

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

THE BLACK HAND

PLAYING THE SABBAT



VAMPIRE

THE MASQUERADE

The Black Hand: *Playing the Sabbat*

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Introduction

The great floodgates of the wonder-world swung open...

— HERMAN MELVILLE, *MOBY DICK* OR, *THE WHALE*

The Sabbat have always threatened the status quo. They cast aside all illusions of humanity and all pretence of deliberation. The vampires of the Sword of Caine will not waste another second squabbling over the corpse of a doomed world. This book builds on the ideas presented in *The Sabbat: The Black Hand* for the Fifth Edition of *Vampire: The Masquerade* as antagonists, but includes systems that allow them to be played as player characters. While the Sabbat could be called hypocritical, this book prefers to present them as having powerful internal tensions. They want personal freedom, but the powers they face are too great to fight alone. Only unified, devoted, and immune to subjugation can the Sabbat stand against the Antediluvians or their pawns in the Camarilla, Ashirra and Anarch movements. To break the chains of the blood bond the Black Hand had to accept the limitations of the Vaulderie, but there's power in their Packs and communal rituals as well. Individualism, Clan identity, and personal ambition still exist in the Sabbat, but those have to be tempered against their culture of self-sacrifice and wielded in service to the greater goal of defeating the Antediluvians. The Sabbat is part death cult, part terror cell, and part revolutionary movement.

These vampires seek utopia. They want a world no longer controlled by a few callous ancients that are happy to see their children ground to dust and ash over pointless squabbles. The Sabbat can't go back to sleep now that they've seen the truth. When the Antediluvians finally reveal themselves and claim their thrones, neither mortal nor Cainite will be spared. The Sabbat see this existential threat and have abandoned all half measures.

What crime is too great to commit in the face of Gehenna?

If it's the end of the world, what are we waiting for?



Themes and Goals

The Sabbat in *Vampire: The Masquerade* explore themes that are now central to the entirety of the game. Never before has so much of the Sabbat's philosophy, lore, and concerns been such an integral part of Vampire's core game play. The Beckoning, Gehenna, and the nature of the Antediluvians themselves are explored as story elements because the Black Hand has opened these wounds and probed its fingers into them over and over again. The Gehenna War is everywhere and in turn so is the Sword of Caine. Pieces of their ideals and story are now deeply embedded in the game's DNA.

In short, you cannot escape the Sabbat.

The vampires of the other Sects can no longer hide from what's coming, and in many ways the Second Inquisition is only a symptom of the greater doom over the horizon. A stopgap implemented by clueless mortals in hopes of eradicating the blank body plague, but it's already too late. The virus is ancient and has deep roots. The Antediluvians are coming and bombs and bullets are useless against them. *The Sabbat: The Black Hand* book for V5 tackles the question of what it means to win the Gehenna War. It asks what is an Antediluvian? and how can they be defeated? What secrets are the Sabbat searching for in the blood of elders that will arm them against monsters clad in the armor of aeons?

In this guide for players and Storytellers we build on that book but provide no answers to those questions, but we give you the tools needed to tackle those questions in play. What secrets will your Pack uncover in the Final Nights and will it all be in vain? If you emerge victorious what will you do with the power of a methuselah?

Hope, loyalty, faith, and camaraderie are not common themes in *Vampire: The Masquerade*, but they're arguably the guiding principles of the Sabbat. The vampires of the Black Hand understand that they stand against gods. Their literal creators come to devour them but they're willing to

sacrifice everything to stand against them. While so-called Kindred ignore the warning signs and play their petty games, the Sabbat seeks salvation. No price is too great for freedom and losing their humanity is only the first cost they are willing to bear. While all Sabbat understand the importance of Caine and adhere to inhuman Paths of Enlightenment, it is ultimately their Pack they fight for on a nightly basis. Their brothers and sisters forged through blood and violence. Against the end of the world no one, kine or Cainite, can stand alone. If the Sabbat are doomed to fail, then they'll meet their end the same way they've faced everything else. Together.

Styles of Play

While the modern Black Hand is fractured and no longer tries to maintain a rigid hierarchy, there are a few common modes of organization that can be helpful for players starting out as a Sabbat Pack:

The Nomads: The player characters are an established Pack of Sabbat that travel where they are needed. They may have a greater purpose given to them when they were formed or perhaps they are followers of one of the Seraphim or Warlords. These Packs are often composed of a mixture of Clans and Paths, and they are unconcerned with following orthodoxies such as calling each other Antitribu or avoiding non-Sabbat vampires.

The Pack Priest is a player character who is usually devout, but their survival and leadership skills are what their brethren truly value. These Packs are often concerned with discovering ancients and prying their secrets from their veins. Nomadic Packs are often very large, some numbering as many as 15 Cainites, but they have very high attrition rates. The core four or five members of a Nomadic Pack remain fairly constant, but their shovel heads (vampires mass Embraced as cannon-fodder) lead short and violent unives. Though those that survive their early nights are quickly welcomed as true Sabbat.

The Coven: The player characters are tied to a domain or territory that is usually contested by another Sect. The Pack is usually dominated by one or two Paths and Clans, but not always. A Coven's purpose is usually defined by the circumstances of their territory and they can sometimes become embroiled in 'politics', such as supporting the overthrow of a nearby Prince or squabbling over hunting grounds with other Packs. These Sabbat often go out of their way to pay lip service to orthodoxies, regardless of their personal beliefs. Covens are also the most likely to strictly adhere to the Rite as a mystical calendar of holidays that guide their nightly unives. If they follow a Seraphim it is usually as a patron Saint they praise and align with spiritually and politically. Their willingness to uproot the Pack for them will be limited by the needs of their territory.

The Pack Priest is usually the most devout or politically connected player character but sometimes the eldest rules, especially since Covens are often dominated by the childer of the eldest among them. Covens usually number around six or seven Cainites and they only mass Embrace shovel heads when their territory is threatened or if they have to relocate. Their shovel heads are used to insulate their core members from the vanguard of battle and are often left behind to cover their tracks.

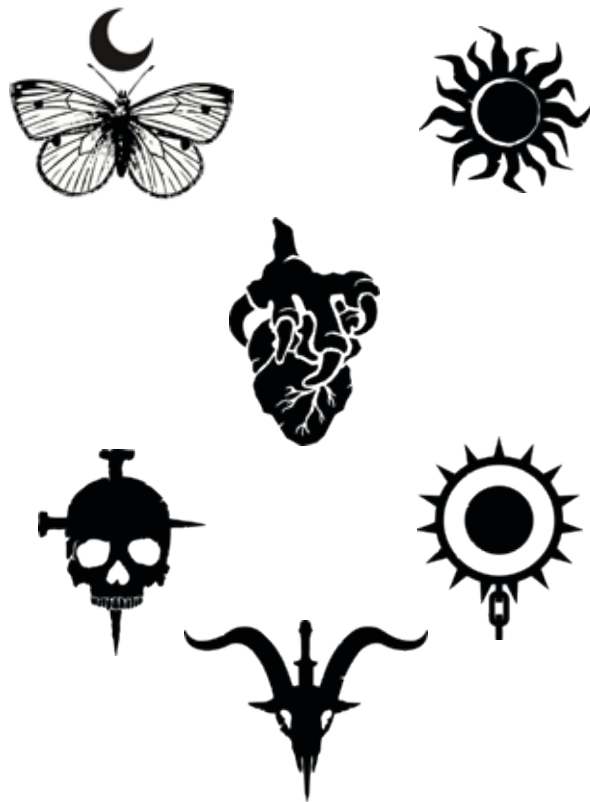
The Removers: The player characters are specialists called upon by a Seraphim or other Sabbat leader. These Packs come from a mix of Clans and Paths, but are often dominated by members of the Path of Caine and the Banu Haqim. These Packs are temporary and formed for the sole purpose of accomplishing an objective. The Pack Priest is often a highly accomplished assassin with two or more dots of Status, or an elder NPC played by the Storyteller. These Packs are devout but pragmatic, doing whatever is necessary to accomplish their goals. They are rarely larger than four or five members but their ranks can swell to many times that if they need to tactically mass Embrace shovel heads. Those that survive return to their original Packs if possible or form a new Pack all together.

YOUR TABLE, YOUR SABBAT

The Sabbat are visceral and raw, and their stories often focus on the most gruesome aspects of being a vampire. Gore, violence, sadism, cruelty, madness, fanaticism, and terror are staples of a Black Hand game and your players should be aware of that. The Sabbat deals with mature themes and stories that can make some players uncomfortable or remind them of traumatic experiences.

A Sabbat game should make use of safety tools such as Lines and Veils, Session Zero, and the X Card. Understanding each player's limits and expectations can help create a game that challenges and terrifies players without crossing the line into harm. As with all things, enthusiastic consent is key to running a successful and rewarding game.

For detailed information on the above tools, consent, and respectful play see Safe Play on pg. 111 and the V5 Corebook pg. 421.



Sabbat Lexicon

Bond, the: Also known as the Blood Bond or the chains. Refers to how Antediluvians and elders enslave their childer

Book of Nod, the: Fragmentary text collected by Cainite scholars that tell the tale of Caine the first vampire and how he survived the land of Nod with Lilith's aid

Church of Caine, the: The heretical faith of the Ashirra and Camarilla that openly worships the Antediluvians, calls Caine a myth and denounces Lilith as an infernal diablerist

Dark Mother, the: Lilith. The Bond Breaker and the Gift Giver. The Path of Lilith is small but growing in the Sabbat, and some of its teachings have been adopted by Sabbat Noddists

Dark Union, the: The metaphorical joining of Caine and Lilith. When the Antediluvians are defeated and vampires openly rule

Host: A loose alliance of Sabbat Packs that follow or aspire to follow one of the Seraphim

Numinous Rite: A set of secret rituals developed by the Sabbat to prosecute the Gehenna War and weaponize the Antediluvians secrets

Oaxaca Diaries, the: A collection of notes from the Diet of Oaxaca, the last Sabbat synod before the Gehenna War. The text claims Antediluvians cannot die and predicted that many Lasombra would rejoin their father as traitors

Perfecti: A Cathari spiritual leader, not necessarily a Priest. They fast, refuse earthly delights, and take on vision quests to see beyond the material world. Cathari usually treat them as saints

Revelations of the Dark Mother: A collection of works that outline the beliefs of the Bahari, the followers of the Path of Lilith

Seraphim: Also known as Warlords. A leader of a Sabbat Host. These vampires have founded a cult of personality who follow their teachings or example. Most gained a following after victories in the Gehenna War. Only a few holdouts from the old order have been able to gain the same level of popularity or clout

Takbir: A call of faith that is repeated in response by all present. In the Sabbat they include Praise Caine!, Death to the Antediluvians!, May the bonds be forever broken!, and Ahi hai Lilitu!

Uriel's Promise: Golconda. Although once considered a heresy, the large number of Salubri Antitribu in the Sabbat and the Sect's fractured leadership has allowed some new thinking to flourish, especially among Cathari and Unifiers

Word, the: The collected holy texts of the Sabbat mostly passed down through oral tradition. Foremost among them is the Book of Nod, but many Priests also memorize pieces from the Revelations of the Dark Mother, the Oaxaca Diaries, the Erciyas Fragments, and other texts



Chapter One:

CREATION RITES

*I cannot make you understand. I cannot make anyone understand what is happening inside me.
I cannot even explain it to myself.*

— FRANZ KAFKA, THE METAMORPHOSIS

I had often thought of death, where my soul would go after it left my body. Maybe an angel would take me away or I'd stand on some shore waiting for a ferryman to deliver. But it was actually just me, buried under thousands of others, bodies all writhing, all scared, all hungry. A tangle of limbs, clawing through each other and the dirt pressing down on us, writhing to break the soil over our heads. I pushed myself out of that gore-filled hole, I wanted to wipe the dirt and offal out of my face, but the others kept crawling out of our communal grave. Surging forward, shoving me along with them.

There were voices around me, shouting, pushing me and others who could only stand and be bewildered away from the crater in the earth as more of the mangled and bloody scrambled out. The voices screamed, "For the Dark Father!" and "Bathe in their blood". Battle cries, but I couldn't see the battle yet. A hunger drove me after that, the shouts around me became muffled as one voice cut through, the voice that told me to feed. I could smell the

blood on the wind, just up a winding trail. The others were running that way, blazing a path, leaping over corpses and piles of ash as everything around us burned. The fire lit up the sky like a sunrise. The rising moon was framed by mountains and I could smell the blood pouring from the tallest peak. That was where my hunger wanted me to go, but my body ached at the thought of the climb.

“Do not falter, child, go. Prove yourself to the Sword and you may survive to see the bounty.” A woman’s voice said and she gave me a firm push forward. She wore a gray robe, her face covered in tattoos, including one of a third eye, but that eye was alive. She was calm and still and out of place in the chaos. I knew the crowd of bewildered people around me. They’d been pulled from my tour bus and now they were charging up the hill, some of them running on their hands and feet like wild animals.

“Where are we going? I’m so hungry.” That was all I could manage and her mismatched eyes took me in. “We go to our fate.” she said and gave me another push. I staggered into a half run, as something else, that thing in me that hungered, put me into action. Her words didn’t make sense to me and I lost her in the crowd, but that thing in me... the Beast... seemed to agree, and I climbed.

— OSCAR ABADÍA, SERAPHIM AND HOST OF THE 'OUR BLOOD' PODCAST



The Last Bridge Over the Abyss

Within the Sabbat there are few crimes as grave as retaining your mortal identity. The Black Hand has many Paths, but a common belief among them is that Cainites must leave behind their mortal life or they will become trapped between the gnawing hunger of the Beast and the false illusion of their old self. This dilemma is exploited by the grasping elders of the Camarilla and the lost sheep of the Anarchs. These so-called Kindred pretend that a compromise between life and death is possible, but why compromise when you can be free? Accept that you have been perfected by Caine's blood. Learn from Mother Lilith and discard the chains of your mortal life. Take up the only struggle that matters. The war against the Antediluvians.

Pretending to be alive and wearing the rags of your old life will not save you when the elders scour the Earth. Only when the ancients are no more and the way prepared for the Sabbat's open rule will vampires be free. The first step in the process of adopting a Path of Enlightenment is the stripping of one's Humanity. In the Sabbat this process is usually instigated by the Creation Rites, where ritual burial uses trauma to enrage the Beast and lowers a recruit's capability to hold their moral center.

Newly Embraced and psychologically fragile, they are goaded by their Sire and the Beast to commit horrific crimes on the living and the dead. They are then rewarded with the exhilarating first drink from the Vaulderie chalice, binding them to their Pack and making them further susceptible to the teachings of their Priest; a Cainite well versed in sculpting monsters out of mortals. Every new crime is justified and praised by their new brethren until they find a Path of Enlightenment to call their own. It is the last bridge over the abyss.

Only madness and wassail awaits those that cannot find a Path before the last of their Humanity is destroyed. The rare vampire who escapes their Pack before this process is complete suffers from

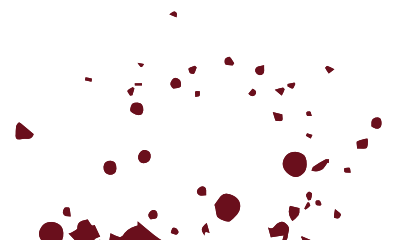
PTSD-like symptoms of hyper-vigilance, paranoia, and sudden swings in mood and energy. Most will be too far gone to reclaim any of their former self and without a Priest to guide them will likely succumb to the Beast. While Packs dominated by Unifiers and Noddists hunt down such runaways, Cathari and other Sabbat assume that the lure of the Vaulderie and the pains of withdrawal will bring back the worthy.

Those vampires outside the Sabbat who attempt to adopt a Path will be hard pressed to find their way without the guiding hand of a Priest, the power of the Vaulderie or the time tested trials of the Ritae. While it is rumored that some ancient vampire Sects also used Path of Enlightenment, their teachings and practitioners have likely all been lost to torpor, final death, or the so-called Beckoning. Despite the Gehenna War, or perhaps because of it, the Sabbat has not only retained its knowledge and practice of the Paths of Enlightenment but has seemingly stripped its ranks of all Humanity.

System: Adopting a Sabbat Path of Enlightenment requires a teacher. Trying to learn such a new mind set from books or scanned PDFs would take several mortal life times, and a single misstep would likely result in wassail or final death.

Once the vampire's Humanity has been eroded to 6 or lower, they may take a new Conviction related to the Path of Enlightenment they are pursuing. If they already have 3 Convictions, they may replace one of them with this new Conviction as long as they no longer have a living Touchstone connected to the Conviction being replaced. Many Sabbat Packs force new recruits to murder or even Embrace their Touchstones for the purpose of "making room" for a Path of Enlightenment to take root. Once a Cainite has their first Path Conviction (see pg. 16-23) they must tie it to a Touchstone Ritae (see pg. 13). A Sabbat with one or more Path Convictions is considered to be walking that Path of Enlightenment and this may give them access to Loresheets and other Advantages.

Each Path has differing methods of scraping off a recruit's mortal identity and the Sabbat's Ritae



are designed to not only dehumanize but also to teach the basic tenets of the Sect, Noddism, and veneration of Caine.

The Creation Rites (see pg. 62) even allow a vampire to take on a new Conviction when they are Embraced. In this way mortals who had few Convictions in life will often become zealots of the Black Hand. Many adopt the Path followed by their Priest, but all Sabbat are free to choose any Path that serves the Sword of Caine.

Once a Sabbat no longer has any Convictions tied to a mortal Touchstone, they are fully committed to their Path. While they retain their current Humanity rating and gain Stains normally, they can no longer buy dots in Humanity. As long as they faithfully walk their Path, anytime they would lose their last Humanity dot they take one Aggravated Willpower damage instead. This triggers their Path Compulsion. A Sabbat who has filled their Willpower track with Aggravated damage becomes Impaired. If they take any Aggravated Willpower damage while in this state they lose their last Humanity dot and enter wassail. The last of their mortal identity is lost to the Beast.

NO PATH RATINGS

In previous editions a Path rating replaced a vampire's Humanity trait. Instead of creating a new mechanic, this book retains V5's Humanity and Stain system. This means that playing a Path in V5 is reflected in a Chronicle's Tenets and in a character's Convictions and Touchstones. While this means that a Sabbat must still keep track of their Humanity, they gain certain advantages that mitigate the dangers of Degeneration. Humanity in a Sabbat game is not a track of their morality, but a measure of how much of their mortal and personal identity they've retained. An Albigensian Tzimisce with a Humanity of 2 may not recall their mortal name, where they grew up, or may have long forgotten their original face. They've kept enough of their mortal self to ward off the Beast and no more. The rest has been sacrificed in the service of the Sword.

Sabbat Tenets

A Sabbat chronicle formulates Tenets (see V5 Corebook pg. 172) in the same manner as any other vampire game, but requires the Storyteller and players to synthesize the goals of their Pack with the moral philosophies that guide their individual Paths of Enlightenment. While this means that a Pack composed of vampires all on the same Path will likely have fewer crises of faith, it's often better if all players negotiate for Chronicle Tenets that align with the themes of the story they're telling. In a Sabbat game the player character taking on the role of the Pack Priest should also take a leading role in advocating for Chronicle Tenets that will provide dramatic boundaries for all of their Pack-mates, not just themselves.

Pursuing a Path of Enlightenment means the destruction of a vampires' mortal identity and the death of, or estrangement from, their mortal Touchstones. Though their new Path Convictions mitigate the Stains they accrue, the perverse pastimes of the Sabbat ensure they will regularly gain Stains. Without mortal Touchstones, the Sabbat instead rely on Touchstone Ritae to guide their Convictions and cleanse themselves of the Stains they do incur. Some sample Tenet sets for a Sabbat chronicle are listed below:

LAWS OF WAR

- Never surrender
- No one gets left behind
- Never kill "civilians"

CODE OF THE JYHAD

- Never deny the truth
- The guilty must be punished
- Always struggle for freedom

CULTIST CREED

- Fangs before blood bags
- Never deny your beliefs
- Without a cause you're nothing

IN ENEMY TERRITORY

- Never snitch
- Never use the enemies' weapons
- Freedom requires sacrifice

GOTH CLUB

- Always wear black (perfect your inhumanity)
- Love will tear us apart (never deny yourself)
- Death is fleeting (glory is forever)

Touchstone Ritae

Instead of pairing their Path based Convictions with living Touchstones, Sabbat vampires pair them with specific Auctoritas Ritae (see pg. 58). Even Packs that are composed of vampires all on the same Path may have members with wildly different Convictions and Touchstone Ritae. Though most Sabbat revere the Vaulderie regardless of Path, a Cainite can never connect different Convictions to the same Touchstone Ritae.

This also means that when these Ritae are disrupted or disrespected, Sabbat can gain Stains or Frenzy as if a Touchstone had been damaged or threatened. This reverence for the Ritae also extends to any implements the Pack requires to perform these Touchstone Ritae. The destruction of such an item could result in the loss of the Conviction associated with that Ritae if the implement is irreplaceable. This means that Sabbat Packs guard their Vaulderie chalices, Noddist text fragments and ritual weapons with great care. In all other ways Touchstone Ritae operate in place of a Sabbat vampire's normal Touchstones.

This is another reason that Sabbat Packs often target the mortal Touchstones of their recruits, to prevent them from regaining their Humanity if they find the trials of their Path too great to bear. It is exceedingly rare for a vampire who has successfully embarked on a Path to find a way to return to Humanity but reconnecting with a Touchstone seems to be a necessary part of the process. What seems certain is that no vampire has ever been able to reclaim their Humanity without a

living Touchstone.

System: Once per Session, a Sabbat vampire may make a Remorse roll (see V5 Corebook pg. 239) or remove one of their Stains when their Pack participates in one of the vampire's Touchstone Ritae.

PLAYING PRIESTS

In the Sabbat the role of Priest looms large. These Cainites are not just a Pack's nominal leader but also their spiritual guide and their link with what remains of the Sabbat hierarchy beyond their Pack. Such a meaningful role requires special consideration when a player takes it on. They should be cognizant of the power they wield not only over the other players but over the course of the game. A Priest leads most of the Pack's ritae and will be called upon to prove their faith and devotion repeatedly. Signs of weakness could lead to a Monomacy challenge or even the disintegration of the bonds holding the Pack together. A player taking on the role of the Pack's Priest should be aware of the unique challenges they are likely to face. They will be expected to lead and they will also be expected to counsel their Packmates when they have to deal with the psychological and spiritual turmoil that comes with walking one of the Sabbat's inhumane Paths.



Walking the Path

*We are now loosened from the gravity of identity's land.
What will we do... what will we do without exile, and a long night.*

— MAHMOUD DARWISH, WHO AM I, WITHOUT EXILE?

Each Path of Enlightenment has its own ethics, dogmas and doctrines, but how an individual Sabbat vampire is guided by those elements is a deeply personal matter. The Sword of Caine understands that the Paths are all that stand between a vampire and their Beast. There is no standard or perfect method for how to reconstruct a vampire's identity after they've stripped away the human. So while all Devourers revere Caine, they will individually pursue the teachings of their Path in different ways. Some will loudly proclaim Caine as their literal Father in their takbirs, while others see Caine as a multitude - a savior beyond gender or morality. No holy office or orthodoxy sniffs for heretics among their ranks. A Sabbat vampire answers only to their Pack, their Priest, and their personal convictions. The Beast settles the difference, consuming those that fall by the wayside.



The suggested Path Convictions and Touchstone Ritae below are examples but not exhaustive, some Sabbat will have very different interpretations of their Paths.

System: When a Path follower's Compulsion (see V5 Corebook pg. 208) is triggered the player can choose to trigger their Path Compulsion in its place. Similarly, when a Path follower risks Fury or Hunger Frenzy some Paths require them to Ride the Wave in certain situations (see V5 Corebook pg. 219) instead of resisting. Lastly, every Path has Advantages a character can buy if they have a number of Path Convictions equal to the cost of the Advantage. All Packmates get the benefit of these Advantages, though some require a Path specific blood Resonance to activate.

Path of Caine

Vampires on the Path of Caine consume the blood of the powerful to bring themselves closer to the Dark Father. Though they look to the Book of Nod as a guide, they are not a scholarly creed but one of action. Devourers respect the Beast and the power of the blood above all things. They go out of their way to hunt elder vampires, lupines and other supernatural creatures. The elders and few ancilla who follow this Path often dedicate themselves to delving into the deeper mysteries of ancient texts and reconciling the many myths that surround Caine and Lilith, but the majority of the Noddists within the Sabbat are more interested in the here and now. They see how the false Church of Caine has perverted their teachings into the blind worship of the Antediluvians and understand that only stolen blood will redeem them.

Noddists have mixed understandings about Lilith's role in the Book of Nod, but in the Sabbat they've adopted some of her teachings and accept her as Caine's greatest teacher if not an equal. Attempts by Noddists to reconcile Caine and Lilith in a Dark Union have so far been met with contempt

by most Bahari, who have long been persecuted by the Noddists and the heretical Church of Caine.

Roleplay: Noddists see vanity as a mortal weakness and tend to wear solid colors such as black, red, or white unless celebrating a High Holiday. They are Cainites of few words but can become very animated when observing Ritae or when feeling Caine's presence. Devourer's speak of Caine with reverence and often repeat a takbir whenever saying his name. They often keep dogs or wolves as retainers and prefer the company of animals to mortals.

Nicknames: Devourers, Noddists

Takbir: *Praise Caine!, All praise to Caine!, Reclaim the blood!, The throne awaits!, Dark father hear me!*

The Priesthood: The clergy of the Path of Caine are seen as traditionalists within the Sabbat and prefer to be called Father or Mother. Old fashioned Noddist will even insist on using Latin in the performance of the Ritae, a tradition that was born out of the mockery of the First Inquisition. Younger Priests are more open to innovation and many have even adopted Bahari teachings into their sermons. Though this has had mixed responses, as some Bahari are wary of being co-opted into a belief structure that has only recently shed its most patriarchal ways. Packs led by a Devourer are often deeply invested in the Gehenna War and are always on the lookout for elder blood. They are also the most likely to lead sedentary covens as a way to praise Caine the mason and the builder. While they are not obsessed with power, Priests on the Path of Caine are rarely replaced without a Monomacy, a Ritae they revere above all others save the Vaulderie.

Touchstones: Devourers often connect Convictions to the Monomacy, Vaulderie, or War Party Ritae.

Frenzy: Devourers never resist Fury Frenzy, they Ride the Wave and target the strongest enemy in hopes of absorbing their strength.

Path Compulsion: Voracious. The Devourer must feed immediately, and will subdue mortals or weaker vampires if necessary. If they fail to reduce their Hunger by 1 step by the Scene's end they suffer a -2 penalty to all rolls for the rest of the night.

Convictions: Devourers choose Convictions that uphold vampiric supremacy, devalue mortals, and seek to emulate a perfected vampiric existence with Caine as exemplar.

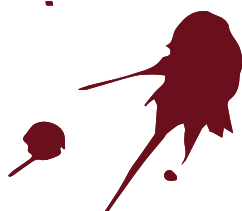
Example Path Convictions

- Follow Caine's example in all things
- Never put a mortal before a Cainite
- Failure is not an option
- Faith requires action
- Reject the mortal world
- The strongest eat first

Path of Caine Advantages

Devourers look for portents and omens to guide them, especially in dreams. Some see this as an acknowledgement that the Land of Nod can be glimpsed in sleep, and that Cainite spirits leave their undead bodies to wander there during the daylight hours. Since the Dark Father was also the builder of Enoch, the First City, they also tend to think of themselves as the natural predators of the modern world. The city is Caine's gift to mortals and Noddists take whatever they want from those dwelling there without remorse or gratitude. Lastly the Devourers covet the taste of rare blood, the possession of ancient relics and mystic powers such as Blood Sorcery. Noddists credit Lilith as Caine's teacher and see Disciplines as tools to gain freedom from all laws, divine and mundane.

● **Dream Warriors:** The Pack can send short messages to each other through their dreams during the day sleep. Pack Priests can attempt to communicate with other Noddists or even trigger a prophetic dream by gorging themselves on blood tinged with the proper Path Resonance.



●● **Enochians:** Devourers are natural urban predators and can effortlessly make their way through the densest cities without being detected by modern surveillance. No roll is required unless the Pack is being actively hunted, in which case their pursuer's difficulty is increased by 2.

●● **Strange Blood:** The Pack has tasted the blood of a variety of monsters and it has changed them both physically and spiritually. Any attempt to discern their nature or scry their souls through Auspex, Blood Sorcery, or magic has its difficulty increased by 2.

●●● **Feast of Dreams:** Whenever a Packmate successfully commits Diablerie, the Diablerist and all Packmates present gain +1 Experience. The victims' presence lingers in the Pack's dreams for many days after the deed is done. If the Diablerist confesses their sins before committing the Diablerie they take one Aggravated Willpower damage instead of losing a dot of Humanity, though their Priest may inflict the Status flaw Suspect on them for the rest of the Story.

●●● **Lessons from Nod:** All Packmates can buy Blood Sorcery as if it was a Clan Discipline. Once per Story when the Pack Priest performs the Vaulderie, they can place a beneficial Blood Sorcery Ritual they know upon the entire Pack. Casting a Ritual of level 3 or higher in this way requires the entire Pack to have the proper Path Resonance.

Path Resonance: Phlegmatic

*We have defied our **false** family and yet, here we are brothers and sisters.*

*We deny their poisoned **blood** and make a Clan of shared **sacrifice**. When they think their triumph is at hand we shall stand together. Come the day of **Gehenna** we shall raise our voices as one and say... **FATHERS!** Look behind you!*

Have you forgotten your cast off children?

*We are the **flood** you will not survive.*

Path of Cathari

The followers of Cathari make up the majority of the Sabbat, and they exult in feeding the Beast's cravings for blood, lust, and violence. To their enemies and detractors the Albigensians are hedonists on their way to wassail, but the Path's deeper mysteries instill a respect for fate and their role as vampiric agents of a divine plan of corruption. It is their place to feast on the material world and tempt others unworthy of the spiritual world to do the same. Others call them Devils, but they see themselves as the angels of a lost demiurge. The Embrace was their fate and they constantly seek out new potential worthy to Embrace into their ranks. These Cainites believe the Antediluvians wish to shatter this preordained cycle of fate by consuming all things profane and divine. This is a perversion of the role Caine was chosen to perform and when he returns to his throne he shall reveal a new kingdom to his faithful children.

Roleplay: Cathari prefer a flashy style that draws attention or shows off their material possessions. Diamond grills, designer clothes, and expensive cars are favorite accessories. They are often loud and talkative Cainites who depend on sharply honed social skills to draw in victims. They rarely keep retainers and mortals don't survive their mistreatment for long.

Nicknames: Albigensians, Cathari, Devils

Takbir: *Praise Caine!, The flesh is false!, Our souls are eternal!, Turn the wheel!, Death to the false fathers!*

The Priesthood: The spiritual leadership of the Cathari are paradoxically organized but eschew a formal hierarchy, instead deferring to members who have proven their spiritual purity through acts of devotion or contemplation. While followers of Cathari indulge all of their desires and see the seven deadly sins as a weekend checklist, the Priests of their Path tend to an almost monastic asceticism. Fasting from blood, prolonged vows of silence, and

even refraining from crimes against their Humanity are all acts of deprivation Albigensian Priests regularly use to spiritually purify themselves. The highest among these devout are known as the Perfecti, and Cathari often seek these holy vampires out when they wish to progress on their Path or find deeper meaning in their unives.

The clergy of the Cathari prefer informal titles unless they have attained the prestige of a Perfecti. They usually reject all appellations other than Priest. In their Ritae they use whatever language is most common among their Packmates and prefer ritual implements that are overtly occult in nature such as goat heads, stone altars, pentagrams, blood chalices, and curvy daggers. Devils usually lead nomadic packs and see the Gehenna War as a chance to prove their devotion and to call Caine back from occultation so that he may reshape the natural order or shatter the wheel of fate. Priests on the Path of Cathari are usually willing to step down in favor of a Packmate they see as worthy, but will plot and scheme to block the ascent of an unworthy rival.

Touchstones: Cathari usually connect their Convictions to the Creation Rites, Blood Feast, or Vaulderie Ritae.

Frenzy: Devils only resist Hunger Frenzy when keeping up a mortal facade, otherwise they Ride the Wave (see V5 Corebook pg. 219) and attack the most vulnerable targets to demoralize their foes.

Path Compulsion: Exhibitionist. The Albigensian exposes their vampiric nature for all to see in a grand display and demands attention, subservience, and fear from all mortals present for the rest of the Scene. The Devil suffers a -3 die penalty to any actions not involved in cowing a mortal audience.



Convictions: Cathari prefer Convictions that indulge their vices, cast mortals as victims, and see the physical world as a place beyond redemption.

Example Path Convictions

- Rules are meant to be broken
- Indulge every temptation
- Seek out and test the worthy
- Punish the unworthy
- Never harm the spiritually pure or the innocent
- You can't change fate, destiny is everything



Path of Cathari Advantages

The Albigensians enjoy crossing lines and pushing others beyond the edges of their own comfort. They have a preternatural sense for what their enemies hold dear and few Sabbat can mimic the living as well as the Cathari.

● **Infectious Desires:** The Pack's very presence has an intoxicating and morally deleterious effect on mortals. While it is rare for humans to live long in the presence of a Cathari Pack, those that are exposed to them for prolonged periods find their inhibitions quickly stripped away. Mortals find their Desires beginning to match those of the Cathari over the course of a Scene and their blood Resonance will turn Sanguine.

●● **Angels of Destiny:** Embracing never causes Stains or Humanity loss for your Pack. Cainites on Cathari can reduce their Stains by one if they Embrace a particularly perverse mortal.

●● **Strike at the Heart:** By observing a Cainite interact with a mortal, Packmates can sense if the mortal is a Touchstone. Cathari often use this power to blackmail their enemies or sniff out Sabbat still clinging to their Humanity.

●●● **Angels of Desire:** All Packmates can buy Presence as if it was a Clan Discipline. Once per Story when the Pack Priest performs the Vaulderie they can place a beneficial boon upon the entire Pack. As long as a Packmate has the proper Path Resonance they gain a +2 die bonus on any roll to resist Presence powers for the rest of the Session.

●●● **Party Animals:** Packmates with the proper Path Resonance can use Blush of Life as if they had a Humanity 8. While under the effects of Blush of Life they suffer no penalties to their rolls when interacting with mortals (see V5 Corebook pg. 237).

Path Resonance: Sanguine

Path of Death and the Soul

In the Sabbat the Reapers have a reputation as cold and their Ritae are often reserved. They see Caine as a rebel and explorer unwilling to compromise or be held back by the limits of death. Those on this Path seek the secrets of death and undeath, not to better understand their own condition but to conquer it. While Necronomists perform experiments and research the mysteries of undeath, they see themselves more as artists than cold practitioners. They are inspired by the restless dead and frequently welcome possession and communion with the spirit world. Reapers believe the Antediluvians have grown too powerful to succumb to traditional methods of destruction and that stories of their demise are a great lie meant to hide them until Gehenna's closing act. It will take more than stake, fire, or sunlight to kill these blood gods and death itself must serve the Sword if they are to prevail.

Roleplay: Reapers prefer functional and dark clothing, but many take on a goth look as spirits seem drawn to that aesthetic. Reapers are quiet and even their takbirs are understated and matter of fact. They see emotions as a weakness of the living. Reapers prefer undead servants but are notorious for fleshcrafting monstrous ghouls.

Nicknames: Necronomists, Reapers

Takbir: *Death is a doorway, Caine's blood conquers all, (quiet lyrical chant of) Undead, Undead, Undead.*

The Priesthood: The clergy of Death and the Soul is almost non-existent outside of individual Pack Priests. Their Ritae are often marked by the symbology of death. Skulls, keys, and grave dirt are common implements and dead Packmates are ritually invited to celebrate the Ritae alongside their old comrades. Reapers are superb caretakers and will often relinquish power without any hard feelings if approached respectfully.

Touchstones: Reapers almost always connect their Convictions to the Creation Rites, Festival of the Dead, or Vaulderie Ritae.

Frenzy: Reapers always attempt to resist Frenzy as they see the loss of control to the Beast as a tactical mistake, if not a weakness. They gain the standard bonus to rolls to resist Frenzy equal to one third of their Humanity rating (see V5 Corebook pg. 219).

Path Compulsion: *Necro-Curious.* The Reaper becomes obsessed with the spiritual and necromantic properties of something in their immediate vicinity. If the target of their interest is a mortal they may kill it and study it elsewhere, but otherwise they will investigate the location with obsessive interest. If they do not satisfy their curiosity by the end of the Scene they suffer a -2 penalty to all rolls for the rest of the night.

Convictions: Reapers prefer Convictions that focus on the restless dead, deny existential dread, and devalue all living things.

Example Path Convictions

- Never fear death
- Never leave a loose end
- Never deny your curiosity
- Never refuse the dead their due
- Never side with the living
- Never deny the inevitable

Path of Death and the Soul Advantages

Reapers are tied to the dead, and their rituals are the perfect play ground for malevolent spirits, ghosts, and the restless dead. Though they Embrace their recruits with the Creation Rites, Reapers are creative experimenters and have found other ways to make use of this Ritae.

● **Zombie Rites:** The Pack can use the Creation Rites to raise savage undead from recently-deceased corpses. No more than two or three can be created per Session and they can be difficult to control. Often Packs leave them behind to rampage as they make their way out of a domain. Use the Unbirthed (see V5 Sabbat pg. 43) or Wight (see V5 Corebook pg. 375) for their stats.

●● **Corpse Eaters:** Everyone in the Pack with the proper Path Resonance can feed on blood from corpses as if they had the Iron Gullet (●●●) Feeding Merit. Bagged or preserved blood from the living is still inedible though.

●● **Safe Passage:** Reapers are keen strategists and some have maintained a strange web of alliances and ceasefires among other creatures inhabiting the World of Darkness. As long as they do not transgress, the Pack can pass unmolested through the territory of lupines and other creatures that recognize treaties with the Sabbat.

●●● **Deeply Haunted:** The Packs' haven and ritual sites always attract Spectres (see V5 Corebook pg. 377) that see them as allies. These angry ghosts lash out at intruders and make short work of any uninvited spirits entering their territory. If the right favors and observances are met, these Spectres could be tricked or compelled into performing other tasks for the Pack.

●●● **Shadow Souls:** The Pack is infused with necromantic energy. All Packmates can buy Oblivion powers as if it was a Clan Discipline. Once per Story when the Pack Priest performs the Vaulderie they can place a beneficial boon upon the entire Pack. As long as a Packmate has the proper Path Resonance they are resistant to Oblivion for the rest of the Session as any hostile Oblivion Ceremony that targets or includes a Packmate in its effect automatically fails.

Path Resonance: Melancholy

Path of Power and the Inner Voice

Cainites on the Path of Power and the Inner Voice are obsessed with the trappings of dominance and increasing their own power. Bending others to their will is a core tenet of the Path, but so is honorably serving those more powerful. Until they falter and the roles are reversed. Those new to this Path often rely on raw power to subjugate others, but the greatest Unifiers know that loyalty given freely is where true power and respect lies. These distinctions are only a concern in regards to other Cainites of course. Whether a mortal is controlled through trust or by blood servitude is immaterial to them.

Unifiers believe that vampires are not only apex predators, but the rightful rulers of the world. Mortals who resist or hunt them are actively denying their role in the natural order. They recognize Caine as their king not because he may have spawned them, but because he created and codified this model of vampiric rule over mortals in the city of Enoch. When the Antediluvians rebelled against Caine and went into hiding, they also destroyed the First City and the dream of a Cainite utopia.

Roleplay: Unifiers dress to convey their power and dominance. Symbols of authority such as canes, clubs, crowns, tiaras, and riding crops are often part of their wardrobe. Unifiers are among the few Sabbat who prefer mortal retainers, but often make use of brands, tattoos, leashes, or collars to mark them as possessions.

Nicknames: Unifiers, Uhlans

Takbir: *Caine is king!, The First City and the last!, All serve the Sword!, The blood redeems!, Break the bonds!*

The Priesthood: Unifiers are organized but their hierarchy has suffered greatly since the start of the Gehenna War, as the mortal servants and ghoulish families they depended upon have been scattered and devastated. Now Unifiers are mostly limited to exerting control locally with few able to claim a title greater than Archbishop. Only Seraphim can gather Hosts as large as the Cardinals of old. Unifier Priests believe in rank and insist that they be addressed as Teacher, Master, or Mistress, and those who have authority over other Packs are quick to lay claim to the title of Bishop as well.

Unifier Ritae make use of ghouls as props and assistants, and they prefer ostentatious implements such as silver chalices, stacks of money, and thrones to echo Caine's rule. Packs led by a Unifier can resemble sedentary covens as they gather mortal pawns and influence, but they have no qualms about liquidating their assets and moving on when the Gehenna War calls. Unifiers see mortals as useful tools, but only glory and victory won in service to the Sword of Caine will see them reach the pinnacle of power. Priests on the Path of Power and the Inner Voice are never replaced without a power struggle or Monomacy, though these conflicts rarely result in a final death as Unifiers will submit when confronted by a worthy leader.

Touchstones: Unifiers prefer to connect their Convictions to the Blood Bath, Fire Dance, or Vaulderie Ritae.

Frenzy: Unifiers never resist Fury Frenzy as they see the Beast as a powerful weapon and as a pure subconscious extension of their will. When frenzied they Ride the Wave (see V5 Corebook pg. 219) and seek out their enemies' leaders.

Path Compulsion: Supremacy. The Unifier is tired of waiting and serving others, they take what they deserve and demand obedience from their lessers. They suffer a -3 die penalty to any actions for the rest of the Scene that don't involve seizing power or taking their rightful place.

Convictions: Unifiers choose Convictions that value domination, submission, and loyalty as virtues with vampires naturally ruling over mortals.

