief that vampires are god's new angels and

through revelry and deviancy they can shed their forms and take their place at god's side. It is their place to test mankind and act as god's agents on earth. Sin is an arbitrary and mortal concept. The Cathars work is holy and not simply to commit evil and sin for selfish reasons, but to achieve true enlightenment and unlocking their divinity within.

- **Rites and Practices:** The widows of montreal as the founders of the cult have developed several Sabbat igoblis ritae and thaumaturgical rituals to aid in their beliefs. Their club "The heart" is notorious as the most depraved and luxurious home of sin in the sabbat itself. Many travel to revel and indulge, while those who call themselves Cathars come to learn at the Widow's feet. Those who join the cult are encouraged to create similar clubs in their home diocese. Both as a temple and way to practice and spread their faith.
- **Influence and Activities:** The cathars are involved in a philosophical war with the Sinners of the Path of Cathari. The Cathars are considered the majority of the New World path of Cathari followers as the Widow's influence has spread far and wide among the sect.
- **Sabbat Views on the Cult:** The Cathars are largely what is recognized as the majority of new world and young sabbat practioners of the Path of Cathari. As the path is accepted as a core path of the sabbat, the cult is openly welcomed and practiced across the whole of the sect.
- **Cult Views on the Sabbat:** As the path of Cathari is one of the core paths of the sabbat itself, it is not surprising the Cathars view the Sabbat as home. It is only in the sabbat they can perform their holy work openly and accepted.
- **Membership:** The majority of young followers of the Path of Cathari in the New World are also Cathars. Much as the path of cathari can almost only be found in the Sabbat, so to are the Cathars.
- **Status in the Sabbat:** Accepted

Sinners (Chaining the Beast Page 50)

- **Primary Location:** Europe
- **Summary:** The sinners follow the path of Cathari but believe they are they inheritors of the old Road of Sin. Indeed they even call their path the Path of Sin. These Cainites consider the Cathars heretical and continue to wage a religious/philosophical war with the Cathars. The Sinners embrace their urges and indulgences because it feels good and right, not for religious or divine reasons. They consider the Cathars faith foolish and wrong, they truly follow the old ways of the Road of Sin as they believe the Path of Cathari is the modern evolution of the old road. See the Road of Sin book for more information.
- **Rites and Practices:** The Sinners practice many of the old rites and rituals of the old Road of Sin, but twisted into the Path of Cathari's view.
- **Influence and Activities:** The Sinners are largely regulated to the sabbat elders of Europe. They wage a cold type war of philosophy with the Cathars. Because of the spread of the influence of the widow's of montreal, the sinner's beliefs are in the minority of the Path of Cathari followers. Though the cult tries to recruit young Path of Cathari members to their cause.

- **Sabbat Views on the Cult:** Among the new world and younger sabbat, the Sinners are viewed as something of a relic of the past of the sabbat. Among the european sabbat, they tend to view the sinners as the evolved cult of the old Road of Sin.
- **Cult Views on the Sabbat:** The Sinners also call the Sabbat home. Though they view the younger and New World sabbat as reckless and often mistaken in their beliefs. In particular they see issue with the Cathars, though they try to get other cainites to follow their old way so the sinners.
- **Membership:** Though in the minority of the two competing cults of the path of cathari, the Sinners actively recruit those who recently follow the Path of Cathari. Though their message of the old Road of Sin is hard for many young Sabbat to follow and understand.
- **Status in the Sabbat:** Accepted

The Society of the Night (Chaining the Beast Page 60)

- **Primary Location:** Eastern Europe
- **Summary:** The cult is a group of Path of Honorable Accord followers among the Sabbat who seek to spread the honor and teachings of their code to all members of the sect. They gather and debate on a proper course of action as they view the loss of chivalry unbearable in both the sabbat and the world as a whole. They are a cult of devout followers of the path of honorable accord who in many ways mimic the knights of legend. Much like the Arthurian knights of legend. Though they are diverse group of religions, they all follow the code of milan and meet in the knight gatherings of old.
- **Rites and Practices:** Much of cults ritae and practices are based upon the ways of the knighthood of the path of honorable accord. Though not all members of the Path of Honorable Accord are part of this cult, those chosen for membership are initiated into the knighthood through traditional rituals. Indeed, the cult has developed many ignoblis ritae to help enact the old rites and practices of the knights of legend and of old.
- **Influence and Activities:** The Society of the Night gathers often to debate a proper course of action in regards to restoring honor and chivalry to the sabbat the world as a whole. The cult seeks to induct other into to their membership who follow the path of honorable accord and hold to it's tenets highly.
- **Sabbat Views on the Cult:** The sect views the Society of the Night with both great honor and annoyance. Not all of its members seek such high standards of chivalry among its members. Though membership into the society is viewed as a great honor among those who follow the Path of Honorable Accord.
- **Cult Views on the Sabbat:** While the sect is their home, the cult views the sect as a place where a lot of work must be done. The sabbat is a loose group of factions who all believe in various things, and is also a mishmash of religion believes as well. As such, they have a great task ahead of them for bringing their chivalry and honor to the whole of the sect. A matter of much debate among the cult.
- **Membership:** Membership is only offered to those who follow the path of honorable accord, and than only those who show the most devout of followings and practices. Only those who strive to better the sect and world with honor and the tenants of the path are offered membership. Once offered, those who accepted are inducted into their ranks through the rites and traditions of the knights of old.
- **Status in the Sabbat:** Accepted

The Nahemites (Chaining the Beast Page 64)

- **Primary Location:** Nomadic
- **Summary:** The Nahametis are an offshoot cult from the path of lilith. They believe that three Cainites were more than mere vampires, they were Lilim. In particular they venerate one named Nahema. Nahema is the patron goddess of serial killers and torturers, and through their work of these acts the cults hope to resurrect Nahema's spirit. The Nahemites seek to unravel the lies of the world through horrible acts of violence, torture and death. Most of the other cults of lilith view the Nahmeites as dangerous extremists.
- **Rites and Practices:** The cult takes the rites and practices of the Bah'Harists and warps them to their nefarious views. Only through extreme pain, violence, and torture can the lie of the world be undone and Nahema's spirit be set free once again. They believe that the Nahema is the anti muse, the force behind the Malkvain Madness network and the Toreador's clan flaw. All of their dark rites and rituals are dedicated to Nahema.
- **Influence and Activities:** The cult follows a deviant version of the Path of Lilith called the Path of Awakening. They do not hide their arts or seek to work in subtly. These vampires are serial killer and commit horrible unspeakable acts in their gods name. They seek to expand their influence and corrupt any who will follow them into hell, especially among the path of lilith.
- **Sabbat Views on the Cult:** Much like the path of Lilith, the Nahemites are also viewed as heretical in the eyes of the sect. Not only are they heretics, the cult is viewed as radically dangerous due to their practices and recruitment methods.
- **Cult Views on the Sabbat:** The sabbat's nature for violence and depravity creates a great breeding ground for the cult. Though they know they are heretics and hunted, they see the Sabbat as their greatest recruitment ground.
- **Membership:** Members are often inducted forcibly or from the other followers of the path of lilith. Induction usually involved torture and forcing the would be initiate to commit horrible acts in the name of their goddess.
- **Status in the Sabbat:** Aggressive

World Maggots (Chaining the Beast Page 72)

- **Primary Location:** Corporations around the globe
- **Summary:** The cult of the world maggots is largely a Lasombra cult, though any who follow the Path of Night could join them. The World Maggots seek to spread evil and corruption subtly while working within the system. These vampires tend to infiltrate the sabbat and camarilla to spread their particular taint of evil. They also often join corporations arguing they can far more effectively on a larger scale using the corrupt system of capitalism and corporations to a greater effect and spread for their nefarious tenets of their path.
- **Rites and Practices:** As members of the Sabbat and followers of the Path of Night, the World Maggots practice the same rites as their non cult brethren. However, their bent on these rites and practices is often more subtle and designed to be incorporated into a larger scale to spread further.

