

Daughters and Sons of Cain

an OWbN Guide to Sabbat Factions

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QUOTES

Its been since 2015 since the OWBN Faction Packet has been updated, and almost 15 Years since it was first introduced. I want to thank all the players, storytellers, and coordinators past and present that took the time and effort to work on this packet over those years and the many years to come.

~Matt Armitage & Adam Sartori

OWbN Sabbat Coordinator and Interim Sabbat Coordinator 2025

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Daughters and Sons of Caine

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INTRODUCTION

The Sabbat. The sect is nothing like its defined and ordered sister-sect, the Camarilla. No, the Sword of Caine is best described as a loose confederation of factions that rarely ever agree (though when they do, the earth trembles). Every single member of the Sabbat all believe in what they personally view the sect should be and which direction it should go, from hardcore militants that view the Sabbat as a military force to those Cainites that view the Sabbat as the sole vehicle to grant them the true freedom that they (as undead masters of the night) were gifted with upon embrace. Some fight for a holy war based on ancient prophecy; others fight to free all children of Caine from their elders. In the Sabbat, there are as many different views of what the sect is as there are members. All are, however, unified by one thing: blood.

The factions of the Sabbat are what make up the entire sect. Four civil wars have been fought by the Sect because of this. Every single member of the Sword of Caine believes in their own view of what the Sabbat is. These beliefs have formed what tonight is known as the Factions of the Sabbat. Indeed, the core of Sabbat politics revolves around these factions. While in the Camarilla, the core of politics revolves around the clans, the Sabbat genre does not focus on that aspect. This dynamic of politics is instead replaced with the importance of the factions within the Sabbat. While all members of the Sabbat are Brothers and Sisters in the Sword of Caine, this does not mean they agree all the time. In fact, most of the time, they really don't agree at all. Indeed, the Sabbat wars amongst itself constantly as they fight for what they believe is right.

The Tabletop "*Guide to the Sabbat*" provides a very small list of Sabbat factions. This list of factions is not very detailed or expanded upon. "*Mexico City by Night*," however, helps flesh out some of these factions and drives home their importance. The politics of the Sabbat, thus, is primarily structured on these factions. Every single Sabbat PC in OWbN should have a belief in what they think is right for the sect. As such, this packet is designed to help give Storytellers the tools they need to fully expand upon the politics of the Sabbat.

As some may notice, this packet is structured similarly to the OWbN Tremere House packet. This was done intentionally, as the Tremere House packet helped push the Tremere genre in a specific direction. It is the belief of the Sabbat Team that this method will also help to push the Sabbat genre and open up the

opportunities for Sabbat politics. All too often, the martial aspects of the Sabbat overshadow the politics. The truth is, the Sabbat can be just as much (if not more) politically intriguing than the Camarilla. The Sabbat is a sect based on those of merit and action, rather than age and generation. While all the factions below are taken from White Wolf, many have been expanded upon greatly compared to what little was written for them. While they may have been expanded upon, we have also strived to keep to the core of what is written about these factions by White Wolf.

In this packet, you will find nine (9) major factions of the Sabbat and two (2) sub-sect factions. The nine major factions are the common factions in the Sabbat that the majority of the sect falls into. The two Sub-Sect Factions are somewhat more elite and defined already in White Wolf's books. These sub-sect factions serve more as a sect within a sect, rather than political groups. This is not to say that they are not involved in Sabbat politics; rather, the majority of the vampires in the Sabbat do not belong to them. The kinds of Cainites who join these Sub-Sect Factions are fanatical vampires who truly and utterly believe in what they are doing.

Additionally, the factions listed are the printed canon factions. These were chosen so that we could fully flesh them out and support them. However, players should feel free to create their own minor factions based upon what they believe the Sabbat should be, as well as recruit PCs to them. So, while these are the only factions listed, they are not the only available factions a PC may join. We encourage players to be creative, role play, and affect the world they play in. Again, these are simply the major common factions of the Sabbat. Indeed, we provide a couple of player-made factions that already exist in OWbN (see the section "Player-Made Factions").

It is the hope of Team Sabbat that this packet will help STs expand upon the all-too-often used Sabbat genre stereotype of "monster-slaying bad guys." This packet, at its core, is designed to push the political nature of the sect, not just the martial one. A ST should always keep this in mind. While the factions have many benefits and drawbacks, this was done with all the intentions of encouraging the STs to use them and push the deeper, often neglected, aspects of the sect. The World of Darkness is not one of "black and white"; but rather, shades of grey. The Sabbat is no more "evil" than the Camarilla, nor is it any better. It is simply different. This packet is intended to show the true depth of the Sword of Caine.

HOW THIS PACKET WORKS

Name of Faction

Faction-related quote goes here

General Description: A generalized section giving information on the faction's history and current status within the Sabbat

Nickname: Alternate form of address for a member of the faction

Symbols and Iconography: Common ways members of the faction identify themselves to others

Role Within the Sabbat: Where the faction politically falls within the Sabbat and what other factions ally with and who oppose them.

Duty: This section contains the specific jobs and abilities of the Faction within the context of the whole of the Sabbat. It dictates their powers and authority on specific jobs the faction does in the sabbat.

Prerequisites to Join: Both the mechanical and role-playing rules to joining the faction

Prerequisites to Advance: How a member advances through the various levels of a faction. Each faction has three separate levels. The major factions all have the levels of *Locally Important*, *Regionally Important*, and *Nationally Important*. The sub-sect factions have their own individual methods for ranks and advancement within their faction. These levels represent how involved you are and where you fall in the hierarchy of your particular faction.

Faction Advantages: The mechanical benefits for joining a faction. Character's that elect to join a Sabbat Faction gain the one and only mechanical advantage for being a member of the faction they have selected.

Faction Disadvantages: The mechanical disadvantages for being in your faction. Character's gain one disadvantage for becoming a member of a Sabbat faction. This disadvantage stays with them for

as long as they remain a member of their chosen faction.

Stereotypes

You will find that each Faction has one these boxes. Like the Table-Top books, with the clans and bloodlines in them, these boxes give you an outside view in to what various Sabbat members of other Factions think about said Faction. The quotes are in-character quotes taken from random members of the Sabbat. They are to help give a better view of the Faction.

Suggested Paths of Enlightenment:

This is a guideline of the common paths found in the faction, though they are not the only ones, nor the only ones allowed. It is simply an advisory section for paths fitting of the genre of a faction.

Suggested Abilities: A collection of abilities many members share, reflecting the theme and mood of the particular faction. As always, whether these abilities are available in your game, or how they are learned, is at the sole discretion of the storyteller.

Suggested Backgrounds: Backgrounds that help reflect the theme and mood of the particular faction. As always, whether these abilities are available in your game, or how they are learned, is at the sole discretion of the storyteller.

Suggested Merits and Flaws: Like in the "Suggested Paths of Enlightenment" section, this contains Merits and Flaws that apply to the genre of the chosen faction. While the Merits and Flaws may fit the genre of the faction, they are not an entitlement to them. It still falls to a Storyteller to approve these Merits and Flaws for PCs; being part of the faction does not automatically grant a character access to them.

Combination Disciplines: The list of Combination Disciplines each Faction has access to as part of the nature of being a member of said Faction. Each Combination Discipline has a corresponding rarity in relation to your level within the Faction.

These Factions allow for the purchase of these Combination Disciplines by PCs of the faction.. Any PC may purchase any combination discipline so long as the OWbN bylaws and R&U for said Combination Disciplines are followed. In addition to the rarity level requirement of the Combination Discipline (i.e., being of the appropriate level in whatever faction to learn it), learning these combination disciplines require you to be of the appropriate corresponding faction level listed with the Combination Discipline's description. When leaving a faction, characters are permitted to retain combination disciplines they have learned, but teaching them to others is a quick way to earn censorship or even enemies from powerful Cainites.

Ritae: This section includes any of the new printed Ritae for the Factions. When leaving a faction, characters lose access to all Faction specific Ritae they possess, even if they helped create them.

Known Members: A list of canon White Wolf NPCs who are known to be part of the faction

Media: Inspiring sources of movies, television shows, and/or books to help express the feeling of a particular faction's genre

Sources: The published White Wolf sources used to help develop the faction's write-up.

Notes and Rules on Factions

A Sabbat Cainite may only be a member of one Sabbat political faction at a time. This is done for several reasons. One is purely mechanical; the ability to gain the benefits of multiple factions would be overpowering and not fair to game balance. Additionally, while it is understood that not all of these factions are purely political, they all do have some involvement in the politics of the Sabbat (some perhaps just less than others). To learn the secrets and support of any group of people, one has to be a full member; they can't be half members while belonging to another. An exception to this rule is for those infiltrating another faction. All infiltration into a Sabbat faction requires *Sabbat Coordinator approval*.

While the rule is universal that a Sabbat vampire may only belong to one faction at a time, this does not mean he cannot support, work with, or ally with any other. Factions often ally and work together. In fact, most packs have vampires who follow wildly different

factions. Some packs can have a Black Hand agent and a member of the Inquisition within the same pack. This packet does not disallow that. PCs are encouraged to forge alliances and work with factions outside of the one they belong to. They simply can never fully join them without turning their backs on their current faction. Most of the factions, with a few exceptions, allow a vampire to leave and join another (though some with consequences). Members of the Sabbat may have a change in outlook on the sect and, from time to time, may change factions. While welcomed into their new faction, they are often shunned or even gain the enmity of their former faction (this is detailed in each faction where that would be the case).

It should be noted, the benefits and drawbacks presented in this packet are, at many times, things a game or storyteller has the power to do. We have simply made them more available and presented them in a more appropriate fashion. Should a player or ST have any question or concern with a particular faction, they should feel free to contact the appropriate sub-coordinator for said faction. There is indeed one sub-coord for every one of these factions.

Advancement in a faction is completely handled through role-playing. The biggest opportunity for advancement falls solely to interaction, story, and role-play. As the "ranks" within the faction are regulated to what level you are known within your Faction, this again is largely handled through role-playing. Beyond the local level of importance, whether a PC is considered Regional or Nationally important is decided upon by the Sub-Coordinator in charge of the faction and/or the Sabbat Coordinator. Either way, the individuals in charge of deciding if a PC progresses to the next "level" within their faction will be decided upon based on the actions the PC in question has already taken in the faction's interest. In addition, as we base advancement upon role-play, we also want to support the Sabbat status system, which also reflects a character's reputation. As such, the only other requirement you will find is a "Status Requirements" that is needed to advance within one's faction. For more information on *Sabbat status* please see *Danse Macabre: An OWbN Guide to Sabbat Status*.

While we encourage the storytellers of OWbN to use this packet and the factions to expand their Sabbat genre (to make it more intriguing and deep), it should be understood that a game is not required to use them. Some games enjoy a more basic version of the Sabbat genre and have fun with that. *This Packet is not an attempt to require all games to change to this higher*

standard. While encouraged, it is our understanding that you, the storyteller, know what is best for your game. Needless to say, if there are things here in this packet you do not like, you are free to not use them. This packet is simply a tool for those games, players, and STs that wish to use it.

The Binding Rules of this Packet

A Member of the Sabbat may only be a member of ONE Sabbat Faction at a time. They cannot join another until they have left their current faction. The exception being those who infiltrate another faction; which requires *Sabbat Coordinator approval*.

Leaving any Sabbat Faction for another requires the notification of the appropriate Sabbat sub-coordinator (unless otherwise noted by that Faction in this packet). Leaving a faction requires a character to give up all faction specific Ritae they possess belonging to that faction (this is to mean unable to use or teach it). When leaving a faction a character may retain any Combination Disciplines they have earned, but teaching them outside of that Faction will warrant consequences and punishment from the faction itself, to enforce this, if a character looks to teach a Combination Discipline belonging to a Faction they no longer belong to, they must have Sabbat Coord Approval.

Heretical Factions are the only Factions allowed to “join” another Faction. As they are outright hunted within the Sabbat, they are expected to hide amongst the rank and file of the Sword of Caine. However, approval must be gained by the appropriate Sabbat Sub-coordinator to join that faction.. The Heretical Factions of the Sabbat can be found in their own OWBN Packet.

Note the various levels of rarity and approval listed throughout this packet for effective “Ranks” in the factions, as well as benefits and drawbacks. There are three levels to most factions (again noted in the Factions themselves if this is different). There is also a final level which is reserved for NPCs only.

Locally Important: You are known amongst your faction within your city.

Regionally Important: You are well-known amongst your faction for your region (example: Northeast, Midwest, West Coast, etc.).

Nationally Important: You are well-known in your faction, and in the country you reside in.

Faction Leader: The more or less recognized “Leader” of your Sabbat Faction (some factions don’t have designated leaders per se, but they likely have individuals that are so well-known and so influential within their respective faction that they might as well be). This position is Sabbat Coordinator Approval. Leaders of Player-Made Factions do not count for this rule. Additionally, Faction Leaders of Player-Made Factions may only gain the Status of being a Faction Leader with Sabbat Coordinator Approval.

In Too Deep

When a member of a faction becomes Nationally Important, they are considered ‘In Deep’ with the faction. Both because of the secrets they learn and the access they get. Leaving a faction once you become Nationally Important requires Sabbat Coordinator Approval and can result in punishments, penalties, and censorship from the faction.

Those who become Faction Leaders even more so. It is unheard of for Faction Leaders to leave their faction of their own accord. A Faction Leader leaving their faction requires Sabbat Coord Approval. These rules apply to all factions, unless otherwise noted, as some factions have more stringent or more lax rules.

Retiring from Leadership

When a Player Character reaches either Nationally Important or Faction leader of their faction, the player may find (after a time) they can no longer dedicate the out of character time and energy to support the Faction as required by team sabbat, or perhaps they simply wish to make way for newer PCs to step into the role. Regardless of the reason, the player may reach out to Team Sabbat to discuss the matter and wish to “retire” from the position they hold in the faction but still retain the prestige and honor they once held. The goal of this rule is to promote growth in a Sabbat Faction and not stagnation or “gate-keeping”. The Sabbat Coordinator may also approach a player as well if they feel they are

no longer active enough to warrant the position they hold but not to punish the player.

Should the player, their storyteller and the Sabbat coordinator agree, the player character in the national (or faction head) position should retire from the position in-character but still retain their status for it, they may invoke this rule.

From an in-character perspective, the character gains the title in their faction of Vicar for the main Sabbat Factions of their group. Black Hand Dominions become known as Seraph's Seconds, and Full Inquisitors become known as Iterators. Character's in these positions still hold the respect and "authority" they once held. Characters in these positions still hold the influence and respect earned in these roles. They are honored leaders of the faction, but no longer give commands or authority over others. They have become advisors to the new leadership and assume a role similar to the Prisci of the Sabbat. Mechanically, they are allowed to retain all their advantages from their previous position, but no longer may directly command those of their faction below them in rank. The ranks of Iterator and Seraph's Second can be found in their respective Faction sections. For details on the Vicar rank, please see below:

VICAR

When the leader of a Sabbat Faction (not the Inquisition or Black Hand) wishes to retire from active service as the Faction Leader of the faction, they may retire to the Vicar position within their Faction. Those that do retain the respect and prestige of their former position, but retain none of its practical power. Instead, the Vicar's are the advisors to the new Faction Leaders that are chosen, and their advise and standing is expected to be respected by all those within the faction for what they once did for the faction as a whole. The Vicar position is *Sabbat Coordinator Approval*.

New Background: Faction Membership

All Sabbat members who chose to be part of a faction in the sect may purchase this new background. This background represents your ties to your faction and how well known/liked you are among them. Similar to status; but also represents how far out of their way your faction is willing to go for you.

You have chosen to join one of the Sabbat's Factions, as such they work with you and support you in time of need. The scale of this Background pertains to your rank and standing within your Sabbat faction. 1 Point in this background is likely someone who just joined, whereas 3 points in this background is likely an up and coming regional member, while finally 5-points in this background almost certainly means you are Nationally ranked and a luminary in your faction. This is not something for nothing, however, and every so often (with increasing frequency directly proportional to the points invested in this Background) your faction will ask something of you. It is generally unwise to say no, and saying no could result in the loss of levels in this background.

Additionally, below are specific benefits when gaining levels of the Faction Membership Background. A character may spend a level of this Background once a quarter for the desired effect. When listing this Background on your character sheet it should say Faction membership: [insert the name of the faction here]. This background may only be raised through role-play, story, and ST direct approval, and rising in rank within your Faction. A character may only ever have one Faction Membership background at a time. Leaving their Faction causes the Background to reset to 0 and may invoke the enmity of their former faction. Advancement to 4-5 requires Sabbat Coord Approval.

All uses of Faction Membership Background are at Storyteller or Coordinator discretion, and we encourage storytellers to work with the Coordinator Team, to establish guidelines, options, and opportunities for players using the background. The below list is not an end all be all of what you can do, merely a mechanical suggestion for what can be done.

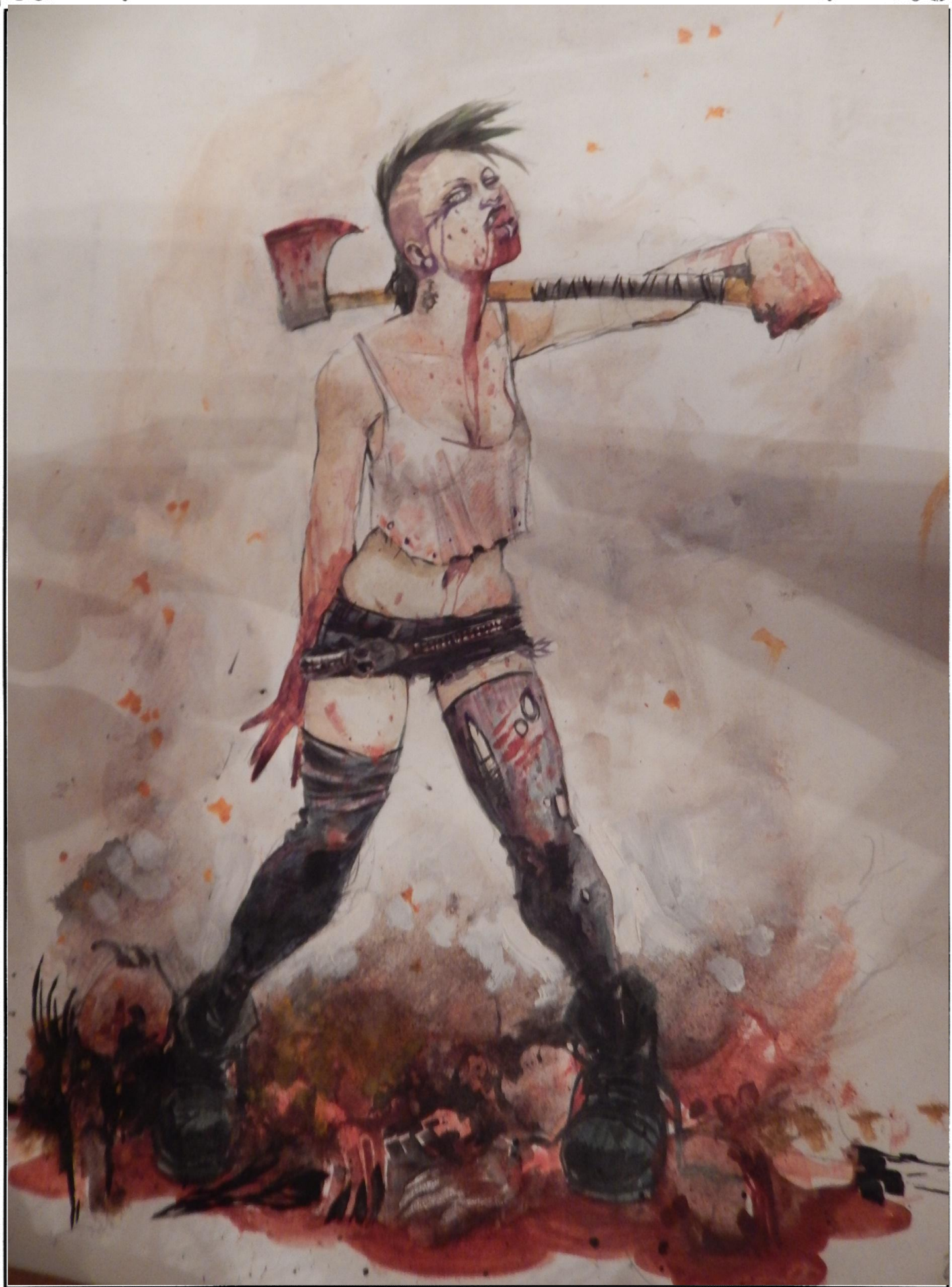
- Call upon one NPC pack in the Faction to publicly support an action among the Sabbat, Fight with you in a single battle, use their backgrounds for a single action or teach you a discipline/combination discipline they possess
- Call upon two NPC packs in the Faction to publicly support an action among the Sabbat, Fight with you in a single battle, use their backgrounds for a single action or teach you a discipline/combination discipline they possess
- Call upon three NPC packs in the Faction to publicly support an action among the Sabbat, Fight with you in a single battle, use their backgrounds for a single action or teach you a discipline/combination discipline they possess
- Call upon four NPC packs in the Faction to publicly support an action among the Sabbat, Fight

with you in a single battle, use their backgrounds for a single action or teach you a discipline/combination discipline they possess

•••••Call upon five NPC packs in the Faction to publicly support an action among the Sabbat, Fight with you in a single battle, use their backgrounds for a single action or teach you a discipline/combination discipline they *posses*

Faction Ritae

The various Sabbat Ritae presented for each faction all follow several rules. Firstly these are all Ignobilis Ritae and take up a slot for such. Secondly as mentioned above, only members of the faction can possess or utilize the ritae of the faction, which includes benefiting from it being cast, unless otherwise noted. Finally, as above, if you leave the faction, you lose access to these ritae. Any XP refunds are at Storyteller discretion.



MODERATES

“Yes I get it, you’re a Monster and free. How about instead we do something actually productive?”



The Moderates, the largest and most influential faction within the Sabbat, embody the vast middle ground of the sect, drawing together a diverse array of Cainites, including a majority of the Antitribu clans. At first glance, their political organization may seem lacking, leading many to dismiss them as fence-sitters lacking conviction. However, to underestimate the Moderates is a grave mistake, for they are far from passive. Behind their seemingly indecisive facade, the Moderates skillfully play all sides of the Sabbat, supporting other factions without making serious enemies in the process. This adaptability and neutrality in the face of conflict are the keys to their strength, allowing them to remain flexible while



navigating the tumultuous currents of the Sabbat's political landscape.

Within their faction, the Moderates consist of diverse Cainites, each with their own unique ideals and agendas. While some may agree or disagree with certain tenets of other factions, all members share one common belief: no single faction holds all the answers to the challenges the Sabbat faces. In their pursuit of balance and sustainable coexistence, the Moderates oppose the increasing rigidity within the sect, standing against edicts like the Purchase Pact and the revised Code of Milan that curtail individual rights for the supposed benefit of the few. They advocate for order and structure but refuse to adhere to arbitrary codes that offer no meaningful benefits in return.

Moderates often find themselves in opposition to the fervent zealotry of the Loyalists and the conservative nature of the Status Quo faction. While they may follow orders, they are less enthusiastic about sieges and crusades. They possess the courage to question authority if orders appear reckless or ill-conceived. Their pack-centric approach emphasizes strengthening packs over rigid adherence to the hierarchy, respecting the Auctoritas Ritae while remaining open to modernizing rituals when necessary.

One distinguishing aspect of the Moderates is their commitment to respecting mortals, viewing them not only as potential sources of sustenance but also as beings deserving of consideration and care. Their humane tendencies stem from the guiding principles laid down by Dominique Touraine, a prominent Ventrue Antitribu whose beliefs influenced the formation of the Moderate Faction. The Moderates recognize the importance of striking a balance between their vampiric nature and their coexistence with mortals, understanding the value of maintaining the Masquerade, not out of cowardice like the

Camarilla, but as a practical necessity for the continued survival of both vampires and mortals.

Nickname

Centrists

Symbols/Iconography

With respect to symbols, the Moderate Faction doesn't tend toward any uniform. However, members will proudly display symbols of the Sect, pack, clan, city or any bit of customary regalia that situations demand. Some of the more fanatical Moderates will carry or wear banners outfitted with the Swiss Cross, as demonstrations of satire.

Role Within the Sabbat

The Moderates, representing the vast middle ground within the Sabbat, find themselves situated between the left-wing Loyalists and the right-wing Status Quo and Ultra-Conservatives on the sect's political spectrum. They support the Code of Milan, though not universally accepting its addendum. While they maintain a healthy respect for the Black Hand, the Moderates oppose the Inquisition's expanded influence, only offering vocal and physical support when necessary to avoid harassment and persecution.

Being predominantly pack-centric, the Moderates prioritize the strengthening of the pack concept over the influence of the Clergy and the hierarchy. They observe the Auctoritas Ritae in its current form but remain flexible and willing to modernize it as needed. In alignment with their adaptable nature, the Moderates are willing to follow the directives of the Sabbat's hierarchy, working within the power structure to achieve their goals. While showing genuine loyalty and support to Archbishops, Cardinals, and Prisci, they may only pay lip service to Bishops, Templars, and officers of other packs. This approach allows them to navigate the intricate political landscape while maintaining their own convictions and serving as a stabilizing force within the sect.

Duty: The Moderates Faction hold a special place and job within the Sabbat. The Faction holds a representative council of its members that all Sabbat may approach. This governing council of Moderates known as, *The Assembly*, exists for Sabbat to bring

forth any sect issues or sect practices they need to be addressed by the Sabbat as a whole. If the Assembly reviews an issue that needs to be addressed by the greater Sabbat clergy, they may bring it forward to the Consistory for review. This is usually done in the form of organizing and bringing forth the annual Ecumenical Council topics, however, if there's an emergency issue the Assembly may bring it forward immediately to the Consistories attention.

Prerequisites to Join

While Moderates (like many of the other political Factions) do not require any test to join their ranks, there are expectations of those who wish to be considered more important to the Faction than others. As such, the requirements for PC's to join the Moderates as Missionary aka "locally important" are as follows:

- Storyteller Approval and Moderates Sub-coordinator Notification
- The Positional Status Trait of Initiated

A Moderate at this level, after meeting these prerequisites, shall be considered a Locally Important member.

Moderates Advantages

Voice of Reason

Moderates tend to round out the skills that are core to both the survival of packs and the knowledge of Sect activities. As such, they have easier access to teachers for related abilities. It is also easy for a Moderate to gain allies within the Sabbat.

All Members of the Moderate Faction gain 3 Bonus Traits and 1 Retest they can call in a single night for one challenge of their choosing.

Moderates Disadvantages

Uncommitted

Moderates are often perceived as fence sitters, and are therefore often dismissed by the other Factions. All Members of the Moderate Faction are down two traits in any Social Challenge made by a member of the Sabbat who is Bishop Rank or Higher and is attempting to give them an order.

Missionary

Any Sabbat vampire who joins the Moderate Faction of the Sabbat starts at the local level. These Cainites are called Missionary members of the Faction. While they may be starting out on the lowest rank within the faction, they are still treated as respected members set on learning the ways of the Faction. They offered support and mentorship by other more senior members of the Faction and are expected to learn and grow within their new place in the Sabbat.

Prerequisites for Advancement to Warden

A Moderate can advance to Warden aka “Regional Importance” by actively role playing within the faction for a time, and thus representing they are at least well known among their regional faction members. Regionally Important also require the following to advance:

- Storyteller Approval and Moderates Sub-coordinator Approval
- The Reputational Status Trait of Dedicated

Warden

Those Cainites who rise to the rank of Warden within the Moderate faction are the veterans of the group. They have proven to be dedicated to the Moderate cause and aren’t afraid to stand up to other members of the Sabbat when needed. They guide the Missionary members of the Faction and seek to stand as a model member of the faction for others to aspire to.

Prerequisites for Advancement to Champion

A Moderate can advance to Champion aka “Nationally Important” by actively role-playing within the faction for a time, and thus representing they are well known among the entire faction. Nationally Important also require the following to advance:

- Storyteller Approval and Sabbat Coordinator Approval

- The Reputational Status of Loyal

Champion

Only the most proven members of the Moderates Faction can rise to the rank of Champion. These are the leaders and bulwarks of the Moderates themselves. Members of the Champions group are the premiere mentors and guides of the Faction. They are the first to rise as Esbat to defend and promote the ideals of the Moderates and even die for them if necessary.

The Watcher

The Faction Leader of the Moderates holds this title. There is only ever one Watcher at a time. In theory the Watcher is the leader and holds the most sway and power over the entire faction. In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Watcher has the resources of, and sway over, the entire faction.

To become the Watcher of the Moderates, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Honorable Accord, Humanity, Redemption, Self-Focus

Suggested Abilities

Fire Dancing, Lore: Sabbat, Politics, Subterfuge, Tactics, Area Knowledge, City Secrets,

Suggested Backgrounds

Allies, Contacts

Suggested Merits and Flaws

Merits: Sanctity, Light Sleeper, Natural Leader, Enchanting Voice, Code of Honor, Higher Purpose

Flaws: Special Responsibility, Prey Exclusion, Flashbacks, Driving Goal, Vengeance

Combination Disciplines

DISREGARD

(DOMINATE 2, FORTITUDE 2)

Missionary Level Rarity

The first thing a Moderate learns is to steel their mind against the blood's power to command. It is important to keep your wits about you in order to never be forced into an extreme situation. The Moderates developed this discipline technique to focus their very will to resist the commands of the mind they may experience in their attempts to push the faction's agenda.

System: A vampire subject to a use of a Dominate power may immediately spend one Willpower to ignore the command or effect. This is on a one for one use, and may not be as effective on the powers of the elders. On Dominate discipline levels higher than advanced, the character instead gains a number of bonus traits in the challenge to resist the Dominate effect equal to their levels of Fortitude.

XP Cost: 4

STRENGTH IN PURPOSE

(ANIMALISM 3, PRESENCE 3)

Missionary Level Rarity

Members of the Moderates faction train its members to be calm and collected for the heated debate and fights of the Sabbat. They are the faction of the middle path and can not have their beast seizing control when things get heated. As such, members of this faction developed this combination discipline as a means to steel their beasts against such provocations by other members of the sect.

System: To activate this combination Discipline the character spends 1 willpower trait to use this power for the next scene or an hour. During that time the Character Wins All Ties in Self-Control/Instinct and Courage challenges they may have to make.

XP Cost: 6

RESOLVE TO SUSTAIN

(FORTITUDE 3, POTENCE 3)

Warden Level Rarity

Having the resolve to continue on despite overwhelming odds is extremely important to those of the Moderates faction. The pain of battle often causes those of weak will to collapse and give up. For a moderate who has mastered this technique, they instead fuel that pain and rage into only reinvigorating their very will to carry on despite the wounds they may suffer.

System: Any time the character suffers an aggravated wound they may throw a simple test. On an outright win their character regains a point of temporary Willpower. This power is always considered active once learned. A character may only regain four temporary willpower in this manner per night. For the test to be thrown the character must suffer the damage, it can not be ignored, negated, or tested down.

XP Cost: 6

BRINGING DOWN THE HAMMER

(CELERITY 3, POTENCE 3)

Warden Level Rarity

Members of the Moderate faction are not above throwing down with other members of the Sabbat or its enemies when the time calls for it. As such, members of this Sabbat Faction developed this combination discipline as a means of increasing their own combat prowess. The result of which, leaves many members of the Sabbat who think little of the Moderates to suffer a painful surprise when their fist meets their jaw.

System: The character spends 1 blood trait after they have made a successful brawl or melee attack against a target, as a reflexive use this power can still not be activated if you can't spend any more blood in the round. Should they do so, the damage inflicted by the attack gains an additional 3 levels of Damage of the same type of the original attack.

XP Cost: 6

STRATEGIC RESPONSE (CELERITY 5, AUSPEX 1)

Champion Level Rarity

A moderate must always be ready to have their views and ideals challenged. This discipline technique was first created in the fires of the Civil Wars. In order to avoid assassinations and direct conflict, the Moderates created this ability to help them avoid attacks they may suffer at the hands of their actions and words.

System: To use this combination discipline the character must first be aware of the attack. If the character is aware of the incoming attack they may spend 1 blood and gain a single *Strategic Response* retest on challenges to avoid the attack only. This retest counts as a Discipline retest, and the retest is lost after that challenge is concluded.

XP Cost: 6

Ritae

EMBRACE THE CONCRETE JUNGLE

In the modern nights, it is imperative that the Sabbat keep with the times. This ritual was developed to allow a better transition for Elders to awaken in unfamiliar urban territories; however the usefulness of this ability even for the youngest Cainite cannot be denied as it proves even the greenest of vampires knows how to utilize the streets to their advantage.

"Our home is concrete and stone. The jungle is made of buildings and lights. The unfamiliar land becomes our ally. With it the host remains true."

System: Grants 2 bonus traits on all Streetwise Ability tests. During the ritual all the participants must deal 1 Lethal to their right hand. If the priest heals their wound the Ritual effect is disrupted for everyone.

THE FEAST OF REBECCA

The story of Rebecca is one of courage and resource. To sup from her blood makes the Cainite calmer in all situations, though to prove yourself worthy you must first overcome the Beast within. Such Rituals

are often conducted before meeting a Cardinal, for to lose one's temper there is to invite death itself.

"May the resolve of Rebecca bless us this day. Let her courage and serenity wash our demons. Let the beast be soothed in this time."

System: This Ritual grants a single Bonus Trait on Self Control/Instinct challenges. All those involved in the Ritual put all their blood into a vessel in which the priest is standing. All participants must resist falling into a Feeding Frenzy, difficulty 7 minus the Priest's Ritae Ability level. This bonus lasts for the next scene or an hour. This virtue bonus can take you above your generational cap.

DIPLOMACY RITE

The Abbott position in the Sabbat is often overlooked or neglected, but it remains an important one. Members of the Moderates remember the early nights of the Sabbat when the Abbott was crucial in protecting the Pack. A Moderate Priest with this ritae speaks to their Abbott and gives word of pack unity and purpose in a vaulderie among its members. After which, the Abbott gains some benefits when acting as the emissary of the pack.

System: The Abbott who enacts this Ritae gains a 2 Trait bonus in all leadership, negotiation and politics actions for one scene or an hour. To clarify, a vaulderie must be performed as a part of this ritae.

BROTHERHOOD RITES

In many ways the Moderates are the largest Faction of the Sabbat, if anything simply by default. However, members of the faction develop strong ties to the founding principles of the Sect and as such developed this ritae. Moderate priests perform this Ritae with a traditional Vaulderie, but in doing so they recite the History of the Sabbat and the struggle of the original Anarch Revolt. After which, those Sabbat who partake in this ritae feel a sense of brotherhood and unity.

System: Those who partake in this ritae are now able to expend 1 willpower on behalf of another participant in this ritae. This expenditure counts towards the total number of retests in an individual challenge (IE: It is not a second willpower retest, it would be the first and only in a challenge) additionally, the user of this ritae may only use it once, and the benefactor of this ritae may only

receive 1 willpower per challenge. This ritual lasts for one scene.

THE COVENANT OF TRUST

The Sabbat pack is the core and central pillars to the entirety of the Sabbat. Its members need to be able to meet and talk to better serve the Sabbat. Moderate priests developed this ritae as a means of accomplishing this feat. The Pack priest sits the pack down and during the vaulderie speaks words of a calming nature to the pack.

System: After casting this ritae, the Pack can have open and honest conversations with each other without losing control of their beast. All pack members gain a free retest on all Self-Control/Instinct Challenges for the scene in question. To clarify, a vaulderie must be performed as a part of this ritae. Specifically this ritae works on non-moderate members of the Sabbat.

Known Members

KYLE STRATHCONA

A Former Camarilla Prince of Canada, Kyle quickly joined the Sword of Caine as the sect rose to prominence in the area. Since that time, and his appointment as Cardinal, Kyle has been a strong supporter and member of the Moderates. The ideals of the Faction appealed to the Cardinal as the monstrous nature of the Sabbat disgusted him. It is even rumored that the Cardinal is very close with both Dominique and Carolina Valez.

ANGELICA, THE CANONICUS

Angelica rose to the position of Cardinal fairly recently. Replacing the Ultra-Conservative former Cardinal, Juan Rodriguez Y Cortez de la Baja. Angelica came to power during a troubling time for both the world and the west coast. Angelica views the former Cardinal's position as too harsh, and believes he is why much of San Diego was lost to Infernal forces. He was too busy fighting the Camarilla to see the much more dangerous threat sneaking in. It is Angelica's belief that through appealing to all sides of the Sabbat they can hope to reclaim much of what has been lost. Either way, the newly appointed Cardinal has much work ahead of her. During the Fourth Sabbat Civil War, Angelica was slain in the conflict.

LES HERMANITES DE ZILA

This exclusively female pack claims to be Noddist. They consider themselves to be the brides of Caine. They avoid the normal militaristic aims of the Sabbat and instead preach about the prophesized nights when Caine will judge his descendants.

EL CALPULLI ROJO

This pack of Moderates operates a safe haven, taking in the members of packs who have been decimated in the Jyhad. Ductus Joseph O'Grady is looked upon as soft hearted for his tending to those Sabbat who have been beset by calamity, but the sect recognizes the importance of his work, as he relocates abandoned and orphaned Sabbat to new packs.

BISHOP "GENERAL" PERFIDIO DIOS, THE MOCKER

An important Moderate within Mexico City. Armed with wit and political satire, The Mocker has the reputation of being one of the Sabbat's youngest masters of political subversion.

CAROLINA VALEZ

The now-former Archbishop of both Boston and Montreal, Carolina was assigned to Montreal from Los Angeles after the previous Archbishop, Sangris, was ousted as an infernalist. Valez is considered an efficient leader by some and is a woman who manipulates all sides of the political spectrum to retain whatever she wishes to control.

DOMINIQUE TOURAINE

The Leader of the Moderates, Dominique Touraine was a willful woman of intellect and principle, doomed to the fires of the mortal Inquisition. However, fate would have it otherwise. She was taken from the Inquisition (and embraced) by the Ventrue Titus, who enslaved her with the power of the Blood Bond. This, Dominique considered this to be worse than the fire. Freedom found her, nevertheless, when the mortal Inquisition (ironically) burned Titus to ash.

Unable to forgive what had happened to her, Dominique turned to the Anarch Revolt, which would later form the Sabbat. There, she found purpose and brought responsibility and temperance to

a young Sect that would destroy itself with its own Beast. By and large, she is considered the “conscience” of the Sabbat.

NOTE: With Sabbat Coordinator Approval, Dominique is available as a Mentor for those who become “Nationally Important” within the Moderates.

JOLAN SZECHENYI, THE MOTHER OF HORRORS

Nicknamed as the Mother of Horrors because she helped develop a purely discipline-based method of generating the terrible Vozhd war ghouls, Jolán is one of the most loyal defenders of the Tzimisce clan. She originally was born in the service of clan Tzimisce through the Vlaszy family.

In Mexico City she supervises the breeding of revenants. Currently, the Tzimisce is collecting children born with major birth defects. She corrects the deformities of some of the adoptees so they can farm and support the others. Jolan is the Moderates leader in Mexico City and one of the faction’s strongest supporters. As she sits on the Consistory her word carries a lot of weight in the faction and the Sabbat as a whole. Many of the sect find it to be a great honor to have an audience with the Mother of Horrors.

Media

Homeland and Exile (book by R.A. Salvatore)

Mr. Smith goes to Washington

Sources

Mind’s Eye Theatre: Sabbat Guide (Revised)

Storyteller’s Handbook to the Sabbat

Who’s Who Among Vampires: Children of the Inquisition

Mexico City by Night

Montreal by Night

Stereotypes

Loyalists: “Fucking fence-sitters. At least sometimes they agree with us.”

Status Quo: “They have a nice dream. Too bad it will never happen.”

Ultra-Conservatives: “Didn’t anyone tell you? Communism doesn’t work.”

Pander Movement: “They have a good idea, too bad they forget about that whole ‘equal rights’ thing.”

The Orthodoxy: They are very much like Sunday Catholics. I do not know if they truly feel Caine’s Passion.”

Children of the Dracon: “They, unlike most, are willing to see both sides of the coin and listen. For that, we are grateful.”

Occult Underground: “They are often viewed as the side that can’t make a choice on anything. That is actually incorrect. They do; they just often think it through—a lesson I think more Sabbat should learn.”

The Crimson Horde: “What’s to say about them? Aren’t these guys just the majority of the Sabbat?”

Inquisition: “Their words are often dangerously close to heresy. Watch them like a hawk.”

Black Hand: “Trying to find a balance between chaos and order—an admirable goal, to say the least.”

LOYALISTS

“Excuse me Paladin, but when you’re done guarding that VIP 20 miles away from the battle, we could use a pick up. Oh, by the way, the fight is over...We won.”



Loyalists tell stories about their Faction being created with the Anarch Revolt, when those brave Cainites rose up together, attempting to break free from centuries of oppression and antagonism at the hands of apathetic Elders. Rather than fight, the Elders tricked their childer into a false agreement at the “Betrayal of Thorns.” Breaking with those Cainites who no longer had the will to continue the conflict, the Loyalists (eventually turning into the Sabbat) continued the fight, believing that it is better to die free than to continue to live under the manipulative rule of the Elders.

The Loyalist movement is one of the largest Factions inside of the Sabbat. Believing themselves to be the most “true” to what the Sabbat represents, Loyalists contend that each individual Cainite is his or her own



master. Their cause is such that they sometimes go so far as to refuse to participate in sect rituals or refusing orders from the clergy, just to show others that it is possible. Though at first glance Loyalists may appear to be anarchists or self-important egotists who want the benefits of being in the Sabbat without the responsibilities, on closer inspection the Loyalists are a diverse and quintessential part of the sect.

Though the Loyalists are generally composed of younger, more brash and boisterous members of the Sabbat, some Loyalists are calculating and thoughtful intellectuals. Also, some Cainites from the times of the Anarch Revolt (who are now considered Elders themselves) are still members of the Loyalists.

Nickname

Firebrand

Symbols/Iconography

The Loyalists have no uniform or particular symbol associated with their cause, and the personal appearance of a Loyalist can range from your typical goth/street-punk gang member to that of an elegant businessman in a three-piece suit (and anywhere in-between).

However, at particularly large gatherings of the Sabbat, Loyalists will sometimes wear some type of distinguishing garment or mark (e.g. a red bandana tied across their upper-arm, a tattoo lasting the night in a visible location such as the neck or face, etc).

Role Within the Sabbat

The Loyalists are the leftist extremists of the Sabbat who argue that the only true way to be loyal to the

Sabbat is to be loyal to the original principle of the Anarch Movement (i.e. all vampires must be free and ultimately responsible for their own actions). Therefore, the Loyalists view rules and regulations as limitations that must be removed.

Though the Loyalists are infamous throughout the Sabbat for their disobedience, they are actually one of the most fervent supporters of sect-wide action, such as the reclamation of territories that have been lost of the Camarilla. Arguably, the most important thing the Loyalists offer the Sabbat is a mirror in which to question themselves; Loyalists question the decisions of Sabbat leadership, forcing others to consider why they follow their “leaders.”

Some Loyalists will play devil’s advocate for a cause, for no reason other than the fact that no one else is questioning the cause. They also try to heighten concerns that the Sabbat (as an organization controlled by Elders) has become just another Camarilla. Finally, though they buck the system at every opportunity, Loyalists will not do anything to harm the Sabbat in any way. For all of its flaws, they still believe that the Sabbat is better than the Camarilla.

Duty: The main focus and recognized authority in the Sabbat of the Loyalists is their ability to challenge corrupt Sabbat Leaders and Elders. When members of the Sabbat have evidence of a corrupt Bishop, Archbishop, Cardinal, etc they may approach the Loyalists with the issue. Should the Faction find the Sabbat member is indeed corrupt, they may as a whole Faction invoke the negative status Trait of *Corrupt* on that Sabbat leader. This may only be done with the consensus of the whole faction (and the Approval of the Sabbat Coordinator). When a Sabbat leader has this negative status trait, they lose their ability to manage packs beneath them or impose feeding restrictions in their diocese. Only the Loyalists may remove this negative status trait after the Leader has made amends to their actions (usually performing Contrition to the Loyalist Faction).

Prerequisites to Join

The Loyalists accept anyone into their ranks, and they have no codes or secret rituals to identify themselves to one another (see MET:SG, pg. 19) and though the Ventruue-Antitribu and Brujah-Antitribu make up a large quantity of Loyalists (see PGtTS, pg.

18), any clan can find its members amongst their ranks.

However, to become at least a Rebel aka “Locally-Important” within the Faction, one must fulfill the following prerequisites:

- Storyteller Approval and Loyalist Sub-coord notification
- The Positional Status Trait of Initiated

Loyalist Advantage

Call to Revolt

Loyalists are afforded a great amount of freedom. This is partially due to the nature of the Sabbat, and partially due to their sheer numbers and tenacity.

Due to this Once per Night a member of the Loyalists Faction may expend their Advantage to ignore one of the following:

An order from any non-Loyalist up to the rank of Bishop (or their templar) or Higher

- The use of a Negative Status Trait against him by a non-Loyalist
- The Status Traits of a non-Loyalist, bid against him in a Social Challenge
- The loss of a single Status Trait from a non-Loyalist
- The awarding of a Negative Status Trait by a non-Loyalist

Once ignored, the Loyalist can proceed without further mechanical repercussions for the same action (i.e. he can’t be punished twice for something he’s already used this ability for).

Loyalist Disadvantage

First Sabbat

Loyalists do not believe in any type of authority beyond the pack-level (including those of the Black Hand and the Inquisition). Due to this, members of the Loyalist Faction may not hold any sect position, besides Priscus. They may hold any pack position they desire.

Rebel

The youngest members of the Loyalist Faction are often the newest embraced members of the Sabbat. Not much is expected of a Rebel, other than to answer the call to fight elder oppression both within the Sabbat and outside whenever it occurs. The Rebels of the Loyalist faction are the punk's rebelling against authority who haven't quite yet learned to fight within the system instead of against it. All Sabbat who join the Loyalists start at the Rebel Rank.

Prerequisites for Advancement to Radical

Loyalists have no system of rank, but like any social organization, there are individuals and packs that rise to the top of the social order. What follows are the prerequisites for "advancement" in the Loyalists, though role-play is the largest part of how well-respected the Loyalist is considered.