Example Path Convictions

- Loyalty is earned
- Might makes right
- Always respect power
- The ends justify the means
- Never break your word to a Cainite
- Always reward success and punish failure

Path of Power and the Inner Voice Advantages

Followers of the Path of Power and the Inner Voice are always willing to use mortal pawns in pursuit of their objectives. Though the Unifiers are some of the most inhumane vampires in the Sabbat they pride themselves on being able to dominate any situation and will use any tool necessary to do so. They even see their own Beast as something that must be weaponized for use against their enemies and rivals.

● **Vassals:** Once per Session the Pack can call upon blackmailed mortals to provide them with cash, favors, or weapons as the criminal or police Contacts (●●) background.

●● **Vile Threats:** When Unifiers are drawn into a test of personality they do not rely on grace. Willpower damage inflicted by Packmates in the first round of Social Combat are Aggravated if they have the proper Path Resonance. Also the Pack gains a mortal Retainer (●●) background.

●● **Leashed and Unleashed:** Unifiers let their Beasts loose when needed. When a Packmate frenzies during combat they inflict +1 Aggravated health wound that round if they have the proper Path Resonance. Also the Pack gains a mortal Retainer (●●) background.

●●● **Victims on Tap:** All Packmates can buy Dominate as if it was a Clan Discipline. Also the Pack gains a Herd (●●) with a Choleric resonance.

●●● **Conditioned into Submission:** Mortals serving the Pack have been abused into abject submission. They are servile to a fault and won't hesitate to sacrifice themselves for their masters. These mortals act as Allies (●●●) and will comply with suicidal commands without hesitation. If called upon to sacrifice themselves for the Pack, treat these mortals as a Broken Servant (see V5 Sabbat pg. 41).

Path Resonance: Choleric

Path of Lilith

Sometimes considered a forsaken Path, the Bahari are believed to be the only Path of Enlightenment to have more followers outside of the Sabbat than within it. Both mortals and immortals follow Lilith and call themselves Bahari, but those of the Sabbat tend to avoid their living sisters unless they have a great need. The Path of Lilith believes pain is the best teacher and the Dark Mother never spares her pupils from the truth regardless of the consequences. Not all followers of this Path believe in Gehenna or the Antediluvians, but those Lilins who do believe in them, see the Sabbat as the best chance of avoiding that dark fate.

Within the Sabbat the Bahari have always had a contentious relationship with the Path of Caine, who in the past accused them of heresy for daring to view Lilith as Caine's equal. Now that the Sabbat has splintered and no longer enforces orthodoxy, the Bahari have re-emerged. From a seed of secretive devotees they've become the fastest growing faction within the Black Hand in the modern nights. Bahari no longer fear being suppressed by Noddists. In fact Bahari are more wary of the Nod-

dists attempts to co-opt their teachings as their own. The uneasy relationship between the two Paths has been papered over by the needs of the Gehenna War and the common enemy they both see in the false Church of Caine that has grown in the heart of the Ashirra and the Camarilla.

Roleplay: Bahari are an eclectic and expressive creed that dress in modern styles. They tend to answer questions with questions and can come off as evasive and overly fond of riddles. Lilins cultivate an air of mystery and wisdom, but usually prefer to let others exhaust themselves before providing their hard won answers on a problem. Unlike most Sabbat, Bahari treat both their mortal and animal retainers well but are quick to punish disloyalty and incompetence. Bahari often use moths, owls, and a black crescent moon as their symbols.

Nicknames: Bahari, Lilins

Takbir: *Ahi hay Lilitu!, For the Dark Mother!, May our bonds never be reforged!, Our chains are forever broken!*

The Priesthood: The Bahari are small in number but growing within the Sabbat, making their clergy a disjointed collage of Priests and scholars. The Bahari of the Black Hand are almost completely cut off from their non-Sabbat sisters and this split has created some suspicion between the two factions. While Bahari have traditionally taken a Path before Sect approach to their allegiances, the Gehenna War has meant that only the most committed Lilins have stayed in the Sabbat. The few Bahari leaders that have stayed within the Black Hand have dedicated themselves to spreading Lilith's teachings and preventing the absorption of their faith into Noddist dogma. Bahari Priests also do their best to warn the Sabbat about the danger presented by the so-called Church of Caine and their twisted devotion to the Antediluvians.

Touchstones: Lilins almost always connect their Convictions to the Creation Rites, Fire Dance, or Vaulderie Rites.

Frenzy: Lilins only resist Hunger Frenzy if they're attempting to hide their true nature, otherwise they Ride the Wave (see V5 Corebook pg. 219) and try to wound or cripple their enemies.

Path Compulsion: Pain Seeker. The Lilin becomes obsessed with something dangerous in their immediate vicinity. This may be a bonfire, a lupine, or even a weapon. Usually the Lilin wishes to be harmed by the object of their obsession, but in some cases controlling, stealing, or seducing it may satisfy them. If they do not satisfy their curiosity by the end of the Scene they will suffer a -2 penalty to all rolls for the rest of the night.

Convictions: Bahari Convictions revere Lilith, the magic of creation, or the learning of painful lessons.

Example Path Convictions

- Follow Lilith's example in all things
- Never give up your freedom
- Pain is the greatest teacher
- Rules are meant to be broken
- Never fear the truth

Path of Lilith Advantages

Bahari see Lilith as not only the mother of vampires, but as the patron of witches and supernaturals that haunt the dark. The lupines, mages, and fey creatures all seek Lilith's wisdom and Bahari feel a kinship with this sisterhood of the night.

● **Lilith's Favor:** Bahari and others who honor Lilith grant your Pack aid and safe passage through areas they control. This favor can be rescinded if your Pack is caught teaching Noddism or aiding the Church of Caine.

●● **Moon Blooded:** Members of your Pack can instantly sense when lupines or other shapechangers are near. Packmates are also immune to any of the usual drawbacks when drinking lupine blood.

●● **Cultists:** Once per Session the Pack can call upon mortals dedicated to Lilith's cult, as Allies or Herd (●●●). Abusing this cult can draw the wrath of their other supernatural allies.

●●● **Mother of Monsters:** All Packmates can buy Protean as if it was a Clan Discipline. Also if they have the proper Path Resonance and have the Level 3 Protean power Shapechange (see V5 Corebook pg. 270) they can opt to transform into a cat, an owl, or a snake.

●●● **Dance before the Flames:** Bahari Packmates can turn up to three Aggravated Health damage caused by fire into Aggravated Willpower damage once per Scene. Also all Packmates with the proper Path Resonance or on the Path of Lilith automatically resist Terror Frenzy caused by fire.

Path Resonance: Sanguine

LOST PATHS

Many Paths are no longer common within the Sabbat. Others have been absorbed or co-opted into the faith of others. The Path of Night favored by Lasombra is now a sub-Path of Cathari focused on terrorizing mortals. Other Forsaken Paths could also survive as a subset of another. The Path of the Beast and Honorable Accord share much in common with Power and the Inner Voice. A Player could take Convictions that focused on dominance and cruelty for the former and those focused on loyalty and honor for the latter. The Path of Blood is a sub-Path of Caine that exults in Diablerie and believes the Banu Haqim blood addiction is a blessing to emulated.

The Path of the Sun (see V5 Sabbat pg. 28) is unfinished. It is not yet coherent enough to provide the benefits of a Path and only Thin-bloods have been able to weather its contradictions so far. A vampire taking Convictions based on it wouldn't be able to take Ritae Touchstones, and would still need mortal Touchstones. Fully developing it into a true Path could be an interesting story for an ambitious Pack.

Predator Types

Sabbat vampires usually feed with their Packs, turning the hunt for blood into ritual and sport. When left to their own devices, they use brutal methods that are perversions of the tactics used by more subtle Cainites.

System: When hunting as a Pack, Sabbat vampires often default to succeeding with a cost. They slake their hunger but leave a bloody mess in their wake. If the Pack wishes to have a quieter hunt, the Priest makes a hunting roll as determined by the Storyteller (see V5 Corebook pg. 306) and adds an extra die for each Packmate assisting. Though letting their Pack go hungry in the name of discretion is a quick way for a Priest to lose their place or worse.

SCAVENGER (SABBAT ONLY)

You haunt cemeteries, mass graves, and morgues looking for scraps of life buried in the dirt or thrown away with the refuse. Dead blood and spirit ephemera sustain you, and you don't mind if you have to dig to get the good stuff.

Common Paths: Cathari, Death and the Soul

Hunting Roll: Stamina + Athletics or Occult

- Add a specialty: Occult (Ghosts) or Athletics (Digging)
- Lose one dot of Humanity
- Gain one dot of Oblivion and gain one dot of Fortitude or Potence
- Gain the Iron Gullet (●●●) Feeding Merit
- When you feed directly from a corpse or spirit, gain the Melancholy Resonance. Draining a corpse can set your Hunger to zero
- Gain the Bad Taste (●) Flaw: Only draining a freshly exhumed corpse sets Hunger to zero

RECLAIMER (SABBAT ONLY)

Only vampire blood satisfies you and when you hunt alone it's Diablerie that you seek. The gift of Caine cannot be entrusted to the unworthy and your fangs cleave it from those found wanting.

Common Paths: Caine, Death and the Soul

Hunting Roll: Strength + Brawl or Occult

- Add a specialty: Brawl (Vampires) or Occult (Vampires)
- Lose two dots of Humanity
- Gain one dot of Blood Sorcery and gain one dot of Potence or Protean
- Increase your Blood Potency by one
- Gain the Methuselah's Thirst (●) Feeding Flaw or the Stigmata (●) Mythic Flaw
- Gain two extra dice when rolling to commit Diablerie (see V5 Corebook, pg. 234)
- Gain the Sweet Tooth (●●) Flaw: Only diablerie can set your Hunger to zero

HEDONIST (SABBAT ONLY)

Immortality has its benefits and being undead means the party never has to end. The Gehenna War can claim your unlife at any moment and when you're not fighting in the front lines you cut loose to soothe yourself.

Common Paths: Cathari, Lilith

Hunting Roll: Charisma + Athletics or Subterfuge

- Add a specialty: Athletics (Partying) or Subterfuge (Seduction)
- Lose one dot of Humanity
- Gain one dot of Presence and gain one dot of Auspex or Potence
- Gain the Beautiful (●●) Looks Merit or the Eat Food (●●) Mythic Merit
- Treat your Humanity as two higher when using Blush of Life (see V5 Corebook, pg. 237)
- Gain the High life (●) Flaw: Only draining intoxicated mortals can set your Hunger to zero



DOMINA (SABBAT ONLY)

Deep within their beings mortals wish to be ruled, controlled, and treated as cattle. Whether by divine providence or an unholy curse, their fear of Cainites has led them to rebel against their true masters. While the natural order cannot be changed, mortals need not fear the rule of the Black Hand. You feed off mortals that yearn to be freed of the burdens of authority, independence, and responsibility. Their gifts of blood and treasure are repaid with your stern guidance. Through you they can catch a glimmer of the utopia to come once Gehenna is won.

Common Path: Lilith, Power and the Inner Voice

Hunting Roll: Composure + Insight or Intimidation

- Add a specialty: Insight (Empathy) or Intimidation (Bullying)
- Lose one dot of Humanity
- Gain one dot of Potence and gain one dot of Animalism or Dominate
- Gain Resources (●●●)
- Gain the Stalkers (●) Retainer Flaw or the Known Corpse (●) Mask Flaw
- Gain the Death Wish (●●) Flaw: Only draining a willing mortal can set your Hunger to zero

MASOCHIST (SABBAT ONLY)

You seek out cruel mortals, and brave discomfort and pain so that you can get close enough to strike. While it is dangerous to keep mortal ties in the Sabbat, you maintain a weak and unassuming mortal mask that you use to lure in your prey. You play the victim to bait the trap and then show them what a true monster looks like. You don't like to play with your food, but often keep the most interesting specimens as pets or playthings.

Common Path: Cathari, Lilith, Death and the Soul

Hunting Roll: Resolve + Insight or Subterfuge

- Add a specialty: Insight (Empathy) or Subterfuge (Playing the Victim)
- Lose one dot of Humanity
- Gain one dot of Fortitude and gain one dot of Auspex or Blood Sorcery
- Gain Mask (●●)
- Gain Herd (●●) or Retainer (●●)
- Gain the Dark Secret (Mortal Ties) (●●) Flaw
- Gain the Death Wish (●●) Flaw: Only draining a willing mortal can set your Hunger to zero

RIPPER (SABBAT ONLY)

You track your chosen prey relentlessly and butcher them with precision when you corner them. You prefer to take your time with your victims and savor every last moment. You're not a subtle hunter, but what you leave behind doesn't leave a lot to be identified or traced back to you.

Common Path: Caine, Power and the Inner Voice

Hunting Roll: Wits + Animal Ken or Survival

- Add a specialty: Animal Ken (Predator) or Survival (Tracking)
- Lose two dots of Humanity
- Gain one dot of Protean and gain one dot of Animalism or Obfuscate
- Increase your Blood Potency by one
- Gain the Organovore (●●) Feeding Flaw
- Slake one extra Hunger when you hunt alone
- Gain the Bestial Hunger (●) Flaw: You can only set your Hunger to zero by consuming your victim's heart



EXECUTIONER (SABBAT ONLY)

You act as a guardian to the Children of Seth, preying on mortal criminals to remind them that they are not the true monsters in the night. Or perhaps you simply find the blood of predators delicious. You feed on mortals who have betrayed, cheated, or killed their own kind. Whether it's petty theft or murder, the crime makes little difference to you. After tracking your victims down you often pose as their guilty conscience or wear the face of their victims before passing your sentence upon them.

Common Path: Cathari, Power and the Inner Voice
Hunting Roll: Wits + Intimidation or Streetwise

- Add a specialty: Intimidation (Threats) or Streetwise (Bad Neighborhoods)
- Lose one dot of Humanity
- Gain one dot of Potence and gain one dot of Auspex or Obfuscate
- Gain Police or Criminal Contacts (●●●)
- Gain the Dark Secret (Mortal Ties) (●●) Flaw
- Gain the Death Sentence (●) Flaw: Only draining a murderer can set your Hunger to zero

ABSOLVER (SABBAT ONLY)

You may have been a spiritual leader, a manipulative abuser, or even a therapist in your breathing days. As a Cainite, you gaslight and undermine your victims until they see themselves through your eyes and willingly give themselves to you for the absolution that comes from your forgiveness and your sublime Kiss. Many Sabbat Bahari and Hecata take a special interest in cleansing mortals of their spiritual or moral sins. Mortals thank you through tears of pleasure and pain as you bleed them.

Common Path: Cathari, Lilith
Hunting Roll: Wits + Academics or Persuasion

- Add a specialty: Persuasion (Gaslighting) or Academics (Psychology)
- Lose one dot of Humanity
- Gain one dot of Dominate and gain one dot of Celerity or Presence
- Gain Herd (●●) and Haven (●)
- Gain the Dark Secret (Mortal Ties) (●●) Flaw
- Gain the Death Wish (●) Flaw: Only draining a willing mortal can set your Hunger to zero



On the third night I dream of you childe.

You are in the crypt of the fallen, but it has changed.

No statues or candles or ashes. Only an abandoned stone room with walls adorned with ancient tapestries and a well swept floor. The hanging textiles depict a cup filled with a deep red wine, a city of strange angles and architecture in the background.

In the wall is a door you have never seen before.

It is open, and a tall pale woman in a rich blue gown steps into the empty room. Dark blood is smeared on her lips and a wild bestial look is on her face. Her head tilts as if she hears a faint sound above her, she begins to move her well-muscled body rhythmically as if to a silent song. You sense above her there is revelry and the blood of the dead. Behind her you see the shadowy shapes of other vampires crossing the threshold, you sense their great hunger as they rush as a blur towards a song only they can hear and the hunger for blood only they can smell.

The blood of their children.

— ABRAHAM TILLINGHAST, VISIONS FROM A MAZE: NOTES ON THE OAXACA DIARIES





THE ANTITRIBU

Clans in the Sabbat

There are no clans in the Sabbat, only the Antitribu and the clanless. This oft repeated dogma is not so much a lie as an unrealized ideal within the Black Hand. While the vampires of the Sabbat struggle to reimagine themselves without being tied to their Antediluvians, the simple truth of the matter is that they cannot cleanse themselves of the powers or Banes of their clan founders.

While many Sabbat Cainites proudly call themselves Antitribu in larger gatherings, among their Packmates they have no qualms about speaking plainly about the blood running through their dead veins. Sabbat usually draw clan symbols defaced with an inverted ankh or a black crescent. Though openly advancing your clan's interests or showing favor based on the same is a sure way to being punished or even destroyed.

Banu Haqim

What I say to you now, are for your ears only and the ears of trusted kin. You know well the punishment for treason, threats only waste our time.

As I have taught you the history of our line, two things should have be clear to you. The first is how the other clans have been desperate to keep ours small and powerless. How they came together to curse us because they feared us so.

The second is how that fear was justified. Not because we are the 'mysterious, bloodthirsty assassins.' No, they are right to be afraid as we have mastered the two things which ensure success and which the other clans still struggle to accept: duty

and brotherhood. Our founder gave us his blood and his wisdom, which has guided us for centuries. Although he shall fall under our fangs one night, his Path echoes within us for it was passed to him from Caine himself, all praises to the Dark Father. It is clear how we ought to treat our kin, the other Cainites, and the mortals. Other Cainites fear this Path for it demands much. It is a cruel way, but it is our duty to Caine, all praises to the Dark Father.

The other Cainites are the engineers of their own downfall. When the whole world is against us, you have only your kin to rely on. We understand brotherhood better than any other clan, and though we must call ourselves Antitribu, blood calls to blood. Brother always knows brother.

No, these are not the secrets you are bound to keep. This is. The night will soon belong to us. It is time for us to take up the mantle long-denied but well-deserved. It is time for us to guide the Sabbat.

I see the look on your face, and you must be realizing how self-evident this is. The Sabbat is our faith, is it not? And have we not drawn on the faithful for our childer for generations? Do we not revere our own founder, who through Caine, all praises to the Dark Father, laid out the Path of blood? Were we not the true Black Hand? Our legacy of service proved, time and time again, that the Sabbat could not survive without us?

We have been servants and spies for too long. We must seize our due. So many Lasombra abandoned the Sabbat and it has created a vacuum only we can fill. Seek power, but not openly. Let your competence speak for itself when your Pack must select a new Priest. Be not afraid to claim the title of Bishop when weaker packs gather. Make allies

of the Tzimisce, who will play kingmaker. Accrue debts of gratitude with those of other clans. Guard over your loyal childer and bring them in to this plan when the time is right, as I am doing with you.

Brujah

They can swear up and down that it's the strength of thousands gathering under the Sword of Caine that makes us strong, but let's keep it 100. It isn't the blue bloods or the shadow people or the flesh freaks and their creepy crawlies keeping the Black Hand in the fight.

Nah baby, it's us.

We're the reason Cainites get anything done. Sabbat, Cam, Anarch. We're always at the heart of shit. The hands that get dirty and the minds making up the reasons why we even bother getting out of the coffin. We sharpen the Sword like a whetstone is the way my Priest puts it. Brujah rallied the broken Black Hand and it was our zeal that rebuilt our Father's house. Our temper may scare you, but at the end of the night it's us keeping everyone honest. We're here to pull down the old system and make sure the elders never get back on top. The Lasombra tried to turn this thing of ours into their own little fucked up Cam Club, and we tossed them out on their ass like Michael archangel bouncing old Lucifer down the hell hole. Back to the abyss for the brave ones that fought and slaves to the Ivory Tower for the traitors that ran. We kept the good ones but watch out for their off-brand hentacles.

You wanna know what makes us Brujah? Oh sorry, makes us Brujah Antitribu. My Priest keeps reminding me, old habits. Don't rat me out kid or she'll have me hanging on hooks for the night till I get it right. What makes us... us, we show up. That's what it's about, baby. We show up when shit gets real and everyone is happy to have us when their unlife is on the line. No one can split through the front lines like we can. We'll train you up and you'll see new blood. When it comes to shovel heads too, you want our blood in the mix. That tiny little



mortal brain all marinated and brined in Brujah pickle juice?!? That only wants to fight, feed and fuck? Maybe in that order, though my fucking days are long gone since I accepted Caine into my heart and all that. Just, chef's kiss, baby. Sit back and watch a shovel head tear it up in the blood and dust.

Now me, I'm past all that. No seriously. I'm on the Path, kid. Caine's touched my heart and filled me with a passion I've never felt before - better than Diablerie son. Fuck, don't tell my Priest I said that either. Must be that suit we ate earlier, those fuckers are always micro-dosing LSD at work nowadays. You know that father and son shit don't fly, but I'm just looking out for you like a brother right now OK? Cool? Now I'm on that Caine high and nobody can tell me nothing. We got our hands on some scraps of the Word, and I devoured that shit like a Cam Lasombra eating a Ventrue's ass. I got in there and walked in the shoes of Adam's son, son. Now I'm thinking, why can't I be the Priest? It's not all hanging people on hooks and making them walk through fire. It's lighting a fire in their hearts, and I got that kinda power in spades, baby.

Caitiff

The first Caitiff I met was my Sister. I don't know what else to call her. We were created within weeks of each other, born in blood as each other's rivals. Forced to compete for every drop of blood and moment of our sire's attention. Only one of us was going to make the cut.

The details don't matter but I won. I'd bled and fought and bled some more. But I'd won.

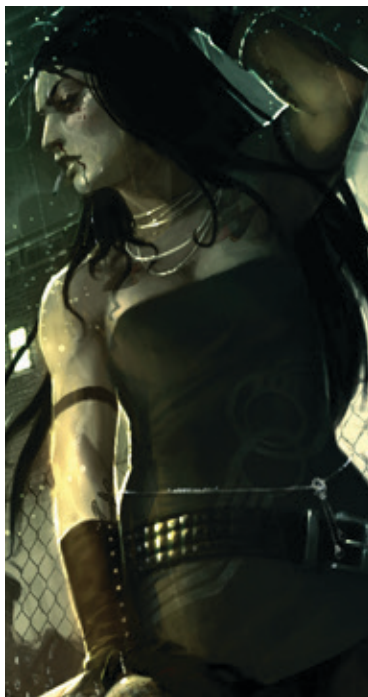
The three of us hit Elysium together. I was presented as my sire's childe, and welcomed into the 'loving' arms of the Camarilla. My sister was not so lucky. She could recite the same lines of descent, could manifest the same powers of the blood. But without a sire to vouch for her, she was clanless. Caitiff. They gave her three nights to run before they let the Scourge loose. It was an amusing game to them.

Our bloodline was 'precious' and this was one of many sick traditions that went along with it. Serving the elders was another. My Sire and I lived like kings and nobody crossed our path without permission. But then our benefactors started disappearing. One by one elders vanished and when the court took notice they started calling it the Beckoning. A manufactured story to cover up whatever they were up to. Whatever they were really hiding from in the night.

So I left, abandoned my sire and our distinguished bloodline.

The Sabbat called to me. My own personal Beckoning. Before our first Vaulderie, I was asked my clan, I told them the truth. Caitiff. Clanless.

You might think that too clever by half, but as I met others, I realized my situation was not unique within the Sword. We don't speak of our sires or heritage, and know better than to ask. I suppose one might think of it as a political statement. A few even still call us Panders, but it's an unpopular nickname these nights and I'm not even sure where it came from. Before my time I suppose. To be honest, I'm not even sure what clan used to hold sway over me. Perhaps it was the teachings of the Perfecti or the Vaulderie itself that cleansed me of the curse... but the banes of my Sire no longer deter me. I'm clan-



less in name and blood now. It's ok if you don't believe me, I've got nothing to prove to you or anyone else.

THE CAITIFF BANE

Sabbat Caitiff begin with the Suspect (*) Flaw with the Camarilla, Ashirra or Anarchs and can only buy positive Status in the Sabbat during character creation.

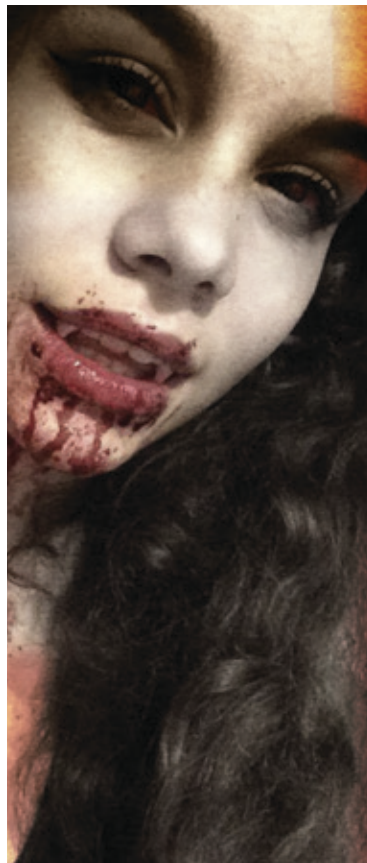
Gangrel

The Beast is my brother. It is not my true face or my father. It is not a guide or a rival for control of my soul. It is my twin. Awakened by the blood of Caine on the day that I died so that we could be reborn together. Now we are family. We wrestle and curse each other, but nothing can stand between us. We need each other and there must be trust or we shall both fall to the madness of wassail. Our cousins fear the Beast and how close we are to the monster within our own hearts. The terror and hunger that claws within us, it is no simple thing. We must find a balance, a harmony with this thing or we will find ourselves mindless and feral at the end of the world. Unaware and howling as the ancients stride victorious over the burning Earth.

My Beast is a weapon. Perhaps yours is something else, little sister. But for me the Dark Father's blessing awakened

something old and hungry. I sense it has ridden in the breast of many Cainites before me, my sire claimed his grandsire was a berserker. A Black Hand Remover so feared the Assamites of the Mountain placed a great bounty on her blood. She was destroyed decades before my Embrace, but maybe her Beast simply slept through the ages. A seed of destruction hidden within the blood she passed onto my sire. A seed that found fertile soil within me and blossomed with such a need for violence that I'm surprised I survived my early nights. Before I understood the Path before me and came to an accord with the thing. Once I Embraced my brother, then all things became possible.

I struggled with shedding my mortal self, but my brother the Beast helped me. I found myself as the lupines often do, moon mad and sky clad in the wilderness. I tore out the throat of my old self. I visited those closest to him and silenced their pull on my heart. It was no easy thing, but my brother was there to steady my shaking hands. The Beast held me close even when I was slicked with the blood of those who I had once held dearest. So it was whenever I feared I didn't have the strength or stomach to accomplish a great thing. There is no greater ally or confidant, and even when I stood over my sire's mangled body I knew what needed to be done. My brother guided my fangs and we reclaimed his blood



together. The man I was would have cried out in revulsion at such an act. I know, for I heard him wail within my soul. That's all the man is now. A ghost. A whispering spirit that haunts the edges of my soul.

I stand before you as a Priest in service to the Dark Father. I tend to my Pack and show them Caine's glory and I even share Lilith's wisdom when I must, but no one can stand before their Beast but them. In their hearts they must stand alone before the monster and find their own way. They must shed the man and embrace their true brother or they shall not survive the dark nights that are to come.

Hecata

It is as good a name as any for us, especially now that it is no longer fashionable to label oneself by your blood. Honestly, I always found the old monikers so uninspired that any change was welcome. Skulls, hoodoo, mafiasos, and ghost stories. It was all so gauche. Now Hecata Antitribu, that has some meat to it, a name I can sink my teeth in to.

Resurrection is our curse and our greatest gift. Crossing from living to dead and back again was the first trick we ever learned. Why should it come as a surprise that we've returned yet again? In truth we never left. We simply were elsewhere, gathering our strength for the Final Nights. There is no method of destruction we cannot overcome, for death serves us and she has left the key to her kingdom in our capable hands. A key that the Sabbat must master, for if we can cross the river between life and death, what can the Antediluvians accomplish? The years have poured over them without end, each millennia has marked them with unimaginable power, each lifetime a new secret of creation revealed. Perhaps it falls to us alone to discern their few weaknesses. The stains and unwanted curses that came with all that power. For there is no witness we cannot interrogate beyond the beyond. Give us the names and we will give you the answers.

Lasombra

Once we thought we were shadows. Now we are a shadow of what we once were. The Sword of Caine was ours to command and the world was going our way at last. But our elders faltered, chicken shits to the last. They abandoned the work and the most craven among us even tried to butcher those who remained loyal. Few succeeded, but many sought refuge in the gilded slaughterhouses of the Camarilla anyway.

We once claimed that we preferred to rule in hell than serve in heaven. Now our proudest brethren are slaves to slaves. The friends of the night slipped on the shackles without fuss or regret. They so feared the hard work ahead, they sought the peace of the conquered among our most ancient rivals. I wear the brand of Antitribu proudly in the face of that betrayal. While the number of us who turned coat has been greatly overstated, I rebuke the blood of so-called leaders that preferred comfort to truth.

I am Antitribu now. I renounce my former titles, rank, and status. Ill-gotten by the privilege of my blood, which is undeserving of esteem. I am a shadow of myself, and there is where the true power of my blood lies.



Malkavian

Malkavian Antitribu? Nah, I've never seen one. Most Malks I knew back in the day used to call themselves whatever they felt like at the moment. Angry, then it's a Brujah kinda night. Ate a yuppie that made you gassy? Ventrue till you work it out. You get it. No, I'm a blood brother. Like we're talking old school, first edition kind of stuff. They made me in a lab or something with all my creepy twins. They're around here someplace, you can't miss 'em. Though come to think of it, maybe I'm the last of my kind. What a fuck job that would be. Maybe I should ask the Malkies if I can join after all.

Oh, we always knew it was gonna happen, it was just a matter of time before we all got with the program. It was part of the plan from the first Vaulderie, they've been prepping us for it. The whole Antitribu clanless cult thing. Ya know shovel heads used to be all about pouring mixed blood in body pits and seeing who crawled up. You should try it sometime, creating a childe. It's something else. I've made a few myself, though this was back before I was a... You keep saying Malkavian Antitribu but that's not it. Watching mortals crawl out of the pit, you get to see them transform. To become what they were always meant to be. It's a metamorphosis. It's Kafkaesque. Well not really, but my Pack called me Kafka for like 20 years so I try



to sneak that into a conversation whenever I can.

My first Priest was a Seer. She was a wild Malk. Really stepped outside of the old box, can't remember her Path but I will tell you one thing, she did not give a rat's ass if I fell off my own. I must have gone through two or three before we figured out what was going to work for me. Lilith. That was it. She was a Bahari and she whipped my ass non-stop. Like emotionally and psychologically. The real whips were strictly a reward system, the lessons were all about starvation and hunting down my family. You know, the usual.

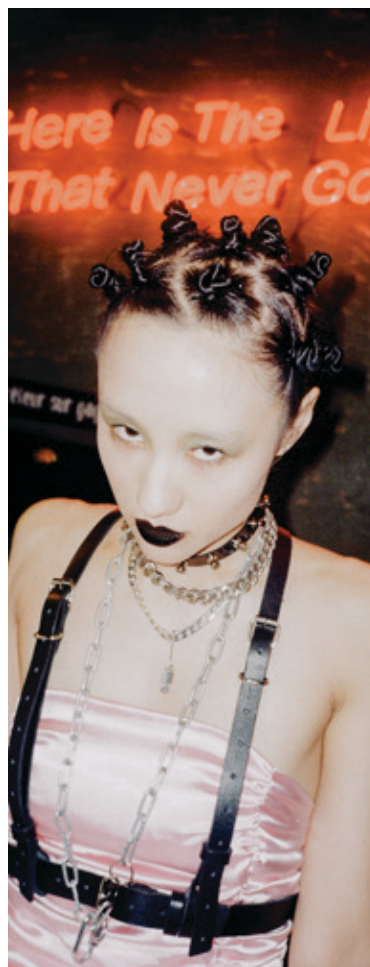
She was smart though, not sure why she wanted to Embrace me but who knows with those types. In the Gehenna War, you need all kinds. You get my drift. Scouts, leaders, cannon fodder, cooks and butchers. You need to be able to get into the other guy's head, see what those boot licking Cammies are thinking. You gotta see everything all at once, as it was and will be. You need a guiding hand that leads to unlikely successes. Let them laugh, we all know it's going to come down to a riddle. A secret so sweet and twisted that you're going to have to find a Malkavian to crack it, if only we had some around here.

Ministry

The blood will tell. The blood will always tell. The Ministry wants you to think that there are none of us in the Sabbat. Only old traitors and the rare, savvy infiltrator. None who rejected our sires and fled the Cult of Set for the Sword of Caine.

There are more of us here than either cares to admit. After a few years it'd be impossible not to notice. Even for those of us who reject the costumes and snakes the blood out in the end.

Even when a neonate comes



to Caine, horrified at what she is being made to do, the corruption she must embrace as virtue, she falls into the same cadence as her sire. It's just too easy.

I never meant to deal in vice and lies. But my Pack needed money and information, and the mortals haunting the corner just happened to be the first I stumbled across. Talking to them felt easy, like we'd been friends for years. By the end of the night, I had a small gang of dealers working for me.

Lying comes easy to me. I know, I know, we are equally damned before Caine and lying is in our nature. But my fellow Cainites know they're lying. Those of us with Ministry blood, it feels different. As if we can adopt, even for just the length of a statement or two, the mindset that we're not lying. That we have imposed our own truth upon the world.

At first I thought the Sabbat leaders must be idiots, to not see these 'Caitiff' and 'Toreador' and 'Ventrue' (my god, seriously, Ventrue?!) who were clearly Ministry. I thought our sires must be equally dim, to not clearly know where their errant childer had escaped to.

These nights, however, I worry. One does not become a leader in the Sword of Caine by lacking a certain cunning. The same is true, of course, for the Ministry. And I can't help but wonder why they allow this. And I fear the night I find out the truth.

Nosferatu

The nice thing about being this ugly is that you don't have to keep up the pretence about not being a monster. That's what we tell ourselves, anyway, hidden down in our warrens and gossiping about who's sharing vitae with whom up on the surface. Some of us believe it more than others.

To live in strenuous harmony with what would seek to kill you is unsettling in its own. Sure, you get the vampire who can't quite cope with losing their looks, the ones who end up living like Lasombra in mirrorless havens. They stay up in the Tower, honing their abilities until they can pretend to have a normal face for a few hours a night. The ones who stay angry about it, they get sent to the nearest Barony after just enough combat training to be useful.

Then you get the ones who stared a little too long into the mirror, and decide they actually like being a monster. Now, I'm all for self-acceptance, but some of these kids take it a little too far, thinking they're the next Leslie Vernon. These, we send to the Sabbat. They get to learn how to control their Beast in a way that won't totally fucking overwhelm them, and in return we get intel on what they're up to. The intel doesn't always last, though. I've seen it happen so often that it's become damn near predictable. After more than a few messy murders, the new-



made Rat is shipped off to the nearest Sabbat outpost. And for a little while, everything works out just fine. The neonate gets a better handle on everything, and we trade information back and forth.

Then things change. Little things at first. The kid stops saying 'I' or 'me' so often, and says 'we' and 'us' instead. Dead drops end up empty, messages go unanswered. Every excuse comes out sounding like a garbled Sunday school lesson. Sometimes they ghost us. That can be literal; a lot of Sabbat die at war and we

tend to die first. Those kids I feel for. The others are still up and at 'em but deliberately forget where they came from. Once or twice, a brave soul will make it known they're breaking up with us. Oh, they're still loyal to their fellow Nosferatu in Caine, of course. But they're going to have to cut contact with 'outsiders.' You try not to take it personally. Especially if in five or twenty years the kid comes back, and if not exactly seeing the error of their ways, is ready to resume trading info again. These, we handle on a case by case basis. It usually takes something stellar to get back into the clan's good graces.

Ravnos

They thought we'd all gone mad when the nightmares came and the red star shined its blood stained light into our dreams. We burned and tore each other apart in this world and the other, but we survived. They thought we were finished, but they forgot we are the clan of nightmares and the Sword of Caine has always accepted us as we are, not as others wanted us to be. We are empowered by fear and our undead blood brings the very stuff of stolen dreams to life. Illusions made real life nightmares. We make servants of the things hiding under the bed and lurking within the hearts of men.

Some of us found a place in the twice cursed Ashirra but they are beggars, rootless

wanderers that must appease the powerful to sleep unharmed in another's land. Just as we fed and used the nomads and refugees of old to sustain us on our journeys, they have become refugees. That is not our road, for like Lilith, we are masters of our own fate. We claim the land of Nod as the wellspring of our bloodline, not some ancient father or sun fearing grave ghouls.

You've come to me to learn the powers of my former clan and I say you must accept pain and suffering without regret. The Dark Mother is not kind, but that is no slight. She loves survivors above all others, even those who endure her own displeasure. I can deny my blood, but it flows through me still and I accept the pain of that. It strengthens me to be stained by this curse, and I shall endure. I shall not fall victim to fear, it is a weapon I've mastered.

Salubri

Of all of the Antitribu clans that seek to break free of what makes them vulnerable to the threats of the Antediluvians, we have the most to prove, and the farthest to go. In these Final Nights our affinity for self sacrifice hasn't gone unnoticed. Our bloodline demands much of us, even as we seek to cast it aside. When my Sire heard the call, she bid me to take of her flesh and blood as a sacrament, to eat her heart's blood and become my Pack's Priest. Some called it the

Beckoning, but it was something else within her. Now that her heart and mine rest as one, I see it now. The years had worn her down and this war was not hers, but mine. She would not deny me my due and my Pack their Priest. As she had feasted upon her sire and he on his and so on, they all dwell within me now. This is the old way and few honor it these nights.

The last act of the Jyhad lies before us. This so-called Gehenna War was as unavoidable as our own fate. So long have we been the pawns of the ancients, that it's strange to feel the power and consequences of my own decisions. We live in the shadow of a sin we didn't commit and that



most no longer remember. My sire and I were on the run for so long before we found the Sword, running from one domain to another. Rats. Disgraced. Unclean. Infernal. To have all that hate and history disappear like a fog as the ancients lose their grip and the young no longer care. To be absolved of my blood's false sins because my accusers no longer have the time to uphold the lie. For us it is a moment long hoped for, but empty of any meaning or victory. It is ashes in my mouth to think the hate I had to endure had no purpose. That we were hunted to near extinction and now we are to forget? No. The Sword makes no such claims on me. I am bidden to put down my allegiance to my blood and elders, but the slights against me I remember. I shall repay the Camarilla for their hatred measure for measure. We were hunted and culled like sheep to the slaughter.

Now I hold the sword. My soul burns for vengeance. Not for myself or even the founder of my blood, but vengeance for the multitude that dwell within me. Vengeance for my Pack-mates lost in untold battles. Fire burns in my eyes and there is no forgiveness left within me.

Toreador

I have no memory of my Sire. They were destroyed the night I was Embraced. My Pack were surprised when I survived, but I think they felt protective of me

after that. Not a mascot, for I had to prove myself like all Sabbat, but a memento. I never had any clan wisdom or tips passed down to me, but I felt the hold my blood had over me. A difficult thing when travelling rough on the road for weeks on end.

I've heard most Toreador are Embraced because of their artistic vision, I've never met any of those, though I'm told my Sire was pretty good at drawing. I've always been a bit of a dabbler myself. Not an artist, but I write and draw and post some of my stuff on the internet. I love to dig around on the web and mix it up with the people. A blog post here or a subreddit there, just keeping tabs on what's going on in the real world. Setting up meet ups and connects for my Pack when we roll into town on short notice. You'd be surprised what you can find if you're curious and careful. Let me say that again, you have to be careful. The web is a sea of sharks, even if you're some kinda hacker or crypto-bro. Maybe especially if you're a hacker. The web belongs to the Inquisition now but I do what I can to keep my Pack up to date on the latest.

I don't know if it's in my blood or what, but I just get mortals. I can read them like a book, no powers necessary. How they talk and play, how they communicate. It's not musical, but there's something to it that's hard to explain. I'd have to draw you a picture.



Tremere

Power is our birthright. Better than blood, magic runs through us and that is the only legacy of which I care about. What has labelling myself as Tremere brought me but derision and infamy. If we are to be Antritribu now, then I say good riddance to a cursed name.

I have nothing to prove. When Goratrix and their scions gathered the survivors to form their house, they came to me but I declined the offer. I knew my place was with the Sabbat, not in some poor copy of the Pyramid. The Final Nights are here and though our clan's Antediluvian is false, the others hunger

still. I don't intend to have my blood on the menu. Though I don't doubt the power of Goratrix and their followers. No other warlock has worked such magic, creating the Tremere clan from a vial of stolen blood. But they seem intent on playing the Jyhad, while we wish to flip the table. Topple the game to the ground and eat the players, we've wasted enough time on the pawns.

I know our numbers are few in the Sword of Caine and we've never been a bloodline that inspired trust or devotion, but as Antitribu we are reborn. Already we rise in the ranks as our power is recognized in battle after battle. The old prejudices have begun to fade as the power and control of the Lasombra and Tzimisce are diluted by the new orthodoxy of clanlessness. Whether the Priests intended it or not, our power and prestige grows with anonymity.

HOUSE GORATRIX

After the Vienna Chantry was destroyed, the Tremere's Pyramid splintered into numerous factions. These so-called Houses lined up behind violent fascists like Karl Schrekt and vapid backwater pretenders such as Carna. The most secretive of these is House Goratrix, named for the Clan's greatest blood mage and most infamous traitor.

Although some of its members are former Sabbat and progeny of Goratrix herself,

House Goratrix is an independent faction of Tremere whose alliance with a number of the Seraphim is an open secret in the Black Hand. Unlike the other Houses of Tremere, they have no interest in rebuilding the Pyramid but go out of their way to pit the other factions against each other to spoil any chance of reconciliation.

