

Player's Guide to The Sabbat

The Horror Builds

By **Steven C. Brown**

In the fifteenth century Sabbat Assemblies reached their height on the European continent: with additional widespread belief in acts of cannibalism at these conventions

- H.C. Lea, *Materials Towards a History of Witchcraft*

The very earliest stories, told as the night fell upon frightened hunters, told of evil hidden by the darkness. Unseen horrors sat in the shadows, and the storytellers turned their fears into tales of the utmost terror.

Those nights are long gone, and for good reason - the horror is real. The monsters are there, squatting in the shadows, and death is their only quest. Prepare, for no one knows who their next victim may be.

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Chapter One: Introduction

He felt no remorse for what he'd done - and this frightened him.

He was free; this, too, frightened him.

So he savored his fear

...and rejoiced in the night.

- J.M. DeMatteis, Blood: A Tale

Welcome to the second sourcebook devoted to the Sabbat. This book makes it easier for Storytellers to use the Sabbat in their games. Most importantly, it provides the information needed to conduct a Chronicle revolving around Sabbat characters.

This chapter covers the basics of handling a Sabbat chronicle and offers suggestions on running Sabbat preludes.

Chapter Two goes into greater detail on handling Sabbat chronicles and the process the Sabbat follows in its Crusades, which make up some of the most exciting stories one can run.

Chapter Three describes the bitter and often violent politics of the sect and details two of the most important documents affecting it.

Chapter Four handles the only thing that could be more evil than politics - the demons corrupting the Sabbat. It also gives the Sabbat a brief but real ray of hope.

Chapter Five gives statistics for demons, details the Sabbat ghoul families and provides Storytellers with sample characters to use in their games.

Chapter Six has sample packs and locations for Storytellers to use whole cloth or from which they can borrow ideas.

Finally, Chapter Seven gives Storytellers a variety of stories ready and waiting for unsuspecting players.

The Sabbat

Characteristics of the Sabbat

The greatest of art is not to find what is common but what is unique.

- Isaac Bashevis Singer, Isaac Bashevis Singer Talks About Everything

Storytellers can stress any aspect of the Sabbat in their chronicles, making each one different and unique. Which aspects Storytellers and players prefer should take precedence in the game. Taken together, however, all of these characteristics make the Sabbat the unique entity it is.

Total Chaos: In the Sabbat, nothing is fully organized and planned out. There is always something going on about which certain leaders have not been told. Sabbat

may be sent on a mission to another city controlled by the sect, only to find themselves the subject of suspicion and scrutiny because the Sabbat of that city were not informed of the mission. Also, because Sabbat are never ordered to do anything, many Sabbat do not do what is asked of them or interpret such requests to suit their own goals. The method by which the Sabbat is run is never a smooth one.

Rebel, Rebel: The Sabbat see the Camarilla as the evil establishment. Though the Sabbat has its own hierarchy of leaders, titles, rules and intrigue, most sect members still see themselves as rebels. They often do things that Camarilla Kindred consider flagrant violations of the Masquerade. Despite this, the Sabbat hypocritically maintains a Masquerade of its own, though it tends to rely more on intimidation and violence than does the Camarilla.

Hunters and Killers: Sabbat are true hunters. They seek out and destroy those posing a threat to their own security. This includes the Inconnu, lupines, anarchs and most members of the Camarilla. One of the primary purposes of the Sabbat is to battle all those who oppose freedom or represent the forces of the Antediluvians. The Sabbat may seem paranoid, but sect members believe they are just taking precautions against attacks by a wide variety of enemies.

The Hunters Hunted: Sabbat are also hunted. Because of their nasty reputation, they are often hunted down and attacked by the Camarilla, mortals, lupines, anarchs and others. Even though attempts are made to convert the anarchs, the anarchs often take the offensive when they encounter Sabbat; anarchs just do not trust the Sabbat. It also seems that no one ever attempts to convert Sabbat away from the sect anymore.

Heroic: Sabbat see themselves as heroes of the vampire world. They are the ones willing to sacrifice all to save their own kind from destruction. Because of this, all who oppose them are seen as villains, even if they are more human-like. The sect's overriding goal is to protect the children of Caine from their parents. They believe Caine does not approve of the Antediluvian's plans for Gehenna, so Sabbat act as Caine's weapon against them.

Monsters: Sabbat are monsters through and through. They never openly cling to their human values, and they embrace a new morality - one they consider stronger, worthy of superior beings. Because of this, human life has

little value to them. This attitude is affirmed by almost every action in which the sect members engage. As the battle rages, the human body count will mount up, as either disposable food sources or new recruits.

Paranoia: Sabbat are obviously paranoid. Most Sabbat do not know the strength of their comrades' Vinculum for them, so they almost always fear betrayal. Sabbat monitor one another's actions for hints of traitors even more than do Camarilla Kindred. With the threat of Infernal Diablerie, clan conspiracies and Tremere infiltration, Sabbat are suspicious of both their leaders and their followers.

Mafia: In many ways, the Sabbat is like an organized crime syndicate, possessed of its own warped sense of honor. It also conducts illegal business, including drug trafficking, slave trade and gun running, to name just a few. In fact, the Sabbat has built a relationship with a number of criminal organizations. Most Sabbat find themselves constantly involved in illegal activities to draw a personal income through the sect.

Eschatological Fear: The Sabbat awaits Gehenna, weapons in hand, ready for the greatest of battles. Gehenna is an event the Sabbat can neither forget nor take lying down. The Sabbat is perhaps the only sect of vampires taking the Antediluvians' threat seriously. This great, apocalyptic shadow looms over all the sect's efforts. The sect stands at the vanguard, forever ready for the assault.

The Source of Conflict

A war regarded as inevitable or even probable, and therefore much prepared for, has a very good chance of eventually being fought.

- George Frost Kennan, *The Cloud of Danger*

This section helps Storytellers develop stories on their own and provides them with a list of possible conflicts. By no means is this a complete list of what can be done with the Sabbat; they are suggestions that can help Storytellers get started. During a Chronicle, it is certain that new foes who are not listed here will appear.

Sabbat versus Anarchs: The Sabbat has long tried to gain the support of the anarchists, but it has never had much success, due mostly to the nasty rumors spread by the worried rulers of the Camarilla. Sabbat clash more with anarchists than any other group. Despite this, anarchists have proven to be a most stalwart foe of the Camarilla in their own right.

Sabbat versus Camarilla: The Camarilla is the archenemy of the Sabbat. The Sabbat has one true goal—the destruction of the Camarilla and its Antediluvian manipulators. The Sabbat is claiming and reclaiming a number of Camarilla cities. The Camarilla of North America has its hands full dealing with the Sabbat.

Sabbat versus Inconnu: Inconnu vampires are often targets of Sabbat War Parties. The Sabbat sees Inconnu kindred as a threat because the Inconnu may support the Antediluvians. Sabbat usually go against Inconnu individually due to the ancient ones' great power. However, some poor Sabbat have found themselves facing a dozen or so Inconnu along with their ghouls and lupine allies and though it was never their intention to do so, the resulting confrontation was their last brave act.

Sabbat versus Setites: Haiti is a dark, magical place and one that the Sabbat wish to control. The Setites, who control Haiti, are much like the Sabbat, but many have

even fewer redeeming qualities. War between these two groups, whether in Haiti or elsewhere, is the most bloody and cunning of all vampire fighting. Neither side fears breaking the Masquerade to get what it wants, and both are led by self-serving, cunning leaders. Besides the Setites themselves, are even the Serpents of the Light trustworthy, or could they still be serving their former clan?

Sabbat versus Giovanni: The Giovanni's conflicts tend to be restricted to Sabbat Nosferatu, but the two groups occasionally go head to head. Recently, these minor conflicts have been over drug-related issues. The Giovanni are not foolish enough to face Sabbat in open war, but they control enough mortals to make unlife for their enemies difficult.

Sabbat versus Children of Osiris: The Sabbat has fought the Children of Osiris before, though it did not know it. Few Sabbat survive such encounters, but those who do simply believe their enemies were members of the Camarilla, though particularly odd ones. While the Children of Osiris seldom hunt Sabbat, when the two groups do cross paths conflict is inevitable.

Sabbat versus the Orient: The Sabbat has had little more success in its penetration of Asia than has the Camarilla. The sect found itself fighting Gaki and other, even stranger foes. The Gaki have recently fought the Sabbat in the United States, and the sect has begun to worry about the Asians' plans for the West.

Clan versus Clan: Within the Sabbat there is conflict between the various clans. The Panders are usually at the center of many disputes of this type, but they are never alone. The Ventrue *antitribu* and the Lasombra are always at each other's throats, and other clans often clash with one another over politics or honor. These disputes also take place between the *antitribu* and their original clans. The Nosferatu *antitribu* and their Camarilla counterparts get along well, but the others have had more than their share of problems.

Sabbat versus Clan: There are times when the entire sect acts against a single clan, either outside of or within the sect. This happens most often to the Panders. Some suggest the Lasombra would also be a good target. The Serpents of Light are currently the focus of attention.

Political Faction versus Political Faction: Possibly the greatest number of internal conflicts arise between various Sabbat political factions. While none have yet gone to war, there are still duels, assassinations and desperate intrigue rising from this unwillingness to see eye to eye.

Leader versus Leader: The last Sabbat civil war was fought because the sect split in support of various leaders. This still happens, though usually on a smaller scale. Disputes within packs fall into this category. However, there are disputes going all the way to Priscus over who is the rightful leader or holder of a specific title. While Monomacy is often used to resolve these arguments, some disputes are known to continue long after all those originally involved no longer exist.

Sabbat versus the Black Hand: The Black Hand is and always has been highly trusted by the leaders of the sect. It is an unspoken rule, however, to never give the Hand the opportunity to accomplish what the Sabbat can do for itself. This keeps the Seraphim's influence from

growing. Since the appointment of the newest Seraphim, the Black Hand is quickly becoming a focus of suspicion. If this leads to actual conflict, the Jihad will be very bloody and the sect will probably crumble apart.

Young versus Old: There is always conflict between young and old Kindred. The young Sabbat see the old as violators of the basic purpose of the sect simply by the elders' desire to stay undead at all costs. They believe the old are serving personal interests before the interests of the sect. Because of this, many hold all elders in contempt and refuse to serve them.

Nomadic Sabbat versus Founded Sabbat: During the last Sabbat civil war, nomadic Sabbat came into conflict with almost every founded pack they encountered. The nomads were seldom permitted to remain in a city for any extended time. The resentment this bred has been neither forgiven nor forgotten.

Path of Enlightenment versus Path of Enlightenment: There is little conflict between Paths, but when there is, it usually involves the Path of Power and the Inner Voice. Many vampires on this Path attempt to justify their desires and greed through spirituality. This type of conflict rarely leads to combat, but the intrigue can be almost as deadly.

Law versus Chaos: The question of loyalty versus freedom is at the very heart of the Sabbat. The answer is a complex combination of the two. However, these two aspects are very volatile when combined. Many Sabbat demand total freedom, seeing it as the only means to truly be loyal to the sect. Others believe the good of the sect must come before this freedom if the Sabbat is to survive.

Sabbat versus Disease: Due to the Vaulderie, the Sabbat has always had problems with diseases transferred through the blood. The Sabbat has had to become even more careful in recent years due to the HIV virus. The sect is not sure how deeply it affects the undead and does not wish to find out.

Inquisition versus Infernal Diablerie: Demonic infestation runs deep within the sect. Many sect leaders secretly follow the Path of Evil Revelations, and while the sect's Inquisition does what it can, the Inquisitors are closely monitored. This problem could lead to the eventual collapse of the Sabbat if nothing is done to end the corruption.

Sabbat versus Demons: Direct conflict with the forces of Darkness could eventually take place on a wide scale if nothing is done about the Infernal Diabolists. The Sabbat does not have the power to face a threat this big and still survive the coming Gehenna.

Sabbat versus Lupines: The Sabbat only goes after lupines when they pose a threat. Lately that threat has been growing. While Sabbat working for Pentex constantly clash with werewolves, most Sabbat do not encounter them on a regular basis. However, a number of lupine packs have attacked Sabbat nomads, ranting about something called "the Wyrms." Strife between vampires and werewolves has existed for centuries, and it is doubtful it will ever end.

Sabbat versus Mages: Wizards are very powerful, and their interests sometimes conflict with those of the Sabbat. The Sabbat has encountered a great deal of resistance within New York and a few other cities when it tried to tighten its control over mortal politics. Mages are very powerful, even if they are just juice bags, so confronting them directly is often an insane waste of power.

Sabbat versus Witch-Hunters: The Sabbat encounters the Society of Leopold and other Witch-hunters on a regular basis. However, few Witch-Hunters who go after Sabbat live to tell about their encounters. This does not

mean these mortals are easy kills; they are just too few when compared to their prey.

Sabbat versus Spirits: The Sabbat has long been plagued by attacks from the spirit world. Most problems originate from failed experiments by vampires following the Path of Death and the Soul. Ghosts can be difficult to fight, because vampires lack any real means to combat them other than Thaumaturgy.

Sabbat versus the Mortals: The Sabbat is and always has been unafraid of mortals, but this does not mean the Sabbat has never encountered tough opposition from the kine. The very origin of the sect dates back to the Inquisition - a mortal-driven effort despite what many self-proclaimed vampire historians believe. Today, the majority of conflicts with mortals occurs on a local level. Few humans accept the existence of vampires, giving Sabbat a natural edge over their quarry. However, humans vastly outnumber Sabbat, and humans are capable of great things when pushed to their limits.

The Use of Intrigue

*And oftentimes, to win us to our harm,
The instruments of darkness tell us truths,
Win us with honest trifles, to betray's
In deepest consequence.*

- William Shakespeare, *Macbeth*

At first glance, it appears there could be no intrigue among vampires who are all Blood Bound to one another, but the closer one looks, the thicker the web of deceit and subterfuge. The Blood Bonds shared by Sabbat are not nearly as perfect as other Blood Bonds. They vary greatly in strength and are very unpredictable. A Sabbat can drink from an acquaintance just once and share a stronger Vinculum with him than the one felt for a true friend. Besides, no Sabbat has a Vinculum for all other Sabbat. Thus, it is a common occurrence for a Sabbat to meet other sect members for whom she has no Vinculum.

Another important factor is that no Sabbat actually knows the strength of another's Vinculum for her, so she will never know if the loyalty shown is true or false until it maybe too late. Faking a stronger Vinculum is common among Sabbat. Pretending to feel strongly for others protects one from suspicion and allows the pursuit of personal plans without fear of being called disloyal.

It is up to the Storyteller to strengthen the doubt that exists concerning the Vinculum and to use it to increase the chronicle's intrigue. The players should never know who to trust. Of course, their characters are free to use the same method of deceit on other Sabbat.

The Use of Ritualism

*Deep into the darkness peering, long I stood
there wondering, fearing,
Doubting, dreaming dreams no mortal ever
dared to dream before.*

- Edgar Allan Poe, *The Raven*

Sabbat characters will have plenty of opportunities for *Auctoritas* and *Ignoblis Ritae*; it is up to the Storyteller to decide how they can best be put to use. Ritualism was instituted to heighten the sect's secrecy, but it had many other, more practical purposes. It provides common bonds by which all Sabbat are united, it promotes pack pride, and

it gives the sect methods of security against spies, traitors, defectors and weaklings.

