



BAALI

A GENRE PACKET
FOR OWBN
2011

Spooky

Baali Genre Packet

This Packet is not intended to replace WW canon material regarding the Baali Bloodline. Instead, this packet is intended as an addition to and elaboration upon that material. The Baali are mentioned in several source books including but not limited to “Clanbook: Baali”, “Faith and Fire” and “MET Vampire Storytellers Guide”.

Some of the material in this book is modified from the original source material so as to better fit into a MET based game and to be compatible with One World by Night. No material presented in this packet is intended to challenge White Wolf or CCP intellectual property rights.

Part One: The Embrace

Baali pick their childe carefully. They watch, guide and test them for months and sometimes years before they finally approach them. A Baali will never embrace a person who is not a member of their cult. While they may have done this in the past, it is something that as a whole they have left behind. Having been inducted into the Baali's cult, the prospective childe is usually given blood first as a ghoul and taught the intricacies of worship by his Sire. After a period that could last for years the Sire will eventually embrace the childe if they pass all of his tests.

The Childe to be is cut and then bled into a ritual container and the Sire's blood is fed directly into its heart. It is given its own mortal blood as its first meal and then buried. This is no normal grave; instead it is a mass grave with rotting corpses pressing in on every side. After spending three days in this situation to meditate upon its demon master and its place in the cult it is released to be trained as a vampire.

Some Baali, take this a step further. They revive traditions many have forgotten and they force the potential childe to fight for the blood in a manner that is truly horrific. One such tradition will be discussed in the cults section of this packet. There are many others.

Part Two: Factions

There are factions and there are cults. Factions are essentially those Baali who agree thorough action that there are certain ways to do things. The four factions of Baali are detailed here. Cults, as they relate to the factions, will be described in the next section.

Each of these factions follow the example of Aspects of Ba'al.

The Destroyer: The Baali who follow Ba'al the Destroyer are militant disciples of ultimate destruction. They not only seek, but work for an end to things. When the world has been destroyed, their Masters are then able to enter the world and begin it anew. They venerate the things beyond.

The Celestial: Those who follow Ba'al the Celestial study Angelic and Demonic lore. They are most concerned with the many lifetimes that they have to acquire knowledge. Knowledge is power, and power is everything.

The Swarm: The Baali who follow Ba'al the Swarm are the most tolerant faction. They recognize that all of the ideas found within the Baali help to add to the whole and that while they may not agree with or understand their fellows that they are all working for the same goal.

The Mystery: Ba'al the Mystery teaches his followers to study. Where the Celestials study lore, academics, the Mystery study existence. Whether science or occult studies, they strive to understand the great *why*.

Each of these factions serves the bloodline. They do so in different and sometimes seemingly incompatible ways. They sometimes fight amongst themselves. There are also those who do not fall into one of those groups. There are those who serve in a more general, or personal manner. They are called **The Multitude**.

For more information on the Factions see page 33 of the Baali Clanbook.

Part Three: Cults

We cannot present every possible cult for this bloodline. Instead we are going to present you with four Sample cults. These are essentially outlines of the type of cult that would belong to each Faction. We will also provide a list of Demon names that could conceivably be Patron to the sample cults provided here.

We encourage you to read *Infernalism: the Path of Screams* pages 118-125 for a more complete listing of potential demons. That book presents some demons with the stats of Umbrood. Storytellers should disregard those stats and instead refer to the *Infernalism Packet 2011* for guidelines on how to create a demon.

Sample Cult: The Destroyers

Servitors of the Void

"For while they sit contriving, shall the rest, Millions that stand in Arms, and longing wait the Signal to ascend, sit lingering here Heaven's fugitives, and for their dwelling place accept this dark opprobrious Den of Shame, the Prison of his Tyranny who Reigns by our delay? No, let us rather choose armed with Hell flames and fury all at once over Heaven's high Towers to force resistless way, turning our Tortures into horrid Arms against the Torturer; when to meet the noise of his Almighty Engine he shall hear Infernal Thunder, and for lightning see black fire and horror shot with equal rage..."

-- John Milton ([Paradise Lost](#))

Behind the tales and rumors of devilry and demonic worship are, for the most part, militant zealots who follow Ba'al-called-Destroyer and call themselves "Servitors of the Void". Following this, the Servitors are the most violently inclined of the Cults of the Baali. Violence, however, is not without purpose. The Servitors gather strength (in all forms, martial and otherwise) in the belief that the world is a flawed, broken thing... and must be destroyed so that it can be made anew. They do not thirst for the blood of innocents but chaos to bring about an oblivion of the current world. To the Servitors, the more that is destroyed, the more that is sacrificed to the Destroyer.