House Goratrix has dealings with both the Camarilla and the Sabbat, but the other Tremere Houses seem willing to ignore their past treachery for some unknown reason. The Seraphim and Prisci of the Sabbat on the other hand are confident that Goratrix herself is still one of them and playing the Camarilla for fools.

Tzimisce

It is no exaggeration to say that we are the Sword of Caine. Not just because we are so numerous, but because we have given so much of ourselves in crafting the heart of the Sect's ritae and rituals. From sacred Vaulderie on down these are our gifts to the Black Hand. We broke the chains and set the night afire.

When so many others abandoned the cause and fled the field, we remained true. While it is our power over flesh that has so fascinated and repelled the other Cainites, our greatest strength has always been our resolve. Our blood is drawn from the most ancient mountains and deepest forests. In our souls we are constant and unchanging,

even as flesh ripples with chaos at the touch of our breath. They call us the old clan and we remain unmoved as our foes break against our shore.

We are the soul of the Sabbat and never again will we let another bloodline claim themselves king or magister. We need no masters and the throne of Caine shall remain empty until the first of us claims it. The Final Nights are here and Caine shall reveal themselves soon. Perhaps they already stride the blood soaked fields of the Gehenna War, wearing the face of an unassuming recruit or shovel head. Who among us could deny it if Caine chose a vessel from among



the least of us. Would it not be fitting for our king to crawl from earthen grave to basalt throne?

We remain and we keep the faith. Tzimisce. Antitribu. Clanless. Cainites. We strip ourselves of everything unnecessary. The fat of our souls trimmed clean in service and absolution to Caine, neither father nor mother. We await Caine the king, a god to rule over a new world. If only we have the faith to fashion it from our flesh and our souls.

Ventruue

The Sabbat claims lineage doesn't matter, but that's a lie. It matters, just in different ways. Better ways, I think.

See, up in the Tower, every Ventruue neonate bears responsibility for the sins of their entire lineage. A thousand years ago, some asshole blood relative failed to protect a group of pilgrims from a Pack of feral lupines, and that's why a Ventruue born and Embraced in Potomac Maryland must now put in overtime impressing her Prince. Every Ventruue knows childer from that lineage can't be trusted after all.

Come to the Sabbat, it's all inverted. Not one other Ventruue ever mentioned my lineage, but we all know who's who. I caught myself deferring to a shovel head related to Dymoke, even though she was fresh out of the body pit. Eventually I realized it wasn't enough to reject the Tower, I

had to over turn the table. I had to flip my heritage upside down if I was ever going to be free.

Once I realized this, I became a far more honorable Cainite than I had ever been before leaving the Tower. By rejecting the blood of a failed templar, I became a knight of the Sabbat.

By inverting what my bloodline had been known for in the Camarilla, I cultivated a reputation for loyalty, honesty and duty. I'm Antitribu now and that's fine by me. My blood doesn't define me, I'm a king because that's the way I treat my Pack, my family. We're unified.

Many of us Sabbat, especially those who have been around awhile, despise the company of mortals. Some of us can barely keep it together long enough to hunt. Many Cainites can't stand keeping up a herd or controlling a politician, it's shit work but I love it. But maybe that's still the Ventrue in me talking.

Thin-blood

Life sucks and then you die. And then it really starts to suck. Yeah, bad pun, I know. Anyway, congrats, you're now part of this 1000 year old conspiracy, the Big Answer to the Big Question of who 'they' are who seem to be running everything. Surprise, it's vampires all the way down. Sort of good news, now you're on the other side of the curtain.

Bad news, turns out you're the embodiment of the apoca-



lypse and everyone hates you. Oh, and the conspiracy club is divided into a lot of smaller clubs and you're not in any of them. Back to the good news, is that as long as you're the embodiment of an apocalypse prophecy, you might as well go check out the apocalypse cult down the street. They just can't want to celebrate their blood sacraments with you.

More bad news. The apocalypse cult turns out to be made up of vampire sovereign citizens. You know, those dumbasses who think they've figured out the cheat codes so that laws don't apply to them and they don't have to pay taxes or whatnot?

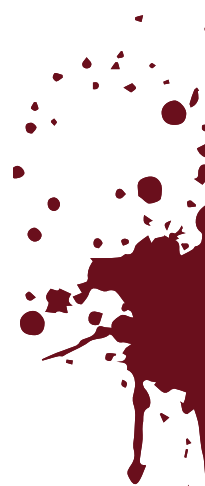
Yeah, those guys. Only instead of getting tazed by cops, you're now signed up to fight just about everybody and their brother. Get good fast, I guess.

But there's some good news, You can be a real boy! Or vampire, as the case may be. Only not so much, because no one can ever catch a break. It turns out the only way to get better from being a Thin Blood is to commit a sort of murder so bad they don't even have a real word for it. That's the way out a lot of Sabbat expect you to take, but you gotta know what you can handle before you go that way. Even if you can sort of figure out how to survive without resorting to that, there's still a lot to deal with. We're talking treating people like kegs at a frat. I am not kidding, I have seen real live screaming people with taps stabbed in them.

That shit wears on you real fast. You can give up, even though that's the soul destroying shit we're trying to avoid, or you can accept a moral education. Get on a Path and fly right with Caine or Lilith or worship the Sun like in a video game.

What I'm trying to say is the good news is that the people here won't kill you. At least, not just for being you. The bad news is, you're probably going to get yourself killed anyway. Because life sucks, and then you die, and then you die again.

God, please don't let there be anything else after the 'again.'





Chapter Two:

VAULDERIE

*It feels so... good, Brigitte. It's like touching yourself.
You know every move... right on the fucking dot.
And after, you see fucking fireworks. Supernovas.
I'm a goddamn force of nature. I feel like I could do just about anything.*

— KAREN WALTON, GINGER SNAPS

As this world is a prison for the corrupt and impure, so are our bodies a prison of the mind and soul. In our perfected states we may hone the mind to undreamed of excellence, but this is a false immortality. For our souls rot in unliving flesh, shaped by the ideals of a corrupt world.

Caine protect us from the unseen forces.

We tend this garden but must be ever vigilant of snakes that dwell in the tall grasses. As Caine is more than any of us, brothers and sisters, so are the Antediluvians more than men or even other Cainites. We seek Caine behind the veil of this world for the secrets of the Antediluvians will not be revealed to us without Caine's guidance. They are unbroken, unburnt, and untouched by the banes of our kind. Even Diablerie seems unable to cast their souls into the abyss.

If we are to survive then we must become the masters of Gehenna and pry the secrets from the sleepers most trusted servants.

The bonds forged over us so long ago were broken by Caine's will, and they shall never be reforged so long as we seek the death of our false fathers and seek the path of our true creator. The hidden masters remain for the greatest masquerade was convincing us they were vulnerable to fang, fire and the endless sleep of the long night. Now is the last measure of our freedom. Now we can sink into despair or sacrifice all and rise for the glory of Caine's throne.

Give me death!

Cast my heart into the fires of freedom! My heart, my blood, my soul! Unchained! Shall we live forever as slaves? No! I want to burn!

Give me death and break the bonds forever!

— THE OAXACA DIARIES



Sabbat Packs

The Sabbat are organized into Packs. These are Coterries of vampires dedicated to a particular Path, ideology, mission, or unlife style. Packs are strictly composed of only Sabbat vampires and they are led by a Priest, a vampire that commands the respect of their brethren either through force, cunning, or spiritual purity. To run with a Pack, a vampire must accept not only the creed of the Sword of Caine, but the *Vaulderie* and all of the other *Ritae* revered by the Sect. The Pack is the most basic unit within the Sabbat, and given the Sect's occulted leadership and cell-like structure, their Packmates may be the only Sabbat vampires they encounter on a nightly basis. Only Packs that have pledged themselves to a Seraphim's Host find themselves in regular contact with their scattered brethren.

Many Sabbat Packs are composed of a tight-knit group of veterans at their heart. Survivors led by a trusted Priest who have seen countless battles and tasted ancient blood. When necessary their numbers swell through wanton mass Embrace and the capricious use of the blood bond. A Pack of 5 Sabbat can quadruple in size in a matter of nights with shovel heads and ghouls added to their vanguard. Most of these recruits meet messy and quick deaths, but the nucleus of the Pack carries on.

Thus the Sabbat survives despite tremendous losses. Veterans of the Gehenna War accumulate monstrous power within their dead veins. Often the real danger faced by a Pack are in moments of internal crisis, when a Priest is destroyed or found lacking by their brethren. The Monomacy usually decides such tests of leadership cleanly, but sometimes Packs fall to scheming and faithlessness.

System: All Sabbat vampires start with one Pack Dot that they can collectively use to buy Pack Advantages and Arena traits. Characters can also spend Advantage points on these Pack traits.

Arena

The Sabbat no longer concerns themselves with taking territory. Any ground they hold is only kept as long as it's advantageous and abandoned the moment the cost becomes too great. The Sword knows that their power lies in the stolen blood and unearthed secrets of the Antediluvians. It was a hard-learned lesson. A Sabbat Pack cultivates an Arena of influence, a sometimes nebulous combination of their nomadic range, spiritual reputation, and mortal influence. Unlike Domain, Arena is not a measure of how deeply they are embedded in a territory but how much authority they hold over something important to the Sect. The focus of a Pack's Arena is often determined at the Pack's founding and is abstracted by Pack Type. For example a Ritualist Pack might be considered an authority on Noddist prophecy. This would be their Arena and others would defer to them on such matters unless they proved false or incompetent. Unlike Status which marks an individual, a Pack's Arena is a measure of collective respect and influence.

System: As with Domain, this is an abstraction and each Arena trait is bought with Pack Dots. The three Arena traits are Rove, Clout, and Grasp. Most Pack Types require a certain level of an Arena trait to unlock the Pack's feature.

Rove

In the Final Nights Sabbat Packs are nomadic by nature, and even those that settle into sedentary covens do their best to keep a few escape routes primed. A Pack's Rove determines how far they can safely and quickly travel within a few nights. Alternate Havens, good feeding spots, hidden supply caches, negotiated safe passage, and secure vehicles are all aspects of a Pack's Rove trait. A Sabbat Pack never puts down deep roots, because their enemies are many and powerful. A Pack's Rove is also an area they regularly monitor with spies, mystical surveillance, and allies when not on the move.

System: Each dot of Rove increases the Difficulty by 1 of any attempt to detect the Pack or prevent them from reaching their destination when traveling. Their Rove level also represents how much distance the Pack can cover without needing to make additional rolls. Rove is rarely added to rolls, but could aid in a Pack's attempts to locate other Sabbat or infiltrate enemy domains. When a Pack hunts in their Rove area they always succeed at a cost (see V5 Corebook pg. 307), but the default hunting Difficulty is 6 otherwise. Once outside the established area of their Rove, a Pack's Clout and Grasp traits still function normally but only when concerning the core purpose of their Arena.

ROVE	PACKS NOMADIC RANGE
•	A small wild area or few blocks, Downtown or Hidden Valley
••	A landmark or large wilderness, Champs Elysee or Black Forest
•••	A city or important highway, Budapest or I-95
••••	A very large major metropolitan area, Los Angeles or Seoul
•••••	A large territory or region, Nevada or Southern France

Clout

The Packs' reputation concerning their area of expertise and their ability to call upon large numbers of Sabbat and Sect allies for aid. Priests that lead Packs with a great deal of Clout have an easier time claiming titles such as Bishop or Archbishop because of the sway they hold over other Packs.

System: One dot of Clout gives the Pack a default Difficulty of 7 when calling upon other Sabbat Packs to aid them against the Sect's enemies or in pursuit of their Arena. Each additional dot of Clout reduces this Difficulty by 1. The type of roll required depends on how the Pack calls for aid and

the nature of their need.

Clout also increases the Willpower damage inflicted on Sabbat rivals during a social combat on a 1 for 1 basis (see V5 Corebook pg. 305), though it does not stack with damage bonuses gained from the audience.

Grasp

The Packs ability to bully mortals into doing their bidding or ignoring their crimes. Since dealing with mortals is seen as dishonorable, Sabbat Packs only sully themselves with mortal ties when their core mission and values are threatened in a way they cannot solve with overwhelming force. Grasp also determines how quickly the Pack can move its base of operations.

System: Each dot of Grasp gives Pack members a +1 die bonus on any attempt to subvert, undermine, or intimidate a mortal group threatening their Arena. For example, Ritualists might use their Grasp to keep police from patrolling around the warehouse where they perform their ritae, but it would have no use when hunting.

Grasp also sets how long it takes to relocate and re-center a Pack's Rove. This often entails setting up supply drops, false Havens, and bolt holes.

GRASP	TIME NEEDED TO RELOCATE
NONE	Three months per dot of Rove
•	One month per dot of Rove
••	Three weeks per dot of Rove
•••	Two weeks per dot of Rove
••••	One week per dot of Rove
•••••	Three days per dot of Rove

Running in Packs

A Sabbat vampire is often defined by their Pack as much as by their Path of Enlightenment. When creating characters, Players should discuss what kind of Pack they are hoping to create and if any of them have a desire to play the Pack Priest or have some other designated role within the Pack (see Picking a Priest pg. 53). While Priest is the only formal role all Packs recognize internally, some have informal titles or positions that they expect Packmates to fulfill by Pack tradition. For instance, many Packs consider regularly dealing with mortals to be lowly or dishonorable work, so the task of taking care of the Packs' Herd or Retainers is often given to newer recruits or formalized as a punishment role with names like Rector, Dog Catcher, Flesh Wrangler, or Blood Mopper.

When several Packs work closely together or share a common territory or Rove for a prolonged period of time, one of the Priests claims the title of Bishop or Archbishop. This declaration is then cemented with a Blood Bath (see Ritae pg. 60) unless disagreements arise between the Priests over who shall ascend to leadership. These disagreements are often settled bloodlessly, but a Monomacy puts the matter to rest if two contenders are too evenly matched in prestige or bravado.

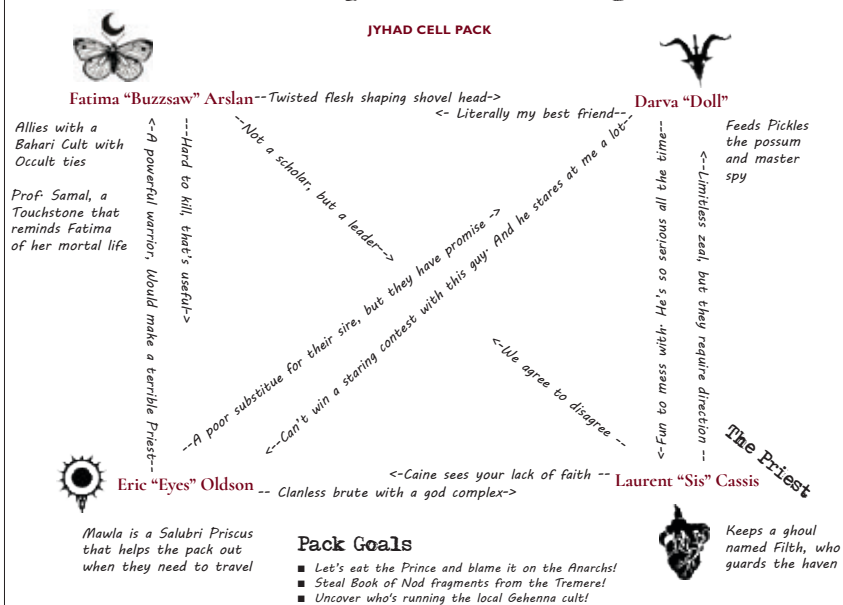
PACK DOTS

A Sabbat player can buy Backgrounds for their Pack as communal Resources that any Packmate can access, but Merits cannot usually be bought this way. The Pack Priest can veto any Background purchase that goes against the Pack's focus. These dots are refunded back to the player, though a Priest should be careful not to alienate their Pack by denying them something they depend on. Flaws are taken by the Pack through consensus guided by their Priest with the Storyteller's approval. Just as with Backgrounds, Pack flaws are communal. Pack flaws grant dots that must be spent on the Pack.

The Pack Map

As with Coteries in any other vampire Chronicle, a Sabbat Pack should make use of the Relationship Map concept to draw and define their group objectives, dynamics, assets, and flaws (see V5 Core-book 142). This Pack Map should list all the active Packmates, their positions within the Pack and any backgrounds and flaws they share. This is a living document that the Pack can reference as they gain allies and enemies (see Pack Map pg. 132).

Non-Stop Disaster Clique



Pack Types

As long as a Pack communally or individually meets the Arena trait, Advantage, and Flaw requirements of their Pack type, every Sabbat within the Pack gains the benefit of the Pack Ritae. At the Storyteller's discretion a Pack can come up with its own signature Pack Ritae that differs significantly from the norm. It's best to use the mechanical power level of the other Pack Ritae as a guideline to what is possible. Modifying a Pack's Ritae should only require the Storyteller's permission and the Pack Priest's invocation of the Binding (see Ritae pg. 58). A Sabbat can only benefit from one Pack ritae at a time. A Pack that wishes to change its type completely must seek out a Bishop or other prestigious Sabbat to perform the Binding to rededicate the Pack to a new cause.

Carriers

Messengers have always been a necessity among the Sword of Caine because of their distrust of mortal technology. Now the dispersed structure of the Sect and the rise of the Second Inquisition have given the mail carriers a new prominence. While these Packs are rarely pledged to a single leader, they always maintain contact with luminaries within the Sabbat who have need of their expertise. Carriers not only deliver personal messages between the isolated members of the Sabbat leadership, they also disseminate important information through coded graffiti, geo-cached dead drops, and viral social media posts.

A few Carriers act as mustering forces for the Seraphim or other powerful leaders in the Gehenna War. These heralds pass the rallying cry and collect Packs eager for battle as they travel back to the front lines. While these Carriers are technically still not subservient to these leaders, their impartiality could easily be questioned by those vying for the throne of Caine. Gangrel and Ravnos Antitribu are common in their ranks and often find themselves taking on the mantle of Pack Priest.

- **Arena:** Rove (●●●) and Clout (●●)
- **Allies:** (●) or Resources: (●)
- **Mawla:** (●●)
- **Status:** (●)
- **Enemies:** (●●)

Common Arenas/Roles: Blood Scented Letters, Graffiti Artists, Heralds, Viral Twitter Bats

Pack Ritae: Carriers train with ancient Black Hand Ritae that guard their minds and dreams against supernatural invasion. As long as a Cainite in a Carrier Pack maintains their Vinculum with their Packmates they gain +3 dice on any roll to resist being compelled to betray a message or Sect secret, regardless of the means used against them (Chimerstry, dominate, torture, etc.). If the Carrier is not allowed a resistance roll, then the Difficulty of such attempts are increased by 2 instead.

Crypt Ticks

Also known as Amaranthians or Cenotaphiles, these Sabbat have one desire... to personally devour the blood and souls of the Antediluvians. The revelation that many of the Sabbat's founding myths were false, that elders that claimed to have tasted the blood of their Antediluvians were fools or liars shocked the Sword of Caine to its core. Many turned on the Sect's Lasombra leadership and rallied to the banner of the Gehenna War, accepting the renewal and direct action promised by the Martyr of Caine and other such spiritual leaders

While only a few of the original Cainites that answered that call still survive, their Packs still seek out the blood of the ancients in the name of power and deliverance. Crypt Ticks are the true believers of the Gehenna War. They hunt elders wherever they may hide. More than a few claim that the Beckoning is nothing but a ruse. These master diablerists often find their best meals not in wilderness caves or far-off battlefields, but in smart penthouses and fortified compounds in the heart of enemy territory.

Crypt Tick Priests are usually bloated with the



blood of dozens of diableries and reserve the right to feast on the soul of their most select prey. Disputes over leadership in these cannibal Packs are often violent and end in final death, as the stakes are too great to risk festering resentments within their ranks. When other Sabbat call upon them for aid it is usually for their knowledge of Ashirra lineages or their ability to extract information from Camarilla pawns. Few want to linger long among them, for their unquenchable hunger for Cainite blood is well known and even the power of the Vaulderie has its limits.

- **Arena:** Rove (●), Clout (●●●) and Grasp (●)
- **Resources:** (●●) or Mawla (●●)
- **Status:** (●●)
- **Enemies:** (●●) or Methuselah's Thirst (●●)

Common Arenas/Roles: Ancestry Experts, Black-mailers, Blood Trackers, Interrogators

Pack Ritae: These Sabbat are master soul stealers and have developed numerous Ignoblis Ritae that allow them to sift through the memories of mortals and even other supernatural creatures by draining them of blood. Once per Session, when a Packmate ritually drains a non-vampire victim they can ask the Storyteller to reveal a specific memory or to recount their victim's most recent memories. Experiencing a Cainite's memories through diablerie requires a Numinous Ritae (see *The Sepulchre Key* pg. 67).



Hacktivists

An era of technological warfare unlike any other is at hand, and the Sabbat was often behind the curve, disdaining mortal artifice as beneath them. Now that the Sect has become decentralized, this Luddite orthodoxy no longer holds any power over the younger recruits of the Sword. In the face of Gehenna, no weapon can be shunned. Just like the mortals themselves their tools can be made to suit their purposes. Digital viruses, armed drones, biological pathogens, cyber harassment, and killer robots may be the spear the Sabbat needs to finally sweep the board of the Antediluvians' pawns.

Hacktivists specialize in turning mortal technology to their advantage. Stealing data from a server or smartphone is often only the beginning of their mischief as they use the information to create harm in the real world. These Packs often become experts in burglary and sabotage to put their stolen secrets and compromised systems to more targeted use. Overloading transformers to blackout neighborhoods, stealing identities, and unwittingly turning mortal authorities against their vampiric masters with unnecessary SWAT raids. While they usually are uninterested in mortal affairs beyond their latest tech, a few Hacktivists have even dabbled in social media engineering and online psychological warfare.

Hackivist Priests are often the least technologically literate members of their Pack. Their role is often that of translator with other Sabbat Packs that may discount the Hacktivists work in the Gehenna War as cowardly or lacking in spiritual grounding. While not all Sabbat are technologically illiterate, their focus on tangible results can make it hard for the tech savvy to prove their worth. Dealing with humans online is tedious work. Nosferatu, Toreador, and Ventrue Antitribu are often drawn to Hackivist Packs because it allows them to make use of their talents without having the taint of constantly associating with mortals "irl".

- **Arena:** Rove (●) and Grasp (●●●)
- **Resources:** (●) or Mask (●)
- **Haven:** (●●)

Common Arenas/Roles: Blackout Crew, Crypto Scammers, Digital Tracers, Identity Thieves

Pack Ritae: Hacktivists celebrate their conquests and hacks with secretive but joyous Ignoblis Ritae. They mark their 'territory' by hacking or infiltrating key systems of mortal infrastructure. Their favorite targets are police communications systems, government data centers, or critical utilities. This cornerstone hack often becomes the foundation of their efforts to steal information and identify targets within their Rove. As long as this system remains compromised they will be automatically forewarned if they come under digital scrutiny from local authorities, the Second Inquisition, or aligned hunters for the rest of the Story.

Janitors

Looking after mortals and their affairs is seen as a chore or punishment within the Sabbat and few Packs are willing dedicate themselves to any arena that is focused on mortal concerns. Before the Gehenna War a few Packs had to deal with the so-called Silence of the Blood, the Sword's often brutal version of the Masquerade. Ghoul families cultivated by Tzimisce elders covered up the Sabbat's worst abuses and looked after their financial interests with a Bishop or other powerful leader overseeing their activities. These families of Revenants have been for the most part abandoned by the Sword of Caine, though a few were massacred to prevent their secrets from falling into the wrong hands.

Janitors are composed of Sabbat that have taken on the responsibility of looking after one of the few remaining ghoul family estates and directing their continued work in support of the Gehenna War. While this often means protecting the family and their mortal assets from supernatural dangers, Janitors often have to take a direct hand in supporting the family's work as well. Few are as well supplied or powerful as they were at the height of the Sect's power. These Packs may have to regularly deal

- with mortals in the media, rescue lost members of the family or operate a front business in a tough

neighborhood. Unsurprisingly this can cause other Sabbat to look down on Janitors and suspect them of abandoning their inhuman Paths.

Most of these Packs refer to themselves as Custodians or Custodes, but the Janitor nickname is hard to shake. Especially since a great deal of their contact with other Sabbat occurs when a nomadic Pack has to hide out at their family's estate. Having a Pack Priest that can deal with both the derision of their fellow Sabbat and the petty concerns of their mortal charges is paramount to the Janitor's success. Nosferatu, Toreador, and Tzimisce Antitribu often excel at these dual roles.

Ironically, while working with these relics of the Sabbat's past may seem a waste of time to the modern Sabbat, they often prove a treasure trove of Sect lore and history. Revenants have worked in the shadows of the Sabbat since its founding and there are few that know the secrets of the Sword as well as their hidden archives. Janitors with a scholarly bent may find their work greatly aided by these twisted scions of Tzimisce hubris.

- **Arena:** Rove (●) and Grasp (●●)
- **Retainer:** (●)
- **Haven:** (●●●)
- **Suspect:** (●)

Common Arenas/Roles: Ghoul Genealogists, Lore Hounds, Money Launderers, Silencers

Pack Ritae: Janitors have unique rituals that include ghouls within their ceremonial work. This combined with their role as custodians have given them honorary status as full members of the ghoul family they oversee. This allows them to take Revenants (see pg. 99) as Retainers and to rest at family estates when travelling. Also, if the Pack has taken any levels from a ghoul family Loresheet they may call upon them for favors once per Story as if they were a Mawla with a level equal to the highest level in the Loresheet possessed by the Pack.

Jyhad Cell

This Pack is dedicated to uncovering the pawns of the Antediluvians and turning them against each other. They often infiltrate enemy domains using false identities and bribes to subvert mortal Retainers. Once they understand a domain's weak points, they'll make use of mass Embraces, arson, and ritual massacres to damage the Masquerade and pin the blame on others before slinking off into the night. Reapers and Albigensians are particularly drawn to this type of Pack as the mix of wanton slaughter and calculated cruelty meshes well with their convictions. Jyhad Cells are usually led by pragmatic Priests that are unafraid to cut their losses when their mission is at risk. Gangrel, Lasombra, and Malkavian Antitribu are common in their ranks.

- **Arena:** Rove (●●) and Grasp (●●)
- **Mask:** (●●●) or Allies: (●●●)
- **Mawla:** (●) or Any Seraphim Loreshet: (●+)
- **Enemies:** (●●)

Common Arenas/Roles: Elysium Infiltrators, Character Assassins, Double Agents, Handlers

Pack Ritae: The Jyhad Cell is adept at framing others for their breaches of the Masquerade, often diverting hunter or Camarilla attention on to their enemies. They often perform Ignoblis Ritae to mentally prepare themselves to gaslight and deceive their enemies with a coordinated stream of lies and bad faith arguments. A Jyhad Cell can use Social Combat (see V5 Corebook pg. 304) against another group of vampires or supernaturals within their Rove to frame them for the cell's own crimes. The types of skill rolls depend on the methods deployed by the Pack to frame their victims. It can take several nights for the Pack's machinations to bear fruit if their victims are not near the crime scene when framed.

Menagerie

These Sabbat Packs reject the mortal world but find a deep kinship with living predators and scavengers. They depend on their animal servants as guardians, spies, and soldiers in the Gehenna War and treat them almost like fellow Packmates. Their skills as scouts and trainers make them valuable assets, even if their attachment to living Retainers is seen as a moral failing and a weakness among the Sabbat. Some Menageries specialize in particular kinds of animals, often favoring dogs, wolves, or pigs, and provide their services to the war effort as shock troops or a convenient method of body disposal.

A Menagerie's Priest is responsible for the welfare of not only the Pack, but their animal servants as well. This often means making sure the Pack's Haven is adequately prepared to handle and manage the animals, and that the creatures themselves are trained properly. Should a Priest risk the stable too cheaply or become attached to a favored pet they could face a Monomacy challenge.

- **Arena:** Rove (●●) and Grasp (●●●)
- **Haven:** (●●)
- **Retainers:** (●●)
- **Enemy:** (●●)

Common Arenas: Pig Farmers, Obedience School, Kennel Masters, Urban Scouts

Pack Ritae: Feeding their animals from a pool of their commingled blood is a common Menagerie Ignoblis Ritae. Animals turned into ghouls by this Pack's mixed blood gain a Discipline dot and power from either Celerity, Fortitude, or Potence if a member of the Pack possesses one of these powers. This is in addition to the normal benefits of becoming a ghoul (see V5 Corebook pg. 234).

Paladins

The Sword of Caine no longer apes the hierarchies of the Camarilla, and the titles that defined the Sect's early years have for the most part faded from common use. The Seraphim have their Hosts of like-minded Packs and the Cainites that follow their cults of personality, but a few of the old guard have found a way to retain their powers and privilege in the face of a shattered Sect. Self-proclaimed Archbishops and Bishops gather their own followers when enough Sabbat congregate in an area, and even a few of the Prisci come out of hiding to advise the many potential claimants to Caine's throne among the Seraphim. Packs that dedicate themselves to the personal service of these personages of power call themselves Paladins - though many Sabbat prefer to label them Templars or Lackeys.

Paladins usually draw their members from Sabbat veterans who were Embraced before the start of the Gehenna War, but their oaths of service are strictly voluntary. These Packs seek out powerful Sabbat leaders and pledge their loyalty to them for the good of the Sect, not for personal glory or favor. While many of these Cainites dream of defending their ward against shadowy assassins, they often spend most of their time running errands for their patron. Although many Sabbat look to the Seraphim and the remaining Prisci for guidance now that the Regent and Cardinals are effectively no more, few would consider pledging their entire Pack to one of them. Such devotion is usually only reserved for Caine or Lilith within the Sword and Paladin Priests have to walk a fine line when exalting their master in their ritual sermons.

- **Arena:** Rove (●●) and Clout (●●●)
- **Haven:** (●●) or Resources (●●)
- **Mawla:** (●●)
- **Status:** (●●)
- **Enemies:** (●●)

Common Arenas/Roles: Ambassadors, Bodyguards, Diplomats, Duelists, Templars

Pack Ritae: Paladins often have Ignoblis Ritae wherein they pledge their service to a worthy Cainite as long as their patron upholds the ideals of the Sabbat. These rites not only include loyalty oaths but also a commitment to strike their master down if she should ever betray the Sword of Caine. These almost worshipful Ignoblis Ritae mean that Paladins often have a heightened Vinculum with their patron and their other Cainite followers. Whenever a Paladin calls upon the Vinculum, the Bond Strength is always treated as being a minimum of 3 if both Sabbat serve the same patron. This strong bond not only makes the Pack the perfect representatives for their patron, it also means they are often equipped with the best gear taken from their patron's followers and Host. Though this Ritae doesn't negate the Tremere Bane or their diminished ability to call on the Vinculum (see pg. 60).

Press Gang

Now that the cold war is over and the hot war has begun, the Sabbat can at last clear away the brambles on the path to victory. Chasing secrets, bullying Cammies, and raiding tombs all have their place, but the Press Gang knows the key to winning any war is violence and lots of it. These Sabbat Packs love the smell of burnt timbers and exult in the flickering shadows cast by an Elysium engulfed in flames. The Gehenna War demands bodies and these Cainites intend to supply them in vast quantities. Attrition is a way of unlife for the Press Gang and while their core membership is often untouched, they burn through a screaming river of shovel heads on a monthly basis.

Priests of these bloodthirsty Packs often follow the Paths of Death and the Soul or Power and the Inner Voice. They oversee a hardened group of veterans who are willing to use any means to see the end of the Antediluvians realized. Their 'novel' approach to the Creation Rites means that they rarely get attached to new Embraces and treat their shovel heads as not only expendable, but as munitions to be fired at the enemy and forgotten. Though the few times a shovel head endures their

early nights in a Press Gang they are often treated with a strange reverence as the Pack looks for greater meaning in their survival.

- **Arena:** Rove (●●), Clout (●) and Grasp (●●)
- **Haven:** (●)
- **Enemies:** (●●●)

Common Arenas/Roles: Elysium Arsonists, Masquerade Breakers, Shock Troops, Shovel Squad

Pack Ritae: Press Gangs have perfected the terror tactic commonly known as 'shovel heading'. While many Sabbat Packs round up unsuspecting mortals and mass Embrace them into the Sect using the Creation Rites (see pg. 62), Press Gangs aren't looking for a commitment. Their shovel heads are suicide weapons and rarely survive their first night as vampires. Once per Story, a Press Gang can raise a cadre of voracious thin bloods from recently killed mortals. No more than seven of these nearly mindless shovel heads can be created at once and they serve the Pack unquestioningly for a single night, though their hunger makes them unruly and ill-suited for anything but violence. Use the Unbirthed (see V5 Sabbat pg. 43) or a level two Thin-blood Retainer with Potence two to approximate the stats of these shovel heads. If any of them commit Diablerie before the end of the night, they may become new Packmates at the Storyteller's discretion.

Raiders

The key to winning the Gehenna War is likely buried with the Antediluvians. Raiders are obsessed with ancient places and hidden structures. Crypts, vaults, and catacombs are their stomping grounds. While others seek the blood of elders, for them the taste of secrets is much sweeter. This Pack is filled with researchers and adventurers, unafraid to dive deep into the unknown and risk unlife and sanity to crack the code that will end the Antediluvians. Raiders make use of their own expertise and that of blood bound mortals to dig clear ancient tombs

and research the artifacts they find within.

While Gangrel, Malkavian, and Ravnos Antitribu are common among their number, Raiders often seek the mystical expertise of a Tzimisce or Tremere Antitribu. Their Priests often have to deal with the psychological and spiritual trauma of their Packmates as they delve into the hidden places of the earth in search of the Antediluvians or become frustrated as their hunts can often prove fruitless. The Ritae become a powerful tether for these Packs as they can spend weeks exploring natural caverns and uncharted tunnels. Their faith is constantly tested in the depths and the isolation often turns them into stoic Noddists or nihilistic Reapers no longer deterred by a bleak fate.

- **Arena:** Rove (●), Clout (●●) and Grasp (●)
- **Retainer:** (●) or Resources: (●)
- **Haven:** (●●) or Allies (●●)
- **Linguistics:** (●+)
- **Enemies:** (●●)

Common Arenas/Roles: Code Breakers, Grave Robbers, Safe Crackers, Sarcophagus Junkies

Pack Ritae: Raiders prefer Ignoblis Ritae that illuminate and reveal buried secrets. Most of these Packs practice rituals and sermons that perfect their ability to crack ancient codes, decipher lost languages, or find passageways that have never been trod by mortals. Sabbat in these Packs add +1 die to all Academics, Investigation, or Occult rolls that make use of a Specialty and they gain one extra language per dot in Linguistics.

Removers

While wanton violence is often the Sabbat's calling card, sometimes more subtle methods are needed to advance the cause of the Gehenna War. A well placed knife in the dark can often solve more problems than a legion of blood starved shovel heads. Removers are the Black Hands deadliest killers. Once a name ends up on their list, they do everything within their power to cross them out.

Princes, Emirs, and Primogens are quietly snuffed out in the heart of enemy territory or destroyed in dramatic Masquerade cracking public displays. All Removers have their preferred methods, but paramount to their mission is not only murder but sending a message that conveys the Sabbat's limitless brutality, power, and reach.

Removers often have Banu Haqim, Nosferatu, or Salubri Priests that keep the Pack's blood lust in check with an unshakable devotion to the Sword of Caine. While some powerful Archbishops have been known to attract the loyalty of these killers, most often they work on their own initiative or take direction from a Priscus or Seraphim. Removers are notoriously independent and even when they take on assignments for a Sabbat luminary, there is an unspoken understanding that their skills can just as easily be turned on them if they try to use the Pack's skills for personal gain.

- **Arena:** Rove (●●●) and Grasp (●●)
- **Mask:** (●●) or Allies: (●●)
- **Mawla:** (●) or Any Seraphim Loreshet: (●+)
- **Status:** (●●)
- **Enemies:** (●●●)

Common Arenas/Roles: Assassins, Extortionists, Ghoul Snatchers, Impersonators, Terror Tactics

Pack Ritae: Removers practice Ignoblis Ritae that recount the names and methods by which they dispatched great enemies of the Sword of Caine. These Packs treat the Portillion (see V5 Corebook pg. 196) of any Domain they operate within as if it was two lower. When searching for enemy Havens in a Domain with a Portillion of zero this Pack negates any bonuses gained from Haven rating (see V5 Corebook pg. 188) when attempting to spot, penetrate, and surveil a vampire's resting place.

Removers also reduce a Domain's Portillion rating by one for the rest of the Story whenever they successfully destroy a vampire within that Domain with a Status of 3 or higher.

Ritualists

All Sabbat respect the Ritae and the Word, but Ritualists see themselves as the unliving soul of the Sect. They have made protecting and perfecting the rituals and ideological foundations of the Sword of Caine the focus of their unives. Ritualists guard ancient texts and keep Ritae that have long fallen out of common practice, while also aiding in the development of the hidden Numinous Ritae that may hold the key to destroying or consuming the Antediluvians. These Cainites often see the Gehenna War as a holding action, meant to buy time for their research. They are in a race against time to weaponize the secrets of the ancients before they gather their full strength.

Their Priests are usually drawn from the Tzimisce, Ministry, and Malkavian Antitribu. While scholars usually dominate these Packs, a few find themselves led by a charismatic firebrand using their knowledge of the Word to inspire others. These evangelical Ritualists are often guided by a Brujah or Caitiff Priest that hopes to reignite the zeal that saw the Sabbat survive and thrive after the First Inquisition.

- **Arena:** Rove (●) and Clout (●●)
- **Retainer:** (●●)
- **Haven:** (●●)
- **Status:** (●)

Common Arenas/Roles: Evangelical Noddists, Implements, Numinous Ritae, Traditional Ritae

Pack Ritae: All Cainites in a Ritualist Pack gain the base dot in the Ritae Advantage (see pg. 93) and know one Numinous Ritae (see pg. 67) of the Pack's choice. Unsurprisingly these Packs are often well-versed in the most obscure Ritae and they gain a +2 die bonus on any roll to research, perform or procure the required implements needed for a Ritae. Their Ignoblis Ritae often revolve around rote recitation of the history of the Auctoritas Ritae and Sabbat lore.

Wanderers

While most Sabbat lead a semi-nomadic night-life-style, Wanderers take being a nomad to the extreme, relying on a small fleet of motorcycles, vans, RVs and other vehicles to stay on the move. These Packs stash cars throughout their Rove in storage units and parking garages, but they're not above boosting a set of wheels that catches their eyes. Wanderers are always on the move, serving the Sword as couriers, escorts, procurers and scouts.

Banu Haqim and Gangrel are common among these Packs, but attrition rarely allows one clan to dominate their numbers. Paths such as Cathari and Lilith find fertile ground in the hearts of a Wanderer Pack, it is not uncommon to find their numbers completely devoted to one of these Paths of Enlightenment. This brings its own challenges for any Cainite becoming a Priest among Wanderers. While arguments over philosophy are rarer, the Priest often finds themselves responsible for everything from planning travel routes to rationing gasoline to negotiating with lupines. One literal wrong turn can see a Priest violently deposed by their stranded Pack, or worse they could be left for the sun as the Pack makes its way to bloodier pastures.

- **Arena:** Rove (●●●) and Grasp (●)
- **Allies:** (●●) or **Resources:** (●●)
- **No Haven:** (●)

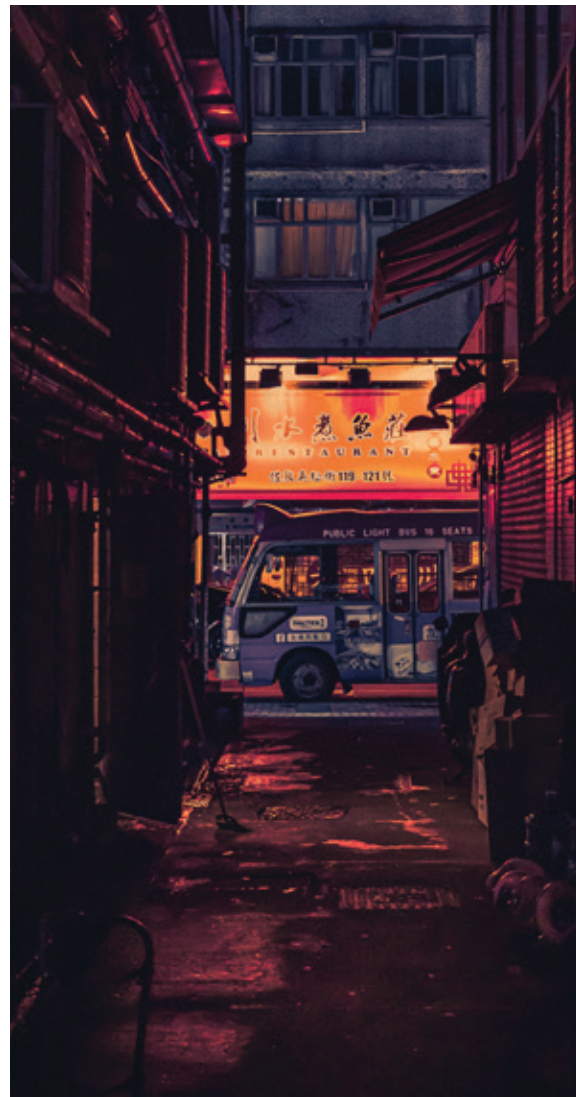
Common Arenas/Roles: Body Smugglers, Car Dealers, Lupine Trackers, Mobile Blood Bankers

Pack Ritae: A common Ignoblis Ritae among Wanderers is the theft of a cherry ride or a vehicle belonging to a high profile enemy, such as a Camarilla Emir or an Anarch Baron. After securing such a trophy the Pack automatically succeeds on all attempts to find impromptu shelter or just in time survival gear for the rest of Story or until the vehicle is lost or destroyed, whichever happens first.