In order to be known as a Radical (aka Regionally Important) figure in the Loyalists, a PC must meet the following:

- Storyteller Approval and Loyalist Sub-coord Approval
- The Reputational Status Trait of Feared

Radical

Regionally Important Loyalists are considered the prime recruiters and troubleshooters for the Loyalist Movement in their area and can expect to be called into action to defend Loyalist interests on a regular basis. Loyalists are quick to rally if one of them is in trouble, especially if they are being threatened or cajoled by a member of the Ultra-Conservatives or clergy. As such, a Radical in trouble may issue a call for support among the loyalists and expect to receive it.

Prerequisites for Advancement to Revolutionary

Loyalists at this level are pillars of both the Sabbat and the Faction. They are expected to be mentors, martyrs, and champions for freedom. Due to this,

many Loyalists at this level have abilities associated with their efforts at recruitment, negotiation, and debate. To be a Revolutionary, aka Nationally Important, requires the following:

- Storyteller and Sabbat Coordinator Approval
- The Reputational Status Trait of Respected

Revolutionary

Nationally Important Loyalists are considered treasures to the Loyalist Movement and are afforded opportunities and powers usually reserved for a select few. Loyalists at this level are extremely active in both the Sabbat and the Anarchs and spend a majority of their time defending Loyalists and their interests across entire Countries and Continents. When a Loyalist at this level asks for favors, they are usually provided by the community quickly, and in abundance. Finally Revolutionaries are the Sabbat that exist closest to their roots as Anarchs from the Revolt that formed the Sabbat. As such they remember many of the ancient ways and techniques of the Anarchs of old.

Demagogue

The Nominal Faction Leader of the Loyalists, the one called the Demagogue, is the appointed face of the Loyalists. Less of a commander of the faction and more of an inspirational leader, the voice of the Demagogue travels far in the Loyalist movement. This Cainite has earned the respect of all Loyalists in the Sabbat.

In addition to gaining the Positional Status Traits of *Feared* and *Respected*, the Demagogue has the resources of, and sway over, the entire faction.

To become the Demagogue of the Loyalists, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it is based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

The majority of Loyalists are still on Humanity

Also: Cathari, Beast (including Feral Heart), Night, Orion, Paradox, Self-Focus

Suggested Abilities

Lore: Sabbat, Rituals, Expression: Public Speaking, Politics, Etiquette, Lore: Anarchs, Lore: Camarilla

Suggested Backgrounds

Military Force, Mentor (Loyalist)

Suggested Merits and Flaws

Merits: Loyalty, Code of Honor, Daredevil, Natural Leader, Nine Lives

Flaws: Hatred, Monstrous, Intolerance, Flashbacks, Special Responsibility

Combination Disciplines

RAPID FIRE (CELERITY 3, FORTITUDE 2)

Rebel Level Rarity

Guns and Loyalists have gone together like bread and butter since the invention of the firearm. Members of the Faction were quick to develop a technique to apply their celerity to guns in different ways. While they make a sacrifice in speed of movement, Loyalists who have mastered this art instead apply this speed directly to their own guns emptying volleys of bullets in a second.

System: Spend 1 blood trait to activate this power for the scene. While active, when you make a firearms challenge you get bonus traits equal to your level in the Celerity discipline and you deal an additional 2 levels of damage of the weapons type.

XP Cost: 5

CURSE OF THE BEAST (ANIMALISM 3, AUSPEX 3)

Rebel Level Rarity

Members of the Loyalist Sabbat Faction have developed a reputation of getting on the skin of the leaders of the Sect. This combination discipline was developed by the Loyalists as a tool to get their political and other enemies to lose control to their beasts simply by shouting curses and words at their target to get right under their skin and rile up their target's beast.

System: If used in combat this curse takes 3 rounds to use and must be heard by the victim. After which the user engages in a Social challenge with the target retested with Animal Ken. If successful the victim loses all ties on all Frenzy challenges for the next scene or an hour.

XP Cost: 6

UNCOIL YOUR VITAE (POTENCE 3, FORTITUDE 3)

Radical Level Rarity

If anything the Loyalist movement has learned to take a beating. The faction fights, often violently, for what they believe in. No stranger to pain and struggle, members of the Loyalist faction developed an ability to focus their own rage during battle and the wound they suffered into a powerful weapon. As the vampire suffers wounds he forces his vitae to recede from the wounds and benefit them in other ways.

System: This power is always considered active. Once the character reaches the Wounded Health Level from damage they may spend 1 additional blood trait per turn. Should they heal this damage and take them out of the Wounded health level; they will also lose the ability to spend one additional blood trait per round over their generational maximum.

XP Cost: 6

CURSE OF THE BLOOD (ANIMALISM 5, AUSPEX 5)

Radical Level Rarity

This combination discipline has been passed down through the Loyalist Sabbat since the earliest nights of the Anarch Revolt. Fighting corrupt elders who seek to oppress and use other younger vampires has never been an easy task. With the proper pulling of their beast through potent ancient curses the Loyalist can cause elder vampires to lose a bit of potency to their blood.

System: The target of this combination power must hear this curse to be effective and if used in combat takes three turns of cursing to do so. Once finished, the Revolutionary must force feed some of his own blood into the elder. If they are successful, the Elder's generation is worsened by one and the Loyalist's is also worsened by one. Meaning a 7th generation elder would become 8th and a 9th generation loyalist would become 10th. A victim may only be under the effects of one of these curses at a time, and thus does not stack. This curse lasts a Scene or an hour. To clarify, a character NPC or otherwise will lose access to all features, traits, and powers for the duration of this power, that their new generation would not support.

XP Cost: 10

UNASSAILABLE THOUGHTS (DOMINATE 3, FORTITUDE 3)

Revolutionary Level Rarity

Some Loyalists have mastered an ability to protect their minds from outside influence. Adapted from the Brujah Antitribu and Ventrue Antitribu of the Loyalists, this discipline technique is not quite as powerful as those clans arts. However it is an effective tool to protect their minds from those who would seek to manipulate the movement for their ends.

System: Once learned this combination discipline is always considered active. Whenever the character is subject to Dominate or other mind altering powers they gain a number of bonus traits in such challenges to resist these effects equal to their level in the Dominate Discipline. These bonus traits only apply to challenges when the character is defending against such attacks upon their mind.

XP Cost: 6

Ritae

FURY OF CAINE

The power of the Beast is a potent tool, though rarely used, for though the vinculum remains strong, the urge to destroy the enemy is so great that even basic safety measures are ignored. The use of this Ritual ensures that the Beast is released but at the same time controlled to ensure carnage and common sense reign together.

System: The Ritual group automatically goes into Controlled Frenzy in the next scene. However, if another stimulus occurs during this time, the character must test for frenzy as normal. A Controlled Frenzy means that the character is considered to have won their Instinct challenges during a frenzy test.

RUN THIS TOWN

In many ways the Loyalists have always taken on the culture and mentality of the most down and out mortals of their area. In the modern nights this is often reflected in emulation of Gang Culture. A love of violence and loyalty. 'Blood in, Blood out', is a common phrase among the loyalists. This rather old ritus of the faction comes from the nights of the Anarch Revolt. The Loyalists have kept it alive and well. Usually this ritae is only performed at a large gathering of Loyalists. Loud music, partying, fire, and violence all encompass this ritae. As the loyalists gather and rile themselves up in their beliefs and fanaticism to their cause, they often declare that they "Run This Town." This ritus empowers this angry mob in their territory, creating a link between all loyalists who join. As a result, all territory controlled by the Loyalists gain several special effects.

System: The loyalists must tag an area with their markings and celebrate everything it means to be a Loyalist. Each time new territory is acquired by the faction, they need to perform this on the new territory. Each loyalist present spends one willpower to fuel the ritae. After doing so, for the remainder of the month all Loyalists enjoy several perks when in loyalist territory. Firstly all Loyalists will be immediately aware when another of their faction is in danger in their territory. They don't know where

exactly, who or why. But they will know something is up. This is reflected by performing a static Mental challenge retested with Awareness at a difficulty of 12. This is not a perfect detection system, but rather only lets the Loyalists know if someone is in immediate direct danger. Spying, for example, would not count.

PURITY OF BABEL

See the White Wolf Book, *Rites of the Blood*, page 49 for more information.

System: Use as Printed

CALLING THE DIRECTIONS

See the White Wolf Book, *Rites of the Blood*, page 50 for more information.

System: East: All participating vampires gain one bonus trait to their combat initiatives, even if this takes them over cap (but only applies for Intuitive purposes).

South: The participants gain 1 bonus trait in all challenges when interacting with mortals and lose any downside effects of being on a path when interacting with mortals as well.

West: Participants gain 1 level of a non combat ability, chosen at the time of this ritae. This benefit can go above the generational cap on abilities.

North: Participants gain 1 additional Healthy Health Level.

CHILDREN OF GEHENNA

This Sabbat ritae was developed by members of the Loyalist Sabbat Faction as an embrace of the Final Nights. This ritae calls the loyalists to battle against the elders of caine. To battle and die against those who would enslave them. The rousing speech by the Loyalist priest bolsters the fire within all Loyalists to drink of hearts blood and flourish.

System: Once this ritae is performed the Sabbat who participate are 2 traits up in all combat challenges against any vampire who is an elder (at least 300 years old) and they must have the intent to hunt the elder down and diablerize him to gain these benefits. This Ritae can not be used to determine if someone is an elder or of that age, it is an out of character mechanic to clarify how it works.

Known Members

JAYNE JONESTOWN

The Brujah Antitribu rebel and rock star Jayne Jonestown is known among all walks of the vampire world. How he has yet to earn a place on the Camarilla Red List has been a matter of much debate. Jayne Jonestown and the Graveyard Skullfuckers travel the world performing music that contains no few metaphors and outright secrets of vampire kind. As a member of the Sabbat, Jayne quickly joined the Loyalist Faction. He preaches freedom and the true nature of vampires in his music. The Loyalists and most Sabbat find him hilarious for his antics. Among the loyalists, Jayne has quickly grown into something of an icon among the Faction. Jayne is on constant tour with his band spreading the message of his music. His most recent albums *Pierce the Veil* and *(Un-a)Live from the Country: A Red List Exclusive* were smash hits. Much to the joy of the loyalists and the disdain of the Camarilla.

DARK SELINA

The elder Brujah and former prince of the Camarilla Dark Selina has long since supported the true ideals (in her eyes) of the Sword of Caine. Absolute freedom from oppression of the elders. The Cardinal is known to have supported the Sabbat of New England for years in their campaigns to destroy the Ivory Tower. Her support (often unknown to many Sabbat) has resulted in New England becoming the largest and strongest Sabbat held territory in all of North America. Indeed it is even rumored that Cardinal Polonia and Selina have a healthy rivalry because of this. Which, of course, makes sense seeing as how Polonia supports the Ultra-Conservatives and Selina is a vehement supporter of the Loyalists. As a Cardinal though, Selina is not a member of the Loyalist Faction. Rather, the Cardinal has chosen no faction to call her, but lends her support to the Loyalist cause.

VANSANTASENA

The Hero of Thorns and the Champion of the Founding Principles of the Sabbat. Most Sabbat know her legendary name; those that don't, learn it quick enough. If it was not for Vansantasena, many of the early Sabbat would have died by the hands of the Camarilla the night of the burning of Silchester.

Tonight, she roams the world as a Priscus, giving advice and reminding many that the Sabbat's true purpose and founding was to free the Children of Caine from the tyranny of the Elders. Those who know how to find her are welcomed into her arms as brother or sister to the cause. As a great seer of her clan, she often does speak of the dangers of the Final Nights and Gehenna being upon them all, thus reinforcing what the Sabbat stands for. She stands for the destruction of the eldest vampires the world has ever known, who would shackle them in chains of blood.

JESÚS ALCALÁ

In his breathing days, Jesús was one of the narcocorridos of the drug lords that operated in Mexico. Unfortunately for him, his talent came to the attention of a spiteful Toreador antitribu, who decided to ruin his life. He used his Disciplines to send the musician into a spiral of despair, rage, and violence, which culminated into the murder of Jesús' wife by his own hands.

The Toreador wanted to embrace him directly afterward, but a Gangrel antitribu, who had heard the musician before in a bar, was faster and brought him into the fold of the undead. Enraged, the Toreador destroyed his rival, but had to leave Mexico before he could also destroy Jesús. In the following years, Jesús made himself a name by performing vampirocorridos, songs about Lupine hunts, ritae, Sabbat raids, and battles against the Camarilla.

He became quite popular; his songs could raise the renown of a vampire or destroy every last form of reputation he possessed. Despite accepting his unlife and his pack, Jesús is still worried about his children and tries to find them through his mafia contacts. He hopes to find them a new home under the protection of an influential drug dealer. To aid his cause, he started rise in the ranks of the Sabbat Loyalists.

PERFIDIO DÍOS

Andres de Hojero was a political science graduate student with a taste for comedy. In the 1890s, he used

the persona 'General Perfidio' to mock the cronyism and repression of the Porfirio Diaz regime. After Creation Rites, Andres completely abandoned his former self and became 'General' Perfidio Díos, the Mocker. Over the decades, he distinguished himself through his skills of satire, street theater and political sabotage. Armed with wit and political satire, The Mocker has the reputation of being one of the Sabbat's youngest masters of political subversion. Something he enjoys using for the benefits of his loyalist brothers and sisters.

Media

V for Vendetta

The Corporation

Why We Fight

Howard Zinn: You Can't be Neutral on a Moving Train

THX-1138

Tout Va Bien

Sources

Mind's Eye Theatre: Sabbat Guide (Revised), pg. 19

Storyteller's Handbook to the Sabbat, pg.11

Player's Guide to the Sabbat, pg.18

Stereotypes

Moderates: “They are often our closest allies and sometimes our worst nightmare.”

Status Quo: “When the Camarilla says ‘Sabbat,’ they often mean the Loyalists. They need to both be watched and respected at all times, lest the horde devour us all.”

Ultra-Conservatives: “Little better than Anarchs with Ritae. They will be the doom of us all.”

Pander Movement: “Those Firebrands, man they always have our backs. Even when shit got hot in the 3rd war. We never forget who stood up for us.”

The Orthodoxy: “They embody Caine’s desire to Freedom, but need to learn to better attend his church.”

Children of the Dragon: “So much passion and chaos wrapped into one package. Then again, one cannot have order without chaos.”

Occult Underground: “They have no discipline. If they did, we might take them seriously.”

Crimson Horde: “We get along better with them then damn near anyone else. We are kin in Caine.”

Inquisition: “Freedom without restraint; that is the path to heresy.”

Black Hand: “Their conviction is commendable. If they had actual training then the Sabbat might have won by now.”

Status Quo

“How does the Sabbat manage to survive as a giant ball of Chaos?’ You’re welcome.”



Stability. It isn't a word that is associated with the Sabbat very often, but it is the end-goal of the Status Quo. They accept the fact that true and sweeping change is impossible, and seek to keep things just as they are. Wars happen, packs fight, Methuselahs are sought, found, and slain. All of this is just good enough for them; adding other things to the mix will only end up preventing things from getting done properly.

The Great Jyhad continues and the Lasombra, Tzimisce, and the few scattered Antitribu that make up the Status Quo understand that shaking the foundations of the Sect will only serve to distract the



rank and file from their true goals. Working to find middle-ground between the boisterous Loyalists and the constrictive grasp of the Ultra Conservatives, the Status Quo have their work cut out for them in their desire to keep things as they are.

The Status Quo came into existence during the First Sabbat Civil War. It was understood that unless someone rose up to guide the Sabbat and find a way to maintain the sect in its many forms, it would surely collapse under its own weight. The Status Quo keeps the sect as whole first in its thoughts. They understand that if any of the other Factions gained complete control of the Sect, the Sabbat will cease being what it is and turn into something else entirely. It falls, then, to the Status Quo to maintain this careful balance and to guide the Sect towards its goal of stopping Gehenna.

The Sabbat consists of many factions each with their own political, ideological, and practical interests. As expected of such a situation, the result is a sect that is consistently infighting and frequently on the verge of civil war. The last thing anyone would expect from the Sabbat is stability, but that is exactly what the Status Quo strives to achieve. Its members recognize that the petty disputes and grievances between the Factions are only distractions that keep the Sword of Caine from focusing its considerable might against its true enemies: the Ancients. To counter this, the Status Quo wields its substantial political prowess to serve as the arbiters and negotiators of the sect. The Lasombra, Tzimisce, and assorted Antitribu that make up the Status Quo understand that the Jyhad can turn the various factions of the Sword against one another just as easily as it does cainites. Through a combination of political acumen and a complex network of favors, the Status Quo steers the Sabbat

clear of the worst internal calamities and maintains an acceptable level of civility and propriety between each of the factions. When the First Sabbat Civil War threatened to destroy the Sabbat from within during the last quarter of the 1700s, it was the concerted effort of many who would become founding members of the Status Quo that quelled the violence. That necessity for a voice of reason and compromise amidst the bloodshed carried on beyond the signing of the Purchase Pact, and the Status Quo was the result. They keep the many factions of the Sabbat in balance and keep the powder-keg of bloodlust that is the Sword of Caine pointed where it should be; not at itself, but at its enemies.

When the Ecclesiastical formed, it was decided that the Vykos would leave the Status Quo and join the Ecclesiastical (the now orthodoxy) as a show of support, mostly so that they would have representation among the Consistory. Recently, the Status Quo has become one of three Factions overseeing the rehabilitation of the Occult Underground.

Nickname

Architect

Symbols/Iconography

Throughout history, olive branches have symbolized both peace and victory; two things the Status Quo prizes above all else. Thus, the official symbol of their faction is the iconic 'S' of the Sabbat wax seal wreathed on either side by an olive branch. It is common knowledge among the more politically-minded of the Sabbat's hierarchy that a messenger bearing an olive wreath on their left lapel is acting at the behest of a member of the Status Quo, and should not be harmed. It is traditional for members of the Status Quo who wish to display their affiliation with their faction to wear some form of formal attire with a striking purple accent. Many modern-minded members wear suits with a purple tie or a purple kerchief in their breast pocket, but some older and more traditional architects wear purple sashes around their waist or jewelry with large purple gemstones.

Role Within the Sabbat

The Status Quo has taken upon itself the responsibility of preventing as much internal conflict and strife within the Sabbat as possible. The faction ardently admires the Code of Milan and the Purchase Pact, and it places the full weight of its support behind the Black Hand. As tempers run hot, the Status Quo sends mediators to help settle disputes. When the lack of a clear and common enemy leads the sect to infighting, it is the Status Quo's responsibility to refocus that energy towards the Antediluvians and their pawns.

Individual members of the Status Quo have an obligation to their faction to remain level headed and clear minded when tensions begin to rise. Logic and reason are the most effective tools of the faction, and its members wield them like scalpels to diffuse and de-escalate high-pressure arguments. When a diocese is descending into chaos, whether the result of miscommunication, sabotage, or plain old ennui, an astute member of the Status Quo is capable of recognizing the threat and pulling the correct strings to avert an explosive situation.

Duty: As the main Sabbat political faction that attempts to keep the sect in balance among the factions and prevent Civil Wars, the Status Quo have an official court system known as *The Tribunal*. The Status Quo *Tribunal* is a rotating Court of members of the Faction who can be presented cases by other members of the Sabbat in regards to conflicts and issues with one another. The Tribunal must agree to take up the case for review. They will review all evidence and investigations into the matter. Once done, the Tribunal may give its ruling, and it is considered final among the Sect. The Tribunal ultimately holds sway and authority of its Verdicts over inter Sabbat Conflicts, much like a court of law.

Prerequisites to Join

Like most of the political Factions within the Sabbat, there are no secret codes or methods to becoming a member of the Status Quo, nor are there any secret rituals required of members of the Faction to identify one another. As such, though mostly composed of Tzimisce and Lasombra, all Antitribu can be found within the ranks of the Status Quo.

However, to be considered a Counselor, aka “Locally Important”, to the Faction as a whole, one must fulfill the following prerequisites:

- Storyteller Approval and Status Quo Sub-coordinator
- The Positional Status Trait of Initiated

Status Quo Advantage

Unity in Blood

Once per Night a member of the Status Quo Faction may expend their Advantage to give themselves or another 1 retest in any challenge. They may do this once per night. Additionally, they may also expend their Faction advantage to gain information on the current news and affairs of other Sabbat factions (this also may only be done once a month).

Status Quo Disadvantage

Old Guard

All Members of the Status Quo Faction are down two traits when initiating any Social Challenge against members of the Moderates Faction.

Counselor

Those of the Status Quo know that unity is paramount and seek to aid each other in their plans as best they can (perhaps more so than individuals in other Factions). They also know that their work cannot be done by those that seek to keep upheavals from happening but have no power to prevent them.

Thus, new members of the Faction tend to find aid and support from those of higher position both within the Sect and within the Faction.

Prerequisites for Advancement to Conciliator

While there isn’t necessarily a system of rank within the Status Quo, there are those (like in any social organization) who gain more importance with their work. The following comprise the prerequisites for advancement to Conciliator, aka “Regionally Important”, within the Status Quo:

- Storyteller Approval and Status Quo Sub-coordinator Approval
- The Reputational Status Trait of Respected

Conciliator

As leaders and mediators of the Sabbat, a member of the Status Quo at this level has mastered the political playing field. Even more so than before, a Regionally important Status Quo member’s voice will be heard no matter how difficult it may seem.

Prerequisites for Advancements to Envoy

The Following are required to advance to becoming a Envoy, aka “Nationally Important” in the Status Quo:

- Storyteller Approval and Sabbat Coordinator
- The Reputational Status Trait Supported

Envoy

As an ardent supporter of “the way things are now,” a Nationally Important member of the Status Quo catches the eye of several very important individuals in the Hierarchy. Any who cast their ire upon you must also take into consideration the repercussions of slandering such a powerful individual. Envoys of the Status Quo are the true movers and shakers of Sabbat politics and know how to grease the wheels of the sect’s hierarchy to get things done.

Arbiter

The single Cainite leader of the Status Quo is known as the Arbiter. This cainite is the master manipulator and politician of the Sabbat. They are everyone’s friend and carry more weight in favors and political alliances than any other. The Sabbat is governed by the carrot more than the stick. A true Patriarch/Matriarch has mastered this skill beyond all others and supports their fellow faction members with whatever they may need.

In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Patriarch/Matriarch has the resources of, and sway over, the entire faction.

The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Arbiter of the Status Quo, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Humanity, Honorable Accord, Caine, Power and the Inner Voice

Suggested Abilities

Etiquette, Leadership, Lore: Noddist, Lore: Sabbat, Politics, Rituals, Subterfuge

Suggested Backgrounds

Mentor, Contacts, Retainers, Allies

Suggested Merits and Flaws

Merits: Debt of Gratitude, Calm Heart, Natural Leader

Flaws: Prestation Debt

Combination Disciplines

THE MAGISTRATE COINCIDES (PRESENCE 3, AUSPEX 2)

Counselor Rarity

For members of the Status Quo it is incredibly important to be leaders and examples of all the Sabbat has to offer. As the glue that keeps the sect together it is important that their allies follow their direction and guidance. Combining their arts of Presence and Auspex, those members of the Status Quo who master this art learn to focus their abilities into their leadership skills in order to share them with their allies.

System: This combination discipline costs one willpower to activate for a scene. At the start of the scene the character may gain their levels of the Leadership ability in bonus traits that they may divide among their allies to use in all challenges related in supporting social actions of other cainites. This power cannot be used on the owner themselves for the benefit. These bonuses only apply outside of combat.

XP Cost: 5

DIPLOMATIC INSIGHT (AUSPEX 4, PRESENCE 3)

Counselor Rarity

The first thing members of the Status Quo learn to do is read their audience, and there is nothing quite as powerful as walking into a negotiation knowing for certain what your opponent wishes to gain.

System: The Architect engages in a contested social challenge retested with empathy and canceled with subterfuge. Success intuitively reveals to the Cainite what their target wants, respective to the current situation. This can be anything from tangible or political desires to a need for self satisfaction, but the power will always reveal the most relevant things to the Architect's current interests.

XP Cost: 7

INSTANTANEOUS ADMIRATION (PRESENCE 3, CELERITY 1)

Conciliator Level Rarity

Members of the Status Quo need to be quick to react to the often chaotic situations of the Sabbat. Members of the Faction developed this art in conjunction with their skills in Celerity and Presence, two disciplines that normally do not work together. Forcing their blood to react quickly in their body, a member of the Status Quo with this discipline technique can use the Presence power of Entrancement far faster than any other.

System: Once activated this combination discipline allows a character to use the Presence power of Entrancement at the end of all normal challenges; instead of having to dedicate a full action when in combat to do so. To activate the user must expend 1 Willpower per round in which they wish to use the power.

XP Cost: 4

FALSE SPEECH (OBFUSCATE 3, PRESENCE 3)

Conciliator Level Rarity

Communication is the cornerstone of civilization. Fire and the wheel may have elevated mankind above the rest of the animal kingdom, but very little of what is done with those tools would have been possible without the ability to understand and be understood by one another. So it is that the Status Quo developed a technique for sabotaging this communication between their adversaries.

System: The Architect may spend a Blood Trait whenever another individual speaks, and engage them in a Social Challenge retested with Subterfuge. If successful, instead of what the target actually says, the Cainite decides what everyone other than their target hears them say. This effect covers a single sentence, and may easily become exhausting if the Status Quo member wishes to affect an entire conversation.

XP Cost: 6

THE BANSHEE'S WAIL (POTENCE 5, PRESENCE 5)

Envoy Level Rarity

Developed by a rogue Son of Discord within the Sabbat, the cainite sought a means of overcoming the most basic powers of clan Assamite that would routinely be used against him. By learning to focus the supernatural forces that granted him power directly into his vocal cords, the cainite becomes able to be heard no matter his surroundings. Whether within a zone of silence or the nosebleed section at a rock concert, your voice will clearly be heard by your intended targets. Having been given sanctuary in the Sword of Caine, the Status Quo have been taught this ability in compensation for their support. The highest levels of the Faction have begun to spread this technique, finding it useful to be able to speak over a large angry crowd, which the Sabbat often is.

System: Spend a Willpower to activate this power for a number of rounds equal to one half your Social Traits, rounded down. During that time your voice can clearly be heard by anyone you direct it at, even when within the area of Silence of Death. There are no limits to the number of people you may direct

your voice at other than they must be within line of sight. You also need not spend a Social Trait when calling upon the Awe retest during this time as your targets' attentions are supernaturally drawn to your voice.

Xp Cost: 10

Ritae

VOICE OF THE BLOOD

The ability to instantly communicate under pressure should not be underestimated. Being able to silently communicate instructions to multiple targets could mean the difference between life and death. The effects of this Ritual allow a group to receive messages from the designated leader, five words in length. However, the effect is so powerful that anyone with Telepathy can enter your mind with ease.

System: The designated leader may send up to five Telepathic words to the Ritual participants – but are 4 Traits down to resist Telepathy. This ritae can be used on those outside the faction.

CONCORD

This ritus crafted by the Status Quo is often used in heated conflicts between Sabbat. The architect must step in and offer to mediate a situation in hopes of working out differences between Sabbat. If he can convince the conflicting parties to sit down with one another, then he will perform this ritus. Shared over a bottle of blood wine, the ritus opens with a reading of the Sabbat's holy documents that guide the sect; as a reminder to all. After which the Status Quo member enjoys an aura of diplomacy to aid them.

System: While this ritus is in effect, all parties involved may not engage in open conflict or fight one another. To do so they must first defeat the status quo member in a Social Challenge retested with leadership. This ritae can be used on those outside the faction.

LAUREL OF CONCORDANCE

See the White Wolf Book, *Rites of the Blood*, page 51

System: Gain 2 Bonus Traits in all challenges for the purposes of mediation, achieving compromise, trying

to calm someone out of frenzy, or quieting a state of aggression. Otherwise use as printed.

THE SANGUINE TITHE

Envoys are the negotiators, diplomats, and peacekeepers of the Sabbat. Their job is to maintain the stability and unity of the sect as a whole. The Sword of Caine is filled with wild extremes that often fight. However, an Envoy that can get everyone in an internal Sabbat conflict to sit down often uses this Ritae as a means to seal the terms each side agrees to. Drafted as a treaty, the Envoy writes down the terms from each party and then signs it with blood. This empowers the ritus and forces a binding agreement.

System: Once agreed to by all sides involved, this ritus allows the signatories to know exactly who, when, and if any signatory should break it. This ritae can be used on those outside the faction.

BLACK BASTION

This rite is performed when a Sabbat haven, temple, or stronghold is under threat, imbuing its defenders with supernatural resilience. The participants pour a mixture of their own blood and ashes from past Sabbat warriors onto the ground, invoking the strength of the dead. The priest marks the threshold of the haven with defensive sigils, calling upon the spirits of past Sabbat warriors to shield them.

System: If they are fighting to defend a Sabbat stronghold, they gain a 2-trait bonus on all challenges to defend the sabbat stronghold.

If the stronghold falls or the defenders flee, they suffer a +2 difficulty on all Courage challenges for the next session.

Known Members

VELYA, THE VIVISECTIONIST

The Ancient Tzimisce Koldun Velya has a long history with the Sword of Caine. It was Velya who rode with a young Vykos and LugoJ during the heights of the Anarch revolt, and indeed was even present at the Diablerie of the Tzimisce Antediluvian. Tonight, however, few have heard much from the reclusive Priscus who helped free the Sword of Caine. As a founding member of the Sabbat, Velya

has always supported it's many ideals, but the Priscus also understands that the Sabbat would cease to function if the other Faction has their way. In the Status Quo, Velya says, is the last hope of stopping the other Antediluvians and averting Gehenna itself.

Due to his machinations being found out by the greater Sabbat, Velya has found himself barred from physically entering into the North American territories.

BRUCE DE GUY

The Cardinal of Central America is perhaps most famous for involvement and signing of the Code of Milan. Bruce de Guy was a strong supporter of Melinda Galbraith (as well as of Regent Venere Carboni). Seeing the Chaos of the Sabbat Civil Wars convinced Bruce of one thing, the Sabbat needs stability and support if the sect has any hope of surviving into the Final Nights.

VENERE CARBONI, THE DAEMON MAESTRO

Arguably the most well-known member of the Status Quo (and in fact, is the head of the Faction), Venere Carboni achieved his current position by virtue of being able to be everything to everyone that was important enough to have a hand in his advancement. A savage politician and talented orator, he is capable of doing something many Sabbat Elders find themselves incapable of; he can connect with the younger generations and gain their support just by being who he is.

Venere Carboni was appointed Regent of the Sabbat in 2010. However, for reasons unknown the Daemon Maestro disappeared in early 2014. Only to return at the 2015 Ecumenical Council. The famous Regent died in Monomacy to Valerian Ruthven after claiming a grand conspiracy to corrupt and manipulate the Sabbat. The truth may never be known.

REGENT, COUNT RADU BISTRI

The Cardinal of the Midwest is legendary in the Sword of Caine. Radu is the voice of Reason in the Sabbat and a political powerhouse. He negotiated the Purchase Pack and helped draft the Code of Milan. Indeed, it was Radu who brought the Salubri

Antitribu into the Sabbat and is rumored to be working to bring many of the Gangrel (who remained independent after they left the Camarilla) into the Sabbat. Cardinal Radu is one of the most respected members of the Sword of Caine and, some argue, is the Sabbat.

In the chaos of the 4th Sabbat Civil War, the legendary Radu was finally appointed Regent of the Sabbat in hopes of ending the internal strife of the sect once and for all.

EVE GALBRAITH, SIREN OF HOPE

The first of the perverts and sister of Melinda Galbraith, Eve Galbraith has helped guide the Sabbat from the shadows since its very inception. The Galbraith sisters have been together for centuries. One was always in the light and the other among the shadows. Together they commanded the very heart of the Sabbat for a time, only to have it all come tumbling down. Eve Galbraith is the younger sister of the once Sabbat Regent Melinda Galbraith. Both broodmates and family, the two sisters grew up together in Spain in the twelfth century.

As Venere Carboni came to power, Eve nominally supported him. He was, after all, one of the biggest supporters of Melinda's coalition and power base. Over time Venere even got Eve to advise him and get over her depression. Slowly Eve started to return to her normal self. And then, in a moment, it was gone. Venere was missing and the Sabbat was suffering from another Civil War. Rather than falling to ennui, it emboldened Eve. Quickly taking leadership of the Status Quo, Eve now leads a secret coalition of those seeking to uncover what happened to Venere Carboni and what other horrors might be truly manipulating the Sabbat. Always in her sisters shadow, now is the time for Eve to finally take her place in the spotlight.

Media

American Psycho

SLC Punk (The Ending)

Clerks/Clerks 2

1984 (the Villain of the Film)

Stereotypes

Loyalists: "The roof, the roof, the roof is on fire. We don't give a fuck; let the motherfucker burn!"

Moderates: "They have the job of trying to transform this chaos into some form of working order. I don't envy that task."

Ultra-Conservatives: "Oh yes, the Sabbat works fine as it is. We don't need to change anything. I believe that is what humans call sarcasm."

Pander Movement: "Shit can't stay the same until we topple the duopoly of the Lasombra and the Tzimisce. Then the Status will be Quo."

The Orthodoxy: "The Architects are wise in their understanding of what holds the Sabbat together.."

Children of the Dragon: "I believe Priscus Vykos put it best. The Status is not Quo and we must change to make it Quo."

Occult Underground: "The Status Quo supported us in our early endeavors. We are eternally grateful for their foresight when many others would have had none."

Crimson Horde: "They are too obsessed with maintaining their power then the War Against Gehenna"

Inquisition: "They keep the sect going and support our holy mission. Therefore we support the Status Quo."

Black Hand: "They are the best hope for keeping the boat sailing. And the Hand never backs a loser."

Sources

Mexico City by Night

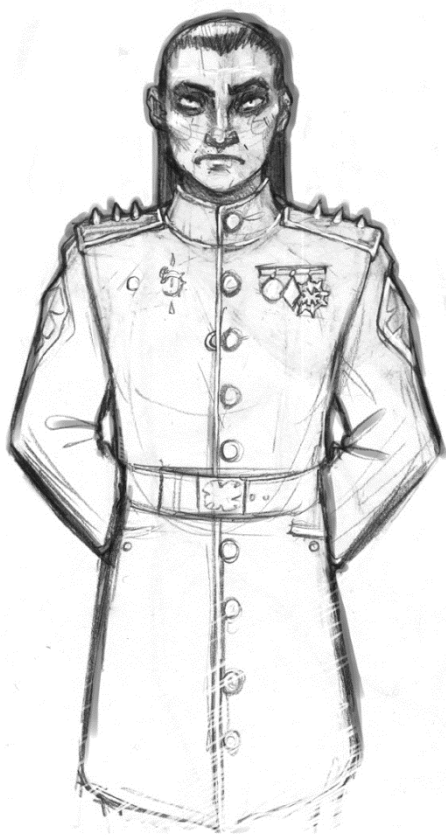
Tabletop Guide to the Sabbat (2nd Edition, Revised)

Tabletop Storyteller's Guide to the Sabbat (2nd Edition)

Laws of the Night: Sabbat Guide (Revised)

ULTRA- CONSERVATIVES

“Gehenna is not a metaphor or a motivational tool. Gehenna is real. It’s happening around us and it is our duty to be ready now, with the best the Sword of Caine has to offer.”



The Ultra-Conservative Faction (generally) comprises the eldest members of The Sword. Though their greatest numbers come from the Lasombra and Tzimisce clans, elders of all clans count themselves as members. Advocates of centralization and authoritarianism, the Ultra-Conservatives operate with the sole goal of transforming the sect into a large military force, a force ideally capable of striking down the Antediluvians.



They defend their strict policies espousing Gehenna rhetoric, insisting that the End Times are upon all, even on this very night. The Ultra-Conservatives believe the Antediluvians have risen or are in the process of rising; therefore, the Sabbat needs to militarize in order to be ready for the inevitable war against them.

Oftentimes, members of the Ultra-Conservative Faction are mistaken for (or are accused of being) elders who have worked their way into the Sabbat. Attempting to place a stranglehold on the freedom of The Sword (for reasons the Ultra-Conservatives believe necessary), they face great scrutiny. The Ultra-Conservatives deny this, rationalizing their actions with the old human saying: “Desperate times call for desperate measures.” Even in the face of these accusations, their faith in their cause urges an unceasing dedication.

The Faction is known to support strong leaders and is seen as having a slight obsession with the practice of Monomacy, using the already overused rite to remove those the Ultra-Conservatives find “weak” from positions of command and leadership. It is this drive for excellence in the Sect’s leaders that draws the most fire from those outside the Ultra-Conservative Faction. To the Ultra-Conservatives, though, a weak general only leads her men to death, particularly in times of war. And the war against the Antediluvians is a battle the Sword of Caine cannot afford to lose.

Nickname

Soldier

Symbols and Iconography

The Soldiers have no standard uniform. In fact, the only thing that sets an Ultra-Conservative apart is how distinctly unique he or she adorns his/her dress and an adherence to a “dress code.” Often, elder Lasombra of the Faction will dress in dark and overly complicated dress-suits or gowns, reminiscent of the time of their embrace centuries ago. Meanwhile, Tzimisce often wear little to nothing, their bodies no longer resembling anything close to humans.

Often, Ultra-Conservatives can also be found adorning themselves with a number of religious or holy symbols of the Sabbat, from the Sabbat Ankh to a torn and battered copy of the Book of Nod. Some particularly religious members of the Faction have been known to wear literally hundreds of small trinkets that they’ve collected over the centuries.

Role within the Sabbat

Leading with an iron hand, the Ultra-Conservatives seek to cull those whom they consider weak from the entire Sword, not just from their pack or their diocese. The weak to the Ultra Conservative are fat that must be trimmed to prepare for the upcoming war.

Their weapon of choice for this brutish work within the Sabbat is the sacred rite of Monomacy, calling upon this ritual that the Sect has held close since its inception. Monomacy to them is the tool with which they push their political agenda, an agenda backed by the force of their fists.

This is of little concern to the Ultra-Conservatives, all of whom are aware of just how tarnished the name of their Faction may be to others. After all, when the time comes for war and the elders are struck down, the fence-sitting Moderates and the weak-willed shovelheads of the Loyalists will be glad that they, the Ultra-Conservatives, removed the rust from The Sword.

Nevertheless, the militant disposition of the Ultra-Conservatives is merely a means to an end.

The reason behind their wartime tactics is the same beliefs the Noddists have preached all along—the Antediluvians are coming. For the Ultra-Conservatives, the study and understanding of such sacred texts as the Book of Nod is of the utmost importance. Known to carry copies and various texts from and about the Book wherever they go, Ultra-Conservatives use the holy book of the Sect as a tool to bring the Initiated masses to near frenzied states, as part of preparations on assaults against known Camarilla strongholds. While the Faction would never call it such, there are even practices of what younger and more modern Cainites might call “hazing” amongst their ranks, as cruel and wicked means are used to ingrain Noddist beliefs into the minds of young recruits.

In spite of their desire to see the Sword purified of any weakness that fills it, the Ultra-Conservatives take a very favorable view toward the Panders, going so far as to publicly support them as a full clan amongst the Sabbat.

Why would an “elitist sub-sect of elder vampires” support the clanship of a group degradingly called “the least of equals?” The truth is really quite simple: to the Ultra-Conservative, the presence of the Panders is required in the upcoming war, for every able body must serve in the army of the Sabbat.

For every member of the Ultra-Conservatives, their duty is to seek out the weak and cull them from the Sword, all the while honing themselves and those around them into instruments of war. They believe themselves to be called on to lead the rest of the sect, as the rest of the sect are either too blind or too selfish to see past the active waking of the beings who came before the flood. The Ultra-Conservative exists to train the rest of the Sabbat, to share the truth with them, and to prepare them in spite of their boorish natures. Only through the honing of one’s own body and the sharpening of one’s mind through the Book of Nod can any of the Sabbat be expected to survive the coming onslaught.

Some might be confused that the Ultra-Conservatives are the same as the Black Hand. While they have similar viewpoints on the surface, this is simply not the case. The Black Hand is a secretive, quasi-religious cult and a military unit. The Ultra-Conservatives care about the whole sect, whereas the Black Hand seems to never involve themselves in sect politics unless they absolutely have to intervene.

The Ultra-Conservatives are not secretive, but rather very open and honest with their Brothers and Sisters; they simply believe the time for giving suggestions (instead of orders) is over. The Ultra-Conservatives believe the whole of the Sabbat needs to follow their Faction's model to win Gehenna, including those of the Black Hand (meaning that the Hand must answer to them in the chain of command). Freedom to do as one pleases can be had after the war has been won, not before. Because of this rigid thinking, the Black Hand and the Ultra-Conservatives often "butt heads."

While the Hand may support some of their ideals, they fear such a change to the Sabbat would only cause war within itself, which is why the Black Hand often supports the Status Quo instead. The Black Hand keeps to itself, though it is utterly loyal to the Sabbat and given great rights and freedoms to act on its own. Its structure, order, beliefs, and training are alien to the Ultra-Conservatives. Instead, the Ultra-Conservatives pull from the sect's Priests and the model of many militaries' structures throughout history. As such, the Ultra-Conservatives are as varied from the Black Hand as any other Faction.

Duty: The Ultra-Conservatives are the Sabbat's standing army. When the Sabbat goes on Crusade or a Diocese is attacked by an enemy, it is the Ultra-Conservatives that answer they call. When the Ultra-Conservatives do march for war, they are often considered the War time leaders and Generals. While they do not necessarily usurp an Archbishop or Highers authority in the matter, they are always at the very least Advisors or Commanding forces under the Sect's appointed leader. Should an Archbishop be deemed inept in a war effort, the Ultra-Conservatives may take over the duties of leading the War efforts at that time. This is generally only done when the Archbishop is losing the battle or war. On an out of character level, this may be invoked only by the General of the Ultra-Conservatives and with Sabbat Coordinator Approval.

Prerequisites to Join

The Ultra-Conservatives look for leaders and/or zealots, while generally declining those who have not yet shown any form of initiative. As such, as a mostly political faction, there are no secret rules or codes with which one must undergo to become a member of the Ultra-Conservatives. Those who are chosen for membership, though, swear an oath of

allegiance to the faction that often mirrors many similar ones given to those who join a military. However, to become at least Sergeant, aka "Locally Important", to the Faction, one must meet the following prerequisites:

- Storyteller Approval and Ultra-Conservative Sub-coord Notification
- The Positional Status Trait of Initiated

Ultra-Conservative Advantage

Army of Caine

Once per Night a member of the Ultra-Conservative Faction may expend their Advantage to give themselves or another 3 Bonus Traits in all Brawl, Melee and Firearms challenges they make and increase all such damage from these attacks by 1 level for the next scene or an hour. They may only do this once per night.

Ultra-Conservative Disadvantage

Authoritarian

All Members of the Ultra Conservative Faction are down two traits when initiating any Social Challenge against a member of the Sabbat who is a member of the Loyalist Sabbat Faction.

Sergeant

All new Sabbat vampires who join up with the Ultra-Conservatives are known as Sergeants among the Faction. They are young new recruits who are expected to be trained and obey orders from their superiors within the Faction. They are tasked with learning and growing within the faction, generally via Sabbat warfare and combat. Sergeant's can expect support and tutelage from their superiors in the faction. Success is rewarded, and failure seen as a learning opportunity.

Prerequisites for Advancement to Lieutenant

The Ultra-Conservatives, unlike any of the other political Factions and as a militaristic organization, has specific requirements of those they wish to see

advance within its ranks. As such, those that wish to advance from Sergeant(Local) to Lieutenant (Regional Importance) must complete the following prerequisites:

- Storyteller Approval and Ultra-Conservative Sub-coordinator Approval
- The Reputational Status Trait of Battle-Scarred

Lieutenant

Lieutenants of the Ultra-Conservative Faction are the seasoned veterans of Sabbat warfare. They have been involved in several battles and Crusades. They are expected to be able to carry their own and support other members as needed. They command fierce power and demand unquestioned dedication, and (while they should only be called upon in the direst of situations) they are a force of Caine that is unparalleled in the Sabbat. Regionally Important Ultra Conservatives may order and command those of lesser rank than them in the faction

Prerequisites for

Advancements to Colonel

For a character to become a Colonel, aka Nationally Important, they must have the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Blooded

Colonel

Veterans of several Crusades as heroes or leaders of those Crusades may earn a place among the Colonels of the Ultra-Conservatives. They are commanders of entire Sabbat packs. These Cainites are master strategists and war tacticians. When a Colonel of the Ultra-Conservative enters a battlefield, he can expect and demand complete obedience from those lower rank than them within the Faction. Only the General of the Ultra-Conservatives may command a Colonel. These Cainites are expected to succeed and battle, and failure is rarely ever tolerated (but tactically retreating can be acceptable when needed.)

The General

This rank is reserved for the undisputed leader of the Ultra-Conservative Faction. This cainite commands the armed forces of the entire faction. They must be a great strategist and tactician of war. They truly believe in the cause of an army of Caine to defeat the Antediluvians. The General is only ever removed by Monomacy and the winner takes the position, or if the position is empty from some other means.

In addition to gaining the Positional Status Traits of Feared and Respected, the General has the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the General of the Ultra-Conservatives, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always, this position is Sabbat Coordinator Approval.

Suggested Paths of

Enlightenment

Honorable Accord, Caine, Orion, Metamorphosis, Night (all variations)

Suggested Abilities

Dodge, Melee, Leadership, Intimidation, Lore: Camarilla, Lore: Noddist, Lore: Sabbat, Rituals, Survival, Tactics

Suggested Backgrounds

Arsenal, Military Force

Suggested Merits and Flaws

Merits: Natural Leader, Bruiser, Higher Purpose, Iron Will

Flaws: Hatred/Intolerance (Freeloaders, Loyalists, Status Quo, Moderates), Territorial, Driving Goal

The War Call

During certain points in the Ultra-Conservative Faction, members may be called on to serve in a wartime effort and mobilize to fight the Ancients (or, depending on the member's renown, she may be able to call others in to assist). It is important to note, should you choose to join the Ultra-Conservatives, you may be asked to proxy your sheet into sieges you may otherwise have not proxied into. As a player, you have the right to decline, though declining will be viewed as declining in-character. Finally, if you are capable of making The War Call to your brothers and sisters in the Faction, do so only under the most extreme of situations. The seriousness of the call, both IC-ly and OOC-ly is pretty grand, as it may lead to multiple PC deaths. Regardless, before any call can be made, all members of the Faction require both Storyteller and Ultra-Conservative Sub-coordinator Approval.

Should you require the assistance however, local members have the ability to call all other local members to assist in a wartime effort, regionally important members can call all members in their region of regional or local importance, and national members can make the call nationally to all PCs of national-level importance or lower. Again, making the War Call is serious business. Abusing it will only cause the Faction to look upon you with anger and ire.

