

MADISON BLACK CRUSADE HOUSE RULES

Updated October 2020
Written By: Shane Nichols & Dennis Hamand
Graphic Design & Artwork By: Caroline Berta

PRAISE CAINE



THIS IS A SABBAT RULES SUPPLEMENT
to be used in conjunction with The Western Shore House Rules within the game of
Madison: Black Crusade



CHARACTER CREATION

Sabbat Clans

All Sabbat Clans are open for play so long as they are not Rare and Unusual [R&U]. While all Sabbat Clans are available for play, it is still recommended that players speak to staff before they build their character, as the game may have too many of a given clan and the staff may ask the player to choose a different one.

Available Sabbat Clans

Assamite Antitribu*	Brujah Antitribu	Gangrel Antitribu (Including City and County)	Lasombra
Malkavian Antitribu	Nosferatu Antitribu	Panders	Ravnos Antitribu
Salubri Antitribu	Serpents of the Light*	Toreador Antitribu	Tzimisce

*-Will require a background submitted if it does have blood magic per Western Shore House rules

BACKGROUNDS

Haven

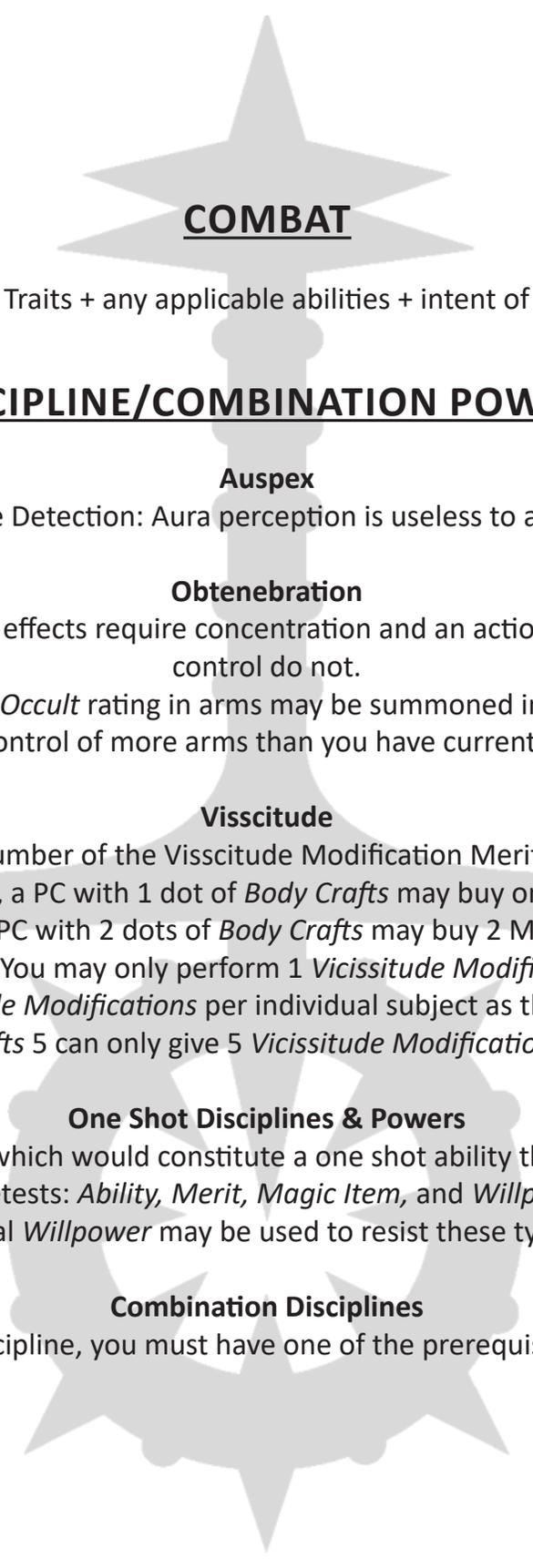
Here we will split this background into two groups. Personal and Pack. They will work the same except for the Pack variant; it will run solely upon the Abbot's sheet.