When dealing with packs of Sabbat, Storytellers and players need to decide what rituals to follow. All packs are different, and the use of rituals helps illustrate the distinctions. The Sabbat considers its rituals a sacred part of its heritage and culture. Rituals are not carried out in mockery, but with a sense of reverence - though twisted reverence it may be. Rituals provide enjoyable roleplaying opportunities, especially the *Palla Grande*, the *Festivo de Estinto*, the Creation Rites and the Fire Dance.

There are times, however, when roleplaying some of the rituals may not be useful. If the Storyteller or the players feel uncomfortable roleplaying them, the rituals should be left out. There are also occasions when there is just not enough time to roleplay the rituals. In this case, simply describe the ritual. However, once the troupe begins playing out rituals, the characters (not the players) should practice them fervently, taking them very seriously.

Sabbat Preludes

It's only forever, that's not long at all

But lost and lonely, that's underground,

Underground

Panic, Panic æ Get me out of here!

- David Bowie, "Underground"

This section deals with preludes for characters recruited by the Sabbat. All characters should be recruited at the same time and by the same pack, starting all the characters on an even playing field. It also provides a common bond stronger than any bond shared among Camarilla coterie. The most interesting part of the prelude is that if the players already have Sabbat characters, the old characters are the ones who recruit the new characters, adding continuity and a sense that the chronicle is about more than what just happens to one group of characters. Characters defecting to the Sabbat should be created using the normal Prelude method described in **Vampire**.

If the players already have Sabbat characters, they play these characters in the Prelude. In fact, the new characters will also be played, making the players both Storytellers and players. The players tell how their current Sabbat characters discover the chosen recruits, along with what they learn of the recruits and, finally, how recruitment occurs, including the method by which the recruit is brought to the cemetery used in the Creation Rites.

The Storyteller acts as a guide to players, allowing them to tell the story, interjecting only when necessary by acting as first mate, providing rules or giving setting-specific information (and throwing in fun complications - "You didn't know ghosts haunt this cemetery? Sorry.").

This gives each player a vested interest in the game's continuity. Their new characters remain out of their direct control until they lose their current characters. The recruits join the pack on the death of their sires, giving players ready-made characters with which they are already familiar.

There are many ways these recruits can be kept out of the players' direct control until the appropriate time. Recruits get sent on sect missions or engage in training or low-status duties such as learning the art of torture or guarding a haven. The players should guide their recruits in certain directions by deciding on what areas of training the characters practice, who they attempt to befriend, what

backgrounds they work on, etc. However, the Storyteller ultimately decides how recruits act, along with their success in carrying out these wishes.

A prelude for a Sabbat character is much like the prelude for any other vampire. Due to the unique method by which recruits are Embraced and their worth is tested, however, there are differences; handling these differences requires some attention.

Unlike normal preludes, a player goes through only half the prelude alone. After the Creation Rites, all players join together to play out their introduction to the Sabbat and each other. This last half of the prelude is the trial by fire, in which the characters are tested and must prove their worth by facing the enemy in combat. Sabbat preludes, unlike other preludes, give the characters a sense of camaraderie for one another, forcing them to depend on each other early on in their unives.

The Sabbat prelude begins as would any other prelude. Start by exploring the character's childhood. Follow this by developing the area where the character lives as an adult and then going into the time during which the character is stalked. With the Sabbat, stalkings range from a single night to a year. After these events, things change from a normal prelude to a Sabbat prelude.

The time comes for the character's Embrace. The Sabbat, including the character's future sire (the player's current Sabbat character, if applicable), takes the character away. This event is fun to roleplay. It may be a kidnapping, a seduction, a trap or any method agreeable to Storytellers and players. The character is spirited away to a graveyard. Then it is time for all the characters' preludes to join.

All the players should sit in on this part of the prelude, though the burial experience for each character can be handled separately. Being together for this brief period of time allows them one final chance to see each other as humans. They might also gain some idea of what the other characters are like. Later, they not only recognize what beasts they have become, but also what beasts the other characters have become. If other people are around and not playing a new character, invite them to make up a quick description of a character, including appearance and personality. These characters are the ones who will not make it out of the ground.

After clawing their way to the surface, the characters go through the Creation Rites as described in **The Players Guide to the Sabbat**. Roleplay the burial experience for each character. It should involve twisted dreamlike experiences relating to the character's life. This is a chance to come up with a great deal more insight into the character's fears, aspirations, strengths and weaknesses. When the character rises from the earth, he is not the same person the Sabbat buried. The experience will be one forever etched in the mind of the character. The character, now warped and inhuman, is promptly knocked unconscious as soon as he surfaces from the grave.

At this point, all players and characters come together to complete the prelude. Players are encouraged to describe their characters' experiences and thoughts on what is happening to one another just as their characters would interact with one another. They will see who survived and who didn't. They might also notice how much some of the characters have changed. Could the same be true of themselves?

The next step in the prelude is the training period. This varies from three nights to a year or even longer. For replacement characters, the training period lasts until the

character they were made to replace is destroyed. Otherwise, the time depends on whether the characters were recruited during jyhada or peace. If during jyhada, the training only involves a general discussion with the characters on what they are, who they serve, who they must destroy and what they can and cannot do. If it is peacetime recruitment, the characters' training can be as detailed as what any Camarilla neonate receives. It depends on how long it takes for the characters to prove themselves True Sabbat, and this proof is won only through deadly combat against the enemy.

The actual prelude ends here. The characters are on the threshold of being accepted as members of the sect, but that has yet to occur. The characters stand ready for play. Remember, they do not have the rights of True Sabbat, so they are considered fully expendable. The game begins for the characters when they embark on their test to become True Sabbat.

The actual test the characters must endure can take any form, but it is best presented as their first story. The story

starts with them as recruits and ends with them becoming True Sabbat. The theme, mood and all other aspects of the story are left to the imagination of the Storyteller, but it should be focused on facing a greater foe in a "life" or death struggle for the characters' sect. The enemy faced, its strengths and purpose can all vary to suit the number of characters and the needs of the Storyteller. This story is also the first opportunity the characters have to work together as a real team. Before they were all lackeys to other vampires. This is their chance to prove themselves.

At the end of the story (or at the start of the next), the characters' pack accepts them as True Sabbat, bestowing the rights of all True Sabbat on them. The characters can now pursue their own goals, free from the demeaning commands of their fellow pack members.

The Storyteller is free to make any modifications on the Sabbat prelude seen fit. There are plenty of variations with which to experiment - characters belonging to different packs, characters created at different times, characters being Camarilla defectors, etc. The choices are all yours.

Chapter Two: Sabbat Chronicles

*Midsummer's night,
Pillage.
I try to surpass my soul,
I condemn myself to wrath.
- 24-7 Spyz, "Pillage"*

Being a Storyteller for Sabbat chronicles is no harder than being a Storyteller for Camarilla chronicles. The rules stay the same but the mood changes. The Sabbat has its rituals, is much more violent than the Camarilla and most important, follows its own inhuman ideologies. Though characters are unconstrained by human morality, much soul-searching goes on within the Sabbat—along the lines of the Paths of Enlightenment, not Humanity.

The following sections will help you determine the type of chronicle you will create. Experiment and create your own unique chronicle based on what both the Storyteller and players want.

Using the Sabbat in an Existing Chronicle

Many Storytellers now run Sabbat chronicles or use the sect vigorously in their stories, despite the fact that until now nothing directly concerned with running Sabbat has been published. This forced Storytellers to rely on their own imaginations, which is great because it is a big part of what Storytelling is all about. As a Storyteller, it is your right to tell stories your way. Do not get tied down with any preconceived ideas of the Sabbat. If you are happy using the Sabbat in different ways from those presented here, don't ruin a good thing. Remember, it is your game.

Sabbat can be used as villains, but they are intelligent, three-dimensional villains, not mindless savages. Sabbat can be far more memorable if their inherent strengths and ideological differences are emphasized. Camarilla Kindred may soon realize their enemies can teach them a thing or two about unlife.

For example, most Camarilla Kindred will be repulsed by the Sabbat's disregard for mortal life, but it may later prompt them to reexamine their own beliefs and relationships with mortals. The Sabbat stereotypes found later in this book provide Storytellers with the statistics necessary to run the characters, but their personalities and interests should be a Storyteller's creation, and they should all be distinctive.

Some aspects to consider when individualizing a character are style of dress, mannerisms, occupation, body odor, hair, general appearance, physique, walk, favored vessels,

aggressiveness, sense of humor and preferred weapon. There are many, many others, but these should get you thinking about how you can bring the Sabbat to unlife in your own game.

Sabbat may be brought into a chronicle in a number of ways: a wandering pack of nomads, a War Party going after a city elder, scouts or assassins. They could also be Nosferatu *antitribu* or Malkavian *antitribu* associating with members of their own clan in the city. The most frightening way to introduce Sabbat is by siege of the city.

In Camarilla-based chronicles, characters might defect to the Sabbat. They may be fed up with their own leaders, seeing unlife in the Sabbat as less restrictive or more adventurous, or be the targets of a Sabbat pack looking for converts. If characters join the Sabbat, they must undergo a period of probation during which they are carefully watched by other Sabbat within their pack. The probation may be shorter in smaller packs than in larger ones because a smaller pack will get to know the characters sooner. To demonstrate total loyalty, characters still must murder an outsider of whom they are personally fond.

Creating a Chronicle for both Camarilla and Sabbat Characters

Storytellers who want a chronicle involving both Sabbat and Camarilla vampires will have their hands full, but it can be loads of fun. Storytellers must make some choices as to what type of Chronicles they want before getting too involved in details. There are many ways to involve Sabbat and Camarilla Kindred in the same stories, for example:

- The Chronicle takes place in a free city, held by neither side. Stories could alternate between those for Sabbat and those for Camarilla characters.
- The Chronicle is set in a Camarilla city besieged by the Sabbat or possibly a Sabbat city under siege by the Camarilla.
- The Chronicle is based on Sabbat scouts on an extended mission in a Camarilla city. Only a few of the characters are Sabbat, so their secret would have to be kept from both their comrades in their coterie and outsiders.

· The Sabbat of the Chronicle are Ventrue *Antitribu* and Brujah *Antitribu* in league with sympathetic anarchists. In a touchy situation like this, the characters are vulnerable to vampires on both sides who would condemn - or exploit - their friendship.

If the Chronicle is set in a free city, there is the problem of playing Sabbat characters separate from Camarilla characters. In reality, you would have two Chronicles in one. You could have two groups of players, one playing Sabbat vampires and the other playing Camarilla Kindred. You might also have one group of players playing two groups of characters - one group Sabbat, the other Camarilla. The problem is making sure the interests of the two groups do not constantly clash. Running both groups of characters simultaneously will be extremely tricky. In addition, players will also find it difficult using one of their characters to fight against another. Problems with continuity may arise. The Storyteller must keep up with game time, alternating between the two groups of characters so neither is far ahead or behind the other. This way each group can influence events the other group encounters.

A Storyteller running a Crusade as a Chronicle will basically be playing two mini-chronicles - one Sabbat and one Camarilla - but the interests of both groups will clash more often than they would in a free city. The Storyteller should first make sure extenuating circumstances prolong the Crusade. Because of constant conflict between both groups of characters, the Storyteller should choose one of the character groups as the primary group; the other group will be secondary and less important. When it comes time for the two groups of characters to face each other in social or physical conflict, the Storyteller runs the secondary characters, preventing disputes when one character kills another.

If the chronicle uses Sabbat characters as scouts, the Storyteller should handle it as a normal Camarilla chronicle. The characters chosen (or choosing) to play Sabbat should have the details of their scouting mission worked out before the chronicle begins. The other players should not know there are spies in their midst, so players of Sabbat scouts should handle Sabbat-related roleplaying when other players are not around. If the scouts' covers are good, roleplaying should occur when the other players are nowhere nearby, preventing any suspicion. If their covers are weak, the Storyteller can slip the Sabbat players notes during the game or call them away from the group to do some quick roleplaying, thus creating even more suspicion among the players.

If characters are members of the two sects working together, then the chronicle is handled like a normal one, but there will be times when characters of each sect need their own private roleplaying time, lasting from a few minutes to an entire session or more. In this case, keep up with game time to keep one group from getting ahead of the other. Also, constantly keep in mind the great danger these characters are constantly in. They must keep their connections to the other sect very, very secret unless they wish to be hunted down and destroyed.

Whatever the case, make sure the players do not take advantage of information their character would not know. For example, a Camarilla neonate would know nothing of the Sabbat, except that they are evil, psychotic diabolists. Even a True Sabbat would not know the location of a prince's haven or understand the balance of power among the Camarilla coteries of a city.

Creating a Sabbat Chronicle

This section deals specifically with Chronicles in which the players use Sabbat characters. For the most part, Sabbat chronicles are handled as any other Chronicle, with a few differences worth noting.

Character turnover in Sabbat chronicles is very high. Due to the high Final Death rate among Sabbat, it is possible for the players' original characters to be destroyed before completing the chronicle. Players usually have replacements prepared for play before they lose their original characters. Because a complete "recasting" of the chronicle can occur, the chronicle should have a wide enough scope so its main conflict and goal will appeal to new characters. For this reason, avoid chronicles dealing only with personal goals. These chronicles include such things as the search for lost sires and the quest for Golconda. Chronicles focusing only on archenemies who singled the characters out for personal reasons require some work to make the villains loathe the new characters as much as the old ones.

Though most chronicles follow a planned sequence of events, replacement characters stand a good chance of not knowing what happened before they arrived on the scene. This could cause gaps in continuity or, worse yet, change the actual direction of events. To prevent this Storytellers need to make sure players develop replacement characters that fall in line with their plans, though the characters should definitely be different from those they replace. This helps the Storyteller maintain the chronicle's direction. Also reassure players that it will be okay if they lose and replace their characters. This can actually add to the epic scale of the chronicle.

Another important element of Sabbat chronicles is the setting. Developing the setting for a founded pack follows the same process as for other chronicles but if players use nomadic Sabbat, they will not remain bound to one fixed location. This means extra work for the Storyteller, because all cities the characters visit must be developed to some extent before their arrival.

To solve the problem of the players leading their characters into areas the Storyteller has not developed, control the ultimate leader of the characters' pack, be it a pack member, a bishop or whatever. This leader will determine where the characters can and cannot go, helping the Storyteller keep the chronicle on track and

cutting down on the time needed to develop the chronicle. Alternately, the Storyteller can tell the players that certain areas are off limits until they have been developed.

Both **Vampire: The Masquerade** and **The Storytellers Handbook** have more information on setting up chronicles.

Going with the Mindless Brutality

*Just so uncertain of your body and your soul
The promises you make, your mind goes blank
And then you lose control*

- Testament, "Practice What You Preach"

There is no doubt that the wonderful opportunity to slice apart the enemy is one of the best rewards of playing Sabbat vampires. Sabbat are nasty creatures constantly

looking for a fight. Despite this, deciding just how much violence to incorporate into Sabbat stories is totally up to the Storyteller and players. It is entirely possible to never resort to violence and still have fun, but this is a rarity among Sabbat. They almost always find themselves in situations requiring combat.