- **Influence and Activities:** The World Magics can be found in many corporations and or among mortal communities spreading crime, corruption and destroy industry. Because of this, their influence can be vast among the mortal world as a means to spread their evil. They do not cultivate influence among the mortal world to aid them or give them power. Instead they do so to create massive corruption.
- **Sabbat Views on the Cult:** As the cult is predominantly made of lasombra and those who follow the Path of Night, the World Maggots enjoy a level of acceptance that most other cults do not enjoy. As the Sabbat tends to view mortals as little better than food and to be ruled by the damned, the World Maggots breed of corruption of the masses is praised. Though they act in subtly, making it difficult for Sabbat members to even know of their influence or existence.
- **Cult Views on the Sabbat:** The Sabbat is home to the cult. The Path of Night is found in the sect, and such so are the World Maggots.
- **Membership:** Membership into the cult is offered only to those Sabbat who follow the path of night, and particular those who work their evil in subtly and desire to seek mass corruption.
- **Status in the Sabbat:** Accepted

The Black Angels (Chaining the Beast Page 72)

- **Primary Location:** Nomadic
- **Summary:** Whereas the World Maggots work in subtly, the Black Angels are the exact opposite. Often described as Marilyn Manson Vampires, the Black Angels embrace all that it means to be evil. Though they are not fools, they are still monsters through and through. It is a careful balance of displaying evil, and being an idiot. The Black Angels are predominantly Lasombra and all walk the Path of Night. Second to the Lasombra, the Nosferatu Antitribu on the Path of Night also enjoy horrifying others with their natural form.
- **Rites and Practices:** The Black Angels perform shocking acts of evil. Their rites are designed to cause shock and awe to their evil. They tend to all have shocking appearances including heavy body modification. They tend have blood baths in the street and love gruesome black metal.
- **Influence and Activities:** The Black Angels often attract young Sabbat on the Path of Night, Embracing everything it means to be a vampire and being a horrible monster can seem very appealing. The Black Angels tend to have influence among the Death Metal scene and other violent terrible groups. Their influence however is somewhat limited because of their overtly violent and shocking activities.
- **Sabbat Views on the Cult:** The Sabbat as a whole tends to view the Black Angels as a cult for young cainites. Many of whom simply embrace evil to being evil. Though they often do not comprehend the depth to the cult. Sometimes the sect views the cult as foolish and dangerous. While the Sabbat does not technically follow the Masquerade they do observe the Silence of the Blood. They do this for common sense reasons as the sabbat is well aware that the mortals could destroy the race of caine should it ever learn the truth. The Black Angels seem not to really care about this, but its dedicated members are also not idiots. Because of this the Black Angels and the rest of the sect can come into conflict.

- **Cult Views on the Sabbat:** The Sabbat allows the cult to embrace their monstrous nature, and only among the sect could they ever exist. The Black Angels do however have a large hatred for the Order of St. Blaise. Other than that, the cult enjoys the status of being accepted by the sect as a whole.
- **Membership:** Young followers of the Path of Night are often recruited by the Black Angels. Those who want to embrace a truly monstrous and shocking nature and follow the path often seek membership among the Black Angels.
- **Status in the Sabbat:** Accepted

The Saddhu (Chaining the Beast Page 81)

- **Primary Location:** India and Nomadic
- **Summary:** The Saddhu are all followers of the Path of Eastern Paradox and are largely Ravnos Antitribu. After the week of nightmares, many of the young Ravnos who survived sought to join their Ravnos Antitribu cousins due to the majority of the clan now became the Antitribu. As they joined the sabbat, the Saddhu seek to spread their faith and teachings of their clans among the Ravnos Antitribu and the Sabbat as a whole. The Saddhu seek other Ravnos Antitribu and prominent priests of the sabbat to continue to spread the ancient teachings of their clan. Largely based on Hindiusm, the Saddhu teach a merging of this mortal faith and that of their vampiric twist upon it.
- **Rites and Practices:** The Saddhu are all largely priests in the Sabbat. They practice the ritae and seek converts to their path. The saddhu also practice their ancient blood magic of Sadhanna, and only offer it's teachings to those who join the cult.
- **Influence and Activities:** The Saddhu are not large, but their numbers are growing. They actively seek Ravnos Antitribu and those who follow the Path of Eastern Paradox to join their ranks. With the decimation of the Ravnos clan, the Saddhu remain the largest surviving contingent that maintain the old ways of the clan.
- **Sabbat Views on the Cult:** The Saddhu are a welcomed addition to the Sword of Caine. Though their beliefs and practices are somewhat alien to the sect as a whole, the sabbat's ritae and beliefs are blending already of various belief structures from across the world. The sect as a whole does watch though with a interested eye as the cult seeks to recruit more and more sabbat to it's path of enlightenment in hoping to spread its influence.
- **Cult Views on the Sabbat:** The Saddhu learned the hard way that the Sabbat was right. Their Antediluvian awoke and nearly destroyed the entire clan. Only because of the Sabbat the clan survived as much as it did. This was proven as the Ravnos Antitribu were the largest surviving part of the clan after the Week of Nightmares. As such, the Saddhu have thrown their lot entirely in with the Sabbat.
- **Membership:** The Saddhu seek to recruit among the Ravnos Antitribu and priests of the sabbat as a whole. They look for those predisposed to the Path of Eastern Paradox and offer them membership and instruction in their ways and paths.
- **Status in the Sabbat:** Accepted

Ashen Priests (Chaining the Beast Page 89)

- **Primary Location:** Montreal

- **Summary:** The Ashen priests were vampires during the Dark Ages who traveled teaching the Road of Heaven and its paths. After the Camarilla's purge of the Roads, the Ashen Priests collapsed as a large organization. It seemed as though the priests of old would fade into the annals of history. With the rebirth of the path of redemption, the Ashen Priests were reborn. Though much smaller in number now, those who call themselves the Ashen Priests work to spread the faith of Christ among the damned and watch over those on the Path of Redemption.
- **Rites and Practices:** The Ashen priests follow many of the old rites and practices of the Road of Heaven, though they have been adopted to the Path of Redemption and updated to that path. The Ashen Priests are also all Priests within the Sabbat itself. Many of their rites are given a distinctly Christian bent and flavor to them.
- **Influence and Activities:** The Ashen priests enjoy influence among the path of redemption followers and those in the Sabbat of a Christian faith. Their largest influence is in Montreal, where the Path of Redemption originated. Like the Ashen Priests of old, they walk among their brothers and sisters as guides and priests.
- **Sabbat Views on the Cult:** The Sword of Caine is not entirely aware of the Ashen Priests, as their numbers have been far reduced compared to that of the Dark Ages. Those that are aware view them as a curiosity and indulgence of the Path of redemption followers. As the cult maintains most of its time with those on the Path of Redemption, the rest of the sect is fine simply letting them be,
- **Cult Views on the Sabbat:** The Sabbat is spiritually corrupt in their eyes, and the Ashen Priests must be there for the sect. They view it as their holy duty to be the priests for those who follow the path of redemption, the modern rebirth of the Road of Heaven.
- **Membership:** Membership into the Ashen Priests is offered only to those who follow the Path of Redemption, are priests in the Sabbat, and seem to be on the road to becoming paragons of the path.
- **Status in the Sabbat:** Neutral

The Ashirra (State of Grace Page 33-43)

- **Primary Location:** The Middle East
- **Summary:** The Ashirra are a sect of Muslim Cainites, while strongest in the middle east the Ashirra can be found world wide. All Children of Caine are welcome to join the Ashirra as long as they practice the faith of Islam. Though the height of the Ashirra was during the middle ages, they still exist to this night. Once considered a great sect, in the Modern Nights the Ashirra sect has diminished greatly. Largely only considered still a sect in the most devout Islamic areas of the Middle East, the Ashirra can be considered a cult elsewhere.
- **Rites and Practices:** The Ashirra practice the faith of Islam among the damned. They follow all the rites and practices of the religion. As Islam forbids the drinking of blood, those of the Ashirra have different opinions on this matter. Some believe (usually among the Sabbat) that particular commandment only applies of the children of Seth, and as they are the children of Caine it no longer applies to me. Others believe that through proper ritual and prayer for forgiveness blood may be drunk as Allah will forgive them

- **Influence and Activities:** The Ashirra's largest area of influence is unsurprisingly in the Middle East. Though the Ashirra can be found among any strong Islamic community. The Ashirra actively seek to recruit those of the Islamic faith to their cause and beliefs.
- **Sabbat Views on the Cult:** Much like the Ashen Priests, the Ashirra are viewed as a cult for those in the sect who are Islamic. Each member of the Sabbat is allowed to practice their own individual faith and does not find it odd when groups of similar faiths join together. Though the Sabbat knows members of all sects can and do join the Ashirra, they also accept that while they may pray together, outside of that they still remain enemies.
- **Cult Views on the Sabbat:** The Ashirra tend to view the Sabbat in need of salvation. The Sabbat is generally in defiance of the Islamic faith, but none are beyond redemption. They welcome all into their arms who embrace the faith.
- **Membership:** Membership to the Ashirra is extended to any Cainite of the Islamic faith and seeks a community of fellow worshippers.
- **Status in the Sabbat:** Neutral

The Sedim (State of Grace Page 53-54)

