

OWBN GUIDE TO

The Baali



VAMPIRE

THE MASQUERADE



Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission.

All rights reserved.

For more information please visit worldofdarkness.com.

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

2026. Todd Rix, *Demon Coordinator*

For Contributions to the Materials within, a Special thanks to the following

Adam Satori, Brian Orlando, Brienne Frost, Dave Neimetiz, Kevin Bingman, Lex Lopez, Matt Grinnell, Michael Flickenger, Nny Casil, Pumpkin, Rob Beckett, Rob Spaulding and Tauney Kennedy!

OWBN GUIDE TO THE BAALI

- Disclaimer -	3
Clan Baali.....	4
Infernalism and the Baali.....	6
History of Clan Baali.....	8
Baali In the Modern Nights	13
Locations of Great Purpose.....	16
Figures of Terrible Significance.....	17
Baali Apostates & Servants.....	21
APOSTATES.....	21
ANGELIS ATER.....	22
THE VENICTI	23
D'HABI, THE ETERNAL SUFFERERS	24
Wells of Sacrifice	25
Structure & Organization.....	29
BROODS OF THE BAALI:.....	29
CULTS & HERESIES OF THE BAALI:.....	34
New & Updated Mechanics:.....	37
Abilities.....	37
Baali Lore:.....	37
Demonology:.....	42
Plague Breeding:.....	43
Heresy:.....	44
Backgrounds.....	45
WELL OF SACRIFICE.....	45
BAALI REPUTATION.....	48
INFERNAL RELIC.....	49
CULT.....	51
INFERNAL RETAINERS.....	52
DEMONIC RITES.....	52
Merits and Flaws.....	54
MERITS.....	54
FLAWS.....	57
Disciplines.....	59
DAIMONION.....	59
STRIGIA.....	69
MALEFICIA.....	71
COMBINATION DISCIPLINES.....	73
DAIMONION COMBOS.....	73
NON-DAIMONION COMBOS.....	75
ANGELIS ATER COMBOS.....	75
Morality Paths of the Enlightenment of the Baali.....	76

- Disclaimer -

There are few genres more divisive than the Baali. Every single source book that mentions them as playable options makes it very clear that this is the case – and that is even more true in One World by Night.

Baali players are *going* to encounter player conflict. It may not often be combat, but ultimately Baali players need to be aware of the fact that they are antagonists to the majority of Org play. This packet trusts the capability of Storytellers and Players to be responsible adults and remember: This is a Game. Real Life comes first.

The Baali elders and profane masters they serve benefit from the continued existence of vampires. Killing them, even if they are enemies, is frowned upon. There's nothing against causing them no end of misery of course, but Baali *players* should remember that they are not their character. Quite simply – don't be an asshole.

For the record, this goes both ways. Baali players aren't their characters, and just because the Baali perform diabolical and unspeakable acts does not mean the player is some sort of immoral heathen. For the demon hunters, Josians, Inquisitors, and generally rational Kindred that despise the Baali: be kind to your fellow player.



Clan Baali

Throughout Cainite history, the Baali are a clan that has repeatedly been thought to be wiped out, yet they always return – a blight on creation that refuses to be extinguished. While other clans might focus on survival or power, the Baali are a proud bloodline that have always looked beyond trivialities. They have spent centuries propagating the myths of their own demise; melding into the shadows or infiltrating other Clans, watching and waiting, seeding their agendas. The clan's own history has long ago proven that the greatest threats to its survival are its own schemes and machinations. The clan has become fractured over the centuries, splintering away little by little from the mainline practices of the three original lines of descent. In each of the splinters of the once-whole clan, you can find traces of the three guiding principles that brought the First Tribe from obscure darkness to power that even the Antediluvians feared... and found themselves powerless against.

The Baali, to the last, are reviled and hated by Cainite and Kindred alike. It is no wonder why, given how many atrocities they are responsible for; Ashur, Crete, Mekan-Shapir, Carthage; the Baali are responsible for nearly half of the weapons clan Assamite has at their disposal, and the Salubri – or whatever is left of them – can likewise source much of their identity to the destruction of the Baali. Even among themselves, there is disgust and self-hatred. But the Baali do not care. To them, the world is a lost cause; a rotting carcass waiting to finally collapse under its own fetid weight. Without question, every Baali knows this to be true. To the Baali, the question isn't if the world will end, but how long until it does? Whatever variance exists in their perverse ideologies, it stems from this very question.

In this Packet, we explore that variance within the clan. The Baali are a clan with (at least) three Founders, and thus with three very different approaches to the inevitable end of the world. Though most are familiar with the Infernal and contemptible Nergali Baali which summon and bind demons for power and personal gain, there are other breeds of Baali which forsake this practice.

Below, storytellers and players of this genre can find the many faces, and cults of the Baali. These factions of the bloodline are intended to support the fractured nature of the clan, to flesh it out, and to add depth as its members strive for power and dominance in the World of Darkness. The below are the three main guiding philosophies of the Baali, as well as several sub-factions, or cults among the bloodline, and new mechanics to support existing material.

Additionally, this packet serves as an attempt to collect thirty years of version differences and conflicting timelines into a line of best fit for One World by Night, taking into account the Organization's unique history as well.

THE BAALI

This bloodline seldom operates openly, as not many would tolerate their existence - even before the Year of Fire. Members of the bloodline habitually masquerade as members of other clans. Almost to the last, however, the Baali are a proud group, loath to pretend to be what survivors of the Dark Ages term the 'low clans'. Perhaps this stems from the misconception that the first tribe gained its name from 'Baal' - the Sumerian word for Lord, used to obfuscate the names of their gods to keep other cultures from stealing them - or from some other malady born in the darkness of the bloodline's collective ego. Regardless, they tend to hide themselves among the ranks of others - or within the shadows, watching... and waiting.

Mechanics: Baali possess Daimonion, Obfuscate, and Presence as in-clan disciplines.

Additionally, their deep connection to the Words of Power discovered by the First Tribe make it easier to learn Dark Thaumaturgy or to fall prey to Infernalism. Of course, most Baali resist this call - especially ones with any intent on living to see the end of days.

Clan Advantage: Baali know the dark secrets and hidden lore that evade most others.

Indeed, occasionally this knowledge haunts them and keeps them up at night (or rather, day). They gain a free dot of Occult at character creation.

Clan Flaw: The power of Faith wounds the Baali. Deeply. Something about the profane nature of the First organ pit in Ashur has cursed all who descend from the First Tribe. When

challenged by True Faith, Baali must risk double the number of traits to defend. Usually, this means two total – but not always. Additionally, all Baali take double damage from True Faith.

Naturally, this means that all Baali are inherently weary of even the most unassuming holy object – though this doesn't mean they can't bear the sight of such things. It isn't so much that the mere existence of holy relics, a hung cross, or proximity to holy water inherently repels them... but honestly, who would willingly stick around something that has the potential to hurt that bad?

Infernalism and the Baali

The Baali view infernalism very differently than most other creatures in the World of Darkness. This varies greatly depending on which guiding philosophy the cult follows; Destroyer, Celestial, or Avatars of the Swarm.

For the Destroyers, it is not about selling your soul for power, it is about giving yourself in service to the old gods. What others call demons, they see them as servants of their divine patrons, part of the celestial order. They gladly serve their patrons as only devoted fanatics can. This philosophy can be traced back to Nergal's insane obsession with the infernal and his lust for power. Unfortunately, they have lost the perspective the Nergal granted them, and a thousand years of cognitive dissonance has warped this practice to something far from Shaitan's vision.

Celestial focused cults differ then the Destroyers in that they seek favor and services with their "divine" patrons and servants of their god; but they seek to enter into such agreements as partners, not servants. However, many creatures of the "divine" seldom like to part with their blessings without pacts binding their devotion. Much like the Destroyers, this approach to the Infernal stems from the teachings of Moloch – but has since become unrecognizable to anyone not familiar with the histories and ancestry of the Baali.

The cults of the Avatars of the Swarm understand more than most how to manipulate the finer tools of the old gods, but seldom dabble in pacts for giving too much power to the old

gods risks awakening them upon the world in their infinite hunger. With this knowledge, they spread the message of the old gods, seeding darkness and suffering to lull the sleeping ancients back into a deeper slumber. Oddly, despite being derived from the teachings of the Unnamed, these cults tend hold the most of the truth that Moloch was able to glean about the Children of the Outer Dark. Not that they know that, of course.

Despite Baali having a more pragmatic view of infernalism, and their proprietary discipline being deeply steeped in the profane, Baali PCs are not permitted to play as either Infernal Thralls or Diabolists, and may not benefit from Investments.



AREN'T ALL BAALI INFERNAL?

Not really, unless you're being reductive. The answer to that is complicated, as most things in the World of Darkness are. Strictly speaking, the powers of the Baali do come from a Hell realm – the Outer Dark, where the Sleepers reside. However, the Baali are not inherently Infernalists, in that they are not selling their souls for power. In reality, many Baali resent the idea of being reduced to the slave of a demon. They are heralds of a much darker power, which resides at the ends of creation itself. You will find no rules for Infernalism, Investments, or the Summoning or Binding of Demons in this packet. For those rules, see the OWbN ST Demon Guide.

History of Clan Baali

More than almost any other clan, the Baali are shrouded in mystery. The common clans generally accept the Baali as simply a collection of Vampires who have fallen to the Infernal, with no discernible origin. Among outside scholars, some may have heard stories of Ashur's Childer in the Second City, or even of the First Tribe. Those familiar with Shaitan have heard the stories of his rise to power and influence over the Clan and the profane. None of these stories are true, however. The truth is, The Baali are so ancient and so steeped in arcane secrets, not even they themselves know the truth.

Certainly it does not help that their oral and written histories have been almost completely destroyed on no less than three occasions. Besides that, Baali elders are notorious for hoarding forbidden secrets, True Names, and profane lore that many have literally *sold their soul for*. Surely some of the hoary Elders of Clan Baali know the true history of the Clan and their Founders – but they're surely not providing that information for free.

Given that they have (at least) three separate Founders – and that those descended from said three are so different – modern Kindred scholars find it increasingly likely that there are *several* origins for the Baali. This results in them being more like a disparate group of loosely associated vampires tied together by a common power rather than a clan that actually shares a distinct origin.

THE FIRST TRIBE:

Before Genesis, there was Nothing. Not simply an absence of creation, but a dark Nothingness which held alien, malicious beings. They were *potent* beings, which existed in a reality completely incomprehensible to anything that ever has or ever will reside in Creation. These beings had lived for eons in the blackness of night, only to be forced to flee the burning of the Light when creation began. To those beings, the Light was an anathema which drove them

from their dark sky and deep into the darkest pits of the earth. Within those pits they slumbered, hiding from the hated Sun.

Over time, a tribe built a great city upon one of these pits. The first people to discover the body of one of these gods lived outside of this great city, which was called Ashur. The name of these people – this First Tribe – has been lost to time, but their discovery changed them forever. Even with no name, the First Tribe left its mark irrevocably upon the world. They found the Sleepers.

While digging a well outside of the city, the First Tribe uncovered the desiccated body of a Sleeper. As the light of the sun struck it, the Sleeper screamed in agony, calling out to its brethren in a language that was old before time began as it died in the Light of Creation.

While the Child of the Outer Dark's flesh melted and its bones collapsed in the onslaught of sunlight, the First Tribe realized what they had found. The words and names that had been spoken burned themselves into the souls of all those present and forever changed them. They could hear the secret whispers that flowed into the night from the sleeping titans. They could sense the burning power that the names the sleeping being had granted them, even if they could not truly understand the language it spoke – or the consequences of such malformed approximation of comprehension.

The First Tribe was an ambitious and power-hungry collection of men. They sought out ways to petition these beings, using the names and words they had learned to entreat the Sleepers, stealing more and more power for themselves. However, this acquisition of power was not the exchange the First Tribe thought it was. As the Tribe stole power from the Sleepers, it stirred them from their slumber and began granting them a foothold in a reality that was previously toxic and lethal to them.

By the time that the First Tribe had realized their mistake, it was already too late. The Sleepers had begun to grow restless in their sleep, and their profane dreams began to spread to the mortal First Tribe. They spread a series of unspeakable nightmares, witnessing the beings rising from their earthen tombs, standing fully awake as eldritch deities of disease and misery.

In a panic, the First Tribe designed wells, in honor of the first Child they had discovered, and performed profane rites and rituals of sacrifice and bloody orgy so that they might appease their patrons and sing them back into blissful dreams. As time went on, the First Tribe developed more gruesome and bloody rites of degradation to better cater to their dark gods.

THREE FORGOTTEN FOUNDERS:

The Baali, like most clans, are so ancient that they have largely forgotten or intentionally obscured most of their own history. When Nergal, Moloch, and The Unnamed began pioneering the practices of the clan, they worked with forces with names that are lost to time – known in the Modern Nights as The Sleepers of The Outer Dark. The First Tribe did not worship or entreat Demons, in a traditional sense, rather these Sleepers. The exact identity of the Sleepers was likely a mystery even then, and certainly is so now. Regardless, the progenitor Baali spent a great deal of time studying these otherworldly forces.