In order for you to utilize the Haven background on any level you need both the applicable skill and the background at that level. For example: For a Haven to have *Security* x5 you need both *Haven* x5 and *Security* x5. If you have *Security* x5 but, *Haven* x3 you will only be able to use *Security* x3. And vice versa, if you have *Haven* 5 but only *Security* x3. You will only be able to use *Security* x3

Influence: Per Dark Epics

Power Brokering

Upon taking this Background you must specify an Influence you will be using in conjunction. This will allow a player to boost their specified influence. 2 dots spent for a level 1 boosted influence action. Or 3 dots spent for a level 2 boosted action. But, it will be weaker than a full influence action. Once expended the background will take a month to reset, date is upon expenditure.



COMBAT

Initiative: Applicable Traits + any applicable abilities + intent of attack/weapon traits

DISCIPLINE/COMBINATION POWERS

Auspex

Aura Perception: Lie Detection: Aura perception is useless to accomplish this feat.

Obtenebration

Creating Obtenebration effects require concentration and an action, but maintenance and control do not.

Arms of the Abyss: Only Your *Occult* rating in arms may be summoned in a single action, you may not maintain control of more arms than you have current willpower.

Visscitude

A PC may only possess a number of the Visscitude Modification Merits equal to level of the *Body Crafts* Ability of the crafter (i.e., a PC with 1 dot of *Body Crafts* may buy only one *Vicissitude Modification Merit*, whereas a PC with 2 dots of *Body Crafts* may buy 2 Merits, etc.). Other Physical Merits do not have such a cap. You may only perform 1 *Vicissitude Modification* per month. A PC can only perform as many *Vicissitude Modifications* per individual subject as they have of the *Body Crafts* Ability.(i.e., a PC with *Body Crafts* 5 can only give 5 *Vicissitude Modifications* per individual)

One Shot Disciplines & Powers

Powers such as *Soul Steal* which would constitute a one shot ability that would take a PC out of play will be allowed the following retests: *Ability, Merit, Magic Item, and Willpower*. In excess of this in the interest of fairness an additional *Willpower* may be used to resist these types of powers.

Combination Disciplines

To teach a Combination Discipline, you must have one of the prerequisites as an in-Clan Discipline.

HAVEN RAIDS

Something the Sabbat is known for and does well is Haven Raiding. Here we will discuss how to defend your Haven and how that can apply to a raid.

Traps

You will utilize the *Survival* or *Crafts: Trap* ability. Which ability will depend on what kind of trap you are trying to set. For example a simple bear trap in the middle of a wooded area Haven the *Survival* ability will apply. However a spring loaded pressure plate before the front door would be *Crafts: Trap*. It will be ST discretion. Your ability will set the difficulty for the following: Discovery, Disarm, and Being Triggered. When created you will determine what the goal of that trap is, if triggered: Injure, maim, kill, or to be an alarm. Trap limits will be "common logical sense" based on haven size and location. Traps set and or made may then be augmented by supernatural means if you have something at your disposal. Common sense applies heavily here, as does limitations of powers (Aka traps that are touched by sunlight, as that cancels most powers/rituals etc.) Supernatural effects will take effect after the trap has been triggered, not before.

When creating, you will expend a *Survival* or *Crafts: Trap* ability to do any of the following:

- Retest against detection
- Retest to cause damage (once triggered)
- Bonus trait (which applies to detection, being triggered, and being disarmed)

Trap Challenges Break Down

Traps are discovered with:

(Mental challenge, retest Security)

vs (Mental Traits + Trap Bonus Traits, retest(s) if/when available)

Traps are Disarmed with after discovery:

(Mental Challenge, Retest Survival)

vs (Mental Traits + Trap Bonus Traits, Retest(s) if/when available)

Traps meant to injure, maim, or kill once triggered:

(Physical Challenge, Retest Dodge/Survival)

vs (Mental Traits + Trap Bonus Traits, Retest Surprise, other Retest(s) if/when available)
as an in-Clan Discipline.