PICKING A PRIEST

Who gets to play the Priest is an important question that needs to be answered as a group as part of the Pack creation process. This is a critical role and Priests are often called upon by the Storyteller and other characters to advance plot and personal stories. How much power and respect the Priest has in the Pack should also be roughly hammered out. A weak or faltering Priest could lead to a powerful story in the hands of a willing player. While Packs with a lot of Clout may have a powerful Priest that claims the title of Bishop or Archbishop.

Players may decide on a Priest based on who contributed the most dots to the Pack, who has the most experience playing Sabbat or even by a character's Status. If consensus isn't possible the Storyteller should have the players vote and break any ties. An NPC Priest is also a possible stop gap measure until a player character is ready to step up to the role.





EINKABÍLASTÆÐI
PRIVATE PARKING
Leiguíbúðir
12
→

Communal Havens

Vampires Havens are often inviting places filled with mortal comforts and personal touches. Camarilla and Anarch alike prefer private spaces that both disarm mortal guests and deflect scrutiny from hunters. Few things are more personal or private to a vampire than their Haven. As with many things, the Sabbat invert this predilection with communal Havens that both reject mortal comfort and immortal privacy.

The walls of communal Havens are often adorned with Path iconography, ritual weapons, and passages from the Word. Monstrously flesh-crafted ghouls roam the passages for intruders, and false entrances are rigged with loud explosives and deadly shrapnel. What little private space exists is reserved for ritual, study, or martial practice. The heart of the Haven holds a communal sleeping area that can be anything from a cozy cuddle pile to a long row of armored coffins.

System: Sabbat communal Havens are built in a very similar way as Coterie Havens (see V5 Corebook pg. 188). Packmates can pool their Haven dots together to buy Haven Merits and Flaws for their shared space. The key difference is that it is exceedingly uncommon for a Sabbat Cainites to keep a separate personal Haven. If a Sabbat vampire does so they should also take the **flaw (●) Suspect** or **(●) Dark Secret (Personal Haven)**. Below are additional merits and flaws available to Sabbat Packs.

Also, Sabbat regularly pack up or destroy their Havens as part of their semi-nomadic unlife. While some Packs keep backup Havens for this purpose, many simply take over an enemy's Haven and modify it as they need. If there is ever a question of how quickly a Pack can re-establish or recoup the dots they spent on an abandoned Haven, use the Pack's Grasp rating (see pg. 44) as a guide.

- **Flaw: (●) Leyline Sick.** The Haven's vibe has always been off. Whether its ley lines or feng shui, the negative energy interferes with powers of Blood Magic and Oblivion. Any Ceremonies

or Rituals performed in the Haven have their Difficulty increased by one. Packmates and their Retainers will also be frequently prone to accidents within the Haven that can be especially dangerous if the Haven contains a Laboratory or Hidden Armory.

- **Flaw: (●●) Infested.** No matter how much poison spray or fire gets used, insects and vermin find the Haven an irresistible nesting ground. These creatures have a tendency to get into everything and the Haven is often littered with them. While this can unnerve mortal guests if not cleaned regularly, the real nuisance comes in the form of disease. These vermin and their blood borne pathogens such as hepatitis or malaria are carried by the Pack, regularly infecting their Retainers and herd. At the Storyteller's discretion this can reduce the effectiveness of the Pack's mortal pawns or even tip off others to their activities if they cause a large outbreak.
- **Flaw: (●●●) Condemned.** The Pack's Haven is a condemned or partially collapsed building that is likely scheduled for demolition. While they can delay its destruction, a long-term solution will likely require a great deal of influence and/or Resources. The Haven's state of disrepair also means the Pack has to constantly deal with electrical shorts, burst water pipes, curious vagrants, and rotting floorboards.
 - **Sanctum:** The Haven has a dedicated space for performing Ritae. It is stocked with common implements and has enough room to perform all but the largest Ritae. Each dot in this Merit allows the Pack to perform one Auctoritas Ritae of their choice even if they're missing key implements, or if their Priest is absent, or if none of them have the Ritae Advantage (see pg. 93). This merit is not available in small Havens.
 - **Slaughterhouse:** Your Pack's Haven has a dedicated space for mortals to congregate and entertain themselves. This is often a drug den, 24-hour rave space, or cult-like temple. Mortals come and go as they please,

but have no access to the Haven proper. Larger Slaughterhouses are also built with quick cleanup in mind, with features such as floor drains, tiled surfaces, or even incinerators. Many Sabbat may find this practice taboo, but few would dare meddle in how a Pack keeps their own house. Dots in this merit allow a Packmate to slake one Hunger per week without a hunting roll. Also once per Story the Pack can "liquidate" all of their regulars and perform a Blood Feast (see pg. 61). Dots in this merit cannot exceed your Pack's base Haven dots.

- **Bunker:** Your Pack's Haven is filled with weapons and the tools for maintaining them. You can even make your own ammunition given time and supplies. For every dot in this Merit, you add the following to your armory: one stake, one Heavy melee weapon (fire axe, sword), and one Heavy gun (shotgun, .357 magnum). These weapons are usually openly mounted on walls or laying around the Pack's sleeping space.
- **Question Room:** Your Haven has a soundproof room equipped with tools for interrogation. These can be anything from hammers to mirrors that redirect sunlight. When using violent interrogation (see V5 Corebook pg. 413) reduce the damage done to your captives by an amount equal to the dots in this Merit to a minimum of one. This Merit is often coupled with a Cell (see V5 Corebook pg. 189).
- **Bunk House:** Your Pack's Haven is crammed with bunk beds, coffins, and mattresses. Bathtubs, crawl spaces, closets, and even kitchen cupboards have been torn out or re-purposed as sleeping space. Even for a Sabbat Haven personal space and privacy are at a bare minimum. Each dot of this Merit allows an additional Sabbat Pack to rest within the Haven. Your Pack's dots in this Merit can never exceed their base Haven dots plus two.

- **Kennel:** Either as a reward for service to the Sword or through your own powers you have Blood-Hounds (see V5 Sabbat pg. 34) or Guard Dogs with Potence 1 (see V5 Corebook pg. 373). These cruel canines are refined and empowered by Cainite blood and trained to take commands from Packmates regardless of their capability with Animalism. Each dot of this Merit provides two of these animals that will not stray from your Pack's haven. Dots in this merit cannot exceed your Pack's base Haven dots.
- **Fail-safe:** When all else fails sometimes the best defense against intruders is a few sticks of dynamite and a lot of prayers to Caine. Your Haven is rigged with explosives that can either be tripped by intruders or manually activated by a Packmate or Retainer willing to pull the pin and watch the shrapnel fly. These traps do a base 12 points of Aggravated damage, -1 per meter from the center of detonation and intervening walls also reduce this damage. This damage is Superficial to vampires unless incendiary munitions are used, but even Sabbat are hesitant to rig their Havens with that kind of firepower. Each dot in this Merit is two entrances or chokepoints rigged with an explosive charge that can be set to a tripwire or remotely detonated. This Merit is often coupled with Security Systems (see V5 Corebook pg. 189).



Pack Loresheets

The Pack is the Sabbat's organizing principle and many of the Sect's advantages come from this communal bond. Some Sabbat Loresheets can only be purchased by pooling Advantages or Pack dots. The most common of these are Seraphim Loresheets though some Packs dedicated to a specific Noddist text, rare philosophy, or even a heresy could have a Pack Loresheet as well. While these Loresheets do not preclude a Sabbat vampire from having their own Loresheet, a Pack can only have one Pack Loresheet. These Loresheets are tagged as "Sabbat Pack Only" or "Seraphim: Sabbat Pack Loresheet Only".

Since a Pack can only have one such Loresheet, it is chosen by group consensus and the player playing the Priest should do their best to help the group decide on a Loresheet that all Packmates can support or benefit from. It's also important to note that taking a Loresheet doesn't necessarily mean the Pack supports the subject of the Loresheet. A Pack who opposes a Seraphim could take levels in their Loresheet to mark their infiltration of the Host or a personal vendetta against them. New Loresheets are found on pg. 114-131.

Leaving the Pack Behind

Sabbat vampires rarely leave their Packs of their own will. Often only attrition or severe ideological differences will force a Sabbat vampire to seek a new Pack, though even then it's more likely they'll simply add to their numbers through the Creation Rites or use the Monomacy to steer the Pack down a path more to their liking. When a Sabbat finds themselves without a Pack they are a danger to themselves and the Sect. Unless they are a powerful member of the Sword, they'll likely be pressed into a new Pack or destroyed as a traitor.

Although still rare, the rise of the Seraphim has made it more common for Packs to be reformed by the will of a powerful leader. Though only the most foolhardy would dare reshuffle Packs with-

out taking care not to alienate the Cainites that make up their Host. Archbishops or Bishops who attempt to dictate the membership of existing Packs under their command had best be very sure of their power, or see themselves torn apart by the very Cainites they wish to lead.

System: A Sabbat vampire who no longer belongs to a Pack or is known to not have Vinculum Blood Bonds immediately gains the **Flaw (●) Suspect**. If they're lucky, charming, or powerful other Sabbat may try and recruit them into their Pack. The above flaw is removed once they've established a Bond Strength 3 Vinculum with their new Pack through the *Vaulderie Ritae* (see pg. 59). A Sabbat vampire who actively refuses to join a new Pack will quickly gain the **Flaw (●●) Shunned** and may become the target of a Wild Hunt (see pg. 66) if they fail to make amends through contrition *Ritae* or otherwise prove their loyalty.

The one exception to the rule of the Pack is if a Sabbat Cainite has 4 or more dots of Status within the Sect. As long as these vampires maintain their Status they cannot gain Status flaws solely because they no longer run with a Pack. These Cainites often take on roles as political or spiritual advisers, such as a Priscus or Cathari Perfecti. Only a few Seraphim run without a Pack and the nature of their Status within the Sabbat can be fickle as their fortune and glory fade.

CHOOSING A SERAPHIM

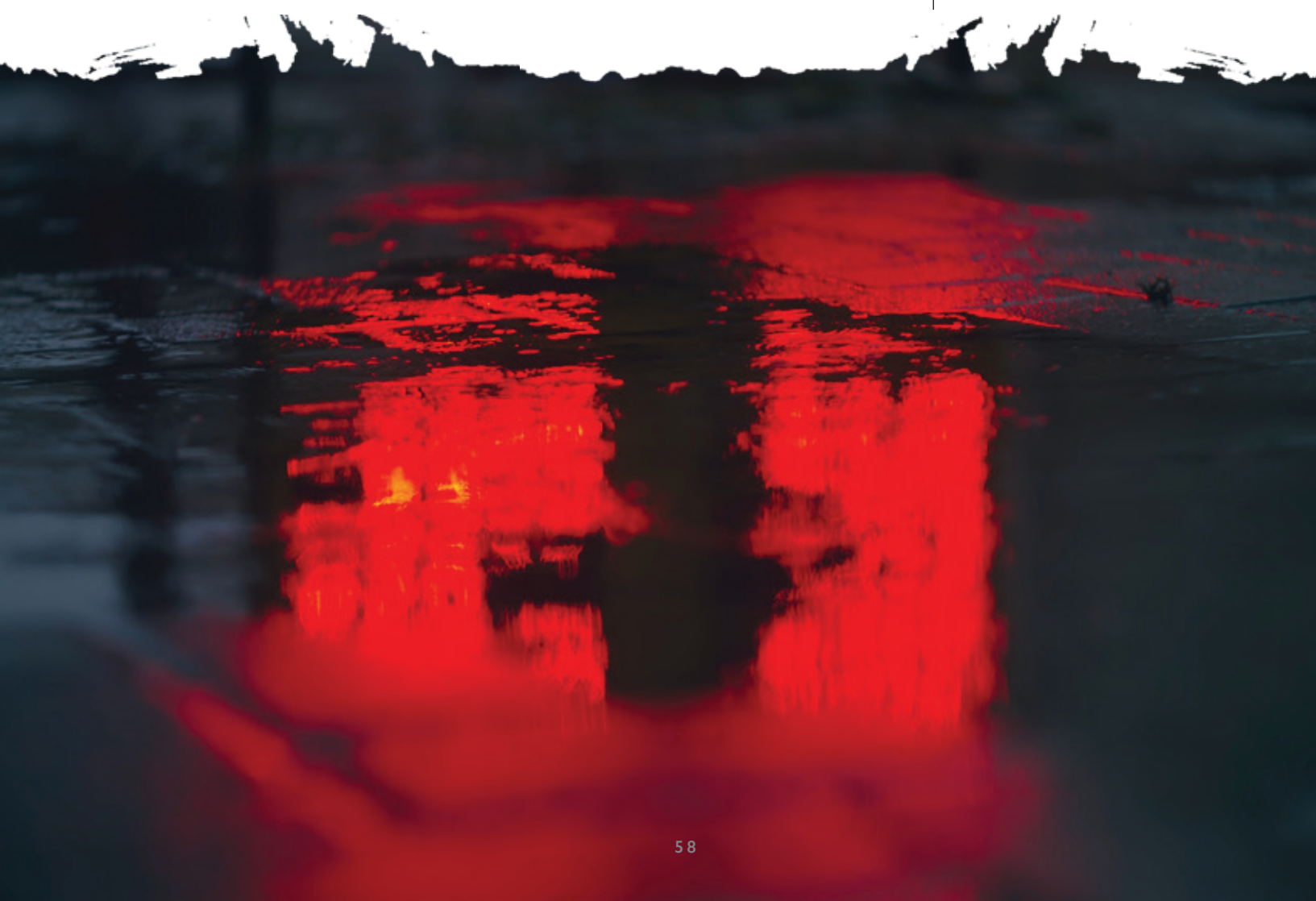
If a Pack is dedicated to or opposing a particular Seraphim it can have deep narrative impact on the game's story. A callous Seraphim could thrust the Pack into the front lines of the Gehenna War regardless of their capabilities. Joining or opposing a Seraphim's Host is a serious decision, and players should sound out the Storyteller for the best or most interesting fit for their Chronicle. Also it's perfectly fine to not have anything to do with the Seraphim and their cults of personality.

The Ritae

The only value of this world lay in its power... to suggest another world.

— THOMAS LIGOTTI, SONGS OF A DEAD DREAMER

The Sabbat follows many doctrines, dogmas and Paths of Enlightenment, but central to both their spirituality and communal structure are the collective practices known as the Ritae. These are traditionally divided into the sacrosanct Auctoritas and the more informal Ignoblis Ritae, but as the Gehenna War has raged on new and untested rituals have been revealed to the Sword's faithful. These so-called Numinous Ritae make use of secrets stolen from the ancients and their pawns, and many hope their perfection hold the seeds of the Antediluvians' destruction. As with all things in the modern Sabbat, with Gehenna upon them they no longer squabble over differences of faith and so-called heresy. While only a few Packs make use of the Numinous Ritae, all Sabbat respect the bloody sacrifices that were necessary to craft and understand these rituals.



Auctoritas Ritae

In the modern nights the Sabbat's Auctoritas Ritae have undergone significant changes. Many have fallen into disuse as the Sword has become splintered and unmoored from its traditional strongholds. While still considered among the foundational rituals of the Sabbat, Auctoritas Ritae such as the Blood Bath and Palla Grande see rare use in nomadic Packs that must spend countless months deep within enemy territory. Other Auctoritas Ritae have become synonymous with particular Paths of Enlightenments that heavily modify the ritual practice to suit their own needs. Only in very large gatherings or at the insistence of an attending Priscus will the most traditional ceremonies be observed.

Regardless of how devoutly a Pack follows these Ritae, Sabbat Priests mark the calendar of their unives by the expected and timely performance of the Auctoritas Ritae. Holy seasons see nomadic Packs gather to perform these Ritae before parting ways. This esoteric procession of Ritae is sometimes called Caine's Calendar, but the specific timing of ritual observances often changes for reasons only known to the Sabbat's Priests and the few remaining ritual scholars in the Sword.

System: All Sabbat know the basics of the Ritae and can perform them in a rudimentary or perfunctory manner. To gain the benefits of any Auctoritas Ritae, a Pack must have all members present and their Priest must have one dot in the Ritae Advantage (see pg. 93). An ignorant Priest also prevents Packmates from benefiting from their Touchstone Ritae (see pg. 13). Also many Packs make use of specialized or unique implements such as a chalice made from an enemy's skull or a knife stolen from a Justicar. The loss of one of these implements could potentially prevent or delay a Pack from being able to carry out some of their Ritae until they are recovered, but that is at the Storyteller's discretion.

The Vaulderie

The heart of the Sabbat is the sharing of blood known as the Vaulderie. It is the most important and revered of the Auctoritas Ritae. Part Tzimisce devotion and part blood magic, the Pack spills their blood into a cup, chalice or other container under their Priest's guidance and then drink the mixed result. The Vaulderie is the secret that allowed the Sabbat to emerge from the Anarch revolt as a powerful and cohesive force. Within the Vaulderie chalice the Pack's blood is imbued with power allowing them to break their past bonds and form new attachments among their Packmates. These bonds are known as the Vinculum. The Vaulderie's blood bond ensures that the Sabbat have a well deserved reputation for fanaticism.

These bonds formed by the Vaulderie grow over time and make Sabbat particularly difficult to interrogate as their personal loyalty to their Pack is girded by the supernatural power of the blood. A Sabbat's willingness to accept final death in service to their cause is why they are often called a death cult. Only Cainites Embraced into the Sabbat or who have proven their loyalty beyond doubt are allowed to partake in the Vaulderie. Vampires that go for prolonged periods without the Vaulderie can suffer powerful withdrawal pains.

System: The Vaulderie creates a group Blood Bond between vampires known as the Vinculum. The Vinculum starts with a Bond Strength of 1 but increases by 1 step each time the Ritae is performed (up to a maximum of 3). Celebrants also have all of their non-Vinculum Blood Bonds broken and immediately reduced to 0 Bond Strength. When a Sabbat has a Vinculum with a Bond Strength of 3 or higher they become immune to new non-Vinculum Blood Bonds.

Covens and established Packs that regularly use the Vaulderie Ritae have a mutual Vinculum with a Bond Strength of 3, though Pack Priests rarely have to call upon this bond unless the Pack is deeply divided on a course of action. While most Sabbat only perform the Vaulderie two or three times a month, Packs that have recently Embraced or con-

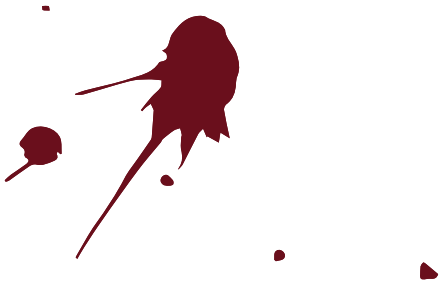
verted new members will perform the Vaulderie much more frequently to bind them to the Black Hand. Vaulderies performed between Packs or very large groups of Sabbat form weaker Vinculums with a Bond Strength of 1 that fades over the course of a month.

Pack Priests and other Sabbat can call upon the Vinculum to sway their brethren, forcing them to succeed in a contest of Resolve + Intelligence vs. Bond Strength to go against them. Sabbat who abuse the Vinculum this way will find themselves exiled by their Pack or even challenged to Monomacy (see Monomacy Ritae pg. 64).

Vampires with Vinculum Bond Strength ratings of 3 that go a full month without partaking of the Vaulderie will become spiritually Impaired (-2 die penalty to all rolls). This condition is removed upon celebrating the Vaulderie again. If a Cainite goes a full year without the Vaulderie the Impaired condition is removed, all Vinculums are shattered and their Bond Strengths are reduced to zero. Willfully avoiding the Vaulderie too often is considered an act of treason in the Sword and such traitors are usually hunted down by their former Packmates before they can slip completely free of the blood bond (see Wild Hunt Ritae pg. 66).

VINCULUM AND THE TREMERE

Tremere and other vampires incapable of creating Blood Bonds gain all the benefits of the Vaulderie. The one exception is when they try to make use of the Vinculum to sway others. Their targets always treat the Vinculum's Bond Strength as 1 when making their contested Resolve + Intelligence roll, regardless of how often they partake of the Vaulderie or if they have recently undergone the Binding Ritae. At the Storyteller's discretion, Tremere may also take a penalty equal to their Bane Severity on any Social roll that strictly relies on a Vinculum bond to sway their audience.



Binding

Although it is less common in the Final Nights, the Binding is a Ritae performed when several Packs meet or gather for the first time. The highest ranking Priest leads this Ritae and it borrows much from the Vaulderie with the sharing of blood at its culmination. All Sabbat present at a Binding declare their loyalty the Black Hand and to the Word that binds them to their Paths.

System: All Sabbat participants have their active Vinculums increased to a Bond Strength of 6 for the rest of the night. They become immune to any attempts to subvert their loyalty to the Sabbat, though they can still be deceived into taking actions that hurt their cause. In Social combat this also makes a Sabbat vampire immune to any Willpower damage relying on making them doubt their Pack's loyalty or valuing their personal ambitions over that of the Sabbat. If this Ritae is performed by a Bishop or other high ranking Sabbat, the Pack can change its Pack Type and/or the focus of their Arena if they have unanimous agreement on their new direction.

Blood Bath

When a Sabbat takes a title beyond their Pack, such as Bishop or Archbishop, the Blood Bath is used to cement their claim. While the politics of the Sect have greatly simplified since the start of the Gehenna War, Cainite nature means they will always grasp for power and prestige when they can. The Blood Bath usually sees the new leader naked and seated in a small tub while blood is poured onto them by their Pack. Unifiers and Noddists sometimes sacrifice captured enemies as part of the ritual, but at the Ritae's invocation all drink from the spilled blood and swear fealty to the Sect.

System: A Vinculum with a Bond Strength of 3 is created between the Sabbat celebrants and the anointed leader. After a month the Bond Strength falls to 1 but never fails as long as the anointed

retains their title and the Sabbat involved regularly celebrate the *Vaulderie* with their Pack. Also, as long as the anointed retains their position and has one-dot of *Ritae* (see pg. 93) they can lead *Auctoritas Ritae* that benefit all Sabbat present that recognize their authority as if they were a Priest.

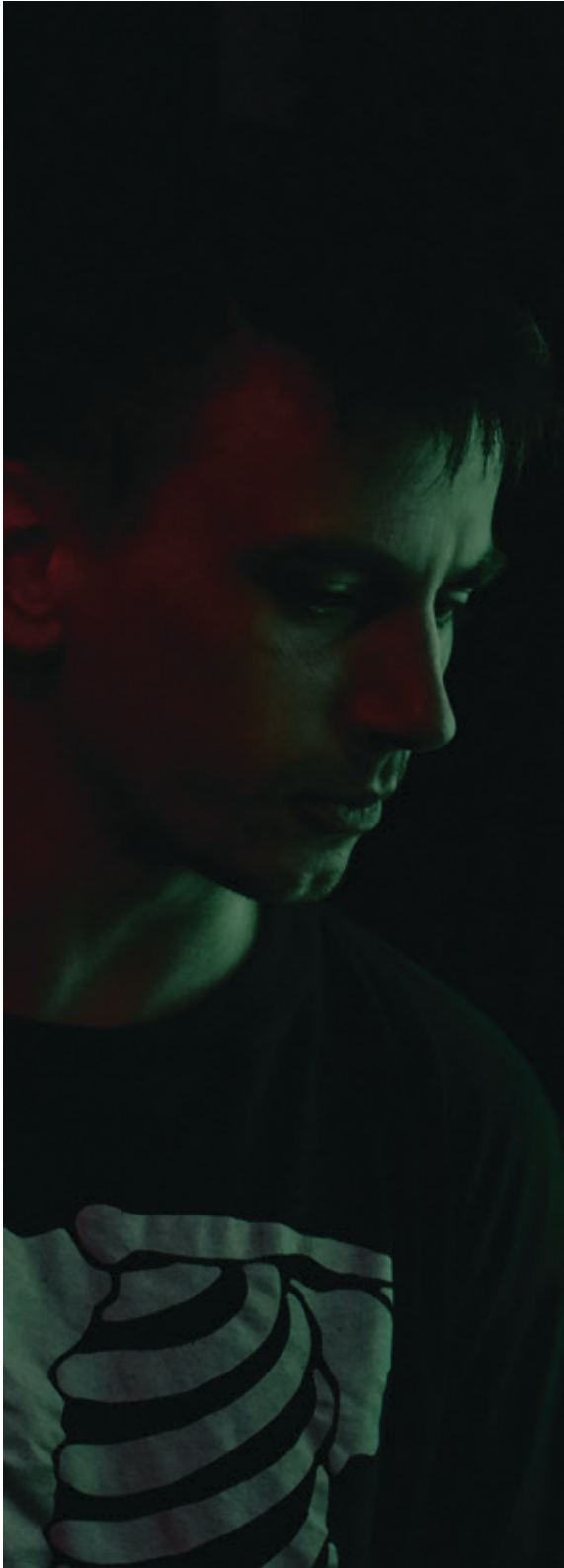
Blood Feast

The Blood Feast is a celebration of vampirism and a bonding ritual between Packs. Mortals are rounded up in large numbers and delivered to a specially prepared site by the officiating Priest and their Pack. This is sometimes done subtly by established covens that do not wish to attract too much mortal attention, but nomadic Packs are usually careless in how they corral their victims. They often hijack crowded buses or kidnap everyone in a household.

Although it differs by Path, it is not uncommon for these mortals to be prepared for the feast by being forced to take psychotropic drugs or other substances that pass on their effects to the Cainites that will devour them. Some Packs keep a **Slaughterhouse** (see *Communal Havens* pg. 55) near their Havens so they can quickly round up mortals for Blood Feasts.

System: Once per Story a vampire participating in a Blood Feast can reduce their Hunger to zero regardless of any feeding flaws or clan Banes. Additionally for the rest of the night after the *Ritae* they may roll +1 die and take the highest for all of their Rouse checks. This benefit stacks with bonuses to Rouse checks the Cainite may gain from having a high Blood Potency. A Blood Feast usually requires a Pack to kill or severely wound 2-3 mortals per Cainite participant.





Creation Rites

A crowd of mortals are Embraced against their will and then buried in a mass grave. The few who surface are beaten, cowed, and sworn into the Sabbat with their first Vaulderie. These starving shovel heads are then let loose against enemies. Those who survive their first nights are considered true Sabbat and inducted into a Pack to begin their journey on a Path. The Creation Rites are both sacred and profane, and Packs often take liberties with the specifics to suit their own needs.

Some use symbolic graves when Embracing promising recruits as they do not want to risk losing them to wassail. Despite this initial kindness, Priests often strip recruits of their mortal identity by kidnapping friends and families for the newly arisen to feast upon. Those taken by the Cathari might not fully recollect such brutality while in the throes of frenzy, but the vampires taken by the Reapers will have to feed and kill while in full control of their senses. The balm of the Vaulderie is used to calm and bind the traumatized.

System: After surviving the Creation Rites a Cainite is uniquely open to forging a new identity centered around a Path. If the vampire is tutored and accepts a Path within a month of surviving the Creation Rites, they may take a new Conviction or replace one of their existing Convictions with a Path specific one. Often the new recruit's faith is tested by destroying the Touchstone linked to a supplanted Conviction. This initial Path Conviction will often have the Vaulderie as its Touchstone Rite (see Touchstone Rite page 13).

Festivo

The Festivo dello Estinto, or Festival of the Dead, is a series of Rite that honors brothers, sisters, and comrades destroyed in service to the Black Hand. The Sabbat was born out of the fires of the First Inquisition and it will triumph by enduring the second. Not only are lost Packmates remembered, but it is also seen as an auspicious time to settle

unfinished business and for revenge. Isolated Packs often celebrate this Ritae to coincide with similar mortal holidays such as the Day of the Dead, though most Packs celebrate it according to the ritual calendars set by their Priest. Some Packs use this time to summon the spirits of departed Packmates, allowing them to possess their vampiric bodies for an evening. These re-bodied Packmates will often *relive* their glory days with excessive feats of violence and debauchery. It is not always easy to dislodge these spirit echoes from their hosts, and evicting such an unwelcome guest can sometimes require the intervention of a necromancer.

Festivo is a time of rumination and revelation. Secrets and old grudges thought long buried can find their way back to the surface. An Anarch gang could become the target of a possessed Sabbat warrior who sees them as traitors to the cause; or a Camarilla Coterie could have their haven invaded by a confused Sabbat vampire looking for a forgotten acquaintance or lost item, their Pack not too far behind. The Festival of the Dead is one of the few times when the Sabbat looks back on their past accomplishments and failures.

System: During the Festival of the Dead all Sabbat that participate in this Ritae can feel the presence of anyone deceased with whom they once shared a *Vaulderie* or deep emotional connection. If their connection was especially strong, they can invite these echoes to possess them for a night. Any Sabbat allowing a former Packmate, Touchstone, or Diablerie victim to possess them immediately heals all Willpower damage and removes all Stains. If they survive the night they could even gain knowledge of a rare Discipline, Loreshet, or Specialty possessed by the echo that they could purchase with Experience at the Storyteller's discretion.

Fire Dance

The Fire Dance requires a great fire to be lit and Sabbat push and taunt each other to leap through the flames without fear or hesitation. Even Priests

must show their true colors before the fire and a failed dance can lead to a challenge over leadership or even Final death. Crossing the flames marks a Sabbat as one willing to risk it all for the Sect and it is a popular rite of contrition for Sabbat that have been accused of cowardice, faithlessness, or ignorance. For the Black Hand risking the flames is the price of knowledge and the burden of existing without fear.

System: All Sabbat vampires that take part in a Fire Dance heal one Aggravated Willpower at the Ritae's completion. If they endured the Ritae without getting burned their Sabbat Status flaws are reduced by one dot for the rest of the Session. This reduces the Shunned flaw to Suspect, and suppresses the Suspect flaw completely.

A Sabbat Cainite burned during the Fire Dance can automatically resist or Ride the Wave of Terror Frenzy (*Rotschrek*) as long as they retain one Aggravated wound that was inflicted by the Ritae. This benefit also extends to their Pack as long as they are in their presence. This benefit fades once the Aggravated wound is healed or at the end of the Story.

Games of Instinct

Unlike many other Auctoritas Ritae that follow clear forms and patterns of ritual, Games of Instincts can take on many shapes but have a central idea at their heart. A Priest declares a challenge, usually with a trophy to be captured and taboos or rules that cannot be crossed. The first to accomplish the challenge to the Priest's satisfaction is declared the victor. While they can take on any form, some Games of Instinct include stealing an item from a Camarilla Elysium without being seen, capturing a Lupine alive and whole during a full moon, or even racing a demolition derby through city streets and keeping score by the number of mortals killed and injured.

Games of Instincts are sometimes used as contrition rites for those Sabbat that have shown poor

judgment or have endangered their Pack through selfish action. These games often require teamwork and navigating the taboos can make capturing the trophy nearly impossible to accomplish without your Pack's support or goading.

System: All Sabbat vampires taking part in this Ritae heal one Aggravated Willpower at the Ritae's completion. If they accomplish the Ritae's goal without breaking any of its taboos their Sabbat Status flaws are reduced by one dot for the rest of the Session. This reduces the Shunned flaw to Suspect, and suppresses the Suspect flaw completely.

A Cainite that claims the trophy during this Ritae can automatically resist or Ride the Wave of Fury Frenzy for as long as they possess the trophy that was claimed during the Ritae. This benefit also extends to their Pack when they are present. This benefit fades once the trophy is lost or at the end of the Story.

Monomacy

When brothers, sisters, and comrades disagree and cannot come to terms and their Priests fail to settle the matter, then they must come to terms through combat. The exact terms of a Monomacy may vary but often the loser will be destroyed or diablerized if they do not concede before they are bested or put into Torpor. When a Priest is challenged for their title often the Monomacy is decided at first blood or with a duel of wits or faith.

Of the Auctoritas Ritae, the Monomacy is the only Ritae that any Sabbat can demand if they have cause. Although most disputes are settled through talking it out with a Priest, important titles of leadership are only decided by Monomacy. It can be a cruel unlife, but for the Sword of Caine it is the only assurance against the tyranny of elders and political schemers. Followers of the Path of Caine hold this Ritae in particular reverence and do not invoke it lightly. Diablerie is almost always the fate of those that lose a Monomacy challenge against a Noddist and other Sabbat are often

hesitant to challenge Devourers given their lust for the heart's blood. Although declining a Monomacy often results in the loss of Status and could potentially turn your own Pack against you.

System: Sabbat who witness or participate in a Monomacy are unable to take part in another for the rest of the Session. Once a Monomacy is over, its results cannot be undermined or questioned through Social Conflict for the rest of the Session. If the victor chooses Diablerie, they cannot mitigate the Humanity loss in any way unless their Humanity rating is one (see pg. 12). The loser's allies are also likely to hold a grudge.

At the Storyteller's discretion, Sabbat without any Status or with the Suspect or Shunned Flaw cannot call for a Monomacy. A challenge against a Cainite with 3 or more dots of Sabbat Status must be officiated by a Cardinal, Priscus, or Seraphim.

DIABLERIE AND RITAE

A few Ritae push Sabbat to Diablerie. Unless the Ritae states otherwise they incur the usual Stains and Humanity loss for committing this act. If the Sabbat is on a Path they suffer one Aggravated Willpower damage instead of losing their last Humanity dot (see pg. 12). This trumps any penalty a Ritae inflicts.

Palla Grande

This Ritae was once the political event and spiritual gathering at the center of the Sabbat's ritual calendar. Sabbat covens would plot and scheme to impress influential Cardinals and bloated Lasombra elders. Now the Palla Grande has returned to its roots since the Sabbat is no longer preoccupied with holding turf or dancing in masks. This Ritae encourages Cainites to indulge in their vampiric nature and the Masquerade suffers when the Sabbat celebrate the red banquet. For this reason it's a Ritae almost exclusively performed within Camarilla or Anarch controlled domains. When

the hunters come to investigate their excesses the Black Hand is long gone and their enemies have to clean up the mess or die trying.

During the Palla Grande, Packs flaunt their powers and openly feast on blood in front of mortals for several nights in a row. For Noddists the Palla Grande is a taste of what could be when the Black Hand openly rules from Caine's throne after the Antediluvians are defeated. The Cathari take a more nuanced approach to the whole affair and seek out mortals embodying the worst that humans have to offer. These paragons of filth are tortured, teased, flattered and frightened to their limits and then offered the release of death. Most are killed, but those that meet the Cathari's fickle standards of perversity are instead Embraced.

System: Sabbat heal one Aggravated Willpower or Health damage upon awakening the night after participating in Palla Grande festivities. Once the Ritae is concluded, all Sabbat that participated in at least 3 nights of the Palla Grande do not register as undead or vampires to mystical or technological scrutiny for the rest of the Story. Even after this effect wears off their auras remain cleansed of all indications of Diablerie.

Sermons of Caine

The Sermons of Caine often accompany the Vaulderie when Noddists gather. These Ritae often make ostentatious use of the Pack's most prized implements such as fragments of the Word, blood soaked vestments or the denuded skulls of vanquished enemies. Packs led by Bahari or others with a more complex understanding of Caine often refer to this Ritae as a Sermon of Faith. When invoked to inspire a Pack during dire times or before a great battle, some Priests will use parables from the Book of Nod or the Revelations of the Dark Mother to illustrate the pre-ordained or righteous nature of their cause. Less scholarly Sabbat Priests will call upon a willing Sabbat to stand before the congregation and speak on their trials and tribula-

tions and how the grace of Caine or the teachings of Lilith have guided their unlife.

System: All Sabbat vampires taking part in a Sermon heal one Superficial Willpower damage at the Ritae's completion. A Cainite who testifies to their sins and failings during this Ritae gains the Status flaw Suspect until the end of the Story. For as long as they possess this flaw, they can automatically resist or Ride the Wave of Hunger Frenzy. This benefit also extends to their Pack when they are in their presence. This benefit fades once the flaw is lost or at the end of the Story. A Cainite that is already Suspect or Shunned will not be allowed to testify or gain this benefit of the Ritae.

War Party

Originally this ritae was reserved for hunting down great enemies of the Black Hand, and only occasionally enacted in service of devouring a Methuselah or other ancient vampire. The Gehenna War has flipped that calculus upside down. The Sabbat has devoted all of its strength to discovering the weaknesses of the blood gods that founded the vampiric blood lines and unearthing their most powerful lieutenants. The Antediluvians were mortal once and only their oldest pawns know if they have an Achilles heel left over from their breathing days. A Pack or group of Packs invokes this Ritae when they are confident an ancient is within striking distance and they are charged with nothing short of devouring this monster's soul.

System: A Diablerist under the effects of this Ritae gains 6 experience points per success on a Diablerie roll (see V5 Corebook p.235) against the Ritae's target. Diablerizing the target of a War Party inflicts one Aggravated Willpower damage on the Diablerist instead of any Humanity loss if they are on a Path. Participating in a successful War Party increases Sabbat Status to two-dots for the Story.

Those under the effects of a War Party cannot gain the benefit of any Ritae other than the Vaul-

derie until the target of the War Party is destroyed or the War Party is abandoned. Abandoning this Ritae is a mark of great shame, and a Pack gains the Status Flaw Suspect until they can redeem themselves. This Ritae does not allow more than one Cainite to commit Diablerie upon the target.

The Wild Hunt

As with the other Ritae beloved by the Unifiers, the Wild Hunt is observed when lines of obedience and dominance must be asserted and clarified. Since all matters of punishment and justice are usually handled by their Priest, the Wild Hunt is only called when a traitor to the Sabbat has eluded punishment and is beyond the reach of their Pack.

Often held under a full moon, the Wild Hunt is a last resort to justice and the prize is always the hearts' blood of the traitor. Any Pack present at the Ritae's invocation can participate in the Wild Hunt, but it is expected that any Sabbat that recently shared Vaulderie with the traitor will take part. Unlike most other ritae, the Wild Hunt is only consummated when the victim is destroyed and proof of the act is brought back to the officiant.

System: As long as they are actively pursuing the target of a Wild Hunt all Sabbat taking part in the Ritae's invocation gain a +2 die bonus to all Wits rolls. Moreover, weak mortals (see V5 Corebook pg. 185) find these Cainites nondescript and will have difficulty identifying them accurately, often confusing them for a face in the crowd.

When the target is destroyed by a Sabbat Cainite, all vampires under this Ritae become aware of the victor's identity as the Ritae fades. The victor herself immediately gains one-dot of Sabbat Status and any Status Flaws they already have are suppressed for the rest of the Story. Sabbat pursuing a traitor under the auspices of this Ritae cannot benefit from any other Auctoritas Ritae other than the Vaulderie for the rest of the Story or until the target is destroyed.

If the Ritae is abandoned or the target is destroyed by a non-Sabbat, all Cainites hunters under this Ritae gain the Status Flaw Suspect. If they already have this Flaw, they gain the Status Flaw Shunned instead.

Ignoblis Ritae

The common and utilitarian Ritae of the Sabbat are known as the Ignoblis Ritae. These are often informal rituals followed by specific Packs, the Sabbat of a particular Domain or the Host of a Seraphim. These Ritae can take on any form, but serve the Pack by re-enforcing their bonds of loyalty and their group identity. Most Ignoblis Ritae are modern in affectation but a rare few have been passed down within a Pack for centuries and may have all the pomp if not the power of an Auctoritas Ritae.

System: Unless they have another function such as punishment or contrition, these Ritae can be used to change a Pack's Resonance to match the Resonance of the Pack Priest or to heal each Packmate of one superficial Willpower damage. Each Pack Type (see pg. 45) have their own Ritae and Priest's will often craft Ignoblis Ritae to suit a need.



Numinous Ritae

Mortal once, but now they have moved beyond even immortality. They have acquired the properties of the Aeons through which they passed. Time has clad them in impenetrable armor, but they were mortal once.

- THE OAXACA DIARIES

It's unclear if Numinous Ritae were developed during the Gehenna War or re-discovered from some lost cache of Black Hand secrets. Some Cainites even whisper they were salvaged by Reapers and wraiths from the lost city of Enoch, whose walls were built by Caine himself. These Ritae are rare and can only be acquired through Loresheds or by buying the Anointed extra in the Ritae Background (see pg. 93). Unlike Auctoritas Ritae, these rituals are not uniformly recognized or honored within the Sabbat. Numinous Ritae are not time tested rituals of faith and devotion, but jury-rigged spiritual weapons of war that will hopefully shatter the armor of aeons and wound the Antediluvians themselves.

The Storyteller is the final judge of which Numinous Ritae are available, and they may require that a Pack gain the favor of a Mawla or Seraphim for the opportunity to learn one or more. Most Packs will never learn any of these Ritae, though Ritualist Packs begin play with



access to one Numinous Ritae of their choice and may be called upon to aid in their research and perfection. For the vast majority of Sabbat these Ritae are only known to them as rumors. Unproven invocations of raw power that could as easily destroy a Pack as strengthen it.

System: When a Pack invokes a Numinous Ritae it always takes at least one night and it deals one Aggravated Willpower damage to every Cainite in the Pack. Multiple Packs of Sabbat can participate in a Numinous Ritae, but this only affects the outcome if the specific Ritae mentions them. In fact, word that a Pack may be attempting a Numinous Ritae is just as likely to inspire trepidation as support among their brethren.

Most Numinous Ritae require expensive materials, rare offerings and special implements

before they can be attempted. This may require the Pack to go out of their way to prepare for their invocation. Unless their rules say otherwise, these Ritae can only be used by a Pack once per Story.

Dreams of Ratziel

The Book of Nod makes mention of several Archangels visiting Caine with their creator's curses and false promises on their lips. While no definitive text exists, most Noddists scholars agree on a core set of chapters or books that detail all of these visitations. Amid the apocrypha and passed over fragments that are not commonly recognized by Noddists as canon is the visitation of Ratziel. According to

these apocryphal tales, the arch-angel of secrets came to Enoch as a dream in search of a great book of magic that had been entrusted to Caine's father. As was the Dark Father's want, he rebuffed the angel and claimed that he and Lilith had unlocked the tome's secrets in Nod and destroyed it. The angered Ratziel laid upon Caine's blood the curse of Torpor, that deprivation or suffering would see them fall into a near endless sleep of nightmares.