Combination Disciplines

UNCONQUERABLE QUALITY (DOMINATE 3, PRESENCE 3)

Sergeant Level Rarity

Members of the Ultra-Conservatives need to appear strong at all times and present an undefeatable army. Combining the disciplines of Dominate and Presence, members of the Ultra-Conservative faction learned to exude an aura of undefeatability in all things they do. Projecting this aura gives members of the faction an edge in battle. Whether that be a physically commanding presence upon the battlefield or the nightly games of the Jihad.

System: This combination discipline costs one willpower to activate and lasts one scene or an hour. The character exudes an undefeatable aura granting

them a number of bonus traits on all challenges of Intimidation equal to their current Intimidation ability score, to a maximum of three. Additionally, he may engage a target in a Social challenge retested with Intimidation. Those who lose are down two traits on all challenges to harm the character. Those who win however, are immune to the effects of this power for the rest of the scene.

XP Cost: 6

LIGHTNING STRIKE (CELERITY 3, POTENCE 3)

Sergeant Level Rarity

Not all battles can be fought within close range, and while modern firearms have presented the ability to attack from a range, some members of the Ultra-Conservative still prefer to strike their target from a distance. As such, this combination discipline was developed by the faction for a member to use their fists or bladed weapons on an enemy from a distance. When used the blow seems to visibly push through the air like a wave as it heads to its intended target.

System: When the character makes a Brawl or Melee attack, they may spend 1 blood trait to activate this power. When they do, they may make their Brawl or Melee attack a ranged attack instead of within brawl/melee range. The Range of this attack is limited to the unaided and unmodified sight of the character using it.

XP Cost: 6

ROAR OF COMMAND (DOMINATE 2, CELERITY 2)

Lieutenant Level Rarity

To a member of the Ultra-Conservatives, it is incredibly important for your soldiers to be able to hear your commands upon the battlefield. The requirement of eye contact to use the discipline of Dominate becomes burdensome in the chaos of war. As such members of the faction developed this discipline technique to overcome such limitations and instead rely upon their connection to one another through blood to make sure their orders are followed.

System: This discipline technique requires one willpower per use. Once activated the character may issue dominate commands to any who is able to hear your voice and has a vinculum rating to the character.

This removes the need for eye contact. This power lasts for the scene.

XP Cost: 4

SEIZING THE INITIATIVE (CELERITY 2, PRESENCE 5)

Lieutenant Level Rarity

Some members of the Ultra-Conservative Faction know of another combination discipline called Inspire Greatness. This combination discipline was developed by members of the Ultra-Conservative Faction to complete the ability to transfer their knowledge of the Physical Disciplines to another. This power allows the vampire to give his loyal soldiers their knowledge of Celerity for a time.

System: The character with this combination discipline must make a rousing speech to all those they wish to affect with the power. Once completed the character must make a static Social Challenge retested with Leadership as a difficulty of 8 plus the number of other characters they wish to affect with this power. Should they succeed, they may spend 1 blood trait per person, and in doing so give them levels of Celerity discipline up to the limit known by the user of this combination discipline. This power lasts one scene or an hour, and it may not be used on an unwilling target.

XP Cost: 7

DREADFUL ASSAULT (POTENCE 3, CELERITY 3)

Colonel Level Rarity

The Ultra-Conservative Faction is renowned for its abilities and prowess in combat. The reason for this is this discipline technique developed by members of the faction. Combining the arts of Potence and Celerity, a Soldier can forge his hands into the deadliest weapons on the battlefield. Those who learn this technique become legends upon the battlefield as no shield or armor can withstand their blows.

System: This discipline technique requires 1 blood to activate per round. Once activated the characters brawling attacks gain the *Armor Piercing* and *Destroy Shield* effects.

XP Cost: 6

Ritae

SOUL OF HEKTOR

A ritual which may actually date back to the fall of Rome itself, legend speaks of great ancient warriors never really dying and infusing worthy fighters with their warrior capabilities. This ritual created by a potent Pack priest claims to have actually ripped the soul of the great warriors from the past and added it to the strength of his pack. This power, though great, is short lived and creates a huge amount of animosity as the beast urges to break free.

"We shall shatter our enemies We shall grind their organs We leave our enemies begging We shall be victorious."

System: Grants 2 Bonus combat re-tests which must be used before all other Situational Retests. You may only ever use one retest of this ritae in a challenge at a time, and are applicable to Brawl, Melee, Firearms, Dodge, or Survival challenges. While under the effects of this ritae you are down 1 trait on all self control/instinct challenges.

THE CHAIN OF COMMAND

All Soldiers of the Ultra-Conservatives understand and respect the Chain of Command. They willingly sacrifice their freedom to ensure the freedom of all others and the Sabbat's Final Victory. This ritus was created as a reminder of their oath of loyalty to their faction and the chain of command. Led by an Ultra-Conservative priest, the Soldier reads from the book of nod in regards to Gehenna and is reminded of their vow to save the Sabbat and the world from Gehenna and of their duty to Father Caine and the Sabbat as a whole. After such a speech, the Ultra-Conservative members feel invigorated and emboldened in their tasks.

System: After performing this Ritae all members of the Ultra-Conservatives that participated enjoy an additional two bonus traits on all combat challenges in the next scene they are in. The effects of this ritae wear off after a scene or an hour.

IRAD'S WALL

Please see the White Wolf book, *Rites of the Blood*, page 47

System: Use as Printed

RENUNCIATION

Please see the White Wolf book, *Rites of the Blood*, page 47

System: Characters who undergo this ritae gain a permanent Bonus level of Self-Control/Instinct. Otherwise use as printed. To clarify a single individual may only ever benefit from this ritae one time, ever.

RITE OF THE LAST REVEILLE

The Rite of the Last Reveille is a brutal and militaristic ceremony carried out at the start of each new moon. Sabbat Ultra-Conservatives believe that Gehenna is imminent, and this ritae serves as both a rallying cry and a ritual test of the pack's strength. The pack gathers in a designated sacred space, often an old battlefield, ruined church, or a site where Sabbat blood has been spilled. The Ultra-Conservative priest then performs a rallying speech to defy the fear of death in a coming battle, and challenges all members of the Sabbat to step forward and demonstrate their lack of fear before the priest in some manner.

System: All those who participated in this ritae gain 2 bonus traits to resist any fear type effect or fear based power used against them for the remainder of the night.

Known Members

CHARLES DELMARE AKA VI

Charles has always been seen by those around him as someone willing to work "across the aisle." He rallies Loyalists with inspiring speeches about the oppression of Elders, debates the benefits of freedom versus wartime with the Moderates, and loyally serves the Ultra-Conservative faction. Rumors abound of his support of the Inquisition, though they are often quickly discarded...Charles VI is the current Marshal of the Ultra-Conservatives.

FRANCISCO DOMINGO DE POLONIA

Cardinal of the East Coast, Francisco is legendary for his quick decision making and his prep work before going into a battle. It was this same decision making that put him in a position to step up from a Bishop of New York to its Cardinal.

AMELIA MEDICI, QUEEN OF SHADES

Born during the rise of the famous Medici family, Amelia was always destined for greatness. The name Medici is carved in the annals of history. Their rise to prominence in both Florence and Italy as a whole is marked through careful machination, marriages, and political maneuvering. As the family spread out across the Italian peninsula, so too did their numbers grow. It was during this era of political growth for the Medici family that Amelia was born.

Amelia is a master politician and manipulator. A Lasombra with the skill to lead others and guide the Sabbat in a new direction in these Final Nights. To Amelia, she has waited centuries for this, and she will stop at nothing to finally realize her dream of becoming the ultimate master of the Jyhad. Amelia has recently been made the Commandant of the Ultra-Conservative Faction.

XIPE TOTEC

Xipe Totec is determined to ensure Sabbat supremacy in Central America. To this end, he uses many of the Camarilla's tactics against them, preventing them from gaining any significant foothold on his domain.

By now, a new threat in the form of the Followers of Set has risen and Xipe Totec works hard to ensure their quick demise, although he is faced with mysterious disappearances of various Kindred in his domain.

He, as a traditional Tzimisce, is also very fond of transforming his ghouls with Vicissitude, and turning whole tribes of natives into his servants. As a Warlord of South America, Xipe Totec is a rising star among the Ultra-Conservative Sabbat.

VIRGINIE

Since she was a child in southern France, Virginie was abused and mistreated. She grew into a homicidal woman and was discovered by a Lasombra as a potential killer. He butchered her family and took her as a ghoul. When she proved her usefulness the Sabbat Embraced her, using the neonate as messenger and spy.

As a vampire she experienced a kind of freedom she never had before. Her warped upbringing gave her a taste for the killing, and she soon was leading one of the most feared packs in France. Her pack struck hard at the heart of the Camarilla, and several ancillae and Elders fell to her fangs.

She discovered she had a talent for making tactical and strategic decisions and led a successful crusade against Marseilles in the late 1990s. In the year of 1999, she led yet another war, this time against Dublin. Members of the Camarilla Connachta fief were slain, and the city was claimed by the Sabbat. After a ridiculously short existence, Virginie had become a bishop and settled down to consolidate her gains. Since then she has been welcomed as a rising star of the Ultra-Conservative Faction.

Media

Judge Dredd (Movie)

Heat (Movie)

Glenn Beck (Person)

Wag the Dog (Movie)

Watchmen (Graphic Novel)

Sources

Mexico City by Night

Montreal by Night

Players Guide to the Sabbat

Stereotypes

Loyalists: “How are these assholes any different from the Camarilla? Fuck them.”

Moderates: “The Sabbat wasn’t created to just be a war machine. Remember that whole Anarch Revolt thing?”

Status Quo: “They go too far with what they desire. However, during a crusade, there is no other in the sect that you can turn to, to do what must be done.”

Pander Movement: “Yea. I didn’t enlist, thanks.”

The Orthodoxy: “They are truly the Warriors of the Dark Father in their Holy Crusade.”

Children of the Dracon: “The Sword of Caine is made whole by its many parts, not just one group of Fanatics.”

Occult Underground: “We value their sense of order and discipline... but not much else.”

Crimson Horde: “They are too strict for the freedom of movement the Sabbat needs..”

Inquisition: “They will be the first to support and aid us when we come to a city. They are most helpful indeed.”

Black Hand: “If only the Sword of Caine was more like them. Minus the Elders’ right to rule and all...”

pander movement

"They still talk about us behind our backs, but at least they are afraid to do it in the open. We grow in power each day, and soon we will make the Sabbat what it should be."



In 1952, Joseph Pander succeeded in uniting the Clanless of the Sabbat into a political force. United by a shared history of abuse at the hands of their fellows (but also united in the belief that what the Sabbat was doing was right), the Clanless gathered to make themselves more effective in pursuing the goals of the Sect, as well as for mutual protection.

In the early days, many influential Tzimisce and Lasombra supported Pander's followers, this newly formed group used their political advantage in a time of political strife. However, as the "Pander Movement" grew, the Tzimisce and Lasombra quickly lost control. Too many of the now-called "Panders" had faced cruel treatment at the hands of



the Sabbat's most prominent clans and strong feelings on both sides forced the Panders to go their own way.

It was not until 1957, at the end of the Sabbat Civil War, that the Panders were given official Clan status. Their efforts in the war had both kept the Sect together in the time of crisis and prevented many territories from falling to the Camarilla. While many had tried to curry their favor during the war, the group proved to be too diverse and most negotiations failed. The Panders, with no clear allies in the war and no real motivation to aid any side, continued doing what members of the respectable clans did not: defend the domains of the Sabbat.

Called Mutts and Caitiff by many in the Sabbat, the Panders have long had to endure unfair treatment and outright abuse. As the members of Clan Pander increased, both in number and prestige, members of other clans looked on. Many believed that they understood what it felt like to be a second class citizen to the Lasombra and Tzimisce, to never be considered quite as loyal or quite as accomplished, despite a long history of distinguished service. It was these sentiments that drove the first non-Pander to join the Movement back in 1985 which started the shifting of the goals of the Movement, from Pander Equality to Clan Equality.

Not everyone in the Movement was happy with this decision, however. Several Panders remembered their life before the Clan was fully established and they remembered the abuses heaped upon them by not only the Lasombra and the Tzimisce, but the Antitribu as well. To suddenly unite with Antitribu seemed distasteful, and some Panders just could not accept it. Several of the older Panders mostly joined the Ultra-Conservatives; the younger panders, with the Loyalists. Those who left insisted that not

supporting the new ideals of the Movement was not the same as not supporting their Clan. As such, several of the Panders outside the Movement often continue to work very closely with the members of their Clan, to help them towards advancement within the Sect.

Nickname

Fanatics

Symbols and Iconography

The Pander Movement superimposes the Pander symbol over the flag of whichever nation they are in. Though often mistaken as a sign of protest by mortals, the flags scream “We are everywhere!” to those in the Sabbat Hierarchy.

Members, who do not wish to give unnecessary credit to the Panders (as a clan) when they advertise their works, use a symbol of a Hammer and a Drop of Blood instead, claiming that it represents a “reforging” of the Sword of Caine.

While both are recognized by those in the Sabbat, only the Pander “X” is officially recognized by the Movement.

Beliefs of the Pander Movement

- All Clans are necessary for the Sabbat to be successful.
- All Clans should have equal opportunities to serve in positions of leadership.
- No one has the right to harass others who have not earned derision.
- All who are oppressed must stand together in the fight against tyranny.
- No one should allow their personal goals to endanger the Sabbat.

Role Within the Sabbat

The Pander Movement sits outside the normal political spectrum of the Sabbat. They do not focus on how their goals should be achieved, only that they

should be. This allows them to be a sort of “wild card,” wheeling and dealing with all of the factions and keeping alliances only so long as a better offer does not come along. The Ultra-Conservatives and the Loyalists tend to be the traditional allies of the Pander Movement; the Ultra-Conservatives, because the Movement is so focused on loyalty to the Sabbat before personal ideals; and The Loyalists, because the Movement is pushing for increased equality.

Duty: The Pander Movement pushes for Equality among all the clans of the Sabbat and help remove the dominance of Clan Lasombra and Clan Tzimisce. Indeed most of the Civil Wars started in the Sabbat were because of this issue. As a result, the Pander Movement has formed, *The Collation*, a group of members of the Faction who oversee inter clan disputes in the Sabbat. When two or more clans/bloodlines have an issue with each other they may approach the Collation or may be approached by the Collation to intervene in the issue before it spills into open war between the clans/bloodlines of the Sabbat. When the Collation intervenes on an inter clan issue their verdict on the issue is considered final the same as a Contrition Ritus.

Prerequisites to Join

While some might believe any and all can join the Movement, members are specifically chosen for combat prowess, loyalty to the Sect, and proven courage in the face of dire circumstances. As such, not everyone who applies immediately gets “initiated” into the Faction, though the Movement does support all those who wish to join their ranks.

The requirements for PC’s to join the Pander Movement as a Blood Hound, aka Locally Important, are as follows:

- Storyteller Approval and Pander Movement Sub-coordinator Notification
- The Positional Status Trait of Initiated

Pander Movement Advantage

Equality of Caine

Once per Night a member of the Pander Movement Faction may expend their Advantage to give themselves or another 3 bonus traits and 1 retest in any challenge against a Tzimisce or Lasombra

vampire. They may use this advantage once per night.

Pander Movement Disadvantage

Easily Forgotten

All Members of the Pander Movement Faction are down two traits when initiating any Social Challenge against a member of the Sabbat who is a member of the Children of the Dracon or Orthodoxy Sabbat Factions.

Blood Hound

Members of the Pander Movement are known for their fanaticism and courage. Blood Hounds, aka Locally Important Panders, gain one Bonus Trait in all Intimidation related challenges (may not be used with Disciplines).

Prerequisites for Advancement to Bulldog

As with any organization or social group, there are those who rise above the rest. Though the Movement espouses equality amongst its ranks, there are those who are deemed more “influential” amongst them and thus receive more opportunities within the Faction. The Pander Movement respects those who push to be more active within it, though it does not mean to make the individual more important. Rather, those that advance within the Movement are deemed more “active” in pushing the goals of both the Sect and the Movement.

In order to advance to the next level of the Pander Movement, a Bulldog (Regionally Important), a PC must meet the following prerequisites:

- Storyteller Approval and Pander Movement Sub-coordinator Approval
- The Reputational Status Trait of Militant

Bulldog

As some of the fiercest members of the Sabbat belong to the Pander Movement, many of its members are also Panders themselves. The Panders have brought with them the skills and arts they

mastered during the Third Sabbat Civil War. Intimidation and scaring your opponent seems to work best in getting their attention. As such, Bulldogs may, once per month, gain a free retest in any Intimidation related challenge.

Prerequisites for Advancement to Pit-Bull

To advance to Pit-Bull, aka Nationally Important, the following is required:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Dedicated

Pit-Bull

At this level, a member is now considered one of the several leaders within the Pander Movement. As such, a member may now declare a person an Enemy of the Pander Movement. While none are required (or expected) to kill the individual, all members of the movement who can must harass, attack, and generally teach the person what a bad idea it is to fuck with the Movement, its members, and anyone under their protection. Also as a result of becoming Nationally Important to the Pander Movement, you can call upon members of the Pander Clan and Movement for aid during either a political fight for the faction or a physical one. Calling upon your Pander brothers for aid may only be done once per month. It falls to the storyteller to decide what Panders show up and will lend aid in either of the above scenarios to the best of their abilities.

Finally, members of the Movement at this level may also learn the most closely guarded secrets of the Pander Movement. Members now have personal access to Joseph Pander (Sabbat Coordinator-Controlled NPC) and (with appropriate role-play) they may buy Pander as a Mentor and learn the unique Discipline “Kineticism” up to its Advanced level (level 5, see below for more information). You also gain access to the powers in the Pander packet.

Taking Joseph Pander as a Mentor and learning Kineticism requires Sabbat Coordinator Approval.

The Mongrel

Joseph Pander was the first Mongrel. Proud of his bastard heritage, when he formed the Pander Movement he welcomed all others to join him in his quest for greater equality in the Sabbat. Joseph invites all challenges to his title and is no tyrant to the cause. He accepts challenges in all forms under the belief of "Hey if you believe you can do a better job...prove it and I'll back you. As a result all members of the movement follow the desires and direction of the Mongrel. Viewed as more of a pack leader than a true position of authority. Still, the respect earned by the mongrel results in the Faction following him in all things. In more recent nights, Joseph Pander has stepped away from leading his faction and assumed a Cardinal Position within the Sabbat instead.

In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Mongrel has the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become the Mongrel of the Pander Movement, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

Kineticism

(Adapted from the book "World of Darkness: Outcasts," page 37)

BASIC KINETICISM

DAMPENING

System: The character spends a Blood, reducing the damage of the next successful attack (against him/her) by one (1) level. This damage reduction happens before Fortitude. This power does not stack with itself and spending a blood to activate this power while it is already active does nothing.

REDIRECTION

System: When spending an action to dodge a projectile, a character may decide to use Redirection instead. The character performs a Physical Test to dodge, exactly as if he wasn't using Redirection. If he is successful, the projectile misses and a Simple Test is thrown. On a win of the Simple Test, the projectile hits the original attacker instead. It should be noted that a character may always dodge or soak damage, as per the rules of "Laws of the Night (Revised)."

INTERMEDIATE KINETICISM

VENGEFUL-STRIKE

System: Spend a Blood and, the next time you take damage, you gain an additional damage on your next melee or brawl attack. This attack must take place the same round you took damage, or in the round immediately following it. This power does not stack with itself; therefore, spending a blood to activate this power while it is already active does nothing.

DISCHARGE

System: Spend a Blood and a Willpower before you attack with a ranged weapon to add one damage to the attack (if the attack is successful). This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

ADVANCED KINETICISM

KINETIC-SHIELD

System: Spend a Blood and one full round action to summon a (6 feet by 4 feet, 5 Health Level) transparent barrier directly in front of you. When summoning the kinetic shield, you may spend any number of Physical Traits. For each 2 Traits that you spend, you may increase the Health Levels of the barrier by one OR increase its size by three foot increments. This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

Suggested Paths of Enlightenment

Honorable Accord, Feral Heart, Orion, Power and the Inner Voice

Suggested Abilities

Brawl, Fire Dancing, Lore: Noddist, Lore: Sabbat, Melee, Law

Suggested Backgrounds

Mentor (Pander Movement)

Suggested Merits and Flaws

Merits: Daredevil, Calm Heart, Group Loyalty, Fearless Ferocity

Flaws: Bloodline, Clan Weakness, Thin Blood, Derangement (Megalomania)

Combination Disciplines

DOGS OF VITAE (ANIMALISM 3, FORTITUDE 2) *Bloodhound Level Rarity*

As many members of the Pander Movement are Mutts themselves, they are familiar with their stray dog brethren after which they are named. Using the arts of Animalism combined with the strength of resilience Fortitude provides, a member of the Pander Movement with this art can infuse a dog with an ability to seek out and store vitae for their masters. Firstly the vampire must gain command over a dog before he sends him on a hunt. Once unleashed the dog will seek out the nearest source of vitae and attack violently, seeking to devour it. Once they have had their fill, the dog will always return to its master to give to them what they have stolen. This vitae mystically transfers from the dog to the vampire when in his presence. Often used as a useful survival trick when in need.

System: The vampire must first gain command of a dog in order to use this power. Once the character has gained control of the animal, they may expend

one willpower trait to infuse the dog with the ability to hunt for blood, store it in their system, and return to their master to gift them with their blood. The dog must attack a target and drink their blood but may store up to three blood within themselves before they must return to their master. Once in their master's presence, the character may immediately take this stored blood into themselves refilling their own blood pools. How long it takes for the dog to collect this blood and return to its master (not to mention the how) is entirely up to the storyteller.

XP Cost: 5

PHANTOM PACK (OBFUSCATE 3, CELERITY 2) *Bloodhound Level Rarity*

By blending the disciplines of Obfuscate and Celerity, the members of the Pander Movement have developed this combination discipline to create a sort of blurred illusion of the cainite. When a Cainite of the Pander Movement use this power, they appear to be several other vampires with them. As such, a target of this power is unsure of who to actually strike at.

System: A character with this power spends 1 blood trait to activate it for the next scene or an hour.

During that time the character gains a free retest on all challenges made to dodge or evade an incoming attack. Once called, however, this is the last retest that may be used by the character with this power in that challenge.

XP Cost: 5

UNDIMINISHED FURY (ANIMALISM 5, FORTITUDE 2) *Bulldog Level Rarity*

During the Third Sabbat Civil War, members of the Pander Movement quickly had to learn an ability to not run from battle. Fire, Sunlight, and other banes of vampires cause their beasts to compel them to flee. Members of the Pander Movement need not fear such a fate once they have mastered this art. Using their mastery of the Beast, a member of the Pander Movement with this discipline technique turns their failed fear frenzy into anger and berserk frenzy instead.

System: This combination discipline is activated whenever the character fails a Rotschreck challenge. If the character has failed this challenge, they may spend one willpower point and immediately frenzy instead of fear frenzy. If the character is on an Instinct Path this does allow them to test to ride the wave of frenzy as usual, in lieu of a Rotschreck frenzy.

XP Cost: 7

THE UNCONQUERED DAWN (ANIMALISM 5, DOMINATE 5)

Bulldog Level Rarity

One of the many banes of the Cainite condition is the forced slumber by Daylight. Some members of the Pander Movement have developed this combination discipline to convince a target's beast that the sun is actually out, even in the middle of the night. By reaching out to the Cainite targets beast they dominate it to slumber as if the Sun was in the sky.

System: The character with this power spends 1 willpower trait to activate it and makes a contested Mental Challenge against their target, retested with Intimidation. Should they succeed, the target vampire suffers the mechanical effects of acting as if it was during the day. Normally powers and abilities that help mitigate the effects of acting during the day for a vampire still apply to this power. Those so affected by this power are under its effects for the next scene or an hour. As a power with Dominate, this power is subject to Gen Check.

XP Cost: 10

CAINE'S CURSE (DOMINATE 2, ANIMALISM 5)

OWbN Pander Packet

Pit-bull Level Rarity

This discipline technique was originally developed by members of the Pander Clan. Brought over into the Pander Movement, this combination discipline pulls upon the Curse of Caine in all vampires as a lethal weapon to use. The beast being tied to their curse, a vampire with this technique learns to twist and warp their own curse, if they have one, and project it into a target. This causes the victim's own clan curse to magnify immensely. Some believe that, come Gehenna, the effects of this power will, in

reality, be the true power of Caine's Curse upon all vampires when the Dark Father returns.

System: This power enhances the various clan curses laid down by Caine himself. To first use this power, the Pander must spend one willpower trait and use Drawing Out the Beast successfully on a target. If the target is of lower generation than the Pander, this power has no effect. However, should it succeed the victim suffers an enhanced version of their clan's curse (Tremere, Caitiff and Panders are immune to this effect). This effect is largely left for the Storyteller to decide, though some examples are:

Brujah: -2 Self Control instead of -1. Toreador: Cannot be brought out of the trance early by anything less than an obviously life threatening circumstance. Ventrue: Feeding Restriction extended to include Vampiric Vitae.

This power ends when the use of Drawing Out the Beast ends.

Note: This power is never discussed outside of Clan Pander and the Pander Movement.

Xp Cost: 7

Ritae

REVEAL THE INNER BEAST

This Ritual was first used to create a feeling of fear and mistrust when the Anarchs were trying to muscle in on an area. It has been used in modern nights to extract information from individuals without the use of physical violence.

"The beast is fear. Our face hides our desire. The beast triumphant. Our are bodies weak. The beast shall overcome all. Our soul is lost."

System: The Ritual group gains 3 bonus Intimidation Ability traits, but cannot initiate any Social Challenge other than those which are Intimidation-based. This bonus lasts for one scene or an hour.

RITE OF THE FORGOTTEN BANNER

The Rite of the Forgotten Banner is a powerful ritae designed to embody the Pander Movement's ideals of unity, resilience, and defiance in the face of prejudice. It celebrates the adaptability and strength

of the Clanless vampires within the Sabbat and serves as a symbolic reminder that one's worth is not defined by bloodlines but by loyalty and deeds. A plain, tattered cloth is chosen as the "Forgotten Banner," symbolizing the humility and resilience of the Pander Movement.

Participants inscribe it with symbols, slogans, or oaths representing their shared goals, victories, or defiance. This act symbolizes their rejection of traditional clan hierarchies. Each participant contributes a drop of vitae into a ceremonial chalice while speaking their commitment to the cause. This mingling of blood reinforces their unity as one family. The chalice is then passed around, and each member drinks, sharing in their collective power and bond. The group undertakes a symbolic challenge, such as defeating a chosen enemy, outmaneuvering an obstacle, or enduring a trial of pain. This trial demonstrates their strength and resourcefulness as a group, emphasizing that survival is earned through action, not inheritance. The banner, now inscribed and sanctified, is raised high for all to see. Participants chant a unifying mantra, such as: "We are many, but we are one. No clan binds us, and no blood defines us. We rise as forgotten, but we conquer remembered!" A final symbolic act occurs where one among the group is recognized for their contributions, often a Pander who has proven their value. They are anointed with the banner's blood and declared a leader or champion for the night.

System: Once the ritae is performed, all members of the Pander Movement who can physically see the banner gain an automatic retest in defending against any challenge that would cause them to run in fear. The Banner itself only lasts for a scene or hour.

ONE OF MY TRIBE

See the White Wolf Book, *Rites of the Blood*, page 51

System: Use as Printed

RITE OF THE UNCHAINED

The Pander Movement is proud to a fault of its fight for equality among the various clans and bloodlines of the Sabbat. This Ritae was developed by members of the Faction to give them a slight edge in political and social interactions. The Pander Movement Priest must give a speech to those around them, reminding

them that Caine was of no clan, that all Sabbat are equal in his eyes. Only after completing this speech do members of the Pander Movement feel emboldened.

System: Those who participate in this Ritae gain two bonus Social Traits in all challenges defending against members of the 13 clans (Antitribu and bloodlines do not count for this) for the remainder of the night.

RED RIGHT HAND

The Pander Movement is no stranger to having to fight for what they believe in. The Faction was forged by the Panders and Brujah Antitribu of the Third Sabbat Civil war. Priests of these two bloodlines created this ritae for that purpose. The Pander movement Priest must first find and hunt down mortal oppressors of other mortals. They drag these bound mortals before members of the Pander Movement. The priest has each member approach the bound mortal oppressors and very violently punch holes into their bodies (or Stab with bladed weapons), soaking their fists in the blood of the oppressor. Thereafter, as long as the blood remains on their fist, the members of the Pander Movement find their potency of strength in battle increased for a limited time.

System: Those who participate in the ritae gain 1 additional level of damage to all Brawl and Melee attacks they make for the next scene or an hour.

Known Members

ANGES

Anges is odd even for a Tzimisce. One of the elder Sabbat members who helped pen the Code of Milan, Anges always felt it was the conflict between the Tzimisce and the Lasombra that led to both destructive wars. When the Third Sabbat Civil war occurred, Anges was quick to realize that the sect would not survive a fourth, and that the Sabbat had forgotten itself. It was the words of Joseph Pander that rang true in his heart. If the sect was going to survive to see Gehenna, both the Lasombra and Tzimisce needed to remember their roots and let go of their control. Only as all vampires united under the blood of Caine does their race have any chance of defeating the Antediluvians.

JOSEPH PANDER

Founder and former leader of both Clan Pander and the Pander Movement, Joseph Pander is believed to be the youngest Cainite to have ever been appointed to the position of Prisci. Pander never tolerates the abuse of his Clansmen; however, he is also known to have a tendency to stick his neck out for anyone being unfairly treated in the Sabbat. This philosophy has gained him a very loyal following among many of the Clans of the Sabbat, even while giving his enemies more ammunition to use against him. Since his time leaving the leadership of the Pander Movement, Joseph Pander has risen to the ranks of Cardinal within the Sabbat.

SILVIA PANDER

The childe of Joseph Pander is the Pander Movements voice in Mexico City. Silvia sits on the consistory having earned her place hunting down numerous elders and consuming their souls taking their power for her own. She is known as a cool headed Cainite, yet quick to rally a riot if need be.

Her faith and devotion to the movement is unquestionable. Silvia truly believes in the Pander cause and embraces the fact that the Panders are a clan, not Clanless. She truly believes the Panders are the inheritors of Caine's legacy, for they have no curse of Caine. Tonight she leads the Pander Movement forces in Mexico City under the Faction's banner. If anything, Mexico City is not lacking in Panders and Antitribu tired of being oppressed by the Lasombra and the Tzimisce.

CAROLINE BISHOPS

Caroline emerged from her Creation Rite in the care of the Mattachine, who seemed to be under orders to protect her. Despite her loss of memory, Caroline's new existence gave her the grace, power and beauty that she never had as a human. She also realized that she felt more comfortable around women, even to the point of not wanting to feed off men anymore.

Caroline seemed to be doing well until 1993, when she began suffering from a recurring nightmare about the mysterious "doctor." She awoke repeatedly in a bestial state and had to be monitored on several occasions as she regained her senses. Troubled by her dreams and the distorted faces of children that appeared in them, Caroline moved to Montreal in

hopes of getting help from the Shepherds. The Mattachine, though reluctant to let her leave, agreed when Sebastien Goulet promised to watch over her. In the early nights of her move to Montreal, Caroline joined up with the Pander Movement as a means to support her clan and find the support she needed among others.

Media

Braveheart

Saving Private Ryan

Freaks

Pinhead by the Ramones

Sources

World of Darkness: Outcasts

Players Guide to the Sabbat

Time of Thin Blood

Stereotypes

Loyalists: “We have a lot in common with them. Too bad they only focus on one of the major issues to the exclusion of all others.”

Moderates: “I can’t really argue with their goals. I just don’t think it will ever happen.”

Status Quo: “They proved their point in the Third Civil War. What more do they want?”

Ultra-Conservatives: “You can have equality right after all of the clans join the Sabbat and kill their ancients.”

The Orthodoxy: “Caine had no clan, thus honor their commitment.”

Children of the Dracon: “Perhaps when they grow up, they will actually get what they want.”

Occult Underground: “They are like 16-year-old high school dropouts. So much potential, but such a waste.”

Crimson Horde: “Many Clanless ride with the Horde, we welcome them to Battle.”

Inquisition: “While their modern cry for equality can be annoying, they are free to think what they want.”

Black Hand: “Caine left those of his blood to rule. Not mongrel bloodlines.”

OCCULT

UNDERGROUND

“All the answers to the mysteries of the world lie in questions. We are simply bold enough to ask them.”



In 1999, the mysterious and utter destruction of the Tremere Antitribu left the Sabbat vulnerable and without competent blood sorcerers to counter the Camarilla Tremere or independent blood mages (such as the Assamites or Giovanni). The highest ranks of the Sabbat Clergy took immediate steps to address this problem, creating a Pack known only as “The Scholars” based out of Montreal and under the leadership of Father Juan Carlos (a Brujah Priest) to rediscover the lost secrets of House Goratrix. At the same time, Esteban Agua y Tierra—a Tzimisce Koldun in Mexico City—and his packmate La Viuda Blanca—one of the reclusive and newly-emerged Harbingers of Skulls—discovered the abandoned



Haven of a powerful Tremere Antitribu and began conducting their own research. Over the next decade, a small network of Priests, Occultists and Scholars rose among the Sabbat of North America. It was not until 2010 did the Underground achieve the breakthrough they had been looking for. By combining ancient Mayan blood magic native to South America with the tomes of the Tremere Antitribu, they were able to craft a Blood Sorcery that could be taught amongst their brothers and sisters. At the 2010 Palla Grande in New York City, the Underground made its debut, standing among the other Factions of the Sabbat in an attempt to avert Civil War.

In recent nights the Occult Underground has found itself in trouble with the greater sect of the Sabbat. Several of its leaders and high ranking members have gone mad or been revealed to be traitors to the Sabbat. Though each of these instances was quickly dealt with and the offending Cainite put to death, it has left some to wonder if absolute power in the occult underground is for some reason driving its leadership mad. As result, however, the Sabbat has put the entire Faction under observation and review by other Sabbat Factions. Hopefully, over time the Occult Underground can remove whatever cancer is in the faction moving among the shadows and corrupting its leaders.

Nickname

Witches, Ah-Nakom

Beliefs of the Occult Underground

The following comprise the list of what the Occult Underground, as an organization, holds as its beliefs and mission:

- In order to survive and defeat its enemies, the Sabbat must have skilled Occultists of its own.
- Regardless of Clan, only those of the Occult Underground have the knowledge to practice Blood Magic safely and ensure that such practice is for the best interests of the Sect.
- The Underground must be constantly on guard against those who seek the Infernal Arts, believing it to be the easy path to power.

Symbols/Iconography

The relatively small numbers of The Underground make any statement about symbols or iconography somewhat misleading. While The Scholars in Montreal have a fondness for priestly robes (for instance), the rest of the movement does not necessarily follow suit.

Since the movement's "debut" in New York however, several prominent members have begun wearing Mayan symbols as something of a badge, most commonly the "Eagle" (for its associations with wisdom and contemplation) or "Night" (for more obvious reasons).

As Occultists, the Underground often finds itself regarded with the same caution as the late Tremere Antitribu and, as such, many of the Underground do not necessarily portray "their colors" (so to speak) without purpose.

Role Within the Sabbat

As the premiere faction of blood sorcerers, scholars of the occult and hunters of the all items supernatural within the Sabbat, it falls to the Occult Underground to be learned in all matters of lores, blood magic and Cainite history. This role has been firmly secured by numerous efforts of scholastic research, the development of new ritae and rituals, uncovering

ancient secrets, as well as pushing the boundaries of what thaumaturgy can be.

This faction is the definition of what Cainites can discover, when fellowship, scholarship, daring cunning and wisdom are pushed to the forefront. There is little room for any sort of rivalry between the founding clan and antitribu here. They believe firmly in the pursuit of knowledge for the betterment of the Sword, and despite recent setbacks, have absolutely rededicated their efforts to maintaining their positions within the Sword.

Duty: Unsurprisingly, the purpose and duty of the Occult Underground in the Sabbat is the Study of ancient lore, vampire relics, and Blood Magic. They are the premier experts in these fields and often viewed by the Sabbat as the Sabbat Faction to go in all matters related to these topics and needs of the Sabbat. They are also considered the experts to call upon the Sabbat when needing to combat the forces of the Tremere among the Camarilla. Members of the Occult Underground will be called upon by the Sabbat to directly combat and undermine entire Tremere Channies.

Prerequisites to Join

The Occult Underground is the heart and soul of Blood Magic in the Sabbat. The easiest and best method to learn any of these arts is to go through them. In order to learn these arts, one must first be accepted as a student of the occult and mysticism. A member of the Sabbat who has mystical inclination would first seek to join the Occult Underground. Once accepted, it is then determined which school she is going to join. They are either chosen for the Relic Hunters, Lore Masters, or Ah Nakom. This selection is based on an individual's particular talents and inclinations as determined and approved by the heads of the Occult Underground. Additionally they require the positional Status Trait of Initiated.

They are the heart and soul of the mysticism and occult of the sect. Furthermore, this is a Political Faction, whose beliefs and methods in the Sabbat vary as much as all the other Factions. They believe that the true secret to defeating the Antediluvians and the race of Caine lies in the secrets hidden in the world. As a secretive Faction that deals in the darkness of the world, the Occult Underground is mistrusted by most of the other Sabbat Factions. However, their knowledge in the Occult is

unprecedented in the Sabbat. Therefore, many of the members of the hierarchy rely upon them heavily in those matters. Its members are hand-picked by the heads of the Occult Underground; only those with similar mindsets and goals are selected to join.

- Storyteller Approval and Occult Underground Sub-coordinator Notification
- The Positional Status Trait of Initiated
- Joining the Ah Nakom requires Sabbat Coordinator Approval

Schools of the Occult Underground

The Occult Underground is not made up solely as blood mages; rather it is a diversified group of like minded individuals obsessed with the occult. As a result, the Occult Underground is divided into three known schools and one secretive one. When one joins the Occult Underground, they are then sent by the heads of the Occult Underground into one of the various schools best suited to their skills.

Relic Hunters: Those who seek the past of the cainite race and the artifacts left behind are known as Relic Hunters. The sole job of those among the Relic Hunters is to travel the world searching for any and all relics from the past relating to cainites. From pieces of pottery to lost fragments of the book of nod and ancient mystical weapons; the Relic Hunters search for them all. It is their hope that in these items of the past lie the keys to the future and overcoming Gehenna.

Lore Master: Knowledge is power, and in secrets lay the keys to the universe. It falls to the Lore Masters of the Occult Underground to research and catalog it all. Whether they be tomes and secrets of the clans, various creatures, or history of nights long past; the Lore Masters study it all. Those who seek knowledge and have a tenacity for long hours of studying and research often find a home among this school of the Occult Underground.

Ah Nakom: Through Mayan Blood Rites and the Hermetic principles of the Thaumaturgy of the Tremere Antitribu; the Ah Nakom practice the arts of Bacaban. This newly created blood magic has only a few practitioners in the Final Nights, but their

numbers continue to grow. Only those who meet the staunch approval of the heads of the Occult Underground are allowed to join the Ah Nakom. Those who seek to join them must have a desire to pursue blood magic and be priests of the Sabbat. The trials to become one of the Ah Nakom are by no means easy. The easiest way to join this school of the Occult Underground is to already practice a type of Blood Magic. Kolduns and Wangateurs are by far the most common among the Ah Nakom.

Bacaban

This Blood Magic, long since lost, was first created by the Gangrel ancient Mictantecle and is written down in "The Codex of the Damned." Bacaban is an art that has been rediscovered by the Occult Underground and adapted and melded with the arts of the Tremere Antitribu. It is a Blood Magic based on ancient Mayan rituals, though in recent nights, a new branch based on more traditional Hermetic practices have arisen, leading to a dualistic body of practice. Those who possess the faith-based variants should possess training in Astrology and Theology, while those practicing the Hermetic branch should be skilled in Academics and Occult.

In Character, to learn this magic, one must approach the Occult Underground and petition them for tutelage. This is the only method to learn Bacaban. Only with the direct approval of the heads of the Occult Underground is it possible to learn this specific art. As this requires extensive role-playing with these characters to determine if it is appropriate for a PC to learn this art, Bacaban requires Sabbat Coordinator Approval.

All other paradigms of the Blood Magics spread by the Occult Underground are covered in OWbN by their appropriate Coordinators and packets.

Bacaban follows the same basic rules as Thaumaturgy. All powers require a Blood Trait to use and utilize the Occult ability for retests. Additionally, this Blood Magic is based upon ancient Mayan blood sacrifice rituals. As such, when Blood is spent for these powers, the magus will cut himself and bleed upon the ground as a sacrifice to the gods. This requires no additional action; it is simply for flavor and effect. The primary path for Bacaban is the Path of Blood.

Those who practice Bacaban are known as Ah Nakom. This Blood Magic is a melding of the art practiced by Mictantele and the Hermetic Thaumaturgy practiced by the Tremere Antitribu. Bacaban is the direct result of many years of research done by the Occult Underground.

For more information on the Mayan religion and rites, please visit:

http://en.wikipedia.org/wiki/Maya_religion

Since the founding of Bacaban as the premier blood magic of the Occult Underground, there have always been those who have been working to try and separate the Faith from the magic, and find a path back to the Hermetic roots of the Tremere Antitribu.

In recent years, after a great deal of research and efforts on behalf of the leadership and the members of the Occult Underground, a breakthrough was made. It is not possible to access Bacaban as true Hermetic Thaumaturgy, as well as a Faith based blood magic. While there is no difference in rarity, and learning Bacaban this way still requires all the same approvals as before, it is a large breakthrough in the research of the Occult Underground, and some say it could not be possible at all, without the aid of someone potent of blood who possessed the blood magic innately to begin with.

Rarity

Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Occult Underground Sub-coordinator Approval

Rarity 3: Storyteller, Tremere Coordinator, and Sabbat Coordinator Approval

Paths

Path of Blood is the Primary Path for all of Bacaban

Rarity 1: Alchemy, Green Path, Movement of the Mind, Path of Blood, Path of Conjuring, Weather Control

Rarity 2: Elemental Mastery, Gift of Morpheus, Hands of Destruction, Lash of Xipe Totec, Lure of Flames, Oneiromancy, Path of Father's Vengeance, Path of Mars, Spirit Manipulation, The Path of the Focused Mind, The Path of Spirit Thaumaturgy

Rarity 3: Path of Blood's Curses, Transmutation, The Path of Levinbolt (The Wrath of Kukulcan)

Rituals

Ritual	Level	Rarity
Abandon the Fetters	Advanced	1
Ambrus Kelemen's Aegis	Basic	3
Animated Assistants	Intermediate	2
Animated Weapon	Intermediate	1
Bind Familiar	Intermediate	2
Blood Contract	Basic	1
Blood Mastery	Basic	2
Blood Rush	Basic	1
Blood Walk	Basic	1
Bone of Lie	Intermediate	2
Bottled Voice	Intermediate	2
Brothers Eyes	Intermediate	2
Candle of Haunting	Intermediate	2
Chill of the Windsaber	Elder	3
Chime of Unseen Spirits	Basic	1
Clinging of the Insect	Intermediate	2
Cobra's Favor	Advanced	1
Commune with Cainite	Basic	1
Communicate with Kindred Sire	Basic	2
Craft Bloodstone	Basic	2
Cure of the Homeland	Basic	2
Dedicate the Haven	Advanced	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Devil's Touch	Basic	2
Dominion	Advanced	2
Dominoe of Life	Basic	1
Donning the Mask of Shadows	Basic	2
Drawing Upon the Bound	Elder	3
Eldritch Glimmer	Intermediate	3
Enchant Talisman	Advanced	1
Encrypt/Decrypt Missive	Basic	2
Escape to a True Haven	Advanced	2
Extinguish	Basic	1
Eyes of the Beast	Advanced	2
Eyes of the Nighthawk	Basic	1
Fire in the Blood	Intermediate	3
Firewalker	Intermediate	1
Flaming Weapon	Basic	1

Friend of Trees	Intermediate	2
Heart of Stone	Intermediate	2
Illuminate the Trail of Prey	Basic	2
Incorporeal Passage	Basic	2
Invisible Chains of Binding	Intermediate	2
Iron Body	Basic	2
Iron Mind	Intermediate	2
Keening of the Banshee	Intermediate	1
Lion Heart	Advanced	2
Machine Blitz	Basic	1
Mindcrawler	Advanced	2
Mirror of Second Sight	Intermediate	1
Mirror of the Gods	Basic	2
Mirror Walk	Intermediate	2
Paper Flesh	Advanced	2
Power of the Invisible Flame	Basic	2
Preserve Blood	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Protean Curse	Intermediate	2
Puissant Shield	Intermediate	2
Purify Blood	Basic	1
Purity of Flesh	Basic	1
Recure of the Homeland	Basic	1
Respect of the Animals	Intermediate	2
Ritual of the Bitter Rose	Intermediate	3
Rutor's Hand	Intermediate	2
Scry	Intermediate	2
Scry the Hearthstone	Intermediate	3
Sense the Mystical	Basic	1
Severance	Advanced	2
Severed Hand	Advanced	2
Shadow of the Wolf	Elder	3
Shaft of Belated Quiescence	Intermediate	2
Shroud of Day	Basic	2
Soul of the Homunculus	Intermediate	2
Spider's Web	Elder	3
Spirit of Torment	Advanced	1
Steps of the Terrified	Basic	2
Stolen Kisses	Intermediate	2
Strength of the Vanquished Spirit	Intermediate	2
Summon Guardian Spirit	Basic	2
Summon Mischievous Spirit	Intermediate	2
Telecommunication	Intermediate	2

The Gift	Elder	3
The Haunting	Intermediate	2
The Jinx	Basic	3
The Open Passage	Basic	1
Thirst Unquenchable	Advanced	2
Track Transgressor	Intermediate	2
Umbra Walk	Advanced	2
Unquenchable Flame of Mars	Advanced	3
Wake with the Evening's Freshness	Basic	1
Ward	Basic	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2
Ward Versus Ghouls	Basic	1
Ward Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1
Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2
Warding Circle Versus Ghouls	Basic	1
Warding Circle Versus Kindred	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Spirits	Advanced	2
Widow's Spite	Basic	1
Witness of Whisperers	Basic	2

Relics and Artifacts

The Relic Hunters of the Occult Underground find themselves traveling the world searching for items of importance to both the race of Caine and its history. As the creation of these items are left in the hands of the Storyteller's, we have provided a list of printed White Wolf Vampire unique items.