This section discusses ways combat can be used as a good part of a story. The Storyteller still decides how to involve it, and these are just some suggestions.

There is a greater chance for combat among nomadic Sabbat than among their city counterparts. When traveling cross-country at night, whether on city highways or country roads, violence is a constant companion. Nomads encounter lupines all too frequently during their travels in the country. There is also a chance of encountering unfriendly Inconnu. Nomads going into Camarilla-held cities stand a good chance of encountering anarchs and other aggressive Kindred.

For powerful and well-equipped vampires, lupine hunting can be fun, but for most Sabbat, it is a grave danger. Lupines are difficult quarry, knowing their home territory far better than traveling vampires do. While a few nomadic packs frequently hunt werewolves for sport, most hunt them only out of fear of attack, preferring to strike first. Because of the prey's nature, lupine hunting is suggested only for the most powerful characters and experienced players.

War Parties are another means of bringing violence into the chronicle. Stories involving War Parties can run from one night of fun to several nights of in-depth investigation in the hunt for prey. As with lupine hunting, hunting elders and Methuselah is extremely dangerous, and if tried by new recruits, there is a high probability they will not come back. If players want to go on the war path with inexperienced characters (or have little experience themselves), send them after a Camarilla ancilla with ghoul retainers or a similar target of much weaker ability than a Methuselah.

Crusades are another way to supply lots of action, but Crusades take a long time to play out. A Crusade is only suggested if Storytellers intend to make it a large part or the central theme of their chronicles. In either case, combat will be a standard activity, required almost every gaming session. This means a high mortality rate among characters, no matter how tough they are and no matter how experienced the players. However, if the troupe enjoys lots of action, this is the most plausible way of giving it to them.

For founded packs, the best way to get characters out of city intrigue is to give them a special mission. After all, they will leave out of loyalty to the sect, not requiring numerous personal reasons. There are always special missions - assassinations, scouting, tracking traitors, etc. - and they usually come with good rewards.

Additionally, scouts often report back to their bishop through coven members of their home city. Storytellers might even have the characters go on "good will" missions into anarch territory to find some defectors. This would definitely provide a good chance for conflict.

If the players really enjoy violent chronicles, place their characters in a very tough pack. Some packs go around wreaking havoc, killing mortals, burning down small towns, getting into barroom brawls, running drugs, working with gangs, etc. Their unives tend to be very short.

Storytellers may want to throw a Wild Hunt right in the middle of a story that has nothing to do with the hunt itself. This will really confuse and intensify the situation.

Finally, there is always the threat of Monomacy. This will loom over the heads of all the characters who manage to achieve positions of power within the sect. There will always be someone who thinks he is tough enough to not take orders from the character. The rules of Monomacy are also a means for characters to gain positions of power. Just remember, those who use Monomacy this way tend to lose their friends and allies very fast. Nobody will trust them.

Going beyond the Mindless Brutality

Once you've decided on a killing

First you make a stone of your heart

And if you find your hands are still willing

Then you can turn a murder into art.

- The Police, "Murder By Numbers"

It is hard to imagine Sabbat as subtle and manipulative as Camarilla Kindred, but some members are highly adept. In a Sabbat chronicle, Storytellers might find themselves relying on a large number of War Parties, Crusades, interpack rivalries and jihad with the Camarilla. All the action can be extremely enjoyable, but it can also take away from another fundamental aspect of the game - the roleplaying.

Combat gets very tiresome when all the characters do is kill things every story. Some of the fun to in playing the Sabbat comes from exploring sect politics, factionalism, philosophical studies and the intricate web of loyalties, disloyalties, manipulations and subterfuge. The best guide is to follow what your players prefer, but not to let them control the game. For example, they might like going off on War Parties, coming home a generation lower and much stronger, but they are cheating themselves of a much better time spent avoiding the snares and queries of the sect's in-house Inquisition.

Political aspects of the Sabbat often come into focus within a story, as when the controlling, double-dealing Lasombra, backed (and possibly controlled) by the Tzimisce, presents a problem to all characters. After all, leadership is not achieved solely through fervor and ability. It takes a skilled hand at intrigue to become a bishop or archbishop, and those even higher up are masters at the game. This provides players with as many opportunities for intrigue as do the subtle and corrupted manipulations of the Camarilla.

Like the Camarilla, the Sabbat also relies on prestation, the system of favors and boons. The Sabbat is similar to the Camarilla in its unwillingness to take sides in such disputes, except to handle those leaders who exploit situations against the good of the sect. There is one real exception to prestation, however, and that is within the pack. Within packs, no boons and favors are passed. All pack members are expected to help their comrades whenever possible, even if it might mean Final Death.

Some Sabbat will help certain members of their pack only if specifically called upon to do so, but it is disloyal to allow any fellow Sabbat to fall before the enemy if such can be prevented. All of this provides a great deal of excitement - and strained loyalty - within packs. Imagine what happens when the character is called on

to honor a boon by betraying her pack; there are plenty of great storytelling ideas in this alone.

The pack itself can also become caught up in the games of prestatation. The pack as a whole may be in debt to a certain bishop or a member of the Black Hand and be owed a debt by a nomad pack. Characters who join the pack late, never having been a part of these earlier deals, will find themselves as bound by these debts as an original member.

The Sabbat is an organization bound by disjointed and unequal loyalties. There is a great deal of intrigue among Sabbat, despite what may appear at first glance. It is impossible for one character to know the strength of the Vinculum felt for him by another Sabbat. Thus he can never know if the loyalty shown to him by a comrade is real or feigned until it is too late. This problem leads to betrayal, manipulation and the culmination of personal goals at the expense of packmates.

The Sabbat is not a sect of mindless fanatics. It is more a sect of liars and manipulators who further their personal power, "for the good of the sect." The stories that this can generate are innumerable. While it is possible to settle disputes under the rules of Monomacy, most cases are never really settled for there is always revenge.

The in-house Inquisition can pose another great threat to the characters, especially if one or more of them are accused of Infernal Diablerie. Storytelling the investigation, the torture and the trial can be great fun, though somewhat less so for the player of the accused. The drama can be heightened if some players can be convinced of the accused character's guilt while others race to find the real threat before it is too late.

The political factions dividing the sect are another source for dividing characters over issues. Wars fought here will most likely be in the social arena, which can be almost as deadly and far harder to resolve.

Pander characters will find great adventure and strife as pawns of the Lasombra and Tzimisce. Then again, those strong-minded enough might find themselves at odds with powerful members of those clans if they serve their own interests instead.

The Black Hand can also be a source of political suspicion, executing a number of schemes that could pit the characters against one another, especially if one or more belong to that august organization.

The religious, historical and moral quests of those characters who devote themselves to walking the Paths of Enlightenment faithfully provide great contrast if the other characters do not follow the same Path. The roleplaying will become more sophisticated, as each character faces the same situation in her own, personal way while trying to remain an active member of a group. Smart characters will learn to make their goals coincide. Others will be at each other's throats in an instant.

A good amount of storytelling may come out of a simple scouting mission. Characters may find themselves caught up in the conniving world of the Camarilla, with no one to count on but each other. They will face the threat of a Blood Hunt (or worse) if their alternate identities are not believable.

Conducting a Crusade

Stood in the street. Watched it burn. Imagined limbless felt torsos inside; breasts blackening; bellies smoldering; bursting into flame one by one.

Watched for an hour. Nobody got out.

Stood in firelight, sweltering. Bloodstain on chest like map of violent new continent.

Felt cleansed. Felt dark planet turn under my feet and knew what cats know that makes them scream like babies in the night.

Rorschach,

Watchmen

This is a simplified outline to help Storytellers run a siege. Handling the Crusade step by step, the outline should make this chaotic task a little easier on both Storytellers and players alike. It includes ideas on when and when not to have a Crusade, as well as how it should influence the characters' unives. It is a good idea to read the Holy Crusades and Sabbat Tactics sections in **The Players Guide to the Sabbat** before reading this information.

If Storytellers ever allow characters in their chronicles the opportunity to participate in a Crusade, they will find it is one of the most enjoyable - and nerve-racking - experiences in storytelling.

Step One: Choose the Right City

In beginning a Crusade, decide first on a location. The chosen city will provide its own unique advantages and disadvantages. The city should be one with which you are familiar because the players will constantly be asking questions about it, wanting to know such things as where the cemeteries or airports are? A Storyteller can improvise, but looking up the information or already knowing where things are can add to the realism of the game. Of course, this is the Gothic-Punk world, so Storytellers can fashion the entire city from their imaginations if so desired.

Step Two: Choose the Right Time

After choosing the right place, choose the right time. Assume the scouting phase is coming to a close and the actual siege will soon begin. When will the characters become involved? Will their leader bring them in as early agents, or will she hold them back until the main assault? If the Storyteller is trying to incorporate a Crusade as part of a larger chronicle, make sure there is no problem with leaving ongoing story lines for a while. Crusades eat up time. Developing all the material needed to run a Crusade is time-consuming, so Storytellers need to make sure they have time to create all the needed information.

Step Three: Develop the Enemy

The Storyteller needs to create descriptions of all Camarilla Kindred within the city, including their loyalties, weaknesses, political ties, personal abilities, personalities and goals. This will not be an easy job. In effect you are creating all the information needed to run a Camarilla chronicle, but using it for the Sabbat. The Sabbat's enemies must be developed so the Sabbat can apply its tactics to each of the Kindred, causing a breach in the Masquerade and dissension among the Kindred. Storytellers can use the Storyteller Character Reference Sheets contained in this sourcebook to keep the information organized and simple.

Step Four: Develop the Sabbat Involved in the Crusade

A siege is too large for the characters to handle alone. Powerful leaders, reaching as high as prisci and the cardinals, oversee siege operations. Where there is a siege, the Black Hand is involved. Seraphim and dominions act as field leaders. This information is necessary, but Storytellers should feel free to change it at any time during the game. The Sabbat is loosely organized, so leaders come

and go, getting out if they smell trouble by moving on to larger schemes or by directing things from a safe position. The Storyteller Character Reference Sheets can be used to keep up with all this information.

Among the character types involved in a crusade are archbishops, bishops, cardinals, prisci, priests, seraphim, dominions, Black Hand (both individually and as units), packs, and War Parties. Storytellers should feel free to use and modify the Sabbat Stereotypes for all characters they do not wish to develop.

Step Five: The Scouts' Report

Information provided to the Sabbat and the characters in particular is seldom fully accurate. Just because you, the Storyteller, know about the Camarilla, Sabbat you are running should not have the same information. Feel free to let Sabbat leaders make bad decisions based on inaccurate information. The misinformation will also probably affect the characters.

Keep in mind that the Camarilla will not know a siege is going on until it is well underway. However, Camarilla leaders are not so naive that they will not eventually figure out that the Sabbat is behind it. They may even recognize certain Sabbat leaders by reputation. Remember, sieges are not as rare as they once were, so the Camarilla is not completely blind to Sabbat tactics - it just has trouble defending itself. Storytellers might even consider leaving characters in the dark about why they were given certain orders and may even leave out who or what they are facing.

Step Six: Send in the First Wave

During the first wave, Sabbat leaders send in socially adaptable troops to begin breaking down the Kindred's loyalty to each other. This period of psychological warfare is a frantic and deadly time. Sabbat charged with this duty will have good alternate identities. They will move in and attempt convert anarchs, Nosferatu and some of the younger Kindred.

Only a small number of Sabbat are involved during the first stage of the siege. If the characters are not a part of it, they will not hear much about what is going on; they will not even be told which Sabbat packs are involved. Sabbat leaders do not want low-ranking, loose-lipped neonates getting in the way, so if the characters get too interested and begin nosing about, they will be severely reprimanded.

If the characters are involved, they will have to be very careful in going about the operation or they will be destroyed rather quickly. Anarchs are particularly suspicious of Sabbat, so attempts to convert them will be difficult though well worth the effort. The characters must build loyalties by aiding the anarchs and playing by their rules. The characters will not be involved in destroying the Masquerade at this stage, but they are preparing to do so by recording all human contacts and keeping track of who is loyal to whom.

Step Seven: Send in the Second Wave

It is completely up to the Storyteller and the players on when characters get involved in the Crusade, but this is a good entry point. The siege opens up, allowing a larger number of Sabbat to move in and begin the final breakdown before the final assault.

If the characters are not involved in the Crusade at this point, they will begin hearing rumors about what is happening in the city: their fellow Sabbat breed dissension among the anarchs, cause the harpies and primogen to suspect one another of treason, and set up the city for an

easy kill. The characters are told to whom they should report in preparation for the siege. If there are only a few characters, they might be instructed to create new recruits for the upcoming jihad.

If the characters are part of the second wave, they will be sent in as anarchs or under some other hastily contrived identities. They will have their hands full killing mortal and ghoul servants of the Camarilla. They will also have the opportunity to persuade Camarilla Kindred to join the Sabbat or die. The characters will not have much backup from the Sabbat, but they will see a lot of action. They do get the chance to dissuade Camarilla Kindred from remaining loyal to their sect and help them join the Sabbat. Once the main assault commences, few if any attempts will be made to gather converts.

Step Eight: Organizing the Main Assault

Because all these steps may run together, finding a good stopping point before the city is overrun by Sabbat is very helpful. Storytellers should take some time to formulate the tactics of the Sabbat and the Camarilla response before the big battles start. Storytellers might wish to have notes on all the characters involved in certain events. That way, when events do not go as planned, changing things will be a bit easier. Storytellers might find it simpler to use the Sabbat stereotypes provided in this book as the statistics for some of the characters, modifying them where necessary to fit special needs.

Roleplaying each battle is unnecessary; however, the Storyteller should be prepared enough to orchestrate each battle for the players as a narrative, possibly having another Sabbat or even an anarch relate what happened to the characters.

Step Nine: The Main Assault

After tearing apart the Masquerade, leaving both Kindred and kine quaking in fear, the Sabbat sends in the final force to either destroy the Kindred or chase them out of the city. The Sabbat will summon all available packs and Black Hand units to participate. At this point Sabbat leaders order mass creation of new recruits. The battle will commence with an assault on the Tremere Chantry for the city and the almost-simultaneous assassination of the prince. Following this is a call for War Parties to hunt down primogen and important (or notorious) Kindred. The various packs destroy all Camarilla Kindred they encounter without a second's hesitation.

The savagery of Sabbat vampires leaves the Camarilla Kindred terrified and concerned with only their own survival and divided they fall. Some coteries and bonds are so strong, however, that small groups of the city's Kindred face down the Sabbat. Their knowledge of the city gives them an edge, but it seldom compensates for the overwhelming number of Sabbat.

At this stage, the characters become involved in many different areas. They spend some time creating new recruits to be used as expendables. They may join a War Party for the chance at diablerie and prestige. They can participate in the raiding of the Chantry for the chance to gain magick books and artifacts. They may even be involved in the assassination of the prince, but this is highly unlikely unless they are templars or Black Hand assassins. Most importantly, the characters hunt down harpies before they can leave the city with word of the assault.

Many events transpire during the main assault. One of the best ways to handle this is by recording events set to occur

each night on a timeline or calendar. Allow the characters to learn about some recent events through conversations with other Sabbat or the enemy. Storytellers should not be too strict in the progress of events, but they can control when most events occur. Keep a list of which characters have been destroyed in order to mark them off for future events.