Organization

Dictated by bloodlust more than fervent devotion, followers of the Destroyer are only loosely organized, perhaps moreso than any other cult of the Baali. Young, violent Baali (as well as Baali apostates drawn in by promises of power) are oft drawn to this loose cult. In-fighting does occur but while it is seen as meaningless bloodshed outside of the cult, it is in fact a matter of establishing rights of honor and supremacy in the cult and are held as tests between members for rank. As such, there does exist a "rank and file" of the cult. The names of the ranks have changed with the passage of time but, following the time of the first Crusades, the cult ranks have remained as a sort of perversion of Chivalric

orders, even going so far as to don amulets of double-headed axes (the Labrys) much like Templars would wear crucifixes in battle. Though the Servitors often do not speak of any sort of organization (especially outside of the cult), the ranks are composed as follows:

“Servitors” - The general term that all members of the Servitors of the Void call themselves, it is also the “base rank” of the cult. Those recently initiated to the cult take on this role and are treated as students. These “students” study flesh and violence, often being taken under senior members of the cult to learn how to best serve the cult.

“Knight Servitor” - Knight Servitors, are those Baali of the cult who have been tested and tried enough by their superiors to no longer need supervision. Fully fledged to enter the battle against all that exists, the Knight Servitors often work in groups of two or three.

“Knight Templar” - The leaders of the Knight Servitors are thus the Knight Templars. Leaders of warfare, Knight Templars are seasoned Knight Servitors and often have risked their lives in suicidal tasks for the cult in the name of Ba’al the Destroyer. Often, Knight Templars are in charge of missions of “misdirection,” deploy apostates of the cult into Infernal packs and unleashing them upon areas where they may cause the most destruction, as well as campaigns of corruption amongst immortal and mortal alike. *Baali apostates are almost never given the right to be Knight Templars of the cult.*

“Master of Orders” - While Knight Templars are martial leaders, the Master of Orders are spiritual leaders of the cult, priests of violent chaos. It is to be noted, however, that the term “Master of Orders” is intended as ironic... Priests of the cult do not spout wisdom through order. Rather, they mean to promote the very opposite in all of the world. A Master of Order often leads “battalions” of Knight Servitors with the assistance of one or two Knight Templars, depending on how many of the cult are in a given region. They are also almost always formerly Knight Templars. *Baali apostates are never given the right to be Master of Orders of the cult.*

“Grand Master” - The highest rank of the order is also a sole position; the Grand Master of the Servitors of the Void is the leader, spiritual and martial, of the cult. He (or she) acts as the guiding hand, often directing the bloodlust of the cult as a whole through the Masters of Orders in ways that only the Grand Master seems to understand. Indeed, the Grand Master is almost always formerly a priest and Master of Orders of the cult. The Grand Master thus holds a “unlife-long” position. When he (or she) dies, Masters of Orders compete to fulfill his position often in bloody games of superiority. *Baali apostates are never, ever allowed to become Grand Master in the Servitors of the Void.*

Politics

Baali outside the Servitors, by and large, see them as disorganized and violent extremists with no other purpose than to cause mayhem. Some even see the Servitors as the cause for the clan’s downfall and current status in modern nights. Inside the cult, however, is another story. The Servitors see themselves as the arm of the Baali and feel no need to explain this to those outside of the cult. However, if one were to speak to one of the Servitors, they might express their views as such:

The Celestials - *“Elitist, they have lost sight of our true purpose and are lost to their bookkeeping. They are idolaters and, well, lazy bastards.”*

The Mystery - *“Their way is blasphemy. How can we understand something so much more than the world we exist in? Better to fight than try to understand the unfathomable.”*

The Swarm - *“The Hive is a tool that we have yet to understand. They have gotten part of it right. However, not everyone is worthy of our gifts.”*

The Multitude - *"Useless. That's what they are. Useless beings who can't make a decision. There is only one reason to deal with them: conversion."*

Truth

Behind chaos, there is always a sort of truth. As darkness cannot exist without light, so cannot chaos exist without order. The truth of the Servitors of the Void is thus: there is an order to their madness. Their thirst for destruction is a devotion to chaos and their faith in chaos is believed to serve Ba'al-the-Destroyer, not to bring their master about... but to flush out their master's true enemies. In truth, the Servitors of the Void believe they serve what the Baali call "the Children." The Masters of Orders indeed promote Infernalism amongst Baali apostates and the Knight Templars revel in creating those "bedtime" stories of demonic worship that the Baali are so rumored for. Never, though, do the Servitors turn against one another with the intent to kill. Though they may sacrifice younger and often weaker members of their cult in plans of self-sacrifice or to pacts with demons, the Servitors of the Void reserve their hatred and lust for destruction for the rest of the world. Oblivion, they believe, is the key to both a rebirth of the world and the awakening of the Children.

Sample Cult: The Celestials **The Athenaeum**

"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents... some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new Dark Age."