Over time, the Progenitors' individual personalities shifted the priorities of the Broods. Moloch was particularly interested in a subtle, pragmatic approach to the entities of the Outer Dark, and the atrocities committed in Their name. Nergal, on the other hand, was particularly interested in their connection to the Demonic. Of course, no one really knows what The Unnamed was doing.

Unsurprisingly, the difference between the various schools of thought became more and more pronounced. Nergal's obsession with power became the obsession of all Nergali Baali, and they became increasingly concerned with the Infernal. After Nergal assembled the Baali under the banner of Shaitan in Mashkan-Shapir, the clan was forevermore associated with his specific ideologies. That the Molochim were so devoted to subtlety did not help assuage this perception, as the only ones educated enough to contradict outsiders had no desire to do so.

Even still, it was once common knowledge that Sleepers of the Outer Dark were separate beings from the Demons traditionally associated with Nergal's brand of Infernalism. Even the Nergali acknowledged, while conversely the Molochim acknowledged the usefulness of Nergal's approach – even if it was vulgar.

After countless wars and near-extinction events and the loss of so much of their history, the Baali no longer remember this distinction. The Nergali have been generational Infernalists for so long that even those who have not sold their souls for power hold the belief that the Sleepers are simply Demons by another name. Most Molochim have been without proper guidance for so long that they no longer follow the path set out for them by their progenitor. Only the oldest of the Baali and the adherents of Moloch's specific path retain this ancient knowledge. These Baali refrain from participating in the infernal, as they know the darkest truth – there is something worse than demons.

A DEEPER UNDERSTANDING:

Many Baali unabashedly traffic and barter with demons, fallen angels, and malefic spirits. To them, the world is dying; what use is morality? Still, they do their best to be the ones in charge of this relationship and control the negotiations from the start. To effectively do this, the Baali must understand Demon-kind on a deeper level than any other creature on earth. They are one of the few beings who care about the minute differences between a Fallen Angel and a grotesque Neverborn. They can see and abuse the subtle differences between Demons from Malfeas, and demons that are the dark reflections of the Malfeans.

To other clans – indeed, even other Demonologists – these differences are irrelevant. However, to the Baali, the Devil is quite literally in the details. Their power, after all, comes from these forces. Ignorance of these forces would condemn them to a uniquely embarrassing damnation, forcing them to deliberate in the careful delineation of what demon is what. This approach makes them uniquely qualified to be the most successful and competent demonologists in the world, and is the reason so many of them can negotiate effective infernal contracts.

Despite this, the Nergali Baali tend to forsake this deliberate process. Nergal himself was obsessed with the Infernal, and this ideology infested both his brood and his chosen priests – which would eventually become the D'habi.

THE D'HABI:

There are few existences more miserable than the D'habi have had. Back in the days of Mashkan-Shapir, they served as the chosen mortal priests of Nergal, sculpted and nurtured into the perfect servitors. Whatever purpose he had intended them to fulfill, his supposed death allowed the seven ancient Baali Orders to claim them as their own.

Of course, this may have been Nergal's plan all along, as his death was a facade – a fact known to the D'habi, and the D'habi alone. They continued to serve him, and when he rose as Shaitan, they acted as unwilling instruments and devastated any opposition that he may have had. Unfortunately for the D'habi, Nergal-as-Shaitan was defeated in Crete, leaving the D'habi truly without a master.

Whichever Baali covens managed to escape Crete took the revenant line in their service, ignorant of the critical role they played as Nergal's servants. Broken by the loss, the D'habi were then further crushed by the centuries of infernal debauchery that the Nergali Baali would subject them to. A few Molochim or Unnamed hives kept Nergali Baali, which were not forced to endure the same degree of horror, but even those D'habi became degenerate over time.

In the final nights, few of these deplorable wretches remain, and almost all of them that have survived are in miserable service to the Nergali Baali. There are a few who managed to take refuge with the Molochim and the Tzimisce in the Carpathians, and even fewer that have managed to escape or have been poached by those too ignorant to understand the mistake of doing so. D'habi that have escaped in this manner are bound to be destroyed – the Baali seek to reclaim their lost property, and outside clans would rather see anything even remotely associated with the Baali to be burned away with great prejudice.



Baali In the Modern Nights

[Lore of the Bloodlines p. 12-16]

For the longest time, the Baali stayed shrouded in the shadows, hiding from the likes of other Kindred looking to take them out. To Kindred Society, the Baali are irredeemable beings who are out to destroy the world with demonic legions and satanic thralls. The truth is, the Clan has evolved a great deal since Nergal and Moloch last roamed the earth. While many of the old stereotypes may ring true for the most ostentatious of Baali, the clan as a whole has grown with time.

For one thing, the Baali are not the rampant infernalists they were when led by Nergal as Shaitan. While it is true that there are many Baali who wish they could be open about their demon cavorting, all Baali know the risk of cavorting with the Demonic. True Infernalists who have sold their soul for temporary power are expected to be snatched up by their patron at any moment – devoured in an instant. The Baali are well aware that every demon they let into the world hastens the world's inexorable march towards doomsday, and their own death alongside.

Demons generally follow the commands of Baali because they fear the thing they have inside of them. The bloodline is potent enough to browbeat even the strongest demon into a cage of their design – one that the Baali alone has control over. It is not the worship of the infernal and sacrifices of fatted calves at an altar of sin that give the Baali their authority; Instead, it is the power of the First Tribe and the names of the Children of the Outer Dark grant dominion over the Infernal through fear and ancient pacts.

Of course, there are still those Baali who go overboard with their profanity. Everyone has to have their rotten apple, and the Baali prefer to have some of their apples as rotten as possible. Most covens of Baali have one or two fools among them who are carefully groomed into the icon of what other Kindred expect from the profane bloodline. They dress the part, talk the part, and for the most part they *are* the part, because that's what their clan has painted them to be. Other Baali often call them "Nergals", named after the most overtly infernal founder, and they are the boisterous ones among the Baali that the rest of covens put up as sacrifice. Once the

Nergal is killed by the Camarilla, the White Tower can pat themselves on the back for ridding the world of another horrible creature, and the search for the rest of us eases for a time. This scapegoat gives the real devils a chance to pay attention to what is truly important

REBELS LIKE LUCIFER:

“How you are fallen from heaven, O Lucifer, son of the morning!”

That said, the scapegoats and Nergalli aren't the only ones known to participate in theatrics. Many so-called Antichrists use satanic imagery to great effect. Dressing in lots of black clothing and demonic imagery evokes a strong reaction among Kindred and Kine alike, and it tends to amuse the Baali a great deal. While some are drawn to that kind of acting out everyday, others simply enjoy a night of rabble rousing and painting the town red when the mood strikes them. For other Baali, they participate in such antics as an anti-establishment “fuck you” to Kindred society and the others who have hunted them down for Millennia.

Consequently, a fair number of the more ostentatious Baali see themselves as rebels and free-thinkers. They are freedom fighters and the unsung heroes of a dying world. These Baali speak the unapologetic truth of the world, of the universe, of the death of all things, and convince others to join the bloodline — to become one of the few truly enlightened. The act of becoming a Baali is an act made fully of one's own will, and some Baali see this as the start of their new life as a truly free being. Not free from inevitable entropy and death of the world of course, but its something at least.

DARK ARCHAEOLOGISTS:

Despite the Nergali out in the world acting like mustache-twirling villains and the younger Modern Nights neonates acting like particularly edgy Brujah, the majority of Baali have more important business to handle. Summoning demons, especially the more powerful entities, requires a lot of preparation. This can include collecting the right sacrifices, obtaining magical relics, and the tracking down the locations of several types of remains. Meanwhile, more conservative cults of the Baali are hunting down the exact same relics in order to keep

them out of the hands of those who would misuse them. Between the two camps, the Baali are swimming in remains and archaeological digs for a large portion of their unlife.

This sends the Baali on dangerous voyages around the world in search of these items and places. Not only do they find the mausoleums and artifacts they seek, but the luckier Baali often find ones we never dreamed of encountering. In recent nights, the Baali have unearthed two separate tombs containing ancient mummified sarcophagi of “cursed ones” – a euphemism for husks that contain fragments of a demon’s soul. Some Baali believe that finding just one more will mean the summoning of some sort of powerful Demon of Lies. Other great and terrible items located recently include fragments of the names of various Sleepers, Earthbound Reliquaries in the Amazon, and bloodstained Infernal Relics throughout the United States.

COVENANTS OF OLD:

There exist yet other Baali, who have somehow managed to retain their ancient identity as keepers of profane secrets and forbidden names. These Baali, more than any other, despise Infernalism. They recall the story of Ashur: a scholar, wanderer, and sorcerer seeker of knowledge. Their legends tell of his travels to the four corners of the world, and his return to the Second City with a Boy of unspeakable beauty. Ashur described this child as the survivor of some demon-worshipping tribe, a description shockingly similar to that of the First Tribe which the three Baali progenitors are allegedly from. This Boy is said to have spread the practice of Infernalism throughout the Second City like a disease, to such a degree that these Baali believe that he is to blame for their collapse. They know the consequences of freely consorting with the Infernal.

Baali of sufficient age – or younger Baali that happen to share their mindset – often outgrow their vulgar phase, provided they live long enough to do so. If they manage to make it without selling their soul or going out in a blaze of ebony flame, they tend to uncover enough of their clan’s secrets to realize the depths of their prior ignorance.

Locations of Great Purpose

The Baali are a clan with deep ties to the land they inhabit. Their Wells and Pits corrupt and twist whatever city they dwell in. They are also known to move, however, and have held many strongholds in the past.

MARKAN-SHAPIR: The golden city of the Baali – or perhaps, the black city. The original and most beloved stronghold of the Baali, it was where Nergal and the Baali reigned supreme and brought forth wonders to Mesopotamia. It was incredibly advanced for its time, but hid a vile darkness within its walls.

When Nergal discovered the location and identity of the Sleeper Namtaru, he sparked the First Baali Wars, leaving Mashkan-Shapir to be destroyed at the hands of the Lasombra.

Abandoning the ruined city, Nergal was presumed dead, and it has remained lost to the Baali since.

CHORAZIN: Nergal returned, of course; though, he did so under the guise of The Shaitan. He moved the center of his profane operations to Chorazin, the location of the sleeping Namtaru.

The defeat of Nergal-as-Shaitan at the end of the Second Baali Wars left the city in a state of disarray, allowing it to be claimed later by Azaneal and the Angelis Ater, also claiming the title of Shaitan. Both Namtaru and Azaneal remain here, slumbering torrid, awaiting a horrible apocalypse which the Baali seek to slowly usher in.

ASHUR: The Maw of Sleepers, otherwise known as the Great Well of Ashur. The pit that spawned the Baali. Here lays the oldest, most profane of all Wells of Sacrifice. The atrocities committed here have completely warped even the most basic laws of reality, making the place extremely dangerous.

TYRE: An ancient Lebanese city – one of the oldest cities in the world, in fact. Moloch himself called this city home, before he relocated to Carthage. When the Baali Methuselah Tanit

took control over the city, she purged it of any unsympathetic to her cause. To this day, the city remains a hot spot for certain Baali activities and acts as the headquarters for the Order of Moloch, who maintain sole vampiric control of the city.

CARTHAGE: Perhaps one of the most infamous cities in all of history to both Kindred and Cainite.

Figures of Terrible Significance

NERGAL: One of the original Baali founders, Nergal is responsible for the perception of Baali as Invested Infernalists who bed with Demons and Devils. He alone is responsible for many of the True Names used by Demonologists in the modern nights, and is *the* forerunner of Infernal practices.

Like his two Brothers, the origin story of Nergal is steeped in mystery. Little is known of the First Tribe, aside from their predilection for Infernalism and its almost complete eradication at the hands of an unknown Antediluvian. What is known, however, is the charisma and social grace that Nergal possessed after his Embrace.

What is also known is Nergal's ambition and hunger for power; he was self-centered and narcissistic; and above all, he was assured of his own perverse divinity. He desired the power of the Sleepers for himself, and was absolutely convinced of his ability to attain that power – arguably, he was also the most capable of doing so.

It is Nergal that is responsible for the Baali Wars and all of the subsequent consequences. It is his Brood and his ideologies that Kindred and Cainite alike have associated with Clan Baali for the entirety of their existence.

MOLOCH: Unlike Nergal, Moloch always preferred the academic pursuit of Demonology. He studied the Children of the Outer Dark in quiet, secluded cults and in secret societies founded in the dark away from prying eyes. He was a more carefully practiced Diabolist, a more careful Cainite, and more carefully chose his Childrer.

THE UNNAMED: No one knows much about the Unnamed third progenitor of the Baali. There are countless rumors about basically every aspect of this creature. One of the few known things about the Unnamed is that neither Moloch nor Nergal have any affection for their “brother”, and any mention of it to them was always met with scorn. Some theories purpose that the Unnamed is a female – often, these theories suggest Lilith as the identity, but occasionally a Second Generation or some equally unnamed Crone. A more common theory is that the Unnamed was a child slave brought to First City – though this theory conflicts with both Noddist traditions and the origin story of Nergal. An increasingly common idea is that the Unnamed may have been Embraced separately from Moloch and Nergal.