Step Ten: The Results

At the end of the siege, the Sabbat will have won or lost. Figuring out who killed whom, which characters survived, which ones escaped, which ones defected, etc. will take some time to organize. If the city fell, determining which packs move into the city and set up permanent residence is very important. The Storyteller must also determine which characters claim positions of power in the city and whether they are challenged by other Sabbat. This in itself may lead to inside fighting over contested positions. After all has been said and done, the Storyteller must determine the final outcome of all the in-fighting and who assumes final control.

On a final note, ask your players direct questions concerning your storytelling ability. Do not take what they say personally; use it to become a better Storyteller. Also ask what types of stories they prefer; there are travels into the unknown, rescue missions, mysteries, and more. See whether they enjoy lots of magic and want to encounter ghosts, mages, mummies, lupines or other supernatural threats. Also ask them which parts of the game they feel are too drawn out and which parts could be developed more. Finally, act on this advice.

Listening to Your Players

No man is wise enough by himself.

- Titus Maccius Plautus, *Miles Gloriosus*

As a Storyteller, it is your duty to tell stories your players enjoy. After all, if they do not like the stories, they probably will not stay around long enough for you to tell more. If you plan to tell stories for Sabbat characters, it is best to know certain things at the start. First, ask your players if they would prefer their characters to be members of covens, where they can grow in power more quickly, be involved in intrigue and stand a much greater chance of survival, or whether they would like them to be members of a nomadic pack, so they will have the opportunity to travel around the country, see more combat and, because of this, stand a greater chance of Final Death. All your players may not be able to choose, but most should have some idea based on other games they have played or the types of characters they want to handle.

Once you decide on the type of pack, begin to develop stories and possibly a chronicle. Remember, both types of packs are distinct in a number of ways, and these differences will definitely come out in play. If the players seem dissatisfied over the type of pack, changing it is not a major problem, but do not make it an easy task for the players; the pack should suffer. A nomadic pack might become a founded one by establishing itself in a recently fallen city. A founded pack might take up a nomadic lifestyle if its city fell to the Camarilla or if a powerful Sabbat leader or rival pack forces them out.

If your players like action more than intrigue or vice versa, give them what they want but do not leave out the other. **Vampire**, and the Sabbat in particular, loses some of its luster if either aspect is ignored. Players might find they enjoy the other side of the coin more than they imagined.

On a related note, discover those attributes about vampires and the Sabbat that appeal to and repel your players, and nurture both in the game. Also look for any personal fears the players might have and play upon them to make the game even more intense and scary.

In choosing a first mate, observe your players to see what type of characters they are good at playing and play upon their strengths and their weaknesses. You all might find it enjoyable if the players get the opportunity to play types of characters they have never played before.

Storyteller Quick Reference Story Sheet

Story Title

Basic Plot:

Intended Theme:

Intended Mood:

People, Places & Things:

Name / Description and Involvement in Story

Politics of the Situation:

Faction / Position / Will assist or will oppose if:

What the Characters Should Know

Important Scenes:

Minor Events:

Possibility of Continuation:

Opportunities for Roleplaying:

Possible Benefits to the Characters:

Other Notes

Chapter Three:

Politics of the Sabbat

Our swords shall play the orators for us.

-Christopher Marlowe, *Tamburlaine the Great*

The Use of Propaganda

It's time for a change

Concepts rearrange

Can't you feel my rage...

It's up to you to seek the truth

To know your history, the difference between me and you

- Living Colour, "History Lesson"

The Storyteller needs time to keep relations between Sabbat vampires and Camarilla Kindred in a constant state of turmoil. Neither side trusts or respects the other - each is the enemy. The main reason for the distrust is that neither side looks past the differences to see the commonalty.

The eternal hatred of the enemy stems naturally from ideological differences, but the flames are fanned by propaganda promoted by leaders on both sides. Each side misunderstands the other, and out of fear and anger, each refuses to listen to the other.

It is no accident that things are the way they are. It is the work of Camarilla and Sabbat leaders. It is not in their best interests to allow the young of either sect to unite with one another. Additionally, there has always been an enemy sect, and elders always want the status quo maintained.

Both sides are firmly set in their respective ideologies. Neither side will give quarter nor open their minds to the enemy. Even in conversation with members of an opposing sect, licks seldom listen to their enemy's words because they believe the enemy wants to brainwash them with propaganda. Instead of actually debating, they only preach.

The Storyteller must maintain this wall of misinformation and propaganda. It should be an important consideration whenever characters encounter the enemy, especially if there is a chance it will be a peaceful encounter. The following is a guide to what kind of propaganda is promoted, who promotes it, to whom it is promoted and how it is confirmed.

Who promotes the propaganda? Those who have something to gain from keeping the two sects apart. The most common propagandists are elders and leaders of both sects. For the Camarilla this includes princes, justicars, the primogen and all elders who fear loss of power and the Final Death. For the Sabbat this includes all title-holding Sabbat, with the possible exception of priests and other young leaders.

In the Camarilla, all young Kindred are subjected to propaganda, especially if they are anarchs. Camarilla leaders believe all young Kindred need to be indoctrinated in Camarilla ideology. Propaganda is spread to keep them from listening to the Sabbat because Camarilla neonates are actively sought by Sabbat. Because they are the front-line fighters for the Camarilla cause and because they are most like Sabbat vampires, anarchs are often the focus of this propaganda.

For the Sabbat, most propaganda is directed at priests and the younger leaders because they are more active "in the field." In addition, scouts are among the most zealous of all sect members, for their indoctrination has to be extreme enough to prevent them from becoming double agents. The Sabbat does not fear traitors due to its extreme punishment methods and the tracking skill of the Black Hand.

The story most promoted in the propaganda of both sects is that the enemy's overriding goal is the destruction of all vampires not of its own sect, and even some within its own sect. The enemy consists of fools bent on the destruction of freedom and the vampire race.

The Camarilla spreads rumors that all Sabbat are exactly alike and that they want to commit murderous diablerie on all young Kindred on whom they get their hands. They say the Sabbat is a ruthless, insane, millenarian sect of cannibals. Much of what the Camarilla says is correct, but it does not take into account that all Sabbat are not alike - not all are so warlike, not all are so inhuman, not all are so mindless and not all are diabolists. The Camarilla completely ignores Sabbat allegations that the Camarilla is the tool of the ancients. To Camarilla Kindred, especially leaders, it is a lie and, like all Sabbat propaganda, nothing but a lie.

Sabbat leaders also spread rumors that all Camarilla Kindred are alike - weak, naive, humane and threatening to Sabbat security. This is not true, but it does not matter. The Sabbat sees the Camarilla as the dupe and pawn of the vampire race. It says all Camarilla are close minded and better off destroyed. Most active in opposing this stereotype of the enemy are Brujah *antitribu*, but their efforts are hardly effective.

When stories involve vampires from both sects, remember that both sides will not listen to the other, though they will attempt to convert their foes. Put characters on the defensive with insults to their sect, and always point out statements by the enemy that help confirm stereotypes. The reason for this is that the indoctrination vampires of both sects undergo is deeply ingrained, becoming a hardened aspect of their personality. It must be hard for

them to challenge what they have long been taught. The Brujah *antitribu* may be a little more open, as are Malkavians and Malkavian *antitribu*.

Accepting the views of the enemy is not impossible for a vampire, but it should take a long period of time and should never occur overnight. Even if a vampire comes to accept the enemy's perspective, he must still realize that they are enemies. This is especially important because it is difficult for members of the Camarilla to convert and virtually impossible for Sabbat.

Whatever the case, devoting game time to maintaining the wall between the two rival sects is time that is both enjoyable and well spent.

The Five Factions within the Sect

You say you can't trust me

Have you tried?

You say you don't love me

That's a lie

There are so many rainbows

That we were to climb

But baby baby why can't we survive

We've got to get our heads untangled

And free our state of mind

- Lenny Kravitz, "The Difference is Why"

The scope of the disunity in the Sabbat is tremendous. The sect can be divided into five basic categories, or factions, but even within each of these factions are more factions. The five primary factions are the Status Quo, the Moderates, the Ultra-Conservatives, the Loyalists and the Panders. These names are rarely used in general conversation, and their adherents generally identify themselves by their viewpoints, not by a label. While not all Sabbat have joined a faction, enough have, which causes problems.

The Sabbat believes strongly in the rule of "Divide and Conquer," yet it itself is not unified. Despite the various factions, however, the Sabbat has managed to avoid another civil war through the *Vaulderie* and the *Code of Milan*. The Black Hand also serves to keep the sect united by making very outspoken Sabbat disappear if they threaten sect security.

The factions are listed below in order of most to least powerful.

The Status Quo: The Status Quo is composed of almost all members of the Lasombra, Tzimisce and Black Hand. They prefer that things remain the way they are. They do not want increased authoritarianism because they know it leads to rebellion, but they do not want to keep acquiescing to the demands of Moderates and Loyalists. They believe the Lasombra should continue performing the leadership role for the sect. They also wish to maintain internal peace in order to maintain a strong defense against the Camarilla and the coming Gehenna. Status Quo leaders constantly issue orders, but word them as requests. They play upon the social impropriety of refusing their requests, especially playing off the Moderates.

The Moderates: This faction has the support of most of the Sabbat, including most of the sect's Gangrel,

Malkavians, Nosferatu, Serpents of the Light, Toreador and Tremere. This faction sees the sect growing more and more structured despite Status Quo protestations to the contrary. This rigidity must be halted by giving all Sabbat more freedom to do as they please. This faction does not favor Crusades unless they are absolutely necessary. Most Moderates follow orders, but they are not against questioning their leaders if they disagree. Most Moderates lean to the Loyalists' way of thinking, but continue to follow their leaders because they do not wish to lose the respect of other Sabbat.

The Ultra-Conservatives: This faction is made up of the eldest members of all Sabbat clans. It greatly favors centralization and authoritarian rule. Ultra-Conservatives believe the time for total freedom must come to an end because Gehenna approaches. If the Sabbat has any hopes of surviving, it must become much more stable. This faction is slowly gaining the support of many Black Hand. Strangely, the Ultra-Conservatives are ready to recognize the Panders as a truly equal clan. They believe the support of the Panders will be a necessity when the final conflict arrives. Ultra-Conservatives follow strong leaders and try to remove weak ones. They question the decisions of their leaders as much as the Moderates, but never fail to carry them out.

The Loyalists: This faction is composed mainly of the Ventrue and Brujah *antitribu*, though some younger members of the other clans also support this faction. The Loyalists believe they must disobey their leader's orders in order to be truly loyal to the Sabbat. The Sabbat was founded on total freedom, but the sect has moved far away from this original concept. The Loyalists believe the sect's strength and tenacity is derived from its formlessness and its chaos. The Loyalists are known for their disobedience, but they support all actions to reclaim territory lost to the Camarilla. They also have never done anything that could in any way be construed as harmful to the sect. They openly criticize leaders and force other Sabbat to consider why they commit themselves to certain actions.

The Panders: Joseph Panders has reason to be proud of his clan, for it has achieved a great deal. However, it has a long way to go before it is equal in respect to the other clans. The Panders support any and all who respect them and help them increase their power. This constantly leads them into supporting the Loyalists and the Status Quo simultaneously. They have no real political agenda other than the acquisition of power. They follow orders they do not find degrading or overly dangerous. They will take almost any mission that will increase either clan or personal prestige.

Puppets and Puppet Masters

From even the greatest of horrors, irony is seldom absent.

- H.P. Lovecraft, *The Shunned House*

There is great corruption within the Sabbat. It eats away at the very foundation of the sect, unstoppable and unseen by most. Treachery abounds with the Infernal Diabolists and their evil objective of demonic domination. The Tzimisce engage in overwhelming levels of manipulation despite their facade of disinterest. The Lasombra make constant power plays, keeping the other clans from expanding their own influence. Panders and Moderates force their own brand of change on the political structure. Loyalists wreak havoc with what structure the sect does have, and Ultra-Conservatives conspire with the Black Hand to increase their authority over everyone else. All this goes on in the

middle of constant jyhah. The Sabbat is an extremely volatile sect on the brink of overwhelming success - or ultimate failure. Its precarious fate remains undetermined.

Storytellers can make the Sabbat just as intriguing as the Camarilla by playing on the importance of sect politics. To most sect members, where a lick stands on the issue of direct orders is just as important as his ability to face the enemy. To some Sabbat, the sect's greatest enemies are their fellow packmates and leaders.

The Status Quo is the faction with the greatest power. Within it, the Tzimisce and Lasombra play their own games using the other clans as pawns. The Moderates are their strongest tools. The Status Quo plays upon the fears of many, claiming the Loyalists will bring about the sect's downfall through total anarchy and the Panders will turn the Sabbat into a group of degenerates by returning to the old method of recruitment. The Lasombra resists demands of most Sabbat for greater freedom, claiming its position is for the good of the sect.

The Ultra-Conservatives, small in number but grand in political expertise, have used their time to gain support from the four Seraphim of Black Hand. How this will pay off remains to be seen, especially because most Sabbat still see the Black Hand as a supporter of the Status Quo. If the Loyalists notice this political shift, there will be added resistance, especially against elders. The old guard would be challenged by the Moderate majority, whom they claim to represent.

One major political issue is jyhah. Recent efforts to retake Camarilla-held territories gave the Sabbat's Status Quo leaders a strong rallying point for all sect members. They used this to

decrease in-sect tension by redirecting aggression against a common foe, but how long this will last is anyone's guess.

If the Loyalists sway the Moderates into supporting their sometimes treasonous machinations, the sect will suffer radical revisions, and it is probable that the Lasombra will lose their leading role in sect affairs, with either the Tzimisce or Ventrue *antitribu* taking the lead. The Tzimisce will likely support the Ventrue *antitribu* before it takes the lead itself.

Lasombra/Tzimisce Politics

Some day, some day, some day - Dominion

Come a time

Some day, some day, some day - Dominion

Some say prayers

Some say prayers

I say mine

- The Sisters of Mercy, "Dominion/Mother Russia"

It is said the Lasombra rules only because the Tzimisce lets it believe it does. A strange relationship has long bound these two clans. Since the very first days of this millenarian sect, Lasombra have been the leaders and the Tzimisce has sat back and played a supporting role.

Some believe the Tzimisce are much like the Tremere, despite the hatred these two clans have for one another. Both clans are believed to be prime manipulators, leading their respective sect toward its own goals. However, the Tzimisce is more of an enigma. It is either a clan of extremely gifted manipulators or disinterested neutrals. It is obvious the Tzimisce does not control the Lasombra in

the same manner the Tremere attempt to control the Ventrue.

The Lasombra is a clan of competitors. Lasombra plot against one another as much as they do against others. While most Lasombra consider their personal goals more important than those of their own clan, they hold their clan above everyone else's. They aid their clan if they see it as an opportunity to weaken another clan or increase their own power.

The Lasombra became the leader of the Sabbat when it sprang from the ruins of the anarch rebellion. Since that time, the Lasombra has become known to all as its brothers' and sisters' "keepers." The Lasombra feels it is its duty, as much as its privilege, to control the Sabbat.

