

HERETICS OF THE BLOOD



OWBN GUIDE TO SABBAT HERESIES

INTRODUCTION

This Packet contains the 4 heretical factions of the Sabbat who used to exist in the OWBN Sabbat Faction packet. There have only been minor updates at this time, but the proposal of the New OWBN Sabbat faction packet, this document was required in order to not eliminate the existing Sabbat Heretical factions that were removed from that packet. A major update for this packet will be incoming in the coming months, this is simply a required step to keep what currently exists in OWBN as valid for use in the org until a proper update to the heretical factions can be done.

This packet contains the following Heretical Factions of the Sabbat:

Associates

Bahari

Tal'Mahe'Ra

Jocastians

~Matt A.

OWBN Sabbat Coordinator 2025



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Associates



“It’s not so much selling your soul, as it’s an investment plan. Let me tell you what your Demon master could do for you today.”

Much less a recognized faction and more of a semi-recognized problem, the Infernalists within the Sabbat tend to be extremely secretive and well hidden (or else, dead). You have to find one to know one and finding one isn’t easy when they spend their time hiding what they are from others. Seen as a solution by some, a curse by others, and a real problem by more, the Infernalists in the Sabbat are very real and very willing to help you with your problems. For power and for the glory of the Sword of Caine! Or so they told you.

In the past, when the Inquisition was weak and in disarray, there were three full and known packs roaming the North American countryside: the Devil’s Taken, the Horned Wanderers and the Marked by



Fire. They would enter a city where a pack or local bishop had put out a call for help and provide it, only to leave the city behind seemingly better off. That is, until the source of their help came calling; or the

Inquisition, to purify everything by fire. However, this did not last long. The Devil’s Taken were supposedly destroyed in the chaos of New York. The Horned Wanderers wandered too close to Mexico City. Marked by Fire was last heard of by the docks of Miami before a mysterious, large fire wiped out five piers and several shipping cranes. No one can confirm how many members were ever in any of the packs or if they all actually met Final Death.

These nights, Infernalists have learned there is more to them than demon-born powers. The Associates, as one group calls themselves (and only amongst themselves), are no fools; they understand, more than anything, the cainite condition. To the rest of the Sabbat, they often appear as mentors and advisors, lawyers of a sort, and only their most loyal clientele know anything about their relations with the demonic.

With the disappearance of the Tremere Antitribu, one group of Infernalists, the Associates, saw an opportunity to grow their numbers and their strengths. While the rest of the sect mourned the loss of the Tremere Antitribu, the Associates founded a business based on one fact: those that would have used the Tremere Antitribu for their occult knowledge now have few options available to them. Those that

feared the taint of Hell would know little of how to bargain one's soul (well, what's left of it, anyway). Those that knew nothing... Well, they would be even less knowledgeable to their methods.

The Associates now work as consultants, offering to solve problems for any person who can pay their prices. In reality, they use their clients' souls (Cainite and kine alike) to bargain with Hell, sparing the Associates existence while bolstering their abilities.

They just happen to fail to mention the true price to the clientele at large.

As the Associates are the largest organized group of Infernalists in the Sabbat, this part of the packet focuses exclusively on them. The Associates are also clearly defined as Thralls and use the established OWbN System for such. All other Infernalists (Including the Associates) must follow the Infernal and Dark Thaumaturgy packets already passed by OWbN. For more information on the Associates please see the book "Sins of the Blood" pages 105-107

The Associates are unique in the sense that the organization serves but a single demon, simply referred to as Corporate. He or she always appears to its followers in different ways, but regardless of manifestation the Associates are its cult. In exclusion to the higher ups, few know this dark truth, but the creature offers power to the Sabbat in exchange for the ultimate price.

Nickname

Infernalists

Symbols/Iconography

Infernalists tend not to wave any flags or show their colors, lest they mark themselves for death by Inquisition hands. The Associates, however, dress like your typical lawyers because, well, that's what they are.

Role Within the Sabbat

The Associates fill a real gap in terms of providing magical power and support within the sect. Unlike the dead Tremere Antitribu, the Kolduns, Abyssal Mystics and others, the Associates are willing to share. What they intentionally leave out, of course, is the cost. Most that sign on with an Infernalist or join a pack full of Infernalists either become one quickly or become fodder for the rest. Their goal is usually to provide magical support, but the price for that support is high, and often not discovered until it's too late.

Prerequisites to Join

The Associates are an NPC only group.

Infernalism, as a faction within the Sabbat, is not so much a hierarchal organization, and to become one is more an act of will rather than fulfilling prerequisites. Infernalists look for those willing to bargain what may be the cainite's last shred of salvation for their causes. The Associates, however, are a group of Infernal lawyers who are as organized as a normal massive law firm spread across the country. As such, the Associates are considered Thralls as they use the contracts they negotiate for other Sabbat as payment to demons for Dark Thaumaturgical power. Only those approached by the Associates themselves may be offered membership among them. Every major city in the United States has one of the offices owned by the Associates. The faction keeps an eye out for any Cainite in the Sabbat who might make a good lawyer and be interested in what they do.

On an OOC level, to join the Associates, a PC needs both Storyteller Approval and Infernalism Sub-coord Approval. Below you will find the prerequisites to be a Paralegal (aka Locally Important) in the Associates. This only covers the Associates of the Sabbat. For more information on Infernalism and the basics of becoming Infernal, please consult the OWbN Infernalism Packet. Those who seek to become other types of Infernalists must do so through the Demon Coordinators office.

Associate Advantage

As master lawyers, Associates gain access to Dark Thaumaturgy. These NPCs may have whatever Dark Thaumaturgy Paths/Rituals and Investments the Storyteller deem necessary for them.

Additionally, Associates may start to negotiate contracts for other infernalists and Corporate, and offering their services to others. As payments for doing so, they may request a rarity one path of Dark Thaumaturgy per contract negotiated per Infernal Contract.

As Paralegals they gain access to the Associates corporation's resources. The capabilities and details of what a Junior Partner has access to is decided upon by the Team Sabbath Infernalism Sub-coordinator.

Associate Disadvantage

Infernalists are the first half of the targets of the Inquisition (and almost always are a part of the second half). As such, becoming one of the Infernal is to be set against them and to know, even if the Inquisition is not aware, that one is the target for execution. There is no redemption from this way of life (as far as an Infernalist is aware of or concerned). Face it, when the Inquisition speaks of heresy, they mostly think of Infernalists.

If you are called upon to do a task by the higher ups and leaders of the Faction then you must work on each task using whatever resources you have available. If the task is successful you may be rewarded with corporate resources based on your participation and contribution to the success.

Paralegal

The lowest rank among the Associates are those among the Sabbath who have just joined this group of Infernalists. They are expected to work on contracts for more senior members of the Associates and continue their own education in the dark arts of Dark Thaumaturgy.

Prerequisites for Advancement to Junior Partner

Rising in the ranks of the Associates requires many contract negotiations to a Demonic master. Aside from time as a loyal and efficient lawyers of the damned, there is little else required to advance among the Associates. Advancement is gained through dedication and mastery of the Dark Arts. NPCs of Junior Partner rank, aka Regional Importance, requires the following:

- Storyteller Approval
- Have Negotiated at least five contracts. This must be negotiation 5 minimum pacts or an aggregate of Pact-Levels totaling 20 points.

Prerequisites of Advancement to Partner

Associates who seek to become Nationally Important are truly master Lawyers. The Dark Gods they negotiate power from will remember their name for eternity. Those of the Associates who wish to rise to this level are the cream of the crop of Cainite lawyers. Often, Nationally Important Associates are expected to recruit more members of the Sabbath to their faction and find cainite lawyers to bring into the fold. To become a Partner, aka Nationally Important, of the Infernalists requires the following:

- Storyteller Approval, Sabbath Coordinator Notification
- Negotiated at least ten contracts. This must be negotiation 10 minium pacts or an aggregate of Pact-Levels totaling 40 points.

Chief Executive Officer

The owner and manager of the entire Associates, the Chief Executive Office of the Associates is elected by the Partners. The elected Chief Executive officer decides the direction of the entire faction as well as the allocation of its resources.

The Chief Executive Officer 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 CEO of the Associates is a Sabbat Coordinator controlled NPC.

Suggested Paths of Enlightenment

Path of Revelations, Path of Screams, Power and the Inner Voice

Suggested Abilities

Demonology, Lore: Infernal, Occult, Lore: Demons, Torture, Law

Suggested Backgrounds

Cult, Infernal Rank, Occult Library, Influence: Occult, Influence: Church, Influence: Legal

Suggested Merits and Flaws

Merits: Beloved Disciple, Demonic Tutor, Unholy Aura, Unbound Diabolist (See OWbN Infernalism Packet for more information)

Flaws: Enemy, Hunted, Cruel Master (see the OWbN Infernalism Packet for further details)

Combination Disciplines

INFERNAL CONTRACT (DARK THAUMATURGY 5, DOMINATE 5)

Paralegal Level Rarity

All good lawyers must master the art of contract negotiation. The Associates are no exception to this. The first step any member of the faction must master is contract negotiation, as this is at the core of what all Associates do. As such, these infernalists have developed this discipline technique to form the very

core of their business. Using their skills of law and occult knowledge, an Associate can form a binding contract between all parties involved, once the terms are decided. These contracts are binding in the courts of earth and in hell. Written on a parchment of flesh and inked in blood, these contracts can never truly be destroyed.

System: Infernal Contract has two effects. The first enables the infernalist to negotiate between multiple parties. Once all parties agree upon the terms of the contract, it is signed in blood by all those involved. Once signed, this pact is formed between the party and Corporate. Doing these contracts, and gaining souls for Corporate, allows the character to gain currency for future approvals based on his rank within the faction. Additionally all parties involved in the forming of the contract are immediately aware if any party violates the terms of the contract.

**This is a character actually forming a pact with a demon. This is no hiding the fact, or not knowing, the character has just sold their soul for infernal power. Use of this combination power does not circumvent any level of R&U restrictions, it simply allows the character to act as a middle man for his demonic master.*

***Where the associate using this power has some bargaining leeway, a pact per the most recent Infernalism packet must still be formed, regardless of what is said in the meeting. Attempting to make poor deals could end Ravaging from Corporate.*

XP Cost: 8

QUID PRO QUO (DOMINATE 5, DARK THAUMATURGY 5)

Junior Partner Level Rarity

One of the most important aspects of any lawyer is getting paid for their services. Something given must be repaid. No longer content on simple contract negotiation, Junior Partners are expected to be compensated for any of their time in service to their job. Hell rewards the Associates well for their services. Each new contract and each new consolation is another soul in service to hell. This

combination discipline was taught to the Associates by the Demons of Hell themselves, as a reward for their accomplishments. A Christmas bonus, if you will.

System: Any time a Junior Partner's services are used (including "legal advice" or consultation), they may purchase a single infernal investment of the appropriate rarity. This aspect of the combination discipline is always considered active once purchased. The other aspect of this combination discipline allows them to extract payment from a target. When activated this combination discipline grants an additional free retest for all Dominate challenges against a target (not a single additional retest, a flat free additional retest for each dominate challenge). This "Quip Pro Quo" retest is the last retest that may be used in a challenge by the user (similar to might). To use this aspect of the Combination Discipline costs 1 willpower trait and lasts for a scene or an hour.

XP COST: 8

TECHNICALITY (PRESENCE 3, DOMINATE 3)

Partner Level Rarity

Lawyers live and die by the word of the law and technicality. Associates do not consider themselves Infernal in the most basic sense. They consider themselves far above such basic students of hell. They are the masters of law and finding loopholes. This confidence in their skills allows an Associate to defend themselves in any integrations of their true nature. As such, they view themselves as getting off via technicality when questioned in regards to their infernal nature.

System: The first benefit of this combination discipline makes it so the Associate appears as always telling the truth in Aura Perception Challenges. Meaning if questioned via Auspex two, their last statement is always revealed to be truthful, regardless of whether it actually was or not. Secondly, the Associate gains a number of Bonus Traits equal to their level of their Faction Membership Background in any challenge related to detecting or determining if they are Infernal in any

way. This power is always considered active once purchased.