Much like Nergal is associated with the Destroyers and Moloch with the Celestials, the Unnamed is generally associated with the Hive. This association is particularly odd, given how little is known about the Unnamed.

UR-SHULGI: Possessing an unmatched command over blood magic, this ancient is one of the greatest threats to the clan. Baali records claim that Ur-Shulgi was Embraced during the Baali Wars of antiquity, and was active during the time of the Second City. Some rumors claim that Ur-Shulgi’s Embrace somehow involved the Baali as well as Haqim – though not a soul would waste their time listening to the ancient histories of a bloodline of Infernalists and demon worshipers.

ANGRA MAINYU: A famous Baali High Priest responsible for several blasphemous texts. Almost nothing is known about Angra Mainyu's identity, but many Baali revere him as the first high priest of Ba'al the Destroyer – more commonly known as Shaitan. Most Baali consider him to be separate from the being commonly referenced by the Lasombra, though it is possible they may share some common history.

AZANEAL: Ostensibly a 5th generation Baali, and creator of the Angelis Ater/Azaneali in the 11th century. The ruler of Chorazin, herald of Namtaru, and the instigator in a civil war that wiped out nearly every Molochim Baali. Azaneal possesses an amount of power incongruous with one of his supposed Generation, and posed such a threat to the Baali that the Order of Moloch were forced to renounce their oath against Blood Magic just to put his rebellion to rest.

He remains in Chorazin to this day, and many of his modern students and followers seem to think he has ascended to Demonhood. Considering his vast power and the vile energy surrounding that cursed city, it does seem particularly likely.

TANIT: Sometime spelled Tanith. The most trusted childe of Moloch, renowned for her knowledge of dark and ancient secrets. Despite the affinity between her and her Sire, she had no part in his involvement in Carthage. Instead, she stood behind to rule over Tyre – and with some effort on her part – became the sole ruler of that city until her fall to Torpor at Azaneal's hand. Responsible for much of the organization and dogma within the Order of Moloch, Tanit never fell to the moral degeneracy that had claimed her sire.

SAHAR-HANNIBAL: Current leader of the Order of Moloch, and grandchilde of Tanit. Born in Carthage during it's descent into madness, Sahar is one of the few Baali Embraced against their will. Sahar fled from Carthage and the influence of Moloch to stay in Rome with his Grandsire. He followed her to Tyre, and helped her in the ensuing wars against Settites, Assamites, and eventually Azaneal himself. After Tanit's fall into Torpor, Sahar took over the Order of Moloch and spent a great deal of time reforming and rebuilding the traditionalist Baali faction after the civil war.

After rediscovering the ruins of the First Tribe's original Well of Sacrifice, Sahar-Hannibal made several public appearances and made the Library of Tyre briefly available to diplomats of all sects who would aid the Order in dispatching infernal threats. Sahar continues to operate from Tyre in an attempt to build alliances for the coming nights; from Bahari, to Tal'Mahe'Ra Remnants, and even Banu Haqim. Anything to forestall the Children of the Outer Dark, Azaneali, and the idiotic descendants of Nergal.

MARY THE BLACK: Ma-ri-ah, a Baali Methuselah and contemporary lover of the Toreador Methuselah Mi-ka-il; better known as Michael. After Michael abandoned her to die in Ebla, she was partially resurrected as a Demon in mortal flesh, which then became embraced as a Baali. The resulting amalgam killed and Diablerized Michael during the sack of Constantinople, after which she fled to Tyre as a guest of Tanit.

Due to the complicated nature of her death, rebirth, and diablerie of Michael, there is some debate about whether or not the creature currently known as Mary the Black can truly be considered the same woman who loved Mi-ka-il back in Ebla. Her reputation as a member of the Decani certainly does not simplify matters.



Baali Apostates & Servants

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

In addition, the Baali are capable of enthralling mortals, ghouls, and revenants to their Profane cause. All who serve the Baali in such a manner are often warped by the torment they inevitably endure, even if their master does not directly serve any demonic patron.

APOSTATES

Baali are one of the few clans that possess the ability to create Apostates. Baali Apostates are members of other clans inducted into their ranks in a foul and brutal ritual of the 'second Embrace. Many who attempt the fell rite fail, their bodies simply adding fuel to the organ pits around which the bloodline enacts its dark rituals. This ritual of the second embrace alters those who undergo it, warping them as they rise from the dead a second time.

The point of this ritual is twofold – firstly, it allows the Baali to bolster their ranks without the need to fully embrace and train new Neonates; secondly, the Baali use this profane ritual to corrupt and turn those who hold power to their cause. The Apostates are patient – inexorably extending the bloodline's reach to give them greater sway and clout over their unenlightened brethren, manipulating them to serve the Masters', or Shaitan's will.

There is a notable curiosity with the method by which this Apostate process occurs: no Baali is Embraced against their will. The descent into depravity and debauchery must be a willing journey, with the trip into the Organ Pit being a final and deliberate step.

It is partially because of this Apostate Ritual that the Baali are so universally feared and reviled by the other Clans. No one is safe from the corrupting influence of these Devils.

There are generally two types of Apostates, and the processes to create said Apostates vary slightly in both method and result. Firstly, there is the traditional – though rarer – method of Re-embrace. This method can only be performed by elder Baali, but results in a mostly “pure” Baali. These Baali are basically indistinguishable from their peers, and suffer no penalties when among them. The other method of creating an Apostate results in a less pure Baali, which are more similar to their original clan. These Apostates make terrifying infiltrators and spies, but can be scorned by traditionalist Baali elders who view them as lesser creatures.

Mechanics: Baali with the **Apostate** merit may trade one of their original clan’s in-clan Disciplines for Daimonion. They retain their original Clan Flaw in addition to gaining the Baali Clan Flaw, and can generally pass as their original Clan with only minor effort. For more information, see the **Apostate** merit.

Baali **Re-embraced** using elder Daimonion are instead treated as Baali in almost every way. They lose their original Clan Flaw, swapping it out for the Baali Flaw. Likewise, their in-clans change entirely to the Baali in-clan – though they may occasionally swap one of their new in-clans with *one* of their original disciplines. Additionally, Baali created in this method are occasionally more potent than Baali embraced via traditional means. For more information, see *Lore of The Bloodlines* page 17.

ANGELIS ATER

This bloodline of the Baali was founded by Azaneal. He used his modified version of the apostate ritual to create his bloodline, bringing twelve others into the fold as his loyal disciples. From his seat of power at the heart of the Baali’s black Labyrinth in Chorazin, Azaneal sent out his Black Angels to spread his “divine” will, and to bring his judgment to those that fell from grace and refused to join the fold under his rule as Shaitan. It is rumored that the ancient and malevolent power seeks the birthplace of the Baali to obtain even greater power than he has tasted from within the black labyrinth.

As masters of darkness, the Azaneali often walk among the Lasombra unnoticed. The horrors they commit for their patron are shrouded in a sea of barbarism called the Sabbat. With their twisted forms of orthodoxy, they attract some among the Lasombra, as many of their perversions mirror those of the Sabbat in how they twist the Catholic faith. This has enabled the black angels to make some inroads among the pious, which was enough to ensure the bloodline survived the purges of the inquisition's fire in the dark ages.

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

Mechanics: Angelis Ater can only be created from Baali or Lasombra Apostates (other apostates do not work). They lose one of their in-clan Disciplines and gain either Daimonion or Obtenebration.

Clan Flaw: Infertile Vitae, cast no reflection

Clan advantage: Church influence 1, Demonology 1

THE VENIFICTI

[Rites of the Blood p. 120]

A powerful group of infernalist mages known as the Circle of Red warred with, and were nearly eradicated by, the Baali. The last and most powerful of this once dominant coven of wizards were forced to swear eternal loyalty to the Baali, swearing their knowledge and their souls into slavery in exchange for continued existence. Over the centuries, the mages have been used as servants and experiments. Now, they have become something else.

Physically twisted and laden with permanent investments, the Veneficti now endure as something close to revenants. They are semi-immortal, lich-like, feeding on will much as ghouls feed on blood. Hunched, leathery, and wrapped in tattered black rags, the Circle of Red practice the darkest rites of magic and protect the libraries within the fortress of Chorazin. Among the most prized texts of the Veneficti are five of the six infernal volumes of the Voleurs d'Enfer, a rival group of demonologists from the Dark Ages. They still seek the final, and most powerful codex, which disappeared shortly after the death of a famous infernal thief named Artaud de Pontmolain.

D'HABI, THE ETERNAL SUFFERERS

[Ghouls and Revenants p. 91]

This rare revenant line traces its roots to the early days of the Baali, serving the clan as priests and mortal agents. D'habi are most commonly found among the nests of the Orphaned and the Black Angels. Their numbers have greatly dwindled; as many Baali have abused or neglected the bloodline cultivated by Nergal, who used them to spy or assassinate rivals when he returned and rose to power as the Shaitan. Many of the surviving Baali have used the D'habi as lab rats for experiments with plague and similar nasty affairs; deviant and perverse violations, cannibalism, and other detestable and warped actions. Often they are used as vessels for demonic possession, or forced into infernal pacts. This mistreatment caused the D'habi to become one of the more degenerate Revenant lines. In the modern nights those few who remain seldom maintain their humanity for long as they serve as cult priests, experts on Cainite history and purveyors of the rare and unusual occult. Due to the experiments and corruption visited upon the line their disciplines can vary.

Disciplines: Presence, Obfuscate/Dominate, Daimonion

Weakness: Weak-willed.

Wells of Sacrifice

[Black Hand – Guide to the Tal'Mahe'Ra p. 102]

Whether orthodox Hyronist hive or heretical infernalist nest, the center of every consecrated Baali ritual space is the Well of Sacrifice, to which all things are offered, be they libations of horror and suffering to soothe the Sleepers in their tombs, or the fruits of cruelty to purchase gifts of infernal power. The oldest and most traditional are actual wells, deep shafts bored into the living earth so their lullabies reach the minds of the sleeping Children more easily. Supplicants fill these wells with both the mortal remains of the sacrifices offered to them and the trapped and continuously reinforced psychic agony of those who perished there. The symphonies of horror and torment that still ring in these places echo not only through the physical world, but also gouge deep scars into the spiritual substance of the Shadowlands.

HOLES TO THE END OF THE WORLD

According to the ghosts who serve the Tal'Mahe'Ra, these scars (called “nihils”) are where an all-devouring power wells up and taints all that it touches with madness. Fortunately, only a bare handful of truly ancient Wells of Sacrifice continue to exist — the ages have driven some to dormancy, and millennia of internecine and external conflict have led to the destruction of others. Mashkan-shapir's Great Well of Sacrifice was dragged completely into the Abyss by the Lasombra priests of Ereshkigal during the fall of that city to forces of the Thirteen. No remnant of it, physical or spiritual, has ever been found by any Baali, though many have sought it.

As the Legend goes, the Labyrinth-Well of Knossos was built in a great descending spiral carved by and with the nightmares of Namtaru. The eruption of Thera utterly annihilated the Labyrinth, and what little remains lies shattered beyond reclamation on the bottom of the Aegean Sea. The Nergali Methuselah Cybele took no chances when it came to the Tophet-Well of Carthage. The rites she crafted first severed Moloch from the power he could summon from it, and then imploded it in on itself, its remains lying sealed beneath the same binding of blood and salt that held the city's fallen ruler-lovers. The Iblii-al-Akbar of Damascus was believed to

have been torn open and cleansed to its absolute destruction by the combined forces of the Assamite sorcerers, the Ray'een al-Fen, and the Salubri warrior Tzaphkiel al-Amin.

The truth is far darker – the Baali left them a fake to defile, only to lose the well in the modern nights when destruction struck the cainites of Damascus. Unfortunately, the greatest of the surviving elder Wells resides in the vast undercity of Chorazin the Damned, home of the infernalist cult known as the Angelis Ater. Its high priest and Shaitan, Azaneal, may well have attained the dark apotheosis lusted after by the Nergali for thousands of years. With stories of another such well having long grown fat in Mexico city.

The vast majority of all hives and nests do not enjoy the luxury of access to a pre-established Well of any age or degree of power, and must make do with what they themselves create. The barest acceptable form of Well is a shallow pit, dug into the earth or bored into stone, ringed in invocations and bound in wards, and consecrated with the blood of ritual sacrifices. They contain the flesh, bone, and entrails of those offerings, unless they have been ritually immolated to reduce the chance of exposure or otherwise repurposed for ceremonial use. There is power in the ash, in the bone, and in the braided hair and bloodied entrails. Many of the Baali, infernalist or otherwise, are skilled at the divinatory art of extispicy; the Order of Moloch in particular honors their necessary victims by making as much use of their sacrifice as possible, employing their remains for augury and the construction of ritual implements.