The Lasombra and the Tzimisce enjoy a unique relationship. The Lasombra, despite its intense power hunger and competitive nature, bows to the wishes of the Tzimisce in matters in which the Tzimisce takes an interest, yet the Tzimisce makes no claim as a ruling clan. It is rumored the Lasombra clan owes a boon to the Tzimisce clan for an unknown reason. Because of this, the Lasombra will not stand in the way of the Tzimisce from fear that breaking with pretension will destroy its credibility as the leading clan.

Rulership, Not Leadership

The blind leading the easily led,

Circling - spiraling - losing our faith.

- Follow For Now, "Holy Moses"

While loyalty and freedom are the foundations of the Sabbat, it is the loyalty that most sect leaders crack like a whip over their fellow Sabbats' heads, forcing them to obey their "leaders" if they do not want to appear disloyal. This is a source of great oppression for many Sabbat, and with the hope of forcing a change, some Sabbat resort to violence. They battle their leaders for their positions through Monomacy, but who is to say the challenger is any better than the one being challenged?

When engaged in a Sabbat-based chronicle, players must realize that their characters' loyalties will be questioned if they disobey their leaders. No one will ever tell the characters this outright, but all Sabbat know it as an unspoken practice. Storytelling is easier because of this - all one has to do is have the characters' leaders issue commands.

If one of the characters becomes a pack priest, bishop or any other type of leader, telling the other characters what to do becomes easy. This can add complex struggles and good roleplaying opportunities to the stories, but there is a good chance it will disrupt the game. Storytellers can avoid placing one character over another by keeping all Pack Recognition ratings about the same; this prevents one character from being treated better than the others. However, Storytellers should not just arbitrarily raise everyone else's Pack Recognition ratings - provide them an opportunity to earn an increase.

So, You Want to Join the Black Hand?

They spoke in sounds; gibberish, really: an animal chant that no man could understand.

He understood.

"Brother, Father, Son -

Welcome. Live with us feed with us - be one of us."

"But I'm not -"

"You are."

- J.M. DeMatteis, *Blood: A Tale*

Even more secretive than the Sabbat is the Black Hand. The Black Hand is known and feared not only by the Camarilla, but also by Sabbat. The Black Hand has long been one of the central forces holding the Sabbat together. During the Sabbat Civil War, the subcult was so overwhelmingly powerful that it could have usurped control from the Lasombra and Tzimisce but did not. The Black Hand proved itself totally loyal to the Sabbat.

The question of whether the Black Hand has its own agenda has long puzzled most Lasombra, who believe there is something sinister behind the Black Hand's faithfulness. All Seraphim are conservative in their political views, despite their radical and destructive occupation. They are good politicians and excellent strategists. All four Seraphim moved through the ranks of the Sabbat or the Black Hand. None were simply appointed, so all are very experienced. Seraphim demand discipline within the Black Hand despite the Sabbat's goals of freedom. The Dominions, all skilled veterans, oblige the Seraphim by keeping the group's members in line.

Politically speaking, the Black Hand supports the Status Quo and leans towards the Ultra-Conservatives in its thinking. This is not out of simple political reasons - it is the foundation of the Black Hand. The Black Hand was the only part of the Sabbat to survive the sect's civil war intact because of its strictness and discipline. If another civil war break outs, it is possible that some younger Black Hand members would support other factions, despite their leaders' orders. The Loyalist movement is slowly worming its way into even the Black Hand.

Black Hand involvement in sect affairs is limited. However, in just about every conflict, some Sabbat leader calls on the Black Hand to deal with enemy threats. In most missions, a Dominion receives the duty of putting together one or more units to meet the threat. Unit members are usually specialists who possess skills required for completing the mission. In cases of assassination, it is possible that only one specialist is needed. In the case of a raid on a Tremere Chantry, the Black Hand calls on every available member. In most cases, units range in size from three to seven members. If the need is great enough and there is time, the Black Hand will fly in specialists to complete important missions.

The Black Hand has a number of rituals known and practiced only within the order. The Black Hand has developed a ceremony by which the palm of the right hand on each and every member is branded with a small black crescent moon. This magical brand cannot be removed by normal healing methods. It signifies that whatever the Black Hand member does, he represents the Black Hand when he does it. This constant reminder keeps most members of the Black Hand from becoming too cocky and impulsive.

There are many specialist positions within the Black Hand. Position refers to the Black Hand member's area of specialty, not his rank. Most Black Hand members fall into one of eight categories; some positions are more valuable than others, but each is important in allowing the Black Hand to function properly.

Raiders are the grunts - the basic warriors skilled in hand-to-hand and firearm combat. Eighty percent of the Black Hand's members are Raiders. As combat troops, at least one is found in most units.

Mexico City

*The City of Night; perchance of Death,
But certainly of Night.*

- James Thomson, "The City of Dreadful Night"

Mexico City remains the stronghold of the Sabbat. In fact, almost all of Mexico with a few minor exceptions remains under the domination of the Sabbat. The greatest and most powerful of all Sabbat reside in this city south of the border. Only New York compares to this wondrous place, and in Mexico City Sabbat affairs are settled through bloodshed and equally deadly political deals. Mexico City is the meeting center where cardinals and prisci meet, discussing sieges and the proper use of sect resources.

More than 200 Sabbat exist in this city of 1,517 square kilometers, making it one of the largest and most concentrated collection of the Damned in the world. Among kine, the city itself is second only to Tokyo in size and rate of growth. The Sabbat of Mexico City are a mixed lot and consist of at least 22 founded packs, each maintaining its own rituals, customs, and manners of behavior and dress.

Ruling Mexico City is Melinda Galbraith, regent for the entire sect. Assisting her are a number of prisci, bishops, paladins, and priests. Melinda has two archbishops who actually manage the city; she merely tells them what she wishes done. The sect's entire consistory meets here at least once per year though the time of the meetings vary.

Mexico City is the political, intellectual and cultural center for all of Mexico. The city has 20 daily newspapers and a number of television stations, almost all of which the Sabbat controls. The city is also the economic center of the entire country, with large numbers of factories, businesses and retail areas. The city has extremely old and magnificent buildings, along with a pair of boulevards as grand as those found in Paris.

However, the Sabbat influence has also had its downside. Two-thirds of the city's overcrowded population are poor. There are more than 500 slums on the fringes of the city itself, all known as the *ciudades perdidas*, or "lost cities." The largest of these slums is called the City of the Hungry Coyote, having a population of more than three million, making it the largest slum in the world. The city also has one of the highest pollution rates in the world, with a daytime visibility rate of 12 kilometers. The city's infrastructure is poorly equipped to deal with the two million cars which jam its roads each day. Mexico City also has an extremely high crime rate, making it one of the most dangerous cities in the world. Even the city's fabulous architecture is at risk, with many buildings sinking into the ground as more and more topsoil erodes. Obviously, the Sabbat is hard at work here.

Rangers are Black Hand who act as advance scouts or point men for units. They are especially useful when traveling through Garou territory. Rangers are skilled in tracking, survival, hunting, camouflage and other outdoor skills.

Covert agents are Hand members who function as Sabbat scouts, infiltrating and gathering information from the enemy camp. While they occasionally assume alternate identities, most simply sneak in and take what they need.

Removers serve a role in the Black Hand by exterminating all threats to Sabbat security. They usually work alone, but occasionally work with teams who get the remover into the area so she can make the kill. Removers maintain a friendly rivalry with Sabbat Templars.

Hardwares are Black Hand trained in the use of advanced weaponry, small arms and explosives. They are few in number because the Black Hand prefers to face its opponents head on rather than just blowing them up.

Magicians are Black Hand skilled in Thaumaturgy. They are highly prized, but few in number. They use their rituals to assist units, especially against Camarilla Tremere.

Overseers are Black Hand who act as unit leaders on field missions. They are responsible for the actions taken by all members of the unit. Most are skilled tacticians and jack-of-all-trades. More dominions have come from their ranks than from any other.

New Bloodlines

Adding further confusion to sect politics are the following bloodlines, though they are very rare breeds. A Gangrel *antitribu* began the Ahrimanes, and it remains solely within the Sabbat. The Kiasyd are not members of any sect, but are included here because a Kiasyd is a character in a story in this sourcebook, and the bloodline has more contact with the Sabbat than any other group.

These bloodlines are available for players, but keep in mind that these vampires are very uncommon. Ahrimanes are very selective about new members, and they have little to do with outsiders. All known Kiasyd are loners, so they are rarely found with any other Kindred. A character belonging to either of these bloodlines requires great leeway from the Storyteller, as well as a plausible excuse for being of that blood and still being involved in vampire politics and society.

Ahrimanes

*is she weird, is she white
is she promised to the night
and her head has no room
and her head has no room
your heart is ripshit
your mouth is everywhere
i'm lyin' in it
- Pixies, "Is She Weird"*

The Ahrimanes originated with the Sabbat Gangrel. Upon arriving on this continent, Gangrel of both the Camarilla and Sabbat went into the southern wilderness, encountering a number of native tribes. Many of these Gangrel set up their havens near villages of these people. They preyed upon the villagers and defended them from white man's intrusion.

The founder of this bloodline was a Gangrel *antitribu* named Muricia. She studied the powers of the local shamans and used their magick to break her Vinculum with her sire, not wanting to get caught up in the constant warfare between two rival leaders of the Sabbat Gangrel. Most Sabbat Gangrel were busy killing each other off in feuds between the city and country factions.

When Muricia utilized the thaumaturgic powers of the native shamans, she effectively separated herself from her clan and her blood forever altered. The magic rituals she used on her body affected and mutated her own vampiric appearance. She soon combined the spiritual magick of the

shaman with her own Gangrel powers, giving her an unusual edge over most of her type.

Muricia tried to create others like herself, but soon discovered she could not, for her vitæ was infertile. She learned she could choose existing Gangrels and, using the same ritual the shamans used on her, make them like her. Because of this, all Ahrimanes are Gangrels before they become Ahrimanes. In addition, Muricia allowed only females to join her brood, believing men to be inferior and the reason for most conflict. This tradition remains in effect to this day.

The Ahrimanes are more of an artificial bloodline. All Ahrimanes must renounce their former clan before they are accepted into the bloodline.

The Ahrimanes number only a handful, existing primarily in Alabama, Georgia, Mississippi, Louisiana and some surrounding areas. They are extremely secretive and violent, enjoying material wealth and controlling many human pawns. They form packs of their own despite the opposition of the Lasombra. The Sabbat accepts their ways, because the sect values freedom. Besides, the Ahrimanes aid the Sabbat tremendously by watching the Lupine threat.

Nickname: (Something) Cat - Alleycat, Fatcat, Hellcat, etc.

Appearance: There are no male Ahrimanes. Most dress in practical styles, wearing leather and other durable materials. Many have long hair, and most are of Spanish or Mexican ancestry, though this is changing. They have slightly darker skin than most Kindred, allowing them to better pass as human. They are invariably armed, carrying both melee weapons and firearms.

Haven: Ahrimanes dwell in large mansions on the outer fringes of populated areas. They all maintain underground lairs, impenetrable to all but the most powerful enemies. There are no nomadic Ahrimanes. All stay involved in mortal affairs, and travel a good bit, but only within their territory.

Background: The criteria are that they be female, are capable fighters and true survivors. Despite these traits, there are only two or three Ahrimanes in the Black Hand. Each Ahrimane receives a mentor who becomes responsible for training her in the ways of the newly adopted bloodline.

Character Creation: All Ahrimanes, without exception, are female. Most have Professional or Working Jane Concepts. Their Nature is usually Survivor or oriented towards survival or power. Their Demeanors may be anything, but most are Survivors or Loners. Common Background Traits include Contacts, Resources and Retainers. All Ahrimanes have at least three Background points in Mentor.

Weaknesses: Because of the nature of their existence, Ahrimanes cannot create offspring and cannot use their blood to bond others. They can still be bound to others. If Merits and Flaws are used in the Chronicle, they can still take the flaw "Thin Blooded" but it is only a one-point Flaw.

Disciplines: Animalism, Presence, Spiritus

Quote: "Little man, you have crossed into my territory. For you, I am the very meaning of death."

Stereotypes: The Sabbat - We may come from it, but we have found our own way within its walls. Always show obedience, but never show your throat.

We have been too lax with these Fraidycats. Now we have no way of knowing what has really been going on in their lairs.

- Hymie, nomad priest

The Camarilla - These little pawns want their hands in everything. The only thing good about them is their blood, and it should be freed from their bodies at every opportunity.

I have heard rumors of a special breed of Sabbat super warriors being created in the Appalachian hills. I hope to discover the truth of this matter for myself.

- Tatiana, Gangrel archon not seen since giving this speech

Kiasyd

And madness risen from hell;

Strength without hands to smite;

Love that endures for a breath;

Night, the shadow of light,

And life, the shadow of death.

- A.C. Swinburne, "Atalanta in Calydon"

During the reign of Julian the Apostate, more than a millennia before the Sabbat was formed, three Lasombra created the Kiasyd bloodline as a means to discover the nature of their own Obtenebration Discipline. They captured faeries of the UnSeelie court from the surrounding area and bartered with a powerful Teutonic sorcerer for a substance believed to be the "blood of Zeernebooch, a god of the underworld."

A curious and brave member of the group, a fifth-generation Lasombra named Marconius, volunteered for the experiment. Through transfusion and experimentation, he transformed into something only part vampire. The fey blood and the supposed blood of the Teutonic deity drastically altered him. He grew gaunt, even by vampiric standards; his skin took on a translucent whiteness. His eyes took an odd shape and turned solid black, without pupils. He even grew by more than a foot. His fingers grew longer; his ears, nose and cheek bones became much more angular and defined.

This unusual Kindred found little peace within the tightly knit and snobbish Lasombra clan and left one night. Little was heard of Marconius until the late Middle Ages, when he resurfaced in Strasbourg with a number of childer, all with the same strange physical characteristics as their sire. The Kiasyd, as Marconius called his bloodline, challenged the Ventrue of the area and defeated them, taking over the city and the surrounding area.

With the exception of this incident, Kiasyd are known to be very passive. They do not usually engage in combat and seem primarily to be scholars. They are usually found alone, and if two Kiasyd other than sire and childe inhabit the same city for an extended period of time, it is a breach of Kiasyd etiquette.

The Kiasyd undergo a dramatic physical alteration after the Embrace, growing six inches to two feet taller and becoming thin and gaunt. Their skin color blanches almost chalk white and gains an unusual luminescence under moon light. Their eyes take on a more oval shape and deepen in color until they are entirely black, with no color

differentiation among sclera, pupil and iris. The cartilage in their ears, nose and cheeks seem to crystallize, becoming more angular and pronounced.

These changes occurs rapidly, usually during the first night or two after death. The Kiasyd must be locked away during this time, because they suffer uncontrollable frenzy during the entire period. They shift from one type of madness to another, going through no set pattern.

Even stranger than their appearance is their behavior after the change. They are invariably the calmest of all the undead. They are remarkably polite, congenial and honorable. They never get angry or agitated, though they are still quite emotional beings. They do not like to drink directly from vessels, considering it vulgar. They prefer to drain the victim's vitæ into a glass or other container before partaking of it.