This Ritae attempts to awaken a Cainite locked in Torpor with the Dreams of Ratziel, the promise of magical power rejected by Caine and stolen by Lilith. While this doctrine would have verged on open heresy in the past, the modern Sabbat is more concerned with results than dogma.

System: A Cainite in Torpor is placed within a specially prepared bath filled with blood, mineral salt, and rare herbs. The blood filling the tub must come from a vampire that is either lineage related (sire, childe, etc.) to the Cainite in Torpor, or from a rare supernatural being such as a mage or lupine.

If the afflicted Cainite's Blood Potency is 3 or less they awaken immediately. Cainites with a Blood Potency of 4 or higher instead have the length of their Torpor retroactively shortened. For each Pack present when this Ritae is invoked, the Cainite in Torpor treats their

Humanity as if it was +2 higher for the purposes of determining the duration of their Torpor. If they have already spent that much time in Torpor, they awaken soon after being submerged in the blood. Otherwise they must wait out the rest of their new Torpor duration within the ritual blood bath which is maintained with short daily devotions and bagged or fresh blood. Vampires awakened by this Ritae have a Hunger of 4.

EXAMPLE:

Passy has entered Torpor after getting into a scrap with a werewolf. Her Pack is unable to wake her as she is the progeny of a powerful Malkavian Antitribu elder. After a month of searching they are able to get another Pack to perform the Ritae with blood taken from a mage.

Since her Blood Potency is 4, she doesn't awaken immediately, instead this Ritae will increase her Humanity by +4 (+2 per Pack including her own) for the purposes of determining her new Torpor duration. Passy's 2 Humanity is effectively increased to 6, which reduces her Torpor duration from one century to one month. Since a month has already passed, Passy awakens with a Hunger of 4 soon after being placed in the blood bath.

Enochian Spear

This Numinous Ritae attempts to enchant a weapon by using the stolen blood, flesh, and secrets of an elder vampire. Usually this means a Sabbat Priest anoints a chosen mundane weapon such as a sword, knife or club with blood forcibly taken from an elder vampire, but sometimes stakes are crafted from the fire-hardened bones of a methuselah or a sword uses leather stripped from an ancient Kindred to cover its hilt.

These weapons are spiritual in nature even though they are embodied by a simple sword or other tool physically. The final step in the Enochian Spear Ritae is always a stolen secret whispered to the weapon to awaken it to its greater purpose.

System: This Ritae enchants a simple melee weapon, usually a sword or spear, so that it does increased damage when it strikes a Cainite with a high Blood Potency. While Thin-bloods and mortals aren't impacted by this enchantment, wraiths can be struck by these weapons and suffer Superficial wounds.

The blood used in the Ritae can also impart the enchanted weapon with a special property determined by the Storyteller. For example, a fire ax anointed with the blood of a Gangrel methuselah might disrupt the shape shifting powers of any supernatural being it strikes, while a sword bathed in the blood of a Ventrue elder might inflict

wounds that bleed liquid silver, or a bat encrusted with the teeth of a Giovanni might cause Aggravated wounds when it strikes a restless spirit or zombie.

Weapons created through this Ritae usually retain their enchantment until the end of Story, but each additional Pack present at the Ritae increases this duration by one Session although a Pack can never have more than one of these weapons at a time. Unless this Ritae is performed with 3 or more Packs present, any weapon created shatters after it first strikes a vampire with a Blood Potency of 5 or higher. Also, if this weapon is ever exposed to sunlight or used to kill a mortal it immediately loses its enchantment.

BLOOD POTENCY	EXTRA DAMAGE VALUE, DAMAGE TYPE
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0	None, as weapon
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1 - 2	+0, damage is Aggravated
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3 - 4	+1, damage is Aggravated
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5+	+2, damage is Aggravated
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EXAMPLE:

Sis carries a baseball bat studded with the fangs and teeth of a Malkavian elder and enchanted with the Ritae of the Enochian Spear. This is a Heavy Impact weapon with a base +2 damage value. When Sis hits a Blood Potency 5 vampire with

this weapon he adds a total of +4 damage to his margin of success and all of the damage inflicted is Aggravated.

Labyrinth Rune

This strange Ritae attempts to open the mind's eye of the Cainites involved so that they perceive beyond their base senses. Vampires are often trapped within the confines of their mortal minds long after they die and it can be difficult for them to expand and grow beyond the limited perspectives of their breathing days. The Ritae of the Labyrinth Rune explores the branching paths of infinite possibilities and can even be used to explore the inner world of a Cainite's mind if they have a Priest willing to take the risk.

System: The Labyrinth Rune Ritae solves riddles and unlocks secrets. It allows a Pack to see things in unexpected and novel ways. When used this way the player of the officiating Priest asks a number of questions of the Storyteller equal to the number of Packs present at the Ritae. These questions must be connected to an item or person present at the Ritae.

This Ritae can also be used to guide a Cainite through the labyrinth of their own mind and psyche. This can help them access untapped potential or reinvent themselves. After being

the focus of this Ritae, a Cainite can remove one of their Discipline powers or Amalgams and replace it with a different power of the same level. They can also learn an Amalgam power as if it was a power of the secondary Discipline required for the Amalgam. If any of these changes cause them to have a duplicated power, they replace one of the duplicated powers with a power of the same Discipline and level.

This Ritae could potentially be used to help a Cainite quickly change Paths or even heal deep psychological trauma. Those potentialities are left to the Storyteller's discretion and the needs of your story, but delving into the psyche of another vampire could also awaken unknown dangers.

EXAMPLE:

Buzzsaw has the Conceal Amalgam, a level 4 Obfuscate power that requires the secondary Discipline of Auspex 3. They enter the Ritae of the Labyrinth Rune guided by their Priest and replace their Level 3 Auspex power with Conceal. Buzzsaw now has the Conceal power twice as a level 3 Auspex power and a level 4 Obfuscate power. To rectify this situation they decide to replace the level 4 Obfuscate power Conceal with the Level 4 Obfuscate power Vanish.

Saturnine Sign

Through esoteric geometry and specially crafted implements, a Pack can guard their haven or ritual space from the intrusion by the ancients, or perhaps even trap a sleeping elder in their own tomb. One of the earliest of the Numinous Ritae, the Saturnine Sign is upheld by Sabbat Noddists as proof of Caine's favor. They build their father's house on the square and level. A new Enoch free of the tyranny of the ancients, where mortal and vampire know their place before the throne of Caine.

System: This Ritae creates an area that magically excludes Cainites similar to a Warding Circle (see V5 Corebook pg. 275). The Saturnine Sign wards one structure no bigger than a cathedral for the rest of the Story. If 3 or more Packs are involved in its creation, the Ritae lasts a year and a day instead. Cainites who currently have a Vinculum blood bond or who have recently participated in a Vaulderie can come and go from the warded structure without any issue.

Cainite's without a Vinculum Blood Bond must roll their Willpower vs a Difficulty equal to their Blood Potency rating to enter or leave the warded building. If a trespasser fails they take three points of Superficial Health damage (three points of Aggravated damage on a bestial failure) and cannot enter. The trespasser can spend a point of Willpower to try again.

Sepulchre Key

This Ritae allows a Diablerist to fully explore a victim's memories after devouring them. Some hope to glimpse the face of an Antediluvian, but so far no one has come forward with such a claim. Others use this Ritae to discover the resting places of elders or discern the weakness of a local Emir. The Sepulchre Key is one of the rarest of the Numinous Ritae. It's not uncommon for a Pack to capture an enemy elder to bring before a Priest or Bishop that can guide them through this ritual.

System: After committing Diablerie, the Diablerist and their Pack can use this Numinous Ritae to share a communal dream journey through the victim's memories. This is similar to a Memoriam (see V5 Corebook pg. 311) but the memories being explored belong to the Diablerie victim. Everyone in the Pack who participates in the Ritae enters a torpor-like state for the Scene while they share this experience. They must have some understanding of which of their victim's memories they wish to explore. This may require obtaining a memento, kidnapping a Touchstone or interrogating their victim beforehand. The Diablerist usually takes on the role of the victim in these stolen Memoriams and their Pack either accompany them as a half seen chorus of shadows or by taking on the roles of Memoriam NPCs.

Sigil Inscribed

The Sabbat understands that as they hunt the Antediluvians, so do their pawns seek to destroy and divide them. The Black Hand is always seeking new ways to ambush their prey and they greatly value deception and indirect methods to victory. This Ritae inscribes the Pack with a magical sigil, brand, or tattoo that supposedly obscures their true names or somehow clouds the senses of the ancients. While its origins are unknown, the Ritae bears similarities to Banu Haqim and Ministry blood magic. At least one Toreador Antitribu Reaper claims the sigil is their design.

System: For the rest of the Story the Pack becomes occulted against supernatural powers attempting to remotely discern their identity, location or potential future actions. All such powers have their Difficulty increased by +2. This doesn't protect Packmates against direct detection, such as having an Obfuscate power pierced by an Auspex power, but it does protect against powers and rituals such as Blood Walk, Clairvoyance, Illuminate the Trail of Prey, Premonition, Telepathy and Truth of Blood. Powers that rely on others to gather information such as Animalism or manipulate the Pack into betraying themselves such as Presence, are unimpaired by this Ritae.

Starlit Blood for Ancient Stones

Places of power have attracted Cainites and other creatures of the night since time immemorial. Even the Land of Nod had its secret places shaped by neither Caine nor Lilith. Perhaps these are the places where god's fingertips touched our world, or the forgotten and half-formed husks of some previous creation. Whatever the truth, these sites have had many names over the centuries and more than one ancient vampire has had reason to make pilgrimage to them.

The Sabbat has never been able to make much use of these, but through the power of this Numinous Ritae they have discovered how to sour the magic that pulses within them. This

is not a thing they do without cause or caution, but there is nothing they would not risk to stand in the footsteps of the Antediluvians. If spilling dead blood and defiling sacred places is the only way to reveal the true face of their false fathers, then it is a risk they must take on.

System: The Sabbat gathers at a site of power and spills their blood at its heart. When performed with enough Cainites present the mystical energy is disrupted and destroyed for at least the rest of the Story. While the Storyteller is the final arbiter, usually only the weakest places of power can be disrupted by a lone Pack. Sites that attract other supernatural entities such as lupines or mages often require at least 3 or 4 Packs to success-

fully perform this Ritae. While these sites can be eventually rehabilitated, most are abandoned and never recover after they are spiked by this Ritae.

Places of power that were significant to an Antediluvian or other ancient vampire also have a chance to reveal a weakness or secret related to their vampiric blood line or even mortal life. The ancients often guard these places of power or keep tabs on them through their pawns both mortal and supernatural. If they are somehow connected to their Gehenna schemes, the Black Hand has yet to understand how.





Chapter Three:

BLOOD FEAST

The Deluge wasn't a wave, was it? It was blind men with axes; it was the great on their knees begging not to die at the hands of idiots; it was the itch of the irrational grown to an epidemic.

— CLIVE BARKER, THE DAMNATION GAME

In the service to Caine's sword I record this account of my own eyes. I pray our Dark Mother's silent wings carry these words to you unaltered and undamaged brothers and sisters. I was there when the traitors were trampled and the veiled walls of the mountain were parted for us. The cost was almost more than we could bear, but our chalice-formed bonds held. Over the course of seven nights these so-called judges spilled an ocean of our blood and found our faith undiminished. I was there covered in the ashes of many fallen sisters and in the end justice was OURS to carve out.

I was there when we tasted victory.

For years we had torn secrets from hearts long buried. Scratching in the hidden corners of the Earth, we unearthed elders from Kyiv to Cincinnati. The devoured ancients who had built this very citadel whispered in our blood as we strode among the outer walls as conquerors. We were not the Camarilla. There would be no false

compromise or blood curse this time. Our old allies had shown their true colors and not all of their betrayed brethren fled to the Tower. Some still stood in our ranks. Caine's avenging angels. Our silent karubiyyin come home to burn that which was once most holy to them.

Alamut. Hidden fortress of blood mages and assassins.

There were no more secrets to shield them. No rock left unturned. No tree left unburnt. The land bent to our will and had given them up. The emptied villages and daylight ambushes all ended here. We were the flood this time. We crested the mountaintop and smashed against the unworthy. Only the last holdouts remained. Slaves to an unspeakable and ageless sorcerer at the stronghold's heart. Of their number came one to challenge our champions before the splintered gates. That his blood was ancient there could be no doubt. Young Devourers swarmed him in droves and armed only with a broken sword he soon stood upon a pile of their rent corpses. The old man quietly recited his frighteningly brief lineage and the eye-shaped wound carved upon his brow bled as he called out his challenge once again.

For a brief moment we stood in silence. It was not often that we fought against an elder with true conviction. Despite the rumored power of the Beckoning, they were few on the field. We gathered together to meet the old man. To at once marvel and scoff at the rarity of such a thing. But our reverence was short lived as we poured the last of our unspent rage upon him. Consumed by frenzy I did not see who landed the killing blow as his corpse was flung off the heights and shattered on the rocks below. Though many hungered for his heart's blood, the Seraphim agreed that none

should have it, as all that remained of the old man was left for the sun.

Triumphantly we entered. This impenetrable stone ark that had survived flood, war and countless mortal ages would not survive us.

I was there when we tasted victory, and my hope was rekindled. I felt the eyes of the Antediluvians upon me, brothers and sisters. There was fear, but I was unafraid. There was fear, but it was not mine.

*Praise Caine!
By the Dark Father's blood we are reborn!
And by the Dark Mother's gifts our chains will never be reforged!*

—AUDIO TESTIMONY OF AMIRA ALNABIGH, SERAPHIM OF THE STRIGINE HOST



DISCIPLINES

Animalism

Pickles was a good boy and everyone was sad to see him go. Ever since the pack found him nesting in the walls of their flop house in LA, his pinched face had burrowed into their hearts quicker than a warlock's stake. He loved garbage, but he also never turned down blood when it was on offer. When the hunters came for them, that possum didn't flinch. He sacrificed himself in Caine's service and that's the mark of a true Sabbat.

Nickname: Abel's Craft, Howling, Rat King Shit, Shepherd's Favor, The Chitters

Speaking to the Beast within is something all Sabbat must accept. Progressing on a Path of Elightenment demands the Beast is given its due. Many powers of Animalism aid in this endeavour. The practicalities of having guard dogs and other animals watch your back during the day make this a Discipline many Sabbat are glad to have within their bag of tricks.

Level 1

THRILL OF THE HUNT

Your bestial instincts grow stronger with your blood thirst. You can harry wounded prey for miles and when you taste blood, there is no escape.

- **Cost:** Free
- **System:** When tracking prey add a bonus equal to your Hunger. After tasting someone's blood, living or undead, you can track them unerringly for the rest of the Scene. If your quarry

is wounded, their blood calls to you as visible lines of crimson in the air, making it impossible for them to mask their scent with water or irritants. Smelling blood on the wind even allows you to determine its Resonance or other peculiarities with a Wits + Animalism roll at Difficulty 2. At the storyteller's discretion this last ability can be used on unwounded mortals within arm's reach of the vampire.

- **Duration:** Passive

Level 2

VERMIN BLOOD

- **Amalgam:** Blood Sorcery 1

You can awaken the dormant diseases and infections in your dead blood, passing the contagion on to your pets. Sabbat often use this power to quietly clear out any squatters from a potential haven or safe house.

- **Cost:** One Rouse Check
- **System:** After activating this power you pour your blood out for your unwitting animal servants. Vermin, insects and other lower beasts are drawn to the pool of blood and those that feed from it become virulent disease carriers. These beasts usually succumb to the disease in their system by the end of the week unless the vampire replenishes the blood pool before the week ends. Unless special preparations are made, usually nothing larger than a rat or pigeon can be infected by the blood pool. These infected

creatures will not travel more than a block away from the blood pool after becoming addicted to it, but they will continue to scavenge for food and seek out mortals to infect within their territory. Mortals who come into direct contact with these diseased creatures or the pool of blood develop an acute viral infection within a few hours. Common symptoms include fever, headache, chills, fatigue, swollen glands, and painful pus-filled buboes. These symptoms inflict a -2 die penalty on an infected mortals die pools until the power expires and Weak Mortals (see V5 Corebook pg. 185) die within 24 hours without medical aid. Vampires slake one less Hunger from any animal or mortal infected by this power unless they have the Iron Gullet Merit or a similar ability.

- **Duration:** One Week

Level 3

BESTIAL SPIRITS

- **Amalgam:** Presence 1

You can project your Beast's urges on to the mortals around you, assaulting them with its depraved desires and hunger for blood and violence. The weak willed and unstable often crack under this sudden barrage of animalistic and intrusive thoughts.

- **Cost:** One Rouse Check
- **Dice Pools:** Charisma + Animalism
- **System:** For every success rolled one Weak Mortal (see V5 Corebook pg. 185) within your immediate vicinity succumbs to a psychotic break as they are unable to hold back the violent urges of your Beast. On a critical win this power effects the same number of animals or Average Mortals. You cannot target specific mortals with this ability and vampires, ghouls and other supernatural creatures are immune to this power. Mortals and animals effected by this power should be treated as having succumbed to Rage Frenzy, though they gain none of the mechanical advantages of that state. They will often lash out at those closest to them or seek to harm themselves with whatever object is closest at hand. If subdued, isolated, or distracted these mortals quickly regain their composure if the vampire who used this power is no longer present.
- **Duration:** One Scene



Auspex

Their Pack haven was burnt to the ground and they hadn't heard a thing from the Razor Thorns for over a week. Eric opened his third eye and picked his way through the shattered building as the rest of his Pack stood guard on the street. He peeled back the layers as charred lumber reformed into solid walls in his mind's eye. "Second ink" he whispered to himself as the front door was blown off its hinges by black-clad commandos. He was an eyewitness to a week old invasion.

Nickname: Bloodshots, Dream Sight, Mind Rakers, The Vision, X-Ray Spex

The Sabbat understands that information is the key to winning the Gehenna War. Stealing secrets and cleaving truth from lies is the Black Hand's bread and butter. Few powers are more useful in that regard than Auspex. The Vision not only lets the Sabbat steal thoughts and dreams from their enemies, but see into the past itself or predict their enemy's next moves. Artifacts or secrets thought destroyed can be reconstructed with the careful use of this indispensable power.

Level 2

DREAMS OF THE PAST

■ **Amalgam:** Obfuscate 1

You can restore an item or environment to a previous state of being through illusion and the use of your second sight. A firebombed room, a defaced piece of art, or a book with pages torn out can all be briefly reconstructed with this power.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Auspex
- **System:** Make an Intelligence + Auspex roll versus a Difficulty dependent on how much of the original object or environment remains. A slashed painting would be Difficulty 2, while a book burnt to ashes would be at least Difficulty

6. With a successful roll the item or environment reverts to its state before it was destroyed for the rest of the Scene. This restoration is illusory in nature, but it could allow a book to be partially copied or a puzzle to be deciphered before the object reverts to its destroyed condition. A destroyed room could be investigated by the vampire's Pack, though nothing recreated by the illusion could be carried away or retained once the illusion ended.

- **Duration:** One Scene

ELYSIAN EYE

- **Prerequisite:** Unseen Sense

You see into the dreams and recent memories of others and can detect if they've been manipulated.

- **Cost:** One Rouse Check (plus one Willpower vs non-consenting vampires)
- **Dice Pools:** None or Wits + Auspex vs Composure + Subterfuge
- **System:** The vampire can see the dreams of a sleeping vampire or mortal without having to make a roll, though line of sight is required. To glimpse the recent dreams or memories of an awake mortal within line of sight, roll Wits + Auspex vs their Composure + Subterfuge. Success allows the vampire to see the dreams and recent memories in their mind's eye and to know if any have been modified, though not the details of the changes. At the Storyteller's discretion a critical success not only reveals the details of the changes made, but could reveal the identity of the culprit making the changes if they left any evidence behind in the victim's dreams or memories. To see the dreams or recent memories of a non-consenting awake vampire, spend one Willpower point before rolling. This power does not allow for telepathic communication, the reading of surface thoughts, or the probing of memories older than a few nights.
- **Duration:** One Scene



Level 3

EYES OF CHAOS

- **Amalgam:** Obfuscate 1

Your supernatural senses are sharply attuned to detecting hidden patterns and false leads.

- **Cost:** Free or One Rouse Check
- **Dice Pools:** Wits + Auspex
- **System:** When confronted with a scene or environment that has been 'staged', 'cleaned up' or 'doctored' through the use of supernatural powers or more mundane methods of concealment, you can roll Wits + Auspex to ascertain the motives and methods behind the cover up. The Difficulty of this roll is usually 6, but enough corroborating evidence can lower it to a 4 or 5 at the Storyteller's discretion. This power also allows a vampire to see hidden patterns, solve cryptic puzzles, and partially understand lost languages. Though using Eyes of Chaos in this way requires a Rouse check.
- **Duration:** Passive



EXAMPLE:

Abraham Tillinghast's secret haven has been ransacked and his favorite ghoul murdered. Shotgun shells and crucifixes litter the floor, pointing to hunters as the obvious culprits. Using Eyes of Chaos, Abe instantly realizes that there is more to the matter than a brutal home invasion by human zealots. Abe checks his ghoul and discovers he was ritually tortured before being shot to pieces. This lowers the Difficulty of Abe's Wits + Auspex roll to 4. Abe succeeds in his roll and understands that he has been betrayed by his mortal Bahari allies, who ransacked his haven in search of his portion of the Erciyes Fragments and hoped to frame the Second Inquisition.



LETHE'S KINDNESS

- **Amalgam:** Dominate 2

You can steal memories from your victims, leaving behind ragged gaps in their recollections. These memories now become your own, although they can sometimes require deciphering or further study to fully understand.

- **Cost:** One Rouse Check
- **Dice Pools:** Manipulation + Auspex vs Intelligence + Resolve
- **System:** Roll a contest of Manipulation + Auspex vs Intelligence + Resolve. Each point of margin allows the user to remove an additional memory. The victim is left with lost time and empty gaps in their memory. A critical win leaves the victim unsure of who stole their memories. The vampire using this power now experiences these memories as their own, although they impart no special skills or training on their own they could form the basis for learning new skills or even Disciplines in the future. This power gives no ability to search through a victim's memories and a vampire using it often steals memories surrounding an event or person known to the user and the victim.
- **Duration:** Indefinitely



EXAMPLE:

Abraham has cornered a young Anarch and recognizes their cut as belonging to a local biker gang run by an old rival. Abe uses Lethe's Kindness to steal memories from this young Lick, but not knowing much about her he rips out any memory he can find concerning the biker gang and his old rival. Abe rolls his Manipulation + Auspex versus the Anarch's Intelligence + Resolve. He only scores one margin of success, but the Storyteller determines he gains a partial memory of the Anarch's Embrace night since her Sire is Abe's rival.



Dominate

Though he was bound and blindfolded, Eric knew they wouldn't be able to resist once they smelled his blood in the air. The Bane of his Halwaneen lineage coming to his aid for once, though his captors would soon regret trying to take advantage of this "sweet one." When he heard the familiar sounds of tongues lapping up spilled blood Eric silently forced his will upon their minds. "Release me" he commanded and with his blood still on their teeth, they obeyed.

Nickname: Just do it, Please and thank you, The Stare, Ventrue Cheat Codes

Dominate is one of the most common gifts of Caine and the Sabbat understand it as yet more proof of their right to rule over all mortals. While other vampires rely on this Discipline for its subtlety and surgical precision, the Black Hand prefers to use its more brutal permutations. Sabbat break victims with forced atrocities and carved out memories for no purpose but their own cruelty.

Level 2

BLOOD LEASH

- **Amalgam:** Presence 1

Your blood carries the power of your will, regardless of how long it has been outside your body.

- **Cost:** As Dominate power used
- **Dice Pools:** As Dominate power used
- **System:** When someone tastes your blood, you may immediately use one of your Dominate powers on them without having to make eye contact or issue a verbal command. You must pay the cost and roll any dice pools as is normal with the power. While the blood doesn't have to be taken directly from your veins, this power cannot be called upon if it is mixed with the blood of others as in the Vaulderie chalice.
- **Duration:** Passive

Level 4

WHISPERS OF UNREASON

- **Prerequisite:** Dementation

This advanced form of Dementation allows a Cainite to erode the rational thoughts of large groups; scratching away at their self-composure with undermining quips, nebulous jargon, and long plodding tales without end.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Manipulation + Dominate vs Composure + Intelligence
- **System:** After engaging in conversation with a group of victims, the vampire can activate this power. For the duration of the Scene, the vampire may attack as many mortals or vampires that can hear their voice. Each turn the user makes a Manipulation + Dominate vs Composure + Intelligence conflict against the strongest opponent in the group, causing Superficial damage to Willpower. A mortal who becomes Impaired by this power experiences a nervous breakdown or psychotic break, the nature of which depends on their personality. A vampire that becomes Impaired by this power must immediately succumb to a Compulsion, as chosen by the power's user. This power cannot be used over electronic devices or through recorded media.
- **Duration:** One Scene



Fortitude

The Pack rounded the corner with the hunters not far behind, but they all stopped short at the armored truck bearing down on them. Muzzle flashes from its mounted chain gun lit up the street. Sis threw himself into the brunt of the fire and the 25mm rounds chewed through him, shredding dead flesh and biker leather alike. The Pack Priest stood his ground despite the hail of bullets as he reassured his Pack by yelling “Tanks ain’t shit!” over the sound of the relentless barrage.

Nickname: Gargoyle abs, Rocco's cookies, Stone-skin, Sunproofing

The powers of Fortitude are highly prized by Sabbat vampires, especially among the Cathari and nomadic Packs. Tempting fate with fire and sunlight is a common focus of Sabbat Ritae and Fortitude can give a Cainite both the physical and moral edge to survive and thrive.

Level 4

COMRADE'S AEGIS

- **Prerequisite:** Resilience

You can safeguard your allies from harm, allowing you to take on some of their injuries through a sympathetic link of shared blood.

- **Cost:** One Rouse Check
- **System:** Drinking a Rouse Check's worth of Blood directly from the vampire creates a sympathetic link with the drinker. As long as this link exists the drinker transfers half (round down) of all Superficial Health damage they sustain to the user of this power if they are within 50 meters of each other. This damage transfer occurs before the Superficial Health damage is normally halved and before any powers of Fortitude can be used to mitigate the damage. Once the damage has been split between the linked comrades, it can be reduced

by their individual powers of Fortitude and halved as normal. Superficial Health damage that is not normally halved, such as the damage inflicted by Feral Weapons, retains this quality when it is transferred. Lastly, the vampire granting this protection can rescind their gift as a Minor Action (see V5 Corebook pg. 298) and the drinker will instantly be aware they are no longer protected. This power cannot be used on a Cainite already under its effects, as either target or user. A vampire can only create one sympathetic Bond with this power at a time.

- **Duration:** One night; for vampires, until the next feeding or the drinker reaches Hunger 5.

KHAN'S GAMBIT

- **Amalgam:** Celerity 2

Through a mixture of speed, toughness, and good positioning you redirect an incoming blow at a nearby enemy.

- **Cost:** One Rouse Check
- **Dice Pools:** None or Wits + Survival
- **System:** The vampire can activate this power once per Scene as a reaction to an incoming melee or ranged attack that they can perceive. The attack deals half of its Health damage (round up) to the vampire using this power and the full Health damage is applied to another target within close range of the vampire. The vampire using this power chooses the victim of the deflected damage, but may have to roll Wits + Survival to hit them if their intended victim is not the closest eligible target or if they have powers such as Celerity that might allow them to dodge the redirected blow. At the Storyteller's discretion bullets and other high speed projectiles can be redirected at target's farther away but with a more limited arc of fire, perhaps only allowing the vampire to target victims that are in the attack's potential backstop.
- **Duration:** One reaction



Obfuscate

The mortal before her didn't realize it, but Fatima had met her the night before. While she slept the Bahari Cainite had plucked a pleasant face from one of her half remembered dreams. Now she wore that face, woven of shadows and the power of Lilith's blood to pull her into her confidence. This mortal held secrets that couldn't be risked with rough handling.

Nickname: Dream Crafting, Ghosting, Ninja Powder, Nossie Bullshit

Obfuscate is the power of invisibility, illusion, and dream crafting. To fool mortal senses and present them with what they wish to see instead of the cold reality they've come to dread. For some Sabbat, Obfuscate is not only the power of ambush but a link to the lost Land of Nod itself.

Level 1

EMPTY HANDS

A vampire can hide an object or weapon on their person without fear of it being seen or detected. Katanas and shotguns can be carted around without need of a '90s era trench coat.

- **Cost:** None
- **System:** An object no larger than a rifle, briefcase, or canopic jar can be hidden from sight as long as it never leaves your possession. Only if an observer has their attention drawn to the object can they make a detection roll. Auspex powers such as Sense the Unseen can also detect the hidden object, as per the normal Obfuscate rules. The vampire cannot use this power to make an object vanish while it is being actively observed. This power doesn't mask the object from electronic detection unless the vampire also has the power Ghost in the Machine (Obfuscate 3).
- **Duration:** One Scene or until detected

Level 2

RIVER OF DREAMS

- **Amalgam:** Presence 1

The vampire can mentally enter the dream of a mortal while feeding on them or invite others with whom they have shared blood to enter their own dreams during their day sleep.

- **Cost:** None or One Rouse Check during the day
- **Dice Pools:** None
- **System:** The vampire can briefly enter a mortal's dream while feeding on them. This allows them the ability to communicate with the mortal covertly and to experience their current dream as a direct bystander. Most mortals will have no memory of the intrusion or what secrets they may have revealed unless the vampire goes out of their way to make an impression during the dream. Some vampires even use this power to hide messages in the dreams of their vessels. Alternatively, the vampire can build a dream of their own during their day sleep. This dream usually takes the form of a ruin along a stagnant river and they may invite any vampire with whom they have shared blood to join them there. If they accept, the invited vampire appears along the river bank and can communicate and even share any dreams they've collected. While in a dream the vampire cannot use any other powers or harm others in the dream.
- **Duration:** One Scene

Level 3

LABYRINTH TRAIL

- **Amalgam:** Dominate 1

You can plant false trails and mislead anyone attempting to follow you or spy on your location.

- **Cost:** None
- **Dice Pools:** Manipulation + Obfuscate vs Resolve + Investigation
- **System:** Whenever anyone attempts to shadow you, they must first succeed on a Resolve + Investigation roll contested by your Manipulation + Obfuscate. If they fail this roll not only are you immediately aware of the attempt to follow you, but your pursuer also becomes lost and unable to track you. Your margin of success determines how lost they become in pursuit of you. If you achieve a Critical Win on this roll you can even choose to lead them into harms way or to a location of your choosing at the Storyteller's discretion. The same also applies to any attempt to magically scry your location, though instead of becoming lost your pursuer is instead shown false or misleading clues to your whereabouts.
- **Duration:** Passive

Level 4

FROM UNDER THE BED

- **Amalgam:** Presence 2

This power allows a vampire to draw forth a living nightmare from a sleeping mortal to do their bidding. The creature takes the form of something stolen from a victim's dream, but is crafted out of the vampire's blood.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Intelligence + Obfuscate
- **System:** The successes rolled determine how much control the vampire initially has over the creature. The monster and its creator share a sympathetic link and they can communicate simple ideas without need of words or line of sight when they are near each other. Depending on their exact form, these creatures attack with claws and tentacles. The creature is usually the size of a large dog, but can be as large as a compact car if the vampire finds a particularly

nasty nightmare. The creature can also have special abilities such as flight, wall crawling, or even venom depending on the mortal's nightmares. Only one such creature can serve at a time but the longer such a monster exists the more willful and disobedient it becomes.

- **Duration:** Permanent as long as the nightmare creature is fed vampire blood on a weekly basis. If it is not fed the creature fades from existence unless it can find a new source of blood. Usually each success on the activation roll is a week of loyal service, but maltreatment or hard tasks may shorten the duration of loyalty as determined by the Storyteller.



LIVING NIGHTMARES

Nightmares conjured with undead blood take many forms but the most common are bestial hybrids of man and myth. Snake-headed bogeymen and amorphous tentacled clouds of darkness have all been summoned forth from troubled mortal psyches.

While their abilities can differ, they commonly have the Obfuscate powers of Unseen Presence, Cloak of Shadows, and Ghost in the Machine; the Auspex power Sense the Unseen and the Protean powers of Weight of the Feather and Feral Weapons.

General Difficulty: 3/3

Standard Dice Pools: Physical 6, Social 2, Mental 4

Secondary Attributes: Health 7, Willpower 5

Exceptional Dice Pools: Brawl 8, Intimidation 6, Stealth 6, Disciplines 6

Disciplines: Auspex 1, Obfuscate 3, Protean 2

Notes: All attacks have a damage value of +2 and inflict Aggravated Health damage against mortals. The health damage it inflicts against vampires is Superficial but is not halved.

Potence

Sis smashed through the wall and laid out a handful of Setites without even paying attention. Their ghouls took the worst of it and parts of them flew all over the club. Dancers and bar patrons started screaming and rushed the exits before the gore on the walls even had time to start cooling. The Pack started howling for more as their Priest wrenched a stripper pole out of the floor with one hand, while nudging his sunglasses back on to the bridge of his nose with the other. His sly grin told them all they needed to know. This was going to get messy.

Nickname: Blood Rage, Door Busters, Car Tossing, Hulk Hands, The Splatters

Albigensians and Unifiers are drawn to the power of Potence as it allows them to clearly demonstrate their supernatural might or silence any challenges to their power with a brutal show of force. These Cainites prefer powers that shock their rivals into submission, while most other Sabbat learn Potence's more lethal powers to eliminate their foes as quickly as possible. One thing all members of the Black Hand seem to agree on is that Potence is great when you want things to get loud.



Level 4

JUGGERNAUT

■ **Prerequisite:** Soaring Leap

You move with sudden speed and smash through anything in your way with a force that knocks down walls and cripples the weak.

■ **Cost:** Two Rouse Checks

■ **System:** Once per Scene you can smash through anything in your path, moving up to the same distance as your Soaring Leap. Everyone within one meter of your path must make a Dexterity + Athletics roll (Difficulty 2), with results below. Those prepared for the shock (such as your Pack) can shift their results up by one step.

□ **Critical Win:** No effect.

□ **Win:** Lose action.

□ **Failure:** Lose action; Take Superficial Health damage equal to the user's Potence.

You smash through walls and obstacles as if you had a Strength of 12 (see V5 Corebook pg. 409). Potence powers such as Lethal Body can augment the damage type caused, but not your Strength or damage rating. While in use you're immune to mundane collision or falling damage. If you hit an object you cannot overturn, your movement ends.

■ **Duration:** One use



Presence

The fucking cops were everywhere and most of the Pack was still too messed up from escaping the burning Chantry. While the rest of the clique made a bee line for the storm drains, Sis would give the bastards someone to shoot at. He launched himself at the nearest patrol car with his fangs bared and planted his fist through its hood. "You want me?!? Come and get something to cry about pigs!"

Nickname: Flashing the Brights, Hitcher Trix, Look-at-me, Star Power

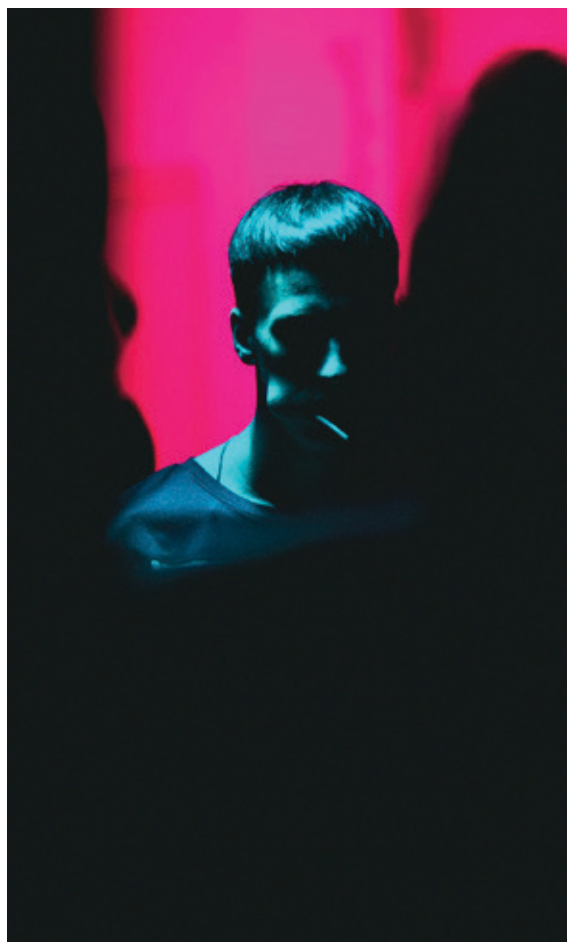
Since the Sabbat has little care for subtle politics, mortal niceties, and social subterfuge, Presence is not a highly regarded power in their ranks. Bahari often use it in their rituals to awe cultists and cow mortal pawns, while Albigensians find it a useful tool for manipulating the blood Resonances of mortals before a feast.

Level 2

PREDATOR'S LURE

You can call to a nearby victim with your thirst. Your desire becomes a subliminal siren's call that can draw the unwary down dangerous paths and into your waiting arms.

- **Cost:** None or One Rouse Check
- **Dice Pools:** Manipulation + Presence vs Composure + Resolve
- **System:** You summon a victim within 50 meters to your current location. If you cannot see your victim this power requires a Rouse check. Mortals normally succumb to this power without a roll but paranoid, wary, or particularly alert mortals may attempt to resist your call. A victim can only be targeted by this power once per Scene and they are drawn to you by an inexplicable urge, almost as if following a barely perceptible melody or scent.
- **Duration:** One Scene



BRING IT ON

You use your powers of Presence to magnify the threat you pose to your enemies. Taunting them to take a shot at you before you crush them beneath your boots.

- **Cost:** Free
- **System:** All nearby enemies immediately become aware of you. For the rest of the Scene they must make a Resolve + Composure roll at Difficulty 3 to target anyone else with an attack or power. If you display your vampiric nature when initially activating this power, all nearby mortal enemies also gain a -2 penalty on their attack rolls for one round. You cannot use Bring it On and Daunt simultaneously.
- **Duration:** One Scene



Protean

Darva stood back from her handiwork with a praise expecting grin, her Packmate looked up at her big unblinking eyes with confusion. "Do you have a mirror or some shit?" Darva looked surprised, like the thought hadn't even occurred to her. "Oh. Fuck. Gimme a sec." She slid off the bed's Hello Kitty duvet cover and dug around in a few bags before upending a collection of makeup and mirrors on to the floor. "I forgot I even had these." Darva grabbed a pink hand mirror and angled it so Sis could see his brand new face. "New year, new you" she said as she flashed a pīsu sain at him with her left hand.

Nickname: Face Swapping, Fleshcraft, Morphin, Vicissitude, Wolf Skin

Protean is a popular power among the Black Hand since so many of them travel in nomadic packs and must brave the wilds. Since Gangrel and Tzimisce are fairly common among the Sabbat, the Vaulderie and other blood sharing rites assure that almost all Sabbat have at least a passing knowledge of this shape shifting power.

Level 1

BLINDSIGHT

The vampire can feel and sense their surroundings without the need of their mortal senses. Through the subtle growth of eyestalks, strange sensory organs and feelers they can see in darkness, blinding light, or even past physical obstructions.

- **Cost:** Free
- **System:** This power allows a vampire to see, feel, hear and smell their immediate surroundings with great precision. They can even detect heat signatures, faint scents, subsonic sounds, and changes in air pressure. The vampire is immune to any powers or environments that deny them the use of any of their senses. Within 10 meters their senses can even see past obstacles and natural concealment such as walls,

camouflage and fog. This power does not give the vampire the ability to automatically detect those who are supernaturally hidden, but if they do have a power such as Auspex's Unseen Sense they receive a +2 die bonus on any rolls to defeat or detect supernatural powers that hide or obscure the presence of another, such as Obfuscate's Cloak of Shadows.

- **Duration:** Passive

TROPHY HUNTER

- **Amalgam:** Dominate 1

You steal the identity of your victims and can disguise yourself to get close to their loved ones. Even after the taste of their blood fades, you can recall their face or voice with a memento.

- **Cost:** Free or One Rouse Check
- **System:** Once per Session, after killing someone by feeding on them you can take on their appearance or voice. Your flesh instantly shifts to mimic them once the last of their blood ebbs away. This transformation lasts until your next feeding or until your Hunger reaches 5. If you ever wish to impersonate them again, you must make a Rouse Check while holding a memento taken from them soon after their death. This power does not mimic clothing, only flesh, and your victim's voice and body cannot be adopted at the same time. While this disguise is convincing it is also fragile. Taking damage, strenuous activity, or even a long dialogue could see it melt or tear away at the storyteller's discretion.
- **Duration:** Passive

Level 2

FLENSE

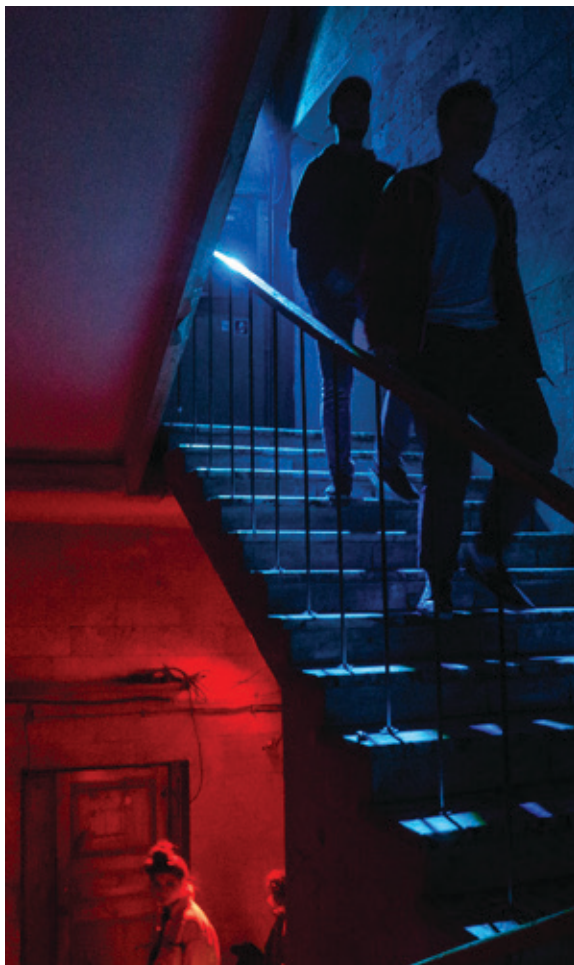
- **Amalgam:** Dominate 1

You flay and pull the flesh off of your victims by the handful. This brutal and crude use of fleshcraft



is disdained by more civilized Tzimisce, but the Sabbat revel in the shock and splatter.