XP Cost: 12

Known Members

NOTE: These members are not known by those outside of the faction (lest they no longer be known...or existing). They are, however, well-known amongst the Infernalists of the Sabbat.

ARNOLD FLESCHNER

A member of the Red Roses pack, Fleschner is both part legend and part leader of the Associates. Young, having been embrace in the early 1970s, Fleschner was never meant to survive the Embrace, nor does he accept the title of "leader" (or as much as the Sabbat Infernalists have one). However, it was Fleschner that was first to understand the practical nature of congress with Demons and first to give any sort of organization to the Infernalists within the sect. Those lucky enough to have acquired his "services" never question his abilities, lest they find themselves in situations most would call "worse than Final Death."

SANGRIS THE SERPENT

Little is known about Sangris other than one thing: he's supposed to be dead. Tried and executed publically by the Inquisition in Montreal, many see Sangris' continued unlife as a sign of his infernal nature. However, Sangris seems more interested in his own motives than the workings of other Infernalists. Perhaps something about Montreal and the remnants of his soul keep the Serpent occupied...

VALERIUS MAIOR

The famous red lister and notable legendary Dark Thaumaturge, Valerius Maior, has not been seen or heard from since the disappearance of his clan from the Sword of Caine. Rumor abounds that he was either destroyed with his clan or taken down by the Camarilla at last. However, no concrete proof has ever been found. Others whisper of a withered man named Maior who travels the world warning of the end times.

CASPAR DUNE

This infamous Lasombra spent many years within the Sabbat unknown for his deep infernal connections. A Master of Sabbat law and influence Caspar ascended into the leadership position of the Sabbat's Order of St. Blaise. When he was eventually caught by members of the sect he fled into the shadows.

None of have seen Caspar since those times, but many believe he continues to work as a lawyer for the Sabbat, brokering deals for Infernalism. Other rumors claim he has ascended to the CEO rank of the entire Associates for managing to gain control of a Sabbat Faction for a time.

Media

The Prophecy

The Ninth Gate

Devil's Advocate

Constantine

TV Show "Angel"

Sources

Sins of the Blood

Road of Sin

Path of Screams

Stereotypes

Loyalists: "Disgusting slaves who sell their soul for lies."

Moderates: "They poison our sect like a cancer. They must be stopped."

Status Quo: "We once allowed them to exist within our sect. Never again must we make such a mistake."

Ultra-Conservatives: "Destroy them when you find them and support the Inquisition on their holy mission to rid this cancer from our sect."

Pander Movement: "We are all for equality, but these guys go too far and would drag us all to hell if they could."

Orthodoxy: "The have infiltrated the highest orders of the Sabbat and must be burned out from the sect."

Children of the Dragon: "These fools think they can find answers in darkness. What a sad waste."

Occult Underground: "We exist in hopes of stopping foolish brothers and sisters who pursue them for power out of slavery."

Crimson Horde: "No better then the Camarilla, lawyers I mean."

Inquisition: "They must be burned to the last. It is our holy mission to see this through."

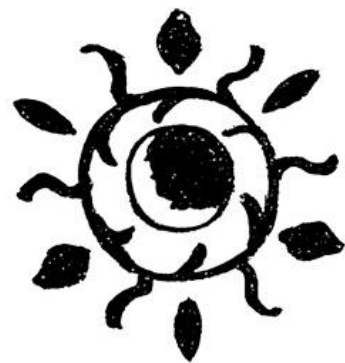
Black Hand: "They worm their way into the heart of the Sabbat and poison it within. I fear the Sabbat would be more effective if we could rid ourselves of them. Sadly it's not that easy."

CULT OF LILITH

“Come now, let me shelter you from the storm and tell you the truth they would seek to hide from you. They do so often neglect to mention the Dark Mother.”



Before Nod, before Carthage, alongside the Garden of Eden and the cities of Adam and Eve, there existed another Garden, which the Bahari called Dhainu. Of course, the Lilin were very different then. Legends say the offspring of Adam's first wife hardly looked human at all, but resembled any combination of celestial beings and the earthly creatures that surrounded them. Though the origination myth differs from cell to cell, the cult retains one singular



purpose: to spread the truth of the Dark Mother, and to offer salvation in the form of painful lessons, preaching life, death, and personal divinity to all those brave enough to seek them out.

The Children of Lilith conceive of themselves as more than just a faction. To the most highly evolved and respected of their kind, they are a distinct species altogether, marked souls whose original creation transcends their physical rebirth as a mortal or supernatural being. Each “cult” maintains its own unique characteristics, beliefs, and identity. There are Lilins in every city and lone practitioners in every town; some don't even know what they are or why they do as they do. Wherever there is suffering, there are Bahari.

From time uncounted, the line of Caine has ruled this earth. All of human history has seen the children of Seth plagued by their ancient cousins. Yet, before the rise of the Camarilla and Sabbat...before the Anarch Revolt...before the Long Night...before Rome and lost Carthage...before Enoch and the jyhada...and even before mighty Caine raised his fist to heaven, there was another.

Ahi Hay Lilitu.

Many are the names of the First Woman, against whom even Caine's mother is but a shadow. The Dark Lady created as Adam's equal, cast out by the arrogance of Her would-be husband. The Maid of Desolation who became the wife of God himself, to be cast aside by him as well. The Bride of Samael, wed a third time to great Lucifer, only to be abandoned yet again. Yet with each betrayal, the Queen of Gehenna stole a tiny but cherished portion of Her suitors' power. Through Her pain and sorrow, She learned.

Ahi Hay Lilitu.

When Caine found the garden She had raised as a reflection of forbidden Eden, the Mare of Night welcomed the broken son of her replacement. It was She who taught Caine the words of power that allowed him to survive in the lands east of Nod. It was only through Her teachings, Her attentions, Her love that Caine prospered in his exile. And he repaid Her kindness by abandoning Her and sending his children to slaughter Her own. Yet the Mother of Abominations saw through Her rage and Her anguish, and She learned. She sowed the seeds of a new garden.

When Pharisees and priests forsake the One Above and cry out to a new and wicked Prophet, I shall come unto ye in my Chariot of War, girt before the Lightbearer once again with my Sword of Wrath, and my cries shall be the tempest of Lust in all men.

The shells are broken, the demons free, the waters rise. Weep O' ye prophets of Jehovah! Ye shells shall be as the food of worms! A plague shall smite ye and blood shall be as tepid as water, and ye cities shall burn with the fires of pestilence, armies of another prophet shall stir across the seas of the east. Yea, I shall slay Jehovah with the coming of the Rising Tides, yea, Ba'hara the Third Garden of Abominations shall be birthed! Shine black the sun! Shine black the moon!

Ahi Hay Lilitu!

Nickname

Bahari

Symbols and Iconography

Modern Lilins have eschewed the cliché of cultists in formal flowing robes; most Lilins are young, and adopting archaic apparel is limiting to their current consciousness. Clothing and personal belongings are mere temporal reminders, a reflection of indulgences which the path rejects at its higher levels. Baharists typically showcase their personal experiences, survivalist natures, and fearlessness through symbolic tattoos, ritualistic scarring, and extreme body modifications, created through vicissitude or other

semi-permanent means. However, the Cults of Lilith are rooted in ancient traditions which predate the vampiric Sects by millennia, so the symbols they employ in these modern nights still resemble hieroglyphics and other ancient markings, though they draw upon no single cultural influence. Again, each group or cult (tribe or family are the preferred terms used today) maintains autonomy in their expressions, though some markings appear more universally understood than others.

Role Within the Sabbat

The Bahari exist as a counter point to the more mainstream Cainite scholars, the Noddists. While they both claim to serve the ideals of enlightenment, the quest for knowledge, and expansion of personal growth, the methods of the Bahari are held as (at best) needlessly cruel and bizarre, and (at worst) outright heretical. The Bahari themselves scoff at this notion, as there is knowledge in every cut, power in every burn, and the Dark Mother herself welcomes those that find a moment of clarity in their agony. To them, the crude mortal maxim "no pain, no gain" is one of the more insightful comments by the children of Adam.

The Sabbat Inquisition largely considers the Path of Lilith to be heresy, and more than a few Lilins have died as a result of their attentions. Rare is the devotee whom successfully defends his beliefs to his sectmates, and most of those who walk in Her footsteps do so in secret.

Prerequisites to Join

Those who seek to join the Cult of Lilith are first scouted by those who are already members. They find their potential candidate, someone who is beautiful, wealthy, powerful, or favored in some way. The member of the cult will then cause a cataclysmic event in that person's life leaving them stumbling around in pain. The prospect must wander in this state until Lilith grants her a vision (usually helped along by the Baharist). Pain is the initiation into the Bahari, only through it can their eyes be open to true enlightenment. The Pain need not be physical (but it can be); mental pain is often the best. Once the

prospect is viewed by the Baharist as ready they often induct them into the cult via various forms of pagan rites. While the initiation varies from Lilin to Lilin, they all end the same way. A neophyte to the cult of Lilith must drink the blood of a sacrificial victim; he then must swear his oath to Lilith. Once done, the neophyte has begun his path to the Dark Mother. Only Ba'ham and higher can induct new members into the cult. Besides this, to join the cult of Lilith requires the following:

- Storyteller Approval and Cult of Lilith Sub-coord Notification, as well as the following:
- Adopt either the Path of Lilith, Path of Flesh, or a variant, or take the Code of Honor: Path of Lilith

When all of the requirements above have been met, members of the Cult of Lilith start at the Neophyte rank.

Neophyte Advantage

On being inducted into the Cult of Lilith, an Initiate is introduced to other Bahari (whose real identities may be concealed). Through this network, the Initiate may gain access to the beginning secrets of the Bahari. They are taught its ancient language, and as such may purchase "Bahari" as a language. Further, as a sisterhood/brotherhood of vampires, the Bahari are expected to aid one another when called upon. Knowing that they live in fear of being found and killed, the Bahari often have a vast network of spies keeping an eye out for those hunting them. Once per game, a Baharist may use this spy network to see if anyone is actively hunting the Bahari in the city. What information is gained is decided upon by the storyteller, but it should be useful in remaining hidden.

Neophyte Disadvantage

As a member of the Cult of Lilith, the Cainite (or Kindred) may immediately become a person of interest to certain groups that seek out heretics such as the Sabbat Inquisition, or agents of the Justicars. For this reason, you must seek to keep your devotion secret, forever.

To the Sabbat, Members of the Cult of Lilith are heretics. If the Sabbat Inquisition finds out about your heresy, they will kill you, but that will not be the end. Your entire pack will likely be investigated and tried for failing to root out your heresy.

In the eyes of the Camarilla (and the Anarchs), Members of the Cult of Lilith engage in inhumane and reprehensible actions which are thought to endanger the Masquerade and offend the moral sensibilities of these "refined" societies. If you are discovered, you will almost certainly die as status and boons only cover so much.

In order to maintain the benefits of a member of the cult, the character is required to keep contact with other Bahari, either locally or by reaching out to cult members in other territories.

Prerequisites for Advancement to Ba'Ham

On ascending to this level, the member no longer considers themselves a childe of Caine, but now claims to be a child of Lilith. At this stage, the member may begin to show some initiative and start to gather his own converts to the path, gaining greater access to a larger network of cells. In order to show this growth, the character should have:

- Storyteller Approval
- Cult of Lilith Sub-Coordinator Approval
- Must be on the Path of Lilith or one of its derivatives

Ba'Ham Advantage

Now considered respected members to the Cult of Lilith, a member at this level likely runs a Cult of his or her own, and has access to a regional network of Bahari. Due to this, the Bahari may access knowledge and secrets which are considered by some to be at the height of depravity. The Ba'Ham may learn the Rites and rituals of their dark mother. Members of the Ba'ham may purchase the discipline Path of the Four Humors (see below). Finally the Ba'ham may now learn the language of Ba'Hara, as

they have permission to do so. The language of the Dark Mother, Ba'Hara is an ancient tongue practiced only by those of the cult of Lilith. It is a level one to five separate ability (much like True Enochian). To possess the Ba'Hara ability language requires Sabbat Coordinator approval; though it is understood Ba'ham and higher will be given approval.