— H.P. Lovecraft (The Call of Cthulhu)

True to the original purposes of the Baali, The Athenaeum stands alone and unrivaled in its knowledge of the Children of the Darkness. Unfortunately, this also tells them how desperate their situation is; the Children stir in their waking dreams, ever closer to waking and devouring the world. Each new turn in the mortal world, each new innovation born of the perversions of the Names threatens to rouse the Children and the Athenaeum try to stem the tide. Their organization of Chroniclers and Seekers attempts to gather as much information as they can on the diluted forms of the Names that the world at large has access to and catalogs them in its vast libraries. They also take great pains to either corrupt the knowledge others have or eliminate it if they can.

Organization

The Cult has a very simple organization, but it is rigidly adhered to. The Baali in this cult work in two-man groups called Research teams. This works to maintain focus on their purpose and secrecy. Each team has one Chronicler and one Seeker.

"Chroniclers" - These members of the Athenaeum are tasked with collecting, storing, cataloging, and monitoring knowledge of or leading to the Names of the Children. This can include demonic summoning rituals, historical accounts, or even studies into the various paradigms of magic; if it can possibly contain information on those who were venerated by the First Tribe, the Chroniclers must collect it to be studied. But, with all of their duties revolving around collecting, analyzing and cataloging, they have little time to acquire the items and tomes they need to study; this is when the Seekers go to work. Any significant discoveries are hand copied and sent to the Librarian.

"Seekers" - If Chroniclers are the brains of the Athenaeum, Seekers are the hands. They are the agents of the Chroniclers, venturing out from secret Baali storehouses to assess and obtain items for

study. Those embraced without the Organ Pits and Baali Apostates are accepted within the Seekers, as diverse skill sets service the needs of the cult more than the connection to the true goals of the Baali. The Seekers answer first to their Chronicler, then to *The Grand Collector*, and then to the Librarian.

"The Librarian" - This member of the Athenaeum is the head of The Athenaeum, elected every to preside over the cult and receive the collections for that century. There is no central library for the cult; a single location is vulnerable to discovery and assault. The donations for that century are sent to the Librarian, who puts them into his own library and studies them, and when a new Librarian is elected the process repeats itself. This ensures that only the most respected Baali in the cult have access to the greater secrets, but none have a dangerous amount over others, as well as providing a layer of security. Seekers may never become Librarians.

"The Grand Collector" - He or she is the Seeker of the current Librarian. They are tasked with gathering the donations coming to the Librarian. Their job is critical, as this information is too dangerous to travel except by the most trusted couriers. The Grand Collector has authority over all other Seekers, but must still answer to any Chronicler they are in the presence of; Chroniclers are cautioned against abusing this authority, however, as The Grand Collector does still ultimately answer to the head of the cult.

Politics

The Baali Clan at large tends to consider The Athenaeum lazy elitists that cower in their solitude, but the Athenaeum care little for the opinions of others. Amongst themselves, nearly all power struggles are done by Chroniclers vying for the next election through the time honored practice of one-upmanship in their latest discoveries and contributions. They see themselves aligned with the Celestial Baali Camp, putting their quest for knowledge above all else. Talk among the Chroniclers about their Baali compatriots sounds something like this:

The Destroyer- *"Those dedicated to Ba'al-called-Destroyer allow their sadistic tendencies to run rampant, without focus. They detract from our true purpose with their unhinged behavior."*

The Mystery- *"Our brethren obsessed with the eternal questions are those closest to understanding us, but they are too concerned with their existential questing to the point of ignoring obvious dangers."*

The Swarm- *"There may be knowledge to be gained from the Hive, but one risks losing themselves to the choir."*

The Multitude- *"Unorganized, but not entirely useless...competent Seekers can be found amongst the disparate."*

On the outside of the Baali clan, the Athenaeum take any and all pains to remain undiscovered and unannounced in their work to the point of pretending to be from one of the other Baali camps should they be discovered. Strive for zero visibility; if that isn't possible, blame someone else.

The Truth

It looks to outsiders as if this cult is very democratic and fair. It's not. There is a singular power behind every Librarian that has ever existed. This member of the Baali line is a direct servant to Ba'al the Celestial. He gathers knowledge and names so that he can one day bring forth an Army to serve Ba'al's goals.

Sample Cult: The Swarm

The Swarm

"The Hive is Mother. The Hive is Father. The Hive is Sister, Brother, Son, and Daughter. We are united in purpose and loyalty. We have found Ba'al in the countless faces the Swarm. He is Ba'al-Zebub, Lord of Flies. He is Ba'al-Zebwal, Lord of Princes. He is Ba'al-At, Ba'al-Berith, Ba'al-Hazor, Ba'al-Shalisha, Ba'al-Zaphon, and more names than can be said by one man in all the years of his life. The Swarm is one with

our Blood, and It gives us strength to sing to the Children in their restless sleep. Join with the Hive, and you too shall learn the song of millions of wings, beating in a soporific drone...."