Physically shallow though they may be, the accumulation of ritually focused energies within gives the Well a spiritual depth completely out of proportion to its actual size, sinking through many veils and thresholds and boundaries like a dagger-thrust to its true purpose. For infernalist cults, Cainite or mortal, this purpose is communion with the dark masters to whom they have offered their souls in exchange for power. It is here that the diabolist enters into the corruption of her own being, spilling sacrifice into the maw of darkness and taking on the tasks demanded by those she serves, in return for a create.

THE LOST WELLS OF SACRIFICE

Once upon a time, the Baali were a much larger, much more powerful bloodline. In Mashkan-Shapir, between the Tigris and the Euphrates, the Great Whore Nergal ruled openly

as a god-king. In Carthage, Moloch the Defiler shared both the bed of his Antediluvian lover and the reins of governance. In a thousand cities spread across the face of both Europe and the Near East, Wells of Sacrifice lay as part of the eldest foundations. The vast majority of these Wells no longer exist except as a faint and fading echo of depravities past, lingering just at the edge of perception for mortals and Cainites alike.

The Wells of Sacrifice are, in a sense, alive. Without a cult of worshipers to continue feeding them and maintaining the self-reinforcing mystic feedback loop of palliative suffering, they can effectively starve to death, reduced to a mass of stained and crumbling brickwork filled with the remnants of a forgotten, barbaric past. Such Wells can be coaxed back to life by sacrifice, offering a path of least resistance for infernalist cults who would otherwise have to go through the laborious process of creating and consecrating their own ritual ground.

The Order of Moloch makes a point to complete the destruction of any moribund Wells that they encounter and cannot claim. They extract any human remains for their own ritual uses, remove or efface any inscription containing a genuine Name of power, scour whatever remains in fire and water and, if pragmatic, implode the physical bore of the Well itself before sealing any remaining aperture with wards of a particularly lethal and unforgiving nature. Even so, most of these “lesser” Wells are only a few hundred years old. Truly ancient lost Wells are prizes worth fighting and killing for, regardless of circumstances. The First Well, the Great Well of Ashur the Fallen, has been the unholy grail of the Baali since the bloodline’s diaspora. Any living memory of the city’s physical location was lost with Nergal and Moloch, though many believe it lays in the high plateaus of Anatolia or the highlands of what is now northern Iraq.

The Mouth of Hell is the mobile pit-hold of the ship the Dark Magister, consecrated with artifacts taken from the depths of Chorazin by the Azaneali priestess Arishat, and has been missing for centuries. It is only recently that advanced underwater salvage technology has made finding the wreck of the ship possible. What remains of the Dark Magister lies in multiple pieces on the bottom of the Caribbean Sea near the Cayman Islands, with no lingering psychic trace of the Well among its physical wreckage.

The Baali have a long history of performing their dark rituals around wells or pits hidden in places never touched by the light of the sun. Many of the bloodline have long forgotten why the first tribe ever adopted the foul practice, but even the youngest cannot deny its power. Baali Pits are locations – filled with the corpses and disembodied organs of sacrifices – around which all Baali, regardless of creed, gather to perform their high rituals. These wells serve as focal points for Baali culture and the oldest ones are sacred sites to the bloodline.

Many of the younger Pits are pale shadows of the most ancient wells. Nevertheless, the corrupt blessings they provide to their devoted servants are potent still. When a new childe is selected, their sire will drain them and cast them into the Pit to seek out a heart filled with the would-be sires blood. This tradition ensures that only those who have the requisite Will become members of the Blood. Likewise, would-be Apostates take the challenge in groups. Taken and drained near to Torpor, the supplicants fight over and claim the organ that contains the vital prize of blood they seek. Many would-be converts fail to rise again from the pits. There are rumors of cults having their own rituals built off these traditions for embracing their followers, but they are shadowed in secrecy.



Structure & Organization

Despite their outwardly disparate nature, the Baali are surprisingly organized. Between the structure of Covens and Cabals, the hierarchy of those groups in relation to each other, the different founders, cults, and secret orders, there is a lot to keep track of. Of course, a Baali could choose to ignore this structure – excepting the need for small personal coteries – but they would likely fall to destruction, wassail, or demonic possession after too long on their own.

Cults and Broods of the Baali

The Baali are a very secretive clan with often different core beliefs of how to seek and understand the truth of the world. While cults typically follow a core belief system set by the guiding philosophy of the cult. Some Baali have been known to break from the mold seeking truth in their own way and following a different philosophy. All Baali trace their lineage to the one of the three Baali progenitors: Nergal, Moloch, and the Unnamed. The lineage a Baali hails from colors and influences their perception of the Clan, their relationship with the Demonic and Infernal, and their relationship with outside clans. It is the means by which they have been taught their history, and the lens by which they view the truth. More than anything, their Lineage affects how a Baali PC will play.

BROODS OF THE BAALI:

The three broods of Baali have a complicated identity. When Moloch and Nergal still walked the earth, their Childer followed their will and paradigm almost without fail. During the First Baali War, the majority of the Baali gathered under the banner of Nergal. With his defeat, the Baali were left on their own until about 3500 years ago when Shaitan gathered the Baali together once more for the Second Baali War. During

this time, the identity of the Baali became muddled further, as Shaitan spread misinformation and propaganda among them to support his claim as their true master. With his destruction and the scattering of the Baali, their various views and philosophies became even further diluted at dissonant.

By the time the Dark Ages came around, the Baali philosophies had warped to something largely unrecognizable. Were Moloch or Nergal around to see how their Brood had strayed, it is likely that they would have corrected the course – but both lay in Torpor for thousands of years. Thus, the Baali spent all of the Dark Ages infecting and creating little cults throughout Europe. Neonates became increasingly obsessed with their own individual Orders and less interested in the traditions of the clan – a worrisome development for the Elders of the Clan.

This culminated in a bloody civil war between a group of upstart Baali neonates led by Azaneal, and a group of traditionalists led by Tanit. After a *third* scouring of Baali culture from the face of the earth, what is left of the Baali identity in modern nights is shared in the hushed whispers of oral traditions and fragments of whatever shreds survived various wars.

THE NERGALI:

Whatever you expect of the Baali, these profane creatures are. Though perhaps they are not all the accursed Infernalists as their reputation suggests, they are nonetheless depraved demon-children who have followed the teachings of Nergal for so many generations that it is ingrained in their very blood. They Embrace or Apostate only the most vile of people, or the most desperate.

After so many people have held the title of Shaitan and failed, the Nergali Baali have little in the way of true leadership – not that a leader would do them any good anyway. They are far too power-hungry and egotistical to listen to any but their Sires and Demonic patrons; and even then, they do so with a sense of indifferent contempt.

These Baali can all trace their lineage back to Nergal either by embrace or by the apostate process. Many of the older Baali embraced into this Brood remember stories about Mashkan-Shapir, the Shaitan, and enslaved D'habi revenants.

IN THE DARK AGES: THE DESTROYERS

In the Dark Ages, the Nergalli were known as The Destroyers; and they were *feared*. Often derided as mindless maniacs, the Destroyers seek to reduce Creation back to the infinite darkness that was before God created light. That is what they say about those that followed Nergal into the Black Labyrinth. For who can know the mind of a Methuselah that touched the face of one of the sleeping children. Many of the destroyers of old earned their place within this grouping by following Nergal in the first two Baali Wars. With the great father having disappeared from the cursed world once more, many have fallen to torpor or fractured into their own cults and practices. Those that remain often refer to themselves as Orphans, given their then-recent loss of progenitor. These Baali seek to revive the practice of calling the true names of the Children to grant them power and raise them above all others as True Baali: lords of this world and the worlds beyond.

THE MOLOCHIM:

Moloch's brood have always been far more subtle in their machinations. They benefit greatly from having never bought into the obsession with the Infernal that the Nergali had, and have managed to fly under the radar of a great many so-called "infernal hunters" that have slain so many other Baali. Part of this may also be due to the Tzimisce, who saw something darkly familiar in the scholarly ways of the Molochim. Some of the older and more ethically ambitious Tzimisce in the Carpathians have been offering the Baali refuge since the Dark Ages, so long as those Baali can stay tidy and out of the way.

Still, not even the Molochim have managed to avoid falling off the path to a degree. Much like the Nergali, they suffer from a lack of solid leadership – especially after the death of Moloch during the year of fire. Moloch's rage and subsequent mental breakdown prior to his

final death shook the Molochim to their core, in some part validating the profane attitude of the Nergali. Even before this, though, there were Infernalists in the Molochim; their restraint in such matters is a matter of pragmatism, not morality.

Though the Molochim do not often practice infernalism, few of them recall the reason why. Only a select few adherents to the oldest of ways, led by Sahar-Hannibal, remember the truth of the Sleepers of the Outer Dark. The rest of the Molochim simply keep to the ways of their progenitor because it has always been their way, nothing more and nothing less.

These Baali can all trace their lineage back to Moloch, and are less inclined to apostate existing Kindred; though, they are not diametrically opposed to the process. Older Baali that belong to this Brood remember the old ways, and may be some of the most vehement opponents of Infernalism as a practice.

IN THE DARK AGES – CELESTIALS:

Members of this Brood were most commonly referred to as Celestials in the Dark Ages. The advent and increasing rise in popularity of Christianity had over time shifted the paradigm of ancient Molochim beliefs to take on something of a Gnostic approach.

These Baali seek to unravel the secrets of the Cosmos to achieve apotheosis. Many of the blood of Moloch were drawn to this tradition, believing that in understanding the secrets of the world one might come to rise above it and surpass the Cainite condition. Stories exist among the Baali of those who obtained the cursed coins of the Decani and usurped their power and claimed it as their own. The allure of understanding the truths of this world and the power of the names of the Children is somewhat tempered by the dangers of such knowledge. They forsake traditional ideals of “good” and “evil”, or “heaven” and “hell” - instead seeking greater secrets. While many of those who are among the Celestials traffic with Hell, most reject the practice; their pride renders them loath to enslave their will to any dark Master but their own.

THE UNNAMED:

No one knows much about the Unnamed third Baali progenitor. Some Baali scholars even suggest that the Unnamed is not one person, but two or more. Others claim that the true identity of the Unnamed is that of powerful member of a rivaling clan. Truthfully, no one really knows anything about the Unnamed. It certainly had Childer, but its Brood has stayed largely away from the rest of the Baali. Many claim that some of the more inhuman and insectile aspects of the Baali – including the Road of the Hive – come from this Brood. Regardless of the truth, the progeny of the Unnamed are a uniquely odd collection of Cainites, with strange proclivities.

IN THE DARK AGES – THE AVATARS OF THE SWARM:

During the height of the Baali menace in the Dark Ages, the Unnamed Brood were not much different than they were in Modern Nights. That is to say, they were just as inscrutable then as they are now. Unlike the other Orders and Cults – which still live and function within society, despite their distaste and/or outright scorn for the world of the living – This cult takes an utterly alien view of the world, valuing any and every mortal solely as a means to propagate the Swarm. They have a primal link to insects and other vermin, often filling their undead bodies with multitudes of them and using their ghoulded vermin servants as means to draw mortals into the Swarm. They also entertained a small branch of the Cainite heresy named the *Swarm of Samael*.

In addition to the three guiding philosophies among clan Baali, there are a number of canon and OWBN-exclusive cults of the Baali; from the dominant major cults to the many minor cults that have come into being over the long history of the clan. These sub-sects and cults generally trace their origins to the Orders of the Dark Ages – though even these Orders truly originate from the Baali attempt to reorganize after Shaitan's defeat in the Second Baali War.

CULTS & HERESIES OF THE BAALI:

BLACK ANGELS: The Keepers of Chorazin and followers of the new Shaitan that guides the way from the Black Labyrinth. This group, though small in number, is one of the greatest cults of the Baali; even the childer of the bloodline's founders tremble in fear of these legends. For they are the keepers of the Throne carved from the bones of the Children and upon the sleeping corpse of the One that many refuse to name. From the Labyrinth they have watched and waited while the world forgot a threat they believed to be long since buried and gone. Here Azaneal sits with his Black Angels. Having risen above the simple Cainite condition in the shadows, he spreads his reach to bring ruin to the children of Moloch that betrayed and bound his brood for a time, while bringing the whole of the bloodline to kneel once more before the one and only Shaitan.

Traditional paths of Enlightenment: Road of the Devil, Path of Revelations, Path of Evil Revelations.

THE ORDER OF MOLOCH: These are the cainites of the Baali that are often of Moloch's bloodline. Dedicated to keeping their more extreme clan mates in check and the sacred duty of holding back the darkness till it is the destined time. The world will end, the end is coming, but the sleeping gods of old must stay asleep till the time has come. While this brood is outnumbered by those Baali that chose infernalism and servitude to the dark gods. This brood is also the one that despite the failings of Carthage and the mistakes during the year of fire. They have access to the most extensive resources of knowledge on the nature of the demonic, infernal and the children of the outer dark.