INACTIVE CHARACTERS(IMPORTANT)

Players can shelve their own character at any time subject to ST approval, but once that character is shelved, it must remain shelved for at least six months unless the ST staff decides otherwise. Characters become inactive automatically after six months of no player contact with the ST staff and shelved after an additional three months of no player contact with the ST staff. They are still playable, but unable to spend XP. Characters become NPCs/Retired 2 years after the date of Shelved. Shelved characters may still earn Experience, by submitting downtimes of what your character is doing during time "out of play". However the *most XP* they may earn is 4 XP per month.

RITAE

(CONDENSED GUIDE FOR THE GENRE)

AUCTORITAS RITAE

ALLEGIANCE

Occasion/Purpose: Before a Cainite officially joins a pack

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff, Marks a vampire in question they've begun the process of joining the Sect

Reference: *Laws of the Night: Sabbat Guide pg 155*

- Bridges the gap between formal creation of a new Sabbat member and acceptance into a new pack.
- Defectors are under heavier scrutiny and often have tougher challenges to prove themselves (such as attacks on former comrades, presentation of highly valued information or enemy to the leaders of the diocese). Defectors are often kept under close watch by their soon to be sect mates to prevent spying.
- They must prove themselves familiar with the Sect's ideals and capable of acting effectively.
- Until accepted the Cainite in question stands at the back during Auctoritas Ritae, drinks last at *Vaulderie*, and cannot engage in discussions of The Book of Nod.
- Most packs have a secret mark on the recipient to ID someone who's begun to win acceptance.

THE BINDING (HIGH HOLIDAY)

Occasion/Purpose: Winter Solstice/December 21st

Caster: Overseen by Bishop or Archbishop, but can be done by a Priest

Mechanical Benefits/Affects: None/RP Fluff, Save for results of *Vaulderie*

Reference: *Laws of the Night: Sabbat Guide pg 140*

- All Participate, Typically Diocese wide if available.
- Ceremony opens with the Pack's interpretation of the Sabbat credo. A formal oath of allegiance to the sect is made as a reminder of why the Sabbat exist as they do.
- Ideally takes place near a body of water, otherwise a white cloth that represents the implacable nature of the sect. To flow around an obstruction, just as the Sabbat will one night find a way to surmount the Antediluvians.
- Ends with a *Vaulderie* and swearing of an oath to protect the Sabbat's secrets until Final Death.

THE BLOOD FEAST

Occasion/Purpose: Formal Gatherings, Celebrations, Before Major Battle

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: Doubled Blood Pool for the next three nights

Reference: *Laws of the Night: Sabbat Guide pg 141*

- Typical at formal gathering as a ritualistic meal where vessels are suspended and fed on.
- Typically 1 victim for every 3 Sabbat.
- The night of the feast ghouls or low ranking Sabbat prep a feasting location.
- A pack is formed or a hunting party, to collect humans or rogue vampires the night before the feast

and presents the catch to the highest ranking member.

- The official kisses the forehead of each giver of a victim, and hands the victims off to the assistants chosen to prepare the victims for the feast.
- After all guests have arrived (Don't be late!), the one holding the service conducts the rite and then everyone feasts.
- The presiding Priest, Bishop or Archbishop gets first pick.

THE BLOOD BATH

Occasion/Purpose: Palla Grande (Special), Minting of a Bishop or higher

Caster: Archbishop or Higher

Mechanical Benefits/Affects: Rising in political station of a Cainite (Positional Status for a Bishop[*Feared & Proven*] or Archbishop [*Feared, Proven, & Relentless*])

Reference: Laws of the Night: Sabbat Guide pg 141

- All Participate, Diocese wide, others are often invited.-Performed when sect leaders wish to recognize a Sabbat's claim/assignment to a title/position (Bishop, Archbishop, etc.) formalizing it.
- Most Sabbat refuse to recognize a new leader without this ceremony.
- As many Sabbat as possible who will serve under this new leader must attend. Without adequate reason, not attending is considered a grave slight to the leader in question.
- Priest begins conducting the rite, attending sect leaders and other Sabbat take turns kneeling before and expressing their endorsement of or allegiance to the Cainite, contributing to a large vessel/container with their blood. Often bathing the to be leader with their contribution.
- The newly titled Cainite gives praise and or advice to each Sabbat member present. Emphasizing benefits the Sabbat stands to gain from their wisdom.
- The leader then bathes in the blood in the pool/vessel, after which all vampires present drink from the vessel that was bathed in.