Below is a list of example Vampire Artifacts presented by White Wolf. How they work in your game, we leave to the STs to decide. Some of these are White Wolf specific items, so please consult their corresponding books. If they are White Wolf specific items (Like Aaron's Feeding Razor) the appropriate R&U must be followed to use them. This is a list to help STs get an idea for their players and games.

Unrated (not suitable for Special Gift Merit)

Aaron's Feeding Razor: Player's Guide to the Sabbat page 153
Argent Baton: Vampire Storytellers Handbook page 139
Ashes: Dark Ages Book of Storyteller Secrets page 92
Black Gloves: Player's Guide to the Sabbat page 153
The Blade of Enoch: Road of Humanity page 76
Bloodstone: Vampire Storytellers Handbook page 141
The Bone: Road of the Beast page 76
Brass Heart Shield: Player's Guide to the Sabbat page 154
Cloak of the Abalone: Vampire Storytellers Handbook page 141
Concoction of Vitality: Player's Guide to the Sabbat page 154
The Cup of Christ: Road of Heaven page 75 and The Ashen Knight
Damascene Blades: Dark Ages Book of Storyteller Secrets page 90
Elixir of Distillation: Vampire Storytellers Handbook page 140
Eye of the Hour Glass: The Hunter's Hunted page 86
Femur of Toomler: Player's Guide to the Sabbat page 154
The Flesh of the Hunted: Road of the Beast page 76
Gabriel's Trumpet: Road of Heaven page 76
The Garou's Claw: The Hunter's Hunted page 86
Giant's Blood: Player's Guide to the Sabbat page 154
Grails: Dark Ages Book of Storyteller Secrets page 93
The Griffin's Ring: The Hunters Hunted page 86
Hand of Conrad: Player's Guide to the Sabbat page 154
Horns of the Hunter: Road of the Beast page 76
Ivory Bow: Player's Guide to the Sabbat page 154
Jorum of Kinship: Player's Guide to the Sabbat page 154
Martinelli's Ring of Clear Thought: Player's Guide to the Sabbat page 154
Monocle of Clarity: Vampire Storytellers Handbook page 139
Phylactery of Recorded Memory: Player's Guide to the Sabbat page 154
Powder of Rigidity: Vampire Storytellers Handbook page 139
Pumping Heart of Nizchetus: Player's Guide to the Sabbat page 154

Ring of the Inscrutable Eye: Vampire Storytellers Handbook page 140
Rowan Ring: Vampire Storytellers Handbook page 140
The Silken Cord: The Hunters Hunted page 86
Splinters of the Black Stake: Dark Ages Book of Storyteller Secrets page 94
The Stone: Road of Heaven page 76
Talbot's Chainsaw: Player's Guide to the Sabbat page 154
Tapestry of the Blood: Vampire Storytellers Handbook page 140
Tongue of Jarthis the Slaver: Player's Guide to the Sabbat page 154
Tyrant's Lash: Road of Kings page 76
Vathi: Dark Ages Book of Storyteller Secrets page 92
Veddartha's Chalice: Road of Kings page 76
Vestment of Vileness: Players Guide to the Sabbat page 154
Waxen Poetica: Vampire Storytellers Handbook page 141
The Well of Ashes: Road of Humanity page 77
Weyland's Wyrcan: Dark Ages Book of Storyteller Secrets page 91
Special Gift 1
Blood Pouch: Vampire Player's Guide Second Edition page 193
Special Gift 2
Gangrel Eye: Vampire Player's Guide Second Edition page 193
Inner Stone: Vampire Player's Guide Second Edition page 194
Sire's Index Finger: Vampire Player's Guide Second Edition page 194
Special Gift 3
Berserker Fang: Vampire Player's Guide Second Edition page 194
Blazing Candle: Vampire Player's Guide Second Edition page 194

Occult Underground Advantage

Scholar of Caine

Once per Night a member of the Occult Underground Faction may expend their Advantage to give themselves or another 2 bonus traits on all Occult Challenges for the next scene or an hour. They may only use this ability once per night.

Occult Underground Disadvantage

Untrustworthy

All Members of the Occult Underground Faction are down two traits when initiating any Social Challenge against a member of the Sabbat who is not a member of their faction.

Apprentice

Relic Hunters: The starting Relic Hunters of the Occult Underground are expected to study and learn means of uncovering ancient vampire artifacts. They spend much of their time under a Dean Relic Hunter, learning by their side and assisting them as needed. Their own personal collection of relics is often small and few.

Lore Masters: The Apprentices of the Lore Masters study under a Dean Lore master as well. They are expected to start their own libraries and assist their assigned Dean with their studies and library as well. Their duties are usually maintenance and security of their selected Dean's library, while studying among it as well.

Ah Nakom: The Apprentice Blood Mages of the Occult Underground are also placed under a Dean of the Ah Nakom in a student/teacher relationship. They are expected to master the basics of Bacabm and provide the ritual components and materials for their Dean Masters. They can hope to advance in their mastery of blood magic at the whim of their selected teacher Dean.

Prerequisites for Advancement to Dean

Elevating oneself in the Occult Underground usually comes with a great deal of research into the occult. Those chosen to rise in the ranks of the faction often undergo similar occult related rituals and rites to celebrate the occasion. These rites and rituals are usually based upon the superior's religious preference. To advance within the Occult Underground to Dean (aka Regionally Important), members who have joined the Faction must complete the following prerequisites:

- Storyteller Approval and Occult Underground Sub-coordinator Approval
- The Reputational Status Trait of "Adept"

Dean

Relic Hunters: Those cainites of the Occult Underground Relic Hunters who rise to the rank of Dean themselves may do so when given approval by one Masters within the group. The Dean Relic Hunter is, at this point, starting to amass their own impervious collection of Cainite relics and maps of forgotten temples and tombs.

Lore Masters: Dean Lore Masters of the Occult Underground earn their Rank from the approval of a Master Lore Master. The Cainite has started their own library collection of knowledge and history. They have even started to delve into knowledge outside of the Cainite world.

Ah Nakom: Once a Master Ah Nakom has tested and shown the master of Bacaban from an Apprentice member they are elevated to the rank of Dean. The Dean's are expected to manage their Blood Magic progress and studies on their own as needed, and eventually be assigned an apprentice of their own.

Prerequisites for Advancement to Master

Members of the Occult Underground who seek to reach the rank of Master within the Faction are the best in their fields. Only those who have earned a complete mastery over their chosen area of study are considered for such a position. A Cainite who seeks to be known as a master better prepare to have a long list of their accomplishments to present to the heads of the Occult Underground. To become a Master (aka Nationally Important) in the Occult Underground requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of "Respected"

Master

Relic Hunter: The few Master Relic Hunters of the Occult Underground have vast and impressive collections of supernatural Artifacts. They are expected to be able to answer the call of the Sabbat in times of war and need with their Relic collection. They are some of the most adept suppliers of the Sabbat's Occult needs.

Lore Master: The true pioneers of hidden secrets and knowledge of the Supernatural World. Master Lore Masters have vast libraries of knowledge that make even clan Tremere blush. The Master Lore Masters are expected to be able to answer most any question of the supernatural the Sabbat may need or know a means by which to acquire the knowledge.

Ah Nakom: The primere blood mages of the Sabbat, Master Ah Nakom have mastered many Paths and Rituals of Bacaban, and are expected to uncover many more for the Faction. These Masters often spend their time in study and experiment in creating new paths and rituals for Bacaban and the Sabbat as a whole.

Licentiate

Licentiate is one of the highest educational titles one can earn, and was adopted by the Occult Underground as a means to identify its leaders. In light of former failings in leadership, the faction has decided to reorganize, with the Licentiate of each school now serving under the Licentiate of the Occult Underground, currently Father Juan Carlos. Each school has one Licentiate who leads in council together over the entire Faction. Each Licentiate is the greatest member of their respective school and has full say and command over the direction of their own school. Together, the Licentiate decide the direction of resources within the Occult Underground.

Currently, only Father Juan Carlos holds the Positional Status Traits of *Feared* and *Respected*, as it was decreed at past Ecumenical Councils that the other Licentiate would forgo the status gained as a form of penance and to rebuild trust within the Sabbat. However, the Licentiate have the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become a Licentiate of the Occult Underground, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

Suggested Paths of Enlightenment

Caine, Cathari, Death and the Soul, Metamorphosis, Redemption

Suggested Abilities

Crafts: Fetish, High Rituals, Lore, Academics, Theology, Survival

Suggested Backgrounds

Cult, Occult Library, Artifact

Suggested Merits and Flaws

Merits: Ability Aptitude (Occult), Calm Heart, Code of Honor (Popol Vuh), Concentration, Oracular Ability; Secret Society Member

Flaws: Driving Goal, Enemy, Hunted, Special Responsibility

Combination Disciplines

EYES OF THE ENLIGHTENED (AUSPEX 2, BACABAN 1)

Clanbook: Tremere (Revised) page 47
(*Thaumaturgical Sight*)

Rarity Occult Underground Sub-coordinator Approval, Dean Ah Nakom Only

System: Members of the Underground have found that nearly any form of Blood Magic (when combined with Aura Perception) may be used to examine and identify magical auras. This power is functionally identical to "Thaumaturgical Sight."

Xp Cost: 3

RELIC SIGHT (AUSPEX 4, ANIMALISM 3)

OWbN Faction Packet
Dean Relic Hunters Rarity

Developed by the Relic Hunter's of the Occult Underground, this Discipline technique enables those who search for artifacts and other items from Cainite history. By expanding their supernatural sight and searching for the imprints of the beast left on all items handled by vampires, a Relic Hunter may unearth if a particular item is of importance to what they seek.

System: The Cainite must first hold the item in question to begin to search it for answers. Once held, the Relic Hunter may then expend Temporary Mental Traits to ask the storyteller questions about the item he is holding. Each Mental Trait spent allows them to ask one of the following questions:

1. Was this item made by a Vampire or Ghoul?
2. Does this item have any Magical qualities? If so, what are they?
3. How old is the item?
4. Where is the item originally from?
5. Is this a forgery or an authentic item?

XP Cost: 7

SPEED READING (AUSPEX 2, CELERITY 2)

OWbN Faction Packet
Dean Lore Masters Rarity

Developed by the Lore Masters, this technique was created as a means to read and research knowledge at exceptional speeds. A Lore Master with this technique can read an entire book in a matter of minutes rather than hours. What's more, they are also able to retain all the information they have read as a result. Lore Masters find this technique invaluable in their duties.

System: When the vampire wishes to read through an entire book in a matter of minutes, she engages in Static Mental Challenge with a difficulty of 10, retested with Academics. Success means they are able to both read and retain the knowledge from the book they just read. Research and reading times are

reduced to mere minutes. Additionally, anything read with this power results in the vampire being able to always remember what he read with perfect clarity.

XP Cost 4

RELIC FORGERY (ANIMALISM 3, AUSPEX 3, OBFUSCATE 3)

Master Relic Hunter rarity

A Cainite with the power can manipulate the aura of objects, either generating one, or suppressing an existing aura.

System: The Cainite spends a Blood and a Willpower trait, then covers the object in question in their vitae. Once done, they may spend a number of Mental traits to add, alter or suppress an equal number of qualities from an object's aura. They may cause a completely mundane object's aura to appear to be that of a priceless relic, while a magic item's aura can be suppressed completely. Each adjustment made this way takes roughly 10 minutes worth of work. This effect lasts for one night per point of the user's permanent Willpower rating.

When investigating the forgery, to determine if it is real or not, the investigator has to win 5 simple tests. Members of the Ah Nakom do not get access to this combination power.

XP Cost: 9

VITAE ENCRYPTION (ANIMALISM 2, AUSPEX 4)

Master Lore Master rarity

Lore Masters are always working to ensure their information and secrets are being kept. With spies, magical scrying, and traitors it can be hard to ensure your information is properly protected. As such they have developed a power by which they can securely trade information and secrets amongst one another and their trusted allies.

System: The user may spend one or more traits of blood into a vessel. For every one trait of blood spent this way they may include either a detailed message (500 words) and/or a single dot of a knowledge based ability (Academics, Lore, Occult, Theology, etc...) Once complete the user will seal the vessel. Once

sealed the vitae will remain good for a number of days equal to the users Auspex + Animalism rating, max of 10. The information can be gained by drinking the vitae inside the vessel, however only those with this combination power, or a specific target, known to the original user, and designated at the time of using this power, can drink the vitae and gain the information. Once consumed the knowledge is retained for one scene or the next hour only. Blood consumed by way of this power does not risk creating blood bonds, strengthening blood bonds, and can not be used to ghoule or embrace. Information traded this way is not sufficient for teaching those abilities and abilities to perfectly recall information, does not allow for this information to be recalled. If the blood is exposed to sunlight, the blood is rendered inert and the information is lost. While the blood is good, it would qualify as a sympathetic link to the user. Members of the Ah Nakom do not get access to this combination power.

XP Cost: 6

Ritae

WISDOM OF THE CRONE

The Sabbat have never been famed for their brainpower, so it was only a matter of time before a Priest would develop a ritual to increase a Packs thinking capability. The Priest who developed it had a slightly sick sense of humor and he could only impart brainpower by eating brains. Even then it only works for specific occult based information. More work is needed to increase actual brainpower, but the Sabbat may well have more important things to do...

"My mind is open to be expanded. The brains of all others will make me stronger. The power of brains shall create a web of information. Like a spider drinking a corpse, we shall sup from the brains of humanity. With this brain we will feast; mmm brains."

System: This Ritual grants 2 bonus points to Occult or Sabbat Lore ability scores for the scene.

EYES OF THE LOWLANDS

The Giovanni have always had something the Sabbat requires; the ability to see Ghosts, Wraiths and all sorts of spectral creatures. This Ritual allows a

Cainite to know if he is being watched, for when your resting place can be touched by such a creature from which you have no defense, then at least the ability to see them should be able to ward them off. Strangely this ritual was developed by a Samedi, and even then it was an accident during a particularly drug-induced game of instinct. It requires the Cainite to lose a piece of himself into the ether so that his mind may see the spectral forms around him.

"My eyes shall see the unseen. My mind shall know that which cannot be known. My sight knows no bounds. No spies shall hide from me."

System: Participants gain the ability to see Ghosts and Wraiths for a scene, but lose a Mental and a Social Trait.

SECRETS OF THE BLOOD

The Blood of Vampires carries with it many secrets and hidden agendas. When a vampire meets final death these things are often lost. As such, the priests among the Occult Underground developed this ritae to recover fallen knowledge. The Occult Underground priest takes a bit of the dead Vampire's blood or ashes and burns them in a ritual chalice. By breathing in this smoke, the priest may experience a memory related to what they seek from the victim.

System: This ritae only works on a dead vampire. Once performed, the Occult Underground Priest can learn a single memory the victim may have had in relation to a Relic, Lore, or Blood Magic Path/Ritual they know of themselves. This does not give the priest the ability to purchase these things, it simply gives them a memory that might give them a clue to finding such things.

TLAMANAYOTL

Based upon the religious observations found among the Maya peoples of Guatemala, this ritae requires participants to engage in ritual self-mutilation. Through the self mutilation rites of the priests of Micantecuhtli, the occult underground has learned this method to further dedicate themselves to the Sect and the teachings of their own priests. Those wishing to partake must make cuts on their body with a ritual knife, which usually include such places as eyes, ears, the thigh and other extremely sensitive areas of their bodies.

System: The priest and any recipients must ritually damage themselves in one of the accepted ways, taking one unsoakable level of lethal damage in the process. If the priest or a participant takes no damage for some reason they gain no benefit. The effects of the ritual last until the wound is healed or until the end of the evening. Those benefiting from the ritual may call upon a free Ritae retest on any Virtue challenge until the Ritae ends, only one such retest can be used per individual challenge. Members of the Ah Nakom do not get access to this ritae.

Known Members

ESTEBAN AGUA Y TIERRA

A Koldun and Bacaban practitioner based in Mexico City, Esteban has ceded his position as the de facto leader of the faction to Father Juan Carlos in light of recent events. Some whisper that, even among the Occult Underground, some Clans are more equal than others...and that the Consistory favors a Tzimisce over a mere Antitribu. Esteban is the former Licentiate of the Lore Master school of the Occult Underground.

GISELE HEMMET

Gisele is perhaps best known as one of the first and strongest houngans of the Baron Samedi. She is responsible for the spread of Voudoun Necromancy and to a lesser degree Wanga throughout the Sword of Caine. Always fascinated by the Occult, the Cardinal was quick to join the new Occult Underground and support it. While Gisele is a master politician, and indeed many view her as the political arm of the Occult Underground, Gisele is also a master Occultist. One whom many young Cainites seek to learn the mystical ways of the Caribbean from, much to her chagrin.

LA VIUDA BLANCA

Mysterious and anti-social, La Viuda Blanca seemed an odd choice to represent the Underground in New York City. Several members of the faction have speculated that the only reason to send the Harbinger was that the Underground knew ahead of time that negotiations would break down and that the meeting was a waste of time. La Viuda Blanca is the former Licentiate of the Relic Hunters school of the Occult Underground.

FATHER JUAN CARLOS

Priest and charismatic leader of The Scholars, perhaps the only full Pack of Occult Underground members in existence, and based out of Montreal, Juan Carlos was a Jesuit in life and values logic and learning as much as faith. Among the Underground, it has quickly become seen as an honor to give confession to "The Father." Father Juan is the former Licentiate of the Ah Nakom, and stepped up to serve as the Licentiate of the Occult Underground, in the wake of Dimitri's folly. He has been attempting to steer the faction through uncertain times, and has dedicated himself to the cleanup efforts necessary to forestall a possible dissolution of the faction.

WINKS

A member of the OU since it's founding Winks was known to be a scholar by many from years before. His pack, the Sleepers, made their home in Montreal studying and interpreting rare documents to better the movement. Over the last few months Winks has been seen on the communications as the one that runs it and most recently promoted to School leader of the Lore Masters. Some have said that he is not the right man for the job and there are those looking to replace him.

THE BLACK WITCH

Rumors speak of a mysterious benefactor to the Occult Underground. Some whisper that the faction could not have developed and progressed as far from the secrets of the Tremere Antitribu without the help of one of their blood. In this rumor there is only a name spoken in hushed corners. Someone called the Black Witch.

There is no proof that the Black Witch even exists; yet still, the stories spread. Some claim she is a Tremere defector in hiding. Others say she is a survivor of the Spellbinder purge. Regardless, if anyone knows the truth, it's the leaders of the Occult Underground, and they aren't talking. If the Black Witch is real, who she is may remain a mystery till Gehenna comes.

Media

The Craft

The Dresden Files

Indiana Jones

Buffy the Vampire Slayer (TV Series, the character Willow)

Apocalypso

Sources

Mexico City by Night

Midnight Siege

Chaining the Beast

Stereotypes

Loyalists: “Nerds. The Tremere Antitribu went the way of the dodo for a reason.”

Moderates: “They delve into our secret mystical world to help the sect learn of forgotten things. Our best hope for finding the tombs of the ancients lies with them.”

Status Quo: “With the death of the Tremere Antitribu, they seek to elevate our greatest weakness against the Camarilla. You should help them when they ask for it.”

Ultra-Conservatives: “They are essential in any crusade against the Tremere. A good general always brings the right weapons.”

Pander Movement: “They don’t often leave their libraries and books, so they are often forgettable. However, when they do act, it’s usually really helpful.”

The Orthodoxy: “Much corruption has seeded into their hearts. Only The Dark Father may purify it, not foul magics.”

Children of the Dracon: “While we respect their quest for knowledge, one cannot focus exclusively on one thing to the exclusion of all others.”

Crimson Horde: “Their Black Magics are useful in war, and little else otherwise.”

Inquisition: “They are the number one weapon to deter foolish members of the sect from the path to Infernalism.”

Black Hand: “Useful tools against the Tremere, for a sect sorely lacking such tools.”

CHILDREN OF THE DRACON

“Now, your Excellency, you should perhaps reconsider your position on that particular issue and choose to view it in a different light.”



The Children of the Dracon hold a unique position in the Sword of Caine. These Cainites see their role within the sword to be the “Devil’s Advocate” to the other factions. They claim that without them, the bold and irrational nature of the sect would have torn itself apart from within long ago.

The Children of the Dracon are often confused with its Tzimisce-only cousins: the Order of the Dracon. While the Children of the Dracon are predominantly filled with Tzimisce, those of other clans can be



found within it as well. In other words, the Tzimisce within the Order of the Dracon brought their beliefs and methodology to the sect as a whole. That is how the Children of the Dracon came to be.

In addition to viewing themselves as advisors and the Devil’s advocates to the sect, the Children of the Dracon also believe in the dream that was Constantinople. In the glory days of Constantinople, as the Children claim, Cainite and kine lived in harmony. The Cainites did not rule as gods, but as superiors to the humans. It was believed that as long as order, rational minds, and justice were maintained, the harmony of the First City could be realized. Foremost in this idea was the “Rule of Three.” Instead of one Cainite claiming the Lordship of a city, three Cainites would rule together. In doing so, it was seen that all choices, options, and merits for courses of actions could be addressed and assessed. A checks and balance system. With three equal rulers, justice would be absolutely fair, as justice would be decided amongst the Three.

Tonight, the Children of the Dracon fully believe in the Rule of Three. They support the rule of Bishopric councils over ruling by one Archbishop. While these beliefs remain strong, the Children never act quickly or brashly.

Instead, as always, they play the role of advisors to their brothers and sisters.

Nickname

Devil

Symbols and Iconography

When the Children wish to let their presence be known, their symbol is often that of a great dragon fighting a three-headed serpent.

Children often adorn and dress themselves in the manner of eastern European lords of the Long Night, A sign of nobility and strength.

Role Within the Sabbat

The Children of the Dracon are the advisors, calm minds, and lore-keepers of the sect. They believe that knowledge and thinking every single choice through is the only way that the correct choice in all actions can be made.

Children often take the roles of Priests, Prisci, and advisory Templars. Every so often, a Child will take the role of Bishop. However, as staunch supporters of the rule of three, Children of the Dracon never take roles where they are the sole deciders in matters. They simply do not view it as their place to do such. To them, the Children are the balance of order, logic, and reason to the sect's general status of chaos and disorder.

Duty: The Children of the Dracon are the premiere Advisors and Consultants to the Sabbat. Whenever a member of the Sword, be they a brother or a Cardinal, needs advice and wisdom it is the Children of the Dracon they turn to. Members of the Children of the Dracon will actually often be assigned to Sabbat Leaders by the Faction as their official consul or advisor. It is often considered a great honor among the Sabbat to have a member of the Children of the Dracon assigned to you for such duties. While no member of the Sabbat is under any obligation to listen to the advice of one of the Children, it is often foolish to not at least consider it.

Prerequisites to Join

The Children of the Dracon consider themselves the vampiric nobility in the Sabbat. The Faction seeks out members who have a greater understanding of

manners and etiquette. In addition, the Children are great scholars of a time long forgotten. That time being the great city of Constantinople. They embody its ideals and beliefs. The Children view that city as most cainites view Enoch or the Brujah view Carthage. Above all else, they make sure that those that join question every decision before making it. Finally, for some reason unknown to any but them; the children refuse to accept any Koldun into their ranks.

To be considered an Aprod, aka Locally Important, the following must be met:

- Storyteller Approval and Children of the Dracon Sub-coord Notify
- The Positional Status Trait of Initiated

Children of the Dracon

Advantage

Forgotten Knowledge

Once per Night a member of the Children of Dracon may expend their Advantage to give themselves or another knowledge for a scene up to any level 3 Lore. The recipient loses this knowledge after the scene or an hour and this ability may only be used once per night.

Children of the Dracon

Disadvantage

Tzimisce Elitist

All Members of the Children of the Dracon Faction are down two traits when initiating any Social Challenge made against members of the Sabbat Pander Movement Faction.

Aprod

Children of the Dracon see themselves as visionaries, confidants, and the nobility of vampire society. The Devils have a large emphasis on etiquette coming from their Eastern European heritage. The starting members of the Faction are known as Aprod. They are expected to learn and hold themselves to a more noble demeanor among the Sabbat.

Prerequisites For Advancement to Count/Countess

A Cainite who seeks to become a Count of the Children of the Dracon needs only to prove his belief in the rule of three and his understanding of proper vampiric rules and etiquette. Once a Cainite has proven himself among his peers, they may petition three Counts to accept him into their ranks. If accepted, the Cainite is brought to the Counts and inducted into their ranks in an ancient ceremony that blends the ancient ways of Constantinople and the Orthodox Christian Church. What exactly this rite entails is only known to those who reach the title of Count. To become a Count or Countess in the Children of the Dracon, aka Regionally Important, requires the following:

- Storyteller Approval, Children of the Dracon Sub-coord Approval
- The Reputational Status Trait of "Adept" in some particular knowledge.

Count/Countess

The Counts and Countesses of the Children of the Dracon are seasoned members of the Faction. They have proven their knowledge of proper etiquette and behavior. They have learned to maintain their calm and play the political game of the Sabbat. They offer their services as advisors to Ducti and Bishop alike. They are seen as the calm, calculating monsters of the Sword of Caine.

Prerequisites For Advancement to Dracul

Those who seek to become known as Dracul must have risen above his peers among the Counts. Few ever obtain this position, as many secrets of the children are finally revealed. To become a Dracul one must prove themselves true masters of law, etiquette, and lore. Only three Dracul can elevate a Count to their ranks. Those chosen undergo yet another mystical rite steeped in the mysticism of Constantinople. To become a Dracul, aka Nationally Important, in the Children of the Dracon requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of "Respected"

Dracul

Children of the Dracon at this level are so well known for their advice (and respected for it) that they gain the favor of many members of the Sword of Caine. While the Sabbat does not have the system for boons as official to the sect as the Camarilla, a system of "favors owed" still exists. Dracul love to court these favors in exchange for their services. They often provide a calming presence to the Sabbat and a rational mind. While many Sabbat see the Dracul's as stuffy nobles, their advice and wisdom has proven time and time again to be of great boon to the leadership of the Sabbat. Many Dracul seek or have obtained the position of Priscus as a result.

Keepers of the Faith

In honor of the legacy of the Dracon and his children, the leaders of the Children of the Dracon have chosen the title of the Keepers of the Faith. There are only ever Three members of the Keepers of the Faith. These cainites work in council together to decide the entire direction, focus, and purpose of the Children of the Dracon. It is one of the greatest honors in the Sabbat to be judged or given council by the Keepers of the Faith. The Keepers of the Faith are chosen by the current member choosing his own replacement from among his own students. However, should a Keeper of the Faith die and need replacement it is put to the Faction as a whole who shall assume the position.

In addition to gaining the Positional Status Traits of *Fear*ed and *Respected*, the Keepers of the Faith have the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

To become a Keeper of the Faith in the Children of the Dracon, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their

Faction) as they see fit. As always this position is *Sabbat Coordinator Approval*.

The Alchemists Guild

Among the Children of the Dracon lies a secret society (or to some a cult), known only as the Alchemist Guild. It is said that dedicated and proven members of the Children of the Dracon may be offered membership into the Alchemists guild. Legends claim the Guild uses the Ancient Blood Alchemy forgotten by Clan Tzimisce as a whole and mixes it with the forgotten blood magic arts of the Ravnos Clan of India. The result of which, allows the members of the Alchemists Guild to possess and practice a form of blood magic known only as the Pillars of Dracian. The Blood Alchemists of the Children of the Dracon, also known as the Dragon Blooded, must prepare alchemical potions of vitae they have prepared before being able to access any of their strange blood magic abilities. The Dragon Blooded are a secretive group that do not share their secrets with outsiders. It said they are sent by the Children of the Dracon against the more troublesome and unstable Kolduns of clan Tzimisce in times of great need. They are something of their brothers' keeper and hunters of erstwhile Kolduns.

Joining the Alchemist Guild of the Children of the Dracon requires: Sabbat, Tzimisce, and Ravnos Coordinator approval. Once granted, the character may request Ravnos Coordinator Approval to learn the blood Magic Pillars of Dracian (see the OWBN Ravnos packet for more information). All members of the Alchemist Guild must take the Path of Alchemy as their primary path. Additionally, to use their Blood Magic the character must ingest an Alchemy potion they made related to the power they wish to use, doing so allows the character to access the selected blood magic power for the next scene or an hour.

Suggested Paths of Enlightenment

Humanity, Honorable Accord, Metamorphosis, Caine, Death and the Soul, Self-Focus

Suggested Abilities

Lore: Tzimisce, Lore: Sabbat, Law: Sabbat, Politics, Etiquette, Lore: Noddist, City Secrets: Constantinople

Suggested Backgrounds

Occult Library, Retainers, Herd, Influence: University

Suggested Merits and Flaws

Merits: Common Sense, Eidetic Memory, Higher Purpose, Natural Linguist, Coldly Logical

Flaws: Hatred: Kolduns, Special Responsibility, Territorial

Combination Disciplines

RITE OF SOPHIA (AUSPEX 2, DOMINATE 2)

Aprod Level Rarity

As vampires who see themselves as the Devil's Advocates of the Sabbat, the Children of the Dracon must learn to have great insight and wisdom. Once again, the Devil awakens the potential of their blood in search of mastery of one's self and enlightenment. Some Children of the Dracon speak of this rite as an absolute must to achieving an exalted state of enlightenment. Others are simply happy to receive the benefits of increased wisdom for a time in helping them guide others in making decisions.

System: The Devil spends a Willpower Trait to activate this power. For the next scene or hour the Devil gains a number of bonus traits equal to his Academics ability in all challenges related to gaining insight into a problem or giving advice.

XP Cost: 4xp

UNWAVERING JUDGMENT (AUSPEX 1, FORTITUDE 1)

Aprod Level Rarity

It is of much importance to members of the Children of the Dracon to have their wits about them at all times, and to have access to their beloved Auspex to

discern the truth from lies in order to make the best choices. Combining their supernatural resilience with their arts of Auspex, the Devils created this art to make sure their senses are never overloaded, especially when they may need them most.

System: This combination discipline costs one blood to activate, and lasts for one scene or an hour. While active, the character is completely immune to any sensory overload, including those that would normally occur through the use of Heightened Senses.

XP Cost: 2

FLUID RECOLLECTION (DOMINATE 3, AUSPEX 3)

Count or Countess Level Rarity

Many members of the Children of the Dragon are also master alchemists. Having practiced the art at the height of its popularity, some of the devils developed this ability in their practice of Alchemy. This discipline technique allows a member of the Faction to create a potion that infuses a specific memory the Devil himself possessed. Thereafter, any who would drink this alchemical potion receives the very same memory impressed upon it as if it was their very own.

System: A character with this combination discipline may create a potion that allows them to instill a chosen memory into it. To create such a potion and record a memory requires the character to spend one willpower trait when he crafts the potion. Thereafter, any who drink a potion created with this power immediately recall the assigned memory as if it had been their own. A character may only have as many potions created with this power available equal to their permanent willpower score.

XP Cost: 6

RITE OF THE DRAGON (AUSPEX 4, DOMINATE 4)

Count or Countess Level Rarity

As more proof of the ties between the Children of the Dragon and Tzimisce, this rite grants a means for the Children to potentially stop the powers of Koldunism that happen near him. Though the Children of the Dragon have a clear disdain for the arts of Koldunism, it is others who are known to hold the

true hatred for the Kolduns. Using the awakening of their blood, the Children of the Dragon with this rite uses his ability of command to sever a Koldun's ties to his magic, if only for a time.

System: The Child of the Dragon must see his target to use this power. In addition, the character needs soil native to the homeland of the Koldun in question in order to use this ability. Once these prerequisites are met, the Devil engages the Koldun in a Mental Challenge retested with Leadership. Should the Devil succeed he must then spend a number of Willpower Traits equal to the Kolduns highest Way. For the remainder of the Scene, the Koldun will be unable to use Koldunism while in the presence of the Child of the Dragon.

XP Cost: 8

ASTUTE TASTE (ANIMALISM 2, VICISSITUDE 2)

Dracul Level Rarity

The Devils have developed an ability to gain a great amount of information from a target either alive or dead. Simply by ingesting the flesh of their target, a member of the Children of the Dragon can use their own beast and command over flesh itself as a means to pull both memories and information from the flesh they devour. As information is of the utmost importance to the Children of the Dragon, this technique is invaluable to them as a means to learning the truth before giving advice.

System: A character with this combination may consume the flesh of someone and quickly learn their memories and needed information. Once the flesh of the target is consumed the character spends one blood trait to activate this power. For each piece of flesh consumed the character may ask the storyteller one question related to the target of who's flesh they have eaten. These questions must be in relation to either a memory the target possessed or a piece of information that the target may have known. What answers are received are decided upon by the Storyteller

Xp Cost: 4

Ritae

LAY OF THE LAND

Since before the times of urbanization all humans had experiences with Survival, and thus so did Cainites. Now though new vampires do not understand the

fields and woodlands as they do the cities. Rarely used, it makes it more likely that vampires who have to make long trips will survive when moving around in the wilderness.

"Our home is the very land beneath our feet. The city is made of trees and stars. The road allows us access. With the Beast we are free."

System: Grants 2 bonus Traits on all Survival Ability tests. During the ritual all the participants must deal 1 Lethal to their right hand. If the priest heals their wound the Ritual effect is disrupted for everyone.

BLOOD ALCHEMY

The Children of the Dracon are, first and foremost, scholars of the Sabbat who pride themselves on study and inner reflection. As such, the Faction has developed a ritae that mirrors the old beliefs and practices of Alchemy. Using their own blood mixed with various Alchemical substances, the Children of the Dracon can create potent elixirs.

System: The Elixirs created by the Ritae of Blood Alchemy allow those who imbibe them to gain Two Bonus Mental, Physical, or Social Traits for a scene or an hour. A vampire may only ever be under the effect of one Blood Alchemy at a time.

rites of nobility

The Children of the Dracon pride themselves on ancient Eastern European etiquette and nobility practices. This ritae was developed by members of the faction to help reflect that. The Children of the Dracon Priest must first properly adorn their clan/bloodlines heraldry on their person and make a point of tailoring and cleaning it before donning it. They often use ancient Slavic prayer and rites over the heraldry to create this ritae.

System: Once performed by a Children of the Dracon Priest, this ritae gives the recipient two bonus traits on all offensive Social Challenges made against vampires of the 13 clans (this has no effect on the antitribu or bloodlines). The effects of this ritae last for one night.

THE DEVIL'S ADVOCATE

One of the most crucial roles of the Children of the Dracon is presenting the other side of an argument for consideration. Many members of the Sabbat are

rude and will attempt to prevent the Child of the Dracon from doing so, simply not wishing to hear it. With this ritae, members of the faction created a mystical means by which they must be heard and can not be interrupted.

System: This ritae is performed when the Children of the Dracon priest is presenting advice or challenging a Sabbat member to think of the opposite choice they are about to make. Once presented with the option, the receiving Cainite must listen to the Children of the Dracon priest. Their voice can not be silenced by any means nor may they be interrupted while presenting their argument. This does not stop someone from physically assaulting the priest, but to do so is regarded as a great insult to all in attendance and a defilement of the ritae. This is for role play purposes only, it is not the intent of this Ritae to enable or aid combat.

CLAWS OF THE DRAGON

The rite is conducted in a sacred war chamber, temple, or battlefield, preferably somewhere dark, enclosed, and filled with reminders of past warriors (weapons, old banners, skulls of fallen foes).

A large iron brazier is placed at the center, filled with burning coals or fire. Around it, sigils of war and the Dracon's wisdom are inscribed into the ground using charcoal, blood, or ash.

The priest of the rite (often a pack priest or Ductus) must have a branding iron, a dagger, or a sacred claw-shaped weapon, which is used to inflict the mark of the Dragon.

System: The participant gains a 1-trait bonus on all Brawl and Melee challenges for the next scene or an hour. If the participant uses Potence, their first attack in combat deals an additional level of lethal damage.

Known Members

THE JACKAL

Little is known of the Cainite called the Jackal. He/She is the recognized leader of the Children of the Dracon, but rarely does he/she make appearances. Only those at the highest level of the faction can claim to have met him/her. Rumors abound that the Jackal is actually the Dracon himself. Though, no

Child of the Dracon will confirm or (more importantly) deny this rumor.

KEEPER OF THE FAITH AND THE WATCHERS

Many among the Children of the Dracon claim that, for a faction based on the rule of three, they find it odd that it would have one leader. Though the Jackal claims to be the leader of the Children of the Dracon, it is also said that the faction is truly led by three individuals. While little is known of the Jackal, even less is known about the elusive Keeper of the Faith and the Watchers. Some claim the Keeper and watchers are the direct children of the mythical Dracon himself. Only those who reach the upper echelons of the Children of the Dracon will ever get the chance to learn the truth.

HUROFF

The Enigmatic Cardinal, like many of his clan, is a very elusive creature. Few know a great deal about the Cardinal, other than his signing of the Code of Milan. What is known is that Huroff is perhaps the most famous non Tzimisce member of the Children of the Dracon. It is even rumored that it was his fellow Cardinal, Radu, which helped show him the wisdom of the faction. What is known is that the Cardinal neither acts quickly or rashly, and holds true to the ideals of the faction and comes at every decision he must make from every angle.

AIZHANA, DRAGON OF THE EAST

Aizhana, as she goes by now, was born a child of the Golden Horde, the daughter and only child of a Mongolian warlord. Aizhana stayed in Kazakhstan for a long time, keeping contact with her western brothers and sisters. When the Anarch Revolt broke out, she assisted and joined sides with them, joining the Sabbat when it was formed. In the recent centuries, she moved her home and library to Mexico City, and made her Haven both there and in Kazakhstan. She continues to lead the Obertus and, thus, is a prominent figure of the Children of the Dracon.

Tonight the Dragon of the East sits on the Consistory in Mexico City as the voice and representative of the Children of the Dracon. Aizhana seems to always

play devil's advocate to every decision the Consistory tries to make, making sure the Sabbat attempts to at least question every action it may take.

Stereotypes

Loyalists: "Uhh, I don't get it."

Moderates: "Their wisdom and insight are invaluable to this sect."

Status Quo: "They would be useful, if they actually could make a decision."

Ultra-Conservatives: "When they speak, you should listen. They often see things many would miss."

Pander Movement: "Oh good, another group of clan-elitist fucks."

The Orthodoxy: "Bizzare name for the Dark Father....Dracon?."

Occult Underground: "We have much in common with them. We, too, seek knowledge in wisdom, though in different directions."

Crimson Horde: "Advice is always welcome, but they seem to exist just to nag."

Inquisition: "If others would listen to their words, we would have less heresy to deal with."

Black Hand: "They are wise but slow to act. In the Final Nights, we can't afford

Media

Devil's Advocate

Law and Order

The Firm

Sources

Guide to the Sabbat

Clanbook Tzimisce

Mexico City by Night

Archons and Templars

Orthodoxy

“Be it the faith of man or the faith of the sword, it must be preserved to the highest degree. In sins we lament, in ashes we rise.”



At the formation of the sword, the Order of St. Blaise were established to be the protectors of Humanity and the keepers of influence for the Sword of Caine. From the beginning of the Sword, The Order of St. Blaise tended the flocks of mortals to aid the Sabbat in their various missions playing the mortal games of influence and oversight. The Order played a dangerous, but careful game. They have subtly integrated themselves into the religious communities and use this to oversee things that most of the Sabbat largely neglect. In the end, the Church flourishes so that the Sabbat may flourish in kind. Through infiltration of the Churches, so too did infiltration of the Order happen. Throughout its time a subcult of heresy began to spread confusion and created a loss of purpose within their Order. It started with the death of Moncada by the hands of Fatima al-Faqadi.



Upon his death a Diabolist group known as the Keys of Solomon, brought the deceased Cardinal back to life only to find that a creature had taken its place and sought to seize all power over the Sabbat. Sometime after Moncada, another leader who was riddled with infernalism became in charge. An order set towards protecting humanity and being the religious spearhead was later splintered to being known for hunting infernalism rather than protecting that which it was formed for. Once the Ecclesiasticals became known within the Sabbat, The Order were not as publicly known within the Sword of Caine, causing contention between the two.

The former Ecclesiastical faction also had its own pitfalls in its history that caused concern. Prior to coming to the Sword of Caine, they were known as the Cainite Heresy, a cult that was grounded on the study of Gnosticism prior to the Anarch Revolt and rumored to have had a hand in the formation of the sect. Holding roots that salvation could be found through the childer of Caine and to always work to increase the domain of the childer of Caine; and to offer your life for the secrets within. The Ecclesiastical Faction was however purged from within. While maintaining a fear of destruction from the outside factions of the Sabbat, its leaders failed to see the threat within. As more and more clergy joined the Faction they quickly uncovered the truth of the Cainite Heresy's origins within the Faction. These new members formed their own plan of action and slowly but surely innacted it. By the end of the fourth Sabbat Civil War the faction had been purged by fire and blood of the heretics. They were seen as being the keepers of Faith and Ritae, which caused contention with the Order of St. Blaise and created a split between two factions trying to serve as the faith of the sword.

At Eccumenical Council 2023, Cardinal Eleiser de Polanco had made a proposal for the council to discuss merging the Order of St. Blaise and the Ecclesiastical factions. This was due to the aspects of the missions of the two factions over time becoming one in the same. Originally met with disdain, the prior leaders of each faction were able to come to an understanding that the merge would be for the betterment of the sword. This was then announced at Eccumenical Council 2024. In the formation of the faction, it was decided that the scope of faith should encompass more than just Abrahamic, but to all other denominations and moralities.

Nickname

Pious, Ashen Priests

Symbols and Iconography

The Orthodoxy commonly makes use of religious iconography, such as the Crucifix and Rosary Beads, Star of David, Oms, chakras, Norse Runes, or other religious symbology. Being the religious powerhouse, they often dress in the visages of priests from various religions. Their robes, however, are often covered with noddist symbols, Sabbat ankhs, and purple accents.

Role Within the Sabbat

A faction reformed from the ashes of The Ecclesiastical and Order of St. Blaise. The Orthodoxy stands as the pinnacle faction of faith in the Sabbat. On one hand they hold the role of recording and teaching the ritae, the paths of enlightenment, and all things of the religion of caine. They offer shelter to the wounded within the Sect, as well as offer spiritual guidance. On the other they maintain vast networks of mortal influences. They work in the shadows to keep the mortals from raising their weapons toward the Sword. A number of revered Priests of the Sect belong to this order. They are seen as the ultimate authority on faith in the Sword. They are also known to provide support for those to be the most effective

Duty: When it comes to the Sect's matters of interests in Ritae, Noddism, Paths of Enlightenment, or Influence in the mortal world, the Orthodoxy claim dominion. The Faction catalogues and researches all of these things for the Sabbat and are considered the

premiere authority on such matters. The Factions approval of Ritae, Noddism and Paths of Enlightenment is often fed directly to the Sabbat Consistory and Inquisition. Indeed, these Sabbat bodies may not even consider them until they are reviewed by the Orthodoxy. Furthermore, the Orthodoxy is encouraged to review the Auctoritas and Ignobilis ritae every year for Ecumenical Council. The review if any of the Auctoritas should be removed and an Ignobilis be elevated instead. In a sense, they are the Vanguard of the 13 sacred Auctoritas Ritae. Lastly, if the Sabbat has any need of Influence or Pull in the mortal world, the Orthodoxy coordinates and commands the sect's efforts in these regards.

The Two Paths

Divinists: Keepers of Morality

Some of the most zealot within the Sword of Caine, those on the Divinist track of the faction tend to be very fanatic towards the duties of a priest. Their main focus is becoming a priest and knowing all that there could be on Noddism. To be the keepers of faith and ritae, they tend to interpret this as faith being morality. This also gets interpreted by them studying stories of Caine that can be found within different religions to expand upon one's understanding of Noddism. Some of the more scholastic within the faction as they are continuously trying to identify more lore on the cainite condition, theology, paths of enlightenment, ritae, and other matters akin to these.

Ministers: Wolves of Man

Taking more than just the Abrahamic faith in modern nights, the Ministers infiltrate the various houses of worship of man to spread their influence and resources. They are the ones who oversee the faction's growth and use of mortal influence for the betterment of the Sabbat as a whole. Though they are often judged by many of the sect for being too close to the kine, their resources are truly invaluable to a sect that tends to let its mortal ties fall by the wayside. Recently, the group has begun cautiously probing its way into hunter circles, subtly spreading the faction's teachings in hopes of bringing some of them over to the cause.

Prerequisites to Join

Those who join the ranks of the Orthodoxy are always staunch believers in a religious practice/moral code of their own. Whether the future member may be more influence based versus morality based, they hold high importance in their faith.

- Storyteller Approval and Orthodoxy Sub coordinator Notify

- The Positional Status Trait of “Initiated”

Orthodoxy Advantage

Dark Faith

Once per Night a member of the Orthodoxy Faction may expend their Advantage to give themselves or another the mechanical benefits of one Ritae they themselves know without needing to spend the time to perform it, for the next scene or an hour. This ability may only be used once per night.

Orthodoxy Disadvantage

Lasombra Elitist

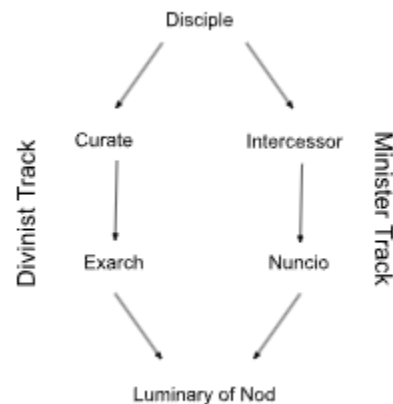
All Members of the Orthodoxy Faction are down two traits when initiating any Social Challenge against members of the Sabbat Pander Movement Faction.

Disciple

Those who hear the call of the Sabbat Orthodoxy join at its lowest rank known as Disciples. These are expected to spend their time learning the faction's ways and history. To contribute to the faction's superiors as needed, and eventually choose which path in the faction they desire to go. While treated as equals, in a sense, within the faction; Disciples are expected to be humble and gracious to their superiors in the Church of Caine.

Prerequisites for Advancement to Curate or Intercessor

In order to rank within the Orthodoxy, a member must have a destined path that they wish to pursue within the order. As those who are pursuing further within the faction, they have better understanding of their purpose within the ranks to better hone in their skills.



In addition to this, Cainites seeking to rise to Curate or Intercessor, aka Regional Importance, in the Orthodoxy requires the following:

- Storyteller Approval and Orthodoxy Sub Coordinator Approval
- The positional Status Trait of Enlightened or the Reputational Status Trait of “Ordained” for Curate and the Reputational Status Traits of “Respected” for Intercessor.