- **Primary Location:** Jerusalem
- **Summary:** The Sedim are a cult of Jewish Cainites who believe the Lilith of their bible. They seek to interrupt Lilith's will and how to execute it. The Sedim forsake Caine and preach that Lilith is founder of all Vampires. Though not be confused with Bah'harists, the Sedim are a distinct and separate sect. Though this does not stop the Path of Lilith followers from trying to recruit every Sedim member they can find.
- **Rites and Practices:** As a predominantly Jewish cult, the Sedim practice rites and practices of their faith. However instead of dedicated to god, they are dedicated to Lilith who is the mother of all vampires.
- **Influence and Activities:** The Sedim can be found in both the Sabbat and Camarilla, though the two are often in conflict with one another. The Sedim seek to recruit Jewish Cainites to their beliefs and practices. However, the Sedim is a small cult that often keeps to itself, and such its influence is not large.
- **Sabbat Views on the Cult:** Though they aren't Bah'Harists, the Sedim are often confused for them. Those outside the cult rarely do not understand the difference. As such, many Sedim are killed as heretics when they are discovered.
- **Cult Views on the Sabbat:** Those Sedim who are also Sabbat are often extremely loyal. They simply believe that the Sabbat's belief as Caine as the first vampire is incorrect. But they allow others to have their faith and often just keep to themselves. Because of their confusion with members of the path of Lilith, they Sedim move in secrecy in the Sabbat.
- **Membership:** The Sedim extend membership very carefully and only to Jewish vampires. They watch potential members for some time before even considering broaching the topic.
- **Status in the Sabbat:** Aggressive

The Rapture (State of Grace Page 63)

- **Primary Location:** Nomadic
- **Summary:** the cult known as the Rapture believe in the christian rapture. In fact they believe the rapture already occurred. Some believe that the rapture occurred with the death of christ, others believe that it occurred when Caine slew Abel and that only Adam and Eve were accepted into heaven. Some believe that it occurred relatively recently. Members of the Rapture express this belief in a variety of ways. Some embrace their monstrous nature rationalizing that if they are already damned than they mine as well act it. Others seek redemption in hopes that come Judgment day they will earn God's forgiveness.
- **Rites and Practices:** The Rapture is a cult of Christian vampires. Thus many of their rites and practices are reflections of their christian faith. Those that embrace that they are damned often have violent and horrible rites and practices. Those that seek redemption often believe in much prayer and contrition to god as possible in hopes of redemption.
- **Influence and Activities:** The Rapture does not have much influence, but seeks to spread its pull among the fellow christian vampires is encounters. What influence they do have is often in christian churches. Those of the Rapture who embrace their damnation often commit very evil and debased activities. Those who seek forgiveness perform mostly acts of kindness and helping his fellow man.
- **Sabbat Views on the Cult:** On a whole the Sabbat views the Rapture as either fools or weak. Those who seek redemption among the Rapture are almost never found among the Sabbat for obvious reasons. Those who embrace damnation, however, are usually found in the Sabbat. Despite the Sabbat's view, the Rapture is allowed in the Sabbat, though those who want redemption are often killed for their weakness.
- **Cult Views on the Sabbat:** As stated above those who seek redemption don't often find home in the Sabbat, those who embrace damnation however do. The Sabbat allows those of the Rapture who embrace their damnation enjoy the revelry and darker sides of the sabbat and encourage others in embracing it and joining them.
- **Membership:** Any christian Cainite is a target for the cults attempts to induct them. Potential members are usually watched for some time to determine if there is a chance to bringing them towards their way of thinking. Once a potential member is determined with it, the Members of the Rapture approach them begin to discuss faith, slowly hoping to bring the vampire to their line thinking.
- **Status in the Sabbat:** Neutral

Luciferian Kindred (State of Grace Page 63)

- **Primary Location:** Churches of Satan
- **Summary:** The Luciferian Kindred is a cult dedicated to free themselves of all shackles and turning from God's law. As damned they have embraced the mortal church of satan and adapted it to their vampiric view. The cult does not however worship the devil. In fact worship of anyone but one's self is heretical to the cult. They believe in Lucifer as an example as the Adversary. As such, the Luciferian Kindred tend to despise Infernalists as much as they do any other slave to a god.
- **Rites and Practices:** The cult practices rites and rituals dedicated to freeing oneself and turning against the laws of god. While some use this an excuse to be overtly evil and

vicious, most do not. Rather they tend to respect the rights and freedoms of everyone, but seek to free those who shackles themselves to other religions.

- **Influence and Activities:** The Luciferian Kindred tend only garner personal wealth and resources for personal gain and benefit. As they believe in worship of the self. The cult spreads itself among the young cainites of the world in hopes luring others to their ways. Much as the mortal church of Satan often gets confused with Devil Worship, the Luciferian Kindred often suffer the same confusion in relation to Infernalism.
- **Sabbat Views on the Cult:** As the cult is not actually infernal and indeed has a great disdain for them, the Sabbat accepts the Luciferian Kindred into their ranks. Though they are still often confused for Infernalists by the more ignorant members of the sect.
- **Cult Views on the Sabbat:** The Sabbat is about freedom and thus embodies the Luciferian belief, as such the cult has the highest membership in the sabbat. The Luciferian's enjoy the greatest success of recruitment from the loyalist faction of the sabbat.
- **Membership:** Though not exclusive to the Sabbat, by and large the cult has most of it's members call the sect home. Recruitment is often targeted towards younger cainites who seek freedom and generally disliked the oppressive nature of religion and god's laws.
- **Status in the Sabbat:** Neutral

Nephilists (State of Grace Page 69-71) Primary Location: Jewish Temple

- **Summary:** The cult of Nephilists is a jewish branch of vampires whom believe they are either the descendants of the Nephilim (the offspring of man and angel) or they are the descendants of the evil spirits spared by the angel Mastema. They they may disagree on these two points, all of the Nephilists agree that the race of caine has something to do with the Nephilim of biblical legend. What exactly that is, is often the debate of the cult and results in two ways in which the cult practices it's beliefs.
- **Rites and Practices:** The cainites who believe they are the offspring of the Nephilim often attempt to redeem themselves in gods eyes. They seek to perform acts of a good nature in hopes of gaining god's forgiveness for their ancestors sins and earn a place in heaven once more. Those who believe they are the descendants of the evil spirits spared by Mastema often embrace their darker natures and view it as their divine heritage to do so. In this way, the cult is often at odds with itself.
- **Influence and Activities:** The Nephilists who seek redemption often spread their influence to the mortal world and partake in activities that they believe will help gain them redemption in god's eyes. Those of the cult who believe they were the descendants of evil spirits, tend to be rather cruel and ruthless to humans. Unsurprisingly they are most often Sabbat and on the PAtch of Cathari or the Path of Night.
- **Sabbat Views on the Cult:** The Sabbat views the Nephilists in two ways. They view the aspect of the cult that seeks redemption as weak and foolish, though not heretical. The aspect that views itself as dark and seeks to embrace that has much better fit with the sect as a whole.
- **Cult Views on the Sabbat:** The cult members who seek redemption often view the sabbat as the opposite course they desire to take, but a few (notably those who follow the path of redemption) take it upon themselves to view the sabbat as the means by which they can can god's forgiveness. Seeking to do right and fix the system from within rather

than from without. The Nephilists who seek to commit great acts of evil however are much more open to working well with the sabbat.

- **Membership:** Though the Nephilists can be found outside the Sabbat, the majority of it's membership lies within the sect. Membership is only offered to Jewish Kindred who follow the old faith and thus have a chance of being swayed by the cult's beliefs.
- **Status in the Sabbat:** Neutral

Dankini (State of Grace Page 72-73)

- **Primary Location:** India
- **Summary:** The cult of Dankini is an all female Vampire cult of Hindu vampires who worship the goddess Kali. The cult venerates the goddess and believes in true retribution. They are women who seek vengeance in the name of their goddess Kali. A sister cult exists who worship Shiva and that emphasizes the destruction of evil mortals. Together the two cults make up the Dankini.
- **Rites and Practices:** The cult practices various bloody religious rites dedicated to Kali and Shiva depending on which part of the cult the vampire is a part of. Those dedicated to Kali seek acts of retribution against women who are wronged. Those dedicated to Shiva seek to kill those whom they deem as evil mortals. On occasion the two aspects of the cult will gather together for orgies of blood and sex.
- **Influence and Activities:** The cult's main influence is in the forms of violence. The reason for that violence and the methods by which they conduct it (usually in the form of brutal assassinations) varies from member to member. Those who follow Kali often cultivate influence in women communities and in particular places where women have been abused. Those dedicated to Shiva often gather weapons and allies to combat that which they view evil in mortal men. Though evil is a subjective term.
- **Sabbat Views on the Cult:** The all women cult of the Dankini is viewed with a level of respect and fear view others in the sabbat enjoy. They are all known to be extremely violent in their worships of their goddesses and few sabbat dare stand in their way.
- **Cult Views on the Sabbat:** The sabbat allows the Dankini to actively and openly practice it's beliefs and methods. Something that no other sect would allow. While they are all loyal members of the sabbat, the Dankini often enjoy reminding the rest of the sect why they are to be feared and punish even those in the sect (though rarely with death) who have crossed the path of their respective goddesses.
- **Membership:** The Dankini are almost exclusively found in the Sabbat, and none are part of the Camarilla. They tend to hail from the Assamite and Ravnos clans. Many of whom follow the Path of Eastern Paradox or the Path of Blood. Only women are ever offered membership into the cult. Those who seek to join the cult must also either worship Kali or Shiva. The Dankini who worship Kali seek to recruit women who have been abused and offer them a chance for retribution.
- **Status in the Sabbat:** Accepted