Ba'Ham Disadvantage

Characters at this level are completely indoctrinated into the Cult of Lilith to the point that their Sect-affiliations are no longer of importance and become more or less a burden. It is not uncommon for members who achieve this level of membership in the Cult of Lilith to fake their death so that they may live their lives as one of the Autarkis, concentrating purely on their quest for knowledge and enlightenment.

Characters discovered at this point would have a very difficult time justifying or otherwise lying about their activities, and would likely be immediately killed for their beliefs.

Finally, in order to maintain contact with Bahari of the region, the character is required to spend at least one (non-successive) week of nights out of every month meeting with various Bahari throughout the region, participating in and conducting the dark rites of Lilith. Failure to do so results in the loss of Ba'Ham advantage for a period of time no less than two months for each week worth of meetings the character missed.

Prerequisites for Advancement to Hierophant

The Hierophants of the Cult of Lilith are its leaders. They are the high priests of the Dark Mother. Each leads a cult in their area and is famous around the country in which they reside. They are the most devout and fanatical members of the faction, and only through enlightenment and study can one hope to achieve such a level in the cult. To advance to the rank of Hierophant in the Cult of Lilith, PCs must meet the following requirements:

- Storyteller Approval and Sabbat Coordinator Approval
- Must be an adherent of the Path of Lilith at a rating of 4 (or higher)

Hierophant Advantage

A Cult of Lilith with the rank of Hierophant, the character is now considered a leader among the Cult of Lilith, and many of its members show her their devotion. As such, The PC likely leads cells of Lilins across several Metropolitan areas. Also, Hierophants may purchase the discipline of Natib Athirat (see below).

Hierophant Disadvantage

At this level, the character must forever leave the Sabbat; the Caine-centric nature of that sect is simply intolerable to the fanatical devotion of a Hierophant. There is no such thing as "hiding among them" or "destroying them from within" or whatever self-delusions one might use to try and justify remaining a member of the Sabbat at this point. The character simply must leave the sect.

For Camarillan members: As the character's activities at this point push the very edge of the Masquerade at best, they may not join or remain in the Camarilla (and wouldn't consider those deluded fools worthwhile anyway). It is common for those whom attain this rank to fake their deaths and live as Autarkis.

Finally, a Hierophant is required to spend at least one week each month among other Lilins outside her own city.

Apostles of Lilith

The Chosen leader of the various Cults of Lilith. These Vampires are viewed as the supreme voice of Lilith and most touched by the Dark Mother in the world. They are said to speak for the Dark Mother and are paragons of her teachings. Regardless of which Cult of Lilith a vampire is a part of, the Apostles of Lilith are respected beyond reproach. To speak with the Apostles of Lilith is to be considered

blessed by Lilith herself. It is even said the Apostles speak directly with Lilith, visit her garden, and know exactly where the Dark Mother is. Constantly taking her council.

The Apostles of Lilith 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 an Apostle of Lilith in the Cult of Lilith, a PC would first need to either force the one of the current position holders to vacate it or claim it when one of those seats is empty, or to be appointed by Lilith herself. There are no other pre requisites to gaining this position as it's based entirely off of Role-Play. As always this position is *Sabbat Coordinator Approval*.

Deimos: The Path of the Four Humors

In their quest to understand the Dark Mother and her Children, the Hierophants concluded that to gain such answers would require contact with the dead, as the Children of Lilith have long since passed from this world. During the Long Night, many members of an ancient bloodline called the Lamia joined the Cult. Both the Lamia and the Cult of Lilith practiced and spread the religion of the Dark Mother. The Lamia brought with them a strange power and taught it to the Hierophants of the cult. Tonight it is known as the Deimos, a tradition kept alive by the Cult of Lilith after the destruction of the Lamia.

The Hierophants kept the Lamia (a bloodline dedicated to Lilith) path of Mortis, know as the Path of the Four Humors, alive after the bloodline's extinction. In the Final Nights it has evolved into a separate discipline for the Cult of Lilith (much as it used to be a discipline, Deimos, in Vampire the Dark Ages). Mechanically, the Hierophant does not gain Mortis or Necromancy. They are simply allowed to purchase the Path of the Four Humors as a discipline (As such, it does not have rituals). As becoming a Ba'Ham requires Sabbat Coordinator Approval, as one of the benefits of reaching such a rank, a PC who gains the rank of Ba'Ham may purchase Path of the Four Humors. For the Mind's Eye Theatre rules on

Path of the Four Humors, please consult the Mind's Eye Theatre book, Faith and Fire.

Natib Athirat

This ancient discipline is more of a mastery of the rites and rituals of the Bahari that have been passed down for generations. Some would even argue that it is a very primitive form of Blood Magic, as indeed the rites of the Bahari appear to be magical in some sense. A character purchases Natib Athirat like any other discipline, however the discipline itself offers no powers. Rather, the levels of the discipline (basic, second basic, intermediate, second intermediate, and advanced) determine the level of the ritual the Baharist may have. Each ritual is purchased separately at the following costs: 2xp for first basics, 3xp for second basics, 4xp for first intermediates, 5xp for second intermediates, and 6xp for advanced. Finally, when a Baharist first buys each level of Natib Athirat, they receive one free ritual of the corresponding level.

Natib Athirat itself is a pagan art dedicated to the Dark Mother. It's effects are often not subtle and those who know what they are looking for can recognize it immediately (Lore: Bahari 3 or higher). Below you will find examples of some of the rituals available to Natib Athirat. While not all encompassing, these rituals are a good example of what the theme and mood of the art should be like. Players and storytellers are encouraged to craft their own rituals as they see fit. However, all Natib Athirat rituals are Sabbat Coordinator Approval.

Mark of Lilith (Basic)

As members of a secret order often hunted by or misunderstood by many others, the Hierophants devised a way for members of the cult to identify one another. With a mastery over the soul, life, and death, comes the ability to affect a person's spirit. In doing so the Hierophants crafted this Ritual to subtly change the Aura of a member of the Cult. Only those who truly are members of the Cult of Lilith can see this mark and recognize those who possess it (assuming they can read auras). It is a secret all Cult Members would take to the grave with them before ever sharing.

System: This ritual allows the caster to slightly alter the Aura of another by marking it. This mark may only be detected by members of the Cult of Lilith who successfully use the power of Aura Read on the recipient. This mark in their aura is permanent. Non Cult of Lilith members will not notice the mark at all in their aura.

Consecrate the Garden (Basic)

The Cult of Lilith teachings speak of cultivating both a physical and metamorphic garden. These “Gardens” are Temples to the religion of Lilith. The Hierophants use this ritual to consecrate a properly created temple to the Dark Mother. This is considered “Holy” ground to the members of the Cult of Lilith. “Gardens” may take many forms, from a literal Garden, to medieval torture chamber, to BDSM clubs. Gardens vary from Hierophant to Hierophant, though all are holy. Members of the cult experience waves of ecstasy and pain from these gardens in attempts to reach further enlightenment. Cult members will receive strange visions and insight while at them and sacrificing to the “alter” of Lilith. The Gardens are the central gathering points for all Cult of Lilith members in a city. This ritual calls forth the dead Ancestors of the Lilin to come and bless the Temple as a new Garden.

System: Once the Hierophant has constructed the proper place for a “Garden” he must perform a week long ritual. The Hierophant fasts for the whole week refusing to feed as he sacrifices and spills his blood upon the future garden. After this grueling week of prayer and sacrifice, the new “Garden” is created. Cult of Lilith members in a properly consecrated Garden gain the following benefits:

1. All Cult of Lilith Members are considered one trait up on all virtue tests while in the garden
2. All Cult of Lilith Members are considered to have one extra level of Willpower while in the Garden.
3. Cult of Lilith members that indulge in pain or pleasure while in the garden will receive visions from the Dark Mother (Storyteller runs these) and gains one free retest that may be used once in the next 24 hours on any challenge related to the visions received.

This ritual lasts one full year and requires the Hierophant to spend a permanent Willpower Trait at the time of casting. This ritae may be renewed each year upon the same spot, should a Hierophant wish it.

Rite of the Carrion Crow (Intermediate)

Members of the Cult of Lilith seek to commune with the Children of Lilith, many of whom are believed to have been destroyed ages ago. Through this ritae, the Cult of Lilith is able to uncover secrets lost to the world from the time before history was recorded. The Cult practices sacred Burial rites to those members who have passed, in hopes that future members of the Cult may call upon them to teach the history and lessons of the Cult.

System: This ritual has two effects. Firstly it may be used on a Cult of Lilith member who is still “alive”. When the member dies they will pass on, but their ability to aid the cult does not end. They may now be used for the rest of this ritual (this is largely a role-play mechanic). The Second part of the ritae allows you to summon back a member of the Cult who has undergone this ritual to help pass along wisdom, history, and insight into the cult itself. The user receives visions from a dead member of the cult. The result of which allows the caster to ask the deceased member of the cult one question in relation to the Cult of Lilith. For the remainder of the scene after using this ritae, the Cult of Lilith member may spend a number of Mental Traits (maximum of 5) to raise either his Occult Ability rating or Lore: Ba’hari by one for each mental trait spent. This bonus may go over the characters allowed generational maximum.

Touch Nirvana (Intermediate)

The Cult of Lilith teaches that through extreme forms of pain and pleasure, the Ba’harist comes closer to the Dark Mother and reaching true enlightenment. The Methods for inducing such forms of Pain and Pleasure are so diverse and so limitless it truly falls to the creative mind of the cult member to decide what works for them.

System: This ritual is cast upon those who come before the Hierophant to seek enlightenment through pain. As masters of the Dead (including their) bodies, they created this ritual to assist in that. While most members of the Cult engage in such activities

without this ritual on a regular basis (as their path requires such), it still is cast often by those in the cult who seek it. The Caster engages the target in a Social Challenge, retested with Torture (for pain) or Vamp (for pleasure). Success causes the recipient visions and feelings of ecstasy. It may even be cast upon the unwilling (though it is not a quick ritual, as you have to actively go through the actions to induce the result. Also this ritae in no way requires that the user engage in the activities, though one could force them through other means.). The visions and enlightenment gained are largely run by the storyteller. The Mechanical benefits are as follows:

1. For the rest of the Night the recipient feels no Pain. They will not suffer any Wound penalties for the remainder of the night.
2. The recipient is considered one trait up on all Conviction challenges for the remainder of the evening.
3. The recipient will replenish 1 willpower trait. If they already have full willpower, then they do not gain this benefit.

Become One with the Dark Mother (Advanced)

As the Hierophant masters the final levels of ritae, they can gain the ability to pull even further across in to the lands of shadow to touch their gods. The Hierophant opens his mind and soul to the Lilin and the Dark Mother herself, praying to receive their dark blessing and praise. The Hierophant must make the proper sacrifice to the Dark Mother. Only the blood and life of a human who wasted his life with no hope of redemption may be used to create the link necessary to hear the voices of the Lilin. Even then, such things born of darkness are not meant for those that still exist on the other side. Each use causes the Hierophant to lose his mind a little bit more as a price, and seek to join those he worships each time.

System: The Player spends five (5) Blood Traits and must succeed in a Willpower challenge, difficulty 11. If successful, the character immediately gets five (5) Bonus traits to spread amongst his Physical or Mental traits, however he sees fit. In addition, the Character receives a free retest on Discipline-related challenges (for Disciplines they are using, not defending against). Finally, the vampire suffers no penalties

from being awake during the day, other than taking damage from sunlight. This ritual lasts a night and, upon each successful use, the character gains a permanent derangement (decided upon by the Storyteller).

Suggested Paths of Enlightenment

Lilith (and all variations thereof)

Suggested Abilities

Investigation, Lore: Bahari, Lore: Kindred, Mediation, Occult, Theology, Torture, Vamp

Suggested Backgrounds

Cult, Herd, Occult Library, Retainers

Suggested Merits and Flaws

Merits: Code of Honor (Path of Lilith), Eat Food, Concentration, Unshockable, Innocent

Flaws: Prey Exclusion (Women), Addiction (Pain), Flesh Eater, Hunted, Grip of the Damned, Jaded

Combination Disciplines

TALONS OF SUFFERING (PRESENCE 2, VICISSITUDE 3)

Hierophant Level Rarity

The true masters of the servants of Lilith have mastered this dark art gifted to them by the Dark Mother. Calling upon their mastery of their flesh and body, a Hierophant can force their very bones to extend from their fingers into vicious barbed talons. However, despite their appearance, these talons offer no physical bonus to hurting their opponents. Rather these talons attack the spiritual. A victim of the receiving end of this discipline technique can feel their very will leaving them. Some rumors even speak of those fully drained of their will becoming

slaves to the Dark Mother. However these rumors have yet to be truly proven.