-- Hive Mother T'chal

Note: Unlike other Factions the Swarm is both Faction and Cult in its own right. Brood Mothers may have slightly different agendas on a local level, but on the whole this faction is a singular entity with multiple bodies. Please read the Opening Fiction of Clanbook Baali for a deeper understanding of this group.

Amongst the Baali, the Swarm is a curiously unifying presence even as it estranges others with its alien outlook. The Avatars of the Swarm claim a pedigree that predates almost all other divisions within the Clan, for it is said amongst some of the eldest Baali that Nergal-called-Shaitan used insights from the Swarm to ghoulish the D'habi line, turning them into a line of revenant-priests of surpassing loyalty that persists to the present day. With the rise of Via Diabolis in the Dark Ages, the slow attrition of elders who fell into torpor over the centuries, and the losses to the countless crusades against the Baali by other Cainites, the Swarm has suffered horrible losses. These losses were accentuated in 1998, when three elder Hive Mothers converged on Transylvania to attempt to lull an ancient being back into its sleep, only to be apparently rooted out by the Tzimisce and destroyed. With their loss, however, the tenants of Via Hydron have found fertile ground with some of the elder Fiends, and new converts have been brought closer to the Baali fold, serving yet another aspect of Ba'al.

There are as many stories of the genesis of the Avatars of the Swarm as there are Baali, though the one most oft-repeated speaks of the second of the three who emerged from the well of carrion: Moloch, known as Andramelech, known as Ba'al-Hamon, the Lord of a Multitude. These tales tell of how Ba'al-Hamon and his brood found one amongst the Children who teetered on the edge of wakefulness but was yet weak. Realizing that this creature's knowledge could be of great use to the Baali in their work to keep the other Children asleep, Ba'al-Hamon took some number of his most loyal followers -- some say five, some say eight, some eleven -- and divided the wakeful mind of this Child amongst them, casting the creature back into deepest slumber. These loyal few knew that it was only by working together that they might master this force and bring their insights to the rest of the Clan. Thus were the Avatars of the Swarm born and thus did they multiply. So long as the Avatars were a multitude, the Child was divided, its insights spread throughout the Clan, but should there ever be fewer Brood Mothers than the original loyal followers of Ba'al-Hamon, the Child would reclaim its mind and wake from its eons-long slumber to cover the Earth in darkness eternal.

Ever since the loss of the three elder Hive Mothers in Transylvania, this story has spread even further throughout the Baali, as every other Brood Mother felt the scrabbings of an Other in their mind, seeking wakefulness....

Organization

The Swarm is surprisingly egalitarian amongst Cainites, with only two real distinctions: Brood Mothers and Drones. Even then, respect within the Swarm is fluid, as befits their collective loyalty.

"Brood Mothers" - These characters are greatly revered, for they are where the Swarm gestates. All Avatars of the Swarm are infested with scores of insects which burrow through their flesh, gaining sustenance off of their vitae, but Brood Mothers play host to thousands of these creatures, most of whom are in a larval or dormant state. In addition to carrying the Swarm within them, they are also

those responsible for the ultimate conversion of a potential apostate or Baali who seeks to join this most venerable of cults. Brood Mothers are unique amongst Cainites in being able to embrace childer using the insects that inhabit them, and they often have oracular abilities or surprising supernatural insights. Unfortunately, with these blessings come visible markers of the Swarm's favor; most Brood Mothers have distended bodies which shift unnaturally with the insects that live within them, more than one is surrounded by clouds of flies, and still others make the uninitiated nervous with their very presence. Every Swarm nest has at least one Brood Mother, though given the communal nature of Via Hydron, there is generally more than one.

“Drones” -They are an important component to any Hive nest, however. They are valued, as they, unlike the Brood Mothers, very rarely have the same outward markers of the Swarm's favor, giving them greater ability to blend in. Drones are responsible for the construction and defense of the nest, just as they are responsible for seeking out humans for the nest's organ pits and breeding chambers, finding potential converts amongst other Cainites, or accomplishing most any other task to which the nest sets its collective will.

It has been known to happen that Drones eventually become Brood Mothers through accretion of insects from others within their nest, but this is a rare occurrence. It is almost unheard of for an apostate or convert to Via Hydron to become a Brood Mother, though it has been recorded at least once before, in the sixteenth century during the height of the Inquisition. All Avatars of the Swarm are either birthed through a Kiss bestowed by the Swarm itself or (if a convert) through a second Embrace where they couple with a Brood Mother and play host to the Swarm for seven days and nights. While there are stories of some Drones embracing childer more conventionally, no true follower of Via Hydron would seriously consider having a childe whom the Swarm did not deem worthy....