Brahmanists (State of Grace Page 73-74)

- **Primary Location:** India

- **Summary:** The Brahmanists cult worship Brahman, the ultimate reality and truth itself. This belief is derived from Hinduism, Taoism, and Buddhism. The Brahmanists believe that all creates have Atman (a soul, divine nature, or subtle essence). What makes vampires unique in the cults beliefs is their ability to consume Atman. By devouring the Atman of other beings (be they fellow vampires, werewolves, or mortals), the cult believes they can achieve true enlightenment and the power of the gods.
- **Rites and Practices:** The Brahmanists practice ritual diablerie and seek to consume as much as they can. They even try to diablerize things beyond vampires, though this rarely ever works. They have created several rites and rituals dedicated to consuming the Atman of another. While they may not actually be able to consume the soul of anything other than another kindred, the Brahmanists rituals help add to their belief that they can.
- **Influence and Activities:** The cult spreads its influence out with the constant thought of consuming as Atman as they can. It is their right to godhood they preach and tend to devote all their activities to this, as well as their other religious beliefs.
- **Sabbat Views on the Cult:** The sabbat views the Brahmanists as a cult of vampires addicted to Diablerie. Which isn't necessarily a bad thing in the sect's eye, as long as they don't start eyeing their fellow brothers and sisters. Those that do are quickly put down for violating the code of Milan.
- **Cult Views on the Sabbat:** The Sabbat allows the cult its religious practice of diablerie, or as they call it consuming Atman. Members of the cult are often the first to step forward in war parties hoping to gain rite to claim the Atman of the target. The nature of the Sabbat allows for much religious freedom as long as its members are loyal to the sect. This suits the Brahmanists well.
- **Membership:** The cult largely finds membership in the Sabbat and can exist openly there, though a few Independents are also members. They Brahmanists recruit from those of the Hindu, Buddhist, and Taoist faiths, as their own cult originated among them and can still practice those religious beliefs blended with that of the cult.
- **Status in the Sabbat:** Neutral

Consumptionism (State of Grace Page 78-80)

- **Primary Location:** Varies
- **Summary:** Consumptionist Kindred believe that God is dead, and that he was summoned, consumed and replaced by Caine. They believe that Caine's sacrifice of Able was an act of a final ritual in his plan to usurp God. Thus as Caine became God he spread his divine power among his children. Thus the divinity that was God has become the race of Caine. The cult believes that one day the time will come where only one vampire will be left and then God/Caine will be reborn once again.
- **Rites and Practices:** The Consumptionism cult has many rites and practices. See State of Grace for more information.
- **Influence and Activities:** See State of Grace for more information.
- **Sabbat Views on the Cult:** The cult is welcomed in the sect, though its members are notorious for provoking Monomacies.
- **Cult Views on the Sabbat:** The Sabbat allows them to embrace their vampiric nature and slaying of unworthy vampires to consume their souls. Only among the sabbat have they been able to enjoy support and such call the sect home.

- **Membership:** See State of Grace.
- **Status in the Sabbat:** Neutral

Deimosianism (State of Grace Page 81-84)

- **Primary Location:** Varied
- **Summary:** The Deimosianism cult dismiss the entirety of the Caine mythos. Rather they believe that vampires descend from ancient evil spirits created by mankind at the dawn of time. The cult believes there is a spiritual world that overlays the physical one, and that in the early nights of history, some spirits learned to slip across and take physical form. These first spirits are the ancestors of all vampires. They do not believe in any one found vampires, rather that each clan comes from a different type of spirit that crossed over.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The Sabbat is largely unaware of the cult, those that are find them amusing. Their beliefs aren't heretical per say, as long as they are loyal to the sabbat. They often have much difficulty dealing with members of the Path of Caine. But as the code of milan says personal matters remain just that, personal.
- **Cult Views on the Sabbat:** Though they do not view Caine as the original source of vampirism nor the legends of the book of nod as fact, some members of the cult believe that Caine was perhaps the name one of the ancient spirits took. They argue there might have been a caine, but it wasn't the caine the sabbat thinks of him as. Regardless, the cult practices Paths of Enlightenment and ritae, as such the majority of it's members are found int he Sabbat. A few are independant, and none are known in the Camarila.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

Xalosek (State of Grace Page 84-86)

- **Primary Location:** Europe
- **Summary:** The cult of Xalosek don't believe in god per se but rather a primordial creator named Xalos. It is their belief that Xalos is the creator of all. He made beast and warped it into mad. Upset with the bloodshed that mankind created in his image, Xalos created the Kindred to open the minds of man so as to remove evil from the world.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** Sabbat knows very little of the cult of Xalosek, but what it does know it doesn't like. The sect views the cult as bizzare, alien, and worst of all humane. Its members when found are often persecuted becuase of this. As such the Xalosek cult remians hidden fromt he sect.
- **Cult Views on the Sabbat:** The Sabbat is but one place all vampires can be found. Be it the Camarilla, Independents, or Sabbat the teachings of Xalos and the redemption he offers must be spread to all his children. This is their belief anyways. While the Xalosek cult is often a hard sell in the sabbat, it does have a small following.
- **Membership:** See State of Grace

- **Status in the Sabbat:** Aggressive

Gaianism (State of Grace Pa

Summary:ge 86-88)

- **Primary Location:** Various
- **Summary:** Gaianism cult members follow the belief in the Gaia Hypothesis. That the earth is one giant living organism, and by that token vampires are a creation of that organism for population control. In their eyes Vampires are but a virus or mutation the planet created for its needs.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The sect tends to view the cult as a weird scientific belief. Nothing in their beliefs directly contradict the sabbat, but most sect members simply don't understand it.
- **Cult Views on the Sabbat:** The sabbat allows the cult to kill and cull the population as their society demands. Though a few walk the heretical path of Harmony, most choose a safer course. Gaianism can be found among all sects of vampires, but due to their practice of killing they are most at home in the sabbat.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

Primordia (State of Grace Page 88-91)

- **Primary Location:** Various
- **Summary:** In the times before caine, before god, there was the Primordia. Three ancient beings who created the cosmos and all life in it. They were the creator, the preserver, and the destroyer. The race of vampires comes from them and their unions with each other. Resulting in the clans of tonight. Now the cult awaits the appearance of the Avatar, a vampire who will be the vessel for the returned Primordia gods. So the cult believes anyways.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The nature of the cults adaptability with other religions allows the Primordia vampires to exist openly in the sabbat. It also doesn't hurt that the cult believes in ritual diablerie. While odd to a Cainite who learns the deeper meanings of the cult, the Primordia vision appeals to many cainites in the sect from across many faiths who adapt their deities to the Creator, Preserver, and Destroyer.
- **Cult Views on the Sabbat:** The Sabbat allows the cult to practice and preach it's beliefs. It is one of the only large groups of vampires on the planet that condone diablerie, which is an important tenet of the cult. Most members of the cult are also members of the Sabbat, but they can also be found outside the sect.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Accepted

Anteceedists (State of Grace Page 91-93)

- **Primary Location:** Various
- **Summary:** The cult of Antecaedists believe in returning before the fall, rather before it all went wrong. They believe in trying to usurp to corrupted god to return everything to the paradise it once was. They cult believes that the old testament god who is vengeful and wrathful is the corrupted and evil god, while when he is just and loving represent a time when he has regained some control of himself. Though they do not know what caused the corruption of god, they know they must restore him to his old state to bring salvation to the world.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The Sabbat knows very little of the cult, but's its sect members who also call themselves Antecaedists are often viewed as fanatical in their destruction of Christians and the pushing of their cults dogma. The sect has yet to figure out that all Antecaedists are loyal to the cult first over the sect. It simply destroys those that prove disloyal to the sabbat.
- **Cult Views on the Sabbat:** Though not a major cult in the Sabbat, its members can be found in the sect. Those of the cult who are sabbat often taker a more aggressive and radical stance. As a whole, the cult members are loyal to the cult first over any sect they belong to.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

The Patmostine Order (State of Grace Page 98-99)

- **Primary Location:** Various
- **Summary:** The Patmostine order is a divergent cult from the Rapture cult. While they have similar beliefs, they believe Caine was cursed and it is their duty to hunt down those worthy and deliver upon them the embrace so they may be saved on judgement day. Their goal is to find and have 144,000 vampires by the time the end of the world comes, to be saved by god.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The Sabbat knows little to nothing of the Patmostine order, but would likely view in the same light as the other Rapture cult.
- **Cult Views on the Sabbat:** The Sabbat allows them to mass embrace and pursue their religious beliefs in relative freedom and obscurity. It also provides ample recruitment ground. Though the cult can be found among all the sects.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

The Diamond Thunderbolt (State of Grace Page 104-105)

- **Primary Location:** Various
- **Summary:** Tantric Buddhist vampires, the cult of the Diamond Thunderbolt believes in exchanging karma through blood and sex with as many mortals and vampires as they can.