CREATION RITES

Occasion/Purpose: The initiation of a new Sabbat member

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: Grants the vampire receiving the rite membership into the Sect and the positional status of *Initiated/True Sabbat*

Reference: Laws of the Night: Sabbat Guide pg 142

- A new embrace/initiate must prove themselves to become initiated.
- The ceremony before the rite often varies.
- Those who have not received *Creation Rites* are not seen as 'real' vampires by the Sabbat.
- The rite is simply when the Priest touches a flaming brand to the Initiate's head and leads the Initiate in an oath of *Allegiance*. Immediately followed by a *Vaulderie*.

CONTRITION

Occasion/Purpose: When a Sabbat member offers a formal apology to an offended party

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff, Punishment

Reference: *Laws of the Night: Sabbat Guide pg 156*

- Sabbat members who've committed offenses against the sect confess their failings and accept any punishment short of Final Death. It is often said that this ritus is *given* to the offended, not taken. As this ritus does not work if the offending Sabbat is not apologetic for their transgression.
- Minor failures earn no more than a beating and unpleasant duties.
- Major offenses like breach of sect security might win dismemberment, but with enough blood to heal.
- Below are some common punishments for crimes in the Sabbat that are coupled with *Contrition* or become more severe without the offering of *Contrition*:

Crime	Punishment
Treason Against the Sect	Torture and dismemberment in whatever poetic fashion the 'judge' decides (Ex: Being thrown off buildings, Being drawn and quartered, Having limbs removed, etc.)
Murdering a Fellow Sabbat	Diablerie at the hands of the murdered Sabbat's pack or a pack of an elder's choice should the victim be an elder
Deceiving Sabbat Leaders	Burning or flaying
Revealing a Sabbat Secret to One Outside the Sect	Death by fire or a <i>Wild Hunt</i>
Failure to Respond to a Leader's Call	Branding or Mutilation (Often the Sabbat loses a hand)
Striking a Sabbat of Greater Station	Blinding, Mutilation (Often the Sabbat suffers several broken bones)
Associating with Camarilla members	1st Offense: Censure 2nd Offense: Flogging 3rd Offense: Staking or Death
Failure to Accomplish an Important Mission Assigned by Leaders	'Spite' Punishment, generally of the humiliating nature (Cutting off the nose, Branding of an 'F' on the forehead, Dashing out of teeth, etc.)
Displays of Cowardice	Blood Feast for fellow pack members, though the vampire is usually left undead to atone for himself.

FESTIVO DEL ESTINTO/FESTIVAL OF THE DEAD (HIGH HOLIDAY)

Occasion/Purpose: The entire 2nd week of March

Caster: Highest Ranking Priest

Mechanical Benefits/Affects: Winners of Games of Instinct gain the reputation status of *Militant* until next *Festivo*.

Reference: *Laws of the Night: Sabbat Guide pg 143*

- A celebration where all Sabbat revel in being a vampire. Each individual pack celebrates their own way, but typically socializes and gorge on vitae.
- Nightly *Vaulderies* and epic *Blood Feasts*. There are often mortals singled out for games.
- Little is considered taboo, rivalries are put aside and *Monomacies* forgotten during the celebration.

FIRE DANCE

Occasion/Purpose: Celebrations/High Holidays, Before Battle, At Caster discretion

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: Gain +1 Courage & Self Control vs Rotescheck against fire, One participant gains additional Social traits for having the most impressive feats of courage as dictated/awarded by the Caster (Number of bonus traits at ST discretion) for the night.