Politics

The rest of the Baali tend to view Avatars of the Swarm as having subjugated their individual wills to that of the greater whole in some sort of supernatural communist collective, despite the fact that individual members of the Swarm have made great strides on behalf of the Clan in the past. Internally, most nests act as independent cells, building consensus amongst themselves or deferring to the most accomplished member's vision of what is best for the nest itself or the Clan at large. More often than not, the most respected voice is that of a Drone, as the primary responsibility of the Brood Mothers is the perpetuation of the Swarm. Consequently, some nests are devoted primarily to research, while others are devoted to conversion, and still others have found the lairs of sleeping Children and sing to them nightly to keep their slumber deep. Typically, Avatars of the Swarm have the following perspectives on the other cults:

The Celestial: *"Books, secrets, names, and knowledge. These librarians of the unknowable are great assets to our Clan, yet they do not understand the power of unity in purpose and see us, in turn, as zealots or dreamers. They are, nonetheless, our brood."*

The Destroyer: *"These children of Nergal's dream are wayward indeed, seeking carnage as a method to breach the walls between worlds. They do not understand that such destruction lulls the Children into further slumber, more often than not. They are, nonetheless, our brood."*

The Mystery: *"Contemplating that which seems contradictory occupies the Children of the Enigma, when their enlightenment could be found amongst our number in our daily works and the*

identity of the whole. They are, nonetheless, our brood."

The Multitude: *"Just as the cockroach, the dung beetle, and the housefly all pursue different daily aims, they may come together into a greater whole. It is a pity that these individuals have not yet found their purpose. They are, nonetheless, our brood."*

Of those outside the Baali, Avatars of the Swarm generally take a very pragmatic approach, doing the work of the Clan as best they can. They have been hunted to the brink of extinction in the past, but potential converts can be found in the strangest of places....

The Truth

Some of the eldest Baali fear that the Swarm has merely exchanged one corporeal body for many, and the Avatars of the Swarm are, in fact, the collective manifest form of a fully awoken Child. As the events in Transylvania have shown, they may not be wholly incorrect....

Mechanics

Brood Mothers almost always have visible marks of the Swarm's favor and, as such, are encouraged to take one or more of such Flaws as Lord of the Flies (2), Beacon of the Unholy (2), Disfigured (2), Permanent Wound (3), Deformity (3), Eerie Presence (2), or Monstrous (3). They are apt to see these Flaws in a very positive light, however, even if those outside of the Swarm might not. Brood Mothers are also sometimes gifted with prophetic abilities and supernatural senses, and to represent this, STs may consider allowing them to purchase Oracular Ability (3) or Additional In-Clan: Auspex (5). Creation of a new Brood Mother outside of a Swarm Embrace is almost unheard of and requires the approval of the Demon Coordinator.

Avatars of the Swarm practice Via Hyron, as described on p. 43 of *Clanbook: Baali*. Path of the Hive, as described in *Chaining the Beast* (pp 102-103), is largely practiced only by Transylvanian Tzimisce converts.

All Avatars of the Swarm are able to create and maintain ghouls or form Blood Bonds by feeding the insects that reside within them to acolytes, so long as they are part of a nest with an active Brood Mother who may replenish the stable of insects which live within them. Such insects cannot live outside of a host for more than an hour or two. Also, only Brood Mothers may embrace childer or create apostates with the insects within them (see the sidebar entitled "My Kiss" in *Clanbook: Baali*, p. 32), as drones are simply not favored in this fashion. The Swarm only reproduces in human hosts, so nests do require the active and constant sacrifice of kine to the Swarm's breeding process.

Sample Cult: The Mystery The Cabaal

Science is the truth only in matters that can be objectified; in the spiritual world, where values, goals, authority and purpose are located, science has nothing to say. It is a poor life that is restricted to the scientific standard of truth, where you and I are nothing but a collection of

atoms without meaning and purpose. Realizing the narrow-minded nature of science opens the gate to an understanding of God that complements the scientific truth and gives life, love and peace.

--Unknown

The Baali have long understood and valued the visceral nature of experience. There are aspects to existence that need to be experienced to be fully understood and appreciated. The Children of the Darkness view the why of existence as the greatest mystery and treasure. They use this to tempt and entice the mortal world, who seem to have a desperate craving for new experience in order to give meaning to their brief lives. Some look to faith, some look to science. No matter where they look, the Cabaal is there to help them, to corrupt them, and to draw them closer.

Organization

This cult operates in groups of 3. There is the Seer, the Scholar, and the Scientist

“The Seer” - The Seer focuses on the faith and/or the occult. Anything that falls into the realm of belief. They have the greatest understanding and affinity for myths, legends and other such matters. They also have the most talent for using these things to exploit or corrupt. It is they who will interact and create experience for their faithful. The Seer will usually find an Apostate to act as an acolyte offering deeper understanding of the mysteries of the universe.

“The Scientist” - The Scientist is the Seer’s counterpart in the physical realm. The Scientist has the expertise in all things that can be measures, analyzed, and proven. They specialize in the why of the physical existence, be that the psychological behavior of man or the physical behavior of atoms. The Scientist uses this knowledge to understand and manipulate experience. The Scientist will recruit an Apostate as an apprentice, promising deeper knowledge and more complex experiments.