System: The character spends one blood trait and grows terrible bone claws. These claws inflict no special damage or grant any kind of bonuses to the character. Rather, with a successful strike their victims lose one temporary willpower trait. These claws last a scene or an hour.

XP Cost: 9

SONG OF ENNUI (PRESENCE 5, AUSPEX 2)

Ba'ham Level Rarity

Trusted members of the Cult of Lilith are taught this Combination Discipline that they claim was gifted to them directly from the Dark Mother themselves. By forcing their mastery of presence and extending their own feelings of dread, a member of the Cult of Lilith can literally fill a room with unease, and like the center of a storm, create a sense of safety by their side. Only those of the strongest will have any hope of resisting this compelling manipulations of their own doubts and fears.

System: The character creates an aura of dread and fear that surrounds and extends from them. Any who are able to sense the presence of the character are affected by this power. This sense of dread and fear does not seem to emanate from the character themselves, and it fills an entire room. All those effected instinctively know that safety resides with the character using this power. This power costs one willpower to activate and lasts a scene or an hour. Non supernatural creatures may not resist this power's effects, while those who are supernatural may attempt to overcome this effect by engaging in a Willpower challenge at a difficulty of seven. While this power is largely for role-playing purposes, those who do not seek the aid and shelter of the character using this power (or did not defeat the willpower challenge) must bid three additional traits on all challenges while this power is in effect. Only by defeating the willpower challenge or seeking the shelter of the character can anyone overcome this effect.

XP Cost: 12

SENSE THE SORROW (AUSPEX 4, PRESENCE 3)

Neophyte Level Rarity

In order to bring others into the Lilin's Garden, a member of the Cult of Lilith first needs to learn how to sense the fears, doubts, and worries of others. Only by learning these weaknesses can a member of the cult use them as a tool to strengthen others, the cult, and in turn the Dark Mother herself. Using the mastery of emotions and extending their own senses, a member of the Cult of Lilith with this art learns how to observe these flaws in others.

System: This power allows a vampire to scan a room and sense the doubts, fears, and worries of those around her. This power costs one willpower to activate and lasts a scene or an hour. When initially used, the character gets a vague sense of any fears, doubts, or worries that all the characters in a room may have, as well as their intensity. The player should ask the storyteller once they activate this power for this information. If the character wishes to hone in on one person they may do so for more specific information. The character engages in a static mental challenge at a difficulty of the targets mental traits, this is retested with Empathy. If successful the character gains specific information about the targets greatest doubt, fear or worry. They may only gain one of these per challenge and it is recommended that this information come directly from the storyteller as this powers intent is subtle.

XP Cost: 10

Known Members

HUKROS

The ancient Gangrel named Hukros is the head of the Cult of Lilith's Hierophants in the Modern Nights. Hukros is credited with codifying the modern Path of Lilith, and bringing with him many ancient lost secrets from the first Hierophants of Africa. With many of the more ancient members of the cult still in torpor awaiting Gehenna or destroyed, Hukros is the recognized leader of the Cult of Lilith tonight.

HELENA

Perhaps the most well-known, rumored Baharist is the Toreador Methuselah, Helen of Troy. But only the highest ranked and most secretive of the sect truly know for certain what her relationship to the Bahari may be, and why she would choose to involve herself at all.

LUCIAN

This ancient creature is rumored to stalk the wilds of Africa. Those who claim to have met him say to look upon his beauty causes you to lose all sense of time, or that they instantly fall in love. Who or what Lucian is, any vampire may guess. Should he even exist at all. What is known is that in the ancient stories of the Bahari, it speaks of a creature named Lucian who served the Dark Mother.

Hippolyta

Many legends surround the name Hippolyta. Some say she is an ancient queen of the Amazons. Others say she was a rogue member of a now long dead bloodline dedicated to Lilith. Still others claim she is the Lamia reborn and is the High Priestess of all Cult of Lilith. Whatever the truth regarding the vampire named Hippolyta is; it is her legends that are important to the Bahari. In many ways she mirrors the stories of Lilith herself. Many claim to have met the enigmatic woman, and it is something of a bragging right in the cults to tell tales of having met her. Who and what Hippolyta is may remain a mystery to all; save the few who might actually meet her one night.

Media

Queen of the Damned (Novel)
Supernatural (Season 4)
True Blood (Season 5)
Cabal (Novel)
Messiah of Monsters (Novel)
V/H/S (Movie)
Fever Ray (Band)

Sources

Road of Sin
Revelations of the Dark Mother (for Bahari symbolism)
Chaining the Beast
Guide to the Sabbat
Sins of the Blood
Gehenna (Fair is Foul Chapter)



Stereotypes

Loyalists: “Yea, no thanks. I grew out of my Feminist phase in college.”

Moderates: “Oh yes. Lilith tortured and raped Caine for years. He had no reason to be pissed. Idiots.”

Status Quo: “We are the brothers and sisters of Caine, not the nieces and nephews of Caine’s creepy stepmom.”

Ultra-Conservatives: “Deluded fools; kill them when you find them.”

Pander Movement: “Didn’t Rome collapse due to decadence?”

Orthodoxy: “Blasphemers of the worst kind. Our Dark Father will have no mercy upon them when he returns.”

Children of the Dragon: “Only when you understand that you will never understand, will you truly be ready for enlightenment.”

Occult Underground: “I have heard rumor that they practice one of the most ancient forms of blood magic. I would be interested in torturing my way into the truth.”

Crimson Horde: “We remember the old nights when the Bahari walked among us. We will follow sect law though..”

Inquisition: “We led a holy crusade, years ago, to purge our sect of these heretics. But like any weed, they return every spring. The good gardener does not let his duty lapse.”

Black Hand: “On this, we agree with the Inquisition’s stance. Burn them all.”

Tal' Mahe' Ra

"You may smile back at Death, but we are its true master"



This section is to be updated later, please see the OWBN Passed plot "Future of the Tal'MaheRa. This document does not supercede that passed proposal and the Tal'Mahe'Ra now go by Ra-Asekh-Nu

To outsiders, the Tal'Mahe'Ra is a bizarre, paranoid conspiracy of a Sect that spends little time in contact with the other factions of Kindred society. Very little is known about the "True Black Hand", and some Kindred consider stories of its existence apocryphal. It is said that its stronghold once lay in the Underworld, the realm of the dead occupied by ghosts of things long lost to the modern world; that they claimed the ancient ghost city of Enoch as theirs.

Its mission seems to be one of shepherding and protecting the world toward an end only it understands. Their vision is similar to the First City as described in the Book of Nod. Their faith drives them to serve the Dark Father by leading the return of his loyal and closest servants. The Antediluvians.



The Tal'Mahe'Ra has existed as long as there have been vampires in the world. It claims to be the oldest sect of vampires on the planet. Born in a death cult, the Tal'Mahe'Ra is the other side of the coin to the Lost Tribe. Dynamic opposites, the Tal'Mahe'Ra and the Lost Tribe have sought to destroy one another for millennia. This all changed during the events called the Week of Nightmares.

Shortly before the Week of Nightmares, Enoch was annihilated, as were the vast majority of the leadership. The Aralu provided no foreknowledge of the attack, nor any assistance at its commencement, and grew silent afterwards. Even more damaging to the sect was the Week of Nightmares. When the Ravnos Antediluvian rose and began to wage battle against the kuei-jin, members of the sect rushed to India to assist it. To their unbelief, the ancient did not acknowledge them in any way; the cult simply didn't matter to its masters. Coupled with the Aralu's silence, this led to many members of the sect losing faith, and the organization fracturing into small Gehenna cults.

After the fall of Enoch and the collapse of a unified order, the Tal'Mahe'Ra broke among many lines. These fingers of the hand, so to speak, are many. Each claimed the inheritance of the legacy of the sect. Though only two major factions remained relevant and vied for control of what remained of the sect. Each claimed a new Del'Roh, and claimed to be the only true Tal'Mahe'Ra. The truth however is less wondrous. The sect that was once known as the

Tal'Mahe'Ra was no more. All that remained was the shadow of what once was. While the two factions of the former sect vied for control and claimed to be its new leaders, without its original leaders and its city in the lands of the dead, nothing remained to unite the factions. The Tal'Mahe'Ra was a broken shadow of its former self, and seemed unlikely to ever pull itself back to its once former glory before Gehenna truly arrived. It appears that their ancient enemy, the Lost Tribe, has won.

One such Gehenna cult has emerged in the Final Nights. Consisting of some of the remaining former leadership of the Tal'Mahe'Ra, this new cult has emerged onto the world of the kindred. Calling themselves Erset La Tari among only true members of the cult, they act in secrecy as they once did, towards their goals. Erset La Tari, or Land of No Return, is a cult dedicated to the Eastern philosophies of the Tal'Mahe'Ra, and more importantly they seek revenge against the Sabbat's Black Hand in an act of redemption to their believed Antediluvian masters.

The surviving Lich, Roderigo al-Dakhil offered shelter to those of the Tal'Mahe'Ra that would need it after the collapse of the sect. Just as many of the sect's surviving members went their separate ways, many also went to Roderigo. In time he had gathered a small following of former members of the Tal'Mahe'Ra. Taking from the Rubrics of the sect he still had, Roderigo named their new cult after a passage in the Tal'Mahe'Ra's sacred script. Soon his cult of vampires, revenants, and mortals grew to nearly a hundred strong. Hiding in their mountain fortress in Spain that had been long abandoned by the Tal'Mahe'Ra, Roderigo sheltered the budding cult and shaped it to his will.

Slowly, over time, the cult of Erset La Tari grew. Refugees of the now dead sect came under Roderigo's banner, though they were small in number. A few of the sect's former members of note came to Roderigo. Indeed, the most shocking of which was Si'Dejha a former Seraphim who brought her own cult of Lilith with her seeking to join with Roderigo. Before he knew it, the former Lich had a following of note beneath his banner and a new order was being born from the ashes of the dead sect. As the new group began to be formed the refugees

turned to Roderigo for direction and purpose. The elder Nagaraja turned to what fragments of lore he still retained from the Tal'Mahe'Ra for inspiration. He named the group after a particular fragment describing a difficult future ahead for the children of Caine and used its inspiration to give direction to his new cult.

After the 4th Sabbat Civil War, the influence and the power of Erset La Tari only continued to rise. Tonight they claim the lost title of the Tal'Mahe'Ra, claiming to have reforged the hand once more. Its membership grows and slowly but surely, the broken cult, under new direction and leadership, is once more becoming the legacy it claims. Again infiltrating all walks of Vampire life (save for the Lost Tribe, whom have been declared a lost cause to try to infiltrate any longer), and restoring their lost strength, the Tal'Mahe'Ra has returned to serve their Antideluvian masters and the dark father, ready to oppose the Lost Tribe once more.

While the Tal'Mahe'Ra was seeming to return from the dead and rebuild, yet another disaster struck the cult. Serpahim Marge Khan gained complete control of the Tal'Mahe'Ra. As a result the Seraph warped and changed the cult into her own views and desires. As such, the Tal'Mahe'Ra has become a den of Infernalism and other blasphemies to bring about the end of the world through true Entropy and death.

Note: The Tal'Mahe'Ra is one of the most secretive orders in the entire world of Darkness. They are not commonly even known about. At best they exist in rumor and myth. True knowledge of the Tal'Mahe'Ra is regulated by the Sabbat Coordinator. If you think you know about them In Character....you probably don't.

Nickname

True Black Hand, Manus Nigrum, Erset La Tari

Symbols and Iconography

The Symbol for the Tal'Mahe'Ra is also a crescent moon, same as the Black Hand. Where the Black Hand's crescent Moon is waning, the Crescent Moon of the Tal'Mahe'Ra is a waxing crescent moon.

Noddist symbols and other old occult symbols that are only known to the sect are also common to mark members of the faction.