Reference: *Laws of the Night: Sabbat Guide pg 144*

- The Priest lights a large bonfire away from mortal eyes. Through chanting, drum beats or both, Sabbat enter a trance-like frenzy and dance around the flames performing various feats of acrobatics and courage by jumping through the flames. These flames typically have multiple rings for those of varying courage to leap through.
- The rite ends when the last Cainite participating has jumped through the fire.

GAMES OF INSTINCT

Occasion/Purpose: Celebrations/High Holidays, At Caster Discretion

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff, Experimentation/Displays of Prowess

Reference: *Laws of the Night: Sabbat Guide pg 145*

- Conducted by Priests to maintain the predatory edge of Sabbat members. There are *dozens* of these games and variant versions in existence/created. Below are just some popular examples:
 - *Boarding Party:* Begins by selecting a 'harbor' and 'ship'. Ship is usually controlled by a mortal. Take control of the driver's seat and bring the 'ship' to your team's harbor.
 - *Base Jumping:* Pick a building, pick a floor and jump off. Whomever walks away from the highest floor wins. Extra floors or 'points' from landing on and taking out a passerby.
 - *Bat Race:* Like Rat Race, but the victim is another vampire.
 - *Cattle Ride:* Corral a target car to a location.
 - *Cowboys & Indians/Cops & Robbers:* Capture or incapacitate as many of the opposing 'team' as possible.
 - *Capture the Ductus/Priest/Abbot:* Capture the opposing 'team's' leader as quickly as possible.
 - *Demolition Derby/Chicken:* Starting at opposite ends of a street or lot, members set their cars aflame and charge the other car. First to exit the vehicle loses.
 - *Dog Tagging:* Capture a werewolf and tag its ear.
 - *Rat Race:* Seal a mortal in a maze or building, give them a weapon to fight with. Participants

start at different ends of the maze/building and hunt the mortal. First to drain the mortal wins.
 - *Rousing the Beast*: Participants dig up a victim of a failed mass embrace, and must immobilize and destroy the victim.

MONOMACY

Occasion/Purpose: Caster/Challenged Discretion

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff, Potential Loss of a Character (NPC or PC)

Reference: *Laws of the Night: Sabbat Guide pg 147*

- The last resort to solve issues between Sabbat members. In recent years it has been encouraged that this ritualistic duel is only to Final Death, as it breeds resentment and has been abused for the slightest transgressions and issues.
- The Challenger must first approach a Priest to determine if the issue is worthy of such a serious rite. If approved, the Challenger then must approach the one to be challenged in person with a Priest present. It is in good taste for the Challenger to speak with a Priest that is not of their pack to lessen bias.
- The Challenger chooses the place and time. The Defender decides the terms (use of weapons, powers, etc.)
- A Defender can decline the challenge, however depending on the rank of the Challenger and Defender, it may result in a loss of reputation/status:

Status Difference	Cost of Declining
<i>Defender has less, equal, or 1 more status than Challenger</i>	Loss of 1 Permanent Status Trait
<i>Defender has less, equal, or 1 more status than Challenger, and no status to Forfeit</i>	Gain of 1 Negative Status Trait
<i>Defender has 2 more status than Challenger</i>	Loss of 1 Temporary Status Trait
<i>Defender has 3 more status than Challenger</i>	Can decline without penalty

- Priest starts and stops the duel, and abort the duel at any time. Even can declare the duel/reasoning as null and void after the fact.

PALLA GRANDE/GRAND BALL (HIGH HOLIDAY)

Occasion/Purpose: All Hallow's Eve/October 31st

Caster: Highest Ranking Priest

Mechanical Benefits/Affects: Non-Sabbat are under the effects of an incense that clouds their minds of the night, preventing them from remembering the festivities. The Archbishop's *Blood Bath* grants them various powers of the ones participating for the night and grants the Archbishop insight into the oncoming year for their area.

Reference: *Laws of the Night: Sabbat Guide pg 146*

- A celebration where all Sabbat revel in being a member of the sect. Re-enactments of Cainite history in the form of passion plays, *Blood Feasts*, *Games of Instinct* and *Sermons of Caine* are

commonplace. All of the ritus are performed away from non-Sabbat eyes to maintain sect security. The most renowned Priest opens the festivities, typically with a dramatic flair/in the form of a party in full view of the kine.