“The Scholar” - The Scholar is the bridge between the two realms of experience. The Scholar has the understanding to interpret the work of the Seer and the Scientist. Often a Scholar has served as an apostate to each to fully understand the role each plays in appreciating the great Mysteries.

“Keepers of the Secrets” - They are a council of 7 of the most adept Scholars. They are led by the Grand Keeper who is said to be an oracle of Ba’al. Their true purpose is shrouded even to other members of the Cabaal.

Politics

The Baali Clan at large tends to consider The Cabaal to be existential thinkers and philosophers, yet fear what other knowledge they may hold. In contrast to the Celestial who spend their time competing for power and position, the Cabaal turn their attention outward, cultivating the next subjects for study. Talk among the Mystics about their Baali compatriots sounds something like this:

The Destroyer- *“Those dedicated to Ba’al-called-Destroyer allow their passion for destruction to cloud their vision to the greater depth and breadth of experience. We are disappointed by their limitations.”*

The Celestial- *“Our scholarly breathern and counterparts. The value the facts but fail to look to the greater meaning, depth and questions.”*

The Swarm- *“The Hive offers an experience like no other, but how can one contemplate with so many voices sounding at once?”*

The Multitude- *“Chaotic, lacking focus, but with much potential for new understanding.”*

On the outside of the Baali clan, the Mystics remain subtle and discrete. They are the philosophers and appear to serve mainly as conduits to mortal recruits. They should not, however, be underestimated in their ability to improvise and adapt. They can be the most cunning strategists and formidable tacticians.

The Truth

The cult appears to be existential and concerned merely with the deeper questions. In truth, this cult gives Ba'al insight and understanding of the changing times and darkest desires of those that might serve Ba'al's goals and needs. The Grand Keeper is a servant of Ba'al the Mystery and the Cabaal is quiet and ruthless in their dispassion.

Part Four: Everything else

Daimoinon: The Baali have hidden and maintained a subtlety in regards to their continued existence for several centuries. They do not under any circumstances teach Daimoinon to those outside of the Bloodline. Should a non member of the Bloodline exhibit this Discipline are hunted and destroyed. The teaching of this discipline out of clan requires the Demon Coordinator to be notified.

Additionally, should you learn this discipline out of clan your aura shows pure evil when you use this power, anyone not intimately familiar with this discipline (ie. must have learned up to Intermediate themselves) will mistake you for an infernalist if they view your aura within one scene or hour after you have used any of the powers of Daimoinon. No Blood magic or other power can hide this taint except for the investment Mask of Innocence.

Baali Lore:

- You know Baali are associated with infernalism, the worship of Demons for the purpose of gaining personal power
 - You believe there are almost no Baali in the modern nights, as they are a very rare blood line
 - You know Baali can summon flames and manipulate the feelings of others
 - You know that sometimes Baali congregate in groups
- 2.
- You know that the groups Baali congregate in are called Hives, and that they have an internal hierarchy
 - You are familiar with the legend that the Baali and the Salubri are somehow connected
 - You know that the Assamites have a particular dislike for the Baali, although you do not know why
 - You know that thousands of years ago, the Baali were much closer to Clan Brujah, but that their alliance was shattered for some reason.
 - You do not believe that the Baali are a blood line of any of the major Clans in the modern nights
- 3.
- You are familiar with the Road of the Hive, although you don't know enough to attempt to convert onto it.
 - You believe that the Baali are the offspring of Saulot, the founder of the Salubri, and are familiar with the names of the reputed Baali Methuselahs

- You know that the Baali have the Disciplines of Presence, Obfuscate, and Daimoinon, and you are familiar with the effects of the Daimoinon powers from Basic to Advanced.
- You are familiar with the rough outline of the Baali War, and know the true reason why the Assamites hold a particular grudge against the Baali
- You have heard of Baali Apostates, although you do not know how the ritual works.
- You believe that Baali are not automatically infernal, but that their nature and interests often drive them in that direction.

4.

- You are familiar with the entirety of the Baali write-up in the V:tM Storytellers Handbook (Revised), and know some of the history as outlined in Clanbook Baali (Dark Ages)
- You know the intricacies of the Road of the Hive, the Road of the Devil, and a bit about the Path of Evil Revelations.
- You are familiar with the role the Baali played in Carthage
- You believe that there may be an inherent infernal taint to the Discipline of Daimoinon, and the black flames it creates.
- You think you know enough about the Baali to attempt to replicate one of their infernal rituals. You don't.

5.

- You know of the active Baali Methuselahs, and their supposed affiliations.
- You understand that every demon worshiped by the Baali is another face of Ba'al.