Nicknames: Darklings, Shades and Weirdlings

Appearance: Kiasyd are usually six-to eight-feet tall. They are all extremely skinny. Their skin is completely white. They have very angular features. Their eyes are oval shaped and solid black. They usually wear dark clothing, and some even wear cloaks, outdated though they may be. Their skin takes on a slightly bluish tint after they drink their fill of vitæ.

Havens: All Kiasyd maintain permanent havens. They usually stay in the same haven until it begins to fall apart. Their home is always roomy enough for guests; though Kiasyd will not live in the same city, they often visit each other. They always construct vast underground galleries full of unusual stonework of their own design.

Backgrounds: Those who become Kiasyd are usually picked from the most polite and intelligent of humans. While most Kiasyd unusually, most were normal in life. The bizarre vitæ coursing through their veins is responsible for much of their weirdness.

Character Creation: Most Kiasyd have a Dilettante or Working Joe Concept. Their Demeanors should be something normal, but their Natures should be completely different. Mental Attributes are always primary, as are Knowledges. Common Background traits are Herd, Resources, and Retainers.

One unusual knowledge many Kiasyd possess is Faerie Mechanics. This knowledge allows the individual to construct illogical machinelike objects of any size and shape, capable of producing odd, preternatural effects.

Blood Disciplines: Mytherceria, Necromancy, Obtenebration

Weaknesses: The Kiasyds' strange physiques may be unsettling and inhuman, but it does not limit their appearance. In fact, many are considered quite beautiful. However, they do have a problem with pure iron. Being around it raises Frenzy difficulties by one, touching it causes an immediate Frenzy roll, and being damaged by it causes aggravated wounds.

Quote: "Be gone, vulgar one. I am best not trifled with. Return to your petty games."

Stereotypes: The Sabbat - The clan of our creation leads these beasts and sought our vitæ when they went to war with the Camarilla. We taught them better.

The Kiasyd should be avoided at all costs. Behind their polite facades are mad beasts, ready to twist your reality into any shape they desire.

- Paulo, Lasombra priest

New Disciplines

Mytherceria

Level One

Fey Sight: A vampire with this power is in tune with faeries and things faerie. The vampire can see faerie regiois (areas which are part of this world and Arcadia). They can also see through faerie glamour and see invisible faeries. The vampire can make out the faint outlines of spirits that are not on the physical plane, though this requires intense concentration.

System: This power usually requires no special roll unless the character is trying to see a particular spirit, in which case she must roll Perception + Occult (difficulty 9).

Level Two

Darkling Trickery: The Kiasyd can cause minor magical pranks. The vampire can create numerous spontaneous effects, and while none of them should be overtly harmful, they most certainly should be annoying to the victim. It is up to the player and Storyteller to come up with the pranks' effects.

System: Using this power requires a Manipulation + Occult roll (difficulty 7). The number of successes usually determines how long the trickery lasts. This varies based on what the trick is.

Here are just a few possibilities: remove hair (the victim's hair falls out), banshee's wail (the vampire lets out a scream, deafening all nearby for an hour and causing fear in animals), blight crops (causes all plants within a 100-yard radius to wither away and die), falling stones (telekinetically causes small stones to fall), slip (causes one victim to slip on the floor unless he makes a Dexterity + Dodge roll with a difficulty of 7), and foul simple machines (the vampire causes a simple machine to malfunction when the victim uses it).

Level Three

Goblinism: The Kiasyd has an innate understanding of earth and stone. The Kiasyd can instantly identify metals, rock formations and stones. Underground, the vampire has an intuitive direction sense.

Through long and strenuous effort, the Kiasyd can also alter earth and stone. The vampire can use this power for many purposes, such as shaping tunnels, building supports for underground havens, and smoothing out surfaces into flat floors and walls.

System: The knowledge and direction sense associated with this power do not require a roll, but shaping rock means the vampire must summon faerie goblins to aid him. The goblins will be inclined to help him, but not obligated. One goblin will appear per success on a Charisma + Leadership roll (difficulty based on how far underground the vampire is - in a mine shaft would mean a difficulty of 6, on the street would have a difficulty of 8, and at the top of the Sears Tower would have a difficulty of 10, if the Storyteller permits it at all.).

Level Four

Faerie Wards: The Kiasyd can protect designated areas with faerie glyphs, causing anyone who enters the area to become extremely disoriented. Kiasyd will occasionally put these glyphs on people who have offended them, causing the victim to be disoriented until the glyphs fade.

System: The warder must roll Dexterity + Security (difficulty 7 for inanimate objects or the target's Willpower + 2). Success means the glyphs appear wherever the warder wants and can be seen with the unaided eye. Anyone entering the protected area finds all rolls involving Mental Attributes have their difficulties increased by one. They will also become lost unless they can make an Intelligence + Investigation roll (difficulty 8). The glyphs lasts for a length of time based on the number of successes rolled.

- 1 Success One Hour
- 2 Successes One Night
- 3 Successes One Week
- 4 Successes One Month
- 5 Successes One Year

Level Five

Riddle Phantastique: As soon as someone hears the Riddle Phantastique, she can do nothing but try to solve it. The Riddle is so impenetrable that it can actually damage the fragile brains of those who think about it. Malkavians and other twisted degenerates, however, seem to have an easier time figuring it out.

System: The riddler rolls Manipulation + Faerie Lore (difficulty of the victim's Willpower). After a successful roll, the victim can do nothing but sit and ponder the riddle until she accumulates five times the riddler's successes. She rolls Wits + Faerie Lore (difficulty 10 minus the number of Derangements the victim has). She makes this roll as soon as she is told the riddle and then once per hour until she has gathered enough successes.

Every time the victim has more botches than successes, she takes one level of damage and loses that number of successes from the accumulated total. This damage cannot be healed until the riddle has been solved. The riddler can end this trance just by telling the victim the answer, but no one else can do so.

Level Six

Stone Travel: The Kiasyd can travel into the earth by creating a small tunnel. The tunnels can be used by others, but they will not be very safe and they collapse easily. The vampire is able to travel underground with almost no chance of being captured.

System: Tunneling requires physical contact with the ground as well as a Strength + Athletics roll (difficulty 6). The number of successes translates into the miles per hour at which the traveler can move. Also, the tunneler can cave in any part of the tunnel.

Level Seven

Earth Sword: The Kiasyd cause huge, strong spikes to shoot out of walls, ceilings and floors. These will be made of whatever material they shoot out of and can be especially dangerous to vampires in wooden houses.

System: The attacker rolls Wits + Melee (difficulty 6) and spends a point of Willpower while the target resists with a Wits + Dodge roll (also difficulty 6). If the attacker rolls more successes, the target takes three damage dice for each success, though the damage can be soaked normally. If the target rolls more successes, then he is unscathed. Five successes are required to impale a specific location, like the heart.

Level Eight

Basilisk's Touch: The Kiasyd can turn victims to solid stone simply by touching them. The effects are permanent, and the only way to reverse the effect is through powerful Thaumaturgy or by another touch of the Kiasyd.

System: This power takes effect as soon as the attacker succeeds in touching the victim and spending two points of Willpower. The victim resists with at least three successes on a Willpower roll (difficulty 8).

Spiritus

This Discipline comes from the spiritual forces existing in nature. The Ahrimanes learned this from Native American shamans. The Discipline is highly versatile, giving Ahrimanes a strong edge over other Kindred in the wilderness.

Level One

Speak with Spirits: The Ahrimane can speak to nearby spirits for the duration of the scene. This will not change the spirit's reaction to the Ahrimane. The Ahrimane communicates telepathically with the spirit.

System: The speaker rolls Wits + Linguistics (difficulty 6). Every success allows the speaker to communicate with whatever spirits are around for another turn. Of course, this does not require spirits to respond.

Level Two

Summon Spirit Beasts: The Ahrimane can call on the spirits of dead animals to aid them. They will be predisposed to helping the caller, and follow simple telepathic commands. The spirits can take any actions they were capable of in normal life.

System: The summoner must roll Charisma + Animal Ken (difficulty 7). Every success allows the animal to remain corporeal for a longer period of time:

- 1 Success One Turn
- 2 Successes Five Turns
- 3 Successes One Hour
- 4 Successes One Night
- 5 Successes One Week

These spirits have the same number of Health Levels they possessed in life. They return to the spirit world if they are Incapacitated in combat.

Level Three

Aspect of the Beast: The Ahrimane can gain powers similar to those possessed by animals by calling on the spirit of that particular animal to grant her the power.

System: The Ahrimane must make a Manipulation + Occult roll (difficulty of 7) and spend a Blood Point to gain the power. The power lasts for one turn per success. Even if the spirit fails to grant the spirit power, the vampire must still expend the Blood Point. Here are some of the possible spirit powers:

Falcon's Eye - The Ahrimane can see great distances as if she had the eyes of a falcon.

Sounds of the Cricket - This grants the power to produce an annoying, grating sound loud enough to deafen those nearby for a few hours.

Swiftness of the Stag - The Ahrimane can move at twice her normal running speed.

Strength of the Bear - This gives the Ahrimane two extra levels of Strength.

Ferocity of the Cougar - All Morale rolls are made at one less difficulty.

Beaver's Bite - This makes the Ahrimane's bite strong and sharp enough to cut through almost any substance.

Serpent's Venom - The Ahrimane's bite transmits a venomous toxin that causes two Health levels of damage in living victims per turn. The damage continues until the toxin is removed or nullified or until the Ahrimane's spirit power ends.

Chameleon's Colors - The Ahrimane becomes a chameleon, capable of changing color to suit the environment.

Leapfrog - This grants the Ahrimane the ability to leap three times her normal height and distance.

Ears of the Hare - The Ahrimane can hear as well as a rabbit, reducing the difficulty of Perception rolls involving hearing by two.

Nose of the Hound - The Ahrimane's sense of smell is far greater than that of a mortal. She can even track by scent with on a Perception + Survival roll (difficulty set by Storyteller).

Squirrel Balance - The Ahrimane can move about in the branches and limbs of trees or across tightropes with little fear of falling. All such Athletics rolls have their difficulties decreased by two.

Level Four

Engling Fury: This power allows an Ahrimane to use an animal spirit to replenish his Willpower. This destroys the spirit, however.

System: The character rolls Manipulation + Intimidation (difficulty 8). Every success allows him to regain a point of Willpower; each use of this power destroys another spirit.

Level Five

The Wildebeest: The Ahrimane has the power to take on a feral state, granting her special physical powers. She also takes on a more catlike appearance, and animals react poorly to this shape.

System: The change is automatic and raises the vampire's Strength by 3 and Dexterity and Stamina by 2. Appearance goes to 0 and Manipulation is reduced by 3. The vampire's claws and fangs cause an extra die of damage. Smelling, hearing, and night vision improve to roughly twice normal.

The History

Two important documents have been instrumental in making the Sabbat what it is. First is the Convention of Thorns, which ended the original Anarch Movement. The second is the Code of Milan, thought to have existed in one form or another throughout the Sabbat's existence, but gaining acceptance only following the Sabbat Civil War.

A Nosferatu translated of the Convention of Thorns, reprinted below, from the original Latin manuscript shortly before the original document in the custody of a Ventrue Justicar was destroyed by fire. The fire also destroyed the Justicar's entire haven, apparently the result of faulty wiring.

The edition of the Code of Milan that follows is the revised version, developed at the end of the Sabbat Civil War. It was completed in New York City mainly through the efforts of the Black Hand's Seraphim, who realized the need for revision. This version of the Code is much shorter than the original. Because many Sabbat packs now begin their Esbats by reciting the Code, it has in many ways become a creed more than a set of laws.

However, there have been further writings on the Code, and there are many vampires who share different interpretations of the Code. Disagreements over the exact parameters of the statutes have been a source of disputes for hundreds of years. This copy, the latest version, is a source of controversy due to Ventrue

antitribu Loyalists, who believe the Regent responsible for the Code did not possess legitimate authority to modify it. They strongly dislike statute XIV, feeling it is used by the Status Quo to restrict the Loyalist movement.

The Convention of Thorns

Many years have passed since the start of our current conflict, now called the Anarch Movement. Be it known that on this night of 23 October, 1493, the Jyhad has ended. The time for self-destruction is over.

This Concordat, bound in the Covenant of Caine by sacred vow, represents an unyielding, vigilant truce between the Kindred known unto themselves as the Anarchs, the Clan Assamite, and the free-standing Kindred bound under the title of Camarilla. Henceforth, the parties shall be recognized by faction as the Anarchs, the Assamites and the Camarilla.

Each of the parties agrees to the responsibility of maintaining peace. Each shall lay its censures upon any who breach or oppose this sacred Agreement. Accounting will be made of all parties for violations by them to either the letter or spirit of this Agreement. This document is legally binding under the accepted Lextalionis of all Cainites as it has passed through the ages. All Kindred are entreated to accept and gain pleasure from this peaceful accord.

Be it known that the Anarchs will enjoin with the Camarilla as an accepted part, making it whole. Anarchs are expected to work peacefully to achieve their own ends. They must become defenders of all, and they shall receive full entitlement to all rights and privileges belonging to all Camarilla Kindred. All Anarchs shall be accepted back unto their elders and their formerly denounced clans without any fear of reprisal. Only the most vicious of atrocities shall not be forgiven. These shall stand written for the Justicars to hear within one year, after which all allegations are no longer valid. All Anarchs shall reclaim all remaining and rightful property confiscated from them. In return they must turn over any war gains taken during the conflict by giving them to their sires or any recognized clan elder.

Know also that if the Anarchs are further warred upon, this open jyhad invalidates their responsibility to maintain peace with their attacker. They may act freely without fear of reprisal from nonactive members of the Camarilla. Anarchs are guaranteed the freedom to act as they please, short of breaching the "Masquerade" imposed for the protection of all Kindred from the kine.

It is also noted that any member of any other self-proclaimed sect must openly declare this before his elders and renounce this relation. Failure to do so will result in the destruction of any deemed guilty. No Kindred may be sent knowingly to his death by an elder or sire, unless the security of clan or Camarilla outweigh the possible loss of unlife.

From this night forward, the Assamites shall henceforth no longer commit diablerie upon members of other clans. The Assamites must commit themselves to this acceptance by a mark of assurance placed upon them in the form of a thaumaturgical limitation. All members of the Assamites shall become unable to drink freely of the vitæ of other Kindred from now unto forever. In addition, the Assamites

shall pay the Brujah elders of Spain two thousand pounds of gold, in ransom of the five Assamite elders captured committing diablerie. Also, the Assamites may no longer participate in Blood Hunts.

Be it also known the Assamites are guaranteed complete independence from Camarilla demands. The Assamite fortress, Alamut, shall be free from any further assaults. Assamites are also granted, out of respect of their beliefs, the freedom to commit diablerie within their own clan without restraint and the right to commit diablerie upon all Kindred not recognized as holding membership within the Camarilla.

It is rendered that all parties involved and all showing allegiance to any of these parties shall be held responsible for all aspects of this Convention brought forth here, in the neutral Kingdom of England, outside the hamlet of Thorn, near the town of Silchester. May Caine hold truth and peace for us all.

The Code of Milan

By the solemn word of Regent Gorchist, this is the one true *Code of Milan*, revised from the original manuscript this night, December 21, 1933. Out of the ashes of our great war may this peace reign everlasting.