Curate (Divinist)

As a Cainite progresses up the ladder of the Orthodoxy faction, they must also rise in the ranks in the clergy. Though they need not necessarily increase in the hierarchy of the Sabbat, they must increase their reputation as a priest. Tending to the faith of the Sabbat means they have made many allies among the faithful and have debts owed to them for being priests of the sect.

Intercessor (Minister)

Members of this branch are expected to be benefiting the sword as a whole rather than just one area. As such those seeking to advance must have a combined total of 10 levels in influence. They must also have the background fame at 2 or a voucher from 3 bishops not from their home diocese to signify regional importance.

Prerequisites for Advancement to Exarch or Nuncio

Members of the Orthodoxy who seek to become Either Exarch or Nuncio need to rise above all others in their fame as priests of the Sabbat or masters of the mortal world. Though many are Bishops, Archbishops, Cardinals, or Prisci, it is still not required in order to reach this level within the faction. To become a Exarch or Nuncio, aka Nationally Important, requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Adept for Ritae for Exarch and the Reputational Status of Adept for Influence for Nuncio

Exarch (Divinist)

Members of the Orthodoxy who seek to become Exarch need to rise above all others in their fame as priests of the Sabbat. Though many are Bishops, Archbishops, Cardinals, or Prisci, it is still not required in order to reach this level within the faction. Rather, those who seek to become Exarch need to become famous throughout the sect for their service in the clergy and are recognized by the Orthodoxy faction heads. Those within the Exarch are to be seen as the hands of the Luminary of Nod that runs the Divinist track. They are in persistent communication with the designated Luminary of Nod, identify and create with the Luminary of Nod tasks and responsibilities, and will complete task/logging of lore/ritae reports regularly without request.

Nuncio (Minister)

Members of the Orthodoxy who seek to become Nuncio'd to rise above all others in their fame of mortal society and standing in the Sabbat. They are expected to handle influence from the faction and be the faces/public relations of the faction. This is not influence that they as a character uses, but will manage with their respective Luminary of Nod's guidance. It is highly encouraged for those in this track to have fame at 5, as this would have their influence reach all throughout the sect. Those within this rank are typically able to have high numbers of influence they control as well as assistance with growing the influence of the faction. Those within the Nuncio are to be seen as the hands of their respective Luminary of Nod. They are in persistent communication with the Luminary of Nod, identify and create with the Luminary of Nod tasks and responsibilities, and will complete task/logging of influences and resource reports regularly without request.

Exalted of Nod

The undisputed head of the Church of Caine, so to speak, and thus the head of the faction is known as the Exalted of Nod. These Cainites are the pinnacle of Ritae, Noddism, Morality, and Influence. They are seen as priests for the Regent at times that he cannot connect with his own pack priest. In addition to gaining the Positional Status Traits of Feared and Respected they are seen as co-controlling the resources and sway of the faction. They receive the benefits of all ranks and education listed in prior positions of the faction, no matter which path they took. Those within this rank are able to have the ear of the Cardinals to discuss, with proper evidence, concerns that a member of the bishopric is neglecting the spiritual aspect of their diocese. Those at this rank can award the statuses required for ranking within the faction (no matter the path the character took) to True Sabbat, as well as the status "Sanctified" with support of the Black Monastery. In a similar vein, The Faction head is able to excommunicate priests if they are not acting within proper purview of their role. Other advantages or drawbacks of this are left up to the Sabbat Coordinator.

To become Faction leader position in the Orthodoxy, a PC would first need to either force the current

position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. As always this position is Sabbat Coordinator Approval.

Suggested Paths of Enlightenment

Humanity, Path of Honorable Accord, Path of Redemption, Path of Caine, Path of Divinity, Path of Cathari, Path of Community

Suggested Abilities

Powerbroker, Leadership, Finance, Bureaucracy, Rituals, Theology, Lore: Paths of Enlightenment, Occult, Expression.

Suggested Backgrounds

Fame, Influence: Church, Allies: Church, Contacts: Church, Occult Library, Rituals, Influence: University, Rituals

Suggested Merits and Flaws

Merits: Angel Face, Jacob's Twin, Save Thy Servant, Blessed Myroblite, Of Embrace Foretold, Redeemed, Likeness of a Saint, Living Icon, Miracles of Faith, Blessed, Enchanting Voice, Fist of God, Higher Purpose, Iron Will, Quiet Heart, Religious Devotion, Sanctity, Holy Aura.

Flaws: Soul of Darkness, Stigmata, Cynic, Flagellant, Fanatical Devotion, Scourged by God, Soft Hearted, Prey Exclusion, Special Responsibility

Combination Disciplines

EYE OF IALDABAOTH (AUSPEX 4, DOMINATE 2)

Disciple Level Rarity

As priests to Father Caine, this discipline technique was developed by the former Ecclesiasticals as a means to force others to submit before them and feel

the weight of their own sins upon them. Both created as a means of protection and a useful ability for their priestly duties; this combination discipline has proven the faction most useful in their advancement of power within the sect. A vampire with this technique calls upon Caine and the Gnostic gods to force a Cainite to prostrate themselves before the priest and feel all of their sins upon them at once.

System: This combination discipline paralyzes a victim, wracking them with guilt for their most regretted sins. The character engages their target in a Mental Challenge retested with occult. If successful, the victim may not move or act for a number of actions equal to the character's Theology ability rating. However, characters affected by this power may defend themselves normally if provoked by any means. Since this combination discipline is Dominate based, all generation requirements of Dominate still apply.

XP Cost: 8

RELIGIOUS DEVOTION (DOMINATE 4, PRESENCE 5, WILLPOWER 6+)

Disciple Rarity

Those of the Orthodoxy who become Disciples have learned to have nothing but complete devotion to the Church of Caine. Through their nightly ritual of prayer and service as priests, Legates have learned to fortify their will and expand it greater than any other. Those with this discipline technique have an unshakable resolve.

System: This combination discipline allows a Cainite to spend one willpower trait to automatically win all ties on all defensive willpower challenges. This only applies to willpower challenges, not willpower retests. Additionally, this may only be used once per scene or hour.

Xp Cost: 9

NOCTURNAL LIFE (PRESENCE 1, POTENCE 1)

Curates & Intercessor Level Rarity

As infiltrators and manipulators of the Catholic Church, members of the Orthodoxy would likely be caught by the very mortals they seek to manipulate as the vampires they are if it was not for this technique.

While it would likely be viewed as weak by the rest of the sect, this Combination Discipline is crucial to how the Orthodoxy operates. It allows them to mimic the aspects of humanity they need in order to masquerade around with mortals and not risk being caught as members of the undead. A vampire with this art focuses his inner strength and resilience to force their very blood to reanimate their body further to the life they once had.

System: For the costs of one blood trait the character may activate all effects to mimic life that may normally be used on a cost of one blood trait per (Flesh Skin Tone, Sex, etc). This combination discipline allows them to be all active for the cost of only one blood trait instead of one blood per effect to mimic an aspect of humanity. Additionally this combination discipline allows those characters on Paths of Enlightenment who are not normally able to mimic the effects of life with the cost of blood to now be able to do so. The vampire breathes, looks less like a corpse, can have sex, etc.

XP Cost: 2xp

ENVOY'S BLESSING (DOMINATE 3, FORTITUDE 2)

Curates & Intercessor Level Rarity

As the members of the Orthodoxy wield the mortal world as a lethal weapon under their command, it is often of the most importance their servants come under no harm. Developed as a means of protection from the usually violent Sabbat, this discipline technique bestows a blessing upon the Orthodoxy member's servants. Making sure their tasks are completed uninterrupted by the Sect and its enemies.

System: The character blesses one of their messengers or servants. For the remainder of a scene or an hour, in order to attack one of the character's servants under the effects of this power, they must first defeat the character in a Willpower challenge. This discipline technique may only be used on normal mortals, ghouls, and revenants who serve the character directly. This benefit is invalidated if those under its effect attack or attempt to harm someone.

XP Cost: 5

DIVINE WILL (DOMINATE 5, PRESENCE 5)

Bishop of Nod Level Rarity

Calling upon his faith, a member of the Orthodoxy can bolster his mind and soul against hostile attacks. By looking within, the cainite steels his soul against any attempts to supernaturally affect him. The Cainite must boldly display his faith in front of his adversary; only by reaffirming that faith can he call upon this technique.

System: This power costs one willpower to activate. For the rest of a scene or an hour, the vampire gains a number of bonus traits on all challenges of Dominate, Presence, and other Mind Altering powers equal to their Temporary Willpower Traits with a maximum equal to their Morality. These bonus traits apply only to defensive challenges.

Xp Cost: 10

Ritae

ATRA SACRAMENTUM

See with the White Wolf Book, *Rites of the Blood*, page 48.

System: Use as Printed

THE LAST RITES

See with the White Wolf Book, *Rites of the Blood*, page 49.

System: Use as Printed

MARTYR'S EYES

See with the White Wolf Book, *Rites of the Blood*, page 50.

System: Use as Printed

THE BLESSINGS OF SAINT BLAISE

See with the White Wolf Book, *Rites of the Blood*, page 5.

System: Use as Printed

MIDNIGHT MASS

This Ritus is akin to the catholic church's normal mass. However instead, it is solely for Cainites. Sabbat gather in a Catholic Church (usually cleared of all non-Sabbat beforehand). There, the Preacher reads Sermons, Tales, and other Noddist lore to his Brothers and Sisters. The goal of the Ritus is to help the Orthodoxy gain more acceptance with the rest of the Sabbat and uplift their mass. However, the truth is that the Ritus holds another purpose. While the Midnight Mass appears to be a Social gathering of Cainites to discuss the religion of the sect, the Orthodoxy also uses it as a method to scout out heretics. This is a ritae that has also been shared with the Inquisition to aid their order to the sword and to rebuild a working relationship between the two.

System: After a Midnight Mass, the Orthodoxy member gains a number of bonus traits on all challenges to determine if someone is a heretic equal to the casting priest's path rating. This effect lasts for one month.

Known Members

ELI BRATOVITCH FORTNER

There are many legends about the Fortner family of the Deep South. These ghost stories tell tales of a cannibalistic inbred family that haunts the bayous of the south. Some claim they were escaped mental patients. Others say they were a family of devil worshippers. The truth of the Fortner family is far worse than any mortal could imagine. If they knew the truth people wouldn't stay out at night from the ghost stories passed down from generation to generation. They would run in terror.

The Fortner family are indeed a cult, a family bred and raised for over a hundred years as Bratovitch Revenants in service to clan Tzimisce. These alien monsters were little more than a new experiment to refine the Bratovitch line by a demented Tzimisce. An experiment started nearly two hundred years ago. This branch of the Bratovitch family infected the bayous of the south, haunting the swaps. These monsters have no humanity, for they were never human.

It was into this family the prodigy of the Fortner's was born. Eli the son of Caleb Fortner was the craftiest and most vicious of his family. Eli became a

charismatic leader of the bizarre faith of his family. As the greatest of this Tzimisce's experiments; he rewarded Eli with the embrace. Only for the newly made vampire Eli to turn on his sire and consume his soul.

During 2011 Eli and his pack (all members of his family) traveled from Diocese to Diocese spreading the word of their own brand of Noddism and the good will of the newly formed Ecclesiastical faction. His fame and infamy among the Sabbat during this time only furthered his own legend. With the fallout of the fourth Sabbat Civil War, Eli was made Cardinal of the Deep South. A new position was created in the wake of the accusations against Cardinal Ankha who became Cardinal of the Central United States. Using his new found influence and power, Eli seeks to spread the word to all Cainites who will hear his voice.

LUCITA DE ARAGON

The Archbishop of Aragon has hated and rebelled against her sire for centuries, only to walk the Path of Night and inherit all that he left. Finding the call her Sire's ways and to usurp the,. Lucita joined with the Order of St.Blaise. Since that time, she approved of the merging of the order into the Orthodoxy. Lucita spends most her nights ruling her diocese in Spain and becoming the spiritual leader many younger cainites look up to.

SACHA VYKOS, CAINE'S ANGEL

The Sabbat had its beginnings in a small town. In this small town a meeting was held. In this meeting a Fiend named Myca sat across from a Ventrue "leader" of the then-forming Camarilla named Hardestadt. After tempers flared, Myca took what he felt to be the best action to declare his thoughts on the "Camarilla:" he tore off his genitals and flung them in the face of the Ventrue. After that encounter, the one called "Caine's Angel" soon became one of the most visible members of the Anarch Revolt, which eventually formed the Sabbat. If you ask Its opinion on the Camarilla in these nights...a quite similar answer would likely be the result.

ELEISER DE POLANCO:

Cardinal of Spain, Lasombra, Order of St. Blaise originally. With the death of Moncada, many Lasombra vied for

the power he left in his wake. It was Eleiser who claimed that vacuum. Always the loyal follower of Moncada, it wasn't long before Eleiser was able to seize control. Lucita had just joined the sect and many of the other contenders fell to fighting. It was Eleiser who rose above them all, and in doing so allowed Josephus to claim leadership of the Order of St. Blaise. Together, the two Lasombra were able to seize control of what Moncada had left behind. However, in the resulting chaos of the fourth Sabbat Civil War, Eleiser betrayed his ally Josephus in leading the faction in rebellion against Moncada and eventually seized power for himself over the faction. Over time, Cardinal Polanco agreed to release power of the faction to those younger and supported its merger with the Ecclesiastical into the Orthodoxy. He remains an important and potent elder of the faction to this night.

SAINT CAMILA

An orphaned nun, brought up in a convent in northern Italy, Camila was raised to be the perfect wife of Jesus. Her mind and soul were devoted to it. As a very religious person, for her to believe in Angels and miracles was not a hard thing.

Camila was quick to join the early Ecclesiastical (now the Orthodoxy) movement, its faith speaking to her very deeply. A walker of the Path of Divinity, she quickly became a paragon of the Path and became known as a walking Saint of the Cainite Race. Rumors speak of dark divine powers gifted to her by the Dark Father. Some say she is Caine's Dark Angel and avatar on Earth. What is known is that Saint Camila leads the Ecclesiastical Faction in Mexico City and sits on the Consistory.

SALOME ANTIPAS

According to Mark 6:21–29 a daughter of Herodias danced before Herod and her mother Herodias at the occasion of his birthday, and in doing so gave her mother the opportunity to obtain the head of John the Baptist. Although the New Testament accounts do not mention a name for the girl, this daughter of Herodias is often identified with Salome. According to Mark's gospel, Herodias bore a grudge against John for stating that Herod's marriage to her was unlawful; she encouraged her daughter to demand that John be executed.

Salome Antipas claims, and very convincingly so, she is indeed the biblical Salome spoken of in Christianity. So far, no vampire has been able to successfully dispute her claim. She seems to have a wealth of knowledge and memories that could only come from the firsthand experience of the events. Not that many Sabbat decide to dig much deeper into the truth of her claim anyways. Regardless of the truth of the Matter, Salome claims that during her demise her sire, Sophoniba came to her in an offer of blood and eternal damnation. One she was more than happy to accept.

Since her early nights, Salome has been obsessed and driven by the concept of sin. If she were labeled as the idol of all things sinful, regardless of the truth or not, she would embrace her mantle. For it is better to reign in hell than serve in heaven.

Media

Bad Day at Black Rock (Movie)

The Name of the Rose (Movie)

Holy Blood, Holy Grail (Book)

The Gnostic Gospels (Books)

Sources

Cainite Heresy

Caine's Chosen

Children of the Night

Guide to the Sabbat

Mexico City by Night

Vampire Clan Novel Saga

Stereotypes

Loyalists: “Religious nut bags who believe Caine is god... Whatever. As long as they stay the fuck out of my way.

Moderates: “Dangerous Fanatics of the worst kind. Religious Fanatics.”

Status Quo: “We have no love for them, but they forced our hand. Their existence allows the peace to be maintained.”

Ultra-Conservatives: “One could argue the Sabbat is in a religious war. In that regard they are the best soldiers to have in that fight.

Pander Movement: “Come over here mister preacher and I’ll shove that cross up your ass.”

The Crimson Horde: “My Church is with me in my heart, I don’t need no building..”

Children of the Dragon: “The Heresy was dangerous in the Middle Ages and remains so tonight.”

Occult Underground: “Caine as a god...an interesting concept. I wonder what other secrets they hide.”

Inquisition: “Cainite Heretics are still heretics. We will burn them all in the end.”

Black Hand: “We venerate the Dark Father more than most. I am unsure if I agree with them or not.”

THE CRIMSON HORDE

“We are the Crimson Horde that shall wash of the Camarilla and cleanse it from the earth.”



A faction born out of the fires of the nomadic Sabbat. The Crimson Horde was originally a union of two large Sabbat Packs in New England. Mogwli's Brood and Skelton's Rangers came together with the express purpose of defeating Roman Pendragon and the Camarilla of New England. Their success drew the attention of other nomads from around the globe and these nomads found a common ground, and thus became the Crimson Horde.

The Faction formed under the Leadership of the Iron Wolf, who renamed them the Crimson Horde. Having risen out of a long slumber the ancient Mongolian Gangrel has influenced the formation of the faction and The Way of the Road. Faction members are called Arban, after the smallest unit in the Mongolian horde. An Arban meant ten men, and any Cainite should be an equal fighting force to ten men from any other group. The Faction has dedicated itself to the destruction of the Camarilla



above all else and believes that should be the primary goal of all Sabbat. The Crimson Horde holds and supports the ideals of the Nomads of the Sabbat. Preferring the roads of the world where they hone their arts, live free, and truly experience what it means to be Sabbat. Beholden to no one but their own pack.

The Crimson Horde is a coalition of united Nomadic Sabbat packs. Held together only by their common beliefs and goals. Leadership is respected based on valor and skill. The leaders of the Crimson Horde have proven their worth in one on one combat sometimes resulting in final death. The faction believes in Ritae but gives little regard to the Code of Milan. Instead preferring to follow the “Way of the Road”.

The Crimson Horde tends to operate primarily on a pack level, celebrating whenever two packs meet with bloody revelry and many challenges of combat between the two packs to prove which is stronger. These nomads tend to disregard Sabbat clergy, holding the Ductus as the highest position deserving of any respect. Living on the road means that most members feel that Bishops and Archbishops are problems to be dealt with when traveling through territory, rather than resources to seek out.

The Faction tends to attract Gangrel and nomadic packs and those who seek the complete and utter destruction of the Camarilla. For them the war will never end until the Ivory Tower crumbles before them.

As a part of Sabbat tradition, the priests of the Crimson Horde tend to act more like modern shamans than anything else. The faction believes in mass embraces, rending the Masquerade, and even shovel heading vampires into the Faction. In the Crimson Horde, mercy is a weakness and you crush your enemy utterly and claim their soul as yours.

Nickname

The Rangers, The Brood

Symbols and Iconography

The Crimson Horde uses the Symbol of a blood Red Sabbat Ankh. They also use the Symbol of a Wolf with the Ankh as well. It is common for members of the Crimson Horde to display three blood red slashes representing the marks of Diablerie upon one's aura. Members of the Faction are often former bikers and gang members so tend to wear leather and have chains with hooks, chainsaws, machetes, and other vicious weapons. They also often add some wolf fur or symbols to their wardrobes or vehicles.

Role Within the Sabbat

Many Sabbat feel the rights, needs, and desires of the nomads are overlooked by the Covens. Without a united front the Nomads have no chance of upsetting this situation. The Crimson Horde hopes to enact this change.

The Faction sees itself as the voice of the Nomads. One only strong if united. They respect the earlier traditions of the Sabbat. The Crimson Horde respects strength above all. Might make right and the strong lead from the front. They revel in their monstrous nature and seek to grow into a true horde.

Duty: While not all Nomadic Sabbat are members of the Crimson Horde, the Crimson Horde is the largest organized body of Sabbat Nomads. As a result, the Crimson Horde is the de facto authority on all Nomad concerns and issues for the Sabbat. As a result, no member of the Crimson Horde can their travel restricted by a member of the Sabbat clergy in a diocese, and their word is considered law in regards

to any and all issues that come up in regards to the Nomads of the Sabbat.

Prerequisites to Join

The Crimson Horde attracts those who would make total war on the Camarilla, and those who are willing to prove their strength. All new members must undergo an initiation. Initiation into the Crimson Horde varies wildly and is largely up to the ST's and players of the faction.

- Storyteller Approval and Crimson Horde Sub-Coord Notification
- The Positional Status Trait of Initiated

Crimson Horde Advantage

The Open Road

Once per Night a member of the Crimson Horde Faction may expend their Advantage to give themselves the ability to ignore a Bishop or Higher's ability to interfere in their pack or dictate where they may travel in a city. Alternatively they may spend this advantage to gain themselves or another 1 retest in all Hunting or Survival challenges for a single challenge.

Crimson Horde Disadvantage

No Place to Call Home

All Members of the Crimson Horde Sabbat faction can not hold any sect position that requires a city to possess.

Arban

Members who join the Crimson Horde are expected to be accustomed to traveling on the road. Even if they are not born into it they learn quickly. As a result, its new members are taught the skills needed to survive. All starting members of the Crimson Horde start out as Arban. They are learning the ways of the Nomads. How to survive and thrive outside the

civilized world. They quickly learn guerilla warfare tactics and how to keep an enemy off their footing.

Prerequisites to Advance

The title of Horseman comes from the common Sabbat terminology for Nomadic warriors.

Advancement among the Crimson Horde is earned through actions. Acts of violence and support of the cause are rewarded. Usually those seeking to become a Horseman of the Crimson Horde, have participated in several battles against the Camarilla. Word of their names spreads among nomadic packs. In order to advance to the rank of Horseman, they must challenge an existing Horseman to single combat. While the challenger is expected to win, it is not required. Those who put on an impressive show of strength but lose are still welcomed among the Horseman.

- Storyteller Approval and Crimson Horde Sub-Coord Approval
- The Reputational Status Trait of Battle-Scarred

Horseman

Horsemen understand the purpose of the Crimson Horde. They have mastered many nights on the Open Road and call nearly no place home. To rise in the ranks to be called a Horseman, the Crimson Horde members have proven their mettle at surviving, as well as their skill at hidden guerrilla warfare tactics against the Sabbat's enemies and Lupines. The Horseman of the Crimson Horde are seasoned and skilled veterans of the nomadic way of unlife.

Prerequisites to Advance

The Warlord's of the Crimson Horde are the leaders of the Faction. Their names are spoken around fires when packs gather. When a Warlord speaks, entire packs of nomads and members of the Crimson Horde listen and heed their words. They settle disputes, hold celebrations and make war. While a leader may be challenged for their position, few would do so

among the Warlords as each has a fierce reputation. In order to call oneself a Warlord one must first defeat a current Warlord in single combat before they are recognized as such. The Warlords of the Crimson Horde hold sway over the entire faction. While it is not unheard of for Warlords to war with one another; they are all equally respected.

- Storyteller Approval and Sabbat Coordinator Approval
- The Reputational Status Trait of Battle-Scarred

Warlord

The recognized leaders of the Crimson Horde, these veteran cainites can command respect of several nomad packs among the Horde. They are respected war leaders and generals against the Sabbat's enemies. When they speak, all other members listen. The Warlords organize campaigns of guerilla warfare of the sect's enemies, and members of the Crimson Horde are expected to lend aid to their cause. Even those nomads outside of the faction respect the words of a Warlord of the Crimson Horde.

The Khan

The Warlord of Warlords, the Khan is the undisputed leader of the Crimson Horde. The Khan is elected into their position by Warlords of the Crimson Horde. There is not always a Khan of the Faction; there is not always a need for a single unified leader. However, when one is called to the title of Khan they come from the ranks of the Warlords. It is not unheard of for one of the Warlords of the Crimson Horde to rise in such prominence and demand a council of them and force an election to the title.

When there is a Khan of the Crimson Horde he is the undisputed ruler of the Faction. His word and judgment are law. He may command the Warlords to action or set policy for the whole of the Faction. The Khan may be removed in several ways. The first is death. The Second is a vote to remove by the Warlords. Finally, the third way is that the Khan may be challenged to an Honor duel for his title.

However, when a Khan is elected of the Crimson Horde, he is seen as the leader and voice of the Nomadic Sabbat. The Khan may also step down if and when he no longer believes the faction needs a Khan.

Faction leaders have the power to promote, demote and eject members of their faction (from their Faction) as they see fit. The capabilities and advantages of the Khan are decided upon by the Sabbat Coordinator and this position is Sabbat Coordinator Approval as well.

Recommended Paths of Enlightenment

Path of the Feral Heart, Path of the Beast, Honorable Accord, Power and the Inner Voice

Suggested Abilities

Survival, Hunting, Tracking, Brawl, Rituals, Melee, Tactics, Lore: Lupine, Lore: Camarilla

Suggested Backgrounds

Rituals, Military Force

Suggested Merits and Flaws

Acute Sense, Poverty, Bruiser, Well-Traveled, Pack Enemy, Code of Honor, Lunacy, Short-Fuse, Thirst For Innocence, Permanent Fangs, Berserker, Eerie Presence, Danger Sense

Combination Disciplines

LAY OF THE LAND (AUSPEX 2, ANIMALISM 2)

Arban Level Rarity

As nomads of the Sabbat, members of the Crimson Horde have little knowledge of the cities. While the faction is nomadic in nature, the Crimson Horde often wars in the sect's enemies cities. Without

knowledge of these cities, the Horde remains at a severe disadvantage. Luckily, members of the faction developed this combination discipline that allows members of the faction to touch the ground when they enter into a city and gain intimate knowledge of it for a short time.

System: When the vampire enters into a city they may spend 1 blood trait to activate this combination discipline. When they do they gain the ability Area Knowledge for the city they are in up to level 4 for the remainder of the night.

XP Cost: 4

THE CRIMSON DEATH (PRESENCE 4, ANIMALISM 3)

Arban Level Rarity

New members of the Crimson Horde are taught the importance of the pack and ability to fight as one. As a result, the Crimson Horde developed this ability to combine the inspiration of presence with the ability to tap into one's own beast of Animalism. The result creates an innate pack link as their beasts speak to one another. This creates a devastating skill among packs to overwhelm their opponents with unprecedented focus and unity among members of a pack.

System: When the Arban with this Combination Discipline enters into combat with his pack, they must spend one blood and one willpower to activate The Crimson Death. Once active the Arban receives +2 Bonus Traits on all physical challenges involving Brawl, Melee, or Firearms. Additionally each member of the Crimson Horde with this combination power active, fighting in the same combat, and focusing on the same target, increases the bonus trait benefit by +1 up to a cap of +5. Finally all such physical challenges deal an additional 1 level of damage.

XP: 7

SAVAGE UNION (ANIMALISM 3, PRESENCE 2)

Horseman Level Rarity

As a member of the Crimson Horde advances within the Faction they are taught the secrets of the Horseman. This technique was supposedly developed in the early nights of the Sabbat itself; as nomads found little time for comfortable rest to restore their exhausted wills. As a result, the Horseman developed the ability to tap into their inner beasts to invigorate them. By allowing their beasts to indulge, they are able to siphon off some strength, in much the same way a vampire feeds off of blood.

System: Once a scene, when the character enters into a frenzy they regain one Temporary Willpower Point. This combination discipline is always considered to be in effect.

XP: 5

WANDERLUST (ANIMALISM 3, DOMINATE 3)

Horseman Level Rarity

The Nomads of the Crimson Horde feel an innate wanderlust to their beasts. They become restless if they stay too long in the same place. Using this feeling of restlessness, members of the faction developed this combination discipline to project it onto others.

System: The character with this combination discipline engages their target in a contested Mental Challenge retested with Animal Ken. The character making this challenge risks 1-5 mental traits. If they succeed, the target can not sleep in the same place in a 24 hour period for a certain amount of time. The time this effect lasts is related below to the traits risked in the challenge.

1 Trait Risked	1 Week
2 Traits Risked	2 Weeks
3 Traits Risked	1 Month
4 Traits Risked	2 Months

5 Traits Risked

6 Months.

Characters afflicted with this power can choose to sleep in the same location for more than 24 hours. However, until they change places to rest (completely new locations) they are down two traits in all challenges they make.

XP Cost: 6

ONSLAUGHT (CELERITY 3, ANIMALISM 3)

Warlord Level Rarity

Those who have reached the rank of Warlord in the Crimson Horde are veterans of many duels, honor combats, and Monomacy. They have proven their strength time and time again. They also expect to be challenged frequently due to disagreements or someone thinking they can do the job better. Warlords of the Crimson Horde developed this discipline technique to give them an edge on all challengers that come their way. By tapping into their inner beasts and focusing on the speed granted by Celerity the Warlord turns into a whirlwind of blows powerful enough to split stone.

System: Whenever the character engages in one on one combat, they may spend 1 willpower to activate Onslaught. For the remainder of the scene or combat the character may add their levels of the Melee Ability to all Melee related challenges as Bonus traits. However, these Bonus Traits are based on the character's temporary levels of Melee and not their permanent. Thus, if they spend levels of the Melee Ability for retests, their Bonus Traits decrease equally. This ability ends if the combat is joined by a third party on either side.

XP: 7

Ritae

WAY OF THE ROAD

The one thing that separates the Crimson Horde from all other Nomadic Sabbat is their code of conduct which has been blended with this Ritae. The Crimson Horde pays lip service at best to the Code of Milan. The Way of the Road is the governing code they hold as the means by which the Faction conducts itself. The Way of the Road is a code followed by all members of the faction even if they do not know the Ritae. The Ritae is used at campfire gatherings of the faction and performed for all. Since much of the faction's history is oral tradition, many other ritae are performed in addition to this one. The priest speaks of the early nights of the Sabbat, and why the nomadic lifestyle is the true way for the sword. At the conclusion of the speech the priest recites the Way of the Road. The Way of the Road is as follows:

- A leader may be challenged at any time. If defeated the challenger replaces the leader.
- The Ritae are sacred and must be followed
- One's Word will be honored. Once it is given it is to be kept.
- If in another's territory one strikes a bargain, that bargain must be kept. Honor your word and Honor the territory of another until and unless they betray your trust.
- When you meet a fellow traveler offer them a place at your fire. If they pay their way with a story they are free to go and may not be challenged
- All must put the good of the whole before the good of the one.
- If you know where your enemy is, take the fight to them, draw them out, do not allow them to exist if you have the means to destroy them.

- Those who fail in the Way are not worthy of it and such shall have their heart's blood reclaimed.
- Our Justice is Eye for an Eye.
- We are Free and kneel to no one.
- Monomacy and single combat shall settle all disputes.
- Any may call a council of Warlords and the Khan for Judgment
- He who drops the prey has claim to the prey

System: Those who swear upon the Way of the Road or renew their vows to it feel a sense of inspiration. Characters who perform the Way of the Road Ritae gain 1 temporary Willpower which may not go over their permanent Willpower rating.

SHOVEL PARTY

Those outside the Sabbat tell that the sect takes vampires they wish to induct into the Sword of Caine and buries them alive. The stories say the new sabbat prospects are hit over the heads and buried in graveyards to strip them of their humanity. The Sabbat indoctrinates its members to their ways from the very start. These stories are a misunderstanding of the Sabbat's Creation rites. The Crimson Horde keep this ritae alive as they claim it was once a sect wide practice.

The Priest makes the recipient dig their own grave in dirt. Once completed they hit the individual in the back of the head with a shovel knocking them out (regardless if they are vampire or mortal). After which, the recipient of this Ritae must claw themselves out of the earth to freedom. The sheer horror of having to dig oneself out of their own grave causes the victim to shed his humanity and emerge a Cainite monster of the Sabbat. The intention of this Ritae is to be used on Crimson Horde members still on Humanity, looking to shed their Humanity.

System: The ritae must be performed as described above. Those who wish to dig themselves out of their grave must perform 5 static physical challenges

at a difficulty of 10 retested with Athletics. After each successful test the victim must then engage in a Conscience test at an increasing difficulty of 1 to 5 based on order of challenges (Challenge 1 is difficulty 1, Challenge 5 is difficulty 5). Each time they fail they will lose a level of Humanity. Regardless if the victim passes all tests they will lose at least 1 level of Permanent Humanity. Note this Ritae has no effect on those who do not follow Humanity before it is used.

SOUL TROPHY

Among the Crimson Horde diablerie is seen as a badge of honor. To the members of the Faction the only downside to the Diablerie is that its markings on your soul fade over time. Meaning to them the honor is lost. Members of the Crimson Horde developed this Ritae to make it far more permanent on their Auras. Before diablerizing a foe, the priest will take the blood of the fallen enemy and put it across the face of the victor in three thick streaks across their face. After some offerings to Caine and to the supremacy of the Vampire Race the recipient of the Ritae must commit Diablerie upon his victim. After which the Diablerie Veins from the act on the aura of the vampire are now permanent. In addition, each time they commit Diablerie the veins go thicker and those in the know can count how many times the vampire has committed diablerie, like rings on a tree trunk.

System: After committing Diablerie the priest may perform this Ritae and make the Black Veins on their aura permanent instead of fading within three months' time. Additionally, a priest who knows this ritae may attempt to read the veins of a person who has undergone it. After successfully using the power of Aura Perception they may now also ask the questions "How Many times have you committed Diablerie?" and "What are the names of those you Diablerized?" at the cost of 1 temporary Mental Trait per question.

SINGLE COMBAT

Monomacy is an Auctoritas ritae that is used for ritual combat to the death between two Sabbat. It has a variety of uses and ways it is performed. Using that

as a basis for inspiration the Crimson Horde developed this Ignobilis Ritae. Single Combat is simply a fight between two cainites. There are no tricks or deviations allowed. The Two combatants simply fight until one drops the other. Final Death is not allowed in Single Combat unless explicitly decided upon by the two combatants and the overseeing priest. The terms of the combat are simple. The combatants are allowed a sword each and must fight until one can no longer fight. Everything else goes, and the fight happens when the priest says it will take place. Use of cowardly tactics or disciplines are grounds for immediate loss. The priest oversees the challenge and makes all judgments in this regard. At its core SingleCombat is a simple fight between two cainities to determine who is strongest and best.

System: The only mechanical effect of this ritae is that the priest overseeing it will be automatically aware of all supernatural powers being used in the duel and who is using them. In this way, he is allowed to know if anyone is cheating in what is considered an Honorable Combat.

RITE OF THE BLOOD TRAIL

Members of the Crimson Horde developed this ritae as a means of keeping in contact with other nomadic Sabbat. The Priest of the Crimson Horde will slice their hand with a ritual dagger and paint a symbol on a surface with their blood. As they do, they speak a short message into the symbol as they place it. For some time after, any nomadic Sabbat who sees the mark can hear the message left behind.

System: The Nomadic Priest performing this ritae must spend 1 blood trait to leave a mark of graffiti or other Sabbat sign on a location. Thereafter, as long as the mark remains, Nomadic Sabbat members can recognize the sign and read the attached message from the priest. The Priest can place any short sentence message into the sign they desire. This mark only lasts as long as it takes before it wears off the surface it was placed on, i.e. a heavy rain might wear it off.

Known Members

JEREMY SKELTON

One of the original founders of the Crimson Horde (which later became the Crimson Horde), Jeremy Skelton is the Ductus of Skelton's Ranger, one of the largest Sabbat Packs in New England originating out of Maine. During the early 90s Jeremy controlled Maine, New Hampshire and parts of Boston for the Sabbat. In his struggle against Roman Pendragon he sought an alliance with other large group of Sabbat in the area, namely Mowgli's brood. Together to two drove out the Camarilla and supported the nomadic ways of the Sabbat. Since those early nights, much has changed in the landscape of New England. While Pendragon and his allies were ultimately defeated the Camarilla was about to rebound and even seize control of part of Maine. Tonight the Warlord still calls New Hampshire his domain and works to unite the nomadic packs of New England once more to strike down the Camarilla once and for all, to claim total victory for the Sabbat. Jeremy Skelton is the embodiment of the Crimson Horde's driving goal to destroy the Camarilla at all costs.

MOWGLI

The eternal 11-year-old boy gangrel Mowgli is the co-founder of the Crimson Horde as it was originally known. Mowgli is a fierce nomadic warrior leader of a large Gangrel-only pack called Mowgli's brood. In the early Nights of the Crimson Horde, Mowgli commanded the packs under him with ruthless efficiency against the Camarilla and in particular Roman Pendragon. With the nomads united for the first-time Mowgli was able to conquer all of Vermont and claim the territory for himself, his pack, and the Crimson Horde. A warlord among the faction, Mowgli spends most of his nights strategizing the next move against the camarilla and supporting the nomadic sabbat of the region. Mowgli represents the Crimson Horde's beliefs and traditions in the Nomadic way of unlife for the Sabbat.

KAREN

Deep in the American Southwest a band of Nomadic packs known as the Chupacabras take their direction by a grizzled woman who goes simply by Karen. This disenchanted Ventrue-Antitribu has taken it upon herself to clean up the messes of wayward nomadic packs that have not yet figured out the importance of the silence of the blood. While she and her band are quick to trade favors with nomads in need, they are equally quick to make an example of packs that don't learn the lesson of how to clean up after themselves.

Unlike many other members of the Crimson Horde the Chupacabras are not militantly against those cainites who cling to their humanity. Instead they understand the benefit these cainites have in swaying the mortal herd and ensuring the nomadic packs are not targets of lupines and hunters as they traverse the wild places.

TEMUR CHINUA, THE IRON WOLF

The former Khan of the Crimson Horde, the Iron Wolf was a crude and brutal leader of the Faction. The elder Mongolian Gangrel quietly came to Jeremy Skelton and Mowgli claiming to have risen from torpor recently finding himself in the area and demanded to know what had changed since his slumber. As the two Sabbat brought the elder gangrel up to speed he demanded he be inducted into the Sword of Caine; stating, only that it reminded him of the golden horde. Since that night, the Iron Wolf was quick to accomplish great deeds for the Sabbat and the Crimson Horde; earning a well-deserved reputation as a fierce warrior and great leader. It was a surprise to no one when Temur called a council of the Warlords to declare himself the Khan of the Crimson Horde. The Warlords agreed that the Iron Wolf would lead what he has named the faction as the Crimson Horde. Since that time Temur has encouraged new Sabbat embraces and trained them in the ways of nomadic sabbat. Constantly testing the warriors of the faction for what many believe to be a renewed assault upon the Camarilla. In July of 2023, The Iron Wolf stepped down as Khan due to the elevation of Joseph Pander as the Cardinal of the Nomads. To the Iron Wolf, this

meant that the Nomads of the Sword no longer needed a member of the Horde to be their voice.

Media

Marco Polo
Lost Boys
Near Dark

Sources

Dark Colony

Stereotypes

Loyalists: “These guys are our cousins. Like most family you don’t get to pick em.”

Moderates: “The Only difference between them and the Loyalists is the road”

Status Quo: “They view themselves as the old ways of the Sabbat. As such they are often in direct opposition to the sect o tonight.”

Ultra-Conservatives: “These guys are some the most veteran and rugged members of the sect. To fight beside them is an honor.”

The Orthodoxy: “Theirs is an old soul and faith, we admire the ancient ways.”

Occult Underground: “If it is true they keep some of the oldest traditions of the sect alive, we must acquire them from them.”

Children of the Dragon: “To cling to the past is to forever be trapped by it.”

Inquisition: “We also used to allow Infernalism in the Sabbat. Some things are best left in the past.”

Black Hand: “There are few better shock troops in the Sabbat.



Inquisition

"We are the Dark Father's holy Shepherds; it falls to us to save the Sword of Caine from damnation and corruption."



"The Inquisition." Its very name strikes fear and respect into the hearts of many brothers and sisters of Caine. Its holy mission is to seek out and destroy any heresy within the Sabbat, heresy that would rot it from within like a cancer. Though no Sabbat desires the Red Robes within their city, all understand the unfortunate necessity for their crusade. Without them, most would argue that there would be no check to the Infernalists, Ba'harists, and other heretics hiding within the Sabbat.

Though there may be only thirty Inquisitors (not including their Templars and Paladins) within their ranks, this does not limit the Inquisition's power. Inquisitors are well-known for the wide berth they



are given to execute their tasks, granted by the Consistory. Moving from city to city to hunt heresy wherever they may find it, no one is safe from their eyes. Viewed as a necessary force within the Sabbat, they are both loved and hated for what they must do. This is just as the Inquisition likes it.

The first incarnation of the Sabbat Inquisition was created in 1804 by Priscus Gustav Mallenhaus, after a run-in with demon cultists in Europe. With the assistance of the Shepherds of Caine, he ran the first Inquisition War Party. Soeur Jeanne of the Shepherds of Caine took the position of leadership when the Inquisition first became an institution. At the peak of her power, she had fifty Inquisitors serving under her before they fell prey to the Sabbat Civil War. By 1900, it was impossible to tell if the Inquisition was hunting political rivals or infernalists.

In 1911, the Inquisition was reformed by a man named Julian, who met with the Shepherds of Caine and came up with a plan for the Inquisition. He and Alfred Benezri created a formula for a smaller crusade. Julian held the position of Grand Inquisitor from 1924 to 1970, when he met Final Death.

The position of Grand Inquisitor remained under contention for three years after Julian's destruction, until Maria Sandoza took the position. Sandoza has led the Inquisition ever since, slowly growing the faction from the then-fifteen Inquisitors to thirty, in large part due to the new success of the faction within the Sabbat.

Nickname

Purifiers

Symbols/Iconography

The Iron Reliquary is perhaps the most famous symbol of the Sabbat Inquisition. They are swords forged of blackest iron and in the traditional shape of the Sword of Caine, though they are modified to suit the Inquisitor that wields it. It is also made to be an effective weapon of combat.

During formal proceedings, Inquisitors (as well as their Templars and their Paladins) usually wear thick, red robes with red hoods, slits cut for eyes. Some Inquisitors, who have achieved great accomplishments, are gifted by high ranking Sabbat with ornate masks. These are usually made of bone by one skilled in the use of Vicissitude.

Role Within the Sabbat

The Inquisition exists to root out and hunt down infernalists and heretics within the sect. Due to their frequently brutal methods, there is little love for them. Even those who call upon them for assistance or make accusations against others are interrogated for heresy and infernalism. Inquisitors also have the ability to depose Bishops and Archbishops and to discredit Prisci.

The Inquisition has only just avoided stepping over the line into becoming a political tool within the Sabbat. And when an Inquisitor finds he has been used as such, he does not often take it well. The Inquisition refuses to become just another political tool, as it will simply get in the way of their holy mission.

It must be addressed: the relationship between the Black Hand and Inquisition. The Black Hand, having many political allies within the Sabbat, are immune from the investigations and inquiries of the Inquisition. This, however, goes both ways. The Black Hand (as an entity) officially does not meddle in the affairs of the Inquisition. This is not to say the two groups hate each other. They simply avoid each other at all costs, as many believe avoidance best for everyone involved.

The common misconception about the Inquisition is that they fight demons or heretics outside the Sabbat. The truth is that the Inquisition's primary goal is to weed out heresy within the Sabbat, NOT without. The Inquisition also does not fight demons. Though not their normal modus operandi, the Inquisition (on occasion) does lead Brothers and Sisters of the Sabbat in crusades against the Infernal (as well as other heretics outside of the Sabbat). This rationale comes from the fact that the Inquisition believes that if anyone is best suited to fight heresy outside of the Sabbat, it falls to them to lead the way...Otherwise, members of the Sabbat would pursue a crusade anyway and risk their immortal souls without their proper guidance.

More recently in the Modern Nights the Sabbat Inquisition has been given the authority and mandate to pursue any external Infernal threats to the Sword of Caine they deem necessary. For the first time, the Sabbat Inquisition may now also act outside of the Sabbat in its duties officially, instead of solely as the internal police of the Sabbat.

What is Heresy in the Sabbat?

There are many ways to find oneself under investigation by the Inquisition for heresy, only the most obvious being Infernalism. However, this is not the only thing one can do to be branded a heretic within the Sabbat. Found to worship/pay homage to the hated Antediluvians (or to work as their tools, such as the Camarilla) are just examples. Those who practice the Path of Lilith or Ba'harist rites are also deemed heretics by the Sabbat, as are those who speak out against the great Father, Caine. The following paths of Enlightenment are considered Heresy by the Inquisition.

- Path of Apep
- Path of Awakening
- Path of Blood
- Path of Bones
- Path of Breath
- Path of Christ
- Path of Cruelty
- Path of Entelechy

- Path of Evil Revelations
- Path of Harmony
- Path of Illumination
- Path of Journeys
- Path of Lilith
- Path of Making
- Path of Pleasure
- Path of Revelations
- Path of Screams
- Path of the Archangel
- Path of the Devil
- Path of the Flesh
- Path of the Prophet
- Path of the Pure
- Path of the Savage
- Path of Screams
- Path of Thorns
- Path of Typhon
- Path of Veils
- Path of Western Paradox
- Road of Bones
- Road of Chivalry
- Road of Heaven
- Road of Humanity
- Road of Kings
- Road of Lilith
- Road of Metamorphosis
- Road of Night
- Road of Paradox
- Road of Set
- Road of Sin
- Road of the Abyss

- Road of the Devil
- Road of the Serpent
- Road of the Slain
- Road of Yasa
- Road of Zarathustra
- Sharia El-Sama
- Road of Blood
- Code of Samiel

However, ultimately what is and is not heresy is subject to the whims of the Inquisitor presiding over a trial and what they believe to be heretical. However, it is important to remember, the Inquisition walks a fine line with the clergy of the sect in regards to jurisdiction. The clergy alone has the right to pursue broken sect law and treason. While an Inquisitor could try to declare a traitor a heretic, they will likely be quickly shut down by the upper clergy of the Sabbat as their duty. It should be also noted, By sect decree, the Sabbat Inquisition is not allowed to Investigate or Question members of the Black Hand as they can among almost all other Sabbat.

Sanctae Ordo Inquisitorum

Below are the tenets, orders, and beliefs of the Sabbat Inquisition. All members are expected to follow it faithfully. Those that do not are met with quick punishment and death for extended violations.

“It is not our place to forgive the heretic. Only to pray for his unworthy soul as his ashes ascend the pyre.”

We are the Inquisition. While every True Sabbat stands ready to defend the sect from the external threats of our elders, it is our sacred duty to remain vigilant for internal ones. Our mandate is to ensure that the pure faith of the Dark Father is maintained and that our brothers who join us in battle are not tainted by doubt and heresy. We cannot afford to fail, for weak souls are what the ancients will use to turn us into their willing slaves. Should that day come to pass, then Gehenna shall be upon us and we will not be ready.