*** The information suggested in this treatment of Baali Lore is just that, a suggestion. This Lore is considered Coordinator approval for any character unless the clan of that character gives an advantage regarding Lore. In the case of a Clan advantage regarding Lore, players (or their STs) of that Clan are required to notify the Demon Coordinator upon learning this Lore upto the level that their clan advantage permits. Past that level this Lore is considered Coordinator approval for them as well.**

D'Habi: The Clanbook Baali lists their In-Clan Disciplines as Dominate and Presence. It says also that any who exhibit Daimoinon are killed immediately by the Baali. Their duties are listed as assassination, grave robbing, thievery and kidnapping.

They serve as do Revenants from other families, to the needs of their masters, no matter what those needs would be. Over time some have become complacent, leading their lives for generations with no input from the Baali. Time will tell what happens to this remnant of a bygone age.

Disciplines: Dominate, Obfuscate, Presence

Weakness: Down two traits in all mind control challenges in which they are the defender.

NEW FOR OWBN

Unknown to all outsiders, there is a second line of Revenants, also calling themselves D'Habi. They are a cult as well as a lineage. They worship Ba'al the Unseen. This is a face of Ba'al worshiped by no one outside of this family.

They teach they are the true children of Ba'al, that they are the direct descendants of the worshipers from the first tribe. They are the heart of the Baali. They guide all of the factions from the shadows,

unifying their great work.

They bring opportunities to the four factions, serving them unerringly. Whether as servants to the Celestials in search of secret knowledge or the Destroyers and working to create mass hysteria they serve. They do not question. They know that one night, they will serve their God more directly.

There may be truth to the stories parents tell their young. This line produces children who, once they come into their power shown an aptitude for Daimoinon rather than Obfuscate. Additionally, should they be embraced, they always become Baali, no matter the clan of the Sire who turned them.

Upon embrace these Baali, they move amongst the rest of the Clan, ensuring that the family is positioned to perform their secret duties.

Were their existence known, either to the Baali or to outsiders they would be hunted to extermination.

Disciplines: Daimoinon, Dominate, Presence

Weakness: As per the Baali clan Flaw

*NOTE: This Second Baali line is a Creation of the Demon Coordinator Team. They are created in an effort to fill some genre gaps that are in the printed material as well as to provide something a little new to our players. Playing this new line of D'Habi will require a Binding agreement with the Demon Coordinators office due to the secrecy in which they shroud themselves.

Revisited Merit

From the Baali Clanbook Page 44

Apostate 2 pt Merit (Coordinator Approval)

Undergoing a ritual that mystically re-embraces them, other clans can join the Baali bloodline. Their blood is drained fully and they are given blood of their new clan in a mock embrace. Mechanically, this means that their inclans are now Daimonion, Their choice of either Obfuscate or Presence and one Discipline from their original clan. If they embrace, their childer will maintain their new discipline set. In the event that they are from a clan with a Proprietary Discipline, they will require approval from both the Demon Coordinator and the Coordinator for their Parent Clan to keep that Proprietary Discipline in Clan. Baali with this Merit can pass for their original clan but are barred from leadership roles within the Baali. Finally, in addition to their ancestral Clan Disadvantage, they will also acquire the Baali clan disadvantage.

Certain Clans have special out of character rules for what we in OWbN refer to as Perfect Infiltrators. This merit is not a shortcut or a way to bypass the rules regarding Perfect Infiltration of those Clans. Any character that has been in play for less than two years (active time not to include time shelved or otherwise removed from play) will still be required to go through the normal process to be acknowledged as a Perfect Infiltrator. Characters that have been in play for longer than that amount of time merely need the Demon Coordinator's Approval to play a Baali in order to purchase this Merit.

The Demon Coordinator will be responsible for Notifying the Clan Coordinator of an Apostate from a Clan with Perfect Infiltrator Rules within 30 days of the approval of this merit.

Apostasy

So what is Apostasy? Simply put, it is the act of joining the Baali via a ritual of re-embrace. Now everyone knows that once you are embraced, you are the clan that your Sire was, or if you are very

unlucky, you're caitiff. This cannot be changed. Or can it?

With their entire cult present a Priest can exsanguinate another vampire and then pour their blood into the exposed and cut open heart of the Apostate. The cult chants the name of Ba'al as they worship him as the Priest speaks words so ancient that only the founders themselves remember their meaning.

As long as the Storyteller and Demon Coordinator have both approved this, all that is required is for the player to purchase the Apostate merit for their character. If a Storyteller staff wants a mechanic for something this significant they are free to use the optional rule below.

Because of the changes to character sheets and the methods of indoctrination, Baali Apostates who convert in play are required to sign a Binding Agreement with the Demon Coordinator's office.

Optional Rule for Ritual of Apostasy

Mechanically this is one of the hardest tests that a Priest character will throw. It is a difficulty of 25 traits minus one trait for each member of the cult that's present for the ritual. This is a mental challenge retesting with Occult. If the priest fails the challenge, the heart of the unfortunate subject immediately bursts into flame destroying them. The Priest takes six levels of aggravated damage minus one level for every five cultists present. Ba'al's displeasure at the poor choice has been made known.