Role Within the Sabbat

As a cult dedicated to serving Caine and the Antediluvians upon their return during Gehenna, the Tal'Mahe'Ra has a special relationship with the Sabbat. The cult infiltrated the Sabbat for a long time, in hopes of directing it to their own ends and keeping them as chaotic as possible. By reinforcing the Sabbat's chaotic nature and tendency to fight itself more often than anyone else, the Tal'Mahe'Ra ensures the sect will never be able to accomplish its intended goal of slaying the Antediluvians.

While the sect is most involved with the Sabbat, it is not exclusive to it. It seeks to recruit vampires from every sect in hopes of spreading its influence and agenda from the shadows across the world.

The Tal'Mahe'Ra always works in the shadows, manipulating the Jyhad from behind the scenes. They are masters of the arts of espionage and assassination. It is for this reason their greatest enemy is the Lost Tribe, also known as the False Black Hand of the Sabbat.

These two groups are dynamically opposed. Each seeks to serve father Caine in what they believe is his will. The Lost Tribe serve Caine by being his hand of vengeance against the Antediluvians. The Tal'Mahe'Ra, on the other hand, seeks to serve Caine by serving his right hand, the Antediluvians. The truth of whom is right and who is wrong is perhaps only known to Caine himself.

Since the Tal'Mahe'Ra spends most of its time, resources, and energy in the Sabbat, it is fairly clear the danger that exists should the sect learn of its existence. Since the sect seeks to undermine and manipulate the Sabbat to its own end of serving the ancients, rather than slaying them, it comes to little surprise how quickly a discovered member of the Sect would be killed by the Sabbat. The secrets of the Tal'Mahe'Ra must be kept at all costs and

members are expected to kill themselves before letting those secrets ever be revealed to outsiders. Only a few outside of the Tal'Mahe'Ra even know of the sect's existence. Unluckily for them, the majority of those vampires belong to the Lost Tribe, who seek to continue their millennia-long war against the cult

In these Final Nights, the Tal'Mahe'Ra seek to shroud the world in Entropy. To burn is to the ground with whatever tools are at their disposal. Their propaganda claims the world must break for it to be reborn anew.

Roles in the Tal'Mahe'Ra

Rabishu: The Shakari are the Assassins and Hunters of the Tal'Mahe'Ra. This never changed with the fall of the sect. The sect still claims to have Shakari, and each is just as specially trained and as deadly as the next. They follow a very similar role to their counterpart in the Black Hand.

Alal: The Alal are the Tal'Mahe'Ra's equivalent to the Black Hand's Removers.

Kashshaptu: The Tal'Mahe'Ra has its own Magi order and is a sect full of mystical and occult might. Those who are blessed with the arts of Blood magic find themselves among their ranks.

Lalartu: These are the Manus Nigrum's equivalent of Watch Commanders.

Gelal: This role is for those seeking to recruit more members into the Tal'Mahe'Ra. They seek vampires, regardless of sect, who might share interests with the Sect, and they offer them membership and a chance to join them. In many ways, they are similar to the Black Hand's Emissaries, but, unlike them, work in the shadows.

Zagmi: The Tal'Mahe'Ra also must have an order to tend to their spiritual and religious needs. It falls to the Zagmi to oversee these needs for the sect, in many ways serving in a similar role to the Black Hand's own Chaplains.

Rawis: The Rawis were, and are, the lore keepers of the Tal'Mahe'Ra. Their job was to study and protect the Guarded Rubrics (a collection of tomes that were older than the book of nod and claim much of the

sect's doctrine). Though the original Rawis were destroyed in the battle for Enoch, new Rawis have been appointed within the sect. They all still perform their duties, though much of the Guarded Rubrics were both lost and spread among the world. Some Rawis seek out what was once lost in order to steal it back.

Qadi: The Qadi were the equivalent to the Justicars. They were elected by the Sheikh as the leaders of their clan in the Tal'Mahe'Ra. It was their duty to dispense clan justice among the Tal'Mahe'Ra. Since the fall of Enoch, the majority of the Qadi also died with it. Some seek to restore the Qadi once more as the Tal'Mahe'Ra grows once again.

Marid: The Marid are the elders of the Tal'Mahe'Ra, vampires of at least 700 years of age. Though more of a rank of respect than an actual level in the sect, the Tal'Mahe'Ra always viewed that the eldest have say over the young, as Caine decreed. Tonight, those few surviving Marid that remain can be found among the reborn Tal'Mahe'Ra. Since the destruction of Enoch, they have been elevated to a much higher standing in the sect. Each is a unique and special piece of the sect's history that was almost lost.

Fingers From the Hand

The Cult of Erinyes

This secretive order of all female warriors was charged with the training of the Chatterlings and the protection of Enoch. After the fall of the Tal'Mahe'Ra, not much of the cult survived. Indeed there are rumors that much of its membership joined with the schismatic Assamites. Having lost their honor and much of their membership, these female warriors, obsessed with death, seemed to fade into the obscurity of time.

Roderigo al-Dakhil, however, would save the Cult of Erinyes from collapse. Offered sanctuary among the Erset La Tari, the cult took charge once again to protect the Sect and refocus its study of death. There is some debate among them whether or not to recreate the chatterlings and raise them once more. Only time will tell if the cult has its way.

Lilith's Brood

The Children of the Dark Mother where a Lilith Cult within the Tal'Mahe'Ra. Though the majority of the sect believed in serving Caine and the Antediluvians, the Children instead believed in the teachings and followings of Lilith. They were tolerated and even supported in the Tal'Mahe'Ra. It is even claimed they, too, had an ancient rubric that confirmed their beliefs and the teachings of Lilith. The major difference of the Children and the majority of other Cults of Lilith is that the Children believed Lilith would rule as Queen and Caine as her King, and that the Antediluvians would serve as the avatars of the Queen and King of the damned. In a way, this allowed them to blend the beliefs of the Tal'Mahe'Ra with their own, making their interpretation of Revelations of the Dark Mother more radical than the normal cults.

Tonight, this faction enjoys the largest proportion of surviving members of the original Tal'Mahe'Ra. Many of its members, and indeed its leader, were not in Enoch at the time of its destruction. Since then, the faction has grown. They claim to have been proven right with the destruction of Enoch and their right to rule. Even tonight, they gain new recruits to their beliefs. They will often move among the various cults of Lilith preaching their own particular take on it. Their leader, Si'Djeha, is a Seraphim of the Tal'Mahe'Ra. She tried to claim the right to rule as the new Del'Roh, and due to her former title, some argue that claim was legitimate. However, she finally agree to rule the Tal'Mahe'Ra with Roderigo al-Dakhil as a council of Wazirs.

The Orphic Circle

Many of the members of the Tal'Mahe'Ra were obsessed with death. Indeed, some argue the cult was originally founded by death mages seeking to understand the greatest mystery. This group views that this belief and focus should be the primary goal of the Tal'Mahe'Ra. Only through understanding death can they hope to cheat it. Even they know the immortality of vampirism is a joke at best, and if they truly wish to be immortal, they need to answer the questions few others would dare to ask.

The Orphic Circle seeks out ghosts and the underworld, a task made much easier now that the storm in the shadowlands has finally ended. Many of the Erthani had joined this faction when the sect collapsed, and found a home in it. Indeed, some of the Sect's greatest mortal and immortal necromancers a like call it home. They are led by one of the only surviving members of the Tal'Mahe'Ra leadership. A Lich by the name of Roderigo al-Dakhil. Tonight, Roderigo leads the Orphic Circle from his ancient mountain fortress, long ago abandoned by the Tal'Mahe'Ra. He callsto all other vampires who once claimed membership in the Tal'Mahe'Ra to join him, as he beliefs it is he who has the right to call himself the new Del'Roh, and that it is he who will lead the Tal'Mahe'Ra to greatness once again. To this end, the Orphic Circle claims they have the answers to survive Gehenna, and, indeed, many of its members believe Roderigo knows a way for the sect to win the Jyhad. The Orphic circle grows in size nightly, their might and size challenged openly only by the Children of the Dark Mother.

The ascension of Marge Khan, the Orphic Circle has severed its ties with the Tal'Mahe'Ra and chosen to stand alone.

Shadow Crusaders

The Shadow Crusaders are those of the Tal'Mahe'Ra who were obsessed with fighting creatures known as Soul Eaters and combating what they believed was the plague of Vicissitude among the kindred race. Mostly made up of the Old Clan Tzimisce bloodline, these kindred sought out the chthonic like entities known as soul eaters in an eternal crusade to rid the world of these elder gods and their servants. Much of the Tal'Mahe'Ra didn't truly concern itself with the shadow crusade, as they were far too busy playing the Jyhad. However, the Old Clan Tzimisce of the sect pursued it with an obsession unseen before in the kindred world. To them, the sole purpose of the Tal'Mahe'Ra was to rid the world of Soul Eaters. While tolerated and supported by the Tal'Mahe'Ra, they were never very large. The elder Old Clan Tzimisce would take any who would come to join their crusade.

After the collapse of the Tal'Mahe'Ra, many of its members returned to their castles in Eastern Europe.

Their will crushed, it would seem that the old lords who would have taken up arms would fall into a deep depression never to return. The year of fire changed all that. The old Lords saw the return of the Baali, and with them the old gods in the form of the soul eaters. They had come to earth in larger waves then before. Now the Old Lords draw their swords and don their armor to wage the shadow crusade once more.

The ascension of Marge Khan, the Shadow Crusaders have severed its ties with the Tal'Mahe'Ra and chosen to stand alone.

The Illuminati

The Tal'Mahe'Ra never had much pull, sway, or control over the camarilla, though sect legend claims that some of its members have been Justicars and even Inner Circle members. The truth of this, sadly, will likely never be known. With the collapse of the sect, those few members of the Tal'Mahe'Ra that could be found among the Camarilla had nowhere to return to. For years they remained hidden among the Camarilla, waiting for orders that never came. As the years passed, the small group of survivors of the Tal'Mahe'Ra banded together. As they assumed the death of the sect, the decided to keep true what they felt where the beliefs of the sect they were a part of. However, years of being lost among the natives (so to speak) resulted in many of the newly formed group blending the Camarilla's own ideologies with those of the Tal'Mahe'Ra.

The Ivory Tower always had rumors and whispers of secret masters. Though the members of the Tal'Mahe'Ra who claimed to also be members of the Camarilla always liked to claim to be those very same secret masters, the truth was they never had the real influence to do so. However, as they turned away from the broken remains of the Tal'Mahe'Ra to forge their own path, the newly formed Illuminati decided to change that. A secret society and cult, the Illuminati are those who were once part of the Tal'Mahe'Ra but have forged their own path within the Camarilla. It is their core belief that the Antediluvians they once worshipped do indeed truly control the Camarilla, and it is this belief that drives them forward. Now the Illuminati begins to recruit those among the Camarilla who they think will be

supportive of their beliefs and cause. Nightly, they expand their influence among the Ivory Tower. With the reformed Tal'Mahe'Ra, the Illuminati were some of the first to return to the sect.

Prerequisites to Join

Tal'Mahe'Ra Members are NPC Only, and Require Sabbat Coordinator Approval.

The Following Clans and Bloodlines are Disallowed into the Tal'Mahe'Ra: Ahrimanes, Assamite, Brujah, Brujah Antitribu, City Gangrel, Giovanni, Kiasyd, Lasombra, Ravnos, Samedi, Tremere, Tzimisce

Membership in the Tal'Mahe'Ra is only granted through the sect's Principatus and Wazirs. Generally, the Tal'Mahe'Ra looks for Cainites willing to potentially sacrifice all in the name of the Manus Nigrum and those who will have devout loyalty to the sect above all others. All Tal'Mahe'Ra 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 Tal'Mahe'Ra. Also to note: it is Sabbat Coordinator Approval for any Tal'Mahe'Ra PC or NPC to leave the Tal'Mahe'Ra.

Tal'Mahe'Ra Advantage

Those who have been officially inducted into the ranks of the Tal'Mahe'Ra enjoy many of the benefits and drawbacks for membership in the sect. All members of the cult gain access to the Aljursuri Blood Magics it may provide, and the vast support network of Influences and other Background. Tal'Mahe'Ra members are loyal unto death to the cult and will never teach outsiders their secrets or powers. NPC members of the Sect gain access to use and benefit from Black Hand Aljursuri.