Traditional paths of Enlightenment: Road of the Hive, Road of Sin, Path of the Hive, Path of the Hive of Cleansing.

SWARM OF SAMAEL: The Samaelites as they were commonly known, believed that the demiurge Ialdabaoth and God were both twin representations of a single being, the great beast Baal) also called Samael). Actions attract the notions of either head, so by dedicating oneself to traditions like Via Diabolis, one assured recognition for the end times. The Swarm of Samael, despite using the trappings of the Cainite Heresy, was not regarded as part of the crimson curia. Older Heretics often used the Samaelites as smoke screens and lighting rods to diverge attention from themselves to the more easily vilified Baali.

Traditional paths of Enlightenment: Road of the hive, Path of the Hive,

ORDER OF THE WYRM: This cult's numbers are few, but its influence is great; the deceptive nature of their Blood allows them to pass without detection as members of Clan Tremere. Infiltration of a clan as rigid and structured as Clan Tremere is no simple feat, and the cult keeps its numbers low least they are exposed and lose this potent tool granting them secrets to many mysteries, and an avenue to eradicate the enemies of the Baali once and for all.

Baali members of this faction require approval from both Demon and Tremere Coordinators.

CULT OF KUPALA: This small cult stretches back to the Dark Ages, when a well-spoken member of the clan traveled into the wilds of Eastern Europe and found the manifestations of the great Beast slumbering in the earth. To this Great Old One the Baali gathered a cult and gave praise, performing sacrifices and arcane rites in its honor. The first leader of this cult was said to be gifted with visions and insights that granted him great power. Stories tell of how he followed the Ancient's guidance to a Cathedral of Flesh and gave the greatest sacrifice, offering himself to the Old One. Without his guidance, this cult of the Baali fractured and lost its way, but there are those who to this night offer praise to the ancient Old One, seeking flashes of insight into Its great will. In the stories of the Cathedral and upon the land that bristles with Its power, the Baali saw the truth: that all flesh bends before the Old One's will; from before the Swarm, beneath the soil drenched in untold ages of blood, brews a disease that the Swarm has never seen before. **Baali members of this faction require approval from both Demon and Tzimisce Coordinators.**



NEW & UPDATED MECHANICS:

Abilities

Below are some mechanical suggestions for abilities commonly associated with the Baali. Certain abilities more commonly associated with the practice of Infernalism – such as Infernal Lore – can instead be located in the OWBN ST Guide to Demons.

Baali Lore:

Knowledge of the Baali is particularly difficult to track down. There isn't much left other than oral histories after two wars meant to eradicate the entire bloodline, a civil war meant to eradicate the more conservative Baali, the Year of Fire, and centuries of obfuscation and intentional destruction of records. Because of this, very few people actually have a good understanding of Baali history, with the exception of those who have a vested interest in it. Additionally, the histories and legends of the Baali are marginally different within the group as compared to interpretation of those exact same legends as told by outsiders.

For this reason it is suggested that Baali Lore be treated slightly differently for actual Baali, and they should be given slightly more specific information about events covered by Baali Lore.

*Each level of Baali Lore 1-5 for all Non-Baali is **Demon Coordinator Approval***

*Baali Lore 1-3 is **Notify** for Baali/Baali Apostate/ Angelis PCs and NPCs.*

*Baali Lore 1-2 is **Notify** for Jocastians, Tzimisce Clan advantage laws of the night, Lore masters of the Occult underground, Sabbat inquisition, Assamites, Josians and clan Nosferatu lore masters.*

Baali Lore	
1	<ul style="list-style-type: none"> • You know Baali are associated with infernalism, the worship of Demons for the purpose of gaining personal power • You believe there are almost no Baali in the modern nights, as they are a very rare bloodline after they were decimated once more in the Year of Fire • You have heard the Year of Fire referred to as the Third Baali War, though you are unfamiliar with the other two. • You believe that Baali are capable of summoning the fires of Hell and invoke fear in their victims. • You are under the impression that Baali congregate in small packs or coteries.
In-Clan	<ul style="list-style-type: none"> • You know that the Demons worshiped by your Elders are somehow different than what others normally consider to be a Demon. • You know that your bloodline has been almost wiped out by Assamites, Lasombra, and civil war.
2	<ul style="list-style-type: none"> • You understand that there seem to be three types of Baali, and that one of them is far more likely to be Infernal than the others. Each type of Baali is associated with a particular Progenitor. • You are familiar with the three Progenitors of the Baali; Nergal, Moloch, and an unnamed third progenitor. You are not entirely familiar with their <i>origins</i>, however. • You know that the Assamites specifically have a hatred for Baali, as do the Salubri. • You know that the Brujah used to have a close association with the Baali, though whatever alliance they once had has been long over. • Despite being a Bloodline, you do not think the Baali are descended from any of the modern main clans. • You have heard of Shaitan, who is the leader of the Baali.
In-Clan	<ul style="list-style-type: none"> • You are familiar with the term Molochim and Nergali, and know what it means to be one of those brood. • You know that the Unnamed brood are not organized like the Molochim and Nergali are. • You know the specifics of the Baali Wars, and the Civil War instigated by Azaneal.

	<ul style="list-style-type: none"> • You know that Shaitan is a title, and that it has been held by several Baali since their creation.
3	<ul style="list-style-type: none"> • You know the In-Clan disciplines of Baali, and are familiar with the general capabilities of the first five levels of Daimonion. • You have heard of Baali Apostates; members of other Clans that have somehow converted to become a Baali. • You know that not all Baali are Infernal, and that Molochim tend to frown upon the practice in particular. • You believe that even Baali that aren't Infernal have a connection to some ancient Demon because of the way the Bloodline was created. • You have heard stories of the First Tribe, the original city of mortals that the Baali progenitors hail from. This First Tribe worshiped a Demon that all Baali continue to serve to this day. • You have heard the speculation about the origins of the Baali, including attributing them to Salubri, the Tzimisce, Cappidocians, or even the Assamites. • You are familiar with Road of the Hive. • You are familiar with the Road of Sin, its various Paths, and it's creator: Tanitbaal-Sahar • You know what a Well of Sacrifice is, and how one is created.
In-Clan	<ul style="list-style-type: none"> • You are familiar with Elder Daimonion, as well as a variety of Daimonion combination disciplines. • You know how Elders create Baali Apostates, and have heard of a mystical method of doing it in the Modern Nights. You have have opinions about the legitimacy of such Apostates, and know some Elders consider them less than pure. • You know about the Sleeper of the Outer Dark that the First Tribe found buried in the dirt, and suspect it powers your Daimonion. • You have heard stories that some of the eldest Assamites are actually Baali, though you don't know which ones. • You know that the Order of Moloch changed the Road of the Hive to allow the practice of Blood Magic specifically to combat Azaneal's revolt. • You know that Wells of Sacrifice are connections to Children of the Outer Dark.

4	<ul style="list-style-type: none"> • You know the specific origin stories of Moloch and Nergal, and know the strange <i>lack</i> of an origin for the Unnamed. • You know the role of the Baali in Carthage, and Moloch's close association with a Brujah ancient named Troile. • You know Mary the Black, and her Diablerization of a Toreador Methuselah named Michael. • You know the specific timelines of the two Baali Wars, the civil war started by Azaneal, and the Year of Fire. You are familiar with each Shaitan associated with these events, and realize these probably aren't all the same person. • You have heard of the Children of the Outer Dark, also known as Sleepers. These eldritch beings are a specific type of Demon associated with the Baali. • You know some historically potent Wells of Sacrifice, as well as their location. • You suspect that Azaneal, the progenitor of the Angelis Ater, may actually be of the Second Generation. • You know about some of the various Baali secret societies, including the Order of Moloch, Order of the Wyrms, and the Cult of Kupala. You have no idea how active these societies actually are.
In-Clan	<ul style="list-style-type: none"> • You know a couple of possible identities for the Unnamed, but nothing concrete. • You know Moloch was in love with Troile, and that relationship changed his personality in some unpredictable ways. • You know Mary the Black died, and that the woman who currently bears her name is <i>technically</i> a Demon clone with her memories. • You know the songs and prayers given to the Sleepers which are meant to <i>keep</i> them sleeping. • If Azaneal <i>is</i> a member of the Second Generation, he's probably <i>also</i> a Demon of immense power. • You could probably contact a member of the various Baali cults or societies if you tried.
5	<ul style="list-style-type: none"> • You can name most if not all Baali Methuselahs, as well as their lineage and affiliations. • You know about the First Well of Sacrifice, and its role in the creation of Nergal and Moloch. • You know about the Child of the Outer Dark found by the First Tribe, and its aversion to

	<p>sunlight. You have heard the stories of the Words of Power it spoke when it made in its death throes</p> <p>.</p> <ul style="list-style-type: none"> • You know that Daimonion is not always infernal in the traditional sense. Its power comes from the screams of the Child as it died, and the taint inherent in the First Tribe's blood. You have formulated your own opinion on whether or not this is Infernal or not. • You have a reasonable amount of evidence onhand to suggest the
In-Clan	<ul style="list-style-type: none"> • You are certain you know who the Unnamed is. This terrifies you. • If the Sleepers in the Outer Dark ever wake, the world will end.

Demonology:

This is the study of the angelic, demonic, devas, devils, and otherworldly beings. You are familiar with the traditional western schools of thought. (diabolism, black magic, witchcraft) and possess insights into the practices of other cultures that fall outside the western schools of thought and how they pertain to the beings from beyond. With enough training in this knowledge you can be prepared to deal with the denizens of the other worlds, as unlike common dabblers of the occult or hearth wisdom what you know is found in the true secrets hidden in the shadows of the world (though only fools believe everything they see or hear from demons).

While you are theoretically capable of summoning Demons in this fashion, they are in no way bound to your will. Nothing stops a demon summoned using “mundane” means from turning around and betraying a summoner’s trust; or, taking their life.

Note: Demon lore is the same thing as Demonology, but it can not be used to summon demons or celestial entities.

- You know the most common powers and universal weaknesses of the infernal host, and the rudimentary theory of summoning — though you would do well not to attempt anything so foolish.

- You know the basics of demonic behavior and some of their more unusual powers. You could probably pull off a summoning and may have observed or even assisted with one, but actual bindings are another story.

- You are beginning to understand how little you actually know and how unbelievably dangerous it is to open the gates of Hell. You can usually identify demons at work, though rare powers can still surprise you. You might have figured out how to formulate a working binding, though you are hesitant to try.

- You understand the mysteries of Hell and fragments of the strange and blasphemous prehistory recounted by the damned. You could certainly perform summoning and binding rites and may know a handful of Celestial Names to use... if you wanted to.

••••• Demons rightly fear your power and learning, though it is just as likely you are a demon yourself if you know this much.

Level of Demonology	Ranks Summoned
Demonology 1 & 2	MET Sabbat Guide Imps and Fiends
Demonology 3 & 4	MET Sabbat Guide Shades and Servitors
Demonology 5	MET Sabbat Guide Pit Lords

Demonology level 4 is **Demon Coordinator Notification**
Demonology level 5 is *additionally* **Demon Coordinator Approval**.

Where is the Lore for Sleepers and Children of the Outer Dark?
Ha! These creatures are so ancient and so inscrutable that even the First Tribe had no idea how they worked. If Nergal and Moloch couldn't figure it out, no Modern Nights Baali has any hope of uncovering the secrets of the Sleepers. There is no Lore or codified list of information about the mysterious Patrons of the Baali – any information a PC might gain in play are rumors and myths <i>at best</i> . They are absolutely not covered by Demonology, Demon Lore, or any other ability that exists in play. And no, you cannot summon them. To do so would be the end of the world instantly .

Plague Breeding:

Sicknesses crafted with this ability are increasingly lethal and virulent. A 1 dot plague is largely harmless and won't spread. A 5 dot plague is lethal, and spreads like wildfire.

System: Each morning (or night), a character inflicted with a disease suffers the effects of the crafted plague. As with the Disease Carrier flaw, kindred may spend a blood upon awakening each night to ignore the disease. Other supernaturals may instead use *their* system for healing or ignoring diseases and poisons. Mortals, on the other hand, are not so lucky and must heal from the plague naturally – if it does not kill them first.

For each dot of plague breeding, the crafter may develop a symptom which attacks a trait or health level. For example, a level 3 plague could inflict a -3 penalty to physical traits, or a -1 trait penalty courage, a -1 trait penalty to WP, and inflict a level of damage upon the victim.

Plague Breeding level 4 is **Demon Coordinator Notify**

Plague Breeding level 5 is **Demon Coordinator Approval**

Heresy:

This ability represents the knowledge of various Cainite Heresies, as well as mortal heresies and heterodoxies of the world. This ability is instrumental in allowing a Baali to infiltrate cults and religious institutions, or start cults of their own for personal gain. It may also be helpful to infernalists seeking to gain favor or Faith for their patron. It is also helpful to those who would hunt down heretics and infiltrators, as the ability will allow you to notice unusual traits about a religious body or their practices.