Through this tantric belief the cult's members believe they can do god and achieve godhood normally denied to them because of their vampiric state.

- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The sect views the Diamond Thunderbolt cult as a group of vampires obsessed with blood and sex. Which works out well for the sabbat as many of its members are sadistic and embrace their vampiric natures and urges.
- **Cult Views on the Sabbat:** Though few Buddhists call the sabbat home, the sect allows the cult to exist openly and freely and they welcome any into their arms who wish to achieve true enlightenment.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Accepted

First Blood (State of Grace Page 96-97))

- **Primary Location:** Nomadic
- **Summary:** The First Blood vampires are deviant of the Xalosines. They accept the doctrine of that cult, but with a twist. They believe in fully embracing their beast and frenzying as often as possible to learn more and be closer to their god. As one can imagine, thus makes the First Blood cult extremely violent and depraved.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The sabbat has no idea that First Blood is a Xalostine cult. Rather they think they are an extremely violent and aggressive sabbat pack. Which isn't entirely inaccurate.
- **Cult Views on the Sabbat:** The sabbat teaches vampires to embrace their nature, as such the cult can only exist in the sabbat and they find it to be the perfect home.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral, but Aggressive if ever discovered.

Daughters of the Sun (State of Grace Page 100-101)

- **Primary Location:** Middle East
- **Summary:** This largely all female cult worships the pre islam goddess daughters of Allah. The believe in weakening Islam so the glory of Allah's daughters can be restored once more.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** As they cult is largely regulated to the Middle East, the Sabbat doesn't truly care one way or another about the cult.
- **Cult Views on the Sabbat:** The Sabbat allows for religious diversity, and particular pagan worship. Which works well with the cults mentality. Though members of the Daughters of the Sun can be found across all sect lines.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

The Shepherds of Islam (State of Grace Page 102-103)

- **Primary Location:** The Holy Land
- **Summary:** Unsurprisingly, the Shepherds of Islam cult is dedicated to preservation of Islam and it's holy sites. They are neither Sunni nor Shi'ites, but rather a third division of Islam. As it believes it feel to them and only them to be the guardians of the faith. The cult sects to document and visit all the Kindred who were present at the time of the Prophet's coming to earth. As they believe it is their sacred duty to safeguard islam.
- **Rites and Practices:** See State of Grace
- **Influence and Activities:** See State of Grace
- **Sabbat Views on the Cult:** The Shepherds are also located primarily in the middle east and thus are of little concern to the Sabbat. Though their followers are devout in their beliefs, those few who do call the sabbat home are also loyal members of the sect.
- **Cult Views on the Sabbat:** The Sabbat allows the cult it's religious freedom, and thus can callt he sect home. Indeed some of its members have enjoyed an increase in membership due to the surge of assamites fleeing their homeland to the arms of the sabbat. The cults members can be found across sect lines.
- **Membership:** See State of Grace
- **Status in the Sabbat:** Neutral

The Associates (Sins of the Blood Page 105-108)

- **Primary Location:** New World Cities
- **Summary:** The Associates is a group of Cainite attorneys that works primarily for the sabbat but not exclusively. While on the surface they appear as nothing more than a small group of powerful sabbat vampires who have decided to become lawyers the truth is much darker. In reality (that none but their clients know) is that the Associates broker deals between Demons and Vampires. They help their clients get the best deal out of their demonic contracts, for a small fee of course (part of the clients soul, so they don't have to pay their demons with their own souls and servitude).
- **Rites and Practices:** The Associates are lawyers, thus they act like lawyers. Until they need to summon and negotiate with the forces of hell. Than they have retinue of ancient dark rituals and spells.
- **Influence and Activities:** The cult of the Associates spreads from Sabbat city to Sabbat city, setting up offices as they go. They offer their services to anyone, and on the surface appears as nothing but vampire lawyers. This is of course to lure in potential clients for their actual busniess.
- **Sabbat Views on the Cult:** The Sabbat has no idea the Associates are Infernalists, rather they think of them only as a group of lawyers for the sect. Should they ever learn the truth, the Inquisition would be sure to hunt them down.
- **Cult Views on the Sabbat:** The Sabbat offers great ground for clients. Many young Sabbat turn to infernalism, and the Associates view it as their duty to help their fellow sectmates in brokering their demonic deals. Less they get stuck in terrible contracts. In truth, they do this as a form of payment with their own demonic patrons, so they don't owe servitude or their souls. That also doesn't stop them with dealing with other

vampires outside the sect either. It is simply that the sabbat provides them with the most clientele.

- **Membership:** As the Associates spread they only recruit from lawyers and those who have a leaning towards the demonic. They board of directors of the Associates must approve all new employees, though the cult/company is seeking rapid growth.
- **Status in the Sabbat:** Accepted but if ever found out Aggressive

A World of Darkness

The Sabbat around the Globe

The Sword of Caine can be found around the entire world. From North America, to Africa, to Asia. Though the sect has always had its strongest positions in the Eastern United States, Canada, Central and South America, Spain, and Eastern Europe. Much as the other sects can be found across the globe so too can the sabbat. However, while on the surface and the core principles of the sect can be found universally among all members of the sabbat, the sect is also extremely diverse. The Sabbat has always had the habit of adapting mortal tradition and beliefs into the sect. Vampires of all religions and faiths can be found in the sabbat. Not only sect wide this is not persecuted (though vampire to vampire can still be ugly), diversity is encouraged as that is where the sabbat has it's strength. It is not uncommon for say the flavor of ritae performed by a north american sabbat priest to have flavors of native american shamanism. The local cultures are embraced and it is reflected in the faith of the sabbat.

Sabbat often differ greatly in mentality across the globe. America is often viewed were the young, eager, and violent Sabbat exist. The war with the Camarilla is fought on these grounds and it is where you go to cut your teeth and make a name for yourself. But elsewhere in the world, the sabbat is not so eager. There are entire cities that have both the Sabbat and Camarilla co-existing peacefully among them. Mind you, they are by no means friends or even allies.

Often both sects simply just view it better to avoid one another than risk destroying a city to see who has dominance. As in those scenarios it is likely the winner would rule only over ashes. As you can see this is generally in stark contrast to how the sabbat of america operate. In even greater difference, the Sabbat of Europe haven't waged war against the camarilla in many years.

They have long since considered the war pointless, as neither side will destroy the other. Rather they view it better to simply avoid one another entirely.

The core ideals, practices, rituals, and principals of the sect are universal across the globe. But the Sabbat is also made up some of the most diverse group of vampires on the planet. You have pack rivalries, Paths of Enlightenment that conflict, political adversaries in the factions, and you have the conflicts of religions of all kinds. While the sect's doctrine guides all members, the sect truly is a melting pot of faith and ideals.

The Sabbat and the rest of the Vampire World

The Camarilla

The Ivory Tower is the eternal enemy of the Sabbat. The sect was forged in the aftermath of the Anarch Revolt. It was founded by those who not bend knee and submit to the elders. They started the war in an act of rebellion and would die doing so. Since that time the sword of caine took centuries to find it's own identity, distinct from the Camarilla. As previously stated, the sect is a melting pot of ideals and faith. Many groups came together with ideas and ways they wanted to sect to be. This is why the Sabbat is so diverse in Factions and religion. The sabbat has been fighting against the camarilla for nearly five hundred years. And neither side shows any signs of losing the battle any time soon. The Sabbat often finds conflict with itself. A sect

founded on war and driven by it always finds something to fight about. So is true with the Sabbat. Many people may think the Camarilla and Sabbat are in constant state of warfare. That simply is not true. Were that the case, the MASquerade would have broken apart long ago. The war between the Camarilla and Sabbat is fought in the dark corners of the world, away from prying eyes. Sometimes the war heats up, but like a fire quickly dies down. Indeed, in some places of the world the Camarilla and Sabbat don't even bother fight one another, seeing the whole thing as pointless.