That is why our fight is of utmost importance. While the Hand strike at our enemies and the Consistory

guide our faith, we stalk among the flock watching for any sign that one has strayed. We do not do this for accolades; we do not do this for reward. All that we shall receive from our brethren is scorn and fear, for it is our duty to cull the weak and sickly from the herd so that the whole might be ever stronger. To that end, I lay down this proclamation of duties and responsibilities for all who bear our burden. We must be worthy of the trust invested in us, and we must be pure of purpose if we are to prevail.

On Conduct and Public Appearances

Thou shalt act at all times and in all places as a representative of the Inquisition

We do not claim our titles only when we are actively pursuing heresy. We are, constantly, agents of the Regent's will among the Sword of Caine. Thus we must ensure that every word we speak and every action we take shall bring naught but honor, respect, and/or fear upon our organization as a whole.

Thou shalt restrain thyself when in the company of thy fellows

We do not exist to make friends. Witty banter and jest are better suited for the mob. Likewise it is not our place to participate in the nightly battles of the sect. These are things reserved for those cainites not charged with passing judgment on their fellows. Fraternization should be kept to a minimum so that judgment may be truly impartial.

It is better to be feared than loved

Affection among cainites is a passing thing, only given until something better comes along. Fear can be made to last however, and shall be both our greatest weapon and shield. If the cainites of the Sabbat shall not choose the righteous path because of its truth, then let them choose it because the consequences otherwise are too terrible to mention.

Thou shalt not demonstrate disunity to thine fellows

When in public it is important that we show a unified front to the Sabbat. They shall not offer us our due consideration if we are fractured. When in private we may disagree, but when observed we must always act with solidarity. This command carries the unspoken corollary that what is said publicly must also be worthy of us standing unified behind it.

Service is its own reward

We do not seek glory or renown among the Sabbat. We should not brag or otherwise elicit response or reward for the deeds that we perform. The lust for power and glory is often what begins the road to heresy. We must not walk it.

On our Duties

Thy Knights shall be the cleaving sword-arm of the Regent

Knight-Inquisitors and their servants are the martial members of our order. They, and they alone, are charged with facing heretics, infernalists, and hell-spawn in battle. No other agents of the Inquisition are permitted to seek out such conflicts. You may defend yourself if under assault, but only Knight Inquisitors are permitted to actively enter battle.

Thy Judges shall be the seekers of the Regent's Truth

Judge-Inquisitors and their servants are those who ferret heresy out from our brethren. They, and they alone, may interrogate captives. All potential heretics acquired by agents of the Inquisition must be passed to a Judge for a final accounting before release or destruction.

Thy servants are thine responsibility, and their sins are as thine own

When an Inquisitor takes a Templar or Paladin, they are fully responsible for all that their servant does. Any violations of Sabbat laws or of this codex on the part of a servant shall be as if it was committed by the Inquisitor themselves and dealt with accordingly. Thus it falls to an Inquisitor to ensure their servants are trusted and true, and to punish them should they stray.

Invoke not thy Master's name in vain

Templars and Paladins in service to the Inquisition are trusted like no other cainites within the Sabbat. This empowers them to act with their Master's authority, but also calls upon them to be worthy of that trust. One should not be taking actions that would bring disrespect upon their Master, nor should they speak words that they cannot envision coming from their Master's mouth.

On Judgment

Thine duty is to root out and expunge heresy

We are here to punish the guilty and thereby protect the Sabbat. We are not here to prove the innocence of fools. Every cainite has some secret, some sliver of darkness that exists within them. None of them should leave our company without having given up every single sin they've ever committed, and knowing how close they came to the fire.

Thine word shall be without question

There is no room for doubt in what we do. When our duty is complete, members of the Sabbat perish. Our detractors will seek any reason they can to cast doubt upon us and find flaw in what we have done. We must ensure there is none to find. Do not pass a judgment unless it is beyond questioning.

Thou shalt not render judgment upon those closest to thee

The Vaulderie is the beating heart of the Sabbat, and the source of our strength. However, the ties it creates can cause a conflict of interests in the pursuit of our duties. As such, Inquisitors are forbidden from investigations into their packmates and close associates, and likewise may not investigate accusations against their own Templars and Paladins. Another Inquisitor shall take up the investigation on your behalf.

Heresy is like a weed. Where it is seen, know that the roots have grown deep

It is a simple matter to persecute the heretic. However, rarely do such beings exist in a vacuum. Where heresy has been allowed to fester you will find those whose laxity, secrecy, or greed have aided it. If left unchecked, these weak souls will turn to heresy as well and the cycle will continue. Be thorough in your investigations and leave no cainite unchecked.

Mercy is the mark of weakness

The heretic thrives on the indulgence of society. Contrition is reserved for those who have not yet trodden the paths of heresy and treason. Should we allow a heretic to live, and they prove unworthy of such leniency, then it is our shame and the Sword will not let us forget it. Show no mercy and we shall not be shamed.

Prerequisites to Join as Acolyte to the Inquisition

The first task a vampire takes when seeking to join the Inquisition is to request membership. When and if approved, this vampire becomes a Templar to the Inquisition and is considered to be "Locally Important" in the faction.

To join the Inquisition, a PC must have in-character (IC) approval from the "higher-ups" within the Inquisition (both NPC and PC), as a PC's actions prior to requesting membership into the faction will be put into consideration. Also, the following are additionally required to be met:

- Storyteller Approval and Inquisition Sub-coord Notification or Approval (see below)
 - If the invitation to join is from an NPC Inquisitor, the PC requires Inquisition Sub-coord Approval
 - If the invitation to join is from a PC Inquisitor, the PC only requires to have his or her STs to notify the Inquisition Sub-coord
- The Positional Status Trait of Initiated

Accountability and Interactions

The Inquisition does not have the Black Hands mandate to operate with the support of the Sabbat built into the Code of Millan. What they do have is the support and decree of The Regent, backing the Grand Inquisitor, who in turn supplies the Inquisition with their authority. When the highest office in the land tells you to listen to the Inquisition and do as they say, it is often best that one does so.

The Inquisition, much like the Black Hand, maintains protocols and procedures for policing their own. Few people are as harsh on the Inquisition as they themselves are to one another. Still, if an Inquisition agent or retinue is engaging in bad faith behavior or even heresy all their own, there are steps the average Cainite and Clergy can take.

Members of the Inquisition are not immune to negative status, and they are not immune to the calling of a Quorum or Ritae intended to settle

disputes and arbitration of crimes. The Inquisition relies on the support of the greater Clergy to give them validity, and as such if Clergy report wrongdoings to the Grand Inquisitor or the Watch Inquisition, they are inclined and incentivized to respond accordingly to the claims. Repeated incidents from members of the Inquisition are likely to be met with harsh punishment, scrutiny, or even final death. It is even rumored members of the Black Hand have and can kill Rogue members of the Sabbat Inquisition.

Inquisition Advantage

Suffer Not a Witch to Live

Once per night a member of the Inquisition may expend their Advantage to give themselves Two Bonus Traits and a single one-use retest in any challenge made against any character that is Infernal, Bahari, or Venerates/Worships an Antediluvian. This does not work as a means of detection, the character in game does not notice a difference. It is simply a mechanical benefit.

Inquisition Disadvantage

Judge, Jury, Executioner

All Members of the Inquisition Faction are down two traits when initiating any Social Challenge (not related to Intimidation) made against members of the Loyalist, Pander Movement, or Black Hand Factions. Additionally, members of the Sabbat Inquisition can not hold the sect positions of Bishop, Archbishop, or Priscus. Additionally, those Sabbat Inquisition members who rise to the rank of Talons or Full Inquisitor can be sent on the most deadly missions that may result in their death, or should they fail too many times or too badly fear final death at the hands of the Grand Inquisitor (though this is rare).

Prerequisites for Advancement to Talon

Those chosen to become Paladins to the Inquisition must prove themselves capable above those known as Templars. They must have accomplished numerous missions for their Inquisitor to even be considered. Only those who have proven themselves worthy and

have shown a great deal of knowledge and devotion to fight the Heretics of the sect are selected to become puritans. Those chosen are often given a blood bath by their Inquisitor to symbolize their rise in the ranks. To become a Talon, aka Regionally Important, to the Inquisition and gain the title of Talon, which is a Paladin to the Inquisition, the following prerequisites must be met:

- Storyteller Approval and Inquisition Sub-coordinator Approval
- In character approval by the Inquisitor they serve to the rank of Paladin.

Prerequisites for Advancement to Inquisitor

There are only Thirty Inquisitors in the Sabbat at any time. If the Inquisition Numbers thirty Inquisitors, Talons have to wait until a slot opens up for them. However, the life of an Inquisitor is a dangerous one, so Talons don't often have to wait long. If slots are open though, only Talons who have shown dedication and drive to go further than most will be selected into the ranks of the Inquisitors. Those that are chosen, however, are brought to the Grand Inquisitor. There, they swear upon their life loyalty to the Inquisition and the Sabbat. Not only that, but the new Inquisitor must swear allegiance to the Grand Inquisitor. To become a full Inquisitor requires the following:

- Storyteller Approval and Sabbat Coordinator Approval
- Acquire IC approval from the direct higher ups within the Inquisition (both NPC and PC)
 - o This approval must be from the NPC and PCs that the Templar serves under, as the templar will be held accountable for past actions, as well as the actions of those that report to him/her (now and in the future)

Once completed and depending on his/her career path, the character then is considered either a Knight or Judge Inquisitor to the Inquisition.

Duties for the Knight, Judge, and Watcher Inquisitor

KNIGHT INQUISITORS

Knight Inquisitors do the majority of the field work for the Inquisition. They are the ones called in when there are reports of Infernalists or demons in a region, to hunt down and eradicate these threats. They are also responsible for running local investigations into matters of Heresy and/or Infernalism. While a Knight can issue a decree of Heresy and carry out an execution, they do not handle formal interrogations or trials.

JUDGE INQUISITORS

Judge Inquisitors are called in when those accused or suspected of Heresy or Infernalism need to be interrogated. When a trial is needed, Judge Inquisitors are sent to preside. These members are also responsible for much of the day-to-day of the Inquisition in both Montreal and Mexico City. They may also be called in when the Inquisition needs someone to establish or run "Public Relations" for the organization.

WATCHER INQUISITORS

Watcher Inquisitors oversee all investigations into the doings of Knight and Judge Inquisitors. They carefully monitor their fellows for any signs of heresy or infernalism. Additionally Watchers review the notes on all trials, as well as track unaccounted-for Blood Sorcerers in the Sabbat. They maintain all records and files for the Inquisition and are expected to act swiftly should any Inquisitor fall from grace. They are those Who Watch the Watchmen. Watch Inquisitors are given the power and authority to police the factions members. They may set trials against rogue members of the Faction and their rulings are often viewed as final.

ITERATOR

When a full Inquisitor wishes to retire from active service to the faction as a whole, they may petition the Grand Inquisitor to assume the position of Iterator for the Inquisition. If the Grand Inquisitor agrees, the Inquisitor changes from active duty and authority to serve as an advisor to the Inquisition as a whole.

While they retain no power of being a full active Inquisitor, they retain their prestige of their former rank. Additionally, the Iterator's serve the Grand Inquisitor directly and answer to her. To disregard an Iterator's advice and wisdom within the Inquisition will often incur the wrath of the Grand Inquisitor themselves. The Iterator rank is *Sabbat Coordinator Approval*.

GRAND INQUISITOR

Sabbat Coord NPC Only

The one and only supreme leader of the Sabbat Inquisition. The Grand Inquisitor has final say over all matters in the Faction. She gives orders, appoints new Inquisitors, and is the highest authority in the Sabbat in regards to heresy. The Grand Inquisitor is appointed only by the Regent himself.

In addition to gaining the Positional Status Traits of *Fear*, *Respected*, *Confirmed*, *Fear*, and *Ominous*; The Grand Inquisitor has the resources of, and sway over, the entire faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

The Grand Inquisitor additionally holds one unique Sabbat Political ability. Should the full Inquisitor find their investigations into a possible heretic in the Sabbat be thwarted because they have fled or being protected by others, they may petition the Grand Inquisitor to review the case and attempt to thwart the Inquisitor in their rightful duties. Should the Grand Inquisitor agree, she may label the suspect in question *Hereticus*. In doing so, the Sabbat member given this title and Negative Status is effectively marked for capture and return to the Inquisition. Until such time, they may enjoy none of the benefits or protections of being a member of the Sabbat. The status and title of *Hereticus* is never given lightly and nor is it common. It is a last option resort only for the Sabbat Inquisition. This ability may not be used on members of the Sabbat Black Hand.

The Grand Inquisitor is a Sabbat Coordinator controlled NPC Only. PCs may not become the Grand Inquisitor. Additionally, the grand inquisitor has the power to promote, demote, eject, and kill members of their own faction as they see fit.

The current Grand Inquisitor is Maria Sandoza.

Judicium Thaumaturgy

**All Full Sabbat Inquisitors may request and be granted Sabbat Coordinator approval for Judicium Thaumaturgy. Lesser ranks of the Sabbat Inquisition below a Full Inquisitor may request Judicium Thaumaturgy through the Full Inquisitor they serve in Character. This may or may not be granted approval by the Sabbat Coordinator.*

In times of old, the members of the Sabbat Inquisition were once taught the arts of Hermetic Thaumaturgy to aid them in their quest in hunting heresy. The Tremere Antitribu of the Sabbat were eager to aid the Inquisition and taught their arts openly to them. In 1999 this all changed, as the Tremere Antitribu, almost to a cainite, disappeared. With it went the mastery of Hermetic Thaumaturgy in the Sabbat. Though some Inquisitors still practice the arts of Hermetic Thaumaturgy, it is a dying magic in the Sabbat and the Inquisition.

In the wake of the disappearance of the Tremere Antitribu and the fading practice of Hermetic Thaumaturgy, the Sabbat Inquisition turned to others for their needs. It was the Occult Underground whom they found in their search. As a group, the Occult Underground was seeking to restore what was lost by the disappearance of the Tremere Antitribu. Their works produced the arts of Bacaban, a blend of Hermetic Thaumaturgy of the Tremere Antitribu and ancient Mayan practices. One of the leaders of the Occult Underground, Father Juan Carlos, helped develop the magic of Bacaban. However as a Jesuit Priest, he was not satisfied with the need for Mayan worship. In working with the Sabbat Inquisition, Father Juan Carlos was able to adopt Bacaban to his thematic needs. The result is still Bacaban, but practiced differently than its normal style. Rather it reflects the religious beliefs of the Jesuits. Tonight, the Sabbat Inquisition relies on this art and the Occult Underground to train its Inquisitors in the tools it needs to combat heresy.

Some Inquisitors instead practice Hermetic Thaumaturgy, Bacaban (turning away from Christianity, that not all Inquisitors follow), Wanga (of the Santeria variety), or even Koldunism. However these other paradigms are not common among the Inquisition. Still taught and spread to its members, the most common and easily accessed by

far (and the only one actively taught in the Inquisition by its own members) is still Judicium Thaumaturgy.

The Sabbat Inquisition provides a teacher for Judicium Thaumaturgy once a vampire becomes a full Judge, Watch, or Knight Inquisitor. As this blood magic is from the Tremere Antitribu, the Inquisition teaches its Inquisitors the Path of Blood first. It is never taught to outsiders and only the Grand Inquisitor (Sabbat Coordinator Controlled NPC) and Father Juan Carlos hold the true secrets to Judicium Thaumaturgy.

As Judicium Thaumaturgy is still Bacaban (simply with a different methodology), it requires Sabbat Coordinator Approval to possess it. The available Paths and Rituals are listed below, and only these may be taken by an Inquisitor. The availability for a PC is dependent upon the road he has taken as an Inquisitor (Judge or Knight). Should a PC seek out another type of Blood Magic, they would be required to work with the appropriate Coordinator for said Blood Magic.

It is worth noting that in the most recent nights, as the Occult Underground has unearthed the means by which to practice their Bacaban as a true Hermetic art, no longer bound by faith, Father Juan Carlos was quick to extend the same offer to the Inquisition. Now, should they desire, those approved to learn Judicium, may learn it without the need of Faith, as the Tremere Antitribu of old once allowed them to do.

Methodology

*"Now consider this, you who forget God,
Or I will tear you in pieces, and there will be none to deliver you.
He who offers a sacrifice of thanksgiving honors Me;
And to him who orders his way aright
I shall show the salvation of God."
-Psalms 50:22,23*

Every practitioner of Judicium Thaumaturgy (who chooses the faith based option) gains his power from complete belief in Caine, and through him, God. That being said, there are many different methods of enacting the Dark Miracles. Some examples include but are not limited to the following:

Prayer, Fasting, Communion, Sermons, Penance, Fire, Incense, Ashes, Salt, Holy Water, Holy Oils, Bells, Sacred Images (statues and other icons),

Crucifixes and Crosses, Palm Fronds, Scapulars, St. Joseph Cinctures, St. Benedict Medals, Relics and Incorruptibles.

Though Judicium Thaumaturgy is simply a variant of Bacaban, it replaces the Mayan god with those of the Saints of the Christian Faith. Beyond the normal prayers to the Saints, Christ, and God ; Judicium Thaumaturgy is created with the concepts of the Society of Jesus in Mind. As such those who practice this variant of Bacaban follow Ignatian Spirituality. Ignatian spirituality can be, and has been, described as a spirituality of finding God's will for a better decision making. The Ignatian process of making good decisions acknowledges that decisions are often between two goods, understanding that the better good, or 'the more' (lat. magis), is what we instinctively want, and what God wants for us. Formation in Ignatian orders (including the Jesuits), is a formation for mission, for those who have decided, during or after a 'long' retreat, that they want to, as Ignatius put it, 'lay aside [their] worldly armour and put on that of Christ. In all things, to love and to serve' (Español: 'en todo amar y servir') was a motto of St Ignatius, who wanted to 'be like St Francis and St Dominic', though better. (Competitive spirit features quite strongly in Ignatian spirituality)

According to St Ignatius, the purpose of the Exercises is "to conquer oneself and to regulate one's life in such a way that no decision is made under the influence of any inordinate attachment." In other words, the Exercises are intended, in Ignatius' view, to give the exercitant (the person undertaking them) a greater degree of freedom from his or her own likes, dislikes, comforts, wants, needs, drives, appetites and passions that they may choose based solely on what they discern God's will is for them.

The Ignatian ideal has the following characteristics:

God's greater glory: St Ignatius of Loyola—"a man who gave the first place of his life to God" says Benedict XVI—stressed that "Man is created to praise, revere, and serve God Our Lord and, by this means, to save his soul." This is the "First Principle and Foundation" of the Exercises. Ignatius declares: "The goal of our life is to live with God forever. God who loves us, gave us life. Our own response of love allows God's life to flow into us without limit... Our only desire and our one choice should be this: I want and I choose what better leads to the deepening of God's life in me."

Union with Jesus: Ignatius emphasized an ardent love for the Saviour. In his Exercises, he devoted his last weeks to the contemplation of Jesus: from infancy and public ministry, to his passion and lastly his risen life. The Spiritual Exercises, in 104, sum this up in a prayer: "Lord, grant that I may see thee more clearly, love thee more dearly, follow thee more nearly."

There is a great emphasis on the emotions in Ignatius' methods, and a call for the person to be very sensitive to the emotional movements that shape them.

Self-awareness: Ignatius recommends the twice-daily examen (examination). This is a guided method of prayerfully reviewing the events of the day, to awaken one's inner sensitivity to one's own actions, desires, and spiritual state, through each moment reviewed. The goals are to see where God is challenging the person to change and to grow, where God is calling the person to deeper reflection (especially apt when discerning if one has a Jesuit vocation in life), and to where sinful or imperfect attitudes or blind spots are found. The general examen, often at the end of the day, is, as the name implies, a general review. The particular examen, often in the middle of the day, focuses on a particular fault—identified by the person—to be worked upon in the course of some days or weeks.

Spiritual direction: Meditation and contemplation, and, for instance, the aforementioned examen, are best guided, Ignatius says, by an experienced person. Jesuits, and those following Ignatian spirituality, meet with their spiritual director (traditionally a priest, though in recent years many laypersons have undertaken this role) on a regular basis (weekly or monthly) to discuss the fruits of their prayer life and be offered guidance. Ignatius sees the director as someone who can rein in impulsiveness or excesses, goad the complacent, and keep people honest with themselves. If the director is a priest, spiritual direction may or may not be connected with the Sacrament of Penance. Ignatius counseled frequent use of sacrament and while some directors see them as integrally linked, others hold them to be two separate relationships.

Effective love: The founder of the Society of Jesus put effective love (love shown in deeds) above affective love (love based on nice feelings). He usually ended his most important letters with "I implore God to grant us all the grace to know His holy will and to accomplish it perfectly." True and perfect love demands sacrifice, the abandonment of

tastes and personal preferences, and the perfect renunciation of self. This can be taken together with the prayer for generosity, which asks for teaching to be generous, to serve God as God deserves without counting any cost or seeking any reward except knowing that one is doing God's will.

Detachment: Where Francis of Assisi's concept of poverty emphasized the spiritual benefits of simplicity and dependency, Ignatius emphasized detachment, or "indifference." For Ignatius, whether one was rich or poor, healthy or sick, on an assignment one enjoyed or one didn't, was comfortable in a culture or not, etc., should be a matter of spiritual indifference—a modern phrasing might put it as serene acceptance. Hence, a Jesuit (or one following Ignatian spirituality), placed in a comfortable, wealthy neighborhood should continue to live the Gospel life without anxiety or possessiveness, and if plucked instantly from that situation to be placed in a poor area and subjected to hardships should simply cheerfully accept that as well, without a sense of loss or being deprived.

Prayers, efforts at self-conquest, and reflection: Ignatius's little book, the Spiritual Exercises, is the fruit of months of prayer. Jesuits stress the need to take time to reflect and to pray because prayer is at the foundation of Jesus' life. Prayer, in Ignatian spirituality, is not derived from "helping oneself", a phrase frequently used by Ignatius. Thus, he also speaks of mortification and of amendment.

Upon his recovery from battle wounds, St. Ignatius of Loyola hung his military accoutrements before the image of the Virgin of Montserrat. Then he led a period of asceticism to found the Society of Jesus.

Devotion to the Sacred Heart, the Eucharist, and Our Lady: The Society of Jesus has a relationship with the Order of the Visitation of Holy Mary in a commitment to spread the devotion to the Sacred Heart (though the concept of devotion to Christ's mercy, as symbolized in the image of the Sacred Heart, is more ancient, its modern origins can be traced to St. Marie Alacoque, a Visitation nun, whose spiritual director was St. Claude de la Colombière). The Jesuits particularly promoted this devotion to emphasize Christ's compassion and overwhelming love for people, and to counteract the rigorism and spiritual pessimism of the Jesuits.

St. Ignatius counselled people to receive the Eucharist more often, and from the order's earliest

days the Jesuits were promoters of "frequent communion". It should be noted that it was the custom for many Catholics at this time to receive Holy Communion perhaps once or twice a year, out of what Catholic theologians considered an exaggerated respect for the sacrament; Ignatius and others advocated receiving the sacrament at least monthly, emphasizing Holy Communion not as reward but as spiritual food; by the time of Pope St. Pius X (1903–1914), "frequent communion" had come to mean weekly, and even daily reception, of the Eucharist.

Ignatius made his initial commitment to a new way of life by leaving his soldier's weapons (and symbolically, his old values) on an altar before an image of the Christ child seated on the lap of Our Lady of Montserrat. The Jesuits were long promoters of the Sodality of Our Lady, their primary organization for their students until the 1960s, which they used to encourage frequent attendance at Mass, reception of communion, daily recitation of the Rosary, and attendance at retreats in the Ignatian tradition of the Spiritual Exercises.

Zeal for souls: The purpose of the Order, says the Summary of the Constitutions, is "not only to apply oneself to one's own salvation and to perfection with the help of divine grace, but to employ all one's strength for the salvation and perfection of one's neighbor."

Finding God in All Things: The vision that Ignatius places at the beginning of the Exercises keeps sight of both the Creator and the creature, the One and the other swept along in the same movement of love. In it, God offers himself to humankind in an absolute way through the Son, and humankind responds in an absolute way by a total self-donation. There is no longer sacred or profane, natural or supernatural, mortification or prayer—because it is one and the same Spirit who brings it about, that the Christian will "love God in all things—and all things in God." Hence, Jesuits have always been active in the graphic and dramatic arts, literature and the sciences.

Examen of Consciousness: The Examen of Consciousness is a simple prayer directed toward developing a spiritual sensitivity to the special ways God approaches, invites, and calls. Ignatius recommends that the examen be done at least twice, and suggests five points of prayer:

Recalling that one is in the holy presence of God

Thanking God for all the blessings one has received

Examining how one has lived his day

Asking God for forgiveness

Resolution and offering a prayer of hopeful recommitment

It is important, however, that the person feels free to structure the Examen in a way that is most helpful to him. There is no right way to do it; nor is there a need to go through all of the five points each time. A person might, for instance, find himself spending the entire time on only one or two points. The basic rule is: Go wherever God draws you. And this touches upon an important point: the Examen of Consciousness is primarily a time of prayer; it is a "being with God." It focuses on one's consciousness of God, not necessarily one's conscience regarding sins and mistakes.

Discernment: Discernment is rooted in the understanding that God is ever at work in one's life, "inviting, directing, guiding and drawing" one "into the fullness of life." Its central action is reflection on the ordinary events of one's life. It presupposes an ability to reflect on the ordinary events of one's life, a habit of personal prayer, self-knowledge, knowledge of one's deepest desires and openness to God's direction and guidance. Discernment is a prayerful 'pondering' or 'mulling over' the choices a person wishes to consider. In his discernment, the person's focus should be on a quiet attentiveness to God and sensing rather than thinking. His goal is to understand the choices in his heart: to see them, as it were, as God might see them. In one sense, there is no limit to how long he might wish to continue in this. Discernment is a repetitive process, yet as the person continues, some choices should, of their own accord, fall by the wayside while others should gain clarity and focus. It is a process that should move inexorably toward a decision.

Service and humility: Ignatius emphasized the active expression of God's love in life and the need to be self-forgetful in humility. Part of Jesuit formation is the undertaking of service specifically to the poor and sick in the most humble ways: Ignatius wanted Jesuits in training to serve part of their time as novices and in tertianship (see Formation below) as the equivalent of orderlies in hospitals, for instance, emptying bedpans and washing patients, to learn humility and loving service. Jesuit educational

institutions often adopt mottoes and mission statements that include the idea of making students "men for others", and the like. Jesuit missions have generally included medical clinics, schools and agricultural development projects as ways to serve the poor or needy while preaching the Gospel.

Rarity

Rarity 1: Storyteller Approval

Rarity 2: Inquisition Sub-coordinator Approval

Rarity 3: Sabbat Coordinator Approval, and Tremere Coordinator Approval

Litanies (Paths)

Rarity 1: Alchemy, Movement of the Mind, Path of Blood, Path of Conjuring, Weather Control

Rarity 2: Elemental Mastery, Gift of Morpheus, Hands of Destruction, Lure of Flames, Path of Oneiromancy, Path of Father's Vengeance, Path of Mars, Path of Venator Haereticus, Path of the Focused Mind

Rarity 3: Path of Blood's Curse

Litany Names: The Dark Father's Blaze (Lure of Flames), The Dark Father's Wisdom (Movement of the Mind), The Dark Father's Legacy (Path of Blood), The Dark Father's Ire (Weather Control), The Dark Father's Will (Path of Conjuring), The Dark Father's Command (Spirit Manipulation), The Dark Father's Nightmare (Gift of Morpheus), The Dark Father's Retribution (Father's Vengeance)

Blessings (Rituals)

These rarities are universal regardless of the path of the Inquisitor.

Ritual	Level	Rarity
Abandon the Fetters	Advanced	1
Ambrus Kelemen's Aegis	Basic	3
Animated Assistants	Intermediate	2
Animated Weapon	Intermediate	1
Bind Familiar	Intermediate	2
Blood Contact	Basic	1

Blood Mastery	Basic	2
Blood Rush	Basic	1
Blood Walk	Basic	1
Bone of Lie	Intermediate	2
Bottled Voice	Intermediate	2
Candle of Haunting	Intermediate	1
Chill of the Windsaber	Elder	3
Clinging of the Insect	Intermediate	2
Commune with Cainite	Basic	1
Communicate with Kindred Sire	Basic	2
Craft Bloodstone	Basic	2
Cure of the Homeland	Basic	2
Dedicate the Haven	Advanced	1
Defense of the Sacred Haven	Basic	1
Devil's Touch	Basic	2
Dominion	Advanced	2
Dominoe of Life	Basic	1
Donning the Mask of Shadows	Basic	2
Drawing Upon the Bound	Elder	3
Eldritch Glimmer	Intermediate	3
Enchant Talisman	Advanced	1
Encrypt/Decrypt Missive	Basic	2
Escape to a True Haven	Advanced	2
Extinguish	Basic	1
Eyes of the Beast	Advanced	2
Eyes of the Nighthawk	Basic	1
Fire in the Blood	Intermediate	3
Firewalker	Intermediate	1
Flaming Weapon	Basic	1
Forging the Reliquary	Elder	2
Friend of Trees	Intermediate	2
Heart of Stone	Intermediate	2
Illuminate the Trail of Prey	Basic	2
Incorporeal Passage	Intermediate	2
Invisible Chains of Binding	Intermediate	2
Iron Body	Basic	2
Iron Mind	Intermediate	2

Keening of the Banshee	Intermediate	1
Lion Heart	Advanced	2
Machine Blitz	Basic	1
Mindcrawler	Advanced	2
Mirror of Second Sight	Intermediate	1
Mirror Walk	Intermediate	2
Paper Flesh	Advanced	2
Power of the Invisible Flame	Basic	2
Preserve Blood	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Purify Blood	Basic	1
Purity of Flesh	Basic	1
Recure of the Homeland	Basic	1
Respect of the Animals	Intermediate	2
Return the Blade	Elder	2
Ritual of the Bitter Rose	Intermediate	3
Rutor's Hand	Intermediate	2
Scent of the Lupine's Passing	Basic	2
Scry	Intermediate	2
Scry the Hearthstone	Intermediate	3
Severed Hand	Advanced	2
Shadow of the Wolf	Elder	3
Shaft of Belated Quiescence	Intermediate	2
Soul of the Homunculus	Intermediate	2
Spider's Web	Elder	3
Spirit of Torment	Advanced	1
Steps of the Terrified	Basic	2
Stolen Kisses	Intermediate	2
Stone Slumber	Advanced	2
Summon Guardian Spirit	Basic	2
Summon Mischievous Spirit	Intermediate	2
Telecommunication	Intermediate	2
The Gift	Elder	3
The Haunting	Intermediate	2
The Open Passage	Basic	1
The Severed Hand	Elder	2

Thirst Unquenchable	Advanced	2
Track Transgressor	Intermediate	2
Tree of Damnation	Advanced	2
Umbral Walk	Advanced	2
Utter Bonds of Destruction	Elder	3
Wake with the Evening's Freshness	Basic	1
Ward	Basic	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2
Ward Versus Ghouls	Basic	1
Ward Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1
Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2
Warding Circle Versus Ghouls	Basic	1
Warding Circle Versus Kindred	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Spirits	Advanced	2
Widow's Spite	Basic	1
Witness of Whisperers	Basic	2

PATH OF THE VENATOR HAERETICUS

Developed by the Inquisition's most dedicated practitioners of Judicium, this path of magic was founded with a single presiding goal in mind; to find, confront, and combat Infernalists within the Sabbat and besieging Sabbat cities. For too long has the Inquisition been at the mercy of such entities playing at their periphery, with the advent of this path the Knight Inquisitors who benefit from this magic have become true hunters of the heretics. All uses of Path

of the Venator Haereticus require the expenditure of 1 blood trait in addition to any listed expenditures

•Sentire Peccatum

All hunts must begin with the awareness of one's quarry. By finding the spiritual center of a given area, the hunter can observe the ebb and flow of the lifeblood of a city, and see within it the telltale traces of sickness that the Infernal pollutes.

System: To use this power the character must find what would pass for the 'Heart of the City' within a given location, such a location is up to ST purview. Once they have reached the location they may expend 1 temporary willpower and engage in a static mental challenge vs 10 traits, retesting with Lore: Infernal. If they are successful, they will be truthfully informed if there is a presence of any infernalists within the city or its immediate surrounding area. (In this instance Infernalist means a creature with any infernal investments, pacts, or demonic/infernal patrons.) This information does not detail strength, numbers, names, locations, or anything more informative than the presence of such an entity/s within the city itself.

••Tactus Diaboli

While on the trail of a hunt, it becomes necessary for a hunter to be capable of identifying the remains and trail of their prey. By tapping into the residue left behind by Infernal magics and utilizing their deep understanding of the Lore, a hunter can begin to identify the magics used even after their prey has left the area.

System: Activating this power lasts for one scene or hour. During that time, any Dark Thaumaturgy that has been used within the past 24hrs may be detected as long as it is within ten feet of the character using this power. Once those qualifications are met; the character may make a static mental challenge vs 10 traits, retested with Lore: Infernal and gain the name from a storyteller of the power used. To be considered within 10ft, you can either be at the location where the magic was used or cast, or be within 10ft of a subject/location for whom the magic was used on or against.

•••Confessio Diaboli

When the hunt has born fruitful and the prey has been ensnared, it is never quite as simple as eliminating the one. The Infernal is never just the one, it is a mass

that must be cut out. Utilizing the ancient art of the confession, the hunter can compel the truth of their prey's dealings, so that they may better excise the tumor within the city itself.

System: Using this power requires the use of the Torture ability, meaning that the target of this power must be bound or captured and exposed for the length of time in which a use of the torture ability could be used. (Recommended to be 10 minutes a full scene). The caster expends 1 temporary willpower and engages the target in a physical vs mental challenge retested with Torture and defended with Subterfuge. If the caster is successful, the target must provide accurate and truthful details of its dealings with any Infernal or Demonic entity from which it has received a pact, investment, or similarly granted power/ability. Powers that would normally allow for a perfect lie that can not be detected do not defend against this ability. Only the lack of the knowledge itself would save the target from their confession. Answers provided must be informative and damning to the target in question, should such information be available. Subsequent uses and successes of this ability will compel further information that was not previously shared by the former uses of this ability.

•••Clypeus Inferni

The hunter is never safe when on the trail. Caution must be taken to ensure the predator does not become the prey. As such the hunter has developed this knack for being prepared against their prey's dealings, a shield to keep them safe as they stalk the night.

System: Activating this power lasts for the scene or hour. While this power is active the caster is immune to any form of detection, identifying, scrying, or observational powers that are gained as a result of pacts, investments or empowerments from infernal entities. They likewise gain an additional free retest against all such powers utilized by Demons or Infernal entities who attempt to employ them against the caster. As a note, this does not protect the user from a Fallen's innate supernatural awareness.

••••Finis Diaboli Transgressio

The greatest power of the prey is their Infernal magics. Gifted powers from beyond the veil can wrack the mind, cripple the flesh, and curdle the soul. Through sheer will and a deep understanding of their prey however, the hunter is able to end such powers, and even foil their greater schemes.

System: Once a caster has successfully used Tactus Diaboli to identify a Dark Thaumaturgical power, they may, as a separate cast and action, employ Finis Diaboli Transgressio. By expending 2 additional blood and 1 temporary willpower, they may engage the original caster or current possessor of the Dark Thaumaturgy Path or Ritual in a mental vs mental challenge retested with Occult. If successful, they immediately end the effect in question, requiring it to be recast or reactivated to function again. This power can only be used to target one effect at a time per cast. In the instance of a non-active defender, the spell will use the mental traits of the caster at the time of casting to defend against the caster of Caine's Pact. At ST discretion, particularly powerful magical effects or rituals may only be suspended or weakened rather than completely shut down.

INQUISITOR-ONLY RITUALS

Below are the four Rituals known only to members of the Sabbat's Inquisition. They require the Approval of the Sabbat Coordinator to learn and are a secret within the Inquisition. As such, no one outside the Inquisition may possess them, nor would they know of them. These rituals are Judicium Thaumaturgy.

Forging the Reliquary (Intermediate Ritual, Archons & Templars)

The Iron Reliquary is a badge of office presented to an Inquisitor upon her appointment. It looks much like the traditional Sword of Caine symbol, but it is modified to be closer to a functional sword's proportions, so that it can be held and brandished like one. It is forged of blackest iron, generally by an elder Tzimisce priest. Small, precious items of Noddist interest - anything from the fangs of famous Sabbat martyrs to "fragments of the Black Basalt Throne" - are embedded into the hilt, thus the name. Faithful Sabbat regard an Iron Reliquary as a "holy" object, imbued with the collective spirit of the struggling Cainite race.

The Iron Reliquary has several practical and ritual uses, though all associated ritae are Ignobilis:

- Identification: It is a badge of office that positively identifies an Inquisitor. The Inquisition takes a dim view of anyone who steals or fakes an Iron Reliquary, particularly to impersonate one of their own.

- The accusation: When charges are formally leveled against a miscreant, the Reliquary is brandished at him like a sword. The recitation generally ends with a prayer for Caine to bend an ear and lend his strength and wisdom in proving the charge(s).

- Oaths: An oath on the Iron Reliquary is sacred; to break such an oath invites the malediction of Caine himself. Witnesses in an Inquisitorial trial are required to swear on it if they wish to speak. An oath on the reliquary is also sometimes used as security for other formal promises between Sabbat, such as declarations of alliance between neighboring archbishops. To be binding on an oath, the reliquary must taste the blood of the oathmaker from a small cut, usually on the palm of the hand.

- Ordeals: The accused in an Inquisitorial trial cannot simply swear to innocence on the reliquary. He can, however, request an ordeal on the reliquary to settle the question. The Inquisitor may choose whether or not to grant the request, though this is a prerogative some contest the honesty of. If the Inquisitor grants a trial by ordeal, she also has the right to choose its form. Commonly, this involves heating the "blade" portion of the reliquary until it glows red, then requiring the accused to grasp it for a count of 13 without entering Rotschreck; suspending the reliquary above the accused's neck or heart by a few hairs from the accuser's head; and bodily retrieving the reliquary from a pit occupied by some sort of threat (Arms of Ahriman just don't cut it for this kind of thing). Needless to say, the Inquisitor can fudge the ordeal one way or the other, altering the conditions or doctoring the components and so on, if she wants to see a certain result. Whatever the result, though, the ordeal is considered to show the will of Caine. Unless a skeptic can produce very good proof that someone cheated, it's far better to be silent about any doubts that arise.

In a chronicle that takes its Noddism very seriously, the Storyteller may at her option grant all or some Iron Reliquaries the equivalent of a True Faith rating, which is effective against infernalist or perceived "heretic" vampires, Lilins, those in blood-thrall to regnants who serve the Antediluvians, and other such perceived "traitors to Caine." (Note that simply being a Camarilla vampire does not count as a "traitor to Caine," whatever most Sabbat may think. An element of conscious or deep-seated subjection to the Antediluvians, Lilith, or demonic powers must exist. A member of the Servitors of Irad Gehenna cult, for example, would count.)

All of the current Iron Reliquaries are handcrafted by the Forge Master, Judge Inquisitor Droescher 'One Eye.' Each one is made specifically for the Inquisitor who requests it and it is made with their preferences in mind. Inquisitors are expected to have a hand in the item's creation, often collecting the materials required or even doing parts of the forging themselves. While some minor variances can occur, the Iron Reliquary is always a sword, intended to be wielded in one or two hands, in the shape of a Sabbat Ankh.

Use of The Iron Reliquary on non-heretical threats and targets is one of the greatest taboos for an Inquisitor. Regular abuse of such can result in both the loss of the item and the demotion of the Inquisitor. It is likewise considered a taboo to Ward, Blood Temper, or otherwise alter the Reliquary outside of its final craftsmanship, with a small exception made for those Inquisitor's practicing Judicium who wish to use the item as their Talisman.

When receiving their Reliquary, each Inquisitor will undergo an Ignobilis ritus where the weapon is bound to them, as well as the Return the Blade Ignobilis ritus. From then on, the Inquisitor and the Forge Master are aware of the location of the Reliquary and can reliably trace or track it at a walking pace. Additionally, the item becomes a sympathetic link to both individuals, a prized target for foes of the Inquisition as well as the Inquisitor's badge of office. The Death of the Inquisitor who wields the blade will mystically return it to the Forge Master, and more than one Inquisitor has been slain to recover a Reliquary they foolishly lost.

When invoking Burn the Impure, the Forge Master is aware of the weapon's activation and decree, hearing a whisper on the wind of the name of the Heretic the Inquisitor speaks. A report is always expected to be filed when the power is invoked, and should it be found that the Reliquary was being used foolishly, or outside of the Inquisition's intent... woe be unto the Inquisitor who betrays their position for petty lust or greed.

Acquiring and possessing an Iron Reliquary is Sabbat Coordinator and ST Approval. The Sabbat Coord retains the right to revoke the Reliquary should the PC in question be seen to be abusing the item and/or their position.

A typical Iron Reliquary has the following description:

Crafts x6 Sword

Bonus Traits: +4

Damage: Four Aggravated damage

Negative Traits: None

Special Features:

Burn the Impure - Once per night the Inquisitor, to whom this blade belongs, may invoke this feature against a Heretic that they have publicly declared by spending a Willpower, whispering into the blade, and drawing their blood along the pommel. Until the next sunrise, this weapon radiates a dark faith, akin to True Faith, that anyone can see and feel. The weapon gains +1 bonus Trait and +1 base Damage against the decreed heretic only. The additional damage granted by this power can not be tested down, negated, or ignored except by armor. The target of Burn the Impure will begin to unnaturally sweat blood in the presence of this weapon, and can feel the weight of its decree upon their very neck whenever they are within line of sight of the weapon. As a feature of this fear and sensation, the target is considered down 1 Trait on all Virtue challenges when within line of sight of this weapon. Activating this power alerts the Forge Master to its use, and they will always hear the name of the individual the Inquisitor declares upon activation.

Master of the Forge - This weapon will not break unless elder level Potence or equivalent forces are applied to attempt to break it. This weapon receives a free retest on all effects that could break it, mystical or otherwise.

Innate Sense - The Inquisitor and the Forge Master are always aware of the relative direction of the Reliquary and can reliably trace or track it at a walking pace.

Return the Blade - Upon the death of the bound Inquisitor, the Iron Reliquary vanishes and reappears beside the Forge Master (or whomever performs the ritus to finalize the weapon at its crafting).

Return the Blade (Elder Ritual, Faction Packet)

This ritual was developed several years ago by the Inquisition for the purpose of ensuring that, should an Inquisitor fall, their Iron Reliquary does not fall into impure hands. Once the Inquisitor finishes forging their Reliquary, they are required to take it before the Grand Inquisitor so that she may cast this ritual upon the blade and forge a link between Reliquary and Inquisitor. Should the Inquisitor die, the Reliquary disappears from its current location and reappears at the side of the caster.

System: This ritual takes three hours to cast, and requires a blood sacrifice from both the Inquisitor who forged the blade and the caster of the ritual. The caster and Inquisitor must be seated upon bare earth, inside a circle of candles blessed by a Catholic priest. The Inquisitor and caster sit facing each other, with braziers burning myrrh set between them. The Reliquary is placed on the brazier by the Inquisitor. Both the caster and the Inquisitor must shed three (3) traits of Vitae onto the blade while the caster chants in Latin. At the conclusion of the ritual, the six (6) traits of Vitae are absorbed into the blade, forging a link between Reliquary, Inquisitor, and caster. Upon the death of the Inquisitor, the three traits of Vitae the blade absorbed from the Inquisitor are released from the Reliquary, severing its connection with the wielder and transporting it to the side of the caster. This ritual may only be cast on an Iron Reliquary.

Tree of Damnation (Advanced Ritual, Montreal by Night)

Developed by the Shepherd's of Montreal, this cruel ritual literally turns the Heretic into a black, sickly tree for all eternity. It is used as both a reminder and a punishment on those who would dare commit horrendous acts against the Sword of Caine.

System: In order to cast this ritual, the Blood Magician must first incapacitate his target in some fashion (e.g., staking works, as does bringing the Cainite to Torpor). Upon doing so, the caster then begins a five-hour-long ritual, where he stands upon bare earth and recites quotations from the Book of Nod, as well as listing the Heretic's crimes. When completed, the target transforms into a black and sickly tree. He grows roots, sprouts branches, and appears to even have a contorted face in the bark. From this point forth the victim is a Tree, he has no supernatural powers, and he is no longer a Cainite. He is a soul, trapped in a rotting tree for all eternity, suffering endlessly. Needless to say, this ritual is permanent and there is no way to reverse its effects. It is also not possible to diablerize the Tree.

The Severed Hand (Master Ritual, Archons and Templars)

See page 147 of Archons and Templars for full description of this ritual.

System: Use as printed.

BREAKDOWN OF AN INQUISITOR TRIAL

An Inquisitor Trial is the method by which members of the Inquisition hunt those within the Sabbat for heresy. First, the Inquisitor must formally accuse the individual in the full public eye of the Sabbat. Only Judge Inquisitors have the right to execute and officiate over a trial of a member of the Sabbat, though Knight Inquisitors have the right to request one. Trials are also only held if there is any doubt at all that a person might be innocent of the charge. That is to say, if a Sabbat member is throwing around green hell-fire and is obviously Infernal, a member of the Inquisition does not need to place him on trial first before going after him.

Inquisitors do not officially have the power to violate the Code of Milan (or kill as they see fit) within the Sabbat against individuals who are not obviously heretics. As such, the trial is a method by which this is done. Only after a verdict has been decided upon by the Judge Inquisitor (in a full trial in front of the whole population of a city in the Sword of Caine) may he/she officially destroy a member of the Sabbat. That is, if the Cainite is found guilty.

For a complete breakdown and method of an Inquisitor Trial, please consult the book Archons and Templars.

Suggested Paths of

Enlightenment

Caine, Cathari, Honorable Accord, Redemption, Power and the Inner Voice, Righteous Night

Suggested Merits and Flaws

Merits: Blessed, Bruiser, Enchanting Voice, Iron Will, Sanctity, True Faith

Flaws: Special Responsibility, Driving Goal, Vengeful, Enemy, Hunted, Deathsight

HUNT THE HERETIC (AUSPEX 3, ANIMALISM 4)

Acolyte Level Rarity

Developed as a means of tracking known heretics, members of the Inquisition often first learn this Combination Discipline. Taking a moment to focus their senses and expand them to the spiritual world, an Acolyte can attempt to track the trail of a heretic they are hunting.