Additionally, some members of the cult have access and practice Dark Thaumaturgy. As such Storytellers may give Tal'Mahe'Ra NPCs whatever Dark Thaumaturgy Paths and Rituals they desire for these NPCs.

Tal'Mahe'Ra Disadvantage

At the most basic ranks of the Tal'Mahe'Ra, its members are taught that secrecy is paramount, and to lay down their lives for sect if need be.

All Tal'Mahe'Ra members have the Kiss of the Asp performed on them, and are expected and trained to activate it should they be compromised or endanger compromising the Tal'Mahe'Ra.

Members of the cult are the primer Heretics of the Sabbat, and when uncovered will be killed upon site. Additionally all members are personally blood bound to Marge Khan and utterly loyal to her.

Dalhan

The starting rank for members of the Tal'Mahe'Ra. They are ritually inducted into the cult and blood bounded to Marge Khan herself. They are taught that the Antideluvians return and Caine will purge the earth of its darkness so it may be reborn. This is a lie of course, they seek to spread entropy and death across the globe and practice Infernalism by most means.

Prerequisites for Advancement to Sheikh

The Sheikh are equivalent to the Camarilla's Primogen. They are the local clan leaders of the sect. Indeed, it is they who elected their Qadi. These nights the Sheikh are the regional members of the Tal'Mahe'Ra in an area. They are often the veterans members of the sect who have proven themselves multiple times. Willing to die for the sect and sacrifice all for its needs. Generally three missions for the Tal'Mahe'Ra must be completed for advancement for Sheikh and then approved by their Principatus.

Prerequisites for Advancement to Principatus

The Principatus are equivalent to the Black Hand's Dominions. These are the direct Lieutenants of Marge Khan who carry out her will and command without hesitation or question.

Wazirs

The Wazirs make up the global leadership of the True Hand. They are comprised of the Del'Roh (the Sect's Supreme leader), the Seraphim or Kherebu (who serve as Lieutenants to the Del'Roh), and the Liches (who serve as judges and direct representatives of the Del'Roh).

The Del'Roh was the Supreme ruler of the Tal'Mahe'Ra. They either are voted in by the Wazirs or usurp the throne by Machiavellian methods, but usually both.

The Kherebu are Lieutenants and advisors of the Del'Roh, and are chosen from the mightiest of the Erinyes, Shakari and Qlipthoth. The Kherebu, also known as the Seraphim, specialize in the maintenance of the Tal'Mahe'Ra members, recruiting new blood to the Sect and defending the holdings of the True Black Hand

The Liches are ancient vampires who specialized in death magic and were selected from the Rawis, Qadi and Qlipthoth. They specialize in internal and external information gathering, enforcement of the laws of the Wazirs and the obtainment of ancient and modern lore and rituals for the Shadow Library. Three Liches served as judges and representatives of the Del'Roh before Enoch, but now only Roderigo survives.

Roderigo al-Dakhil

Del'Roh

The supreme and undisputed leader of the Tal'Mahe'Ra. The Ascended vampire who has claimed the Black Throne of Caine. There is only ever one Del'Roh and it is Marge Khan. Since her ascension to Del'Roh, Marge Khan has consumed the cult to her own ends. She openly supports and practices Dark Thaumaturgy and demands utter loyalty to her. Tonight, the Tal'Mahe'Ra IS Marge Khan's cult, even if not all its members are aware of it yet. She directs the cult to work towards brining about the world's end into eternal entropy and darkness, while claiming it is to purge the earth of its sins so it may be reborn.

Bloodlines and Revenants

True Brujah

The True Brujah survived the destruction of Enoch, and the largest remnant has thrown its lot in with the Followers of Set. The True Brujah are overseen and run by the *Brujah Coordinator*

Nagaraja

The Nagaraja have largely joined the Dalhan and have thrown in their lot with the Kuei-Jin. Those few that did survive are almost universally members and rarely, if ever, leave Asia. The Nagaraja are overseen by the *Sabbat Coordinator*

Old Clan Tzimisce

The Old Clan Tzimisce spend much of their nights in the traditional lands of the Tzimisce. They largely keep to themselves and make their secret plans to continue the Shadow Crusade. The Old Clan Tzimisce are overseen by the *Tzimisce Coordinator*.

Rafastio

For the first time in history, the Rafastio are free from their masters. For a time, the family decided to try carving its own path in the world. Though, as revenants, they were quick to learn that alone they never stood much of a chance. Since that time, the Rafastio family has allowed its members to choose where their future lies, and to seek allies wherever they can. Many found a kinship in the Ravnos Antitribu who survived their own apocalypse, much like themselves. Others found a home among the other revenant families of the Tzimisce. Still, some returned to the reborn Tal'Mahe'Ra and can still be found among them tonight. Regardless, the Rafastio are overseen by the *Sabbat Coordinator* and are *Sabbat Coordinator Approval*.

Rafastio Thaumaturgy rarities may be found below under Mystical Arts

Chatterlings

The humans who were abducted at child birth to train and live in Enoch were almost all eradicated with the destruction of Enoch. Those that did survive happened to be on earth at the time. Many did not know what to do with themselves, and to this night they await orders that will never come. Others have chosen to try to live normal lives, things, sadly, they can never really have. The Chatterlings are overseen by the *Sabbat Coordinator*

Enrathi

The revenant family most in line with the original purpose of the Tal'Mahe'Ra found themselves alone for the first time in their history. The majority of the family threw their lot in with the Harbingers of Skulls, as they felt a kinship to the bloodline. Many others have joined the Orphic Circle as they remain loyal to what they believe should be the goal of the Tal'Mahe'Ra tonight. Finally, some members of the family joined with the eastern courts, where they spend their nights studying the mystery of death. The Enrathi are overseen by the *Sabbat Coordinator* and are also *Sabbat Coordinator Approval*.

Marajava

The family of Thuggee assassins broke when the Tal'Mahe'Ra fell. The family divided in three ways. One part of the family decided to return to Alamut and remain in service to the clan they felt closest too. A second part revealed themselves and offered their services to the Lost Tribe (aka the Black Hand) in return for protection. And finally, a third part of the family returned to India to seek out the original family and what occurred to them. This last part has not been heard of since. When the Tal'Mahe'Ra began to reform, some, but not many, of the family returned to the fold. Those Marajava who are with the Assamite clan are overseen by the *Assamite Coordinator*, all other Marajava are overseen by the *Sabbat Coordinator* and are *Sabbat Coordinator Approval*.

Mystical Arts

Eastern Necromancy

Out of all the Disciplines, Necromancy is the most common discipline practiced by the Tal'Mahe'Ra. The Tal'Mahe'Ra had its roots in a cabal of death mages, and even at the end of its days, they were never truly able to separate themselves from it. It even created the Nagaraja from these mages, who practice their own brand of Necromancy. Though Mechanically similar to Western Necromancy, the Eastern Necromancy of the Nagaraja is vastly different in both flavor and performance. Eastern Necromancy takes its traditions from Asia and their various death rites and ways. We recommend anyone with Eastern style Necromancy to read up on the cultures it is based from. While the Nagaraja are the majority of the practitioners of Eastern Necromancy, they are by no means the only ones. Eastern Necromancy spread among the Tal'Mahe'Ra at its height of power, though any member who proves a devotion to death and the sect can be provided a teacher for it. Either way, Eastern Necromancy follows the same exact rules, guidelines, and packets as normal Western Necromancy, save for one. The starting path for all Eastern Necromancy is the Vitreous Path. Additionally, all Eastern Necromancy approvals, either for rarities or purchasing it Out of Clan, require *Giovanni Coordinator Approval*.

Thaumaturgy

The Rafastio revenant family practice Blood Magic, and are masters of a lesser hedge magic, much of which early hermetic thaumaturgy can find its roots in, though the thaumaturgy of the Rafastio tends to focus more on cursing magic than anything else. As such the Thaumaturgy practiced by the Rafastio revenant family is the same mechanically as Hermetic Thaumaturgy. The rarities for their magic follow all rules in regards to Hermetic Thaumaturgy in OWbN found in the Arcane compendium, and any approvals fall to the *Tremere Coordinator*.

Kashshaptu of the Tal'Mahe'Ra follow the same rules and guidelines of the Magi of the Black Hand.

Aljusuri

The Lost Tribe art of Aljusuri was also practiced by the Tal'Mahe'Ra. As such, the members of the sect may purchase Aljusuri rituals from the OWbN Black

Hand Packet. For all other rules please see the Black Hand Section of this packet.

The Guarded Rubrics

The Guarded Rubrics are the ancient writings and items from the time before recorded history, rumored to be older than even the book of Nod. The Guarded Rubrics are ancient relics the Tal'Mahe'Ra hold sacred and base much of their belief structure upon. When the sect collapsed many of the guarded Rubrics were destroyed. Others had been scattered across the world. As Gehenna approaches, the Tal'Mahe'Ra search desperately to find each and every Rubric they can get their hands on. They believe the Rubrics are what hold the key to salvation for the race of Caine and the Tal'Mahe'Ra as a whole.

As each piece of the guarded rubrics is a unique item, all of the guarded rubrics items are controlled by the *Sabbat Coordinator*.

Suggested Paths of Enlightenment

Path of Lilith (Lilith's Brood), Self-Focus, Scorched Heart, Path of Caine, Path of Cathari, Path of Death and the Soul, Path of Power and the Inner Voice, Path of Blood

Suggested Abilities

Art of Memory

The Black Hand only ability of the Art of Memory was also practiced and learned by the Tal'Mahe'Ra. As such, any member of the Tal'Mahe'Ra may purchase this ability. See the OWbN Black Hand packet for more details.

True Enochian

The Rawis may freely purchase this ability as they are the lore keepers of the Tal'Mahe'Ra. Otherwise, see the OWbN Black Hand Packet.

Lore: Tal'Mahe'Ra

Tal'Mahe'Ra members may purchase Lore: Tal'Mahe'Ra up to a 3, each level after that requires Sabbat Coordinator Approval.

Blood Preparation (Dirty Secrets of the Black Hand page 70)

Lore: Mummy (Dirty Secrets of the Black Hand page 70)

Thanatology (Dirty Secrets of the Black Hand page 71)

Lore: Shadowlands (known as Underworld Lore in Dirty Secrets of the Black Hand page 71)

Suggested Backgrounds

Tal'Mahe'Ra members must have the Background Alternate Identity. New members must have it at a 2, 3 for established members, and 5 for sect leaders.

Occult Library, Occult influence, Contacts

Suggested Merits and Flaws

The below are Merits and Flaws taken from the book Dirty Secrets of the Black Hand, and converted to OWbN MET.

Animal Affinity (1pt Merit, Dirty Secrets of the Black Hand page 80)

Select an animal. Animalism and Animal Ken challenges with said animal chosen gain plus two bonus traits in all challenges.

Entrepreneur (1 pt. Merit, Dirty Secrets of the Black Hand page 80)

With all tests made to acquire money, you gain 2 bonus traits on ties.

Mage Companion (3pt Merit, Dirty Secrets of the Black Hand page 80-81)

Use as printed.

Wraith Companion (3pt Merit, Dirty Secrets of the Black Hand page 81)

Use as printed.

Faerie Hatred (2pt Flaw, Dirty Secrets of the Black Hand)

Use as printed.

Demon Plagued (2pt Flaw, Dirty Secrets of the Black Hand page 81)

Use as printed

Blackmailed (1pt. Flaw, Dirty Secrets of the Black Hand page 81)

Use as printed

Capable Assistant (7pt Merit, Dirty Secrets of the Black Hand page 81)

Use as Printed

Elysium Domain (1pt Merit, Dirty Secrets of the Black Hand page 81)

Not applicable to PCs in OWbN.

Inconnu Associate (4pt Merit, Dirty Secrets of the Black Hand page 81)

Use as printed

Safe Passage (1pt Merit, Dirty Secrets of the Black Hand page 82)

Not applicable to PCs in OWbN

Sanctuary (2pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Student (1pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Valuable Secret (1-3 pt Merit, Dirty Secrets of the Black Hand page 82)

Use as Printed

Well-Traveled (2pt Merit, Dirty Secrets of the Black Hand page 82)

The character may make a Mental challenge at a difficulty of 12 minus 1 for every status trait the

vampire he is trying to learn the standing of possesses(maximum of 5). Success results him in learning the target vampire's status.