- You know that icons of Saints probably shouldn't have fangs.
- You are familiar with lesser conspiracies and signs, as well as indoctrination methods.
- You know some Heresies better than most people know their own faith.
- You are a well-versed Theologian, and a true scholar of faith – and how to abuse it.
- You are an expert on all things Heretical. It is very likely you have your own cult.

Backgrounds

WELL OF SACRIFICE

The character has devoted a Well of Sacrifice to The Sleepers of The Outer Dark, Those Who Wait, and That Which Awaits The End of All Things.. The location of the Well must be discussed with the Storyteller, as well as the Demon Coordinator. These Wells vary in shape and size, according to their ratings. Baali often decorate their Wells with the remains of their sacrificial victims or other profane offerings, leaving the rotting pieces to degrade and offer up more foul power to their patrons

These Wells of Sacrifice are depraved, inhumane altars to the Children of the Outer Dark, and are often touched by a hint of their power, corrupting the very ground around them.

The Baali utilize their Pits for myriad purposes. Some use them to craft plagues and maladies to torment and bring suffering. Some use them to summon demons. Modern Pits – consecrated within the past few centuries – pale before the legends of old: ancient Pits filled to the brim with potent sacrifices and carved with the names of victims uncounted. These rare relics were said to fill the Baali with such power that even fledgling Embraces were gifted the power to stand against the lesser Clans’ mightiest heroes. Rumored locations of these sacred Pits are few, but number among them Carthage, Damascus, Tyre, and Chorazin. A Pit may be birthed only in a location that sunlight has never touched. Each level requires a hundred sacrifices, a level of Demonology or Plague Breeding (Avatars of the Swarm), and a level of Baali Lore. Each Pit, when consecrated, must be dedicated to a particular philosophy of the Baali; the chosen principle may not be altered after creation. The most powerful Pits (greater than five Traits) may use another of the three types to determine the new ratings, as well as greater effects, that often require greater tribute and factors in their creation.

System: Advancing a pit's level requires sacrifices to be made year round, and a high ritual often performed during the Day of The Dead. This may be done once a year to advance the pit's level. Only one character in a coven – typically the High Priest - needs to invest in this

background. However, Pits take dedication to maintain; every month they are neglected, the pit will decline one level a month, to a Minimum 0 where it becomes nothing more than a hole in the ground filled with rotting corpses.

To awaken a dormant Well, a Baali must spend a number of days in preparation equal to the Well's level. They must then, after all necessary preparations have been made, make a number of sacrifices at the Well equal to its level x2. These sacrifices must be exclusively for the purpose of reawakening the Well and re-establishing its connection with the Baali's patrons

Note: Any other Non-Baali infernalists that use a well of Sacrifice count it as an Altar of corresponding point scale.

Wells of Sacrifice levels 1-4 are Demon Coordinator Approval

Well of Sacrifice level 5 is Demon Coordinator Approval

At a rating of 1-2: The Well must be the site of a sacrifice every six months to remain active or it falls dormant. A Baali or infernalist at the Well gains a +1 trait bonus on any interactions with demons, unclean spirits, and +1 trait bonus on Thaumaturgy (or Dark Thaumaturgy) tests while at the site. Additionally, it can be used to perform a Blood sacrifice to perform the ritual Voices in the blood; to communicate with other Baali from afar using other pits.(access to the Baali clan list) Can be used to embrace Baali in the traditional manner. The location has the "Eerie presence" flaw.

At a rating of 3-4: The Well must be the site of a sacrifice every three months to remain active or it falls dormant. A Baali or infernalist at the Well gains a +2 trait bonus on any interactions with demons, unclean spirits, and a +2 trait bonus on Thaumaturgy (or Dark Thaumaturgy) tests while at the site. Additionally, this Pit can be used to gift the Second Embrace to Apostates.

At a rating of 5: The entire area around the Well for 100 yards makes animals and humans uncomfortable; the area gains the Unholy Aura flaw. At this level of power, the Well must be the site of a sacrifice every month to remain active or it falls dormant. A Baali or

infernalist at the Well gains a +3 trait bonus on any interactions with demons, unclean spirits, and a +3 trait bonus on Thaumaturgy (or Dark Thaumaturgy) tests while at the site

All Wells of Sacrifice also count as an Infernal Altar of the same Rank. Purchasing the first level of this background requires **Coordinator Approval**, as does the fifth rank. Additionally, Depending on your Brood, bonus are granted to you at the 1st and 5th rank

Nergali Pits – Temples of Darkness

Level 1: Counts as both a temple and an altar; Nergali and Destroyers gain bonus traits on all Dark Thaumaturgy Challenges for each rank they have in the Well.

Level 5: High priest of the pit gains access to a demonic servant equal in rank to the pit.

Requirements: Baali Lore and Infernal Lore of equal rank to the pit level.

Molochim Pits – Gates to the Mysteries

Level 1: Celestials and Molochim gain bonus traits per level in defense against Dark Thaumaturgy, Demons, and Infernalists.

Level 5: Grants visions of the future, as if they had used the Malkavian Combo Prophecy (Including retests, which last the evening)

Requirements: Baali Lore and Demonology of equal rank to pit level.

Swarm Pits – Festering Sores of the World

Level 1: Grants a number of participants +2 traits on all challenges, and allows those participants to telepathically share their senses. The number of participants is equal to the ranks the Baali has in Well.

Level 5: Can breed Custom Plagues, as well as Summon Plague Demons. Participants of the

Ritual are immune to natural diseases.

Requirements: Baali lore and Plague Breeding equal to level of pit.

BAALI REPUTATION

Baali are an oddly structured clan, though not in the traditional sense. They operate in Covens – groups of traditionally three or five Baali – which seem self-sufficient. However, Covens can gain a reputation with other Baali, and a given Coven will respect the word of a Baali with a great reputation.

TITLES AND STATUS:

Baali have four titles that they respect in their culture. However like many societies abuses and false claims have diminished many from blindly following those who claim such titles as they have in the past. Each dot of the Reputation Background represents a title which the Baali can claim.

Titles:

Shaitan: the leader of the Baali Clan. This Rank is **NPC Only**.

Al'shaitan: Serve as the trusted agents of the Shaitan. This Rank is **Demon Coord Approval**

High priest/Masters: lead the cults of the Baali. This Rank is **Demon Coord Approval**

Priests/coven masters/Vigars: lead the covens of Baali

Baali/apostate: New Baali and Apostates – Though some Baali see apostates as lesser beings.

The title of Shaitan is currently vacant, and has not been held since Azaneal in the Baali Civil War in the 13th century. Occasionally, a false Shaitan will rise in the ranks of the Baali and attempt to consolidate power; but they never make it very far.

VOICES IN THE BLOOD

Any Baali with a single dot in the Reputation background has access to the Voices, so long as they have access to a Well or Pit.

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

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

INFERNAL RELIC

Dark relics of the damned can come in many shapes and forms. Many of them are simple tools that have been anointed with the blood of innocents in ritual sacrifice, or the skin of saints, and sinners woven together to give unnatural durability to an armor. The Baali are known for their hunting and acquisition of these relics. Haunted antiques, bloodstained jewels, and damned artifacts of varying levels can hold the power of the Demonic, Damned, and Eldritch – or occasionally, house a portion of some Infernal entity.

Mechanics: Each level of this background grants an item will gain a series of bonuses as outlined in the chart below. The total cost may never exceed the value of the double points in the background. These items will also carry steep prices, as all damned relics are cursed. For every bonus, a relic possesses it will also have an equal drawback, flaw or curse that the unfortunate soul that wields it can never avoid. Additionally, Infernal Relics are rather **obviously** tainted. The use of any power to detect Infernalism, Demons, or other “Profane” things will identify the item as such – though, the user of the item is not inherently stained.

Your rating in this background may be one large item, or a small collection of Infernal Relics which all grant smaller effects. Regardless of their potency, a player may **never** benefit

from more than 5 levels of this background. If, through some method, a player acquires a wealth of Infernal Relics, they must only have 5 levels worth of Relics active on their sheet at a time.

Benefit	Cost
Bonus Traits	2 Traits per Point
Additional Health Levels	1 Level per Point
Retest (Max 1)	2 Points
Additional Damage (Max 1)	2 Points
Merit	1 Point per Merit Cost
Investment	1 Point per 2 Investment Cost

Infernal Relics levels 1-3 are unregulated.

Infernal Relics levels 4-5 are **Demon Coordinator Approval**

Infernal Relics of **any level** that contain an Investment are **Demon Coordinator Approval**

FALLEN AND EARTHBOUND RELICS:

In addition to the Infernal Relics traditionally associated with the Infernal, there are also Relics crafted by Earthbound and Fallen. These items serve a similar purpose to the Baali as their truly Infernal counterparts, but are *not* represented by this background. Items created by the Fallen tend to be created within the last 30 years or so, and are largely weaker than items created by Earthbound – though Earthbound items are truly cursed and twisted things.

Magic Items created by Fallen are unregulated for use by any creature type, so long as they possess only one Evocation.

Magic Items created by Fallen which possess **two** Evocations are **Demon Coordinator Approval**.

Magic Items created by **Earthbound** are **Demon Coordinator Approval**.

OTHER OPTIONS FOR RELIC HUNTERS

Lore of the Bloodlines outlines Baali of the Modern Nights as relic hunters searching for ancient artifacts of their history or other infernal or magic items. There are plenty of other Evil, cursed, or “dark” items that Baali could be searching for if your chronicle has no interest in perpetuating Fallen or Infernal relics. Wyrms Fetishes tend to have rather sinister effects, and given that some Demonologists consider Banes of sufficient strength to be a type of Demon, it isn’t a stretch. Cursed magic items created by both Hedge and Awakened mages may also have a variety of nefarious powers and side effects.

CULT

[Dark Ages – Devil’s Due, p.90-91]

You have followers. They will do what they can to make your dreams for the world come to fruition. They come from all walks of life and typically their only unifying feature is their belief in your (or rather your Patron’s) power. This Background can be used in multiple ways. It can be used to substitute for Influences or Backgrounds on a level for level basis. Thus it can be used as a Herd or Military Force or Police of the same level or some combination thereof, not to exceed your level in this Background. Your cult can even be used as assistants in rituals involving your Patron.

- You have a very small following, no more than five or six people of little to no skill.
- Your followers are larger in number, As many as fifteen people of mediocre skill.
- Your congregation now numbers twenty-five or thirty people of moderate skill.
- As many as fifty people now do your bidding. They are collectively of good training
- You now have a true cult following. One Hundred people work toward your (and thus your Master’s) goals. They are well trained and highly skilled.

INFERNAL RETAINERS

Kindred make ghouls. They possess retainers. It is natural for the Baali to have friends in low places, and enthrall them to do their bidding. Of course, due to the nature of the Baali's work, it is unfortunately also natural for these friends to have friends of their own.

This background is a variant of the traditional Retainers background, and similarly represents a ghoul or revenant in the Vampire's possession. However, this background represents Retainers that are Diabolists or Infernalists, and are willing to use their profane power to occasionally assist the Baali. If you have an Infernalist willing to lend you a helping hand, be mindful where that hand may have been before you took it. Such servants already have one master... one which is likely far more persuasive than you.

Storytellers: If you have a player routinely getting assistance from an Infernal ally, you should probably be making that player purchase this background.

Having an Infernal Retainer is **Demon Coordinator Approval**.

DEMONIC RITES

This is the Rites background from Devil's Due, renamed for logging and bylaw purposes.

While Demonology is the generic ability that represents the knowledge of various Demonic True Names, ranks, powers, and classifications, the Rites background represents specific summoning and binding rituals for a specific Demon. These Rites are designed to work on Fallen, and originate from prior to the breaking of the Abyss during the Sixth Great Maelstrom – meaning that any Rites that do still function are meant for Earthbound or other Fallen too powerful to have escaped their prison.

These Rites function for any mortal daring enough to attempt them, and without these rites or the aid of other magic, only the most extraordinary conjunction of bad luck and skillful pronunciation of a demon's True Name can bring the Fallen from the Abyss. With the correct formulae, a mortal may conjure one of the powers and principalities who made the world and made war on God — and yet a mere mortal can force such a fiend to bow down and obey.

Fallen have mixed feelings about diabolism. A majority of them cannot escape Hell without help – and even those that can are forced into a living vessel - so the rites of summoning are greatly prized and coveted treasures taught to trusted thralls in the event a demon suffers banishment back to the Abyss. On the other hand, these Fallen rebelled against God for less tyranny than mortal diabolists impose. Yet binding rites remain too potent weapon against rival demons to suppress the lore completely. In short, demons approve of and even expect mortals to free them, but have no desire to forfeit that freedom once more.

Mechanics: Each dot of this background represents a ritual to Summon OR Bind a single Fallen demon. This office HIGHLY advises against the usage of this background against PC Fallen for several reasons. Additionally, this ritual cannot be used by an Infernalist to Bind a demon to which they are enthralled. Summoning your Patron demon is totally fine though.