An oath of allegiance has been sworn by the Regent and the Prisci in the presence of all faction leaders and 50 other witnesses to faithfully follow all regulations imposed by this code in leading the Sabbat. This revised *Code of Milan* is agreed upon by all Sabbat factions, including those of Cardinals Huroff, Bruce de Guy, Agnes and Charles VI; and Archbishops Beatrice, Una, Tecumseh, Toth, Aeron, Marsilio, Rebecca, Julian and Salluccio. All other factions must pledge themselves in support of this revised *Code of Milan* or claim separation from the Sabbat.

These are the statutes comprising the *Code of Milan*:

- I. The Sabbat shall remain united in its support of the sect's Regent. If necessary, a new Regent shall be elected. The Regent shall support relief from tyranny, granting all Sabbat freedom.
- II. All Sabbat shall do their best to serve their leaders as long as said leaders serve the will of the Regent.
- III. All Sabbat shall faithfully observe all the *Auctoritas Ritae*.
- IV. All Sabbat shall keep their word of honor to one another.
- V. All Sabbat shall treat their peers fairly and equally, upholding the strength and unity of the Sabbat. If necessary, they shall provide for the needs of their brethren.
- VI. All Sabbat must put the good of the sect before their own personal needs, despite all costs.
- VII. Those who are not honorable under this code will be considered less than equal and therefore unworthy of assistance.
- VIII. As it has always been, so it shall always be. The Lextalionis shall be the model for immortal justice by which all Sabbat shall abide.
- IX. All Sabbat shall protect one another from the enemies of the sect. Personal enemies shall remain a personal responsibility, unless they undermine sect security.
- X. All sect members shall protect Sabbat territory from all other powers.

XI. The spirit of freedom shall be the fundamental principle of the sect. All Sabbat shall expect and demand freedom from their leaders.

XII. The Rights of Monomacy shall be used to settle disputes among all Sabbat.

XIII. All Sabbat shall support the Black Hand.

Addendum to the Code of Milan

XIV. All Sabbat have the right to monitor the behavior and activities of their fellow sect members in order to maintain freedom and security.

XV. All Sabbat possess the right to call a council of their peers and their immediate leaders.

XVI. All Sabbat shall act against sect members who use the powers and authority the Sabbat has given them for personal gain at the expense of the Sabbat. Action shall be taken only through accepted means, approved by a quorum of Prisci.

XVII. All Sabbat shall stand united against all enemies of the sect. No Sabbat without rightful authority shall enter into any individual agreement with a member or members of the enemy without prior approval of his leader.

Chapter Four: The Forces of Darkness

Now he goes along the darksome road, thither whence they say no one returns.

- Catullus, *Carmina*

Efforts of the Inquisition

Crushing all deceivers, mashing non-believers

Never ending potency

Hungry violent seekers, Feeding off the weaker

Breeding on insanity

- Metallica, "Battery"

Existing only to stamp out demonic influence within the Sabbat, the in-house Inquisition sees demons as a very real and immediate threat, because they control everything with which they become involved. Their very nature demands subjugation and slavery. The Sabbat is based on freedom, and demons destroy freedom.

The Sabbat's vulnerability comes from disorder and fractiousness within the sect's political structure. Many Sabbat see demons as a chance to increase their personal powers beyond those attainable by all but the eldest of the Damned. Many Sabbat do not even believe in a "soul," so they do not fear eternal damnation. Most Sabbat shudder at the thought of losing their souls, and this led leaders to call for the Inquisition. Other Sabbat believe the leaders called for the Inquisition due to threats to their own security and positions.

In 1804, Gustav Mallenhaus, a Ventrue *antitribu* of strong reputation, created the Inquisition. Mallenhaus encountered a cult of infernal demon worshippers within the sect while visiting a friend from the Old Country. Mallenhaus faced down the unworldly powers of the monsters, but barely survived. He looked further into the matter and soon learned the villainy was much more widespread than he had first believed. Mallenhaus, a priscus, garnered the support of several powerful leaders and founded the Sabbat's very own Inquisition.

During the Sabbat Civil War, the Inquisition became a political tool, but vanished when actual Jihad spread between the Sabbat-held territories. No one had time to worry about such matters. It was not until 1924 that the Sabbat's Inquisition was reestablished, this time by a Black Hand dominion named Julian. Julian, formerly a rich nobleman from Avignon, had proved his skill in battle (as well as increased his wealth) by fighting the Huguenots for Henry III and brought the same disregard for his enemies

to the Inquisition. The Inquisition is now despised by most Sabbat for its far-reaching influence and its authority to destroy almost any sect member.

The Inquisition's methods vary to fit each situation, but it usually follows basic procedures. First, the Inquisition formally introduces itself in whatever Sabbat city it is investigating. Following this, Inquisitors ask all

Sabbat to privately present any information on demon worship within the city. Then they begin their own investigations.

Inquisitors follow up the testimony of any Sabbat reporting a case, usually keeping the identity of the informant a secret. The Inquisitors look into the background of any Sabbat they suspect of demon worship. Investigations usually take one to three weeks and almost always end in a trial. Inquisitors formally charge the accused if some evidence is found, summoning suspects to appear before the bishop and priests of the city and all the Inquisitors. They set a trial date and take the accused away.

The accused vampire cannot roam freely and remains constantly under guard. A trial is held, and all Sabbat of the city and surrounding territories are invited to attend. The Inquisitor General sits as judge. If the vampire is found to be innocent, he is issued a written document called the *ad cautelam*, a statement of the vampire's innocence. If the vampire is found guilty, she is tortured to provide Inquisitors with all knowledge she has of other demon worshippers. She is then brought before her fellow Sabbat for punishment - the *auto-de-fé*, or "Act of Faith." The vampire is presented to her fellow Sabbat, her crimes are read, and she is summarily executed by the most extreme means available.

Execution varies from case to case and depends on the whim of the Inquisitor General. Among his favorite punishments are acid baths, boiling (or cooking) to Final Death, peeling the guilty vampire's flesh and muscle off layer by layer, and painfully slow dismemberment and mutilation. One punishment never imposed is death by diablerie. The Inquisitors consider blood of these vampires "tainted with evil."

Those serving demon worshippers are also severely punished. Inquisitors often use a special thaumaturgic ritual to place the Infernalist's accomplice within the trunk of a tree. The rough outline of the individual remains

visible. The tree is referred to as a Body tree. It is always located in some out of the way spot where humans are unlikely to notice it but where it can serve as a visible reminder to all Sabbat.

The Inquisitors have demonstrated great adeptness at intimidation, intrigue and manipulation in rooting out the evil ones. The Inquisitors also rely on a wide range of Disciplines, especially Thaumaturgy. At least one Inquisitor is rumored to be studying thaumaturgic means of dismissing demons, though darker rumors hint at the opposite.

Among the 13 Inquisitors are four Templars, seven Inquisitors, one Inquisitor General, and one ghoul detective with psychic abilities.

The Path of Evil Revelations Revealed

The Sabbat many sect members believe in is an illusion. We of the Evil Revelation are the "True Sabbat." If they knew all of our brood, the supposed enemy within, they would be aghast. One day they will find out, and it will be too late for them to turn against us.

- Archdeacon Lorister, Demonologist and Damned Soul
Most players should never discover the following information, and those who do should only learn it through constant battle with the infernal. These are the secrets of the Path of Evil Revelations, a Path no character should follow.

Nicknames: Heretics and Corrupters

Basic Beliefs: Vampirism is inherently evil. It originated with Caine's evil deed, and vampires now serve an evil purpose. There is something intrinsically wrong with pretending there is a higher good for the undead. There is none, because the world was created for mortals, not the undead. The morality of the undead is an illusion. Vampires are meant to serve the powers of darkness.

Ethics of the Path:

- Reject your humanity. You are the servitor of unnatural evil.
- Support the Lords of Darkness, and they will reward you.
- Hide your nature from your fellow Sabbat. Never reveal your true master.
- Corrupt others whenever possible. Show them the darkness as you see it.

History

The Path of Evil Revelations began in the 1600s, founded by a group of Brujah who were demon worshippers during their mortal lives. Even before this Path began, however, at least some undead were willing servants of evil. This Path has remained hidden for all these centuries, though a few of those on this Path have been caught and put to the stake.

Current Practices

This Path meets regularly, but the Infernalists are extremely paranoid and secretive. While most meetings are small, they occasionally hold large meetings with dozens of vampires and their many mortal attendants. One unusual practice of these Sabbat is their use of mortals. They all keep a number of mortal servants for various purposes, not the least of which is human sacrifice. The vampires

also form pacts with demons to gain greater power in the material world. They even involve demons in the Vaulderie. Through this practice, they somehow break their Vinculum to all Sabbat not on the Path of Evil Revelations.

Description of Followers

It would surprise most Sabbat if they discovered which Sabbat follow this Path. The Infernalists are not necessarily the meanest and most brutal of sect members; some seem very human. Surprisingly, many sect leaders follow this Path, which may be why most vampires following this Path remain safely hidden. Many followers are Lasombra. Few if any Serpents of the Light follow this Path; although some Tremere *Antitribu* follow it, their number are few.

Views on the Other Paths

- **Path of Caine** - "They are fools. Do they really think they are like Caine? No one but Caine is like Caine."
- **Path of Cathari** - "There is power in their games -real power. Too bad they do not know how to focus it. They are much like us, though they would not believe it."
- **Path of Death and the Soul** - "We are what they would be, but we know the shortcut."
- **Path of Harmony** - "They deserve to die if they cannot be corrupted. Their make-believe sense of decency and ethics turns my stomach."
- **Path of Honorable Accord** - "They are the most fun to toy with and manipulate. They are still human, though they will not accept that fact."
- **Path of Power and the Inner Voice** - "All roads branching off this Path lead to us. We understand the reality of power and the inner voice."

Following the Path

Following this Path means serving the Lords of Darkness. For this reason, Storytellers should never let players send their characters down this Path. The followers of this Path must act in the best interests of the Infernal Powers they serve. They always try to corrupt others into following this Path, promising them riches and power, though they are only promises. They always lie and manipulate - not for their own interests, but for their masters'.

Common Abilities: Most possess useful Knowledges like Alchemy, Archeology, Demon Lore, Kindred Lore, Mage Lore, Occult and Theology. Many are also adept in Debate, Empathy, Intimidation, Leadership, Seduction, Sense Deception, Stealth and Subterfuge.

Preferred Disciplines: Auspex, Dark Thaumaturgy (described below) and Presence are highly valued. Most Infernalists enter into pacts with Infernal Powers, promising souls and service in return for temporal power.

Do's and Don'ts of Following the Path of Evil Revelations

1. Always try to corrupt others to the ways of your Dark Lords.
2. In the presence of the enemy - all not on this Path - never act in accord with your true nature.
3. Use everyone to your and your masters' advantage.
4. Perform sacrifices, as necessary, to appease your master.
5. Express your vile nature whenever the opportunity presents itself.

6. Pursue vampiric diablerie as much as you do Infernal Diablerie.
7. Despise all vampires who act human and claim to possess morals and ethics.

The Extent of the Corruption

It's not always honesty,

That is the best policy,

But little lies can give you away,

Though you'll deny it if they say,

Maybe your just

Leading a Double Life.

- Styx, "Double Life"

If Sabbat knew how many of their upstanding leaders follow this Path, the sect would be in total panic. The corruption is much more widespread than most Sabbat are willing to believe. Even some prisci and archbishops have turned to this Path. The Inquisition is right in many of its seemingly paranoid delusions.

The Storyteller must decide how far the corruption has and will run and how much it affects the characters. It can be the focus of a chronicle, but works better as background intrigue, enhancing the mystery within the game.

Path of Evil Revelations' Hierarchy of Sins

Path Rating - Minimum Wrongdoing for Path Roll

- 10 - Not trying to corrupt your friends and allies.
- 9 - Showing no interest in power.
- 8 - Failure to destroy a force for good.
- 7 - Helping others when not to your masters' advantage.
- 6 - Failure to commit vampiric diablerie when the opportunity is present.
- 5 - Doing anything good, unless to further a greater evil.
- 4 - Turning down the opportunity to express your depravity without fear of retribution.
- 3 - Providing Infernal secrets to non-Infernalists.
- 2 - Failure to use a situation to your masters' advantage.
- 1 - Failure to serve your masters.

The Art of Dark Thaumaturgy

Devil and the deep blue sea behind me.

Vanish in the air. You'll never find me.

I will turn your face to Alabaster

Then you will find your servant is your master.

-The Police, "Wrapped Around Your Finger"

Dark Thaumaturgy is a new Discipline for **Vampire**. Storytellers are strongly advised not to let characters learn this Discipline because it is intended for use only by the vilest villains characters will ever have the misfortune to encounter. If the Storyteller allows characters this Discipline, they could disrupting the balance of power among the characters and other Sabbat in the game. It will also go against the grain of **Vampire** by accepting ultimate evil rather than standing up against it.

Dark Thaumaturgy removes the moral problem solving and the quest for balance between monster and human because the characters embrace irredeemable evil rather than fighting it. If a player's character has this Discipline, it is the worm at the rotting heart of the Sabbat and stands a very good chance of destruction at the hands of the Inquisition. For these reasons, Dark Thaumaturgy was not included in the **Players Guide to the Sabbat**.

Dark Thaumaturgy is very similar to Thaumaturgy, appearing and functioning almost the same. The fundamental difference is that Thaumaturgy uses the world's inherent magical energy, and Dark Thaumaturgy uses the dark energy of Hades. The study and practice of Dark Thaumaturgy is similar to Thaumaturgy; only the power source is different.

Dark Thaumaturgy has levels like Thaumaturgy. The level represents the highest-level ritual the character may perform. There are also Paths of Dark Thaumaturgy that function like Paths of Thaumaturgy.

Some Dark Thaumaturgy rituals are like Thaumaturgic rituals, but the majority are different. They involve invoking and controlling Infernal powers. There are five basic types of Dark Thaumaturgic rituals: Summonings, Bindings, Dismissals, Signs of Protection and Minor Magicks.

Summoning rituals draw forth a creature - usually a demon - from the Inferno. The creature appears through the power of the ritual itself. The creature is free to do as it pleases once it

appears, so it is best to plan a way of controlling or manipulating it into doing what the character brought it forth to do. All summonings require Charisma + Occult rolls (difficulty set by the Storyteller).

Binding rituals allow a character to force a demon into servitude. The ritual may take on whatever form the Storyteller wants. It can involve knowledge of the creature's True Name, promising one's soul in payment, a list that names the creature's price for service, or any number of other things. In fact, most binding rituals, as with all rituals, should differ with each entity. Bindings require a Manipulation + Occult roll (difficulty set by the Storyteller).

Dismissal rituals let a practitioner of the black arts force a creature back from whence it came. Some of these rituals also carry with them a specific length of time during which the creature will be unable to return to the earth. Dismissals require an Intelligence + Occult roll (difficulty set by the Storyteller).

Signs of Protection are special symbols, glyphs and markings that protect the user from a specific type of creature or a particular type of harm, such as fire, poisons or electricity. There are many Signs of Protection, ranging from small, hand-held symbols to large magic circles. Signs of Protection require a Wits + Occult roll (difficulty set by the Storyteller).