- Ghouls take care of cleanup and any loose ends are taken care of with death, Dominate or an embrace.

- A very special *Blood Bath* takes place on this night. Where the Archbishop baths in a large pool of blood of both kine and Cainite alike. Various rituals and incantations giving it a special gift to the Archbishop. At the end of the *Blood Bath* all Sabbat begin dancing of undeath to loud music and drink endlessly from the bath, hanging vessels and sometimes even each other.

SERMONS OF CAINE

Occasion/Purpose: At Castor Discretion

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: Laws of the Night: Sabbat Guide pg 149

- Reciting of passages, debates and discussions from The Book of Nod.

- Reminds the Sabbat of loyalty and ideology of the Sabbat.

VAULDERIE

Occasion/Purpose: High Holidays, Diplomatic Meetings, At Caster Discretion

Caster: Ordained, Pack Priest or Higher

Mechanical Benefits/Affects: Vinculum ratings go up to the participants

Reference: Laws of the Night: Sabbat Guide pg 150

- Ritualistic sharing and devouring of Sabbat members' vitae to strengthen the bonds to each other. This brings participants closer to each other, enabling understanding and preventing fights. It is common for a *Sermon of Caine* to be recited during this ritus.

- This ritus is used to break blood bonds, the one wishing to break the bond must put in at least 6 Traits of vitae and drain themselves down to 1 blood. Taking in 6 traits of *Vaulderie* consecrated vitae breaks one level of a single Blood Bond.

- Highest ranking member drinks and bleeds first into the chalice. It is generally considered an insult to the leader's authority to match or give more than they do.

- There are rumors that those of strong will can combat these bonds.

- These bonds never fade, even after Final Death.

- Those bound know the tug if something terrible has happened when one they are bound to meets Final Death.

WAR PARTY

Occasion/Purpose: Celebration, War

Caster: Bishop or Higher

Mechanical Benefits/Affects: Winners gain the temporary status of *Martial* until the next *Festivo*, *Palla Grande* or *War Party*. Only one Cainite however tends to win the Diablurie of the target.

Reference: Laws of the Night: Sabbat Guide pg 153

- Chief of the War Party is the highest ranking Priest.

- Consisting of multiple packs competing against each other to diablurize a Non-Sabbat Elder, they gather together and celebrate. Performing *Fire Dances*, *Sermons of Caine*, a *Blood Feast* and or a

Vaulderie. Standing before the packs, the Caster asks the Ducti “Do you come freely to war and do you take up this noble cause, never resting until the blood of our enemy is spilled?” The Ducti respond with “We do!” The identity of the target is then revealed and the packs revel and prepare for the hunt. Winners must present the Caster with tangible, physical proof of the death of the target of the hunt. Once the *Wild Hunt* is complete the packs reconvene and celebrate the destruction of the target.

- Packs that back out are often met with disdain, and sometimes even challenged to *Monomacy*.
- It's not uncommon for the hunts to last weeks or even months.

WILD HUNT

Occasion/Purpose: Betrayal to the Sect by a Sabbat Member

Caster: Highest Ranking Priest (typically with the support of their superiors)

Mechanical Benefits/Affects: Potential PC or NPC Death

Reference: *Laws of the Night: Sabbat Guide pg 154*

- When a Sabbat member and/or their ghoul/mortal ally has betrayed the sect this ritus is called. When this ritus is called, the traitor is no longer seen as Sabbat or a vampire. The *Destruction Ritus* usually is cast if the traitor is already before the caster or has been caught.
- It is considered bad form to kill the traitor before they are brought before their former pack and superiors. More often than not, they may be subject to the *Wild Hunt* themselves.
- Once caught the traitor and their contacts they are immobilized and staked; brought before the Ductus, Pack Priest and their superiors; the crimes of the traitor recited to them. Information is extracted from the traitor and their contacts via torture and other means. They are then re-staked and thrown onto a pyre by their former packmates, resulting in Final Death of the traitor and their collaborators. All while the Priest recites the Chronicle of Caine from The Book of Nod, to remind those present that unity is needed for victory and distrust makes such impossible. A *Vaulderie* is then immediately followed to re-establish that commitment.