Only mortals can summon or bind demons with the rituals explained here, but this definition of “mortal” extends to ghouls, werewolf Kinfolk, mages and the Blessed. Thralls cannot perform successful bindings on their masters, but may attempt to bind other demons. Vampires, werewolves, demons and even the fae may research and prepare rituals of summoning and binding, but must either have a mortal perform them or use alternate means of summoning demons through their own powers.

A character may only have as many levels of Demonic Rites as they have levels in Demonology. For more information on the mechanical aspects of these Rites, see Devil’s Due page 102.

The Demonic Rites background is **Demon Coordinator Approval**.

OTHER COMMON BACKGROUNDS:

Other common Backgrounds Baali are suggested to take are; Mentor, Retainers, Herd, Occult influence, Haven, Alternate Identity.

Merits and Flaws

MERITS

Apostate [2pt – Clanbook Baali pg 44]

Undergoing a ritual that mystically re-embraces them, other clans can join the Baali bloodline. Their blood is drained fully and they are given blood of their new clan in a mock embrace. Mechanically, this means that they replace one of their in-clans with Daimonion. Whatever discipline is replaced is now considered not to be in-clan. This can impact if they can teach the discipline, as well as what combos they can teach or other methods that such a change could impact. They do not lose the discipline that is lost as an in-clan, but must treat it as an out of clan, and now can buy Daimonion as an in-clan. If their blood is tested from now on they will come up as Baali for questions of clan, however their lineage through powers that can detect such things will still reveal their normal lineage from before the ritual. They will also gain the Baali clan flaw in addition to their original clan flaw.

Childer embraced after they have undergone the ritual of apostasy, will be embraced as traditional Baali. As such characters of certain Clans have special out of character rules for what we in OWbN refer to as Perfect Infiltrators. This merit is not a shortcut or a way to bypass the rules regarding Perfect Infiltration of those Clans. The Chronicle will be responsible for Notifying the Clan Coordinator of an Apostate from a Clan with Perfect Infiltrator Rules within 30 days of the approval of this merit.

*This Merit requires **Demon Coordinator Approval***

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

*This Merit is **Disallowed** as a merit for Player Characters*

Covenant of the Old Ways [2 pt – OWbN Custom]

Your Daimonion follows an old path of the blood; this is either a trick taught by some of the more ancient cults, or some foul rite performed that twisted the potential within you. For whatever reason your Daimonion functions as it is from Faith and Fire instead in MET storytellers guide.

*This Merit requires **Demon Coordinator Approval***

Demonic Heritage: Laham [7pt – *Infernalism: Path of Screams*, pgs.78-80]

*This Merit is **Disallowed** as a merit for Player Characters*

Players looking to portray a Laham should instead use the **Nephilim/Laham Merit** from M20: Book of Secrets. This version of the Merit is jointly ***Mage & Demon Coordinator Approval.***

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

Operates as per Tome of Secrets, acting as a 3 dot Mentor and granting 2 additional dots of Allies.

*This Merit requires **Demon Coordinator Approval***

Demonic Tutor [5 pt – *Infernalism: Path of Screams*, pgs.78-80]

*This Merit is **Disallowed** as a merit for Player Characters*

Grant Library [2,4, 6, or 7pt – V20 TMR pg. 177]

For every 2 points in this merit, choose 3 applicable knowledge-based abilities. While in your Library, you are 2 traits up on all challenges involving that ability. Lores used with this ability should not grant information past the level possessed, but Storytellers are encouraged to give slightly more helpful responses. For 7 points, choose 10 applicable abilities. Applicable Abilities are: Academics, Demonology, Investigation, Law, Linguistics, Medicine, Occult, Politics, Seneschal, Theology, any any Lore. Other abilities listed as “Knowledges” at ST discretion.

Lord of Flies [2pt – *Path of Screams* pg. 44]

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

Profane Trappings [4pt – *Tome of secrets* pg. 108]

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

Revenant Disciplines [3pt – *Clanbook Tzimisce, Revised* pg. 69]

Use as printed.

Simply Waiting [4pt – *Lore of the Bloodlines* pg. 16]

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

The High Price [4pt – *Lore of the Bloodlines* pg. 16]

The Baali may not have more than 12 **permanent** Physical Traits, and must spend a temporary Willpower the start of each night; however, there are +2 traits on comparison of ties for all uses of disciplines.

Unbound Diabolist [2 or 4pt – *Devil's Due*, pgs.98-100]

*This Merit is **Disallowed** as a merit for Player Characters*

Unholy Aura [7pt – *Clanbook Baali* p. 44]

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

This Merit requires Demon Coordinator Approval

Unshockable [3pt – *Path of Screams* p. 78]

This merit is not applicable for use for non-infernalists. For PC usage, use the Dark Ages write-up below.

Unshockable [1pt – *Dark Ages – Road of Sin*, p.73]

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



FLAWS

Carrion Comfort [3pt – *Clanbook Baali* pg 45]

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

Devil's Mark [3pt – *V20 TMR* pg. 179]

A devil's mark confers the following penalties – Lower the maximum permanent trait cap of a single category by 1; increase the cost of to purchase traits in that category by 1xp per trait; If the mark becomes visible, it grants a +1 trait on all Intimidation-related challenges, but grants a -1 penalty on all other Social challenge.

Infernal Aura [3pt – *Clanbook Baali* pg. 45]

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

Lord of Flies [2pt – *Clanbook Baali* pg. 44]

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

Plague of Demons [4pt – *Lore of the Bloodlines* pg. 16]

Demons are constantly drawn to the Baali with this flaw. They are +1 on all challenges to summon Demons, but are at all times distracted by the infernal legions. They have a 1 trait penalty on all Perception related challenges; Additionally, a storyteller can choose to have a PC automatically fail a challenge once per night

Demon Coord note: It is not suggested that this be a PvP oriented challenge, but your mileage may vary.

Scourged by God [5pt – *Cainite Heresy* pg. 94]

God has decided to punish you for your Sins. Everyday people shine with the light of True Faith when you try to feed upon them, the light of the sun finds its way into your chambers by day, and a chorus of angelic voices haunts your pitiful sleep. The effects of this persecution are obvious for all to see: your appearance is haggard, you sometimes manifest wounds or stigmata, and other marks of religious disfavor occasionally manifest.

Characters with this flaw are -2 traits in all social challenges involving appearance; are a magnet for those with True Faith; they occasionally find themselves down blood or heath levels upon waking; and most critically, True Faith punishes bearers of this flaw twice as severely as other Cainites – for Baali, this means that True Faith deals *four times as much damage* as normal. Yikes.

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

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

Revenant Weakness [3pt – *Clanbook Tzimisce, Revised* pg 70]

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



Disciplines

DAIMONION

The Baali are heirs to the power of Eldritch gods that dwell beyond the walls of reality. The names of the Sleepers of the Outer Dark as well as the profane acts performed to keep them asleep (or occasionally awaken them) have been burned into the souls of the Baali. While diluted and distorted with time, this connection remains. Daimonion is the result of this dark brand, and undoubtedly draws power from the Hellish realm these Sleepers hail from.

While the original methods used to acquire this Discipline for the Clan may have been Infernal, the discipline itself is not *technically* infernalism. It requires no Investment to learn, and while the usage of it does stain the soul, it does not satisfy the conditions to officially count as Infernalism. Good luck explaining that fact to your local Inquisitor, however. As far as most people are concerned, practicing Daimonion may as well be the same as selling your soul to a demon.

The Baali know better, however. Of course, they realize that utilizing it may stain our souls with the powers of our patrons – especially as they grow stronger in its practices. Opening oneself up to their unfiltered power has its dangers, after all. Still, it is by no means the same as being a practicing Infernalist or Diabolist.

REGARDING VERSION DIFFERENCES

Some versions of Mind's Eye Theater presents a simplified version of Clan Baali, wherein the entire Clan is reduced in Infernal lunatics. This version also made adjustments to the Daimonion discipline that asserted it was undeniably infernal, with a requirement for there to be infernal pacts by the character to achieve Daimonion level five.

With OWbN's departure from Infernalism as a playable concept for PCs, it is important for us to use the versions of Daimonion and the Baali's clan identity as presented in the

Tabletop and V20 books. The idea of Baali and Daimonion as explicitly Infernal works fine for Nergali Baali, but is far less suitable for Molochim Baali and the strange Unnamed. As such, the write-up for Daimonion presented in this Packet has some minor changes to the flavor of the power – though there are no mechanical changes.

As mentioned above, while the Baali realize their power isn't genuine Infernalism, very few other creatures of the Night care to acknowledge this. True experts might realize the truth, but you are unlikely to see the Lasombra Inquisitor or the Tremere Josian argue this point publicly.

Mechanically, Storytellers and Player both often ask whether Daimonion is infernal or not. While this office can appreciate that people desire clear-cut answers, that isn't always possible. The issue with this lies in the gray area of what defines infernalism, and which methods one uses to determine such a thing.

For this reason, we suggest that the mechanical ruling of whether or not Daimonion is infernal or not to be at *Storyteller discretion*. There are versions which require the practitioner of Daimonion to have Infernal Pacts. There are versions in which Daimonion is a hereditary taint from the First Tribe. Given the fractured nature of Baali, the answer can be both. Considering the vast differences that Moloch and Nergal had, it's likely the answer *is* both.

DAIMONION MECHANICS:

[MET: ST Guide, pg 22-26]

Note: Despite the origin of this power being from the First Tribe's connection to the Children of the Outer Dark and the stolen Names of Power, Daimonion itself is not an Infernal Discipline like Strigia or Maleficia. It is not learned from Demons, and though it is **undeniably evil**, the possession of this Discipline does not make one an infernalist – at least not by the strictest definition. For more information, see *OWbN ST Guide to Demons*.

This power retests with the Occult Ability.

- **Sense the Sin:**

Like calls to like, and the first lesson of the Baali is to hear with the ears of one's darkness. Invoking the power of their masters, the Things-That-Wait may hear the call of the secret evils that hide in all souls: the doubts, the fears, the petty envies.

System: Engage the target in a contested Mental challenge, and bid a variable number of traits. If the challenge is successful, gain information accordingly. Some information – like what exactly counts as a secret, crime, or sin – is the decision of the Storyteller. This information may not necessarily be immediately helpful or easily interpreted by the player using this power.

1 Trait: Low Willpower, Low Virtues, or a single Negative Trait

2 Traits: A dangerous secret or undiscovered crime

3 Traits: Derangements, flaws, past diablerie, or some other deep sin.

- • **Fear of the Void Below:**

At this stage, the disciple has begun to wield the power of the Sleepers of the Outer Dark. With the footholds of sin as his guide, he may invoke the horror of those things beyond and inflict it on his target.

System: Engage the target in a contested Social challenge and verbally assault their target. This power may be used up to one night after *Sense the Sin*. This power has three effects, depending on how many traits were bid using *Sense the Sin*.

If 1 Traits were risked with *Sense the Sin*: Risk an additional Social trait. If the challenge is successful, the target stands stunned for as long as the user continues their verbal tirade.

If 2 Traits were risked with *Sense the Sin*: Risk two additional Social traits. If the challenge is successful, the target immediately falls to *Rotschreck* frenzy

If 3 Traits were risked with *Sense the Sin*: Risk three additional Social traits. If the challenge is successful, the target faints and remains torpid until disturbed.

All three versions of this power can be resisted by the defender with a successful Courage test – The difficulty of which is equal to half to the user's permanent Willpower (round down).

••• Conflagration:

At this level of mastery, the Baali may actually call forth a portion of what lies Beyond, channeling some of the power of her masters as an eerie flame. For the brief time it burns in this world, the flame may take any number of forms from a barely visible shimmer in the air to a ripple of jet black fire. Conflagration's destructive power is never in dispute and is often responsible for the traditional tales of the infernal.

System: The user of this power spends a blood and engages their target in a contested Physical Challenge. This bolt of fire inflicts a single point of Aggravated damage, and will continue to do so for every turn a point of blood is spent to maintain the flame – and so long as line of sight is maintained.

•••• Psychomachia:

After mastering the ability to draw power from beyond, the Baali now learns to shape that power into a living nightmare. Striking deep into his victim's psyche, the Baali may draw out her deepest fears and give them physical form.

System: This power costs one Willpower to use. A target previously affected by *Sense the Sin* must make a Virtue Test against her lowest Virtue. The difficulty of this test is equal to the number of traits risked with *Sense the Sin* (Including the initial trait, for a minimum difficulty of 2 and a max difficulty of 4). If the target fails, they are subject to a haunting

apparition visible only to them, which reminds them of their darkest and most traumatic moments. They must immediately make a Courage Test, or fall to *Rotschreck*. Even if successful, the apparition will attack the victim causing illusory wounds. These wounds are treated as normal damage, but cannot cause final death – at worst, the target will fall into torpor or unconsciousness.

The traits, powers, and any other abilities this apparition has is fully at Storyteller discretion, and its capabilities are generally equal to or slightly weaker than the victim's.