Airport (4pt Merit, Dirty Secrets of the Black Hand page 82)

Use as Printed

Castle (5pt Merit, Dirty Secrets of the Black Hand page 82)

Use as printed

Extremist Group (4pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

University (4pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

Strong Blood (5pt Merit, Dirty Secrets of the Black Hand page 83)

Use as printed

Irretraceable Fangs (1pt Flaw, Dirty Secrets of the Black Hand page 83)

No longer usable, been replaced by the Permanent Fangs flaw instead.

Methuselah's Thirst (7pt Flaw, Dirty Secrets of the Black Hand page 83)

Use as printed.

Combination Disciplines

Members of the Tal'Mahe'Ra may also learn the Combination Disciplines of the Black Hand with Sabbat Coordinator Approval. This in addition to the three presented below.

SMOKY PACE

(CELERITY 1, OBFUSCATE 1)

Dalhan 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

SHROUD OF THE MIND (AUSPEX 4, OBFUSCATE 4)

Sheikh Level Rarity

Remaining hidden from the world at large and protection of the secrets of the Tal'Mahe'Ra from outsiders are perhaps two of the most important agendas of the sect. As such, the cult has developed this discipline technique from others digging into the minds of its members and simply extracting those secrets for their own use. Using the mastery of their own senses and the ability to conceal, the vampire focuses this power to cloud his own mind and make it extremely difficult for others to steal any secrets he may possess. The downside is that once this technique is learned, it can never be turned off. Which in some instances may be a burden to a vampire wishing to simply show secrets to his fellows in the Tal'Mahe'Ra.

System: Once bought this power is always considered active. In all challenges to get information from the character's mind, they win all ties. This applies only to defensive challenges and ONLY in regards to information about the Tal'Mahe'Ra. All other challenges or attempts to get information related not related to the Tal'Mahe'Ra does not grant the character "Win All Ties".

XP Cost: 14

BLESSINGS OF THE ARALU (AUSPEX 5, POTENCE 5)

Principatus Level Rarity

While the Aralu are long gone from the world, this discipline technique was mastered centuries ago by the Tal'Mahe'Ra to gift members of the sect with the ability to possibly make the holy pilgrimage to Enoch. The stories of the sect say this combination discipline was gifted upon the Tal'Mahe'Ra from the dreams of the Aralu themselves to the Chatterlings. It is true, the identity of the first vampire to develop this power is long since lost, but the cult keeps the secrets of this combination discipline alive. By focusing their mind and raw physical power, the Cainite tears a brief whole in the wall between worlds and steps into the realm of the dead. Even with the loss of Enoch, this combination Discipline is still considered a gift of the Aralu and still serves a purpose for a sect focused on the world of the dead.

System: The character spends three blood and one willpower. At the end of the character's turn, the character makes a Willpower challenge against the difficulty of the shroud. If they succeed the character immediately physically enters into the Shadowlands. A character who wishes to return to the Skinlands must reactivate this power and perform the same test once again. Once in the shadowlands the character is physically there and can suffer all the benefits and drawbacks as such.

XP Cost: 20 xp

Rites

These Rites are unique rituals sperate to true Blood Magic and may be practiced by any member.

Anele of Purification

See Dirty Secrets of the Black Hand page 39 for more information. Where once the blood of the Del'Roh was used, there is no longer a Del'Roh. As such, the blood of the Wazirs is used instead.

Blood Hunt

See Dirty Secrets of the Black Hand page 39 for more details. Only the council of Wazirs can call a blood hunt.

Danse Macabre

See Dirty Secrets of the Black Hand page 39.

Sacrificial Offerings

See Dirty Secrets of the Black Hand page 39. These are performed by the Principatus and Wazirs.

Vision Seeking

See Dirty Secrets of the Black Hand page 39.

Death's Head

See Dirty Secrets of the Black Hand page 40.

Oath of Loyalty

See Dirty Secrets of the Black Hand page 40.

Spiritual Propaedeutics

See Dirty Secrets of the Black Hand page 40.

Tests of Verification

See Dirty Secrets of the Black Hand page 40. Note: This will always reveal if a vampire is truly a member of the Tal'Mahe'Ra or not.

Known Members

RODERIGO AL-DAKHIL

One of three Liches of the Tal'Mahe'Ra, Roderigo survived the fall of his sect. Since then, he offered shelter to those who were once part of his sect, as he was the highest ranking member of the sect still walking the earth. Many, indeed, answered the call to his new cult, the Erset La Tari. He reasons that the Shadowlands still hold the key to the answers they seek. Roderigo actively recruits former members of the Tal'Mahe'Ra to his banner and his numbers are growing. Indeed, he even promotes and recruits mortal institutions related to the matters of the Shadowlands. With Gehenna at his doorstep,

Roderigo wastes no time in consolidating his power and pushing his cult's agenda. Though he heads the Council of Lalassu (the title for the councilors of the cult), his will is truly what directs the cult. Taking in the roots of the Eastern Tal'Mahe'Ra and a burning desire for revenge against the Black Hand who slew his beloved, Roderigo has forged this new cult to his will. Tonight he sends them to work in the shadows once more, to sow deceit and paranoia. Sending his agents to join the Sabbat and work within to

undermine the Black Hand, Roderigo, himself, has his own persona in the Sabbat famous among the Mexican packs that they believe is an ancient Harbinger of Skulls, and have come to almost worship.

SI'DJEHA

The leader of the Children of the Dark Mother and devout Ba'harist, Si'Djeha was a Seraphim of the Tal'Mahe'Ra. She managed to survive the destruction of Enoch, as she had been on earth at the time of the attack. Since then, she has taken this to be a sign from Lilith, that the sect was following the wrong course, and it is her and those who follow her that are choosing the correct path now. When she had heard of the offer of sanctuary from the former Lich Roderigo, Si'Djeha led her own small group of followers to his fortress in the mountains of Spain. Given protection and a place for her people to go, she strongly supported the former Lich in the creation of the new cult. As a former Seraphim of the Tal'Mahe'Ra, Si'Djeha is second only in rank to Roderigo. Though she sits on the council and casts her opinion, Si'Djeha's own personal view as a cultist of Lilith and those of her sisterhood of the dark mother among the Erset La Tari can sometimes oppose the ideas and directions of Roderigo. Though she lacks the support and power to usurp the new cult from his control should she desire it, it is, perhaps, that she is biding her time, waiting for the opportunity to usurp the former Lich's position and take over the cult for her own ends.

Tal'Mahe'Ra, Si'Djeha has fled the cult and is assumed hunted by the new Del'Roh

SHAYTAN-IFRIT

The ethereal Shaytan-Ifrit is more spirit now than man. The ancient Assamite was a master of heaven and earth and rumored student, or perhaps lover, of Nar-Sheptha. His past is unknown to all but the most ancient of legends among both the children of Haqim and the Tal'Mahe'Ra. For years he wandered the deserts of the Middle East, seeking the godhood of the Ashipu. Some claim he has even achieved the legendary state. What is known is that whatever he is, Shaytan-Ifrit is hardly human anymore if at all. He is

the Djinn of legend, and profoundly powerful. His sire was one of the Rawis of the old Tal'Mahe'Ra. As such, unlike his broodmate, Antara, Shaytan chose to follow in his sire's footsteps. Never truly focused on the sect's goals beyond that of the arcane, when the old sect collapsed, Shaytan took to haunting the desserts of the middle east once more. However, it was Roderigo who found the ancient vampire and convinced him to join his cause. Now Shaytan-Ifrit sits on the council of Wazirs. Though he still remains something of an aloof mystery, when he does speak the entire council listens.

KHSHAYARSHA

The primer Shakari of the old Tal'Mahe'Ra, Khshayarsha earned his reputation in the wars of the old sect and the followers of set. His skills and tactics have become stories of legends among the Erset La Tari. Due to his stature as an instructor of the Shakari, Khshayarsha was on earth when Enoch fell. Since then, he hires himself and his students out to the highest bidder. Also during that time, Khshayarsha continues his war against the followers of set. He quickly learned of the betrayal of the True Brujah. With the year of fire and the sanctuary offered by Roderigo, Khshayarsha decided to join this new cult. He brought himself and his Shakari to the mountain fortress in Spain of the Erset La Tari. With the forging of the Lalassu council, he was offered a position among the cults leadership. In truth it would have been foolish for the other Lalassu not to. With him, Khshayarsha brings the greatest teachings and students of the Shakari of the old sect, an asset the Erset La Tari could not afford to exist without. For now, Khshayarsha enjoys his new found position of power and continues to train and command the Shakari as he always has.

MARGE KHAN

Whenever the Tal'Mahe'Ra required an expert on espionage or for someone to commit unspeakable acts of horror, it was the Dominion Marge Khan they called upon. Stories of Marge Khan's acts and prowess are something of legend among those who once claimed a home in the now unraveled Tal'Mahe'Ra. She used the most brutal of tactics and gave much to the reputation of the Black Hand as

being one of the most cruel, ruthless, and horrible sects of vampires on the planet. Ever eager to prove herself and commit new acts of horror in the name of the Tal'Mahe'Ra, Marge Khan was on earth when Enoch fell. For a time she wandered the world alone. Her power base broken, and with only her name to carry her through the night, all Marge Khan could do was run from the vengeance of those she and the Tal'Mahe'Ra had wronged. Not until the Lich Roderigo sent out the offer of sanctuary to former members of the Tal'Mahe'Ra did she finally have the chance to stop running. When she arrived to the new cult of the Erset La Tari, many of its members wanted nothing more than to turn her away. Her reputation as a ruthless monster seemed to follow her even there. Were it not for Roderigo, it is likely Marge would have been cast out from the new cult. Rather, seeing a need for her particular talents, he offered a place among them and, furthermore, a place upon the Lalassu council. Now, Marge Khan serves as the horror in the night for the Erset La Tari. Though none suspect that she truly follows the path of revelations or even that she is really a Malkavian Antitribu and not a Toreador Antitribu, she is truly glad to be able to continue to commit atrocities upon those who cross her path.

VARDEK

The Kindred who calls himself Vardek is extremely old, possibly as old as the Tal'Mahe'Ra. He calls himself the Qadi of the Ventrue and claims that a majority of the Camarilla princes are his descendants. Noted for his quick wit and cunning, he mainly tries those who he claims acted against the best interests of

the Black Hand. Most suspect he is using his power to eliminate his potential enemies.

With the rise of Marge Khan's to taking over the Tal'Mahe'Ra, Vardek has fled the cult and is assumed hunted by the new Del'Roh

Media

Assassin's Creed (Templars vs Assassins)

Hitman

Burn Notice

Tom Clancy Books

Skulls

Eyes Wide Shut

Sources

Dirty Secrets of the Black Hand

Vampire the Masquerade: Storyteller's Handbook

Revised

Caine's Chosen

Stereotypes

Unlike the other Stereotypes, these are from the perception of the Tal'Mahe'Ra. As they are not truly known of by the others.

Loyalists: "The mindless horde of the Sabbat. Hard to control, but once you do, no force can truly stand before it"

Moderates: "How quaint, attempting to temper the chaos of the Sabbat. We have been trying that for centuries."

Status Quo: "The Status is never Quo"

Ultra-Conservatives: "If they ever control the Sabbat, we are in trouble. They might actually be able to accomplish the goals of the Sabbat. We cannot let that occur."

Pander Movement: "Mongrels and outcasts of Caine. There is no equality among the race of Caine. Only service to the elders."

Order of St. Blaise: "Children playing at manipulation. Controlling humans is easy. Try Vampires."

Children of the Dragon: "We were there when Constantinople burned. Good riddance. Your dream is dead."

Occult Underground: "Their secrets would be of great use to us. We must endeavor to claim them."

Ecclesiastical: "So close, yet so far, from the grace of Caine. The Cainite Hersey was amusing for a time. Sadly these are no longer the Long Nights."