- **Cost:** One Rouse Check
- **System:** For the rest of the Scene your unarmed attacks gain a +2 damage modifier and Superficial health damage inflicted by your unarmed attacks are not halved while Flense is active. When you score a Critical Win against a victim while attacking with this power you may inflict the Blinded or Broken Limb Crippling Injury (see V5 Corebook pg. 303) on them. If the victim already has the Broken Limb injury, you may give them the Crippled injury instead. Mortals are often left with gruesome scars even after they heal the damage from these wounds.
- **Duration:** One Scene



Level 3

WHISPERS TO THE FLESH

- **Prerequisite:** Flense

You call to your enemy's flesh from afar, commanding their body to unravel. Your voice strips the meat from the bones of those you curse and ragged ribbons of viscera tear free from your victim as if yanked by invisible hooks.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Protean vs Stamina + Composure or Fortitude
- **System:** The vampire rolls a contest of Intelligence + Protean vs Stamina + Composure. (Vampires with Fortitude may resist with Stamina + Fortitude.). If the user wins, this power does the margin in Aggravated Health damage to mortals and in non-halved Superficial Health damage to vampires. A mortal who takes at least one point of damage is Crippled (see V5 Corebook pg. 303) and collapses unconscious. This power has an effective range of 30 meters, does not require a separate attack roll and cannot be dodged. When you score a Critical Win against a victim while attacking with this power you may inflict the Blinded or Broken Limb Crippling Injury (see V5 Corebook pg. 303) on them. If the victim already has the Broken Limb injury, you may give them the Crippled injury instead.
- **Duration:** One Attack



Blood Sorcery

Fatima touched the mirror gently with a blood smeared hand and spoke the words she'd prepared over its far away twin. The surface rippled at her finger tips and threatened to spill out of the looking glass' slender frame. When her incantation was done the surface calmed and instead of her reflection she saw into another room. The mirror's enchanted twin had arrived within the evidence lockup. Fatima cast a sly eye towards her Packmates as she motioned for them to follow her through the portal.

Nickname: Koldunic Sorcery, Hoodoo, Lilith's Way, Witchcraft

Using their dead blood to create magical formulae and strange incantations is an old practice among Cainites. Though the Tremere and Banu Haqim have certainly perfected the Discipline in the modern nights, many Clans including the Tzimisce claim ancient rites of blood magic as their own invention.

Level 1

CHAINS OF MORPHEUS

You can trap a mortal in their dreams, making it nearly impossible to awaken them until day break.

- **Cost:** Free
- **Dice Pools:** None or Wits + appropriate Craft
- **System:** After placing a drop of your blood on a sleeping mortal, they enter a deep and dream filled sleep. They cannot be awakened from this sleep unless they are wounded, though they can be carefully fed upon by vampires without risking awakening them. The caster can guide what kind of dreams or nightmares the mortal experiences with a Wits + Craft roll, though crafting a specific dream is usually Difficulty 3 or higher. At the Storyteller's discretion, these dreams can temporarily change the sleeping mortal's Blood Resonance or Desire.
- **Duration:** One Night

Level 2

BREATH OF THE LOTUS EATERS

You turn your blood into a cloying dream infused mist that lulls mortals into a drugged slumber.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Blood Sorcery
- **System:** A few words over an open vein turns your blood into a light mist. All Weak Mortals in the room fall into a drugged stupor at the end of the round. Other mortals in the room make a Stamina + Resolve or Survival roll to attempt to stay awake. Those who fail to achieve a margin of success equal to your own on an Intelligence + Blood Sorcery roll fall asleep at the end of the round as well. This power has no effect on vampires. If they drink from a mortal in stupor treat this as Morphine tainted blood (see V5 Corebook pg. 188). Mortals awakened before the end of the Scene have a -2 penalty on all die pools and experience symptoms of opioid exposure. Gas masks grant mortals immunity or a bonus on their resistance rolls against this power depending on their quality.
- **Duration:** One Scene



Rituals

Blood Sorcery rituals require a Rouse Check, five minutes per level to cast, and an Intelligence + Blood Sorcery test (Difficulty is Ritual level + 1). Rituals often create objects or tokens of power that store the blood magic until it is needed, but unless otherwise stated the caster can only perform beneficial rituals on themselves.

Level 1

VEIL OF LIFE

You can fake some aspects of a mortal life.

- **Ingredients:** A moth's wing or pupa.
- **Process:** Dip the moth part in your vitae and place it under your tongue. The Ritual ends early if the moth is removed from your mouth or you imbibe mortal blood.
- **System:** For five nights, the vampire can eat, drink and breathe just as a mortal. This ritual also causes their heart to beat, their temperature to rise and for the direct use of mortal technology such as touch screens. Since this magic is partly illusionary in nature, a cursory medical examination or engaging in sexual intercourse likely reveals the deception. Unlike *Blush of Life* (see V5 Corebook pg. 218) food consumed while under the effects of this ritual doesn't need to be regurgitated unless the power is ended prematurely. Lastly, this ritual cannot mitigate the *Lasombra* or *Nosferatu* Clan Banes.

Level 2

BLOOD FETCH

You create a crude simulacrum of a mortal that can be used as bait or a decoy.

- **Ingredients:** The target's blood and clothing.
- **Process:** Using sticks, padding and the victim's clothing, you fashion a dummy roughly

the same size as your target. You complete the ritual by drawing a face on the dummy with their blood.

- **System:** You create a semi-mobile and semi-communicative copy of a mortal. This fetch blinks, breathes, and verbally responds to stimulus around them. This doppelganger seems alive and can even pass a cursory medical examination, but has a limited vocabulary of one liners, pleasantries and platitudes when asked questions. The fetch disintegrates into its ingredients if wounded and must be maintained with blood on a monthly basis by its creator. Only one Blood Fetch can be active at a time.

TASTE OF STOLEN DREAMS

You steal a mortal's dream and store it in a vial of blood to share with others.

- **Ingredients:** A vial of blood taken from a dreaming mortal. A crow's feather.
- **Process:** You draw a mortal's blood without their consent while they're sleeping and then mix the blood with part of a crow's feather.
- **System:** Anyone who drinks the mortal blood stolen by this Ritual experiences the same dream or nightmare as the mortal from whom the blood was taken. Usually this is the dream being experienced by the mortal at the time of the ritual's execution, but mortals with prophetic dreams or recurring nightmares might empower the blood with those visions instead.

THE SCENT OF SUCCESSION

You can sense the location of your Sire or more distant blood relations.

- **Ingredients:** Cainite blood, a silver bowl and grain alcohol.
- **Process:** You pour your own blood or the blood of a willing Cainite participant into a silver bowl filled with grain alcohol. The alcohol is lit with a match and allowed to burn off. Once the



alcohol is cooked off, the residue is licked from the bowl by the donor.

- **System:** For the rest of the night you can sense your Sire by direction. To follow this sense on foot the donor must make a Wits + Survival roll against a Difficulty equal to 5 minus the margin on the ritual test. Using vehicles or supernatural powers to move faster increases the base Difficulty to track your target by +2. The caster can target the donor's grandsire instead if they wish, though this increases the ritual's Difficulty by +2. The sixth sense granted by this ritual remains active for one night, while a critical win extends it to two nights.

Level 3

BOTTLED VOICE

The vampire steals a victim's voice and traps it in a sealed bottle.

- **Ingredients:** A glass bottle and a wax seal.
- **Process:** The glass bottle is pressed to a victim's lips while the caster speaks an incantation binding their voice. The bottle is then sealed with wax and usually marked with the victim's name or initials.
- **System:** If the ritual is successful the victim remains mute for as long as the vampire has the sealed bottle in their possession. If the seal or bottle are ever damaged, the victim's voice is restored immediately. Vampires and other supernatural creatures can have their voices bottled but they must either willingly submit to the ritual or the caster must restrain the victim throughout the rite and then score a critical win on the ritual test.

HEART SHAPED BOX

You create a heart shaped relic that sympathetically absorbs harm meant for you.

- **Ingredients:** A lump of clay and a box preferably made of wood or paper.
- **Process:** You shape a heart out of clay and write your name on it. After the clay dries, rub your blood into your carved name before placing the clay heart into the box. As long as you never open the box again, this ritual's power lasts until you enter Torpor or make a new clay heart with this ritual.
- **System:** As long as you never look upon the clay heart again, it absorbs wounds that were intended for you. While this ritual is in effect, you ignore the first Aggravated Health or Willpower damage you would have suffered in a round. This damage is instead inflicted on the clay heart. The clay heart absorbs damage equal to 1 + the margin of success on your ritual test, though it can never have more health levels than your level in Blood Sorcery. The heart never regains health levels and it crumbles to ash once it has absorbed its maximum damage. The heart doesn't absorb self-inflicted Willpower damage. If it is ever burnt or exposed to sunlight, you immediately enter Torpor and this ritual's power is spent.

EXAMPLE:

Fatima creates a Heart Shaped Box and scores 7 successes on her ritual test. She needed 4 successes (ritual level +1) to succeed and so gained a margin of 3 successes beyond the base Difficulty. This would normally give Fatima a heart that can absorb up to 4 damage (her margin of success +1), but since she only has 3 levels of Blood Sorcery the clay heart is also capped at 3 damage levels that it can absorb.

Level 4

MIRROR WALK

You create a portal in a nearby mirror and escape to another previously prepared mirror.

- **Ingredients:** A large mirror and the ashes of a recently destroyed vampire.
- **Process:** You eat some of the ashes while tracing your fingers along the surface of a large mirror. Once all but the last mouthful of ashes have been consumed, the mirror is ready to be called upon.
- **System:** Eat the last mouthful of ashes while touching a different large mirror. This creates a portal between this mirror and the mirror you originally prepared with this ritual. You can see whatever is reflected in the original mirror when you open the portal. This link only lasts for a number of rounds equal to 1 + the margin of success you gained when casting this ritual. One vampire can step through the portal every round, instantly appearing in front of the specially prepared mirror. Mortals, ghouls, and vampires without a reflection cannot step through a mirror walk portal. The magic of this ritual is spent once the portal closes or if the ritually prepared mirror is significantly damaged before it is activated.





Sabbat Advantages

For the most part, Advantages are unchanged in the Sabbat, working as presented in the V5 Corebook. A new Sabbat-only Background called Ritae is added below for characters interested in taking on the role of a Priest or who otherwise want to explore a Cainite more interested in the spirituality of the Sabbat or their Path. Most Sabbat spend these dots into communal concerns such as Haven or Path Advantages (see pg. 16-23), and avoid becoming weighed down with mortal ties that could taint them in the eyes of their Packmates.

Backgrounds and Merits

All Backgrounds and Merits presented in the V5 Corebook are appropriate for Sabbat vampires. Since mortal ties are frowned upon in the Black Hand, Sabbat have to be careful when acquiring pawns in the mortal world. The Bonding Merits (see V5 Corebook pg. 180) deserve special attention given the Sword of Caine's reliance on the Vinculum blood bond. All of these merits are also available to a Sabbat vampire, but require the character to take either the Suspect or Dark Secret (●) Flaw depending on if they keep this ability a secret. The Unbondable merit is especially concerning and Cainites that are known to have it will likely never be fully trusted and will have to constantly prove their loyalty.

The flaw Dark Secret (●●) Mortal Ties should be taken by Sabbat vampires who have established connections in the mortal world without the knowledge or direct approval of their Packmates. Many Sabbat Predator Types (see pg. 24) grant this flaw since feeding is an activity made a great deal easier with mortal ties. Having these ties exposed can lead to interesting plot and role-play developments. For example your Priest may decide to keep your secret in exchange for your support against a more popular or devout rival.

New Background: Ritae

You are skilled in the Sabbat's Ritae and could potentially serve as your Pack's Priest. This is a common Advantage among Sabbat, even for those who do not aspire to leadership. Since formal training in the Ritae is no longer the norm, most Sabbat come upon these skills through personal experience, apprenticeship, or rote memorization of their Pack's rituals. This is a Sabbat only Background.

- **Initiated:** You know and can perform all of the Sabbat's Auctoritas Ritae, and can perform your Pack's Ignoblis Ritae. You also understand how to properly care for ritual implements such as the vaulderie chalice.

If you have one-dot in Ritae, you can also buy the following Advantages for one dot each:

- **Innovator:** You gain +2 dice on any roll concerning the Ritae and you can craft and perform Ignoblis Ritae on demand.
- **Anointed:** You know one Numinous Ritae of your choice (see pg. 67).

Allies and Contacts

Long term connections with mortals are severely limited within the Sabbat, especially if the Cainite isn't using the Blood Bond to insure the mortals are under control. Only the most trusted members of a Pack are allowed to openly cultivate mortal allies and contacts since they can quickly become a liability. Usually only Sabbat with Status are given the leeway to foster such arrangements. If the Pack ever has to expose itself to danger to maintain the relationship with these mortals it is likely punishments will soon follow for their handlers.

Noddists are usually the least forgiving when it comes to mortal entanglements, while Albigensians are more lenient as long as there is no hesitation when the time comes to liquidate the mortals. Bahari and Unifiers are often more willing to accept these relationships as long as the mortals are under tight control and never spared the whip hand.

Fame

Maintaining a famous identity among mortals is a surefire way to get destroyed within the Black Hand. Few Packs would tolerate a vampire who seeks the adoration of mortals, even if for cynical reasons. Even a Cainite who pursued infamy in mortal eyes would quickly become suspect in the Sabbat. The Black Hand does respect fame and infamy gained in vampiric circles though. The Seraphim for example have parlayed their reputation within the Sabbat into political and spiritual power. A Sabbat Cainite feared by the Camarilla or detested by the Ashirra would be seen as an asset by most Sabbat Packs and even a potential Priest.

Haven

Keeping an individual haven is frowned upon in the Sabbat, but certain leeway is often granted for those Cainites whose Clan Banes cannot be denied. Ravnos and Tzimisce vampires often keep private crash pads whenever a Pack lingers in any place for longer than a week or two. Keeping a separate haven is rarely something a Sabbat would be punished over unless the Cainite kept it a secret or refused to spend most of their time within the communal haven. A Priest could quickly shift from understanding to vengeful if a Sabbat's private haven was discovered to be better equipped than their communal hideout. Cathari are often seen as the

most lenient of the Black Hand, but they are the most committed to communal living spaces. For the Albigenians the communal haven is a physical expression of the Pack's strength and bond. A Packmate that disrespects or neglects the Pack haven risks alienating their comrades.

Herd and Retainers

Herd are common in the Sabbat but are regularly liquidated or turned so that the risk of exposing Black Hand secrets is limited. Sabbat herds are not well treated and the task of procuring mortals and keeping them under wraps is often considered grunt work fit for only the freshest recruits. When the Pack creates canon fodder through the mass Embrace the mortals in their herd are often the first to be eliminated.

As for retainers, Sabbat vampires always prefer to turn their animal and mortal servants into ghouls. While animal servants are always preferred, sometimes mortals have to be brought into the fold to accomplish day time tasks. Most Packs have at least 1 or 2 ghouls protecting their havens during daylight hours, these wretches are usually deformed through fleshcraft or ritual scarification to prevent them from even thinking of escaping back to their mortal lives. A few Packs even make use of Revenants (see page 99), ghouls from mortal families that have been carefully bred and cultivated by



the Tzimisce for generations. While many of these ghoulish families were liquidated by the Sabbat at the start of the Gehenna War, a few isolated enclaves have survived and remain loyal to the Black Hand.

Mask

Unlike other Advantages, Mask trips across both practical and ideological lines within the Sabbat. Maintaining a living identity is a great sin within the Black Hand. Even if it's for the purpose of helping the Pack, a Mask is a potential off ramp that threatens a Cainite's progress on their Path of Enlightenment. Few Priests would allow a Packmate to have a mortal Mask and keeping it a secret would likely be a fatal offense if discovered.

Mawla and Status

The Sabbat is fractured, with only the Seraphim truly rising to the level of universally respected figures. Mawla usually come from their ranks or from the hermit-like Prisci. As for Status, Cainites still gain recognition when a great feat of bravery or faith is witnessed by other Packs, but this name recognition is often fleeting and rarely travels farther than the nomads who tell the tale. Thus, Status is fickle and few Sabbat chase it unless they find the right moment to prove their worth to a particularly large gathering of Packs. Status also brings with it the pressure to lead as a Bishop or Archbishop. A Sabbat with a modicum of Status may find other Packs trying to seduce them to their cause, especially if they seek greater political or spiritual prominence within the Sword of Caine.

Loresheets

Most of the Loreshets contained in the V5 Corebook are inappropriate for Sabbat vampires and all should require Storyteller permission before being taken by a Sabbat character. While bloodline Loreshets such as Descendant of Xavier are almost always a bad fit for a Sabbat chronicle, those dealing with historical events or ideologies can easily fit

into a Sabbat game. For example, the Golconda Loreshet could open up particularly interesting story lines given the Sabbat's heterodox points of view on that mythical state. For Loreshets appropriate for a Sabbat Chronicle see pg. 57 and pg. 114-131.

Resources and Influence

Packs usually keep their money in cash, gold, or even valuable weapons. They avoid stocks and legal revenue streams. Nomads often deal in stolen vehicles or supplement their cash flow with smash and grab burglaries. More sedentary Sabbat covens co-opt street level criminal organizations and use their powers to regularly compel cash out of gambling dens, strip clubs, and prostitution rings. Scrounging up vast sums of money can be difficult for the Sabbat and they prefer to take what they want. Influence in the mortal world is even more troublesome as it can quickly tip off enemy Sects to a Pack's presence. A Sabbat Cainite that develops mortal influence without their Pack's enthusiastic consent will quickly find themselves ostracized or destroyed. Only Cainites with a great deal of trust or Status would likely be able to convince their Pack to risk playing the Camarilla's game.

SABBAT PACKS AND LORESHEETS

Two types of Loreshets are presented in this book. The standard Loreshet can be bought by an individual player character to personalize their connection to the lore. The Pack Loreshet is bought by consensus between the players. Even though character points are spent to purchase these Pack Loreshets, they impact everyone in the Pack. Just as a player character can only have one Loreshet, a Sabbat Pack can only have one Pack Loreshet. While these shouldn't be seen as vectors for inter-Pack conflict, there is opportunity for controlled rivalries and tensions between Packmates if the loyalties and interests dictated by their personal Loreshet come into conflict with the needs of the Pack Loreshet.

Weapons of War

The dead can forgive. The dead can be forgiven. The rest of us have better things to do.

—JOE ABERCROMBIE, BEST SERVED COLD

The Black Hand is at war. They have commandeered and co-opted every lethal artifice of the mortal world to destroy their enemies. Where they can, they have taken control of military drone operators, subverted rebel groups, and infiltrated terrorist organizations. When they don't have access to such refined methods of slaughter, the Sabbat have perfected the art of improvised mass-murder. Adapting common items and otherwise harmless materials to their own purposes. The following section details a few of their tools and describes some of the collaborators that the Sabbat makes use of when they must fight from the shadows and in their enemy's territory.



Over the Counter Mayhem

The mortal world is often a mystery to the Sabbat, but when it comes to mayhem few things confuse them. Explosives, firearms, and power tools are second nature to the Sword of Caine. Unlike most other vampires, they are formed of a single purpose and have few compunctions when they are fighting against the masters of Gehenna and their pawns.

Brutality

The Black Hand enjoys using weaponry that both intimidates and demoralizes their foes. For them the cruelty is often the point. Spiked boards and chain saws are staples of the Sabbat. Weapons that are needlessly dangerous to wield but leave lasting scars on their victims.

NAIL BAT A simple bat or 2x4 punctured with nails and spikes, giving it a gruesome appearance and painful bite. The nail bat counts as a heavy impact weapon with a damage value of +3 and grants a +1 bonus to Intimidation die pools. These weapons are often unsound and will break if used regularly.

NAIL GUN A power tool that uses powder fired cartridges to launch nails. This is a light piercing ranged weapon with a damage value of +2. On a critical win on an attack roll, this weapon staples a victim's limb to a nearby object or to their own body. At the Storyteller's discretion this can slow their movement speed or make one of their limbs inoperable for one round.

CHAINSAW A gasoline powdered long bladed saw that can carve through lumber or savage a victim's body. This is a heavy melee weapon with a damage value of +5. Chainsaws are exceptionally loud and heavy. If well-maintained, a chainsaw takes one round to start-up. On a critical win on an attack roll this weapon inflicts the Crippled condition on mortals (see V5 Corebook pg. 303).

Explosives and Fire

All vampires fear fire and only the foolish make use of bombs lightly. The Black Hand understands this and employs fire and explosives as a terror tactic to flush out their enemies and scatter their chicken hearted allies. When their enemies are alone and surrounded by the ashes of familiarity, that is when the Sword strikes.

CAR BOMB A vehicle rigged with improvised explosives usually made from fertilizer, diesel fuel, and other chemicals. These bombs are often triggered by a dominated ghoul or a cell phone. The resulting fireball ignores armor and does a base 8 points of Aggravated health damage, -1 per meter from the center of the detonation. This car bomb assumes a compact vehicle is used laden with homemade materials. If a higher grade explosive is used to create the car bomb, the damage caused by the resulting explosion could easily be doubled.

EXPLOSIVE VEST A vest packed with explosives and shrapnel often worn by a ghoul stripped of all self identity. The blast does a base of 10 points of health damage, -1 per meter from the center of detonation. (Aggravated to mortals, but not to vampires)

MOLOTOV COCKTAIL A crude bomb made from gasoline, a glass bottle and a soaked rag. The Sabbat often use these to burn down havens, slow down pursuing police cars or cause a panic in a place crowded with mortals. Successfully hitting a victim with a Molotov cocktail is Difficulty 4, and it causes 2 Aggravated health damage every turn. One action is usually enough to stop the burn with a Composure + Survival roll (Difficulty 3).



Relics

Unique items deeply tied to the Sabbat's history, Relics are quasi-magical tools that have mostly been forgotten by all but the most avid scholars of Black Hand lore. Storyteller's should limit Relics to one per Chronicle.

Aaron's Razor

A meticulously maintained and paper thin straight razor bearing the markings of a 17th Century design. This light piercing weapon has a damage value of +2. It is believed that the razor can inflict Aggravated wounds on Cainites and can magically identify a potential victim's Blood Resonance.

Talbot's Chainsaw

A rust covered chainsaw from the 1950s that always requires several yanks to get properly started. This heavy melee weapon has a damage value of +5. It is rumored that anyone wielding Talbot's chainsaw cannot be harmed by bullets or fire as long as the blade is covered in blood.

Tongue of Augustus

The severed tongue of the false Antediluvian Augustus Giovanni. Barely more than a strip of leather now, this keepsake can supposedly detect any lie spoken in its presence. It also allows its keeper to call upon wraith retainers, who cannot deceive or deny anyone bearing the tongue.

Ivory Bow

A bow made of ash wood and decorated with ivory. Arrows fired from this bow are light piercing weapons that have a damage value of +2. According to legend the bow inflicts Aggravated damage on Cainites and lupines, and a werewolf wounded by the bow cannot shift forms as long as they are pierced by an arrow's barb.



Servants and Pawns

A useful collection of tools for the Sabbat to throw into the churn of the Gehenna War.

The Brute

A loyal ghoul enslaved with the blood bond. Fleshcraft modifications have made them tougher and so monstrous that they have a difficult time socializing or living with other mortals.

General Difficulty: 3/1

Standard Dice Pools: Physical 5, Social 1, Mental 2

Secondary Attributes: Health 5, Willpower 3

Exceptional Dice Pools: Awareness 6, Brawl 6, Intimidation 6, Melee 8

Disciplines: Obfuscate 1 or Potence 1

Notes: The ghoul is armed with a fire ax (+3) and their fleshcrafted hide provides Armor 4. They usually learn Cloak of Shadows or Lethal Body.

The Revenant

A member of a ghoul family that has recently been given Cainite blood in exchange for service to the Sabbat. Young Revenants can only access their Discipline powers when fed Cainite blood.

General Difficulty: 3/3

Standard Dice Pools: Physical 5, Social 3, Mental 3

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Awareness 6, Brawl 6, Disciplines 6, Firearms 6, Occult 6 and either Animal Ken 8 (Bratovitch) or Subterfuge 8 (Zantosa)

Disciplines: Special, see below

Notes: The Revenant is armed with a pistol (+2) and a knife (+1). Revenants gain Protean 1 and either Animalism 1 (Bratovitch) or Presence 1 (Zantosa) when they are fed Cainite blood. This is in addition to a single level 1 power gained from their master (see V5 Corebook pg. 234). Sabbat Revenants often develop powers such as Daunt, Eyes of the Beast, and Sense the Beast.

The Mad Dog

A heavily armed mortal hunter, mentally enslaved by the Sabbat. These minions are usually tortured with supernatural powers and then let loose on the Black Hand's enemies to die in a spectacular fashion.

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Social 2, Mental 3

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Athletics 6, Awareness 6, Brawl 6, Firearms 8, Melee 6, Occult 6

Disciplines: None

Notes: The hunter is armed with a shotgun (+3), stakes (+0) and Molotov cocktails (see pg. 97).

When hunting they wear gear that grants them Armor 4, and they take high doses of amphetamines allowing them to spend two Willpower points to completely re-roll one die pool once per round.

The Blood Brothers

A nearly mindless monstrosity crafted out of murdered Thin-bloods. It hungers for Cainite vitae and can be relentless when on the hunt for new victims. Blood Brothers can mimic the speech, face and body shape of the Thin-bloods they were made from and those that they devour. They instinctively use this ability to unnerve or lure in new victims.

General Difficulty: 4/2

Standard Dice Pools: Physical 5, Social 3, Mental 2

Secondary Attributes: Health 8, Willpower 2

Exceptional Dice Pools: Athletics 8, Awareness 8, Brawl 8, Performance 8, Stealth 8

Disciplines: Fortitude 2, Potence 3

Notes: Blood Brothers can shape themselves to resemble devoured victims similar to the Trophy Hunter power (see pg. 86). They usually learn the powers Toughness, Resilience, Soaring Leap, Prowess, and Uncanny Grip.

Allies and Mentors

Powerful soldiers of the Black Hand and their allies who can serve as mentors or rivals for Sabbat characters.

The Remover

A lone Sabbat assassin who has murdered countless Emirs and Princes. Her Pack was destroyed long ago, but she tirelessly pursues the cause of the Gehenna War on her own terms now. The Remover can be a deadly ally and a dangerous mentor. When she answers the Pack's call she can single handedly cripple a Camarilla domain, but she demands near suicidal loyalty to her cause in exchange for her help. A loyalty her paranoia demands she tests often.

General Difficulty: 5/3

Standard Dice Pools: Physical 8, Social 4, Mental 6

Secondary Attributes: Health 8, Willpower 6

Exceptional Dice Pools: Awareness 8, Disciplines 8, Occult 8, Stealth 8

Disciplines: Blood Sorcery 3, Celerity 5, Obfuscate 3, Dominate 3

Notes: The Remover has access to military grade weaponry at a moments notice. She can construct improvised explosive devices and is a master at ambushing unaware foes. When ready for a fight assume she has a katana (+3) and an AR-15 (+3).

The Perfecti

A strangely serene Albigenian who has plumbed the depths of their Path of Enlightenment and is treated with near saint-like reverence by other Cathari. The Perfecti is a spiritual leader, guide, and repository of Sabbat lore. They are no longer interested in political power and their Pack serves as almost an extension of their will. Instead, the Perfecti has dedicated themselves to honing other Sabbat and searching the Word for clues to Caine's grand design. The Perfecti knows it will take more than blood and diablerie to win the Gehenna War,

and that only the truly worthy will sit at the foot of Caine's throne when the Antediluvians have been defeated.

General Difficulty: 4/4

Standard Dice Pools: Physical 5, Social 8, Mental 5

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Animal Ken 8, Brawl 8, Craft 8, Disciplines 8, Stealth 8

Disciplines: Fortitude 2, Obfuscate 3, Presence 5, Protean 4

Notes: The Perfecti has access to tomes and fragments of the Word. They can mentor and tutor Cainites in various subjects and Paths of Enlightenment, including the Path of Cathari and the Path of Lilith. Talented students may even be able to convince the Perfecti to show them the first sign posts towards Golconda if they don't already have a personal Loreshet.

The Advisor

A powerful blood sorcerer dedicated to seeing the remnants of the Tremere Pyramid destroyed by the Sabbat. The Advisor is quiet and unassuming, but their power is undeniable. They see potential in all things and even a threat can become an opportunity in their hands. As an ally the Advisor can unlock mysteries and riddles with ease and they seem to prefer collecting favors to cashing them in.

General Difficulty: 4/3

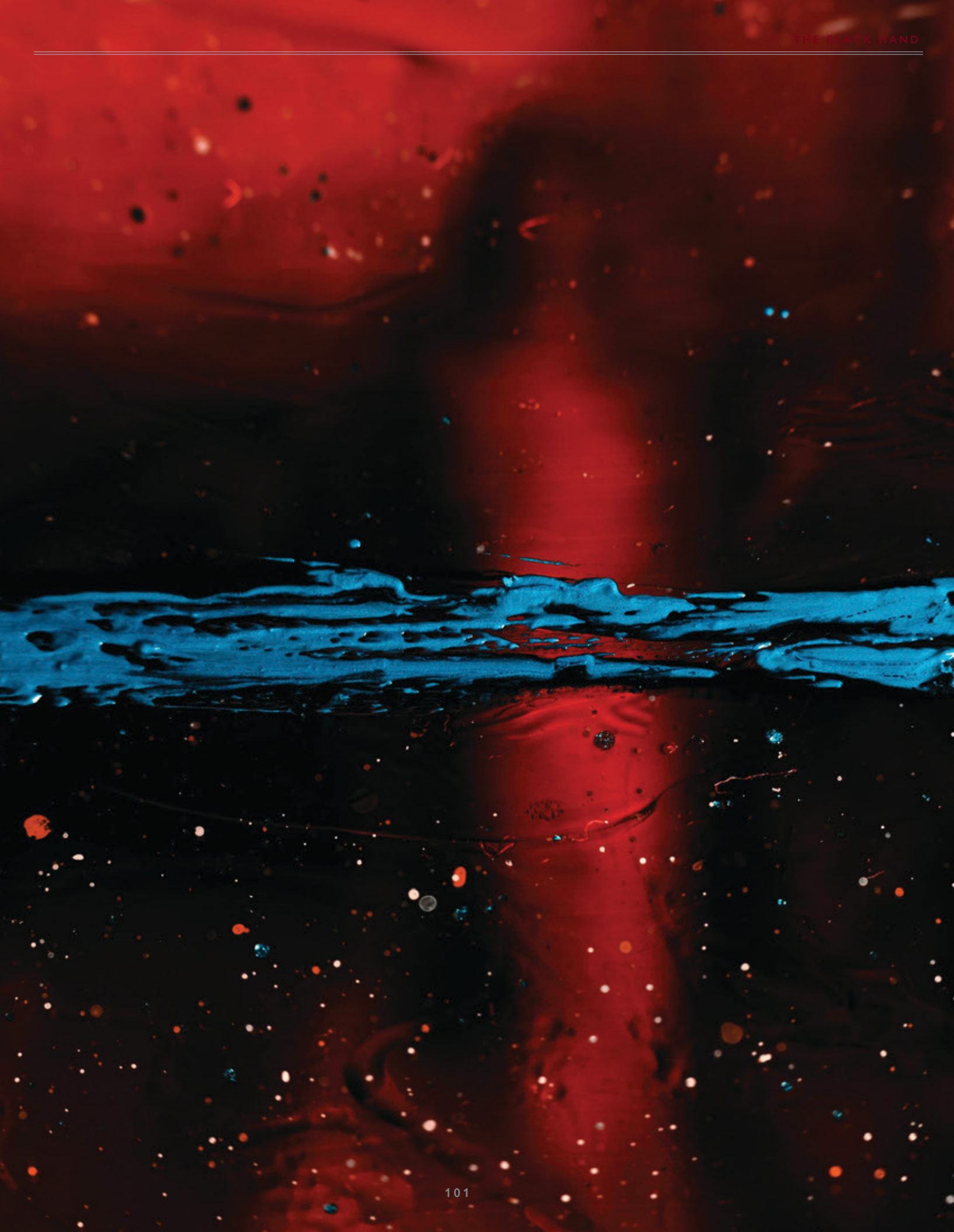
Standard Dice Pools: Physical 5, Social 5, Mental 8

Secondary Attributes: Health 6, Willpower 8

Exceptional Dice Pools: Disciplines 8, Persuasion 8

Disciplines: Auspex 4, Blood Sorcery 5, Dominate 5

Notes: The Advisor is a Tremere Antitribu that has stayed loyal to the Sword. Their ties to the quasi-independent House Goratrix gives them access to countless rituals, minor supernatural items and magical texts. They can also call upon strange magical creatures and ancient pacts if necessary to further their arcane ambitions. They are more than willing to teach those who have the aptitude.



KILL
YOUR
HEROES.

Chapter Four:

WAR PARTY

If you're ever lucky enough to belong somewhere, if a place takes you in and you take it into yourself, you don't desert it just because it can kill you. There are things more valuable than life.

— POPPY Z. BRITE

The world changed tonight.

Uncounted years of planning and it all balanced on a knife's edge. A single bloody night and suddenly I can see it, visions of the Basalt Throne beckon me like never before. The masters of Gehenna are exposed, and when I reveal myself the false church of the Dark Father shall fall.

In my dreams and visions Jibril offered me the path of mercy, but that was never to be my fate. Even in breathing days I was marked by the crescent moon and only the path of blood held the promise of freedom. As Caine is my true father, I am the last daughter of his blood.

Praise be to Caine for the shadows have fallen from our souls and our enemies cower in their holes. Too ashamed to even show their

faces to their children as they hope the end of days passes over them like a summer storm. They think they'll simply offer up their progeny in their place and hide behind the lie of the beckoning.

They will sacrifice the Thin-bloods and the clanless at the altar of their church to appease a false Dark Father, but it shall be a short lived accord. For once the lowliest are spent, the tower's priests shall offer up the blood of the great and powerful as well.

This is where the path of blood leads us, and while it would be easier to take the mercy offered and leave this world to its fate, we've laid our plans in suffering and betrayal. When we return, we shall have grown fat on the blood and secrets of the ancients. When we return, our erstwhile enemies will be starved and desperate, they will look upon us as their saviors.

When we return, Gehenna will be ours.

— NAWAL BINT HAWA, SERAPHIM OF THE HOST OF HILAL



Sabbat Chronicles

Often the key to writing a good chronicle is to adapt your setting and plot points to the characters created by your players. While you shouldn't wait until the last minute to create your Chronicle, outside of a basic city structure and a few rough plots, your player characters are going to define how the Chronicle unfolds. Your focus should be on how their characters interact with the setting and the story you're trying to tell.

While a Session Zero is a great way to make sure everyone is playing the Chronicle they want to play, the player character's sheets and backstory should also inform your work as a Storyteller foundationally. A player creating a Gehenna scholar, Bahari, or elder hunter is telling you the type of game they want to play; so write plots involving Gehenna mysteries, Lilin artifacts, or torpid elders for them. Another easy way to design an engaging Sabbat Chronicle is to absorb a character's flaws into the story.

Flaws matter! Characters giving themselves Flaws such as Archaic or Addiction are telegraphing the sort of experience they want to have while playing. Remember, Flaws aren't there for punishment. Make them matter by adapting your story to incorporate them. Sessions that center on a character's flaws allow them to explore their self-identity in a Sect that only celebrates self-sacrifice and martyrdom. It also gives their Pack a chance to explore how they balance their personal relationships with the needs of the Sabbat and the constant pressures of the Gehenna War.

A good adage about role playing, especially within the World of Darkness, is that it's about choice. For every scene you plot, ask yourself what choices are your player characters being faced with? You make these choices hard by forcing the player characters to weigh the cost of whatever advantage or goal they're pursuing. An advantage gained should come with a cost, whether it's political, material, social, or spiritual.

Conflicting Loyalties

In the Revised edition of *Vampire: the Masquerade* many Sabbat games focused on hypocrisy and internal politics. This is not the focus of the Sabbat in V5. Sect politics, orthodoxy, and especially "infernalism" are at best background material or false leads. At its heart conflicting loyalties are the focus of a Sabbat Chronicle in V5. Plots should hopefully force player characters to balance the edicts of their Sect against the adopted morality of their Paths, while navigating the ever present nightly needs and tribulations of their Packmates. Not to mention the ever present threat and violence of the Gehenna War. Sect wide political factions are gone and a character's place in their Pack and Path hierarchy will have greater emphasis in play than their Clan or political faction. Even if they follow a Seraphim, they are likely far away and occupied with matters of high strategy or personal vendetta.

The Pack is a Sabbat's family. How far are your player characters willing to go to protect and care for their comrades? Would they betray them for the needs of the Gehenna War? How much does it cost to save the world and is it even worth saving?

Sects

A Sabbat chronicle usually pits Sabbat characters against Camarilla or Anarch vampires as they pursue their own goals or wage the Gehenna War. While the Camarilla in particular is invested in thwarting the Sabbat's ambitions, their Ashirra allies may also step in forcefully if the Sabbat stumble upon a secret or locale of particular importance to them.

THE SABBAT Dedicated to the destruction of the Antediluvians and the open supremacy of vampires over the mortal world. Sabbat vampires must balance the needs of the Gehenna War against their personal ambitions, the needs of their Pack and the needs of their Path of Enlightenment. The Sabbat is dominated by younger vampires and

is a constantly evolving militant army. The elders of the Black Hand maintain what institutional memory they can and rarely waste time enforcing dogma or spiritual orthodoxy. Sabbat vampires wage the Gehenna War in the hidden corners of the world, seeking out the secrets of ancient vampires no matter whether the trail leads them to the mountains of Peru or the streets of Ohio.

- **Typical Clans:** Tzimisce, Lasombra, Banu Haqim, Ravnos, Salubri, and dissident Antitribu from the Anarch, Camarilla, and Hecata clans
- **Typical Pack Types:** Carriers, Crypt Ticks, Hacktivists, Janitors, Jihad Cell, Menagerie, Paladins, Press Gang, Raiders, Removers, Ritualists, Wanderers

THE ASHIRRA Formed sometime during the Islamic golden age, the vampire families of the *'Umat Khafia*, or Hidden Nation formed the Ashirra to better govern themselves and avoid unnecessary conflict between bloodlines. Organized into extended familial lineages, an Ashirra vampire's *ansab* or dynasty is often more important than their clan. Although the Ashirra originally dominated vampiric societies in Africa and Southwest Asia, they spread into Europe and parts of the Americas during the height of European colonialism. The Ashirra maintained a strict masquerade known as the Veil of Night, limiting the nature of their influence over mortal societies but expertly safeguarding them from hunters. Perhaps due to this secrecy the small Sect had a disproportionately large number of elders ruling over their *ansab* in cycles. In modern nights the hidden nation's de facto truce with the Camarilla has turned into an open alliance as the Ashirra lost several *'aslaf* or ancestors to the Sabbat at the opening of the Gehenna War. It is also rumored that the Ashirra understand the nature of the Beckoning and can somehow control or manipulate it.

- **Typical Clans:** Banu Haqim, Toreador, Lasombra, Nosferatu, Malkavian, Ministry, and dissidents from Anarch, Hecata, and Tremere clans
- **Typical Coterie Types:** Blood Cult, Cerberus, Day Watch, Maréchal, Nomads, Plumaires, Questari, Regency, Sbirri, and Vehme

Quick Character Creation

A quick and dirty method for creating a Sabbat character using all of the options in this book.

CORE CONCEPT

What was your name in life? What did you do? Where and when were you Embraced? How did you join the Sabbat? What is your name now? Write your character's name on the Pack Map.

CLAN

Pick your clan. If you know their name write your Sire on the Pack Map along with other NPCs.

ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

Health = Stamina + 3; Willpower = Composure + Resolve.

SKILLS

Pick one Skill distribution. If you're not sure pick Specialist.

- Jack of all trades: One Skill at 3; eight Skills at 2; ten Skills at 1
- Balanced: Three Skills at 3; five Skills at 2; seven Skills at 1
- Specialist: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

Add free specialties to Academics, Craft, Performance, and Science Skills.

Take one more free specialty.

DISCIPLINES

Choose two of your clan Disciplines. Put two dots in one and one dot in the other. Caitiff characters choose any two Disciplines, one gets two dots and the other gets one. Thin-bloods have no Disciplines.

PATH OF ENLIGHTENMENT

Select a Path of Enlightenment and one to three Convictions (see V5 Corebook pg. 172), at least one of these has to be a Path Conviction (see pg. 16-23). Create a number of Touchstone Ritae (see pg. 14), each connected to one of your Path Convictions. Create a number of Touchstones (see V5 Corebook pg. 173), each connected to a remaining non-Path Conviction and add them to the Pack Map. Set your Humanity to 7.