••••• **Condemnation:**

Since the first of the Baali crept into the wilderness and made an abominable pact with forces beyond this world, their childer have forged a litany of contracts and bargains with Eldritch and otherworldly powers longer than can be counted in the lives of even the Methuselahs. The Baali can call upon these ancient pacts to lay a curse on his enemies with all the power and hatred of Outer Dark

System: Engage in a static Willpower Challenge, with the difficulty as the target's current Willpower. If successful, the user of this power may sacrifice any number of permanent Mental Traits. These traits will return if the curse ends for any reason. For every Mental Trait sacrificed this way, the target of Curse has one of the following reduced to a minimum of 1:

- Attributes
- Virtues
- Willpower

Despite the recommended rule of 3 for most expenditure of traits, it is not recommended to use that rule for this power in your games, due to the nature of curses. Additionally, the user of this power may end their crafted Curse at any time, and in return will receive their sacrificed Mental Traits back. The Baali, however, are not known for such mercy.

DARK AGES DAIMONION MECHANICS:

[MET: Faith & Fire, pg 163-165]

For whatever reason, this variant of Daimonion is somewhat darker than that practiced in either antiquity or the modern nights. When a Baali expends a Willpower or Blood Trait in using Dark Ages Daimonion, they experience a repugnantly rapturous communion with their lord as by channeling its power. Though there is an element of bliss in this reverie, it is never entirely pleasant, and the Cainite is always reminded that his power comes at the behest of something... darker.

Use Occult for retests of Daimoinon.

- **Sense the Sin:**

Use as per normal Daimonion.

- • **Fear of the Void:**

You can evoke primordial fears that rest within all beings, be they mortal, undead or supernatural, fanning the instinctive terror of the unknown. You must speak to use this power, but you need not use words known to your victims. Fear of the Void transcends the comprehensible.

System: Engage your targets in a mass Social Challenge; you may target as many people previously targeted by *Sense the Sin*, so long as they were subject to that power within the last scene or hour. Those targets must bid an additional trait in this challenge for each trait that was bid with *Sense the Sin*. Each target who loses this challenge must bid an additional Trait for each trait bid with *Sense the Sin* on all challenges for the rest of the scene.

- • • **Essence of the Netherworld:**

You can reach beyond what is and grasp the energies of the outer darkness to unleash upon Creation. These energies erode wood and stone, twist metal beyond recognition and melt flesh, living or undead. Although these energies usually manifest as an ebon flame, Baali have been

known to craft this unholy force of destruction into other shapes as well; all befitting of the source of their profane power.

System: The user of this power spends any number of turns crafting a projectile of variable size. The damage of this projectile starts at one level of Aggravated damage, and for each turn (and each blood) spent, the damage of this attack increases by one. Once thrown, make a ranged Physical attack against the target. If successful, the Aggravated damage inflicted by this attack does double damage to all non-magical objects and armor.

Crafting this missile requires concentration from the Baali. If the user of this power becomes distracted or takes damage, they must make a simple test. If this test is failed, the projectile explodes and will deal its damage to the user instead.

Additionally, any creature suffering damage from this power must risk Rotschreck provided they have taken damage from it in the past, or have even a single dot of Baali Lore.

. Psychomania:

As per standard Daimonion, except that the apparition summoned should be more difficult to defeat the lower your path rating is.

. Curse:

Curses levied by the Baali are the quintessential manifestation of the power of the Children of the Outer Dark. No ritual or sacrifice is necessary to evoke this power. The nature of the curse depends solely upon your twisted imagination and the amount of effort you are willing to invest into it.

System: Engage a target in a contested Mental Challenge, and speak the terms of a curse. If successful, the user of this power may spend a variable number of temporary mental traits to craft a curse as outlined below.

Traits Spent	Duration	Effect
0	Scene/Hour	1 Negative Trait
1	1 Week	2 Neg Traits or 1pt Flaw
2	1 Month	3 Neg Traits or 2pt Flaw
3	1 Year	4 Neg Traits or 3pt Flaw
4	10 Years	5 Neg Traits or 4pt Flaw
5+	Permanent	As many points in Neg Traits or Flaws as mentals spent.

Despite the recommended rule of 3 for most expenditure of traits, it is not recommended to use that rule for this power in your games, due to the nature of curses. Additionally, *some* curses crafted in this manner may be removed via Dominate, Vicissitude, or some other Discipline – so long as the one attempting to remove the curse possesses at least the Advanced level of said Discipline.

ELDER DAIMONION MECHANICS:

Elder Daimonion is one of the more insane powers in the game. Most of these powers have very vague mechanics, and are super potent. This is fine, because Baali are pretty universally feared, and because Baali Elders are pretty rare. If you are a Storyteller with an Elder Baali, a lot of what you will end up doing with Elder Daimonion can be summed up by saying “I am the ST, and it works because I said so”.

In the event that you would like mechanics other than that, here is a synopsis of the written powers and their source:

Concordance: Daimonion 6 [MET ST Guide]

- Temporarily grants the Elder Baali powers from either their Infernal Patron or from the Children of the outer Dark. Use as ST fiat – except it cannot overcome the three Cainite Curses

Hell-born Investment: Daimonion 6 [DAV20 p. 120]

- As above.

Diabolic Lure: Daimonion 6 [Dark Ages Companion p. 81]

- Permanently lower a vampire’s Path rating.

Ignore the Searing Flames: Daimonion 6

- Permanently become immune to Fire damage.

Glimpse the Gulf Beyond Daimonion 6 Clanbook Baali p. 46

- Curse a target with visions of Hell and do Willpower damage. Can be a GNC. Baali are immune to this power (though it remains unpleasant).

Infernal Servitor Daimonion 7 [Dark Ages Companion p. 81]

- Summons a demon to serve you.

Summon the Herald of Topheth: Daimonion 7

- Open a portal a Hell realm through which... *something* will inevitably crawl out.

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

- Used to create Baali apostates. At ST discretion, this MAY grant the first level of

Daimonion *for free* if the Elder is potent enough.

Contagion: Daimonion 8

- Unleash a curse on an area which causes manic, violent, hateful, and sinful behavior.

Unleash Hell's Fury: Daimonion 8 [Dark ages Companion p. 82]

- Curse a vampire to constantly feel the presence of the sun.

Call the Great Beast: Daimonion 9

- Sacrifice yourself to summon an *Elder God to enter the world*.

Open the Way: Daimonion 10 [Clanbook Baali p. 46]

- See above.

STRIGIA

- *Strix*

System: The user engages in a static social challenge, retested with Intimidation, at difficulty 8. If they succeed, they may speak and send any message they desire to a target who is within one mile and who is outdoors.

- • *Scobax*

System: The character summons a swarm of vermin to distract their enemies; the swarm attacks the targets designated by the caster. See page 105 of the OWBN Player's Guide to the Fallen Packet for rules covering Swarms.

- • • *Masca*

System: You may transform into any animal you desire for the next scene or an hour. You must spend one blood trait per size category of the animal, subject to generation limits, as detailed below:

1 Blood	Immensely smaller (spider, hummingbird, minnow) than human.
2 Blood	Considerably smaller (pigeon, mouse, carp) than human.
3 Blood	A lot smaller (cat, pike, falcon) than human.
4 Blood	A bit smaller (mastiff, cheetah, eagle) than human.
5 Blood	A bit larger (lion, pony, condor) than human.
6 Blood	A lot larger (horse, boa, crocodile, bear) than human.
7 Blood	Considerably larger (great white shark, buffalo) than human.
8 Blood	Immensely larger (elephant, whale) than human.

Storytellers may wish to consult pages 107-108 of the OWBN Player's Guide to the Fallen Packet for a full listing of previously published animal forms for Mind's Eye Theater.

- • • • *Hexe*

System: The character engages a target with a contested Physical challenge, retested with occult. If you succeed, the victim suffers three levels of aggravated damage as you spit blood on them.

••••• *Fractura*

System: The character spends one blood point per blood tentacle they wish to make, up to a maximum of five. Each tentacle has a base of 10 Physical Traits. You may spend additional blood traits per tentacle to give them 2 additional physical traits per blood trait spent. All blood expenditures are subject to Generational spending limits. The tentacles themselves will obey the commands of the user, are six feet long, and can not move from the spot summoned. They have 4 health levels each, and do 2 levels of lethal damage if they attack.

MALEFICIA

If a target of this power realizes they are being affected by it, they may make a contested Mental challenge, retested with occult, against the vampire using it. If the target succeeds, the user is instead affected by the power. Additionally, a victim may receive an exorcism or blessing from the any member of the clergy (of any religion) to break any curse from this discipline.

- *Evil Eye*

System: Spend one blood point and engage your target in a contested Mental challenge, retested with Occult. If you succeed, you may cancel any single retest the target calls upon within the next scene or an hour. Once this power has been used to cancel any one retest of an opponent, it is considered used up. This power would need to be activated again to call upon it again. You may not stack this power.

- • *Minor Curse*

System: Spend one Blood point and engage your target in a contested mental challenge, retested with occult. If you succeed, spend three temporary mental traits. For the remainder of the session, the target continues to suffer minor mishaps, assigned by the storyteller, in everything they do.

- • • *Psalm of the Damned*

System: Engage your target in a contested Social Challenge, retested with Performance: Singing. If you succeed, for as long as you continue to sing, your target is three traits in all challenges. The target must be able to hear your singing to be affected by this power.

- • • • *Barrenness*

System: Engage your target in a contested Social Challenge, retested with occult. If you succeed, the target may not have children, or if they are a vampire, may not sire new childer. This curse lasts until it is removed, through the death of the caster, elder level blood magic powers, or an exorcism.

••••• *Greater Curse*

System: This power costs three blood traits to use, and requires defeating your target in a contested willpower challenge. If the caster succeeds, this curse lasts for one year, and the victim cannot sleep comfortably during that time; must bid one additional trait on all challenges; loses all appearance related social traits, and may not gain new ones; and suffers the effects of Minor Curse, as well. Vampires can resist this effect on a night by night basis by spending an additional four blood traits per night when they awaken.

COMBINATION DISCIPLINES

Below is a list of Combination Disciplines from various source-books involving Daimonion, explicitly recommended for Baali, or recommended for Baali by OWbN players.

All Daimonion combination disciplines require Demon Coordinator Approval when learned by a Non-Baali.

DAIMONION COMBOS

I Am Legion

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

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

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

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

Lesser Rite of Summoning

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

System: Taking an hour and spending 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.

Blessing's Warning

(Daimonion 1, Auspex 2; Cost 7 XP) - Player's Guide to The Low Clans, p. 159

System: Functions as per Aura Perception; However, the user may specifically look for marks of holiness by spending mental traits after a success:

1 Trait: Identify Holy Relics, Holy Ground, and bearers of True Faith, Blessed, First of God, or other "Holy" merits or blessings.

2 Traits: Identify a vampire on Path or Road of Heaven, or any of its variants – so long as they are path rating 8 or higher.

3 Traits: Identify Salubri and Salubri Anti, marked by a burning third eye upon their forehead.

Veil the Sin

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

System: MET conversion provided by the source.

Command the Swarm

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

System: MET functions as provided by the source.

Bulgroth's Exquisite Torture:

(Daimonion 3, Temporis 3; Experience Cost: 10) Tome of Secrets pg 115

System: MET functions as provided by the source.



NON-DAIMONION COMBOS

Ward the Soul's Sanctity

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

MET conversion provided by the source.

Record Recall Sensation

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

MET conversion provided by the source.

Enhance Sensation

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

MET conversion provided by the source.



ANGELIS ATER COMBOS

Fires of the Abyss

(Daimonion 3, Obtenebration 3; Cost 9 XP) – *Darkening Skies*, p.108

System: Per arms of the Abyss, except they now do Aggravated Fire Damage to a victim.

Soul Stain

(Daimonion 2, Obtenebration 2; Cost 6 XP) – *Darkening Skies*, p.109

System: Targets must make a Self- Control/Instinct Challenge at a difficulty of 4. If the victim fails they are down one trait in all Willpower challenges. Successive uses of this power gives the user 1 Bonus trait for each time they have successfully used it on the same target. Otherwise use as printed.



Morality Paths of the Enlightenment of the Baali

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

Non-Baali/Apostates on Road of the Hive (Clanbook Baali), Path of the Hive (Chaining the Beast), or Path of the Hive (Black Hand Guide to the Tal'Mahe'Ra) require **Demon Coordinator Approval**.

Road of the Hive – *Clanbook: Baali*, p.43

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

Path of the Hive – *Chaining the Beast* p. 102

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

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

As children of Abel, cursed by Lucifer to be destroyed by the sunlight, followers of Via Hyron are tasked with cleansing the world of Caine's flock, and to collect the blood of Abel from those cursed thieves. Be the Angel of Vengeance, and collect the blood which keeps the sleepers from waking.

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

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

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

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

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

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

Road of Sin – *Dark Ages: Road of Sin*

Personal gain and desire is all that matters. No sin is forbidden, no vice anathema. What your heart desires is all that matters, regardless of others. No one matters as much as you do. Whether it be the sins of Pleasure or the sins of Greed, or any of the other Sins, you will do them all.

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

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

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

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

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

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

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

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