Though they are and always will be dynamically opposed and eternal enemies, that does not mean either the Camarilla or the Sabbat are not also vampires. They can see beyond radical hatred of each other and when not to aggressively war with one another when need be. On the flip side of that, the two sects can and do actively go to war with one another. Some domains, however, that have a co-existence between the sects create ambassador like positions within their respective sect. A job for a vampire who wants to represent the other sect when need be to the other side. These types of domains often employ vampires whose sole job it is to patrol their respective sect's territory and keep outsiders away unless invited.

While they are enemies, the relationship between the Camarilla and the Sabbat is often more complex than it seems. Many of the leaders of both sects can and do talk and play the jihad against one another. The point is, that is not the always on over the top action movie of vampire throw downs that happens very easily. Often storytellers for a cheap thrill will throw Sabbat or Camarilla antagonists at each other's sect. Mostly because it is easy and your players feel powerful killing the other "team". Rather, we encourage storytellers to reconsider such stories. They often only hurt and don't properly reflect the other genre. That isn't to say they don't have their place. They do, when done properly and with great amounts of thought and depth to the plots.

Simple two dimensional villains is never good for a story. Add a reason, and realize it doesn't need to happen all the time either. Give your antagonists motivation, history, and personality. It will help add depth to your story and role-play. Consider other options, maybe there is more drama in intense negotiations between both sects versus a several hour long chop fest? Again, this doesn't mean the sects should be friends, or that fighting doesn't have its place. It does, but it needs to be with purpose and moderation.

The Anarchs

The Anarchs are often referred to as the cousins of the Sabbat. This is largely due to the fact that they share the same origin. Both sects were created on the ideas of freedom from their elders.

Though after that point, both sects became radically different. However, unlike the Camarilla, the Anarchs are rarely ever warred with. When they are it is usually over issues like territory or the Anarchs being thrown at the Sabbat as cannon fodder by the Camarilla.

The two sects often maintain cordial relations at times, but they are by no means allies. The Sabbat often goes to the Anarchs to recruit them to their cause. The Anarchs often view the Sabbat as just another lie and means which to enslave vampires. Ideologically the two sects conflict. It is among the loyalists faction of the Sabbat that the sect finds the most common ground with the Anarchs. Though the loyalists are some of the most loyal members of the Sabbat, their core ideals are very close to some of those in the Anarchs. Because of this it is often it is the loyalists who often interact the most with Anarchs in a non violent manner. It is even said that

sometimes the sabbat will simply hire the anarchs to do for the sect. When a Crusade rules into a Camarilla city it is the Anarchs first who speak with the Sabbat. As the sect tries to get the Anarchs to either join them or move aside.

Like a long lost half-brother, the relationship between the Anarchs and the Sabbat is often very complex and full of turmoil at times. But they can also get along very well on occasion.

Technically the Sabbat isn't at war with the Anarchs (doesn't mean they fight from time to time). Indeed Anarchs and Sabbat are far more likely to coexist in a city than any other sect.

Usually they leave each other alone, but sometimes they come to the aid of one another. It depends greatly on what the local Sabbat and Anarchs are like in the end, and must be taken on a case by case scenario.

The Independents

The clans who claim Independence from any sect are a mixed bag to the Sword of Caine. Many of them are openly called enemies of the sect, and in reality are just as sought after for their business by the sabbat as any other sect. Sect propaganda likes to spread that the Independents clans either worship their antediluvians or are too cowardly to pick a side in the Jyhad. While the sect may seem aggressive to the majority of the Independent clans, the reality of it is that at the end of the day the Sabbat still deals and trades with the Giovanni, Setites and others.

Because the sect knows they simply cannot have a hope of winning the Jyhad without their resources and willingness to do business. Otherwise they will just support the Camarilla, and that is something the sect cannot afford.

The Giovanni are often viewed by members of the sabbat as dirty dealing mobsters. The sect likes to spread the rumor that they worship their clan founder. The Giovanni like to claim it isn't anything more than the Lasombra or Tzimisce did before them. Regardless, the Sabbat often deals with the Giovanni to gain weapons, transportation, anything material really. And the Giovanni are more than happy to do business with the sect, despite everything they may claim about the clan. The Giovanni's doors are open to everyone.

The Followers of Set are a mixed bag. Technically they stand for everything the Sabbat is for.

The clan openly worships its founder and doesn't attempt to hide it. It comes at no surprise that the public opinion of the clan to the sabbat is not a good one. The Sabbat openly calls for the death of the snakes and urges its sect members to fight them wherever it may find them. Again, however, this is more propaganda. At the end of the day the Sabbat may shout at the corruption of the Setites and their vile ways, but they are still buying their drugs when no one is looking.

The Followers of Set are also famous for their decadence; which the sword of caine has no short supply. Members of the Sabbat will deal with Followers of Set for Drugs, rare blood, and other strange objects the clan has collected from over the years. The Followers of Set are much like the drug dealers of the Sabbat. If the Sabbat were a politician he would very publically cry against drugs in his city, while when no one is looking he is buying his coke from that same drug dealer he was just yelling about. That's pretty much the relationship between the Followers of Set and the Sabbat.

The Sword of Caine loves the Ravnos, now. There was a time when the sect found them as annoying as the rest of the vampiric world. Then the Week of Nightmares happened. In that one

week that clan proved everything the sabbat had always claimed. At least so the Sabbat says.

The Ravnos Antitribu were the largest surviving part of the Ravnos clan, in part because of packs and the vaulderie. Because of this, not only were the Ravnos Antitribu the largest surviving part of the clan, it had caused in an influx of Ravnos to the sect. Many of whom for the first time bring their clan's ancient ways to the sect. The remaining Ravnos don't have the forces to stop this, so instead they allow it. The Ravnos and the Sabbat seem to be on the verge of becoming close allies in the final nights.

Finally the Assamites are another clan that the Sabbat claims worships it's antediluvian. Unlike the Giovanni and Setites however, the Assamites have little to offer the Sabbat besides death.

Luikcly, the Independent Assamites seem to keep to their home lands in the middle east. For now. While the two groups have little interaction, it is the Sabbat's Assamite Antitribu who push the hardest for the sect to wage war against their independent brethren. Because of this, relations between the Assamites and the Sabbat is not well to say the least.

Locations of Religious Note to the Sabbat

Sao Paulo Cathedral

As noted above the Sao Paulo Cathedral is one of the most important religious places to the entire sect. It is here the sect convenes once a year for the Ecumenical Council. As one of the Sabbat's "holy" sites, it is often also one highly protected. Right near Camarilla territory, the Sabbat who take the charge of protecting the Cathedral are given great prestige and honor for taking up the duty. If the Cathedral were ever to fall again, it would be likely the entire sect would be motivated to defend it's walls and reclaim it once more.

Montreal

One of the first Sabbat cities in the New World, Montreal is often considered the Soul of the Sabbat. It is the Religious center for the sect, and many travel to it's walls for this reason. Were it not for Mexico City, Montreal would be the clear capital for the sect. The Sabbat of the city are instead happy to be home of the faith of the sabbat. See Montreal by Night for more information.

Mexico City

If Montreal is the Soul of the Sabbat, Mexico City is it's heart. The capital of the Sabbat, is home to the Regent and the Consistory. In no other place in the world can a city claim more Sabbat inhabitants. The city has two Archbishops to help govern it. It is in Mexico City where the sect is run. Where policy is decided, and the Jyhad is played. Much of the sect's history is kept here and all members of the sect are welcomed to it with open arms. For more information see Mexico City by Night.

The Black Monastery

Located deep in the mountains of Switzerland and old monastery exists. Since the 17th century, it has been home to few mortals. Rather, it houses the Sabbat elders who created the Paths of Enlightenment. During the 17th century while the Sabbat was still trying to figure out who it was, a group of vampires gathered in seclusion at this monastery. There they spent decades in solitude, study, and closeness to the beast. When they emerged they gave the sect its code of

morality to live by. Those who seek spiritual advice or to become paragon's of their paths often take a religious journey to the Black Monastery. Now Prisci, those same sabbat who created those paths still call the monastery home and spend their nights still in search of spiritual enlightenment and study. For more information on the Black Monastery please see the Giovanni Chronicles: 2.

Vatican City

The Sabbat do not claim Vatican City as its own. It would be foolish for any supernatural group to make such a claim. Rather it is among the Lasombra, Order of St. Blaise, and other powerful Catholic Vampires who do have some involvement with the holy city. The Order of St. Blaise even keeps a chapter house in the city. The Sabbat has learned from the mistakes of the past and avoids direct overt influence over the church. The last time vampires did this, it resulted in the inquisition. Instead the Sabbat of the Vatican City move in shadows and secrecy. It is considered a high honor to be invited to the city by its sabbat residents. For those who are not invited often don't make it out of the city alive without the sect's guidance.