IGNOBOLIS RITAE

There are countless Ignobolis Ritae in the Sword, some are pack, diocese, or faction exclusive. The following are the most commonly known.

ACCEPTANCE

Occasion/Purpose: Induction to a pack, Reaffirmation to a pack membership after leadership change

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 155*

- Marks an individuals induction to a pack, adoption of an existing Sword member separated from their old pack, or as a reaffirmation of the pack's membership after a leadership change.
- Each member of the pack welcomes the newcomer with a personal token (vitae, advice, favors, or other useful things.)
- Some packs do oaths where the newcomer acknowledges their debt to the pack and Sect. The members of the pack, in turn, take an oath to treat him/her as an equal, with the same rewards and punishments that they all face.

ASP'S BLESSING

Occasion/Purpose: At Discretion

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 158*

- The Priest raises a snake (almost always of some venomous species) before the pack and asks Caine's spirit to guide the snake's eyes and fangs.
- Each pack member then takes turns kissing the snake. If it bites back, the Priest then denounces the participant for hidden sins.
- Those who failed the test of purity are examined and are subject to *Contrition*

CONFESSION

Occasion/Purpose: At Discretion

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Player's Guide to the Sabbat pg 5*

- Pack members take turns bragging about their deeds.

DESTRUCTION RITES

Occasion/Purpose: Ceremonial Ejection of a Sword Member from the Sect

Caster: Bishop or Higher

Mechanical Benefits/Affects: Removal of *Initiated: True Sabbat* Status, Potential PC/NPC Death

Reference: *Danse Macabre - An OWbN Guide to Sabbat Status pg 25*

- Used when a member of the Sword has committed heinous crimes against the sect and is no longer worthy of being called Sabbat. *Only taught to Bishops or higher.*
- An inverse of the *Creation Rites*, the presiding Bishop or higher forces the member of the Sabbat on their knees before the diocese and violently brands them as a traitor to the sect and lists out their deeds against the Sword of Caine. At the end of the rite, the offending vampire is no longer considered a member of the sect and a Wild Hunt is typically called upon them.
- No simple use of the *Creation Rites* will bring the vampire back into the Sabbat. They cannot rejoin the sect unless they receive it from either the Bishop (or higher) that performed the *Destruction Rites* or they are welcomed back by the Consistory itself.

FAREWELL RITES

Occasion/Purpose: Extended Absence of a Packmember

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 157*

- When a pack member leaves the pack for an extended period of time their packmates take turns offering well wishes.

PACK CREED

Occasion/Purpose: Welcoming a New Pack Member, Changes/Reminder to Pack Ideals or Goals

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: Laws of the Night: Sabbat Guide pg 157

- The ideals and goals of the pack are announced to the members. Either when there are changes, welcoming a new member to the pack, or as a reminder of the pack's ideals and goals when members fall to the wayside.

STEALTH RITUS

Occasion/Purpose: Stealth Missions

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: +1 to Stealth Challenges

Reference: Laws of the Night: Sabbat Guide pg 157

- Packs about to embark on an assignment that requires silence or to test their discipline.
- Participants take turns biting or cutting out each other's tongues and spitting/throwing them into a fire. No damage is dealt that lasts, so expending a blood will heal the damage.
- In some cases the presiding Priest or Ductus keeps their tongue to give order while other members communicate via hand signals or other Disciplines.

SPILLING OF BLOOD

Occasion/Purpose: Pack Feeding

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: Laws of the Night: Sabbat Guide pg 157

- Packmates feed together from their respective vessels with a ritual acknowledgment along the lines of 'hot blood spurted forth from Abel at his time of death, sustain us for the will of the Sabbat.'