PREDATOR TYPE

Pick your Sabbat Predator type (see pg. 24) and apply it. If you're not sure pick Reclaimer:

- Add one of the listed Specialties
- Add one dot to a listed Discipline
- Add one dot to another listed Discipline
- Apply any associated Advantages or Flaws
- Apply any gains to your Blood Potency
- Apply any losses to your Humanity

ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws in addition to the ones gained from your Predator type. Thin-blood characters must take between one and three Thin-blood Merits and the same number of Thin-Blood Flaws. Add any new NPCs from Advantages or Flaws to the Pack Map.

YEARS DEAD

With the Storyteller and other players decide if your Pack is composed of:

- **Childer:** Embraced within the last 15 years
 - 14+ Generation Thinblood: Blood Potency 0
 - 12th or 13th Generation: Blood Potency 1
- **Neonates:** Embraced between 1940 and 2010
 - 12th or 13th Generation: Blood Potency 1
 - Each player spends 15 experience points

- **Ancillae:** Embraced between 1780 and 1940
 - 10th or 11th Generation: Blood Potency 2
 - Each player adds 2 points of Advantages
 - Each player adds 2 points of Flaws
 - Each player subtracts 1 Humanity
 - Each player spends 35 experience points.

Ambition and Desires

The Gehenna War will not be won in a single night. It's a long road between tonight and destruction of the Antediluvians. A Sabbat character's Ambitions and Desires should reflect their personal needs and give a window into the lingering embers of their individuality. Even if they revolve around their Pack relationships or the ethics of their Path, they should reflect relatively short term goals in the face of a seemingly endless war of attrition. A Pack's Vaulderie ritae also has the added advantage of allowing Packmates to share their individual Ambitions and goals without much fear of reprimand or sabotage.

Humanity and Identity

The last remaining heresy in the Sword of Caine is clinging to one's Humanity and denying a Path of Enlightenment. While all Sabbat vampires recognize the power of the Beast and how dangerous it is to let it rule unchecked, Paths allow a Cainite to strip away their human weakness and push off the worst consequences of bestial degradation. To hold on to your Humanity shows either a fear of the Beast or a lack of faith in the Black Hand. While there are no sure ways to measure another vampire's Humanity rating, all Cainites know the signs of clinging to your past. Packs grow suspicious when one of their own has lingering contact with mortal touchstones or refuses to adopt a more monstrous or "Sabbat style" persona.

In a Sabbat game Humanity can also be a

measure of how much of a character's mortal identity has survived after their Embrace. While there is no hard and fast rule for this, it's clear that the lower a vampire's Humanity erodes - the less of their mortal life they can recall. Especially if they no longer maintain mortal Touchstones that knew them in their breathing days. A story that highlights a Sabbat vampire's degeneration would do well to emphasize how a character's memories of their mortal life are slipping away as they progress along their Path. While much is made of Sabbat vampires taking on ghastly nicknames or bloody *noms de guerre*, perhaps many of them simply cannot recall their mortal names.

Golconda

Can the brutal vampires of the Sabbat reach Golconda? Is Uriel's Promise still within their reach, even after so many atrocities and frenzies? Well the short answer is maybe. As with everything, as long as they get their Storyteller's permission there is nothing preventing a Sabbat player from purchasing the Golconda Loreshheet (see V5 Corebook pg. 389). Even some of the Seraphim Loreshheets play with themes and elements of the search for Golconda (see Seraphim Adonia pg. 118). But what does a Path of Enlightenment focused Golconda search look like and what are the Paths best suited for the pursuit of Uriel's Promise? That is a question best answered at the table by the Storyteller and the players themselves.

While a player character may never see this road all the way to the end, the pursuit is always worthwhile even if it ends in tragedy. Are they a Cathari vampire hoping to reclaim their mortality so they can have another try on the wheel of reincarnation? A Unifier hoping to leash their Beast to their will and overcome their vampiric Banes? Or a Noddist convinced that Caine awaits them within the heart of Golconda, an occulted messiah that only needs the prayers of the faithful to call him back into the world.

Sabbat Domains

While they are rarer now than in the past, Sabbat domains still exist scattered around the world, usually near the front lines of the Gehenna War. A few still remain in the regions that were once considered the heartland of the Sword of Caine. Where exactly the Sabbat still hold sway shifts with their fortunes in the Gehenna War, but as more Sabbat veterans return from the front lines, the Black Hand's ability to reclaim lost cities only grows. Sabbat Packs grown fat and powerful on the blood of ancient vampires would make short work of domains only populated by neonates and Thin-bloods. The so-called Beckoning has hollowed out the defenses of the Camarilla's strongholds and while many Sabbat suspect these elders are cowering in bunkers in the face of Gehenna, some still revel in the chance to rule again now that they are swollen with stolen power.

Covens

Sabbat Packs that give up their nomadic ways are called Covens. These Packs often enact their own Masquerade known as the Silence of the Blood, but the Second Inquisition is a constant threat regardless as their brutal tactics are far from subtle.

Archbishops, Bishops and Priests

Pack Priests are the core of the Black Hand's leadership. Priests that gain a following outside of their own Pack can claim the title of Bishop or Archbishop. Usually this recognition comes from martial victories, but a Priest that makes a name for themselves as a devout Path scholar could easily find themselves leading multiple Packs with subservient Priests of their own. Technically only Archbishops can address a Cardinal or Priscus, but such conventions have fallen by the wayside in the modern nights. Very few Sabbat claim the title of Archbishop or Cardinal anymore, while self-styled Bishops leading a war band of a half-dozen or more Packs have become the norm.

The Gehenna War

The first question a Storyteller should ask is "What is this really about?". If you believe the zealots of the Black Hand, the Gehenna War is the Sabbat's great push to circumvent the Jyhad. They've stopped playing by the old rules and flipped over the chessboard with an all out global attack on the Antediluvians and their pawns. This is why the Sabbat has abandoned its cities and scattered across the globe to pursue a shadow war of diablerie and terror.

But what if the Gehenna War was a symptom instead of a call to arms? Instead of the Sabbat's great crusade, what if it was the last gasp of a collapsing Sect? An attempt to salvage some kind of revenge from the rubble of the inheritors of Enoch's legacy. What would it mean if the Gehenna War was not only suicidal but an undirected lashing out? A pointless war led by leaders too stubborn or too blind to reform the Sabbat into a Sect worthy of Caine's favor.

The Beckoning

While the time line is muddled now, it's generally agreed that the Beckoning afflicted elders of the Camarilla shortly after the Sabbat began their Gehenna War. Why members of the Ashirra, Hecata, and Sabbat seemed unaffected was a troubling mystery. But in the Black Hand it was mostly accepted that the so-called Beckoning was a ruse. A trick to allow the elders of the Ivory Tower to shelter and sleep through the worst of Gehenna while their progeny were devoured. That these elders would present such a betrayal as an act of courage seemed only fitting. As the Camarilla's courts disappeared no army of elders appeared at the front lines.

If the Beckoning is real, where are the elders it summoned and to what purpose? Are they feeding the Antediluvians or their methuselahs? Is the Ashirra somehow behind it? Did the Beckoning allow them to black mail the Camarilla into formalizing their alliance?

The Seraphim and Caine's Throne

The Seraphim were devised as a response to the decentralized nature of the Sabbat and how cults of personality sprung up to fill vacuums of power and leadership. They muddle the question of, who rules the Sabbat? With the Regent missing or hidden, only the Consistory composed of Cardinals and Prisci seemingly hold sway. But as regional leaders responsible for the Sabbat's greatest defeats, the Cardinals are hardly popular figures. While a Priscus often loses whatever clout they have the moment they become too political.

Just as the Camarilla-Ashirra alliance was a response to the Sabbat's triumphs, the Seraphim are a response to its defeats. With no clear path to victory in the Gehenna War, the Black Hand is looking for answers and these leaders all claim to have them. Will one of them seize the Throne of Caine and become the last Regent?

The Antediluvians

There is no greater threat than the Antediluvians, the masters of Gehenna and the sires of the original 13 clans. If Gehenna is the final act of the Jyhad, then the Sword of Caine is determined to see the Antediluvians destroyed before they consume all bloodlines. Finding them and their weaknesses is the obsession of the Black Hand.

That the Antediluvians are unkillable gods is taken as a fact among the Sabbat. But faith allows them the hope that deliverance will come regardless of their ancient power. If fire, dismemberment, and diablerie cannot destroy them, then only a dark miracle or Caine himself will save the Black Hand and in turn the world. The riddle of the Antediluvians must be unravelled. What did they endure to attain their godhood? Can we stand where they once stood and unearth their moments of triumph and defeat? Probe old wounds and trace mortal lineages back to the beginning of their curse? Can we know the Antediluvians as they once were and contain them in a vessel that can be destroyed? or can we consume their power and claim the Throne of Caine for ourselves?

Faith, Gore, and Sex

The wicked know that if the ill they do be of sufficient horror that men will not speak against it. That men have just enough stomach for small evils and only these will they oppose.

— CORMAC MCCARTHY, THE CROSSING

The Sabbath, ever since it was first written, has been designed to evoke strong feelings from players. It uses intense religious imagery against a backdrop of political corruption, hyper-violence, and a world ending existential threat to create a setting which is unique in horror role-playing games. But those strong feelings can easily bleed into real pain if handled poorly. Here's some advice on how to handle the Sabbath in a mature, respectful, and nevertheless still horrific way.



Safe Play

The Sabbat delves into dark themes involving not only the violence and predations inherent in the vampiric condition, but the violence and predations inherent in institutions that use faith and camaraderie as tools of abuse and exploitation.

The Sword of Caine does not exist in the real world, but an Archbishop ordering the branding or mutilation of a Cainite to demonstrate faith or contrition has echoes of real-world extremist violence. Some players may want to avoid those themes entirely while others may wish to delve into it as deeply as they safely can stand.

The key to having fun is knowing the players at your table and being opening to everyone's interests while respecting everyone's boundaries. Knowing where you can go as a Storyteller or as a player is just as important as knowing where you can't. For this reason we strongly encourage the use of safety tools such as Session Zero, consent forms, Lines & Veils, X-Cards, check-in gestures, and post-game debriefs. Below is a quick break down of common tools we use in our games and we provide a simple Safe Play worksheet on pg. 133 in the back of this book that you can print out for your players.

Session Zero

Before the start of a Chronicle, the Storyteller and players should discuss everyone's expectations and limits before sitting down to play. This is a time set aside for everyone to get on the same page and shouldn't be used to jump into play. Session zeros also help the players come up with characters that are tied to one another by history or blood. Session zero is the perfect time to start writing up the group's Chronicle Tenets (see pg. 12) and the Pack Map (see pg. 45 & 132) that connects them all.

Before running a session zero it's often useful for the Storyteller to create a checklist or one-page document that goes over the Chronicle's main themes and opportunities. Players can use this list to tie their characters into the setting and they

should feel empowered to make suggestions that can be discussed by the entire table. Storyteller's should be open to changing their Chronicle's parameters based on this feedback.

SESSION ZERO CHECKLIST

- Chronicle setting (city, region, etc.)
- Potential Chronicle Tenets (see pg. 12)
- Chronicle themes (loyalty, sacrifice, gore, etc.)
- Major enemies
- The characters' Seraphim/leader options
- Safety tools being used (x-card, lines, veils)
- Character creation guide/tips (see pg. 106)
- How did the Pack meet? Who's the Priest?
- Draw the Pack Map (see pg. 12 & 132)
- Is PvP allowed or encouraged? What's the limit?
- Any house rules?

Lines and Veils

Attributed to the work of Ron Edwards, Lines and Veils allow everyone around the table to decide what sensitive topics are going to be confronted in the Chronicle, and what is going to be left either off the table or strictly in the background.

Before game and preferably at a Session Zero, the Storyteller should give players blank paper or our Safe Play worksheets (see pg. 133). Players then identify their Lines and Veils. Lines are a list of things that will absolutely not be present in the Chronicle nor even mentioned tangentially. Veils are things that can happen during play but will not be detailed or role played.

These are subjects that either make use of a Fade to Black (see below) or are only present in back stories and lore. These lists are not exhaustive and the Storyteller should make it clear that players can add or remove items from their lists as the game progresses. Veils can become Lines, Lines can become Veils, and new Lines or Veils can be added. Veils or Lines can even be removed with the consent of the other players. While Veils and Lines cannot be used to erase an antagonist they can be used to restrict their actions and motivations. So

while a player couldn't list vampires as one of their Lines, if they listed sexual violence as a Line then the vampires they do meet would be unable to use sexual violence or be motivated by the same.

EXAMPLE LINES: Animal cruelty, Bestiality, Bodily functions, Body mutilation, Child death, Force feeding, Gender-specific slurs / TERFs, Imprisonment, Nazis / Fascists, Needles, Pandemics, Racial slurs, Sexual violence, Spiders, Starvation, Torture

EXAMPLE VEILS: Animal death, Animal experimentation, Body horror, Child endangerment, Childhood memories, Consensual Sex, Disturbing visions, Dreams or nightmares, Emotional abuse, Human experimentation, Mental instability, Physical abuse, Physical illness, Police brutality, Religious cults, Torture

Fade to Black

The classic camera cut away, a Fade to Black can be used in a Chronicle whenever its needed by a player or the Storyteller. It is often used when a Veil is present in a Scene or if a Storyteller wishes to move past a moment of sex, violence, torture, or feeding without getting into all of the details. A player can always request a Fade to Black verbally, by touching the Fade Card or with an agreed upon hand gesture if they are uncomfortable with an unfolding situation. If they do the Storyteller should just Fade to Black and move on to a different scene.

The X Card

The X Card was designed by John Stavropoulos and is a powerful player safety tool. The X Card should be used in every Sabbat game even if no other safety tools are in place, although we recommend using all of these tools. To use the X Card put a card with an X on it in the middle of the table. At any point a player may touch the X card to halt play. They don't need to explain why and the Storyteller should only resume once everyone is settled.

Faith

The Black Hand and their Paths of Enlightenment aren't a real faith. While they take design cues from Catholicism, Paganism, and Gnosticism, the Sabbat's *Ritae* are intended to replicate religious ritual without copying any real-world sacraments. In the Sabbat, Caine and Lilith take the place of any heavenly father, sacred mother, or divine savior. The reality of Caine or Lilith as the progenitors of the vampire race isn't truly important to the Sabbat. But the idea of Caine the Dark Father and Lilith the Dark Mother is the heart of their faith and power. Caine and Lilith are absent parents onto whom the cynical leaders can project any dogma, as long as it serves their ends. Faith is a powerful force and role playing the faithful can open up incredible avenues for a player character, as long as the potential impact of opening yourself up to such an experience is taken seriously.

Faith and dogma can also lead to prejudice against those that do not hold to your beliefs. While real-world racism and sexism are often covered under Lines and Veils (see pg. 111), they can be constructively explored if everyone at the table is open to that goal. But for the most part the undead quickly learn not to judge another based on their mortal shell. Discrimination based on clan, lineage, Path, and other fictional characteristics take the place of any mortal prejudices.

Gore

Violence and gore are often central elements in a Sabbat Chronicle. These vampires are cruel and often go out of their way to commit crimes that damage their Humanity so that their Path can take root and grow. This makes boundaries around the methods and targets of violence all the more important. While it can be tempting to describe the details of a character's actions when they do something cruel, it may not suit the limits of your table. It can take time to calibrate how to use violence and gore effectively in your Chronicle.



Sex

While Vampires aren't human the yearning to physically connect with another can linger well after death. Often these desires are sublimated into the vampire's thirst for blood after the Embrace, but some Cainites see physical affection as a connection to their mortal identity. While the decision to include any amount of sex or romance is entirely up to the tastes and boundaries of your table, remember that vampires are undead predators. Players and Storytellers alike should put those relationships in context since sex and love can quickly become weapons in the hands of an inhuman monster. Such a dynamic could easily cross over a player's declared boundaries even if that was not the intent.

For example, the powers a vampire brings to bear can quickly cross the line into sexual assault. Sex obtained through Disciplines, Blood Bonds, or other forms of supernatural coercion should not be used as an excuse to cross anyone's boundaries. What many players might consider appropriate methods by which a vampire may obtain blood to sustain themselves, quickly crosses definitive lines when physical sex is involved.

Everyone Gets to Have Fun

Everyone has a shared responsibility for the safety of those at the table. If your group is using safety tools, observe them even if you feel you don't need them. While players shouldn't cross boundaries such as Lines and Veils, don't be afraid to check in with others in the middle of an intense Scene. A simple thumbs up may be the difference between a great scene and an awful one.

While the term *bleed* is fairly common in Live Action play and acting, it sees less use in table top game play. Put simply, *bleed* is the emotional spill over that sometimes happens during or after game. These are usually emotions experienced by the player's character during play, but not always. While not all players experience *bleed*, those who do should be encouraged to find a method or process that allows them to step out of their character

safely. Just as some players find costuming can help them get into character, changing back into their own clothes or taking a shower can also help them to step back from any lingering emotions, or *bleed*, from a particularly intense game session.

PvP

The Sabbat thrive on action, conflict and violence. Player characters can easily find themselves at odds because they follow different Paths or perhaps they both seek to claim the role of Priest. How much PvP, or Player vs Player, drama is wanted in the Chronicle should be discussed by everyone at Session Zero. While betrayal and dirty deals are common in the Sabbat, remember that the Vaulderie can be a convenient explanation for why even vampires who hate each other can still put the needs of their Pack or even the Sect first.

As a Storyteller, stay open to feedback and be willing to step in when needed. While PvP is obviously player directed, it's up to the Storyteller to gauge how it's impacting the overall tone and enjoyment of the game. If PvP is messing up the Chronicle, don't be afraid to call for a mid-story Session Zero to revisit this question and honestly reassess each player's needs and your own concerns as a Storyteller.

Problem Players and STs

They gotta go. If someone is deliberately, or even obtusely, making other players uncomfortable, they've gotta go. This conversation is never pleasant, but from the perspective of ensuring the mental, emotional, and even the physical safety of your table, it is necessary. Warnings for minor incidents such as inattention or a badly-landing joke may be appropriate. But if someone is deliberately crossing clearly stated boundaries, they've gotta go. Ensuring the safety of your table is everyone's responsibility and that means even Storytellers have to go if they can't meet that standard. As players it can be difficult to correct or remove a Storyteller, but the Pack is more important than any single member.

DIRTY SECRETS OF THE BLACK HAND



The Sword of Caine is a constantly evolving threat to mortals and Kindred alike. Many vampires have studied the Sect in hopes of determining its weaknesses and defending their Domains from its strange allure. While the elders of the Camarilla and Ashirra have long denounced the Sabbat as a misguided death cult, it has persisted for centuries and

even its seemingly suicidal Gehenna War seems unlikely to destroy it.

The history and origins of the Sabbat have mostly been lost to time, as most of the Sect is composed of neonates and there is little interest among the Sabbat's remaining elders to educate them. While the few Sabbat scholar who still exist outside the Sect are often hesitant to reveal the depth of their knowledge for fear that they will be accused of conspiring with the enemy. Looking into the Sword of Caine's past is also rife with other dangers, as buried there are old bones that many in the Camarilla would also prefer to be long forgotten. Uncovering the secrets of the Sabbat requires a willingness to dig and a disregard for both personal safety and clean hands.

LORE

● **Speaking Their Language:** You don't have a very deep understanding of the Sabbat's history or philosophy, but you have picked up a great deal of their lexicon, symbols, and pass codes over the years. You know how to speak to Sabbat vampires in their own lingo and can even identify graffiti or markers that identify specific Paths, Packs, or even Seraphim Hosts. You gain +2 dice on any roll to identify or use Sabbat terminology or symbology.

●● **The Code of Milan:** You can recite the Code of Milan by heart and may even possess a crude copy of it. The document supposedly codified the Sabbat into a Sect after the failure of the first Anarch revolt and spelled out the rights and responsibilities of all Sabbat vampires. Once, the code was at the heart of the Sabbat and treated as both constitution and holy writ. Now it is all but forgotten except by the Sect's elders who do not seem over eager

to refocus the Sect on its bylaws and edicts. Gain +2 dice on any roll to parley or negotiate with Sabbat vampires, though this may not apply to especially young recruits.

●●● **Old Promises:** Either by long standing agreement or by privilege of your blood, you have opened up a line of communication with the Sabbat. If you are a member of the Ashirra or Camarilla this could be grounds for your immediate destruction by those Sects. Once per Story, you can demand an audience with a nearby Sabbat leader, usually a Bishop or Archbishop. The safety of your entourage will be guaranteed at the meeting, but secrecy and travel arrangements are your own concern.

●●●● **Book of Shadows:** Your research into the Sabbat has led you to fragments of the Book of Nod or another text of the Word. Noddists seek you out to see your texts. Once per Story, when you grant access to your

documents, gain three temporary dots in Resources (or another Background at your Storyteller's discretion) for the remainder of the Story or the right to call in a favor from the Noddist some time in the future.

●●●●● **The True Hand:** Your exploration into the origins of the Sabbat have led you to a startling realization. That the Sabbat and Camarilla may both have been infiltrated by a shadowy network of Antediluvian worshippers. You do not know if this Enochian Hand or True Hand still exists, but you know that trying to prove this theory would likely mean your final death. Once per Story you can ask your Storyteller to provide you with a secret concerning one of the clans or vampires in your domain. How you use this secret is up to you, but it could give you a great advantage over them politically or socially. Though if it is revealed how you came about this information it will likely mean your end.

HOUSE GORATRIX

Goratrix the Betrayer is the most infamous of the disciples of Tremere. Not only credited with stealing the secrets of vampirism, but for creating and summoning monsters to wage the Omen War that secured the clan's place among the Kindred. With the Vienna Chantry in ashes and the clan scattered into countless Houses, the scions of Goratrix make their claim upon the Pyramid's remains. The Tremere of this House seek magical power over all else and have abandoned the traditions of mortals, vampires, and mages.

Goratrix herself famously betrayed her sire to join the Sabbat as a Priscus, but the House that now carries her name is no longer openly aligned with the Black Hand. Although they are unwilling to debase themselves to join the Ivory Tower, it is assumed House Goratrix will eventually reconcile with the Camarilla and aid in returning the other errant Tremere into the fold. This is likely wishful thinking on the part of the Camarilla Houses, but the alternative is too much for them to bear in their weakened state.



LORE

● **Oath of Loyalty:** You keep the secrets of House Goratrix. Gain +2 dice to any die pools when resisting attempts to learn the secrets of the Tremere or House Goratrix. In fact, you're unable to speak those secrets out loud to an outsider unless supernaturally compelled by Dominate or blood bond.

●● **Lore Master:** Once per Story, you can ask the Storyteller for one piece of information regarding the history of the Tremere, Tzimisce, or Salubri clans. You cannot gain information about their activities in modern nights this way.

●●● **Blood of Goratrix** (*Tremere characters only*): You are one of the last surviving blood relations of the great Goratrix. You wield blood magic with an unparalleled ease. Gain two automatic successes on any roll necessary for casting a Blood Sorcery Ritual. In addition to the usual Tremere clan Bane, you bear a mystical brand that others can perceive with the Auspex power Sense the Un-

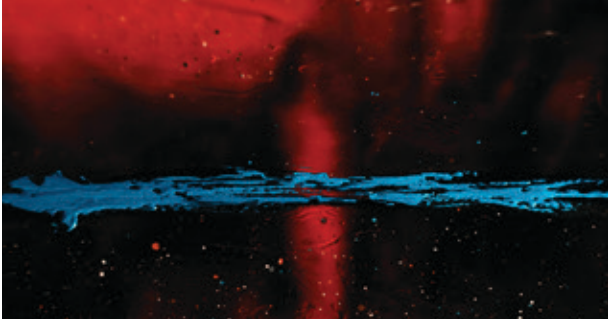
seen (see V5 Corebook pg. 249) with a Difficulty of 7 minus your Bane Severity.

●●●● **Call upon the House:** Although Goratrix still serves the Sabbat as a Priscus, her House has declared itself independent from all Sects and denies that the Tremere mehuselah still holds any sway over them. Some even going so far as to imply she was destroyed or somehow absorbed by her Sire. While the Tremere of the Camarilla court House Goratrix aggressively, they currently sell their services to those that can pay them in mystical artifacts and lost occult knowledge. House Goratrix has no interest in rebuilding the Pyramid, but also wishes to gather power and allies. If they can set the rival Tremere Houses against each other while they string them along, all the better. Once per Chronicle, House Goratrix puts their assets at your disposal in exchange for payment in the form of a magical item or rare tome. Treat this aid

as a temporary five dots of Allies that may have access to magical weapons or rituals at the Storyteller's discretion. These Background dots can also be used to advance a Project (see V5 Corebook pg. 415), but only if the project's goals align with those of House Goratrix. Failing to pay your debt to House Goratrix will mean you will become the target of their other allies and debtors.

●●●●● **Favored Apprentice** (*Sabbat characters only*): Goratrix has taken a special interest in you and considers you one of her most promising students. Goratrix is a five-dot Mawla, assisting you with Disciplines and Rituals. Her position as a Sabbat Priscus and the nominal head of a Tremere House, also makes her a very powerful political ally. Her enemies will target you and your Pack to strike at her, not to mention members of her own House that prefer she sever all ties with the Sabbat.

SASCHA VYKOS



Sascha Vykos is the Martyr of Caine, a Priscus of the Black Hand and a Tzimisce Antitribu methuselah. Vykos is an ancient vampire and many credit them with single-handedly launching the Sabbat's Gehenna War. The Priscus also has an almost endless list of powerful enemies. Vykos' current location and activities are among the Black Hand's most closely

guarded secrets. While Vykos is not counted among the Seraphim, they are arguably the most influential and famous member of the council of Cardinals and Prisci that are believed to be ruling the Sabbat in the absence of the Regent.

To say that Vykos is an enigma is a vast understatement. Despite being an ancient vampire descended from the legendary blood of the Dracon, they are dedicated body and soul to the rebellious Sabbat. They have no compassion or sympathy for the status quo. For Sascha Vykos there is no choice but constant metamorphosis, to stand still in the face of Gehenna is to accept a fate worse than final death. This ethos of constant change is also written on Vykos's flesh, as they constantly re-imagine their own body with the powers of Blood Sorcery and Vicissitude.

LORE

● **Alien Beauty:** Either through fleshcrafting or the clever use of modern body modification you have styled yourself after the monstrous beauty of Sascha Vykos. Your eccentric look likely borders on the inhuman and some vampires may find it off-putting that you would risk the Masquerade in pursuit of fashion and self-expression. You can use your inhuman looks to entice the curious or cow the timid. Add +2 dice to all appropriate Social die pools, though this bonus cannot stack with the Looks merit. Regardless of how you use your appearance, you always make an impression and you gain a -2 die penalty on any die pool to disguise yourself.

● **Perfected Methods:** Sascha Vykos is a noted scholar and researcher. You've managed to glean some of their more arcane methods, either through stolen notes or the vagaries of blood relation. Choose one Skill from Academics, Medicine, or Occult.

Increasing this Skill costs half the usual experience points (rounded down). At the Storyteller's discretion you may also be able to use this skill in unexpected or unique ways beyond the keen of even other experts.

●●● **Koldunic Secrets:** The ancient Tzimisce were renowned for their pacts with spirits and their unique methods of Blood Sorcery. Either through study or the natural talents of your blood, you have unearthed some of those teachings. When choosing a Predator type you can ignore any prerequisites that would prevent you from gaining dots of Blood Sorcery, such as Bagger's Tremere only limitation (see V5 Corebook pg. 176). Also, when buying Blood Sorcery levels the experience cost is the same as if it was a clan Discipline.

●●●● **Night Moves** (*Sabbat characters only*): For some reason you are privy to the plans of some of the eldest leaders of the Black Hand. Perhaps

Vykos has taken a particular interest in you or you have friends among the Prisci council's guardians and templars. While you have no power or influence to modify their plans, you keep your ears open. Once per Story, you can discern the current focus of the local Sabbat in the Gehenna War and how it could impact your Pack. You could use this knowledge to automatically succeed at a relevant Skill test, greatly lower a Project's Difficulty, or advance your own Status within the Sabbat at the Storyteller's discretion.

●●●●● **Last of the Dragons** (*Sabbat characters only*): You consider yourself as one of Vykos's disciples, and may even know how to find them. They count as a five-dot Mawla, assisting you with your Path of Enlightenment and Disciplines. Vykos will usually refuse to intercede on your behalf in matters of internal Sabbat politics unless you have proven yourself indispensable to them.

LILITH THE DARK MOTHER



Lilith was the first woman. Created from Adam's flesh but she far surpassed him in power and ambition. She is the Dark Queen and Mother of Monsters who will bring the end of the world, according to the Church of Caine. Consort and teacher to gods, demons, vampires and magi, Lilith was cast out of Eden, but within her she brought the art of creation to

the unformed world. With that knowledge Lilith made her own garden in the Land of Nod and hid it from gods and demons under a starry cloak of endless night. In her garden she was the immortal moon and under her light, wild and wondrous things grew until jealousy and the flood washed it all away. The last fragments of her world scattered to shadow, dreams, and moonlight.

To Caine she was mother, lover, and partner, and for that she has been demonized for 13 generations by his grasping childer. Although she was neither Kindred nor Cainite, she unlocked the power of Caine's curse and all vampires should proclaim her mother. Her true nature is unknowable and her lessons can only be learned through trial, tribulation, and torture.

Neither mortal, mage, nor vampire. Lilith is Lilith.

LORE

● **Lilith is Lilith:** You know a great deal about Lilith's teachings and can recite the lost Genesis Fragment concerning her trials from memory. Once per Story, you may reveal this knowledge to add two to Intimidation die pools against Noddists and Church of Caine worshipers, or add two dice to Persuasion die pools against Bahari and followers on the Path of Lilith.

●● **Lilith's Oath:** You have tasted the light of the moon and spoken Lilith's oath from your heart. For the purposes of this Loreshheet and all story effects, you are a Bahari on the Path of Lilith. If you are a true believer, all supernatural attempts to discern your nature such as Scry the Soul (see V5. Corebook pg. 250) fail unless you willingly submit.

●●● **The Garden Within** (*Bahari characters only*): You have experienced the Short Dawn and a seed of creation grows within your soul. You have a heartbeat, can eat food, and enjoy

sexual activities like a mortal. All but the most advanced medical inspections reveal nothing out of the ordinary as if you had the Lifelike Merit (see V5. Corebook pg. 185). Any vampire who drinks one Rouse check worth of blood directly from you gains this benefit for one night, but cannot do so again until the next new moon. Mortals and some Thin-bloods who drink your blood are also cured of their infertility as long as they regularly sup from your veins.

●●●● **Ahi hay Lilitu** (*Bahari characters only*): Once per Session in the light of the moon you can make a Rouse check to become a cat, owl, or serpent. If you have the Protean power Shape-change (see V5 Corebook pg. 270) you can also opt to transform into a cat, an owl, or a snake when using that ability. If you have the Protean power Metamorphosis (see V5 Corebook pg. 271) you can change into a large moth as an additional form. Also, when you take on

any of these forms you can act in the first hour of daylight and final hour of dusk without harm or fear.

●●●●● **Pleasure from Pain** (*Bahari characters only*): Lilith has taught you how to endure pain and gain power from it. You exult in discomfort and the sharpest injury fills you with determination and zeal. When your Health or Willpower is Impaired (see V5. Corebook pg. 126), gain a +2 die bonus to all of your physical die pools instead of a penalty. Your other non-physical die pools are hindered normally by the condition. You do not gain this bonus from being spiritually Impaired (see pg. 60). Lastly, as long as your Hunger is less than 5 you can engage in and enjoy sexual intercourse without Rousing the Blood and regardless of your Humanity rating. If you also have the Level 3 Loreshheet ability The Garden Within, you can reproduce with a fertile partner at the Storyteller's discretion.

ADONIA

[SERAPHIM: SABBAT PACK LORESHEET ONLY]



Only a few of the Ministry's blood have so far achieved enough notoriety to be ranked among the Seraphim. Adonia renounced their Clan long ago. Although they reject the Antitribu moniker they proudly call themselves a Serpent, though never a follower or a minister. Before gathering a Host of their own, Adonia was a Perfecti of

the Cathari known for their absolute control over their own Beast. Whispers that the so-called Serpent of the Light had found Golconda only intensified when Adonia survived the daytime eradication of her Pack in Montreal by Second Inquisition forces. Leaked video of the Seraphim braving direct sunlight to make their escape went viral among the Sword of Caine and Adonia's legend was born.

While their Host is mostly concentrated in the Americas, Adonia has made a semi-secret alliance with House Goratrix. They have a common purpose in seeking to understand and transcend vampiric Banes, and how that knowledge could be weaponized to weaken and destroy the Antediluvians. Unlike some Seraphim, Adonia welcomes Tremere Antitribu and Thin-bloods into their Host.

LORE

●● Masters of the Fallen World:

Adonia's followers believe in exploiting the mortal world without attachment or sentiment. Vampires are the masters of the fallen world and gatekeepers of the pure lands of spiritual redemption. Those allied with her Host can often call upon mortal servants as long as they serve the Sabbat honorably. Your Pack has three dots it can split between Contacts, Herd, and Retainers. Your Pack loses access to these Backgrounds if your Priest ever gains the Suspect or Shunned flaw.

●● Rumors of Uriel: Your Pack has either met Adonia or has listened to a recording of her sermons on the Curse of Caine and the Beast Within. While she never uses the word Golconda, many have learned to read between the lines. Uriel's Promise is not a way to become a neutered hermit, but an act of acceptance of your role in the fallen world. Once per Story, a Packmate can

gain two automatic successes on any roll involving understanding the nature of Golconda or vampiric Banes.

●●● Angel Hearts: This world is a ruined reflection of the heavenly spirit realm where all return to the source of creation. It is the place of the vampire to cleave the righteous from the unworthy, for the Beast is the will of the fallen world. You must learn when to submit to its will and when to see to your higher purpose. Once per Session anyone in your Pack can automatically resist Frenzy. Instead they are afflicted by either their Path or Clan Compulsion.

●●●● Unholy Alliance: The Tremere of House Goratrix are deeply interested in the limits of vampirism and in ways of transcending them. You are among the few allies they trust with helping them pursue these secrets. Once per Story the Pack can call upon their allies in House Goratrix for help. Often this takes the form of Blood

Sorcery rituals, crafted magical weapons or even wards for their haven. The Tremere often require favors in return and will call upon the Pack to help them track down lost tomes or capture Thin-bloods to advance their studies.

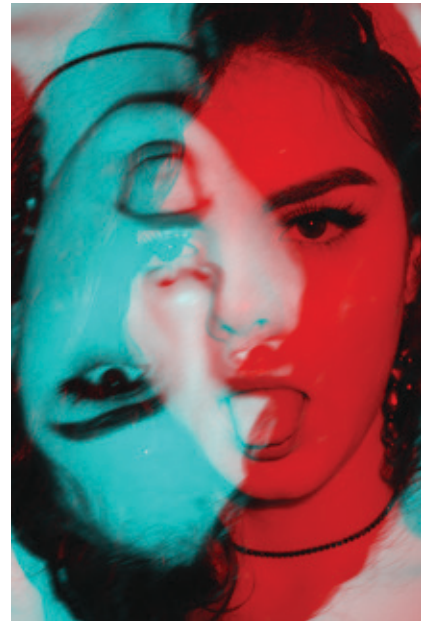
●●●● Visions of Purity: Your Pack has communed with the Perfecti Adonia and understand that the Gehenna War will only end when the weapons of heaven itself are within the Black Hand's grasp. Once per Session a Packmate can spend one Willpower to ignore their clan Bane for a Scene. When they suppress their clan Bane the vampire's Hunger is also reduced by one to a minimum of zero. At the end of the Scene, if the vampire's Hunger is still zero, it resets to one. Also if your Pack has the level one Loresheet ability Masters of the Fallen World they can split an additional three dots between Contacts, Herd, and Retainers with the same limitations.

AMIRA ALNABIGH

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

A Noddist scholar and Malkavian Antitribu with novel ideas on Lilith's role in Caine's journey, Amira alNabigh is arguably the Sabbat's most powerful and outspoken proponent of what some call the Dark Union Hersey.

Despite her ideas being regarded as dangerous by both the Bahari and the so-called Church of Caine, Amira has gathered a powerful Host of Sabbat to her banner by attempting to reconcile elements of Noddist thought with the teachings of Lilith. Although the Sabbat no longer hound heretics within their ranks, the Church of Caine sees her as an existential threat. Amira teaches that Lilith and Caine are one and the same, an apotheosis of vampiric power that transcends mortal limitations. The Dark Union is not a marriage, but a metaphysical joining of Lilith and Caine as they ascend the throne and destroy the Antediluvians. While her teachings are a threat to traditionalists among Lilins and Noddists, younger followers of both Paths have flocked to her Host after Amira's sermon spread far and wide after the taking of Alamut.



LORE

● **Fragments of the Word:** Your Pack has access to fragments of several Cainite holy texts and possibly a complete copy of a translation of the Book of Nod or the Revelations of the Dark Mother. Once per Session, anyone in your Pack gains one automatic success on a roll related to the Word (see pg. 7). Also, possession of these texts may grant your Pack safe passage or access to places controlled by Noddists, Bahari, or even the Church of Caine.

●● **Scars of Devotion:** Lilith had only one teacher, pain. Your Pack indulges in ritual scarification to cleanse themselves of past failures. Once per Session, anyone in your Pack can heal one Aggravated or Superficial Willpower damage by inflicting an Aggravated Health wound on themselves. This ability also activates the first time a Pack member takes an Aggravated Health wound in combat in a Session.

●●●● Omens and Dreamscapes:

The Land of Nod was a half formed place. A realm of prophecy, the echoes of which still exist in our dreams. Everyone in your Pack has a +2 die bonus on rolls dealing with dreams. Once per Session, a Packmate can see a nearby mortal's or ghoul's dreams while they sleep. Additionally, Malkavian Packmates become sensitive to their clan's mental network of murmurs. Once per Story, Malkavian Packmates can mentally commune with others of their blood to understand the situation in the domain. Unfortunately, given the extra-sensory powers of Malkavians, this contact will likely expose them as a Sabbat vampire.

●●●● **The Dark Union:** Lilith and Caine are one, or are destined to be one. A two faced god of blood. Neither man nor woman. Your Pack may herald their coming or seek to hasten the day that they seize the Basalt Throne and lay waste to the Antediluvians and their

pawns. Everyone in your Pack gains a +2 die bonus to their Humanity + Blood Potency roll to absorb powers through Diablerie (see V5 Corebook pg. 234) and can engage in intercourse without Rousing the Blood.

●●●●● The Old Man's Blood:

At Alamut, Amira proved that she is favored by Caine and that Lilith bears her no ill will. Your Pack was either there when she fought her way to the mountain stronghold of the Banu Haqim, or your devotion was so great she entrusted you with a relic of her victory. Your Pack has a vial of blood gathered from the shattered corpse of the Old Man of the Mountain, the eldest of the Banu Haqim who fell at Alamut's gate. How your Pack chooses to use this gift will have long reaching consequences. Also, all Packmates gain two dots of Fame and one dot of Status in both the Ashirra and the Sabbat.

JEONG-BAE MOON

[SERAPHIM: SABBAT PACK LORESHEET ONLY]



Moon is a feared warrior among the Salubri Antitribu. Her Host is one of the largest in the Sabbat and has Packs in Asia, Europe and the Americas. Jeong-Bae Moon is believed to be a Unifier and has a special interest in the destruction of Salubri and Tremere methuselahs. Diablerists flock to Moon because she has assembled

a personal cadre of Cainites renowned for their second sight, a means to penetrate deep rock, dark shadows, and lost secrets. The mausoleums and tombs of ancients cannot hide from the Endless Host and her followers are forever unearthing new victims.

While many Seraphim believe the Beckoning is fake, an elder stratagem to abandon their childer to the masters of Gehenna, Jeong-Bae Moon thinks it's a real phenomena and somehow tied to the Ashirra's mystical rites of ancestor worship. While it is true that few elders have tried to counter the Sabbat's Gehenna War on the ground, she is wary that they are secretly marshalling their forces for a great battle. A battle she intends to win. Her army of fanatics say they have supped on over 20,000 years of immortal blood and, if she wished it, few could deny her claim to Regent.

LORE

● **Never Forget:** There is no written record of the atrocities committed by the Tremere, but the clan's evil reputation is well deserved and the tales are passed along by the Salubri Antitribu. Once per Story, any Packmate can add +2 dice to any roll regarding the crimes of the Tremere clan or the tragic history of the Salubri clan.

●● **Buried Secrets:** It takes more than belief to unearth the blood of the ancients. A network of well placed ghouls, dominated engineers, and coerced construction companies support the Endless Hosts efforts. Once per Story, the Pack can call upon three dots of Allies who assist with excavating buried or otherwise hard to reach tombs. These Allies are usually mortal companies with influence and resources, but at least one ghoul family is also believed to be allied with the Endless Host.

●●● **Never Forgive:** The Endless Host believes that the Tremere and Salubri Antediluvians are either allied or somehow one and the same. The power of the Pyramid was built upon orchestrated sacrifice; and the elders of the Salubri were willing accomplices to the systematic murder of their bloodline. This has led to a strange and uneasy partnership between House Goratrix and Moon's followers. These wayward Tremere seem intent on disrupting any attempt to rebuild the so-called Tremere Pyramid and the Endless Host is happy to help. The Pack gains House Goratrix as a three dot Mawla and they may individually buy levels in the House Goratrix Loresheet (see pg. 115) even if they already have another Loresheet. If the Pack's relationship is ever exposed publicly to non-Sabbat vampires the Mawla dots are lost (see V5 Corebook Gaining and Losing Advantages pg. 180).