Santa María la Real de La Almudena

The Cathedral once governed by the late Cardinal Moncada. When he was alive, many members of the Sabbat traveled to the Cathedral to seek to Cardinals advice, favor, and wisdom. Moncada was an extremely popular member of the Sabbat and a devout catholic. He was also one of the sect's most famous priests, rivaling the prestige of Sascha Vykos herself. Since his death, the Cathedral has become a holy site for members of the sabbat clergy to visit. Each year many members of the sect undergo the journey to Madrid to visit it. Even non clergy members can be found at the Cathedral, as Moncada was universally idealized by many. Though various factions of the Lasombra and Sect fight for control of the Cathedral, all respect the right for those to visit it as part of their personal spiritual journey.

Items of Religious Note to the Sabbat

As a religious sect, the Sabbat often hordes important religious relics to the sect. Indeed, even the fabled Inquisitor's Reliquary is forged with some sort of sabbat relic in it's making.

Anything has the potential to become a religious relic to the Sabbat. The ashes of a famous ductus who dies in battle against the sect's enemies, a priests prayer/ritae book, these are a few ideas. Some of these items even have weird properties and powers attributed to them. However, these are in the minority. We encourage storytellers to devise their own religious items of note for their games and stories. The pursuit of an important religious relic to the sabbat can form the basis for an entire story. Below we have provided a few examples to help give you some ideas.

Though for famous items it is probably best to work with the appropriate coordinator when creating them. Though having multiple copies of the same "one of them only" items can also make for great stories and conflict as to which is the real one. Which can often happen with items of religious significance.

Gorchist's Chalice

The Vaulderie chalice that was once used by the first regent of the Sabbat. It is a simple chalice made of bone, and was finally crafted by the first Tzimisce anarchs. It is said that is was the first chalice ever created and used by likes of Lamback Ruthven, Velya, Sascha Vykos, Lujo, and Gorchist. Since his assassination, the chalice was lost in the resulting civil war. Rumors persist

to this night who has the legendary chalice. Various war party leaders, and those seeking to justify their rise to power will sometimes claim to possess the chalice, but none have ever been able to verify it's true whereabouts. Besides these rumors, there are three known Chalices that claim to be the original. One is possessed by the Regent himself, another is in the hands of a loyalist biker gang, and third and final chalice is owned by a South American Archbishop.

Though none know which if any of the chalices are the real one, the legends of what the chalice can do are even more extraordinary. Rumors say the Chalice of Gorchist can instantly make someone a paragon of their path, that it can bring the vinculum to it's highest level to those who use it, or it can shatter any vinculum, and some even claim that it can resurrect dead sabbat saint's to the sect.

The Ashes of Milan

In Mexico City there is a portrait on display where the consistory meets, this portrait is that of the Code of Milan. The original. Below the portrait in a glass case sits a bag. In this bag contains the ashes of the original code of milan. The story among the sabbat is that the traitor Giangaleazzo burned the original code of milan to ashes on the night of his defection. So the legend goes, that the ashes of the code were kept by the traitor in his haven in Milan. Though he had slain all the Sabbat, a lone courageous members of the sabbat snuck into the elders haven and stole the ashes back. He traveled across the Camarilla controlled Europe ever being hunted. Eventually he was able to get the ashes back into the hands of the Sabbat before being slain. Since that time, the ashes of the Code of Milan have been used by the consistory as a message to the traitor and the sect, and they also use it as a religious gift to those who earn their praise. It is said the ashes of the code of milan grant a burning hatred to those who mark themselves with them. Though this fury gives them focus and direction.

Vestments of Devotion

These priest robes were crafted by two renowned individuals. The Tzimisce tailor Carrion Marcon and the Lasombra priscus Leila Monroe craft these robes for the clergy of the Sabbat.

They have created robes for Pack Priests, Bishops, Archbishops, Prisci, Cardinals, and even the Regent himself. They are by no means common, and are considered a great honor and mark of prestige as a member of the sabbat clergy to own a robe created by them. The pair, however, only craft the robes as prestigious gifts or for famous members of the sect. Your average member of the Sabbat is considered lucky to have seen a Vestment of Devotion, let alone own one. Those who own the robes say they give mystical properties to the priest. That when worn a priest becomes a better priest. He is more charismatic and his ritae never fails. Unsurprisingly, the Vestments of Devotion resemble the actual Catholic robes of the various offices in the Sabbat. There are differences however, the robes always have a hint of purple, are very ornate, and often have trim written in Enochian.

Thorgrim's Axe

Thorgrim was a legendary Gangrel Antitribu war leader among the sabbat. His legends starts during the frontier days of the early sabbat in the untamed north america. So the story goes that it was the Cainite Thorgrim who carved a path through all those who would oppose the sabbat in it's early night. A staunch supporter of the Sabbat's ideals of freedom and nomadic nature, it comes as little surprise that Thorgrim was at the forefront the first and second sabbat civil wars.

Few know what ever happened to the war leader. Many tales exist of him dying in battle during

the second sabbat civil wars, others say an army of lupines finally brought him down. Because no two stories are ever the same, no one really knows what happened to him. What is known is his equally legendary weapon of choice. The Axe wielded by the war leader has as many stories attributed to it as there are to him. Some say the axe was taken from a fallen hero of the lupines in his crusade against the wilderness in North America. Others say he claimed the axe as a prize from a Methuselah he slew during the Anarch revolt. Finally some claim that Thorgrim was visited in visions by Caine himself, who led him to the weapon of legends, an artifact forged by the ancients in the city of Enoch. Now a day, the Axe itself seems to move from sabbat war leader to sabbat war leader. As if it had a mind of its own, the Axe seems to be looking for its old master or one worthy of carrying it. Some say the Axe shouts songs and war cries during battle. That it speaks to its wielder, and that no blow from Thorgrim's Axe can ever truly be healed. However, those who gain the axe know that it means it is only a matter of time before they die in battle. Though the legendary axe is mighty, those who wield it gain the destiny to die gloriously in battle against the enemies of the sabbat. After that, the Axe moves on. Ever looking for a worthy master.

Pieces of Nod

Also referred to as Fragments or Pieces of Nod, these are rumored items from the First City.

They range from simple pieces of buildings, coins, bone fragments of the children of Seth, to the dirt itself from the foundations of the city. These items are said to contain the spirit or holy essence of Caine's first city. The clergy may utilize these in Reliquary like fashion, or simply incorporate them in Ritae.

The validity of these objects are typically in question. Modern technological methods such as carbon dating are unreliable given the supernatural nature of the items coupled with various supernatural methods that guard against aging. It is rumored that Priscus Vykos himself has many of these artifacts, however no one has seen it present them in the open. The Black Hand is said to have a cache of such objects both valid and false, with their cadre of Noddist Scholars working hard to prove their authenticity.

Stories abound of priests whom utilize these objects being able to perform miracles for the Sabbat via Ritae. Stories of overly successful War Parties performed under the auspice of a brick from the First City placed in the city of conquest have been told over the decades. Some believe that mixing these objects in with Ritae will super power the ritual, as if Caine's closeness to the object in spirit amplifies the effects. Others say that one can utilize the pieces to perform new Ritae with the power of Caine. Final rumors allude to a Cainite merely utilizing the touch of one of these holy objects being able to break all blood bonds, vinculum, dominate commands, and any controlling effects upon a Cainite - as Caine was free in the First City by his will alone, so shall those whom touch the First City be free as well.

Moncada's Cross

Ambrosio Luis Moncada was the former Cardinal of Spain whose name carried as much weight, influence, and respect as the Regent of the sabbat herself. Moncada was a legend, hero, and spiritual leader to many members of the Sabbat. He created the Path of Righteous Night, and was known to be a devout catholic. At the height of his power, Moncada commanded legions of followers in the Sabbat. It was mostly likely had he survived, Cardinal Moncada would have

been the next Regent after the passing of Melinda Galbraith. Such was not to be, in 1999 Cardinal Moncada was assassinated. With his death came a vacuum of power and mourning for the late cardinal. Several Lasombra rose to fill the void but none have been able to claim his legacy. Now every year hundreds of members of the sabbat make a pilgrimage to the great Cathedral that Moncada called home. Even those who are not catholic, lasombra, or members of the order of st. blaise will make the journey. That is how beloved Moncada was to the sect as a whole. It makes no surprise then that since his death there have been numerous claims to crosses that were said to have been worn by the late Cardinal. Moncada was a devout Catholic; his faith was strong enough that it is often only felt by the strongest of mortal church hunters.

The Cardinal's Cross would be a powerful holy relic to the sabbat. Several individuals claim to possess the original, but few know which it is. The most likely group to possess the cross is either the Order of St. Blaise or Moncada's childe Lucita. Stories of the cross say that it allows to perform dark miracles, or that Moncada himself visits you in your slumber. The Order. of St. Blaise openly displays a Moncada Cross in the Cardinal's Cathedral that they now claim as theirs. The other crosses are often hidden or more softly spoken about. The only person likely to know which cross is truly Moncada's cross is the late Cardinal himself and his assassins.