Daimoinon

Simply put, no Baali, either True Blooded or Apostate, teaches Daimoinon out of the clan. There is no reason including their own continued existence that could tempt them to betray their blood thusly.

Combination Powers

As with other lineages, the Baali have developed some combination powers of their own. Furthermore, due to the ritual of Apostasy they have been able to acquire some few combination powers from other lineages. Characters will keep any Combination powers that they purchased Prior to Apostasy; appropriate Clan Coordinators will be notified of these disciplines at the time the character becomes an Apostate.

To teach a combination discipline that belongs to another clan specifically requires two things;

1. The Baali must be an Apostate from that clan;
2. The Baali must retain the highest required power as an In-Clan Discipline.

Should both of these requirements be met teaching the power requires the approval of the Coordinator responsible for the Clan to whom the power belongs.

I Am Legion

Daimoinon OOO, Obfuscate OO

See CB: Baali Page 47 for original text

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

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

questioning. The more important the service agreed to, the more lies the Demon will tell in the Baali's favor.

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

Cost: 12 Points (none listed in original text)

Lesser Rite of Summoning

Daimoinon OOOOO, Presence OOO

See Devil's Due Page 147 for original text

Taking an hour and spend five blood traits in the creation of a ritual circle. Perform a challenge of your Mental Traits vs 15 traits plus 1 trait per level of the Demon (as listed in the MET Sabbat guide), you can retest with Occult. If you know the True Name of your target the difficulty drops by 2 traits. You must know either the Celestial or True Name of your target to attempt to summon them.

If you succeed, a burning vortex of hellish fury opens in the center of your circle and the Demon appears. If you fail, you have wasted your blood and time but may try again. If you botch (see below) you may never attempt to summon this Demon again.

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

This ritual will not force the Demon to do your bidding, but you may bargain with it so long as it is willing to remain. Of course, nothing stops the Demon from attacking you from within the circle.

You may also create a Reliquary for the Demon to inhabit. Doing this requires another hour long ritual, spending another Blood Trait and a permanent Willpower trait. The difficulty is the same as summoning the Demon who would inhabit it. This creates a permanent (until destroyed) home for the Demon.

Cost: 20 Points (35 in the original table top source material)

Sharing the Queens Blood

Baali Specific Ritual

May only be learned by Brood Mothers of the Swarm

Once per year the swarm converges on its home hive. For six hours they chant and share blood ignoring all else unless it is a danger to the hive. At the end of the ritual, which must be presided over by a Brood Mother, the magic takes hold. Every member of the swarm that is present feels the fire of Ba'al's passion burning through them as they once more are renewed in their loyalty to the Swarm as a whole.

This ritual is relatively new to the Swarm, only having appeared in the last 300 years. A pack of sabbat were brought into Apostasy and their Priest helped to develop this ritual in conjunction with a former Tremere and based on their shared knowledge of Sabbat and Tremere rites. Only Baali Swarm Brood Mothers learn this ritual and the original priest who developed it gave his life to protect this secret from spreading to the rest of the blood.

Mechanically this should be treated as if each member of the hive develops (or maintains) a full, three trait blood bond to each other. But do not mistake it for that, it is something much more terrible. The swarm becomes the center of their world in a way that a single person never could, even with the blood bond. This bond is magnified exponentially as the swarm comes together. This ritual creates a loyalty the likes of which the via Hyron only reached for before it's creation.

A member of the Swarm found to be avoiding this ritual is immediately set up and destroyed by his fellows.

Selling your soul

This is what everyone believes to be the truth of the Baali. It's only partially true. Yes, Baali make pacts with Demons. Yes, they trade their souls for power. The difference between the Baali and everyone else is that the Baali do it in service to a singular being, who uses many names.

Baali Notification: Members of the Baali may enter a Pact with a final total cost of 6 and simply notify the Demon Coordinator of the specifics of the Pact. (Obligation, Frequency, Consequence, Aspect of Ba'al and what the Infernalist is given in return) see the Infernalism Packet 2011 for more information on Pacts and associated Rarities.

Some Common Questions

Are "Apostates" Baali for Rare and Unique Purposes?

Yes and they require the same OOC approval process as Embraced Baali.

Is The Alternate Identity Background Appropriate for Baali or Apostates?

Yes. Baali tend to infiltrate other clans in order to be able to work more safely in vampire held cities.

I'm an Apostate, what happens if someone uses a power to determine my Clan?

Depending on the rules your ST decides to use you will either test as "Baali" or "Unknown". You will not test positive as your Parent clan.

Credits:

Rob Beckett

Christina Bruckner (Sample Cult Cabaal)

Joan Mergillano (Sample Cult Servitors of the Void)

Trey Navier (Sample Cult Athenaeum)

Kyle Niedzwiecki (Sample Cult The Swarm)

Sam Swanson (Editing)

Zuri Grimm (Cover Art)