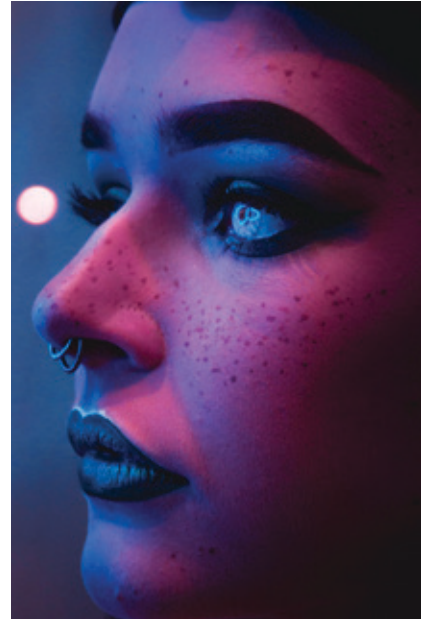
●●●● **Blood Trophy:** Your Pack has loyally served the Endless Host and delved into the earth in search of sleeping ancients. Either through diablerie or Blood Sorcery your Pack has seen the power of their blood grow. All Packmates have their Blood Potency increased by one. Blood Potency cannot be increased above 3 in this manner.

●●●●● **I See You:** Once per Chronicle, you may call upon Jeong-Bae Moon to give you the location of a sleeping ancient. She may not know what dangers await you there, but will usually make it plain if she thinks the task is beyond your Pack's capabilities. If your Pack ever successfully destroys an ancient based upon the information gained by this ability, your Pack gains Jeong-Bae Moon as a five-dot Mawla for the remainder of the Chronicle and may be able to parlay this victory into increased Sabbat Status.

PARIS ELJAGUAR

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

The last surviving Dominion of Mexico City, a title that gave them authority over hundreds of the Black Hand's elite soldiers and assassins. elJaguar holds together the last remnants of the Black Hand in South America and refuses to abandon the Sabbat's strongholds without bleeding their enemies at every step. While their own clan is unknown, elJaguar's Host is mostly comprised of Antitribu from the Gangrel, Lasombra, Nosferatu, and Toreador. A protégé of the deranged Black Hand elder Elimelech, Paris elJaguar is a Unifier with an encyclopedic knowledge of military tactics, counterinsurgency, and psychological warfare. In Mexico City, their Host has terrorized the occupying Camarilla forces and forced them to call upon their Ashirra allies for aid. While the Ivory Tower consolidates their numbers in the so-called 'blue zone' in the Polanco district, the Anarchs and Sabbat fight a shadow war for the rest of the city. Although only the Sabbat dare walk the ruins of Teotihuacan after night fall as it is rumored the site holds the Throne of Caine, where the last Regent will call their court after the fall of the masters of Gehenna.



LORE

● **Black Ops:** Your Pack commands a group of trained mortals committed to damaging the status quo. Through the use of blood bonds and Disciplines they are kept invested in a shadow war they don't understand. Once per Story, your Pack can call upon this three dot group of Allies to perform a dangerous mission on your behalf. They have access to military grade firearms, advanced body armor, and civilian land and sea vehicles.

●● **Settling Scores:** Your Pack has access to secret lists and hard won intelligence on those who have betrayed the Sword of Caine. One day you'll make sure they pay for their crimes. Anyone in your Pack gains two automatic successes on any Investigation or Politics roll when looking into vampires who defected from the Sabbat or who claim to have recently joined the Black Hand.

●●● **Going Loud:** Your Pack has studied under elJaguar or perhaps even with the hidden Seraph Elimelech. You

all understand how to bait a trap and target the weak points in your enemies defenses. Once per Story, your Pack can prevent the repair or covering up of a Masquerade breach caused by your Pack's actions. When another vampire attempts to cover up this Masquerade breach, they instead become the primary suspect for the initial crimes unless they spend at least five dots in appropriate Backgrounds to hide themselves from hunters and others.

●●●● Pyramid of the Moon:

Vampires aren't the only monsters that prowl the ruins and pyramids of Mexico City. Perhaps your Pack saved one such creature from hunters or won its trust through a shared faith in Lilith or a clever ruse. Regardless of how, you've arranged for the creature to find succor among elJaguar's Host though ultimately its actions are your responsibility. Your Pack has a four dot supernatural Ally: a werewolf, a wraith, a changeling, or

perhaps something even weirder. Once per story, the creature comes to your aid within one to ten hours of being called. In return your Ally may call upon you to help with its own problems. Some Noddists believe these alliances are forbidden by the Book of Nod and you may have to defend your Ally from other Sabbat. Either by justifying your friendship based on the Word or by winning a Monomacy against those who denounce such relations.

●●●●● **Before the Throne:** Your Pack can depend on a committed cadre of Sabbat Cainites awaiting the night when the Sabbat can reclaim their lost territory and rule openly as Caine did in Enoch. These Sabbat serve elJaguar but more importantly they serve the dream of the Black Hand reborn. Your Pack can either take elJaguar as a five dot Mawla or split six dots among Haven, Herd, Resources, and Retainers.

JACK DOLORES

[SERAPHIM: SABBAT PACK LORESHEET ONLY]



Jack is the only Thin-blood among the Seraphim, and his Host is unsurprisingly dominated by the youngest Antitribu and Caitiff. While he's certainly demonstrated the martial prowess and political acumen required of a Seraphim, his youth has also marked him as impulsive and incautious. More than a few of Jack's Packs have been destroyed by

the Second Inquisition and it is believed only his aggressively nomadic unlife style has spared him from a similar fate.

Jack was an early adherent of the Path of the Sun, but many suspect he now follows Cathari. His Host is a mixed force of vampires and ghouls who dream of fighting on the front lines of the Gehenna War.

Despite his youth and weak blood, Dolores also claims to hear the call of the Beckoning. As a nomad he constantly travels in search of new recruits and often finds a very receptive audience among Thin-bloods suffering under the rule of the Camarilla. A Prince can quickly find himself under siege by a unified and newly enlightened horde of duskborn after only a few nights of Jack's fiery sermons and message of liberation.

LORE

● **Signs and Shitposts:** Jack's followers share information over social media with coded slang and tag domains they travel through with street art ciphers. This lets other nomadic Sabbat understand what dangers and opportunities await them within a new domain. When entering a new domain or city, your Pack gains two automatic successes on any roll to understand the vampiric political situation as it currently stands. The Storyteller doesn't have to reveal any well-hidden secrets, but your Pack will often know which power brokers are running the show and who their rivals are within the domain.

● ● **Clean Hands:** Mortals are not only useful, but necessary to fight the Gehenna War. Jack's Packs treat their ghouls as potential recruits and see their service to the Sabbat as their chrysalis stage. Your Pack can spend three-dots on up to three Retainers, these are ghouls who have willingly consented

to serve the Pack and understand the basics of Sabbat ideology. They may even try to adhere to one of the Paths of Enlightenment.

● ● ● **Hunters Hunted:** Though the Second Inquisition has been on Jack's trail for years, Jack also keeps an eye on them through his mortal allies. Though your Pack may only find out minutes in advance, you can always depend on some kind of advance warning when these hunters stage an ambush. Once per Story, your Pack can redirect such an ambush at another group of vampires if you know their current location or Haven by feeding false information to the hunters. At the Storyteller's discretion, misleading the hunters in this way could also negate early warnings for the rest of the Story as they temporarily improve their operational security.

● ● ● ● **Weapons Cache:** Jack's Packs hide weapons as they move and mark the location of armories. They

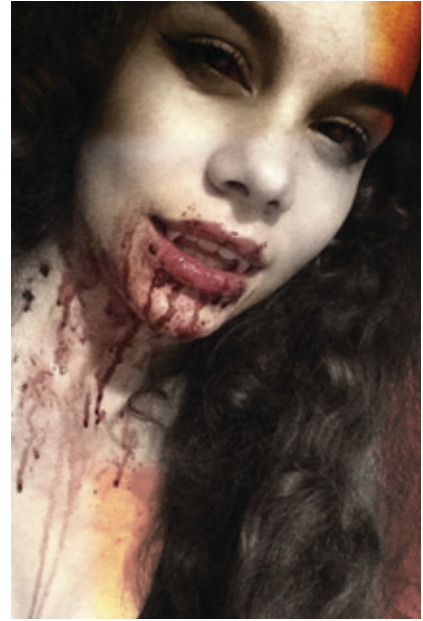
also make use of blackmail, bribery, and dominate to coerce mortals into giving up advanced weaponry for the cause. Once per Story, your Pack can arm themselves with military grade weapons and equipment. If there is a question as to what kind of equipment is available, the Pack has access to anything that can be acquired with three-dots of Contacts and Resources. Mortal authorities and the Second Inquisition will spring to action if this material is used indiscreetly and this may even lead to consequences for the Pack's allies and mentors.

● ● ● ● ● **Jack's Back:** Your Pack has become an indispensable part of the Host and you can count on Jack to have your back. Your Pack gains either Jack Dolores as a five-dot Mawla or six dots to split among a group of Thin-blood and ghoul Retainers that serve your Pack with almost suicidal devotion.

GENEVRA

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

Genevra Giovanni never denies the rumors of her own diablerie, but the secret of her return has made her the focus of devotion for many Reapers and Hecata Antitribu. Once a powerful ally of the Black Hand, Genevra was thought devoured by the necromancers of Venice. She has somehow managed to return from the final death. Despite the elimination of her rivals by the Hecata, Genevra has no interest in claiming kinship with the enslaved remnants of the Giovanni. Instead she found a home among the Antitribu Hecata, Harbingers, and Samedi who remained loyal to the Sabbat. While her influence in the mortal world has diminished since she was diablerized, she has returned with spectral allies and a unique insight into the nature of diablerie, final death, and immortality. Her Host is relatively small when compared to other Seraphim, but many powerful followers of Death and the Soul are counted among them. Those that follow Genevra believe that the secret to destroying the Antediluvians lies in commanding death itself.



LORE

● **Haunted Rite:** Genevra's followers have a special knack for making their havens particularly hospitable to the worst the underworld has to offer. The Pack gains a two dot Haven with the Flaw: Haunted (●). The Haven is a nexus of Spectres (see V5 Corebook, pg. 377) who can be bribed, persuaded, or bullied into helping the Pack at the Storyteller's discretion.

●● **A Smart Investment:** The Hecata Antitribu Seraphim resources run deep, and she is not stingy when it comes to sharing them with those who will make good use of them. The Pack may split four dots among Resources and Influences. Once per Story the Pack can reassign these dots as they see fit.

●●● **Dangerous Allies:** Genevra once used her connections to manipulate church hunters on behalf of the Black Hand. In return Sabbat Removers would sometimes pledge the souls of their victims to her. Perhaps these

tributes gave her the power to return from the underworld. While she holds no sway over the newly formed Second Inquisition, she still holds sway over a few vampire hunters. The Pack gains three-dots in Contacts (Hunters). These are independent hunters who will not hesitate to turn on the Pack if they discover the Cainites' true nature.

●●●● **Abyssal Mentor:** The Pack gains Genevra as a four dot Mawla. She is very happy to teach them Disciplines or Oblivion Ceremonies, though she often expects much in return from her pupils. Genevra is also a unique source of lore concerning the history of the Black Hand, the Giovanni, and the so-called underworld.

●●●●● **The Khan Jalan-Aajav:** Reportedly destroyed by the Second Inquisition, the former Khan of the Black Hand Jalan-Aajav is rumored to often be at Genevra's side. Whether he is Cainite or Spectre is unknown, but it

is said their unique bond survived the final death. Now the ancient murderer serves her personally. Once per Story your Pack may ask Genevra to call upon the Aajav-Khan to eliminate an enemy of the Black Hand. Genevra will always want something in exchange for her help, but will only deny these requests if your Pack has proved untrustworthy in the past. Use the Path of Caine Slayer (see V5 Sabbat pg. 35) or the Blood-thirsty Sheriff (see V5 Corebook pg. 375) for his stats, but add Protean 5 to his list of Disciplines. When Jalan-Aajav is destroyed, or completes his task, he fades away in a wisp of smoke and shadow but always returns to Genevra's side. Although his supernatural nature is unclear, in all respects Jalan-Aajav should be treated as a vampire and powers of Oblivion and/or Wards against spirits have no special effect on him.

NAWAL BINT HAWA

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

When Nawal answered the Gehenna War she focused her attention on the strongholds of the Ashirra and Banu Haqim. Her training as a former Black Hand Dominion came into play as she politically isolated the overconfident Judges and crafted the years-long siege that would topple their greatest fortress.

Nawal seeks nothing less than to be the Regent and the vessel of Caine's glory. The Basalt Throne calls to her in dreams, and she suspects that her bloodline fulfills a prophecy that will see her end the reign of the Antediluvians. This preoccupation also means Nawal tends to favor Antitribu of the Banu Haqim. Her most trusted captains are marked with a magical brand of a black crescent moon that matches her own.

With the defection of the Lasombra, Nawal cultivates younger Sabbat by promising them positions of power. She recruits Packs that are not only bloodthirsty on the battlefield, but capable in political duels. Nawal considers Amira alNabigh her greatest rival for Regent and envies the personal glory Amira won for herself at the gates of Alamut.



LORE

● **Web of Boons:** Nawal has used her network of spies and removers to bribe and blackmail Emirs, Princes, and Barons. As such, she has an impressive cache of favors and boons owed to her through an intricate web of proxies. Once per Story your Pack may ask her to call in one of these favors to gain a Minor boon against a non-Sabbat vampire (see V5 Corebook pg. 315).

●● **Marked by the Black Hand:** Nawal rewards her most capable followers with induction into her personal retinue. Everyone in your Pack is marked with a magical brand on either their palm, back, or chest. This black crescent used to serve as a badge of office for the Sabbat's secret police and enforcers, but that is a distinction lost to all but the Sect's elders and lore keepers. Once per Session when anyone in your Pack reveals this brand, everyone in your Pack increases their Sabbat Status to two-dots and suppresses the Suspect flaw

for a Scene. Sabbat elders may offer you special aid, but they will also understand that you are Nawal's personal spies.

●●● **Your Secrets are Sweet:** Even the secrets of the other Seraphim are not safe from Nawal's spies. Once per Story, your Pack can replicate a one or two dot ability from another Seraphim's Loresheet. The replicated power works exactly the same as described in the original Loresheet.

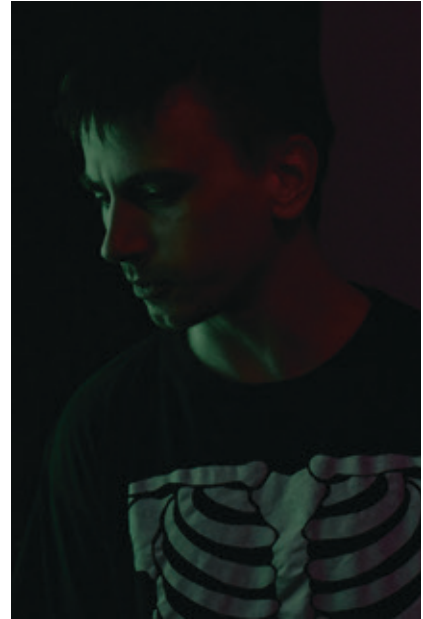
●●●● **Dearest Daughter of Eve:** Nawal adheres to a strict form of the Path of Caine that exults in her clan's addiction to vampiric blood. Usually only Banu Haqim catch her eye, but she also mentors Sabbat that have proven their personal loyalty to her. Nawal is a five-dot Mawla willing to assist your Pack with Paths of Enlightenment, Disciplines, and Blood Sorcery Rituals. She is a demanding mentor and those Packs that fail to meet her expectations can quickly see her turn into an adversary.

●●●●● **Drink Deep:** Those who serve Nawal's Host are taught how to best destroy others of their kind. The secret methods of the Banu Haqim and the Removers of the Black Hand. Once per Story, when a Packmate inflicts Aggravated Health damage on a vampire, they gain two additional dice on the attack roll. Alternatively, this ability can be used once per Story by a Packmate to gain a +2 die bonus on the Humanity + Blood Potency roll to absorb powers through Diablerie (see V5 Corebook pg. 234).

OSCAR ABADÍA

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

Oscar Abadía wasn't meant to survive his first night as a vampire. A shovel head created during the mass Embrace of hundreds, he was thrown into the meat grinder of the Gehenna War but somehow survived. Oscar took quickly to the brutal unlife of the Sabbat and became a respected scout, spy, and provocateur. Although he is disliked by traditionalists, Oscar has a devoted following among young recruits and Cathari hedonists. His quick wit, adept use of social media, and modern take on Sabbat ideals have led many to believe he could rebuild the Sabbat as its next Regent. Oscar's tech savvy has made him the youngest of the Seraphim to be considered a serious contender for the Throne of Caine. Encrypted web portals and charismatic hyperbole are Abadía's trump card, leaving many older Seraphim to wonder how an upstart could have eclipsed them in popularity. His "Our Blood" podcast has even gained a following among Anarchs, who might not realize his true allegiances as Oscar uses humor to tackle subjects such as diablerie and the Beast within.



LORE

● **Your Blood:** Oscar doesn't directly contradict the Antitribu orthodoxy of the Sabbat, but he does delight in poking fun at his own mysterious Clan identity and often refers to himself as a "tiktok poseur", "Facebook refugee", or "memelord". He encourages his followers to be unafraid of what makes them weak, because it also makes them strong. Everyone in your Pack can re-roll all the dice in a Rouse check when using one of their clan Disciplines once per Session.

●● **On Our Next Episode:** Oscar is constantly innovating how he gets his message out and figuring out how to listen to a live broadcast can be a puzzle in and of itself. Internet radio on the dark web, hidden Youtube channels, and scrambled Insta photos are all ways he's reached out to his listeners in the past. Once per Story, everyone in your Pack may listen to one of Oscar's live broadcasts and recover one point of Willpower or reduce their Hunger by one.

●●● **Our Blood:** Knowing what makes your enemy tick is a good place to start if you're planning on killing their daddies. Oscar's quiz show like breakdown of the clan founders and their lineages is a popular, if not entirely accurate, feature of his podcast called "The Thirteen". Once per Story, your Pack can ask the Storyteller for one piece of information regarding the powers, weaknesses, or modern issues of any one clan of vampires.

●●●● **We Did it Reddit:** Your Pack has worked with Oscar in the past and he taught you a few tricks about investigative journalism and eavesdropping. If that fails, you've also learned the best places to ask questions online. Once per Session, one of your Packmates gains two automatic successes on an Awareness, Investigation, or Technology roll.

●●●●● **Please Welcome...:** Your Pack helps produce and provide content for Oscar's social media. Maybe some of you have even been on air with the Seraphim himself. You gain Oscar as a three-dot Mawla and everyone in your Pack gains the benefit of having been Zeroed (see V5 Corebook pg. 192). Additionally, everyone in your Pack gets +2 dice when rolling to resist attempts to research or discover their online activities.



THE OUROBOURS SYNOD

[SERAPHIM: SABBAT PACK LORESHEET ONLY]



The Ourobours Synod are a group of Lasombra and Tzimisce Bishops that briefly claimed Praxis over parts of Delaware and New Jersey during the early nights of the Gehenna War. Their rivalry with Philadelphia's Hanged Man coven led to a proliferation of magical "dream warfare". Their battles unleashed a plague of nightmare creatures and poisoned

the minds of hundreds of psychically sensitive mortals along the East Coast. Fleshcrafted servants and Koldunic Blood Sorcery made the Synod stubborn opponents, but eventually they had to cede their territory. The Second Inquisition and the call to devour elders farther afield forced the Synod to uproot themselves.

While the details are unclear, it's believed the Synod gathered a following in Europe and North Africa as their Host feasted on ancients hidden in the Atlas and Carpathian mountains. Although their numbers are small, the Synod's Host is supported by powerful war ghouls and a cadre of vampire warriors infused with ancient blood and proficient in mind warping dream magic. Now the fiends have refocused their attention on old enemies in North America.

LORE

● **Face Off:** The Synod has many Tzimisce within its ranks happy to change a face on a moments notice. Once per Story, everyone in your Pack can change their faces through fleshcraft. As long as they retain these new faces they also suppress Mask flaws such as Known Blankbody or Known Corpse for the rest of the Story. It may become more difficult to use backgrounds such as Fame, Influence, Resources, or Status as long as their faces remain changed. A Packmate can revert to their original face by Rousing blood as if they were healing a wound. The Nosferatu clan Bane is not suppressed by this ability and their Bane Severity is added as a bonus to any rolls to discern their true identity.

●● **Dream Thieves:** Your Pack has been trained in the basics of dream stealing. Everyone in your Pack has a +2 die bonus on all rolls dealing with dreams. Once per Session anyone in

your Pack can see a nearby mortal's or ghoul's dreams while they sleep. When this information is used for blackmail or persuasion it adds +2 dice to an appropriate skill roll. A ghoul or key mortal servant might also reveal information that could be worth a minor boon if traded to the right Camarilla or Anarch vampire.

●●● **House of Flesh:** The Synod keeps safe houses all over the world. These bolt holes are often spacious, but rundown and poorly kept. Piles of junk and mementos from former Tzimisce tenants and hoarders have to be cleared out before the space can be properly used. The Pack gains a three-dot Haven with the one dot flaw Creepy. As an added bonus, the Synod provides two monstrous Szlatcha (see V5 Companion pg. 22) to maintain the expansive property. As long as the ghouls are regularly fed, they will serve the Pack loyally.

●●●● **Territorial Claims:** The Synod is intent on reestablishing the Sabbat's claim to cities and domains. They happily provide resources to Packs willing to put down roots and challenge the other Sects for Praxis. Add three dots to your Arena's Grasp trait (see pg. 44) as long as your Pack maintains at least one uncompromised Haven.

●●●●● **Vozhd Unboxed:** The Synod have a few Vozhd under their control and grant them to Packs that are willing to stake a claim on their behalf. Once per Story, your Pack can call upon a Vozhd war ghoul. This beast is not subtle and will go on a rampage the first chance it's let loose (see V5 Companion pg 23). If the creature is wasted or the Pack fails to claim territory through its use, the Synod will think twice before granting them another in the future.

CLAUDIA BYRD

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

The Ministry are not gentle when bringing a new childe into the fold and Claudia's experience was no different. She rejected her abusive sire's claims that her suffering at his hands would make her stronger. Claudia defected to the Sabbat after a particularly gruelling night in which her sire yet again tried to tear away at her personhood. Though the Black Hand weren't any gentler, at least Claudia chose them for herself.

Now she settles scores with the Ministry by toying with the Anarchs and undermining the so-called Church of Caine and Temple of Set. Claudia is a Unifier, and before the Gehenna War she called herself an Archbishop. She was one of the first Sabbat to gain a following as a Seraphim after taking credit for the failure of the Camarilla to absorb the Followers of Set into their ranks. Claudia's Second Skin Host is known for their skills of infiltration and they excel at pitting allies against each other. Since she knows the Ministry's tricks so well the Anarchs have few defenses against the subtlety of her manipulations.



LORE

● **Culture Map:** Your Pack has picked up a great deal of the lexicon and lingo of the Ministry and Anarch Movement. Your Pack knows how to speak to Anarch vampires and can even identify well-known vampires in the movement without too much trouble. Your Pack gains +2 dice on any roll to identify an Anarch or Ministry vampire and you all can use their slang with ease.

●● **Gang Town:** Your Pack keeps up with the people running the streets. Mortals are useful tools, and often the most useful of them are the ones that live where the rubber meets the road. Executives and politicians may think they're in charge, but gangs can bring a city to its knees if properly motivated. Especially the most powerful gang on every block, the boys in blue. Your Pack gains three dots of Influence in either Street Criminals or the Police.

●●● **Cash and Carry:** Like many Unifiers, Claudia encourages her Packs to develop a deep network of disposable mortals with useful skills and resources. While they should never become indispensable, mortals can provide an extra layer of protection that can make all of the difference. Your Pack gains four dots to split between Contacts and Resources. The Contacts should be in the police, criminals, or reporters; while the Resources should be predominately invested in cash, cars, and stolen goods.

●●●● **Alternate IDs:** Claudia understands that the virtual world is an important battlefield in the Gehenna War. She depends on her younger followers to navigate that space to piece together false mortal identities for her infiltrators and spies. This also allows her to fake Anarch credentials for her most trusted operatives. Unfortunately the Ashirra and Camarilla are too old fashioned to

fall for this particular ruse. Everyone in your Pack gains two dots in Mask. Once per Story, everyone in your Pack can gain one dot of Anarch Status for the remainder of the Story. This cover is local and your Pack will need to convince other Anarchs to vouch for them if they travel to another city or domain.

●●●●● **Blackmail:** Thanks to Claudia's intelligence networks, you are able to enter a city with some damning information about one of the local leaders, whether a high priest of the Ministry, or an Anarch gang leader. Once per Story, your Pack may ask Claudia to spill her secrets to gain a Major boon against one Anarch or Ministry vampire (see V5 Corebook pg. 315). At the Storyteller's discretion your Pack can suggest a target for this boon, but Claudia will always prefer to target Ministry vampires - especially those that serve the Temple of Set.

THE BRATOVITCH

[SABBAT OR TZIMISCE ONLY]



Bratovitch have a gruesome reputation as cannibals and kennel masters that are overly fond of their pets. Their foul temperament, paranoia, and rustic lifestyle also win them few friends among the living. Ironically, the qualities that make them odious company, also make them incredibly useful allies and tools for the Sword of Caine.

The Bratovitch ghoulish family has served the Tzimisce since the clan ruled as Beys and Voivodes in Eastern Europe and Asia Minor. Their family hatred for werewolves and Fair-Folk was born from clearing their masters' lands of such pests, and their compounds are often trapped and warded against such creatures. Even the youngest among the Bratovitch carry silver and cold iron when they leave the safety of their compounds, and their pets are often specially trained to hunt those cursed with shifting skin.

In the modern nights the insular and rural Bratovitch have survived mostly intact. While a few of their matriarchs have betrayed the Sabbat to serve Tzimisce Anarchs, most of them have remained loyal to the Black Hand. Their skills as beast handlers, torturers, and wardens serve the needs of the Gehenna War now.

LORE

● **Kennel Masters:** You gain a two-dot Retainer. This is an animal ghoul trained by the Bratovitch, usually a wolf, owl or large dog. These beasts are trained to deal with the supernatural and are never spooked by the scent or unnatural appearance of lupines, fair folk, vampires, or wraiths.

●● **Hunting Buddies:** You gain three-dots in Contacts (Bratovitch) and gain a Specialty in either Animal Ken, Survival, or Occult. The Bratovitch have access to weaponry, hunting equipment, off-road vehicles, and rare gear such as bullets, bear traps, and torture tools made of silver or cold iron.

●●● **Loyal to the Old Ways:** The Bratovitch are superstitious, surly, and foul tempered, but having one as a servant is often worth putting up with their attitude. With a Tzimisce master though a Bratovitch's temperament often shifts with an off-putting suddenness, their gruffness being replaced with

grovelling and an obsequious desire to serve the blood of the Old Clan. You gain a Bratovitch Revenant (see pg. 99) as a three-dot Retainer. The Difficulty of all of your Animalism powers and the Fleshcrafting Protean power (see V5 Companion pg. 27) are reduced by 1 when your Revenant is present and able to assist you. Also, unless you command otherwise, a Bratovitch Revenant will often carry a silver or cold iron knife or cleaver on their person to ward off lupines and the fair folk.

●●●● **Country Escort:** The wilds are dangerous, but the Bratovitch understand how best to protect their undead charges. Heavily armed with both silver and cold iron on hand, Bratovitch convoys make short work of lupines or hunters obstructing the passage of their passengers. Once per Session, you can call upon armed Bratovitch guardians when you travel over long distances or cross-country. Not only do they know

the back roads exceptionally well, but they also have deep family connections with local authorities. Treat the Bratovitch as three dots in Allies and three dots in Influence (Transportation).

●●●● **Family Compound:** You are welcome among the notoriously inhospitable Bratovitch family and you know the location of one of their family compounds. The family itself aids you as a three-dot Mawla. You can use their estate as a three-dot Haven, although you are expected to keep the location secret. Once per Story you can call upon a Bratovitch matriarch to tutor you in Animalism, Potence, or Protean. Although they cannot teach Dominate powers, they can teach any Protean amalgam that shapes flesh and bone, such as Vicissitude or Horrid Form (see V5 Companion pg. 27). Their methods also reduce any time needed to learn these powers by half.

THE THRONE OF CAINE

[SABBAT ONLY]

Noddist scholars refer to a time of strife and tribulation when the Dark Father and Dark Mother will struggle for dominion at the end of days. While some believe this refers to Caine and Lilith fighting over the resolution of Gehenna, others suspect that the Dark Father may actually be an anti-Caine, an Antediluvian posing as the architect of Enoch. Whomever the master of Gehenna will be, there is one symbol that almost all Noddists agree upon. The Throne of Caine.

From the ashes of Gehenna, a new master will rule an empire of blood; and from a Basalt Throne they shall judge mortal and vampire alike. While the throne is often spoken of metaphorically in the Black Hand as the right to rule, some believe it truly exists. An artifact from lost Enoch or perhaps even the land of Nod. Though even the Regents of the Sabbat never claimed the throne as their own. They styled themselves as caretakers awaiting the return of the first vampire. Only Caine can claim the Basalt Throne and wield the Sabbat as a sword, but who's to say that Caine has not chosen a successor among the faithful?



LORE

● **Ritual Absolution:** Your skill with the Ritae have impressed the faithful, and some say you are favored by Caine or Lilith. Bishops and Archbishops will often invite your Pack to High Holidays in hopes that you will demonstrate your methods and procedures. Gain one-dot in Ritae and the one-dot Innovator advantage (see pg. 93).

●● **Witness Me:** You were the focus of a dark miracle and word of it has spread among the Black Hand. Perhaps Caine appeared to you in a vision or you survived against impossible odds by faith alone. Regardless of the details, you gain one dot of Fame and Status in the Sabbat. Once per Story, you can use your legend to bypass an obstacle when it is appropriate. The Storyteller can use your story to send enemies after you.

●●● **Supreme Confidence:** Sabbat outside of your Pack look to you for leadership and rumors have begun to spread that you have support among

the Prisci of the Black Hand. You gain two dots of Sabbat Status or a two dot Mawla. Once per Session, you can regain one Willpower or you can heal one Aggravated Willpower damage suffered by another Sabbat by speaking to them about your faith or destiny.

●●●● **Political Creatures:** You've started to gather a following within the Sabbat. Whatever your ambitions, you understand that you'll need allies and servants to carry out your plans when the time is right. If an opening ever presents itself in the Black Hand's chaotic hierarchy you will have the tools to take advantage of the situation. You gain four dots that you can split among Allies, Mawla, and Retainers. Once per Story, you can decline a Monomacy (see pg. 64) challenge without losing face or conceding to the challenger. You cannot be challenged to a Monomacy by anyone for the rest of the Session. While nothing prevents them from challenging you

again in the future, a savvy Cainite might find a way to dissuade them.

●●●●● **The Throne Awaits:** The Throne of Caine stands empty and the Sabbat has never stood so long without a Regent to lead them. It's unclear why the Prisci council has yet to elevate one of the remaining Cardinals, but many suspect it is because none of them command enough respect to unite the Sword of Caine. Especially with the rise of the Seraphim and their almost cultish following. Few Sabbat could even name one of the aloof Cardinals that seemingly spend their time marshalling resources and logistics while the young fight and die on the front lines. You gain one dot of Status and Fame in the Sabbat, can never gain the Suspect or Shunned Flaw, and your name is often raised as a potential Regent. Admirers and rivals will seek you out.

THE ZANTOSA

[SABBAT OR TZIMISCE ONLY]



Aghoul family renowned for its debauchery, hedonism, and wealth, the Zantosa served the Tzimisce for centuries before pledging their loyalty to the Sabbat. In the modern nights, the Zantosa are greatly diminished. While many still serve the Sabbat, a few of their patriarchs have reverted to serving elders of the Tzimisce clan directly.

As is common among Tzimisce bred ghoulish families, the Revenants of the Zantosa live on communal estates until they come of age or pledge themselves to a vampire master. Although Revenants live unusually long lives and can develop vampire-like powers as they get older, most of their supernatural talents are only unlocked if they regularly feed from a Cainite. The Zantosa live idle lives of pleasure and sport, pursuing the finer things during the day and revelling in filth at night. The Tzimisce carefully mingled the bloodlines of several prized lineages centuries ago to produce the Zantosa with the predictable result of creating a brood of spoiled and privileged dilettantes. In the Sabbat they proved their worth as procurers of blood and cash, even though their past cozy relationship with unaligned Tzimisce ancients always made them suspect.

LORE

● **Party People:** You have friends among the Zantosa and they're always happy to party with you. No strangers to vampires and the cruel ways of the Sabbat, they always know where to find willing victims. You gain a two dot Herd. This is a group of blood dolls that are regularly plied with alcohol, designer drugs, and money by the Zantosa.

●● **A Taste of the Good Life:** The Zantosa treat you like family and maybe you were in your breathing days. You gain three dots in Contacts (Zantosa) and you gain a Specialty in either Persuasion, Subterfuge, or Occult. While the Zantosa can provide any information or gear regularly available to the rich and famous, they can also procure drugs and black market goods.

●●● **Pledged to Service:** The Zantosa are known for their grace and cunning. As prized vassals of the Old Clan, many were groomed for the Embrace and several Tzimisce elders share their

blood. You gain a Zantosa Revenant (see pg. 99) as a three dot Retainer. The Difficulty of all of your Presence powers and the Fleshcrafting Protean power (see V5 Companion pg. 27) are reduced by 1 when your Revenant is present and able to assist you.

●●●● **Pleasure Palace:** You are welcome among the infamously hedonistic Zantosa family and know the location of one of their last family estates. The family itself aids you as a two dot Mawla and you can use their estate as a three dot Haven, although you are expected to keep its location a secret. Once per Story you can call upon a Zantosa patriarch to tutor you in Auspex, Presence, or Protean. Although they cannot teach Dominate powers, they can teach any Protean amalgam that shapes flesh and bone such as Vicissitude or Horrid Form (see V5 Companion pg. 27). Their methods half any time needed to learn powers.

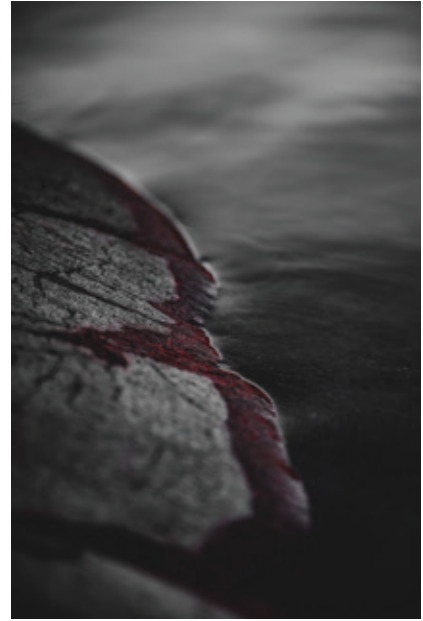
●●●●● **Vice Lords:** Despite their rich tastes and high society trappings, the Zantosa are at heart a criminal enterprise. Branches of this ghoulish family have their fingers in almost every aspect of the illegal market for sex, drugs, and gambling. As a confidant of the family they are willing to use their considerable influence on your behalf. They are also a great source of gossip concerning the comings and goings of the eldest among the Tzimisce clan. You gain five dots in Influence (Vice). Once per Story, you can ask the Zantosa to identify the resting place or domain of a Tzimisce elder. If the elder comes to harm after the Zantosa reveal its location to you, this Loreshet ability and the Influence it grants become unusable for the rest of the Story and at the Storyteller's discretion you may have to work to regain the Zantosa's trust. Though this family of libertines rarely hold grudges for long.

THE OAXACA DIARIES

[SABBAT ONLY]

The Diet of Oaxaca was the last Synod or gathering of Sabbat Scholars before the Black Hand abandoned its old ways for the permanent war footing of the Gehenna War. While the exact purpose of this gathering has been lost in the intervening few decades, the notes and commentaries of several anonymous participants have been gathered into the text known as the Oaxaca Diaries.

While these notes are not held in the same regard as the Book of Nod, they have inspired several Numinous Ritae and have shaped the Sabbat's modern thinking on the nature of the Antediluvians and Gehenna. The diaries also predicted the betrayal of the Sabbat Lasombra and blamed several Lasombra elders for the violent collapse of the Synod when the gathering refused to acknowledge several key findings. The most controversial idea to emerge from the Diet at the time was the continued existence of the Lasombra and Tzimisce Antediluvians. While many accepted this as the failure of their elders, the gathered Lasombra saw it as a fatal challenge to their leadership by the Old Clan.



LORE

● **I Read Your Diary:** You have a mostly complete copy of the Oaxaca Diaries. Once per Session gain a +2 die bonus on a roll related to the Word. Possession of this text also gives you one dot of Status when dealing with Noddists, Lasombra elders, or the heretical Church of Caine Gehenna cult.

●● **Denying the Blood:** The Oaxaca Diaries make a distinction between the usurpers or false Antediluvians and the true Antediluvians known as the masters of Gehenna. While the original clan founders are believed to be "beyond the touch of death", the false Antediluvians could be denied or even supplanted. Whatever portion of power they stole from the ancients could be stolen in turn. Once per Session, reduce your Bane severity by 2 for one night. If this reduces Bane severity to zero, you also ignore Clan and Path Compulsions for the remainder of the night.

●●● **Monçada's Last Testament:**

It is said that the head of Ambrosio Luis Monçada spoke for several nights after his decapitation. The fallen Cardinal's dead lips revealed that many Lasombra in the Ashirra, Sabbat, and Camarilla belonged to an ancestor worshiping cult known as the Amici. The Oaxaca Diaries transcribe this posthumous confession and detail the pogroms of the Amicis elders within the Sabbat. You receive a +2 bonus to any die pool to resist Oblivion powers and you cannot be held, restrained, or grappled by shadow powers of any kind. Also once per Story you can ask the Storyteller for one piece of information concerning Lasombra history.

●●●● **Armed Against Aeons:**

Along with notes and conjecture concerning the nature of the Antediluvians, the Diaries also include a collection of notes and commentaries on methods to combat and defy the Third Generation.

You gain one dot in the Ritae Advantage (see pg. 93) and you know one Numinous Ritae of your choice (see pg. 67). Also once per Story, you can ask the Storyteller for one piece of information concerning the myths and lore of the Antediluvians.

●●●●● **Lessons Unlearned:** The

Diet of Oaxaca was the last Synod of the Sabbat. Many within the Black Hand would pay well to learn the lost secrets of this gathering or to cover up their own role in its failure. Upon gaining this Loreshheet ability, either gain a Sabbat elder as a five dot Mawla or take a level five Seraphim Loreshheet ability of your choice instead. You cannot already possess this Seraphim Loreshheet ability and its effects only benefit you, not your entire Pack. If you gain a Mawla from your choice, they will take possession of your physical copies of the Oaxaca Diaries in exchange for mentoring you.

Non-Stop Disaster Clique

JYHAD CELL PACK



Fatima "Buzzsaw" Arslan -- Twisted flesh shaping shovel head->

Allies with a Bahari Cult with Occult ties

Prof. Samal, a Touchstone that reminds Fatima of her mortal life

---Hard to kill, that's useful-->

<-A powerful warrior, Would make a terrible Priest-->

--Not a scholar, but a leader-->

<- Literally my best friend-->

Darva "Doll"

<-Fun to mess with. He's so serious all the time-->

Feeds Pickles the possum and master spy

<--Limitless zeal, but they require direction -->

<-We agree to disagree -->

The Priest

Laurent "Sis" Cassis

<-Caine sees your lack of faith -->

Eric "Eyes" Oldson -- Clanless brute with a god complex->



Mawla is a Salubri Priscus that helps the pack out when they need to travel



Keeps a ghoul named Filth, who guards the haven

Pack Goals

- Let's eat the Prince and blame it on the Anarchs!
- Steal Book of Nod fragments from the Tremere!
- Uncover who's running the local Gehenna cult!

SAFE PLAY WORKSHEET

[THE BLACK HAND]

LINES

- Animal cruelty
- Bestiality
- Bodily functions
- Body mutilation
- Child death
- Force feeding
- Gender-specific slurs / TERFs
- Imprisonment
- Nazis / Fascists
- Needles
- Pandemics
- Racial slurs
- Sexual violence
- Spiders
- Starvation
- Torture
- Other (
- Other (
- Other (
- Other (
- Other (
- Other (

VEILS

- Animal death
- Animal experimentation
- Body horror
- Child endangerment
- Childhood memories
- Consensual Sex
- Disturbing visions
- Dreams or nightmares
- Emotional abuse
- Human experimentation
- Mental instability
- Physical abuse
- Physical illness
- Police brutality
- Religious cults
- Torture
- Other (
- Other (
- Other (
- Other (
- Other (
- Other (

THE BLACK HAND



THE X CARD

THE BLACK HAND



THE FADE CARD

THE BLACK HAND

PLAYING THE SABBAT

To bridge an abyss, a sword is required.

But nothing is gained without leaving something behind.

If the prize is everything...

How much of yourself would you cut away?

A comprehensive guide to the selfless and inhuman warriors of the Sabbat for V5, this book contains:

- New Chronicle Tenets, Predator Types, and Ritae
- Detailed Safe Play section for The Sabbat
- Over 20 new Discipline Powers and 18 Loresheets
- How to run a Sabbat Pack with 12 Pack Types
- Makes full use of Sabbat: The Black Hand for V5
- Detailed rules for Sabbat Paths of Enlightenments
- The return of House Goratrix, Revenants, and more

WORLD OF
DARKNESS



Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