System: To track a character suspected of heresy, the player must engage in a mental challenge retested with Survival. If successful, the character is aided in the tracking of his or her target by the appearance of faint, glowing green footsteps. Mechanically, this aids the character in tracking and the character gains three free retests on tracking challenges against the suspected heretic. Note this power functions regardless if "heresy" is or is not actually possessed by the target and may not be used as a detector for Infernalism, or Paths of Enlightenment or possession of Lores deemed heretical. This power only functions within a reasonably small area (for example, a small city or several blocks of a large city) and the Inquisitor must know the target's face and name.

XP Cost: 7

REVEAL THE SIN (AUSPEX 4, DOMINATE 2)

Acolyte Level Rarity

Many vampires have deep secrets they hide, heresy being only one of them. Finding out if a Cainite is heretical can be somewhat difficult as a result. This Combination Discipline was created to help counter this and hunt for the answers the Talon seeks.

System: The character wins all ties on all uses of Aura Perception (but not defending against). Additionally, for the cost of a willpower the character gains three bonus traits on all telepathy challenges they make in an attempt to dig for information from a target.

XP Cost: 6

DENY THE ADVERSARY (DOMINATE 3, JUDICIUM THAUMATURGY 5)

Talon Level Rarity

This potent Combination Discipline is only ever taught to Inquisitors who have truly proven themselves to the Grand Inquisitor. The Inquisition are perhaps the greatest Cainites to combat the Infernal that have ever walked the earth. Having spent centuries mastering their art, this combination discipline is a result of that dedication and zealotry. Calling upon the arts of their faith in Caine and god to protect them, an Inquisitor with this Combination Discipline can truly protect against the effects of Dark Thaumaturgy and Infernal Investments. By denying the heretic one of their greatest tools the Inquisitor stands a great chance of defeating his foe.

System: Whenever an Inquisitor encounters the arts of Dark Thaumaturgy the character wins all ties in all challenges they make where Dark Thaumaturgy or Infernal Investments is involved and they are defending against it.

XP Cost: 8

ANIMUS LIGATURE (AUSPEX 2, THAUMATURGY 1)

Talon Level Rarity

See Rites of the Blood Page: 124

System: After the character stares at the subject for at least a few seconds, the player makes a static Mental Challenge retested with Empathy against a difficulty of their target's permanent mental traits. Failure indicates that the flares are too indistinct to be made out individually from the rest of the subject's aura. This power does show infernal compacts, but in no way distinguishes them from any other oath or code of honor. The flares of blood bonds or Vinculum are clear, but it is entirely up to the Inquisitor to determine why any other flares exist in their subject's aura.

XP Cost: 6

INVOKE THE RELIQUARY (AUSPEX 3, THAUMATURGY 3)

Inquisitor Level Rarity

Some Knight, Judge, and Watch Inquisitors have gained a near bizarre obsession with their Iron Reliquaries. They become items of power and worship, to a degree, to these Inquisitors. They are holy relics blessed by the Dark Father himself (in their minds) to aid them in their quest to purge the heretic. As a result, these Inquisitors developed this combination discipline. By tapping into their spiritual connection with their Iron Reliquary and combining it with their own supernatural might, the Inquisitor can force upon, or extract, some unique supernatural qualities to their Iron Reliquary.

System: When an Inquisitor uses their Iron Reliquary they may spend 1 temporary willpower activate this combination for the next scene or an hour. During that time, they may select from the below options for an additional effect their Iron Reliquary can perform:

- **Give Notice:** The Inquisitor brandishes their reliquary at someone and invokes a passage from the book of nod. They must then engage their target in a Contested Social Challenge retested with Occult. Should they succeed, they may track this target to an accuracy within the size of a building for the next scene or an hour. This tracking will not be defeated or fooled by the powers such as Obfuscate or Chimerstry.
- **Branding Strike:** The Inquisitor levels their reliquary at someone quotes from the book of nod. The reliquary does one additional damage to the target for the next scene or an hour.
- **Compel truth:** The Inquisitor has the target swear an oath on the reliquary. Thereafter, the target takes a point of unsoakable aggravated damage if she resists as a defender in any Auspex challenge, or engages in any challenge which involves the Subterfuge ability (either the ability or as a retest) against the Inquisitor for the next scene or an hour.
- **Remain focused:** The Inquisitor gains a free retest in any frenzy challenges they must make for the next scene or an hour.

Once selected, the Inquisitor character may not change their selection, and would have to wait until the scene or hour ends before using this combination discipline again and selecting a new option.

XP Cost: 6

Ritae

AUTO-DE-FE

The Act of Faith is the traditional trial of the Sabbat Inquisition. The Auto-de-fe is a semi formal trial of guilty until proven innocent. A Judge Inquisitor sits as head of the trial as the accused has the charges leveled against them. Others may be invited to speak as witnesses, defenders, or accusers. All however, are required to swear an oath upon the Iron Reliquary. More often than not, those who are subjected to the Auto-de-fe are killed; some are offered an ordeal instead, decided by the overseeing inquisitor. These Ordeals are often as well to the death. Though trials are overseen by the Judge Inquisitors (and they are the Judge, Jury, and Executioner), the Knight Inquisitors run security during the trials. Trials may last as long or as short as the Judge overseeing it decides. Though ceremonial, the Auto-de-fe is also a ritae was inspired by the Spanish Inquisition. The few who do survive the Auto-de-fe are viewed as free of heresy in the Sabbat.

System: Once the auto-de-fe has begun and until its conclusion, the Judge Inquisitor gains a free retest on all challenges related to the trial.

MALLEUS MALEFICARUM

Thou shalt not suffer a witch to live. This is the creed of the Knight Inquisitors. This ritus was developed by the martial arm of the Sabbat Inquisition. The Knights are often tasked with carrying out the most dangerous of missions to directly confront and fight heresy. As a result, the Knight Inquisitors have developed this ritus based upon the Malleus Maleficarum book, but with a Sabbat twist. Though many Inquisitors are Christian in nature, not all are. This ritus focuses more on the teachings and blessings of Caine than those in the actual Malleus Maleficarum. While under the effects of this ritus, Knight Inquisitors fall under a spell of almost

fanatical zealotry. They will let none stand in their path, and few would dare try to get in their way.

System: While under the effects of the ritus of the Malleus Maleficarum, which may only be used when directly fighting heresy, the Knight Inquisitor receives one free retest that may be used on any combat challenge against his chosen target heretic. The target of this ritae must actually be a heretic for this ritae to take effect. This ritae does not reveal in character knowledge if their target is actually a heretic or not, it is simply a mechanic.

CLEANSING THE HERETIC

This unique Ritae developed by the Sabbat Inquisition was designed to prevent Heretics from ever returning or their masters claiming their souls. The Inquisition member with this ritae must first have their victim bound and restrained for the several hours this ritae takes. During which time, the Inquisition member recites the crimes of the victim in a ritualistic chant and offers them only salvation through the Grace of Caine. Once complete, the target is slain and guaranteed to never return in any form regardless of what power they once may have held.

System: To perform this Ritae the priest of the Sabbat Inquisition must perform it over the bound but still alive body of a captured individual. Once complete, when the target is killed they may not return in any form whatsoever. They are forever gone. They will not become a wraith, nor will their soul return to any demon (or otherwise) master. Any character, PC or NPC, that undergoes this ritae and is slain may not return in any form or means. They are lost forever.

INSCRIBING THE NAME

Members of the Sabbat Inquisition have developed a culture of naming their weapons of war against the heretics they face. Some have elaborate names and other simple ones. This ritae was developed by them to support this culture of the faction. The Sabbat Inquisition priest pours their vitae over their chosen weapon while reciting from the Book of Nod. At the conclusion of which they speak out loud the name they have chosen for their weapon. After this time, the blessed weapon is recorded among the Sabbat Inquisition records and mystically gains some

strength against the Heretics of the Sabbat.

System: This ritae may be invoked upon an Iron Reliquary or any weapon specifically created by the Sabbat Inquisition and to be used by the Sabbat Inquisition. Upon completion, the weapon gains a name, such as Unity (or any other the player selects). These weapons have their Bonus Traits and Damage increased by 1 point each. This ritae may only ever be performed upon weapons of the Inquisition and used by members of the Inquisition.

COMMUNE WITH THE RELIQUARY

The Iron Reliquary of a Sabbat Inquisitor is their most important item and holy symbol of their office. To reflect that, the Inquisition has developed this ritae to allow the Inquisitor to form a closer bond with their Reliquary and even commune with it. The Inquisition Priest must spend an hour communing with their Reliquary in quiet thoughtful prayer and bleeding upon it. Should they do so, they gain a closer mystical connection to the blade and can even channel into some of the Iron Reliquaries hidden power.

System: Once completed the Sabbat Inquisitor gains a pool of “Reliquary Points” invested in the weapon. The number of Reliquary Points the character has is equal to their permanent Morality Rating on a Sabbat Path halved, round down. These Reliquary Points may be spent as if they were Temporary Willpower points or to empower the combination Discipline, *Invoke the Reliquary*. 1 Reliquary Point will refresh at a rate of 1 per day rest of the vampire. The character may also only use these Reliquary Points if they possess their Iron Reliquary on their person at the time they wish to call upon them.

Known Members

MARIA SANDOZA, GRAND INQUISITOR

The current Grand Inquisitor, Maria spends her nights at the Inquisition's headquarters in Mexico City. As Grand Inquisitor, Maria has full and final authority/power within the organization. A staunch Mexican Catholic, Maria rules over the body of the

Inquisition with an iron fist. She views the Inquisition as the holy cause commanded by both Caine and God himself to rid the Sabbat of heresy.

NAVARRESE, JUDGE INQUISITOR

The Inquisition's “Public Relations Representative.” This easygoing Judge Inquisitor is often viewed as odd outside of the Inquisition. He is calm, relaxed and friendly; somewhat an odd occurrence within such a serious organization. However, Navarrese simply views the Inquisition as not an excuse to be a dick; rather, it is better to have your Brothers and Sisters want to help you than fight you.

ALFRED BENEZRI, JUDGE INQUISITOR

Originally from Syria, Benezri fled his homeland after his sire was destroyed by other Kindred before she could reveal to him his Clan. As one of the Clanless, he managed to reach Montréal, where the Sabbat accepted him. Proving himself a poet and political pragmatist, Benezri was vital for the construction of the modern Sabbat Inquisition, in particular for the system of rotating leadership.

Ductus of the Shepherds of Caine and former Archbishop of Montreal, Benezri was one of the Cainites who helped forge the Inquisition into what it is tonight. After some issues in Montreal, Alfred respectfully stepped down from the position of Archbishop to take up the Iron Reliquary once more as an Inquisitor.

MERCY ALLISSANDRA, KNIGHT INQUISITOR

Nomadic Inquisitor Mercy Knight is viewed by many as one of the worst the Inquisition has to offer (in terms of public relations). Mercy is a holy crusader; she is sent from city to city to destroy heresy wherever she may find it. A ruthless warrior and Knight Inquisitor, Mercy takes delight in her role and the pain she can inflict.

KERVOS, KNIGHT INQUISITOR

One of the first Salubri Antitribu to join the Inquisition, Kervos has risen to prominence within the Inquisition as the “keeper” of Mercy Knight. Kervos follows Mercy Knight from city to city, in an

attempt to reduce collateral damage... or, at least, as much as anyone can.

BLACK WALLACE THE RIGHTEOUS, JUDGE INQUISITOR

The legendary Judge Inquisitor Wallace is one of the many Inquisitors to make his home in Montreal, Canada. Known for his short temper and quick action, Wallace is one of the more active and visible members of the Inquisition in the modern nights. Many young Cainites who seek membership contact Wallace for guidance. If a Cainite can prove him/herself worthy in his eyes, many say that, then, they are ready to swear an oath to the Inquisition.

MERIKH, JUDGE INQUISITOR

Like many of his bloodline, Merikh is a mysterious member of the Sabbat Inquisition. Little is known of his past, but few would dare to ask. What is known is that Merikh is a ghost; he moves about the sect as a specter judging and killing as he pleases. Though many among the Inquisition are feared, Merikh is perhaps the most terrifying. He is death itself, and none ever sees him coming.

ZHOU, JUDGE INQUISITOR

The Taoist Demon Hunter is something of a legend among the Inquisition. He was among the first of the Inquisitors and was well known for his involvement in Montreal. Zhou disappeared for a time, for reasons only he knows. He did, however, leave clues found in art around Montreal. Some Cainites have pieced Zhou's puzzle together, and those that have aren't talking about it. To this night Zhou remains missing.

TRISTAN, KNIGHT INQUISITOR

Tristan is an Inquisitor that seems to have been sculpted into a perfect man. He is tall and muscular and seems to have seen quite a few battles in his time. He is always seen wearing a great sword along his back, and his Iron Reliquary at his side. He seems to have an air of authority about him as he appears destined for greatness. It is said that Tristan hails from a long line of Noble born Ventrue and that he (like Isolde) are in fact the mortals from the poem with the same name.

ISOLDE, JUDGE INQUISITOR

Isolde seems to have been a gift from God. Her beauty is the stuff of legend. It is now known why her beauty and love of Tristan almost brought down a kingdom. While Isolde carries her Iron Reliquary, at times a bow is seen in her possession looking old and worn. Isolde seems almost simple, but elegant. It was said, when she was embraced, that she would become a great Inquisitor, judging those who oppose the ideals of the Sabbat and of Caine.

Media

The Exorcist

Night Watch

Day Watch

Stigmata

The Watchmen (both the graphic novel and the film)

Equilibrium

Sources

Archons and Templars

Montreal by Night

Mexico City by Night

Children of the Night

TT Guide to the Sabbat

Montreal By Night

Player's Guide to the Sabbat

Stereotypes

Loyalists: “When the Red Robes come to your town, I recommend you hit ground. These assholes stick their dicks in everybody’s faces.”

Moderates: “I respect their mission; it’s their methods I question.”

Status Quo: “Despite their methods, they produce results... and their mission is of the utmost importance to the Sabbat.”

Ultra-Conservatives: “They keep the soul of the Sabbat safe. Support them when they ask for it.”

Pander Movement: “Massive assholes, but their job sucks. So I can understand being an asshole.”

The Orthodoxy: “They are our closest brothers. Not only do we respect what they do, but also agree. It must be done.”

Children of the Dragon: “They, above all others, need to think twice before casting the first stone.”

Occult Underground: “The Inquisition is like homeland security. Don’t be an idiot and you won’t have an issue.”

Crimson Horde: “Inquisitors tend to stick to cities, we prefer that.”

Black Hand: “Many people think we hate each other. We don’t actually. They just need to learn where their jurisdiction ends and where ours begins.”

BLACK HAND

"Death smiles upon all of us; the Chosen smile back."



The Black Hand incorporates all factions but serves for a purpose unknown to the average Sabbat member. Generally, the Hand tends to keep to the Moderate agenda and pushes forward the Status Quo agenda. However, it is clear (to anyone paying attention) that the Hand, despite its tendency to not get directly involved in Sect politics, is not shy about throwing its weight around if it feels something needs to be done, the most obvious example of this being the recent ascension of a new Regent, which some say was on the Hand's endorsement alone.

And yet, there are whispers that the Hand believes it has come to be a crutch for the Sword of Caine, and it is removing itself completely from the Sabbat's politics. Whether these rumors are true or part of a larger plan is unclear, as is the role the Hand plays or will play in the Sect's politics at all.

When a character joins the Black Hand, we strongly encourage them to read the entire book called *Caine's Chosen* by White Wolf. As this book goes



into far more detail about this Faction than this packet does, and that book is the primary source for all things Black Hand in OWBN.

PC and NPC members of the Black Hand are Sabbat Coordinator Approval.

Nickname

Chosen

Symbols and Iconography

Members of the Black Hand often literally identify one another by their symbol: a black crescent moon (typically appearing in the palm of the member's right hand). They also use the literal interpretation of their organization's name as a symbol: a black hand.

Role Within the Sabbat

The Black Hand serves as the Sabbat's military elite; they are the sect's assassins and deadliest warriors. They are the Sabbat's Special Forces as well as being an extremely secretive (sub-) sect in their own rights.

Contrary to popular belief, the Black Hand is not forbidden from participating in Sabbat politics. Rather, the faction tends to remain neutral in the affairs of the Sabbat. As a rule of thumb, the Black Hand does not get directly involved in the sect's politics unless it's backing a winner or the sect is on the verge of collapse (as was the case in the Second Sabbat Civil War, which the Black Hand ended).

To be true, members of the Black Hand are also members of the Sabbat. As such, they are free to politick all they like among the rest of their brothers and sisters. That is, as long as they aren't doing it in the name of the Black Hand. While certain levels within the Black Hand (Dominion for example) do not partake in Sabbat politics, that does not

necessarily mean they cannot. It is simply those members of the Black Hand (who are so involved in the sub-sect) that rarely care what the Sabbat as a whole thinks politically, unless of course, it's against the wishes of the Black Hand.

For more information on how the Black Hand deals with the politics of the Sabbat, please consult the White Wolf book "Caine's Chosen".

Duty: The Black Hand spends most of its time and effort on the external threats and enemies to the Sabbat. However, it is not a requirement they deal only with external threats to the Sabbat. When dealing internally with Sabbat matters, the Black has operated through approved Contracts and its Emissaries. However, in the most dire of circumstances the Black Hand can always invoke Article 13 of the Code of Milan. This, however, is not done often or lightly by the Hand. Members who invoke Article 13 to members of the Sabbat better have a good answer as to why or face the wrath of the Seraphim. However, the Black Hand is still ultimately accountable to the Sabbat clergy and for many purposes work for the Sabbat clergy.

Prerequisites to Join

Membership in the Black Hand is only granted through the sub-sect's Dominions and Seraphim. Generally, the Black Hand looks for Cainites willing to potentially sacrifice all in the name of the Hand and those who will have devout loyalty to the Hand above all others. All Black Hand PCs and NPCs are Sabbat Coordinator Approval.

The faction is a rigid military-like structure mixed with a cult. Its members are diverse in scope and are all fanatically loyal to the Hand. For better information on the recruiting process for the Black Hand, please consult "Caine's Chosen" and the OWbN Black Hand Packet. Also to note: it is Sabbat Coordinator Approval for any Black Hand PC or NPC to leave the Black Hand.

While technically no one is excluded from membership into the Black Hand because of what clan or bloodline they are, in practice the opposite is the case. While it is true that it falls to a Dominion to choose any to be inducted into the Chosen, more often than not, the lesser bloodlines are overlooked too due to their lack of connection to Caine. Assamite Antitribu, Brujah Antitribu, Gangrel

Antitribu, Lasombra, Malkavian Antitribu, Nosferatu Antitribu, Ravnos Antitribu, Toreador Antitribu, Tzimisce, and Ventrue Antitribu do not suffer the stigma of those considered lesser. The Serpents of the Light and Salubri Antitribu are by far the most common outsiders to be accepted into Caine's Chosen, though they are still often overlooked. Occasionally a Pander manages to make its way into the Black Hand, but this is extremely rare. There are even rumors of one or more Harbingers of Skulls among the chosen. Blood Brothers, Kiasyd, and other strange bloodlines are unheard of among the Chosen.

If a member of the Sabbat asks to Join the Black Hand they are always denied membership and forever barred from joining. Be aware of this fact before acting in character!

CONSULTANT

A Consultant is a vampire who is not Black Hand (or perhaps even Sabbat) that works with the Black Hand. The Black Hand often works with other vampires regardless of sect, as long as it benefits the Hand as a whole. While a useful Consultant (who has proven his/her loyalty to the Hand) may in fact receive an offer to join the Black Hand, there is (more often than not) a reason they are a Consultant and cannot join the Black Hand.

Consultants enjoy a special status within the Black Hand. While not members, so long as a vampire is considered a Consultant of the Black Hand, she/he need not fear them. While he/she will never learn the Hand's secrets, an ally to the Black Hand is still a powerful position. All Consultants who do learn anything of the ways of the Black Hand will have the ritual Binding of the Tongue cast upon them, so as to prevent any leaks of the secret ways of the Black Hand. The final decision of whether or not a vampire can enjoy the status of Black Hand Consultant falls to the area's Dominion for approval and approval by the Seraphim

Being a Consultant to the Black Hand, however, does not offer protection from the Sabbat as a whole. The general Sabbat does not know that the Black Hand works outside the Sect when necessary; therefore, a vampire screaming that he is a Black Hand Consultant while the local pack diablerize him will not save him from death. However, Black Hand

consultants may purchase the Ability, *Black Hand Knowledge*, up to level 2.

Accountability and Interactions

The Black Hand operates largely outside of the standard structure of the Sabbat Hierarchy. With their support being a part of the Code of Millan, many find holding the Black Hand accountable to be difficult to do, and it is true that means by which to do so are few and far between. When a Black Hand agent engages in less than favorable behavior to outright heresy and is found out about their actions, it is often the responsibility of those who are aware of these actions to make sure it is being reported.

The Hand is immune to the Inquisitions interrogations, but they are not immune to negative standing handed down by the Clergy, or punishments and accountability handed down by Ritae and decree. Still, the Hand often police their own, and when one member gets into such trouble, they will often reclaim them for further training or retraining as the case may be.

The final arbiter of such situations is the Seraphim themselves. The Seraphim maintain their support for the Regent and upon joining the Black Hand, all Agents swear an oath to loyally serve the Seraphim unto death. Agents who abuse their position, abuse the Sword for personal gain, or who otherwise engage in bad faith, will quickly find themselves meeting Final Death at the fangs of their brothers and sisters. The final line of accountability for a Faction often known for doing what it thinks is best... is each other.

Of note, members of the Black Hand are not allowed to challenge other members of the Sabbat to Monomacy without direct approval from the Seraphim. Additionally, members of the Black if challenged to Monomacy must always accept the challenge and may never decline it (though this is NOT known by normal members of the Sabbat In Character).

Black Hand Advantage

Zillah's Tears

Once per night a member of the Black Hand may expend their Advantage to give themselves Two Bonus Traits and a single one-use retest in any challenge made against any character that is not a member of the Sabbat but is an enemy of the sect.

Black Hand Disadvantage

Until Death

Once a character joins the Black Hand, they may never leave the faction. The character's life belongs to the Seraphim and those they have given authority under. The character must follow a chain of command and orders given to them. This may result in the character being sent on dangerous missions that can result in character death. Lastly, members of the Black Hand may never decline a Monomacy challenge issued to them.

Mustajib/Cadet

When a Cainite is selected by a Dominion to join the ranks of the Black Hand they start at the rank known as Mustajib. They are brought into the Chosen and their training has begun. They are instructed in the Talents of Art of Memory, but gain access to no other secrets of the Black Hand (Ritae, Aljusuri, or the Secret History of the Weeping Stone). These Cainites are trainees of the Black Hand. They have no Authority and can not invoke Article 13 of the Code of Milan. They are expected to learn and obey the commands of those higher than them in the chain of command without question. Since they are learning and attempting to earn the right of the Mark of the Black Hand, they are given far more leeway to make mistakes, but expected to learn from them and not repeat them. No few Cadets have died in training as a result of failing to learn and grow.

Prerequisites For Advancement to Rookie

In order to progress from being Mustajib/Cadet to Rookie, the Cadet needs to have gained the approval of the Dominion who offered them membership into

the Black Hand and the Ritus of Initiation performed upon them to give them the crescent moon tattoo. Additionally, they must have the following:

- Storyteller Approval and Black Hand Sub-coordinator Notification
- In Character Approval by a Dominion or Seraphim

Rookie/Rafiq (Agent)

Once they have completed the Ritus of Initiation and been given the Crescent Moon Tattoo of the Black Hand, they now enjoy all the rights and privileges of Full Membership into the Black Hand. They may now learn the Black Hands secrets, select a Black Hand Role, and join a Watch under a Dominion. At this stage, the Cainite is no longer a secret agent, unless their role allows them to be (see below in the Roles Section) even as they progress to higher ranks. The difference between a Rookie and a Rafiq is only a matter of how many missions for the Black Hand they have completed. A Black Hand member is considered a Rookie until such time as they have successfully completed 3 Black Hand missions. After which they are automatically known as Rafiq (aka a full Agent) instead of Rookie.

Prerequisites of Advancement to Dominion

Both PC and NPC Dominions are Sabbat Coordinator Approval. For a PC to achieve this rank within the Hand, they would have spent a long time proving their loyalty, devotion, and success to the Black Hand. While handed out more casually than once before, it is still an extremely hard rank to obtain and a great honor to those that do. Once a PC's Dominion has consulted with others and agreed that one is deserving of promotion, the Dominion will contact the Seraphim with the request. The Seraphim will then review the promotion and either approve or deny it. There is no set skill or character sheet requirement for this. It is very subjective and varies from PC to PC.

Dominion Advantage

Dominions are the veterans of the Chosen who have proven, above all else, their dedication to the Black

Hand and their efficiency among the Chosen. Dominions are assigned to a Watch and given authority over others. Dominions will have Agents assigned to them and be in charge of their missions and resources. Additionally, Dominions can decide the roles lesser ranked members have, and they even have the council of the Seraphim when they need it. Finally Dominions have the ability to choose and induct new members into the Black Hand. The Dominions are the Highest ranked authority in the Black Hand just below the Seraphim.

Seraphim

Sabbat Coord NPC only

The Black Hand is ruled and governed by the will of the Seraphim. All Black Hand swear an oath of eternal allegiance to them; their lives for the Seraphim. Whatever the Seraphim say is law to the Chosen. If asked to die for them or by them, no hand member would hesitate. In theory the Regent appoints the Seraphim. However in practice it has always been the first Seraph (or the second in the case of the first's death, and etc down the line) who chooses the Seraphim. The Regent has simply always agreed with their selection. Missions can be given and assigned by the Seraphim to any Black Hand member they wish, however all such missions are reviewed and approved by the council of Seraphim as a whole, not a single Seraph. Lastly it is the Seraphim who review and approve all Black Hand contracts brought to them by the Emissaries of the Black Hand.

In addition to gaining the Positional Status Traits of *Branded, Enforced, Engaged, and Feared*; The Seraphim have the resources of, and sway over, the entire Faction. The Advantages or drawbacks of this are left entirely up to the Sabbat Coordinator.

Additionally, the Seraphim have the power to promote and kill members of their own faction as they see fit.

To become a Seraphim of the Black Hand, a PC would first need to either force the current position holder to vacate it or claim it when it is empty. There are no other prerequisites to gaining this position as it's based entirely off of Role-Play. However, a PC who does so would immediately retire to NPC status and be controlled solely by the Sabbat Coordinator.

The Current Seraphim are as follows:

First Seraph: *Dastur Anosh*
Second Seraph: *Appius Claudius Corvus*
Third Seraph: *Jalan-Aajav*
Fourth Seraph: *Parvati, the Lioness*

The Watch

A Black Hand Watch is a call of Black Hand Agents and an overseeing Dominion. A Watch will usually have one Dominion and one Watch Commander (and in many cases they are the same vampire). Every Black Hand Watch has an assigned specialty and focus they oversee. Some Watches specialize in Assassinations, Blood, Magic, Noddism, Espionage etc. They are in charge of matters pertaining to the Black Hand in their Watches area of Specialization. The Dominion decides the missions, resources, etc, that the Chosen need for the chosen purpose of the Watch, and the Watch Commander is in charge of carrying them out and making sure the Dominion is updated, assuming that the Dominion and Watch Commander are not the same person. Every single Black Hand PC must belong to a Watch.

Black Hand Contracts

Unique to the Black Hand emissaries, they have the ability to work with Bishops, Archbishops, Cardinals and other members of the Sabbat Clergy to create and negotiate contracts for the Black Hand. The Contracts are for anything a Bishop or higher could want from the services of the Black Hand. They can range from Black Hand Training, Resources, or even Assassinations. However, all Contracts must be reviewed and approved by the Seraphim before they go into effect, and the Black must also be properly compensated in the Contract to reflect the level of support the Clergy member desires. These contracts are often to aid the clergy in local or personal issues they may have.

Roles in the Black Hand

Ranks and Roles in the Black Hand are two very different things. The actual Ranks in the Black Hand are very few. These are the official tiers in the military-like hierarchy of the Chosen. The roles, on the other hand, are simply specialties that Hand agents may fall into. As a modern military squad has its division of rifleman, heavy weapons specialists, and communications, the Black Hand follows suit.

While these roles in the military are a specialization of the soldier, they are still just soldiers in the military. These do not (by their nature) improve an individual soldier's rank in the military hierarchy. Therefore, once a Hand agent has shown a particular expertise for a Role, their Dominion may deem them such.

Seraph's Second: This role is the Retirement position for Black Hand Dominions. In the nights of the Lost Tribe they were once called Malakim. In the modern nights some call themselves Yojimbo in this role. Those Dominions selected to become a Seraph's Second keep their rank within the Black Hand, but no longer directly oversee a Watch, they instead serve the Seraphim they were selected to serve directly instead. This role requires *Sabbat Coordinator Approval* to gain and may only be granted to Dominion PCs who wish to "retire" from the duties of Dominion.

Dominion's Second: The Role known as the Seconds to Dominions is the Black Hand's equivalent to the Sabbat's Templar. These vampires serve their masters in any role they are directly needed for. For more information on the Seconds, please consult Caine's Chosen. Seconds are considered to have one additional rank over other Black Hand agents when acting on direct assignment from their Dominion.

Magi: The Magi are the Black Hand's division of Blood Magic users. You will find their separate entry in a later section in the packet ("The Magi"). They were created based on the Second Edition of *Vampire: the Masquerade, Player's Guide to the Sabbat's* write-up of the Magicians. According to page 77 of Caine's Chosen, the Black Hand practices a variety of Blood Magics. The method by which members of the Black Hand learn any Blood Magic not native to them (as presented in Caine's Chosen and the *Vampire: the Masquerade* tabletop book) is unsuitable to the needs of OWbN. As such, a new method of regulation and job classification has been created within the Black Hand to govern all Blood Magic users within Caine's Chosen. Joining the Magi requires a separate Sabbat Coordinator Approval.

Watch Commander: The Watch Commanders are akin to a military squad's Captain. While a Dominion has command of the forces given to them, a Watch Commander's role is to monitor the events in a city. They recommend appropriate missions, and are in

fact (at times) given charge by a Dominion to carry these suggestions out, assuming that the Watch Commander in question isn't a Dominion themselves. There is usually one Watch Commander per city, and it is highly recommended that this be one of the few roles that may be given to a PC without necessarily proving to his/her superiors they are qualified for the job. First and foremost, Watch Commanders should be leaders and strategists. Additionally, Watch Commanders are considered to be 1 Rank higher than Cadets and Rookie/Rafiq when interacting with them.

Emissary: The Emissary's job is to be the Black Hand's political face to the Sabbat at large. They are the ones who Bishops and regular Sabbat go to when they wish to contact the Black Hand. These vampires tend to be social butterflies. Social skills and abilities are primary for this role. All contracts and missions from the Sabbat must first go to the area's Emissary before progressing anywhere else. The Emissary even has the discretionary power to determine if a contract or mission given is worthy of even being brought up to his superior. All Emissaries report to both a Dominion and Seraph Corvus, and are also assigned to members of the Sabbat Clergy. They hold the unique ability to negotiate Black Hand Contracts with the Sabbat.

Remover: Black Hand Removers are some of the most powerful vampires within the sect (and arguably within the world). Simply put, these vampires are used by the Black Hand to remove any obstacle in the sect's way. These Cainites are not subtle; rather, they are brutal and efficient at getting the job done. Remover PCs should be extremely adept at combat situations and have combat as one of their primary focuses. Black Hand Removers are considered to have one additional level of the Black Hand Membership background to use in their role.

Shakar: The Shakar are the Assassins of the Black Hand. These vampires deal in the ancient art of subtle information gathering, and striking their target and retreating to the shadows from whence they came. Many of the traditions and skills practiced by the Shakar were brought over by the Assamite Antitribu of the sect. A PC Shakar should have a concept of an assassin for this role. Their skills and abilities should reflect this role. Many Shakar have alternate identities in other sects for getting closer to targets, deep within enemy territory. Whether it's done by sniper rifle or a poisoned dagger, the Shakar move obfuscated from site to site, waiting for the perfect

moment to strike. Lastly, Shakar are allowed to be Secret Agents, and not Public Agents, to the Sabbat as a whole.

Census Taker: The Census Taker's job is that of spy and information gatherer. Generally, their role is to gather information about the city they either reside in or are sent to (or both). They are also responsible for gathering the opinions of the local Sabbat, as they relate to the Black Hand. They make sure the sub-sect is not hated, but supported as the sub-sect should be by the Sabbat. If any issues are found, the Census Taker endeavors to fix them. A Census Taker PC should have a concept of information gatherer. Lastly, Census Takers are allowed to be Secret Agents, and not Public Agents, to the Sabbat as a whole.

Chaplin: Chaplins are the priests and noddists of the Black Hand; they are also known as the Death Watch. They are expected to oversee the Hand's Ritae and the paths of enlightenment among its members. Most of them spend their nights studying ancient texts or searching for lost noddist artifacts. Chaplin's are expected to speak dozens of languages. In addition, the Chaplins are something of a death priest order. Many practice ancient funeral and death rites into their priestly workings. For more information on the Chaplins, see the Noddists in Caine's Chosen page 66-67. Finally, only the Chaplins (and Dominion and Seraphim) may possess and practice the Ritae specific to the Black Hand.

The Magi

The Magi are the Black Hand's answer to the Tremere. Being a cult dedicated to Caine and ancient vampire history, the majority of Blood Magic practiced by the Black Hand is Dur-An-Ki (the original Blood Magic of the Second City). As such, this section covers the ways those Hand agents (who are chosen to join the Magi) learn Dur-An-Ki and how it is regulated for them. Other blood magics are covered in other packets.

It is not to say that Dur-An-Ki is the only Blood Magic practiced by the Black Hand, but it is the most prominent. Below, you will find the other Blood Magics found within the Black Hand. If your PC seeks any of these types of Blood Magic (and is not a native practitioner of them), you will be required to obtain the appropriate Coordinator's permission.

- Koldunic Sorcery
- Wanga
- Voudoun Necromancy
- Sihr
- Dur-An-Ki

Those who seek to gain Dur-An-Ki through the Magi must do the following. Firstly the player must gain Sabbat Coordinator Approval to become a Magi. Once that approval is gained, the player must gain Assamite Coordinator Approval for Dur-An-Ki. Finally once those two approvals are gained, their paths and rituals follow the below rarity system. The rarities for Dur-An-Ki in this packet, that are for the Black Hand, means the following:

Rarity 1: Storyteller Approval

Rarity 2: Storyteller Approval and Black Hand Sub-coordinator Approval

Rarity 3: Storyteller Approval and Assamite Coordinator Approval, or Sabbat Coordinator Approval for Aljursuri

This section (not the rarities) is taken from the Dur-An-Ki packet and simply copied here. All rules in regards to Dur-An-Ki are to follow the approved OWbN packet for it. Please consult the OWbN Dur-An-Ki Packet for more information on Dur-An-Ki as well as OWbN Met conversions for any Dur-An-Ki.

Paths

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Path of Conjuring, Spirit Manipulation

Rarity 2: Awakening the Steel, Hunter's Wind, Music of the Spheres, Neptune's Might, Path of Father's Vengeance, The Evil Eye

Rarity 3: Covenant of Nergal, Path of Duat, Whispers of the Heavens, Echoes of Allah's Wrath

Rituals

******, Jacob's Kiss, Death's Head******, Impregnable Soul******

Ritual	Level	Rarity
Binding the Heavens	Basic	1
Blood Rush	Basic	1

Blood Walk	Basic	1
Communicate with Kindred Sire	Basic	1
Craft Bloodstone	Basic	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Donning the Mask of Shadows	Basic	1
Earth's Blood Cry	Basic	1
Encrypt Missive	Basic	1
Engaging the Vessel of Transference	Basic	1
Exorcise Fever	Basic	1
Eyes of the Nighthawk	Basic	1
Illuminate the Trail of Prey	Basic	1
Impassable Trail	Basic	1
Incantation of the Shepherd	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Purity of Flesh	Basic	1
Rebirth of Mortal Vanity	Basic	1
Recure of the Homeland	Basic	1
Sanguinary Assistant	Basic	1
Sense the Mystical	Basic	1
Steps of the Terrified	Basic	1
The Scribe	Basic	1
Wake with Evening's Freshness	Basic	1
Ward Versus Ghouls	Basic	1
Warding Circle Versus Ghouls	Basic	1
Astral Portent	Basic/Advanced	1
Bone of Lies	Intermediate	1
Incorporeal Passage	Intermediate	1
Splinter Servant	Intermediate	1
Ward Versus Kindred	Intermediate	1
Warding Circle Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Ward Versus Demons	Advanced	1
Warding Circle Versus Demons	Advanced	1
Ward Versus Spirits	Advanced	1
Warding Circle Versus Spirits	Advanced	1

Kiss of the Asp*	Basic	1
Truth In Ink*	Basic	1
Corporal Reservoir*	Basic	1
Craft Weirding Stone*	Basic	1
Burning Blade	Basic	2
Horoscope	Basic	2
Bull of Heaven	Basic	2
Kudurru	Intermediate	2
Mirror of Second Sight	Intermediate	2
Shaft of Belated Quiescence	Intermediate	2
Enchant Talisman	Advanced	2
Severed Hand	Advanced	2
Corporal Reservoir*	Advanced	2
Binding the Tongue*	Advanced	2
Machine Blitz	Basic	3
Warding Baptism	Basic	3
A Touch of Nightshade	Intermediate	3
Infirm Inert	Intermediate	3
Portrait of Passion	Intermediate	3
Tamimah	Intermediate	3
Apsu Portal	Advanced	3
Lilith's Vengeance	Advanced	3
Preserve Corpse**	Basic	3
Black Water**	Basic	3
Moonlight Dancers**	Intermediate	3
Shadowgate/Enochian Passage**	Advanced	3
Mass Grave**	Elder	3
Jacob's Kiss	Elder	3

* Aljusuri Ritual

** True Black Hand Rituals -- These rituals are also Aljusuri rituals that have leaked from the infiltration of the Black Hand by the Tal'Mahe'Ra. Any Hand member (or other vampire) inquiring about them will likely meet with intense interrogation by the Black Hand, as well as possible destruction if the vampire is found out to be a member of the Tal'Mahe'Ra. These are almost never taught unless given express permission by Dastur Anosh himself.

Aljusuri

The Black Hand has its own Thaumaturgical Rituals, which bridge the gap between all the various Blood Magic paradigms that exist within the sect. As such, any Black Hand PC who has a Blood Magic

discipline (including Necromancy) may learn these rituals as long as the above rarity restrictions are followed, regardless of the Blood Magic paradigm they practice. Additionally, all Aljusuri rituals that are learned that are not part of a player's original paradigm are considered one tier higher (basic to intermediate, intermediate to advanced, advanced to elder) for purchase cost and level, and also cost 1 more experience point to purchase on top of their base cost.

A blood sorcerer may turn any ritual he may already possess into an Aljusuri ritual when he has achieved three paths of Blood Magic at Advanced and an Occult specialization in Aljusuri. Indeed any Ritual may become Aljusuri or is already. As Such, any Aljusuri Ritual not listed here, or to make any ritual not listed above Aljusuri requires Sabbat Coordinator Approval. The sole exception to this rule is Abyss Mysticism. The Rituals of Abyss Mysticism may not be converted to Aljusuri. To learn more about Aljusuri, please consult Caine's Chosen.

These Rituals and the art of Aljusuri are Black Hand only.

Unless stated otherwise, these rituals require the Static Ritual challenge to cast, as presented in Laws of the Night, Revised.

KISS OF THE ASP (BASIC, DUR-AN-KI ORIGINALLY)

Caine's Chosen, pg. 79

System: This power requires no MET conversion, use as printed. Additionally, as the magic is inert (see Caine's Chosen) until it is activated, it may not be countered in any way. By the time there would be an opportunity to counter the magic; the Hand agent is already dead. Finally, once used the vampire cannot have their soul called back by any power, nor will they return as a wraith (or any other form).

TRUTH IN INK (BASIC, DUR-AN-KI ORIGINALLY)

Caine's Chosen, pg. 77

System: This power requires no MET conversion, use as printed.

**CORPORAL RESERVOIR
(BASIC/ADVANCED, DUR-AN-KI
ORIGINALLY)**

Caine's Chosen pg. 78

System: This power requires no MET conversion,
USE AS PRINTED.

**CRAFT WEIRDING STONE (BASIC,
KOLDUNIC ORIGINALLY)**

Caine's Chosen, pg. 78

System: Use as printed, with the following additions:
the caster may never store more Temporary
Willpower into the stone then s/he permanently
possesses.

**BINDING OF THE TONGUE
(ADVANCED, DUR-AN-KI
ORIGINALLY)**

Caine's Chosen, pg. 54

This ritual is used as a punishment on Black Hand
Agents as well as on Consultants, to assure the
secrets of the Black Hand are never told to outsiders.

System: The target must willingly submit themselves
into receiving this ritual or be placed into torpor.
Once either of those stipulations are met, the victim
will find themselves unable to speak about the Black
Hand in any manner to non-Black-Hand members.
Only the caster may end this ritual. Until the death of
the caster or the victim's release from the ritual, the
effects are permanent. This ritual costs 1 Permanent
Willpower to cast and takes one full night to perform.

**PRESERVE CORPSE (BASIC,
EASTERN NECROMANCY
ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion,
use as printed.

**BLACK WATER (BASIC, DUR-AN-
KI ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion,
use as printed.

**MOONLIGHT DANCERS
(INTERMEDIATE, DUR-AN-KI
ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 79

System: This power requires no MET conversion,
use as printed.

**SHADOWGATE (INTERMEDIATE,
EASTERN NECROMANCY
ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 79

System: This ritual costs a Willpower Trait, which
must be spent at the time of casting, otherwise, use as
printed.

**HAUNTING BREEZE (ADVANCED,
KOLDUNIC ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 79

System: This ritual causes all but the caster to bid
two additional Traits on all perception-related
challenges. In addition, any mortal who comes into
contact with it must make a Courage Challenge,
difficulty 5, or be forced to flee in terror. This Ritual
lasts 1 hour, otherwise, use as printed.

**SHADOWLAND
PASSAGE(ADVANCED, EASTERN
NECROMANCY ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 80

System: This ritual costs Two Willpower Traits,
which must be spent at the time of casting, otherwise,
use as printed.

**MASS GRAVE (ELDER, EASTERN
NECROMANCY ORIGINALLY)**

Dirty Secrets of the Black Hand, pg. 80

System: This ritual costs a Willpower Trait, which
must be spent at the time of casting, per individual,
otherwise, use as printed.

Suggested Paths of Enlightenment

Caine, Honorable Accord, Orion, Power and the Inner Voice, Beast (including Feral Heart)

Suggested Abilities

Brawl, Melee, Firearms, Survival, Tactics, Occult, Lore: Noddism

In addition, the Black Hand has access to a few other special abilities:

Art of Memory: All Black Hand Agents must learn the ability Art of Memory. Only they (those of the Black Hand) may possess it. No one else. For each level of Art of Memory the player possesses, he receives one bonus trait on all challenges related to attempts to gain information from his mind. Additionally, he may use Art of Memory as a retest in all challenges of this manner. This ability may not be canceled except by another Art of Memory. For more information on Art of Memory and why it is Black Hand specific, please consult Caine's Chosen. Note: Art of Memory is not a language. You cannot communicate in it. If one is looking to communicate in code, they should purchase the Cryptography ability. **PCs MUST be a member of the Black Hand to possess the ability Art of Memory.**

Black Hand Knowledge/Lore: Black Hand: Any non-Sabbat PC or NPC who has this ability (at any level) is required to have Sabbat Coordinator Approval. Any Sabbat PC (who is not Black Hand) who wishes to have this ability may do so with Storyteller permission up to Level 2. All Sabbat PCs who are not members of the Black Hand may only purchase this ability above Level 2 with **Sabbat Coordinator Approval**.

Lore: Tal'Mahe'Ra: Any PC or NPC who wishes to have this ability (at any level) **requires Sabbat Coordinator Approval** for each level desired.

Black Hand Sign Language: A specialized version of American Sign Language created by Father Allan, this form of communication is taught to many Hand members as a secret means of conversation. This ability is taken as one of a PC's language options with the Linguistics ability, and only may be purchased from someone who possesses the ability

already. This secret is not taught outside of the Black Hand and, thus, is **NOT allowed for non-Black-Hand PCs**. A PC must possess Art of Memory at Level 3 to learn this ability.

True Enochian: The True Tongue of the First and Second City. A long since dead language, the Black Hand has kept the language alive as the world's first and foremost Noddists. Though other vampires may speak Enochian, few have mastered it as the Black Hand has. It is rare in the modern nights to know a vampire who speaks True Enochian, though many claim they do. By and far, the largest organized group of Enochian Speakers lie in the Sabbat and, in particular, the Black Hand. Enochian is language that takes up a slot under the Linguistics ability. As True Enochian is extremely rare in the modern nights, any PC wishing to learn True Enochian must have **Sabbat Coordinator Approval**. This ability only covers the vampiric language of the First and Second cities, not Dee's Enochian (the Mage language). This ability does NOT cover the Mage the Ascension Ability; rather, the dead ten thousand year old vampire language for vampire PCs and NPCs.

Suggested Backgrounds

Black Hand Membership: This background works exactly as presented in the tabletop book, Guide to the Sabbat, page 93, as well as per the suggestion in Caine's Chosen, found on page 86. The first 2 levels of this background may be purchased by Black Hand PCs with Storyteller Approval. Level 3 requires your Storyteller to Notify the Sabbat Coordinator. Levels 4 and 5 require Approval from the Sabbat Coordinator.

Mentor (Favor owed is replaced with missions completed), **Ancestors** (From Kindred of the Ebony Kingdom, Chaplins only)

Suggested Merits and Flaws

Merits: Ambidextrous, Ability Aptitude, Jack of all Trades, Daredevil, Iron Will, Accepted Ally, Extremist Group, Alternate Identity, Loyalty

Flaws: Clan Enmity, Enemy, Hunted, Methuselah's Thirst, Permanent Fangs, Addicted to Kindred Vitae, Hatred, Beacon of the Unholy

Combination Disciplines

CIRCUMSPECT REVELATION (CELERITY 1, OBFUSCATE 3 OR CELERITY 1, VICISSITUDE 2)

Caine's Chosen pg 76
Rookie/Rafiq Level Rarity

System: No conversion necessary, Use as Printed.