THE SUN DANCE

Occasion/Purpose: A Test of Endurance & Courage on the Night of a Full Moon

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: Laws of the Night: Sabbat Guide pg 157

- Tests endurance and courage, always takes place during a full moon.
- Participants wear frightening costumes and body paint to intimidate others. They dance from awakening to sunrise to a symbolic inscription of a fiery sun. They try to stay in the open for as long as possible.
- A *Blood Feast* generally follows the next night.
- Packs typically have bystanders to rescue participants who become too injured to seek shelter, to keep from pointless loss of brave and strong members.

TESTS OF PAIN

Occasion/Purpose: Punishment/Contrition, Show of Strength/Endurance to Select New Leaders

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 157*

- Challenges participants ability to remain functional in the face of severe pain.
- Used to help choose new leaders or as part of the *Contrition* rite as punishment. There are nearly infinite trials that exist. Use *Courage* and *Self Control/Instinct* for tests when their resolves is in doubt.
 - *Trial by Stake:* Participant is staked to a wall through the chest (not the heart) where their feet can't touch the ground. They remain until sunrise or until they tear themselves loose.
 - *Trial by Fire:* Various parts of the participant's body are held to flame by the Pack Priest.
 - *Trial by Gauntlet:* Participant(s) must make their way through parallel rows of packmates who beat/attack them.

TESTS OF MIGHT

Occasion/Purpose: Training

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: Participants regain expenditures (Blood, Will, Traits, & Abilities, but expending items such as ammo or one shot boosts are lost) RP Fluff

Reference: *OWbN Commonplace Custom*

- A circle is drawn in the sand or a designated area of training is laid out. Here, Sabbat members can train or test each other before battle or Esbats without permanent loss of limb, blood, or will.
- Often used to settle petty disputes that don't warrant *Monomancy* and build bonds with packmates or other members of the Sword.

THANKSGIVING

Occasion/Purpose: When a Pack Remembers/Humble Brags About Exploits, Typically before an Esbat

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 156*

- Much like mortal's Thanksgiving, members of the pack get together, feed and each tells a story about their exploits. Beginning with 'I thank Caine for his favor when I...' Then he recounts a recent accomplishment, aiming to show off. Exaggeration is routine in almost all packs that practice this rite.

TRUTH REVEALED

Occasion/Purpose: Testing the Honesty/Dishonesty of a Cainite

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: Determination of a Honest/Dishonest Cainite/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 157*

- A Cainite under suspicion of dishonesty writes out a statement in their own blood. The Priest then burns the paper, usually in a ceremonial censer.
- White Smoke: Truthful Statement.
- Black Smoke: Dishonest Statement.
- The Priest makes a test vs. the subject of suspicion (*Occult or Rituals*, x3 Minimum). If successful the ritae always generates the correct color smoke. (*It is important for a ST to be present for the use of this ritae.*)

WELCOMING

Occasion/Purpose: Welcoming a Pack

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: None/RP Fluff

Reference: *Laws of the Night: Sabbat Guide pg 156*

- Whenever two packs meet for a shared task or a nomadic pack enters a city, a neutral space is established to get acquainted.
- Each member names themselves and their home. Members whom have grievances with the other pack members can come forward with them and the Priests and Ducti attempt to mediate and solve. Sometimes a non-lethal duel to solve it.
- Packs' leaders establish protocols for haven access and feeding grounds.
- All packmates the reaffirm their loyalty to the Sabbat, emphasis on individual liberty and united action. It is common for pack leaders to exchange blood, some even *Vaulderie*.

VISION QUEST

Occasion/Purpose: Seeking Advice, Direction

Caster: Pack Priest or Higher

Mechanical Benefits/Affects: Plot Hint/RP Fluff

Reference: *Players Guide to the Sabbat 2nd Ed pg 5*

- In some packs, if an individual wishes to become a leader or simply seeks advice, she also must go on a vision quest.
- Similar to the Plains Native Americans, the Cainite must go alone to a desolate spot. There they must fast, drinking only enough vitae to avoid torpor. They must pray constantly, meditate and mutilate themselves to induce a vision.