Charm of St. Expeditus

Though Vodou is frequently associated with Catholicism, the practice actually pre-dates Christianity, and maintains strong pagan and animistic associations. Elsabeth Remi Bouvier, or Sister Essie as she is called, is an influential Cobra and a staunch believer in both God and Caine, but especially the Saints. She is also a priestess of Vodou. Stories circulate to suggest she was once a member of the Ursuline Sisters, but the Sister doesn't answer questions. All inquiries are met with a small smile and a wave. "Past is past. Just tomorrow and today concern me, as they should also you."

A somewhat obscure figure in Catholic mythology, St. Expeditus is called upon to speed up the process of many things, whether affairs of business or matters of the heart. He attacks procrastination in the hearts of the devout, insisting that as long as God is in their present thought, then the benefits of the following day should come to one that much sooner. In addition to his saintly attributes, Saint Expeditus is also a Loa, bestowing believers with the rewards of their efforts, sometimes before a task is even complete.

Members of the Sword who manage to track down the nomadic Sister must then perform a devotion to the Saint which satisfies her stringent requirements. Those who complete the task successfully are gifted with a gris gris or talisman of St. Expeditus. The bag and cord of the item are typically rough hewn leather, though specimens crafted of burlap or cloth do exist. Sister Essie is known for her frugal nature, as well as her connection to the Loa. Stitched to the bag in red thread are two bronze cogs, presumably from a clock or other timepiece, meant to signify today and tomorrow. A crow's foot, a symbol of the Saint himself, is strung on the cord as well, and the bag is sewn shut.

Madam Essie claims that sand is the primary ingredient inside the gris gris, but rumors suggest the contents are anything but; dirt stolen from the Saint's own tomb perhaps, or the ground bone of a powerful and respected Vodou priest.

Those who open the bag to investigate its contents have been rumored to lose days or even hours of time. Others say that it hastens one's death or even prevents the overly curious from learning specific gifts of Caine. The Madam has outright refused the charm to those who equivocate on matters of spirituality. But for those who revere the Saint and respect the item's potent potential, the benefit of the talisman is immeasurable. Elsiebeth asserts that God knows now what you have need of in the future, and whatever that is, St. Expeditus will provide.

Documents of Religious Note to the Sabbat

Obviously pieces of the Book of Nod and the lesser known Erciyes Fragments are the holy texts of the sabbat. They are the vampire "bible" so to speak. But these are not the only documents of religious note to the Sabbat. The Code of Milan can be considered a religious document of importance to the sect. A priest's book and notes of ritae is another example. Even a Honorable Accord's personal "Code of Milan" can be considered a holy text for the sect. Again we encourage storytellers to be creative here. The Sabbat is a sect created from numerous beliefs, clans, packs, factions, and paths. This can be used to your advantage in when creating new documents. They don't all have to be lost pieces of the book of nod. Written accounts from famous members of the sect, or even tales of during the Anarch revolt are some good ideas.

Once again an entire focus of a story could be finding one of these documents. Figuring out who wrote it, what it means, and why it is important. Priests should be quoting from more than just the book of nod. So be creative!

FAQ

Q: Is this packet Binding according to OWbN Bylaws?

A: No, this is a non binding guide to the religious aspects of sabbat genre. It is designed to be a tool for storytellers and the players of One World by Night. You by no means are required to use, and should ask any game before visiting it if they use this guide or not. Do not assume all do, as they are not required to.

Q: So what exactly is the Religion of the Sabbat?

A: The Sabbat is an extremely religious sect. What that religion is varies from person to person. In the Sword of Caine you can find Catholic vampires, Voodoun Priests, Muslims, Various Pagan religions, and everything in between. What is important is that all Sabbat have a faith of some sort. Be it any of the above or even in just the sect itself. A Sabbat vampire is largely allowed to worship and believe whatever they want as long as they are loyal to sect and support the sect's beliefs. That is of course the belief in Caine, the ritae, the paths of enlightenment etc which makes up the Sabbat's dogma.

Q: What is the Sabbat Clergy?

A: The Sabbat's clergy are those members of the sect who have a religious/spiritual responsibility to the sect. These are Pack Priests, Bishops, Archbishops, Prisci, Cardinals, and the Regent. They are the ones who practice and teach the ritae. It is their job to spread the paths of enlightenment. Ductui, Templars, Paladins, etc are not part of the clergy even though they still have an important position to play in the hierarchy of the sabbat.

Q: Can I be in a Sabbat Faction and also part of the Clergy?

A: Absolutely, the Sabbat Faction are political beliefs (in general) for what you believe the Sabbat should be. Clergy hold an equally important place in the sect, and all have various factions to which they also belong.

Q: There is a lot of see book references, why isn't all that information here?

A: We cannot copy and paste stuff from White Wolf books, that would be bad. Instead we encourage you to take advantage of the Onyx Paths Books on Drivethrurpg.com

Q: Can I use any of these cults?

A: You sure can! While these cults are from various White Wolf books, they are largely free to use for your plots and stories of your games. We encourage everyone who is interested in using these cults to read their full write-ups in the books. The books offer deeper resources and tools for those interested. Players are also encouraged to join these cults as they like or to feel free to make up their own.

Q: Is the Ecumenical Council an OWbN Event or something?

A: The Ecumenical Council is indeed an event. It is annual once a year One World by Night Sabbat only event. Each year games send in offers to host the event. One is eventually picked based on numerous factors. While we have not had our first event yet, we are hoping the one coming up in April of 2013 will be immensely successful and on par with the Camarilla's Conclave events.

Q: What so the Sabbat and Camarilla don't fight all the time?

A: Constantly? No they aren't supposed to. By the canon and genre established by White Wolf, the Sabbat and Camarilla "War" is more of a cold war than a hot one. It has periods of when it sparks up. For example the reason why the Sabbat Crusade of the East Coast by canon was so successful was because the Sabbat had never done that before. Most of the conflicts between the sects is often smaller scale and on a local level. A world wide war between the two sects is not what it is supposed to be. Again by canon there are even cities where two sects coexist in relative peace. By no means does this make the two sects friends. On the contrary, the two sects are and will always be dynamically opposed. But one has to remember when using this aspect of genre, these are still vampires. The Jihad isn't often a glorious display of powers as two large group of vampires try to kill each other. Those events do happen, but they should be rare.

Q: How can the Sabbat get along with the Setites/Giovanni/Assamites when they all worship antediluvians?

A: Propaganda, at the end of the day the Independent clans still offer the best stuff for sale. Not only is it supposed to be hard for the sabbat to get its hands on things like guns, drugs, money, etc the Independent clans offer it to anyone willing to pay. The sabbat is not also dumb, in that it knows if it doesn't work with the Independent clans than they will just work with the Camarilla exclusively and give their rival sect an even larger advantage. Sure the Serpents of the Light hate the Setites, the Harbingers of Skulls want to kill all the Giovanni, the Unconquered want to murder all the Loyalists. They are still vampires, ones who can be very patient when need be. They learn which battles to pick and choose. Sometimes getting that thing you absolutely needed from the Giovanni because he was the only one in town who has it; is more beneficial than ripping his head off.

Q: Can I make up my own passages to the book of nod?

A: Sure Can! We encourage storyteller's to be creative. We recommend when doing so, it should be central to a story. And even then the passages should be vague and not obvious. Saying "Caine totally was boys with Ventrue" is bad, saying "And the Dark Father spoke and with came his favor upon the house of the scepter" is better. Try to keep that in mind when making new passages up.

Q: How common is the book of nod or erciyes fragments?

A: The Book of Nod is supposed to be uncommon to say the least, the Ercciyes Fragments should be rare. Getting passages from either should involve a good deal of role-play and story. Remember, no one has a complete copy of the Book of Nod.

Q: Can my PC or game have a copy of the Vampirica Encyclopedia?

A: No, this book contains an enormous amount of "spoiler" information on the world of darkness. It is not suitable to let this book into your game, let alone your PCs hands. While it makes for a good resource for storytellers, it should largely be left at that. This book does fall under OWbN bylaws, so if you really want to use it in your game make sure to read those.

Credits

Ah my labor of love, that is what this guide has been. Even though it is a non-binding tool for One World by Night, I do hope the storytellers and players will find it useful. As always I would like to thank Team Sabbat for putting in all the time and effort it took into making this genre guide. While it took a lot longer than expected, I think it was well worth the wait. I would also like to thank all the Sabbat players and Storytellers who also contributed to this guide. We couldn't have done it without you guys! I would thank everyone if I had enough space to do so. But know you have the Team's thanks!

~Adam Sartori

OWbN Sabbat Coordinator 2010-2013

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