XP Cost: 6

LESSONS IN THE STEEL (AUSPEX 1, FORTITUDE 3)

Caine's Chosen pg 76
Rookie/Rafiq Level Rarity

System: After successfully taking at least one point of damage, regardless of the type, the user may then engage his opponent in a static physical challenge against the target's Physical Traits, retested with occult. This is considered reflexive and does not require an action. If successful the user may then engage in static tests (difficulty of the Targets Mental Traits) until they lose to learn information about the attacker. The information gained is determined by the storyteller.

XP Cost: 8

MASQUE OF JUDAS (AUSPEX 4, OBFUSCATE 3)

Caine's Chosen pg 76
Rookie/Rafiq Level Rarity

System: The player spends one blood point and makes a social challenge against his target, retested with Performance. Should he win, the user then spends one to five social traits. The victim must then immediately make a willpower challenge against a difficulty of six. Should he fail he will then be forced to bid a number of additional traits equal to the social traits spent by the user. This penalty lasts a number of rounds equal to the number of social traits spent by the user. Additionally, if the user spent the full five socials on this power and succeeds, the target may take no actions for one full round as they are stunned by the thought and image of fighting their loved one. A victim of this power may spend a Willpower Trait to negate its effects for one round. Should he spend a Willpower trait for each round he is affected, the

rounds do not carry over and the effect ends. The image of the loved one only lasts a number of rounds equal to the number of social traits expended (up to 5) when first used. A victim of this power may only ever be affected by it once in a scene. The target must be within sight of the user

XP Cost: 10

SYMPATHETIC ENCRYPTOR (AUSPEX 4, ART OF MEMORY 2)

Caine's Chosen pg 76
Rookie/Rafiq Level Rarity

System: The user engages the target in a Mental Challenge, retested with Subterfuge. For each Mental Trait spent after success, one fact or piece of information is plucked from the target's mind and instantly converted to symbolic code via the Art of memory. Truly deep secrets may be recovered only with five Mental Traits spent, and even then, only one such secret can be discovered per use (though this is often more than enough). If plucking information from the mind of a supernatural creature, the character must spend a Willpower point for the effort. The storyteller determines what secrets he gains.

The only drawback to this power is that the user has no idea whether or not the information he has stolen is of any import whatsoever. Because of this, many of those who develop this power will likewise simultaneously develop their instinct for when to best use this power. The best come to recognize, on an almost subconscious level, when the most opportune moments to reach out will arise.

XP Cost: 10

SMOKY PACE (CELERITY 1, OBFUSCATE 1)

Rookie/Rafiq Level Rarity

Secrecy and stealth are crucial in the missions of the Tal'Mahe'Ra. As a sect that operates in the shadows; members of the cult have developed a unique ability to aid them in these endeavors. By moving swiftly and using the arts of concealment, a member of the Tal'Mahe'Ra can eliminate any sound from his movements for a time. The result of which is a combination discipline technique taught to almost all members of the Manus Nigrum as means to aid their stealth efforts.

System: Spend 1 blood and for the remainder of the scene or hour, the character makes no sound whatsoever when moving. This results in a free retest in all stealth challenges.

XP Cost: 5

Ritae

The Call is Issued

The Alpha of the Kamut chooses and assembles its members as dictated by a mission of the Black Hand. As each member of the chosen step forward for the Kamut the Alpha asks them to recite their oath. Each then slashes their palm with an anointed blade of the Black Hand in remembrance to their oath and are welcomed by the Alpha into the Kamut.

System: The effects of this ritae is that the Kamut gains one bonus trait on all challenges related to their assembled purpose.

Sacrament of Caine

The Black Hand's version of the Vaulderie is performed much the same way as the traditional Auctoritas Ritae. The major difference being is that it is only performed for members of the Chosen. Additionally many Black Hand priests like to quote the Abominations for their Sacraments.

System: The Sacrament of Caine functions the same as a normal Vaulderie. However, Characters should record these Black Hand Vinculum separately from their normal ones. This version of the Vaulderie creates a stronger bond between Hand members than a normal Vinculum. It is used specifically so that Black Hand agents may ignore any lesser non-BlackHand Vinculum when sent on missions against regular Sabbat.

The Eagle Watches

When a new Watch Commander is appointed to oversee a Watch, their Dominion will perform this ritae to make their rise to the role official in the eyes of the chosen. The Dominion gathers all to this watch and asks for the new Watch Commander to step forward and kneel. They will then recite an oath of mantra related to their Watch and swear before the whole of the Watch for the new Watch Commander to his duties to them. The Dominion then pulls their new Watch Commander up from their knees and welcomes them into their new role.

System: As long as the Watch Commander maintains their Role within their appointed Watch; they gain 1 Bonus Trait on all Social Challenges against members of their Watch.

Walk of Caine

This ritae is performed on the rare occasions that an assigned Black Hand's punishment is not immediate death. Used as a form of excommunication, the subject is given a year and a day to make suitable amends for the offense in question, and is slain if he is unable to do so. Often, the Seraphim will track the subject with a Bloodstone during this time as well. The subject's hand-- the same hand marked during The Branding--is severed, and will not grow back for the duration of a year and a day. This ritual is known and performed by Seraphim only. Those under this ritae have until their time is up to prove their loyalty and right to be Black Hand. Should they succeed, they are welcomed amongst them again. Should they fail, they are destroyed by the Seraphim.

System: There are no specific mechanics for this ritae. However, those under its effects are known to all Black Hand. They are expected to be considered not one of them or helped in any way as they try to make amends with the Chosen.

Tests of Faith

The Black Hands version of a Game of Instinct is used more for training purposes than anything else. Rather than using games as a cover to help train; the Tests of Faith are far more blunt about their purpose. Members of the Chosen use these Tests to practice and train their martial prowess, their knowledge of noddism, or any other specific skills they may require.

System: Any Traits or Abilities used and lost during a Test of Faith are regained at the end of the scene. This ritae may only be used for Training purposes.

Ritus of Ascension

This Ritae is known only by the Seraphim Themselves. This ancient blood rite is used when the Seraphim choose to elevate another to the rank of Dominion. Once chosen the new Dominion must travel on foot and make the pilgrimage to the Weeping Stone Alone. Once they arrive the council of Seraphim are waiting by the Stone. The recipient is expected to strip bare before the Seraphim and the Stone. On their knees they swear a personal oath to Zillah and her Seraphim. Dedicating their eternal

lives and souls to their service. The Seraphim then bathes the recipient in the blood of the Weeping Stone and is finally given a Zillah's Tear. During which the new Dominion experiences heightened visions and messages from the Weeping Stone. Once completed the Cainite rises as a Dominion of the Black Hand.

System: The only mechanics for this ritae is that once performed the Seraphim may always contact and interact with the Dominion regardless of any distance or status of the Dominion.

Irad's Grace

The Chosen's version of the Stealth Ritus is performed in a similar manner. Rather than cutting out their tongue however, the members of the chosen instead invoke the name of Irad and spill their own blood to honor him. Once invoked, the Black Hand agent may not speak, less the blessing of this ritae fades.

System: While under the effects of this ritae, the recipients gain a number of bonus traits to all Stealth challenges equal to the casting priest's morality rating. The effects of this Ritae end if a recipient speaks while under its use.

The Branding

Ritae are already an important part of Sabbat culture; every True Sabbat has undergone Creation Rites and theVaulderie, among others. The Black Hand makes use of Sabbat ritae, but always has its own set of secret ritae as well, both formal and informal. The formal rite of initiation into the Chosen of Caine is simple, but filled with symbolic meanings. Only one cadet is initiated at a time, so the full impact of the ritual may be felt by undergoing it alone (though other cadets may be initiated that same night, in separate rituals). The initiate has already passed the final tests (Storytellers, see Chapter Five for suggestions), and is ready now to swear her allegiance to Caine and his Chosen. She has spent the day in a stone tomb to symbolize surrendering her unlife and self-determination, lying naked 'save for a linen shroud. When the proper time comes, she is taken on a bier to a place of the ritual itself; a circle of stone is traditional, though the site may be either outdoors or deep underground. There, in the presence of at least three dominions, one of whom may be her sponsor, she answers the questions put to her about her willingness to sacrifice her unlife, blood and soul to Caine's purpose. Some of her blood is put into a

Vaulderie vessel, along with that of the other participants and witnesses, which is then ritually blessed. She is given a robe of black to wear, and is sometimes even given armor. Then, kneeling before the senior dominion with his sword pointed to her throat, she takes the oath, swearing by her own blood. He accepts her oath formally as well, dipping a finger into the cup and drawing a mystical sigil in blood on her forehead to seal her vow. The initiate offers her right hand, palm up, relying on willpower to steady her as a dominion skilled in blood sorcery uses a sharpened awl dipped in the contents of the cup to cut the crescent into her palm. The initiate is the first to drink from the Vaulderie cup. It is a potent draft indeed, for it activates the thaumaturgical ritual. The wound in her flesh burns itself painfully deep, then heals, leaving a perfectly shaped black crescent. The cup is shared among all participants, as witnesses to her oath. A Blood Feast follows, attended by as many of the Hand as can be there, to introduce themselves and meet their new sister in Caine's service.

System: This ritae creates the Crescent Moon Tattoo on all Black Hand members and is given to them when they first join. The Tattoo will always remain and may never be removed.

Zillah's Retribution

When a member of the chosen is killed its Watch (usually it's Chaplin, but not always) will call for Zillah's Retribution. The priest calls forth the name of the one who was killed by one not of the chosen. They then name their killer and call to Caine and Zillah to give them the strength to be their vengeance given form. Each member of the Chosen that wishes to partake in this call to vengeance steps forward. Each swears their dedication to pursue the killer of the one who slew the member of the chosen. Each spills their own blood after swearing their oath. There after those so marked by this ritae are forever hunted by the chosen

System: All those members of the Black Hand who participate in this ritae gain a number of bonus traits on all challenges to kill the target of this ritae equal to the casting priest's morality rating. This Ritae only concludes with the death of the target.

Enoch's Test

Conflict and mistrust are not common things among the chosen; however from time to time members have been known to take issue with one another. When one member of the Chosen's word is distrusted by

another this ritae is performed. Similar to the normal Sabbat's Truth Revealed ritae; its intent is of the same mind. A chosen whose word is doubted speaks their truth and spills their blood over their crescent moon tattoo. If the member of the chosen is speaking the truth the tattoo will absorb the blood. If the member of the chosen is lying, the blood will wash over the tattoo and fall off.

System: Similar to truth Revealed but no method may be used to fool this ritae. It will always reveal the truth.

The Four Ride Forth

Also known as the Mission Ritus, it was created by Black Hand Dominion named Ghost. This ritae is used by the chosen for any assigned mission given by their Dominion or Watch Commander. Reminding the Kamut assigned to the task of their vows to the Chosen, the priest instills his own zealotry and fervor into the Kamut. The members of the Kamut who benefit from this ritae gain a number of bonus traits on all challenges related to the assigned mission equal to the casting priests Path of Enlightenment rating.

System: While on the appointed mission and in their Kamut, the participants receive a number of bonus traits in all challenges dedicated to the mission elected from this ritae equal to the casting priest's morality rating. This Ritae ONLY functions while in a Kamut and on a direct Black Hand Mission. Using it nightly will not work and is an abuse of the ritae.

Known Members

DASTUR ANOSH

The First Seraph of the Black Hand, his return shocked the Chosen, as all had thought him long dead. Instead he returned once again to the sect he helped create. While the Black Hand of tonight varies wildly from the Lost Tribe he remembers, he still finds it to his liking. If he did not, he would simply change it as he saw fit. The First Seraph is an Enigmatic individual; he spends most of his time consulting the stars or simply off attending other matters. When he speaks, he is often cryptic. That is, of course, until he decides the sect needs to be motivated. As the old cults High Priest, he has a fervor few can match. Though rarely seen by many of the Chosen, when he is, all listen and obey the first

Seraph. It is he who forged the Black Hand and he who leads the Chosen tonight.

APPIUS CLAUDIUS CORVUS

Corvus was the Lasombra Seraph who helped forge the way for the Black Hand to become what it is tonight. Ever the master manipulator, the chosen felt his loss when he was declared dead by Elimelech. It seems he, like Dastur, has returned from the dead. The details of how or what truly happened are known only to a select few. Some view it all too convenient that Seraph Waynan perished in battle only to be replaced by another lost Seraph. Though if his code name reveals anything, it is that the master keeper manipulator has returned, and it was as if he never left. Tonight, Corvus resumes his place among the Seraphim. He advises the others, particularly Seraph Teresita whom he works closely with. Corvus was, and will always be, the "power behind the throne", so to speak. Though some whisper, there are times when the Seraph seems not himself, and he is quickly and quietly ushered away from all eyes. They say he seems mad at times and flies into a rage of sorrow on occasion, or he will forget who he is and where he is. None dare speak this aloud. Like Julius Caesar, if Corvus is truly afflicted with an ailment it is one of the deepest Secrets of the Black Hand.

JALAN-AAJAV

Known as the man who would have it all, it seemed for a time that Jalan-Aajav would lead the Black Hand and the Sword of Caine into the final battles of Gehenna. Such was not his fate however. The Seraphs of old returned and Jalan was pushed aside once again. Many assumed the old Mongol would be furious. All were shocked when he wasn't. Jalan-Aajav accepted his role and was rejoiced at the restored Black Hand. He had worked hard to keep the sect together after the great desertion, and with the return of the old Seraphs he saw his Chosen not only recover but grow in strength and power. Jalan was never one for politics, as an adamant follower of Feral Heart. Tonight Jalan-Aajav returns to his enjoyment of being the most legendary assassin in the world. He leads the Shakar and Removers of the Black Hand as his personal army. His command on the battlefield is almost never questioned, even by the other Seraphim. Jalan and Corvus make up the most

visible and contactable of the leadership of the Black Hand. Many prefer to deal with Corvus instead of dealing with the Khan who would kill them for annoying him.

TERESITA

Seraph Teresita was the face of the Black Hand. She was, by far, the most politically active among them and the easiest to get a hold of. Her training camp in Mexico is legendary and it is considered to be a great honor to have graduated from it. While she may have been the youngest of the Seraphim, in many ways it can be argued she is the most influential. The Nosferatu are masters of information, and Teresita is no exception to that rule. To the Chosen, she truly was their godmother; for the rest of the Sabbat, she is the political arm of the Black Hand.

Teresita, however, became a victim of the 4th Sabbat Civil War and was slain in a grand melee in Brazil.

PARVATI, THE LIONESS

The Cainite known as Parvati comes from the earliest days of the Black Hand. While she rode with Dastur Anosh and Corvus in those early nights, her role was never that of a combatant. Parvati gave the Black Hand much of its structure and philosophy. She is the mother of the Abominations, which are crucial to the structure of the Black Hand. Her wisdom and insight has guided many of the chosen over the course of their unlives, and still does to this night. With the return of Dastur Anosh, Parvati also returned from relative obscurity. Though she was never claimed to be dead when both Corvus and Anosh were thought dead, she simply faded into the forgotten halls of the White Mausoleum to study and meditate. Tonight Parvati can be found as the right hand of Dastur Anosh and always close to the side of Corvus as well. Though many have a hard time understanding her particular wisdom, without her the foundations of the Black Hand would never have existed.

With the death of Seraph Teresita, Parvati was elevated to the position of Seraphim of the Black Hand.

THE WEEPING MASTER

The one called the Weeping Master is a legend in the Black Hand for those who know where to look.

Ancient writings long since forgotten among the Black Hand speak of him as the sire of Dastur Anosh and founder of the Lost Tribe. What information there is, is hearsay at best. Much of the early tales of the Lost Tribe were oral ones and rarely written down. What is known is that the Weeping Master was the one time Prophet of the Lost Tribe and his childe Dastur Anosh was its High Priest. They say he was a mad seer and that many of the prophecies of the Lost Tribe originate from him. Whatever happened to him is also currently unknown. Many assume he has long since perished. Some even suspect that the Assamites had something to do with it, and they reason Dastur Anosh's hatred of Ur-Shulgi may be related.

SATI, THE DREAMWALKER

While the early legends of the Lost Tribe speak of the Weeping Master, they also speak of another of the founders, a young girl by the name of Sati. As the early Lost Tribe was mostly based around prophecy and protecting the weeping stone, many of its legendary first members were seers. While not much is known of the Weeping Master, only slightly more is known about Sati. Sati was the dream walker among the Lost Tribe, her role was to foretell the future and help others along their vision's they received from the Weeping Stone. Black Hand tradition says that she was around long enough to receive the code name Farseer, but that shortly after the death of Dastur Anosh (when she was already known only to take his company), she faded from history. She, like the Weeping Master, is unknown to the Black Hand as a whole. Few even know she ever existed in the first place, as the stories, ways, and legends of the Lost Tribe are more and more forgotten. Some rumors about Sati are that she is completely blind, the sister of Parvati, and that she was the childe of the mad Elimelech. Whatever the truth is, if Sati is still alive, she is likely doing that which she always has, dreamwalking.

JOE "BOOT" HILL

The Ductus of the Boot Hill Gang has become something of a legend in his own right among the Black Hand. Originally from Mexico, Joe's pack, the Boot Hill Gang, were legends in the early nights of the claimed "Wild West". The Boot Hill gang rode throughout Mexico killing any Camarilla or Werewolves they came across. Indeed, the pack

became quite notorious among the Lupines for the trouble and deaths they caused. Since then, the Boot Hill gang remained Nomadic, and Joe himself was promoted to Dominion. He oversees much of Central America and many of the random lone agents found within the Black Hand. Highly decorated, the “Boot” has the ear of the Seraphim Council, and when he speaks on matters of authority, it is known that his word carries weight.

VASUKRA, CAINE’S SAGE

Vasukra is the student of Dastur Anosh himself and the head of the Magi Masters. The Magi Masters are a council of the Black Hand’s best blood mages among them. While the council makes all decisions on inducting new members, who is to learn their arts, and how they are used, it is obvious that as the senior member of the Magi, Vasukra’s words carry much weight. It is said she is the childe of a legendary Assamite, one who does not walk among the Sabbat. Stories claim she was taken in by Dastur Anosh when he first created the Magi, as his duties leading the Black Hand could not afford him the personal time he needed to oversee the project. After learning the arts from Dastur, Vasukra never turned back. She can still be found tonight in the White Mausoleum teaching and overseeing the Magi of the Black Hand.

IBN-AL-NADEEM

Ibn-al Maliki is but one of the many who have held the most honored title of Ductus of the Kamut “Zillah’s Tears”. This Kamut has been around before they were called that, indeed even before the Black Hand was known as the Black Hand. The Zillah’s Tears pack are the Guardians of the Weeping Stone. They live in the mountain ranges of the sacred stone, and it is considered to be one of the highest honors to be counted among them. Many of the old traditions are kept among them, and many of them know the old tales and origins of the Lost Tribe. Though their members change over the years, these tales are passed down from member to member. Indeed it is said none of the original pack remains any longer, as the dangers of guarding the weeping stone often bring a high risk of death. Ibn-al Maliki has been part of the pack for the past century, and has led it as Ductus for nearly a decade since the old Ductus passed. The pack often greets those among the Hand that arrive at the stone on their pilgrimage, but rarely

do they remain with them, as their duties guarding the stone keep them ever occupied.

Media

Behind Enemy Lines

Black Hawk Down

the Jason Bourne film trilogy

Burn Notice

Hitman

the Tom Clancy books

Sources

Caine's Chosen

Guide to the Sabbat

Mexico City by Night

Stereotypes

Loyalists: "The Hand represents everything we stand against. But I'm not going to tell them they're wrong."

Moderates: "The Hand serves the sect faithfully and devoutly. So they have my respect."

Status Quo: "We are so blessed to have them among us, and they deserve our utmost respect for all they have done."

Ultra-Conservatives: "The Hand and us often have similar goals and structures, but, in many ways, they exist outside the normal Sabbat, and that does not line up with our goals."

Pander Movement: "The Hand? I heard from a vato once that they only care about those of the pure blood of Caine. Fuck that shit. We are all Children of Caine in this together."

The Orthodoxy: "Such devotion and faith to our Dark Father...lets us hope its not for waste."

Children of the Dracon: "Their fanaticism causes them to think of one mind and in one direction. So they always end up in the same place."

Occult Underground: "I have heard the Hand has many ancient Cainite secrets. Too bad they are a frat club that doesn't share with the rest of us."

Crimson Horde: "The Hand are great warriors, but never forget. They are also assassins"

Inquisition: "They hide things from us and the Consistory protects them. This is unsettling."



Storytelling

The Sabbat is truly made up of a diverse assortment of vampires. Rather than a united group of Kindred like the Camarilla; in truth the Sword of Caine is made up of a loose group of cainites from varying factions united solely by blood, and divided by a wide array of ideals and beliefs. But how does a storyteller use these Factions in their games? How do they prevent their players from simply uniting as fanatical vampires always working together to overcome some evil? Well it is in this section we hope to answer these questions.

In truth, the Sabbat can be a very difficult genre to run. It is truly a very deep and involved aspect of Vampire the Masquerade. It is very easy to assume the Sabbat is nothing more than a group of vampire monster bad guys who are this weird cult working to kill everyone that isn't them. In reality the sect is far more deep than that. The Sabbat aren't the bad guys anymore then the Camarilla is. Nor are they the good guys. Vampire the Masquerade is a game of grey areas and questions of morality and personal horror. Once this is understood, it is the foundation of understanding of the true depth of the Sabbat genre.

Now another common mistake is to focus on too much of one of the aspects of Sabbat genre. Which is violence and combat. It is also very easy to slip into the mentality when running a Sabbat game of a group of united vampires fighting to stop the end times. In truth this is supposed to be very far from the truth for the Sabbat. The key, as a storyteller, is to remember the difference between Sabbat propaganda and the truth. Like all other sects, the Sabbat is not immune to hypocrisy. This hypocrisy can be seen in the very principles of the sect. The Sabbat preaches freedom but also demands absolute loyalty to the sect. It is a Sect founded on contradictions and chaos.

The core of this comes from the Sabbat factions. Think of the sect more like a horde of vampires. Various war leaders from different tribes coming together from time to time to accomplish a goal. If you can grasp this you can grasp the Sabbat. This is reflected in the Sabbat Factions.

Each Sabbat Faction believes the sect should be something very different. If we were going to equate the Factions to real world terminology it would look something like this:

Moderates: Communism
Loyalists: Anarchists

Status Quo: Capitalism
Ultra-Conservatives: Fascism
Pander Movement: Civil Rights Movement
Occult Underground: Manson Family Cult
Order of St. Blaise: Illuminati
Children of the Dracon: Monarchy
Orthodoxy: Theocracy
Inquisition: The Inquisition
Black Hand: Navy Seals
Crimson Horde: Nomadic Barbarian lifestyle

Now throw all those groups together into a room and tell them to get along. See how that might go? If you do, then you will start to understand how the Sabbat works, or rather, doesn't, on many occasions. Rather, it is supposed to be rare that the sect gets along and works together. The sect more often fights itself than it does an external enemy.

Now that we understand the basics of how the Sabbat Factions interact, how do you get your players involved? Well, another aspect of this to understand is that the Sabbat factions are in many ways like large gangs. It should feel uncomfortable to not be in one. Cainites in Factions have a support structure to rely upon. A Sabbat vampire not in a faction should feel very alone. Faction members support one another, bleed with one another, and go to war with one another. Imagine if you lived in a part of a city controlled by two very violent and powerful gangs, and you weren't a part of either. There is safety and support in numbers. People join gangs for a reason, and it's the same for Sabbat Factions.

Maybe the Cainite is looking for a purpose. Maybe they are looking for a family. Regardless of the reason, the Factions provide a lot to a prospective Cainite. Now, in addition to this, the Factions provide the meat and potatoes of Sabbat politics. While the sect is a violent one, it's not the only thing it does. It also has its own political games just as cutthroat as any Camarilla game. It is key to remember each faction has a vision for what they truly believe the Sabbat should be. Let's look at some of the very basics of those beliefs.

Moderates believe the sect needs to avoid any extremes. While it recognizes the founding principle of freedom, they also understand the need to put freedom aside from time to time for the greater good of the sect. They believe the extremes of Loyalists and Ultra-Conservatives are poison to the sect and cause the sect to take two steps back for every three steps forward it takes.

Loyalists believe in the origins of the Sabbat. They believe in absolute freedom and preach that the Sabbat needs to return to its origins. They desire no hierarchy and place personal freedom above all else. They seek a night for the sect to return to the founding principles of the packs overcoming the oppression of the elders.

The Status Quo believes the true strength of the Sabbat comes from its diversity and ability to change with the times. They also believe it is their job to balance all of these factors and keep the sect moving forward. They welcome all factions and beliefs into the sect in an attempt to balance and gain favor with all Sabbat to keep the Sabbat alive and well. Many of the Faction believe that it should be devoting its resources to finding the Antediluvian's tombs and slaying them while they still slumber.

The Ultra-Conservatives believes the Sabbat is an army. There is no time for freedom with Gehenna so close. Instead they believe there needs to be absolute order and a chain of command. Only when the sect is forged into an efficient weapon of war can they hope to defeat the ancients.

The Pander Movement believe that the supremacy of the Lasombra and Tzimisce clans over the others is a fallacy. They desire true equality in the Sect regardless of blood. While the Tzimisce and Lasombra are the only two full clans to join the Sabbat, the Antitribu, bloodlines, and panders have fought just as hard and given just as much as the Fiends and Keepers. Thus they fight for an equal place at the table.

The Occult Underground believe only through academic study into the bizarre and the history of their race can they unlock the secrets to defeating the ancients. They are scholars and hunters who often think the Sabbat is a bit too barbaric. Many of them follow the ancient rites of the Mayan faith and have forged it into a dark art used with ruthless efficiency towards their enemies.

The Children of the Dracon believe in the ancient, courtly ways of Constantinople and Byzantium. They believe in questioning every choice made. They also believe in the rule of three. In that, no one Cainite should ever rule, and instead a council of three should, as three are less likely to make a mistake than one.

The Orthodoxy believe that the rites and paths of enlightenment are the most important aspects of the Sabbat. They believe in the right of the clergy to rule

and that the Church of Caine should be dominant over all. They are devout followers of the Dark Father and believe it is the Faith of the Sabbat that is of the utmost importance, and that it is what should lead the sect.

The Crimson Horde believes in the eternal war against the Camarilla and the freedom of nomadic movement and lifestyle. These Cainites wish to go from Crusade to Crusade to kill as many members of the Camarilla as they can to maintain their freedom and expand Sabbat territory, even if they themselves do not keep the territory they claim.

These are the main Factions and their beliefs in a nutshell. This shows the various contradictions and conflicts that can and do arise. It should be quite easy to see how the politics and conflicts can come from this. They infiltrate and extend their power over the Catholic Church. They are the Sabbat's only weapon in the world of influence and without them the sect would likely crumble. Many of its members are devout Catholics and their beliefs of what the Sabbat should be often reflect that faith.

So how does one introduce and promote the Sabbat Factions in their game? Well, usually the first step is simply to introduce them to your player base. Most often this comes in the form of NPCs. Make fully fleshed out NPCs for the factions you want to use in your game (you don't have to use them all if you don't want to). Start trying to recruit PCs by offering them power, support, and making them feel alone if they choose the path of no faction. Threats often don't go very far. So try to avoid that. Rather showcase what being part of a faction gets you. Make it enticing.

In the end, it's really up to you, the storyteller, to decide what is best for your game. The Sabbat Factions offer a great depth to your game play. It may seem a bit overwhelming but what needs to be remembered is everything in this packet is a tool for a storyteller to use, or not, at their whim. It's a resource to help them run a game with a bit more depth and options. However, in the end, the choice to use the Sabbat factions and the opportunities they provide falls squarely upon the Storytellers.

Frequently Asked Questions

Q. Why can my PC only belong to one Sabbat Faction?

A. As addressed above, it is the belief of Team Sabbat that a member of the Sabbat can only be a part of one Faction at a time. This is both to limit the mechanically overpowering benefits of being in more than one, as well as the understanding that (to gain the full support and benefits of a group of people) you truly must be a part of them and dedicated solely to them.

Q. So being in a Heretical Faction will get you killed?

A. If you get caught in the Sabbat? Yes, it mostly likely will. These Heretical Factions are still a large part of the Sabbat, but they aren't advertising openly. They are a part of the Sabbat genre and here for the people that want to use them and tell that story. Just understand the consequences of being one in the Sabbat and having that discovered (key phrase: being discovered...).

Q. How much Sabbat Lore does it take to gain info from this packet?

A. Sabbat Lore x1 will get you the names of the major Factions of the Sabbat. Sabbat Lore x2 will let you know the basic differences between each of the major Factions. Sabbat Lore x3 lets you know the names of the Sub-Sect Factions, as well as more in-depth details of the major Factions. Sabbat Lore x4 lets you know the names of the Heretical Factions, as well as major information on the Major Factions. Sabbat Lore x5 lets you know the ins and outs of the Major Factions, as well as the names of the Player-Made Factions.

Q. What's the difference between Major Factions, Sub-Sect Factions and Heretical Factions?

A. The major Factions of the Sabbat are the common Factions that the majority of the Sabbat tend to fall into. The Sub-Sect Factions are the smaller, more elite Factions that take a certain kind of Sabbat vampire to join them. Often, these vampires are devout zealots to these Factions and will follow them to Final Death. The Heretical Factions are the underground beliefs and motives within the Sabbat that are hunted and destroyed by the mainstream Sabbat. These are fringe groups of people, who hold their own set of beliefs (often in contradiction to the Sabbat itself).

Q. I want to join a Sub-Sect Faction. How do I do that?

A. Joining either the Black Hand or the Inquisition requires a very devoted Sabbat vampire. One is often selected by these groups for membership, rather than petitioning them to join. These two Factions are not your everyday, common Factions and have special requirements and methods to join them (noted in their sections/packets).

Q. Are these powers and benefits the only way for a PC in OWbN to get them?

A. Yes, these powers and their rarity are binding as per this packet and OWbN Bylaws.

Q. I have a Faction related question. Who do I ask?

A. For more information on how to contact Team Sabbat please visit: owbn.net for more information.

Q. How do the politics of the Sabbat Factions relate to implementing them into my game?

A. The Sabbat Factions form the core of the Sect. Each one believes that their way is truly the best way for the Sect (and often the only correct way for the sect). Much like the Clan dynamic of the Camarilla, this "Faction vs. Faction" dynamic is one that helps present and facilitate the political aspect of the Sabbat. As cities often have multiple Bishops, they will be of different Factions, more often than not. They will naturally try to support and compete to make it so that their view is the most often-executed one. This should create the true political dynamic of the Sabbat.

Q. Do I have to be part of a Sabbat Faction?

A. You aren't required to be part of a Sabbat Faction. Some Sabbat simply care about themselves more or some want nothing to do with the whole political mess. Some Sabbat even support a unified sect without Factions. However, these Sabbat are the minority. The Majority of the Sabbat is found within the Sabbat Factions. Even at their core, almost every Sabbat member has some sort of belief in what the Sabbat should be. This is often reflected in the Sabbat Factions that they join. We encourage players and Storytellers to join and participate in these Factions, though they are not forced to.

Q. Are these Factions new to OWbN?

A. No, these Factions have existed in OWbN and White Wolf since the creation of the Sabbat. However, they are now fully defined and fleshed out, compared to being vague and not fully supported in OWbN.

Q. How do I join or create a Player-Made Faction?

A. Players are encouraged to be creative and invent their own Factions. Indeed, they are also encouraged to get them supported and grow. However this falls to the games and players of OWbN to do such. (Though, we at Team Sabbat will happily help anyone who should seek our help, of course.) Additionally, to join any player-created Factions, one has to go out and find those players and interact with them, learn their ways and methods, and gain acceptance.

Q. Can I infiltrate another Faction?

A. You can certainly try? We encourage players to try and do whatever they like from an In Character perspective, but note if you get caught your character will likely die as a result. Regardless, all Infiltration of a Sabbat Faction should get Sabbat Coordinator approval to do so.

Q. How do the approvals apply to NPCs?

A. NPCs are largely tools of the STs. In almost all cases, NPCs (in regards to this packet) should be treated one level higher. Meaning, Locally Important NPCs don't require any sort of Approval, Regionally Known NPCs require Notification to the appropriate Sub-coord and Nationally-known NPCs require Sub-coordinator Approval. The exception to this is any NPC position listed in the Sabbat Status packet. For example, Inquisitor NPCs and PCs are all Sabbat Coordinator Approval. This is still required even by this packet.

Q. I'm of a different Faction than my packmate, can we be in the same Pack still?

A. Yes. Just because you belong to one Faction does not mean your whole pack must belong to the same one. Indeed, we encourage PCs to make alliances, work with, and support Factions other than their own. That is part of politics. If a Black Hand PC, for example, wants to say he also supports the beliefs of the Ultra-Conservatives, he can. The "being a member of one Faction" is to prevent OOC mechanic abuse, not your IC role-play.

Q. I don't want to use this packet or I don't meet the prerequisites to join a Faction, can I still claim to be a member of a Faction?

A. Yes, you simply do not gain the advantages or the disadvantages of the Faction until you become locally important. This packet does not stop PCs from claiming to be a member of a Faction or supporting their beliefs. It simply gives support to those who

want to support the genre and want more depth to their Factions.

Q. How does my PC join the Occult Underground?

A. A PC that wishes to join the Occult Underground must first seek out (In-Character) a member of the Faction and petition to join. This can be done by a chronicle NPC or PC who is already a member of the Occult Underground. From there the request is taken to the heads of the Occult Underground. If they approve of this initial step, they will then summon the PC to them in Mexico City to see if he/she meets their requirements to join. They will be looking for vampires of the mystical and occult mindset. For example, if your PC is a Salubri Antitribu whose main focus is combat and his concept has very little to do with the occult, he is likely to be denied. Out-of-Character, the player's ST must approve that the Occult Underground is the appropriate Sabbat Faction for the player's concept. From there, the Storyteller will contact the Sabbat Coordinator to help progress the story. Once decided, and initial Role-Play is concluded, the Sabbat Coordinator will either approve or deny the PC for membership in the Occult Underground. This only applies to the Ah Nakom however. Lore Masters and Relic Hunters are Storyteller Approval. *Only PCs with appropriate genre concepts to the Occult Underground will be selected to join. This is handled both In-Character and Out-of-Character.*

Q. Once part of the Occult Underground, can my PC join another Sabbat Faction?

A. A Sabbat Vampire may only be a member of one Sabbat Faction. As such, while you are a member of the Occult Underground, you may not be a part of another Faction. However, over time a vampire's beliefs may change. That can result in him/her leaving the Occult Underground for another Faction. *To leave the Occult Underground and join another of the Sabbat's Factions, the Storyteller and player must inform the Sabbat Coordinator of their actions to do so.* It should be noted, leaving a Faction for a different one almost never ends well, as the vampire's previous Faction almost always brands the vampire a traitor.

Q. So is Bacaban/Judicium Thaumaturgy a new paradigm of Blood Magic?

A. The Out of Character mechanics for Bacaban/Judicium Thaumaturgy make it a new paradigm of Blood Magic in OWbN. However, the actual Magic is based on the Blood Magic found in *Awakening:Diablerie Mexico*, which (until this packet) was unregulated in OWbN.

Q. Does the Inquisition just kill people who aren't on the list for Blood Magic now?

A. If it's Dark Thaumaturgy? Yes. Otherwise, expect to be put on trial for why you didn't follow procedure. Most trials end with the death of those suspected.

Q. How do I get on the Occult Underground's list for approved Blood Magic?

A. This is resolved through Role-Play actions IC. Out-of-Character, a list will be maintained, by the Sabbat Coordinator, of Sabbat PCs with Blood Magic. This is to represent the In-Character list of those approved by the Occult Underground. All one has to do In-Character is to find a member of the Occult Underground and explain how he/she got the Blood Magic he/she has and get the Underground to put him/her on the list.

Q. So, I want to play a rogue who teaches Bacaban outside of the In-Character approval. How do I do that?

A. In order to facilitate the horror of being a rogue on the run (and the danger that comes with it), any PC who possesses 3 Advanced Paths of Bacaban may teach what they know to others. In addition, the person-to-be-taught must have the normal prerequisites to learn Bacaban. However, *this still requires Sabbat Coordinator Approval and does not circumvent it.* This does provide an exception to the Bylaws in relation to learning disciplines and the requirement of it having to be taught by someone who possesses it "In-Clan." The danger of being a "Rogue" Blood Magic user in the Sabbat needs to be made rather evident; if caught by a Praetorian or a member of the Inquisition, your PC is likely to be placed on trial and executed for failure to properly register.

Q. My PC is a member of the Occult Underground, but I don't want to learn Bacaban. I want to learn X Blood Magic instead. How do I do that?

A. The Occult Underground is a vast web and array of Blood Magic in the Sabbat. Not all members practice Bacaban; it's simply the most common. However, this packet does not cover those Blood Magics or the methods to learn them. Each has their own methods of regulation and approval that should be consulted in the appropriate packets.

Q. My PC is Black Hand. Can I learn Blood Magic from the Occult Underground?

A. No. The Black Hand has its own method for learning Blood Magic.

Q. Why does the Sabbat suddenly get Thaumaturgy?

A. In White Wolf, Thaumaturgy may be taught by anyone who possesses it, regardless if it is In-Clan or not. Also, anyone may learn it from a book in White Wolf. In canon, a large number of Sabbat priests, at some point, seek out Thaumaturgy as a means to further their faith and to try to practice a Discipline that simulates Caine's legendary ability to create any Discipline. Now, in OWbN, a PC must have a Discipline In-Clan to be able to teach it. Since the Sabbat has no Clans with Thaumaturgy In-Clan, this makes the learning of Sabbat Thaumaturgy impossible. This packet presents a way for a Sabbat PC to go learn Sabbat-practiced Thaumaturgy, as presented in the sect's book.

Q. I thought Sabbat get Dark Thaumaturgy, not Sabbat Thaumaturgy?

A. Dark Thaumaturgy is a cancer that rots the sect and is stamped out wherever it is found. The Sect's clergy and the Sabbat Inquisition are spreading the teachings of Sabbat Thaumaturgy as a countermeasure against young Sabbat seeking out Dark Thaumaturgy. This, however, only somewhat kind of works. This provides the mystics of the sect a means to practice the art of Thaumaturgy without going to a Demon. However, the ease of learning Dark Thaumaturgy and its scope is still much greater. As such, the pull towards the Infernal is still there. For example, especially now that members of the Occult Underground get Thaumaturgy, a jealous

Ductus might now seek his own Thaumaturgy to keep up.

Q. How does this packet work in relation to NPCs with Sabbat Thaumaturgy?

A. Largely, NPCs are tools of the Storytellers, so Team Sabbat tends to fall on the side of the Storytellers. However, we would like Storytellers to use this packet as a guideline in making NPCs for their game and, at the very least, notify us with what they are doing. NPCs made with Bacaban may NOT teach PCs without *Sabbat Coordinator Approval*.

Q. Does the Merit “Additional Discipline: Bacaban” allow me to learn or teach Thaumaturgy easier?

A. PCs and NPCs may not take the Merit “Additional Discipline: Bacaban” as a way to get around this packet or any other. They must follow this packet, regardless of any Merits that may say they have the discipline In-Clan. This is covered in the OWbN bylaws.

Q. What exactly does “Code of Honor: Popol Vuh” contain?

A. This Merit represents a vampire's dedication to, and belief in, the Mayan Religion. It is up to each player and Storyteller to decide any restrictions in their personal take on the code and Popol Vuh. For more information on Popol Vuh, please consult the following:

http://en.wikipedia.org/wiki/Popol_Vuh

Q. So, for each Ritual and level of a Path I have, I have to have the Occult Underground Sub-Coordinator approve them?

A. No. This requirement only starts from the Rarity2 powers and up. Rarity 1 powers are purchased with Storyteller Permission only.

Q. So a PC can learn any Blood Magic from someone who has it out of clan?

A. Sorta, the way Sabbat genre is and the method by which Blood Magic is shared among the Sabbat does not allow to have the genre properly represented in OWbN as is. Due to Character bylaw 7.A. no PC may learn a Discipline from someone who possesses it Out of Clan. As such, this packet corrects that.

Sabbat Vampires may, in theory, learn Blood Magic from a vampire who possesses said Blood Magic out of clan. However, the Method and the Approval for such a thing falls to the Appropriate Coordinator. This simply allows a Coordinators hands to not be tied by this bylaw if he feels the reason, story, and genre are appropriate for a PC to learn said Blood Magic.

Q. Can Bloodlines like the Samedi or Blood Brothers join the Black Hand?

A. As a rule of thumb, no. According to *Caine's Chosen*, one's lineage is extremely important to be able to trace back to Caine. This explains why each of the Bloodlines are usually not allowed within the Hand. The Serpents of the Light and Salubri Antitribu are mentioned in *Caine's Chosen* as not having any members within the Black Hand. However, there are examples in canon of Serpents of the Light Black Hand agents such as Ezekiel, Lord of Montreal, who is a Serpent of the Light and a Black Hand agent, as well as several references to Salubri Antitribu in the Black Hand in several other sourcebooks. As such, Serpents of the Light, Salubri Antitribu, and any other bloodline in the Black Hand should be exceptionally rare and require *Sabbat Coordinator Approval* to join (Just Like all PCs to the Black Hand). Also it should be noted that OWbN pre-dates *Caine's Chosen*. As such, any Bloodline Black Hand PC who has joined the Black Hand before the printing of this book is considered grandfathered to this ruling.

Q. Can members of the Black Hand hold Sabbat positions like Bishop?

A. As printed, Black Hand agents can hold any Sabbat position except that of Templar/Paladin and may never join the ranks of the Inquisition. Again, in canon, Ezekiel, Lord of Montreal, is a Bishop as well as being Black Hand. However, to prevent the inevitable “super Archbishop Black Hand PC,” we generally disallow Black Hand PCs from holding any position above Ductus or Pack Priest within the Sabbat. Again, exceptions can be made, but all such exceptions to allow a Black Hand PC to hold a position in the Sabbat higher than Ductus requires *Sabbat Coordinator Approval*.

Q. Are the Black Hand's Vinculums stronger than the regular Sabbat ones?

A. The Black Hand possesses a specialized version of the Vaulderie as an Ignobliis Ritae. It ensures the bonds of loyalty to the Hand are stronger than those to the Sabbat. This allows Black Hand agents to carry out missions against other Sabbat, when ordered to, and not have to worry about their vinculums to other non-

Black-Hand Sabbat. This only works when the mission is in direct conflict with the vampire the agent has a vinculum too. For example, let's say "Agent Smith" is sent to assassinate "Bishop Bob" who has been abusing the Rītae. Agent Smith has Vaulderied several times with the Bishop over the years and has a rather high Vinculum Rating with Bishop Bob. However, since this is a direct order from his superior, for the purposes of this mission he may ignore his Vinculums to Bishop Bob. Another example: Agent Smith is sent to do reconnaissance on a Camarilla Domain. A packmate, Frank, decides to unknowingly get in the way. As this mission does not have anything to do with Frank, Agent Smith may not ignore his/her Vinculum to the packmate.

Q. Does the Black Hand work with vampires outside of the Sabbat?

A. Yes, the Black Hand is part of the Sabbat but cares about its mission more than anything else. The Black Hand hires Anarchs and will even work with members of the Camarilla (if it's beneficial for the sect). This doesn't mean to say they will not get in trouble in the Sabbat if caught doing it. It is just that the Black Hand cares about the Black Hand first and foremost; the Sabbat is a convenient tool. Those lucky enough to work with the Black Hand on a regular basis, but, for some reason or another, are unable to join may enjoy the status of Consultant within the Black Hand.

Q. Can my PC infiltrate the Black Hand?

A. No, as a tight knit group of elite militaristic religious zealots, no vampire may attempt to infiltrate the Black Hand without express *Approval from the Sabbat Coordinator*.

Q. Can my PC be part of the Tal'Mahe'Rā?

A. Of course not....they are all dead silly. They are however NPC only though.

Q. Can My PC make a pilgrimage to the Weeping Stone?

A. Your PC can make a Pilgrimage to the Weeping Stone. However, the stone is currently held deep within the territory of the Loyalist Assamites who are deadly to the Chosen of Caine. As such, the pilgrimage is generally considered not doable at this time and is a huge issue in the Black Hand. This does not stop your PC from trying, but it is extremely dangerous. Only the Black Hand is aware of the exact location of the Weeping Stone. All pilgrimages to the Weeping Stone are run through the Sabbat Coordinators Office.

Q. Can my PC drink Zillah's Tears?

A. Yes, if you make the journey... However all use or possession of Zillah's Tears requires *Sabbat Coordinator Approval*.

Q. What effect does Zillah's Tears have on a PC?

A. This is largely left to the Storyteller to decide. It is recommended that the vampire will gain visions, thoughts, and dreams from the perspective of a beautiful vampire woman. She/He will feel, see, and smell the slaying of the Second Generation by the Antediluvians. Not that it is likely ever to come up, but in addition to his Vinculums the vampire is now fully blood-bound to the blood flowing from the Weeping Stone. Any other effects to a PC are left to the Storyteller to decide. The effects vary from vampire to vampire.

Q. Can the Black Hand Sub-Coordinator approve things from this packet?

A. Everything listed as Sabbat Coordinator Approval can be delegated to the duties of the Black Hand Sub-Coordinator. The Sabbat Coordinator remains the final authority on all approvals, but he may allow the Black Hand Sub-Coordinator to approve things from this packet in his stead. This is, of course, in relation to anything labeled as "Sabbat Coordinator Approval" and not any other Coordinator office.

Q. How does regulation of new Black Hand PCs work?

A. All Black Hand PCs and NPCs require Sabbat Coordinator Approval to play.

Q. Can I make my own Sabbat Faction?

A. Yes you can! Feel free to be creative and make up your own factions for your games. The Sabbat varies from city to city. What has been presented here is not all that can be found among the entirety of the Sabbat. So by all means, get creative and make a Faction for your own local area. If you desire any instance with this, feel free to message Team Sabbat.

Q. How do contracts work in the Black Hand?

A. All Contracts given to the Black Hand require Seraphim Approval. *As such a game who wishes to fulfill a Contract must contact the Sabbat Coordinator's office to get a contract approved.*

Q. So when not on missions, what do Black Hand agents do?

A. Black Hand agents are still members of the Sabbat. While not always on a mission, members of the Black Hand do put the sub-sect first in their thoughts. However, when not specifically on missions or fulfilling contracts, members of the Black Hand act like normal members of the Sabbat.

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