Inquisition: "The Inquisition believes the Black Hand is hiding heresy. Much of our acts are attributed to them. We are indeed their dirty little secret. Too bad you will never figure it out."

Black Hand: "Our eternal enemy. We are philosophical opposites. We have warred for Millennia. Too bad most of your members don't even know we exist. The next move on the board is ours."

Cult of Lilith: "Useful allies on occasion. We welcome them. As long as they accept the Dark Mother's role in the Dark Father's plan."

Infernalists: "Abominations. They are traitors to all our kind and should be purged from the earth."

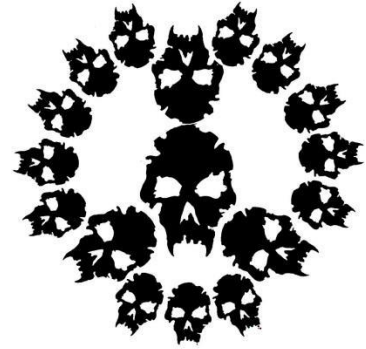
Jocastians

"The Jyhad is a lie."



The Code of Milan and the Traditions are all tools for control. They intended to keep Cainites pacified with meaningless war against one another and allow true horrors to go unnoticed. Even by the most radical standards these Cainites are rebels but while their methods are secretive, their results are devastating.

To the Jocastians, no fruit is forbidden. They believe that it is the sacred right of all Cainites to know the secrets of vampirism. They believe that through the ages elders have obscured the knowledge of vampirism and have made it taboo in order to control the young. The Sects and the Jyhad are a conspiracy meant to enslave the minds of the young while the elders grow fat and powerful. They seek out these secrets and expose them in grandiose ways intended to humiliate the elders and awaken Cainites everywhere to the shackles they wear that would otherwise go unseen.



While most Jocastians are Malkavians, there are also some Brujah and other learned Kindred within their ranks. They are dedicated to unraveling the true history of the Cainites and are rivals to the Mnemosyne. Although some scholars regard them as a bloodline due to the practice that a master let himself be diablerized by a student in order to preserve the knowledge he has gathered, they aren't any different from their parent clan.

The Jocastians gained some degree of notoriety in the 1990s when one of their number, Ayisha Jocastian, published Aristotle de Laurent's compilation of the Book of Nod en masse.

Much of the Jocastian history is shrouded in mystery. What is known is that at some point in the history of the Mnemosyne one of their members disagreed with that cults policies of keeping the secrets they gathered all to themselves. They believed that the knowledge and history of the kindred should be free and shared to all of the descendants of Caine. As a result a schism occurred among the Mnemosyne and the Jocastians split from them to form their own secret society. Since that time the Jocastians have been a thorn in the side of many Kindred. They do not hesitate to steal secrets and knowledge from anyone. This has earned them much enmity among the larger Kindred societies.

Once a Jocastian obtains such knowledge they share it among themselves. While the Secret Society does believe all information they gained should be shared, they still need to survive in the world of the Kindred. As a results it members sell what information they gain in order to obtain more. However, sometimes the Chronicler deems such information is so important to the entire Race of Caine they release it to the masses for free. The Chronicler is the final

authority on what information gets released by the Secret Society and how it is done. Only one has ever disobeyed this mandate, and this saw the publication of the Book of Nod.

Nickname

Noddists, Anathema

Symbols and Iconography

The Jocastians do not often wear or display symbols of membership to the Secret Society. However, when they do they are often various Enochian Symbols from the Book of Nod.

Role Within the Sabbat

The majority of the Jocastian Secret Society finds its members among the Sword of Caine. However, membership in the Jocastians is not exclusive to the Sabbat. They will induct any Noddist who fits their views to join them.

These extremists are hell bent on exposing the secrets of the elders. These are the tools they will use to bring down the status quo.

Lasombra/Tzimisce Antideluvian - They investigate rumors that have circulated for years regarding the legitimacy of events that directly brought about the Anarch Revolt and Sabbat.

Usurpers - The most prominent blood sorcerers in the world have built their place in the Camarilla on lies. Their leaders are thieves who have stolen Caine's gift and use it to prolong their existence beyond what destiny has allotted them. The Jocastians believe that exposing the secrets of the Tremere will put necessary cracks in the Ivory Tower and Caine willing, bring it down from within.

Daeva -Daeva - The Jocastians believe that The Final Nights have come and gone before and that Gehenna is not a one time event that results in the end of the world but rather a cataclysm that comes and goes, marking the end of an era in Cainite history. They believe the Daeva are the harbingers of these

cataclysms, though never have so many crossed from the land of nod. Something terrible is coming and they believe it is tied to Mnemosyne and a secret they have stolen from the Ventrue. To avert this disaster, the Jocastians have become hyper aggressive about capturing Mnemosyne and stealing secrets of the Daeva where they find them.

Prerequisites to Join

Those who seek to join the Jocastians must first prove their loyalty and devotion to their cause. The potential new members are extremely vetted to make sure they are not spies or infiltrators to the secret society. Should they be discovered to be so, then they are simply left alone and marked by the secret society as such to all its members. Only Insiders to the Jocasitans can induct new members into the Secret Society.

Those who do pass the vetting and show a clear desire to gather knowledge of Kindred History and spread it to the world of vampires are welcomed among them. They are given a secret login and password to hidden web forum the Jocastians use to communicate and share their knowledge among another. All vampires on this site use aliases and handles so as to not reveal who they truly are to each other. Some suspect that many high ranking members of both the Sabbat and the Camarilla are secretly Jocastians.

Besides these steps, there are no mechanical requirements to join the Jocastians. Rather, they must be chosen for and inducted by an Insider ranked member of the Secret Society. However, character s who join the Jocastians should be scholar concept characters.

Prospect Advantage

None at this time

Prospect Disadvantage

Those who first join the Jocastian Secret Society immediately gain the flaw *Dark Secret* for their membership among the Jocastians. This represents

the fact that many Vampires who find out about the character's allegiance will often seek to kill them or steal their secrets. This flaw may never be bought off as long as the character is a member of the Jocastians.

Additionally, the Prospect gains the an 3 point Enemy flaw who is a member of the Mnemosyne. This flaw may never be bought off regardless of the rank of the character.

Prerequisites for Advancement to Conspirator

To truly advance within the ranks of the Jocastians you must subscribe to their beliefs. The Secret Society as a whole are diablerists. They strongly believe that through Diableire they can gain the knowledge and memories of those they consume. Only after a Prospect proves they can gain information and share it among the Secret Society can they then be offered to rise to the ranks of Conspirator. To complete the ascension to Conspirator, the Prospect must diablerize a victim whose knowledge and secrets they seek.

Conspirator Advantage

Those who rise to the ranks of Conspirator may purchase any unrestricted Lore ability up to level 3. In addition the character may also purchase the ability True Enochian up to its third level. Finally, Conspirators are given a full copy of the Ereyices Fragments.

Conspirator Disadvantage

Those who rise to the ranks of Conspirator must Diablerize others to show their dedication and willingness to steal knowledge from others if necessary. As a result the character gains the flaw *Cursed: Diablerie* (worth 3pts) which may never be bought off. This curse is reflected in permanent Diablerie Veins in their aura.

Prerequisites for Advancement to Insider

Only the most dedicated of the Conspirators can hope to rise to the rank of Insider. These are Cainites who have brought forward new and important secrets of the Kindred. Only by vote of all the Insiders or the elevation by the Chronicler himself can one rise to the ranks of Insider. Those who discover new fragments to the book of Nod or the inner secrets of Sect leaders are most often asked to join the Insiders.

Insider Advantage

Those among the Jocastians who rise to the level of an Insider may freely purchase the Ability *True Enochain* to its fullest level.

Additionally, the Jocastian may purchase any unrestricted Lore up to the 5th level without need for a teacher, as the information is simply provided to them.

Finally, Insiders may induct new members into the Jocastian Secret Society

Insider Disadvantage

As the highest echelons of the Secret Society, these Jocasitans no longer suffer from any Disadvantage.

The Chronicler of Shadows

The founder and head of the Jocastians. The one known only as the Chronicler is the vampire who started it all. Many rumors surround this mysterious man. Few have actually met him. Some claim he is one of the original Mnemosyne who disagreed with the cult and broke away creating his own. Others claim he part of a greater conspiracy involving something called the True Brujah. While the truth among the truth seekers is unknown, what is known is every act the Jocastians take has the Hand of the Chronicler behind it. The Chronicler alone

commands the secret society and sets all policies for them.

Suggested Paths of Enlightenment

Path of Caine

Suggested Abilities

Lore: Noddist, Lore: Kindred, Academics, Theology, Lore: Sabbat

Suggested Backgrounds

Occult Library, Influence: Occult, Contacts

Suggested Merits and Flaws

Eidetic Memory, Occult Library, Obsessive Savant, Ability Aptitude

Combination Disciplines

THE NECTAR OF AMARANTH (AUSPEX 4, ANIMALISM 3)

Conspirator Level Rarity

A key component of the Jocastian secret Society is the concept of knowledge through Diablerie. It is common among the secret society for a child to diablerize their sire to induct them into the Secret Society. This combination discipline was developed by its members to justify this very practice. By taking the victim's soul into themselves the Jocastian member can slowly pull apart the victims thoughts and memories, absorbing them into their own.

System: You must diablerize your target to use this power. Once you have successfully Diablerized your target you may then spend 1 temporary willpower to steal one of the target's memories for your own. In addition to steal the memories of your victim you may also steal one ability as well at the cost of one temporary willpower per ability. The stealing of

abilities allows you to spend experience points and purchase the victims abilities as your own.

XP Cost: 6xp

SHROUD OF AHRIMAN (AUSPEX 4, DOMINATE 3)

Prospect Level Rarity

The Jocastians deal with many hidden truths and dangerous secrets of the Cainite world. Since they also must work in the economy of information the Jocastians developed an ability to protect what knowledge they do gain. Jocastians learn very early on to steal their mind and thoughts from others. In this the secret society can keep its advantage of the forgotten history of the Kindred world.

System: When someone attempts to steal information from you by either taking the information from your brain or forcing you verbally speak it, you may spend One Willpower Trait to activate this combination Discipline. Once spent you may alter what information they gain to something else different from the information they sought if you so choose.

XP Cost: 6xp

HUNT FOR HISTORY (AUSPEX 3, DEMENTATION 3)

Insider Level Rarity

While the Jocasitans seek knowledge above all else, this is not just the written word. Indeed true knowledge is often found in the long forgotten artifacts around the world left from Kindred History. By focusing their mind and tapping into a bit of madness, a Jocastian can pull much more information from an object than a normal Kindred can. This allows them to see the hidden secrets and history of almost nay object in the world.

System: When holding an item you may spend 1 willpower trait and ask the following additional questions on a spirit touch at the usual cost of one temporary mental trait per question.

1. What is the age of this object?

2. Does this object have any importance in Kindred History? If so What is it?

3. Is this object legitimate or forgery?

4. If the Object is written in a language the character doesn't speak or understand, what does it say (You will understand it in your native tongue)?

XP Cost: 5

The Path
Cerberus (Mass Effect)

Sources

The Book of Nod
Chaining the Beast
Encyclopaedia Vampirica
Dread Names

Known Members

AYISHA JOCASTATIAN

Ayisha was responsible for the wide distribution of the Book of Nod among the vampiric population, after Aristotle de Laurent assembled his first book. She killed one of the associates of de Laurent's adopted child, Beckett, and assumed its identity to convince him to turn against de Laurent and recruit her to print and spread the Book. Instead of only printing 200 exemplars for a chosen group of respected scholars, Ayisha shipped wildly and without regard for the Masquerade. Tonight, the original book has even been available as e-book, much to the frustration of the Camarilla.

THE CHRONICLER

The Chronicler is the founding member of the Jocastian Secret Society. His identity is unknown, though many assume part of his name is likely Jocasta (hence the name of the Secret Society). The Chronicler exists only within the shadows of the cyber world. Few have ever claimed to have met him. He directly works through his agents and the Jocastians themselves. Much more a cult of personality than a Tyrant, the Chronicler leads the way for the Secret Society. Setting the policy of "Cainites First" for the Secret Society. Some claim he seeks to not only destroy the Mnemoysen but the sects themselves so he may rebuild Kindred Society in his vision.

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