Minor Magicks are miscellaneous spells that allow for a number of effects, ranging from curses to bolts of energy. Dark Thaumaturgic rituals of this type are rare because most such effects come from a more direct source, like Infernal Investments or demons forced to produce the desired effect.

Dark Thaumaturgy Rituals, Wards and Pacts

The following are just a few of the possible Dark Thaumaturgic rituals. Those skilled in this Discipline may create rituals, but most rituals are ancient secrets, passed from one Infernalist to another. Statistics for the demons listed in the rituals below are included in the *Bestiary* section of this sourcebook.

Level One

Aport Object: This ritual allows the practitioner to magically enchant an object. The next time the Infernalist desires the object in her hand, all she has to do is speak a magic word and the object appears.

Spectral Mask: This ritual covers the caster's face with a magical mist. The mist takes the image of some horribly demonic creature, causing all those seeing it to make a Courage (or Morale) roll (difficulty 6) to resist running in fear. If using **Werewolf: The Apocalypse**, the Storyteller can use the Delirium chart to determine how the mask affects viewers.

Level Two

Haunting Memories: Through this ritual, the practitioner creates painful images and transfers them to the next person touched. The victim will be haunted by these reoccurring, demoralizing images for weeks. During this time, the victim will feel somewhat guilty and saddened, but never know exactly why.

Sign of the Moon: This ritual makes the claw and fang attacks of lupines less effective. For one night, the Infernalist will not take aggravated wounds from lupine attacks but will take aggravated wounds from silver.

Summon Grantel: This ritual allows the vampire to summon Grantel, the Mandragora. There is no binding or dismissal rituals for this creature, because the creature is the servant of a much greater demon. While there are binding and dismissal rituals inscribed in many tomes, all are fake. For this reason, once Grantel is summoned, it is hard to get rid of him.

Level Three

Sign of the Wraith: This ritual makes the Infernalist immune to the attacks of all spirits for a period of 13 minutes, though she cannot effect them for the same period. By remaining absolutely motionless, the Infernalist may extend its duration threefold. Movement after the first 13 minutes automatically dissolves the protection.

Summon Tivilio: This ritual summons Tivilio, the Injurer of Cats. Of course, a cat must be given in sacrifice. Like most demons, Tivilio is evil and tricky; despite its limited power, it is vile and cunning.

Turn to Toad: This ritual turns the practitioner or another individual into a toad. If the Infernalist uses the ritual on herself, she may change back at any time. If used on someone else, the spell will wear off in 12 days, minus one day per Willpower point the victim possessed at the time of the transformation.

Level Four

Bind Tivilio: This ritual forces Tivilio to perform one task after it has been summoned. Once it completes the assigned duty, it is free to do as it pleases -even remaining on Earth.

Summon Lucricia: This ritual summons Lucricia the Succubus. Lucricia will be more than willing to please the caster because she corrupts in this manner.

Level Five

Dismiss Tivilio: This ritual removes Tivilio from this world. The use of this ritual angers Tivilio, and it may seek retribution should it ever return.

The Inner Furnace: This extremely potent ritual may only be used against humans. The ritual causes a single victim to self-combust and burn to death in his own flames. The Infernalist must be able to see the victim and succeed in a Manipulation + Demon Lore roll (difficulty of the victim's Willpower). Every success causes a level of damage that may not be soaked.

Soul Leech: The Infernalist with this power can draw souls out of the recently deceased with a successful Wits + Intimidation roll (difficulty of the soul's Willpower). The Infernalist cannot retain the souls, and drawing them out with this ritual destroys them while replenishing the Infernalist. Each soul thus absorbed gives the Infernalist five Blood Points and heals one wound. The Infernalist also receives a rush, stronger than any blood drinking could give. Souls go through complete agony during these few moments. They appear as vaporish clouds of swirling light wisping around the Infernalist, making terrible moaning sounds for the entire duration. The faces of the dead can be seen in the vapor.

Level Six

Summon Barliagus: This ritual allows the caster to summon Barliagus. Barliagus does not like to appear in person, so it is very likely that it will attack the caster unless the Infernalist has something to offer it.

Transfer Essence: This ritual transfers the Infernalist's soul, Mental Attributes, Charisma, Manipulation and vampiric Disciplines into a new body. The body must be that of a freshly killed human. The old body crumbles to dust. This ritual requires a Stamina + Medicine roll (difficulty of the number of hours the new body has been dead). This ritual cannot be cast on a body that has been dead for more than 10 hours.

The Paths of Dark Thaumaturgy

Sin recognized - but that - may keep us humble,

But oh, it keeps us nasty.

- Stevie Smith, "Recognition Not Enough"

There are seven known Paths of Dark Thaumaturgy, but there are most assuredly more because the powers of the Infernalist are cunning and varied. As with Thaumaturgy, the Infernalist chooses one Path at second level to be the primary Path. The Infernalist may then learn new ones later. The cost for raising the ratings in these Paths is handled exactly like Thaumaturgy.

Chains of Pleasure

Infernalists have used this Path to corrupt many a soul. Some victims become dependent upon the Infernalist for the effects of this power. The effects are like a drug, sapping the will of the user over time. After an individual has experienced this power once, he will seek it out again and again. A victim must roll Self-Control or Instincts (difficulty of 6) to resist another chance to experience the effects. After each subsequence subjection to this power, the difficulty increases by one, with a maximum of 9. This Path is extremely effective, garnering pleasure addicts who will serve the Infernalist just for a fix.

• Ecstasy:

This power creates intense pleasure in an individual, kine or Kindred, simply through skin-to-skin contact with the Infernalist who spends a Blood Point.

System: The victim will feel this pleasure as long as the Infernalist maintains contact and must make a Self-Control roll (difficulty 6) to do anything but enjoy himself. This power may be used for any length of time; however, if contact is broken, it requires another Blood Point to reestablish Ecstasy.

•• Overstimulation

This power is a strengthened version of Ecstasy. It is so effective that some victims perceive it as painful, and they might be knocked unconscious by the pleasure.

System: The victim must spend Willpower to take any action, and then must make a Self-Control roll as described in Ecstasy. Failure means the character has lost consciousness from resisting the pleasure.

••• The Wave of Pleasure:

The Infernalist can cause pleasure in more than one victim, and no longer requires skin contact. She merely has to make eye contact with each victim. Once established, The Wave of Pleasure lasts as long as that particular target is in sight and as long as the Infernalist concentrates on maintaining it.

System: The actual effects are the same as Ecstasy. Contact can be made with only one person per turn and requires one Blood Point each, but as many contacts can be made as the Infernalist desires.

•••• Writhing Delights:

With but a touch, the Infernalist can send a victim into spasms of pleasure, leave him lying on the ground shaking and squirming uncontrollably for hours.

System: After touching the victim, the character rolls Charisma + Subterfuge (difficulty of the target's Willpower). For an amount of time depending on the number of successes, the victim can do nothing more than writhe on the ground:

- 1 Success One Turn
- 2 Successes Five Minutes
- 3 Successes Thirty Minutes
- 4 Successes One Hour
- 5 Successes One Night

••••• The Glow of a Thousand Embraces:

This power severely injures a victim, causing extreme shock to her nervous system.

System: The vampire must touch the victim and spend a Blood Point and a point of Willpower. If the victim is a human, she suffers seven levels of damage, minus one for every success on a Stamina + Athletics roll (difficulty 7). Vampires make the same roll, but suffer no damage. Instead, failure sends them into torpor for as long as their Humanity mandates. If they succeed, they must still make Self-Control rolls (difficulty 7) or go into Röttschreck.

Hands of Destruction

One of the most gruesome Paths, the Hands of Destruction provide Infernalists with powerful offensive abilities. The Hands of Destruction center around entropy and decay in one form or another.

• Decay:

This power ages an inanimate object, causing it to rust, break down or begin to corrode.

System: Every minute the Thaumaturgist touches an object and spends a Blood Point, the object ages 10 years. The Storyteller can then decide what sort of awful effects this can have.

•• Gnarl Wood:

This power warps and bends any wooden object the Infernalist sees. The wood is otherwise undamaged.

System: For every Blood Point spent, 50 pounds of an object may be bent. This power may be used on any wooden object the Infernalist can see, so it is possible to bend all the hunter's wooden stakes in no time.

••• Acidic Touch:

This power allows the Infernalist to produce a horrid secretion from anywhere on her body. It is capable of burning through wood and metal like a strong acid. It causes terrible chemical burns to anyone touched.

System: One Blood Point produces enough acid to burn through a piece of quarter-inch steel plate in three seconds or enough for one attack. The acid causes any damage from a hand-to-hand attack to be aggravated, though the Infernalist must spend a Blood Point each turn she wants to use this power.

•••• Atrophy:

This power sucks the life from a victim's arm or leg, causing it to become a shrunken husk of bone, skin, and little more. The effects are instantaneous and, in mortals, irreversible.

System: The victim receives one chance to resist the effects by rolling three successes on a Stamina + Athletics roll (difficulty 8). Failing the roll means the arm is permanently crippled. If one success is rolled, then all difficulties involving use of the arm are increased by two; if two successes are rolled, those difficulties increase by one. Vampires can cure the arm by spending five Blood Points on it through the course of a night.

••••• Turn to Dust: This awesome power ages a human victim so rapidly that he turns to dust in the Infernalist's hands. The Infernalist rolls Manipulation + Intimidation (difficulty of the victim's Humanity); every success ages the victim by 10 years.

Fires of Inferno

This Path of Dark Thaumaturgy relates to manipulating a form of energy found only in Hades. The energy looks very much like fire, but it is supernatural fire and can affect those with protection from normal flames.

The following information relates how much damage the hellfire inflicts. The higher the level of the practitioner, the hotter the flames. Flames burn for half damage (round down) every turn after the first until extinguished if its target is combustible (vampires are just as combustible as humans) and cause aggravated wounds. Hellfire can be put out in the same way as normal flames. Hellfire appears in many different colors, not just red.

- One die of damage
- Two dice of damage
- Four dice of damage
- Six dice of damage
- Eight dice of damage

Path of Pestilence

This Path focuses on the use of filth and disease as a weapon. An Infernalist skilled in this Path is immune to her own effects, but is not immune to other illnesses affecting vampires.

• **Sickness:**

This power means an Infernalist's very touch causes illness. The effects vary, but usually include some of the following: fever, cold chills, vomiting, diarrhea, headaches, nausea, muscle cramps, watery eyes, open sores and stiffness in the joints. This power only effects mortals.

System: The exact nature of the infection varies from victim to victim, but the number of effects equals the number of successes the vampire has on a Strength + Intimidation roll (difficulty of the victim's Stamina + Athletics). The sick individual subtracts one point from each of his three Physical Attributes for each effect. Thus, a character suffering from four illnesses would have to subtract four points from Strength, Dexterity and Stamina. If any is reduced to zero, the victim must remain bedridden until recovered. A character will suffer the effects for one day per success by the Infernalist, but will regain one point in each Attribute per day.

•• **Vampire Sickness:**

This power allows the Infernalist to create the same effect as Sickness but in vampires. Vampire victims suffer fevers, cold chills, blood vomiting, headaches, nausea, muscle cramps, bloody eyes, open sores and stiffness of the joints. Otherwise, the effects and the functions are the same as those for mortals.

System: This power works like Sickness, but the victim can add Fortitude to the difficulty level.

••• **The Swarming:**

This power is similar to Animalism, allowing the Infernalist to summon all insects within 200 feet. In urban areas, roaches are the most numerous. The Infernalist can command the insects to perform simple tasks, such as invade an area, eat all food nearby, crawl down into things, climb all over people, bite and sting everyone but the Infernalist, etc.

System: The insects will stay in an area for an amount of time depending on a Charisma + Animal Ken roll (difficulty 6), though the Thaumaturgist can dismiss them at any time:

- 1 Success One Turn
- 2 Successes Five Minutes
- 3 Successes Thirty Minutes
- 4 Successes One Hour
- 5 Successes One Night

•••• **Diseased Breath:**

The Infernalist exhales terribly stale breath that reeks of rotting flesh. The power only effects mortals and supernatural creatures that must breath (including ghouls and lupines). The nature of the disease is left up to the Storyteller.

System: The Infernalist rolls Stamina + Medicine (difficulty 6), and everyone within 15 feet must roll Stamina + Survival (difficulty 6). Every additional success the Infernalist rolls causes the victims to increase the difficulties of all their rolls by one. Every two successes causes one level of damage. Those victims who roll the

same number of successes as the Infernalist (or more) suffer no effects.

••••• **Cause Plague:**

This power allows the vampire to infect an individual with a virus transmittable to others through the air or by physical contact. The sickness has the same effect in all victims it has in the first victim.

System: This power works the same as Sickness, but can be transmitted in any way the Storyteller likes.

Path of Phobos

This Path of Phobos is the Path of Fear. This Dark Path allows Infernalists to manipulate the fears of their victims as a weapon. Almost everyone has fears, but there are a rare few who have conquered them and are unaffected by this power. Those with Faith are likewise unaffected by the powers of this Path.

• **Induce Fear:**

The Infernalist with this power causes a victim to feel as if she is being watched and stalked.

System: The Infernalist can use this power on any target he can see. It requires a Manipulation + Empathy roll (difficulty of the target's Courage or Morale + 3). The victim must make a Courage or Morale roll (difficulty 5 + the number of successes the Infernalist rolled) to take any action against him.

•• **Spook:**

Using this power, the Infernalist causes her victims to feel an overwhelming sense of dread. They feel something terrible is about to happen to them unless they get away quickly.

System: Mortal victims must make a successful Courage or Morale roll (difficulty 7) to keep from running away. Vampire victims must do the same but, if they fail their roll, they suffer Röttschreck.

••• **Terrorize:**

This power lets the Infernalist draw a fear from the victim's mind and present it to him. The victim will see or feel whatever it is he fears the most. If he fears snakes, he sees big, slimy snakes slithering around a corner just ahead of him and constantly hears rattlesnakes behind him. To the victim, the effects seem completely real, though they are illusions.

System: The vampire must roll Perception + Intimidation (difficulty of the target's Self-Control + 3) to see how long the affects last; it will also end if the vampire cannot see the victim.

- 1 Success One Turn
- 2 Successes Five Minutes
- 3 Successes Thirty Minutes
- 4 Successes One Hour
- 5 Successes One Night

The Storyteller will then require Courage rolls (generally against a difficulty of 6 or 7) to allow the character to make any action.

•••• **Fear Immersion:**

This power allows the Infernalist to call on the victim's most deep-rooted fear and force her to deal with it, face to face. The power functions similar to Terrorize, but rather than placing signs of the fear all around the victim, the

victim is immersed in the source of the fear. A person afraid of snakes becomes wrapped up to her neck in pythons.

System: This power works like Terrorize, but the victim must make her Courage rolls against a difficulty of 8, and the effect lasts even when the vampire cannot see the victim.

..... Leech of Fear:

This power allows the Infernalist to temporarily feed on fear as though it were blood. Many Infernalists claim this experience is infinitely preferable to the Kiss.

System: As long as the Infernalist maintains this power, he gains Blood Points from the fear of others. Every time someone he can see fails a Courage or Willpower roll, the character gains one point of vitæ. Note that the other powers on this path will not contribute to this feeding. A Manipulation + Empathy roll (difficulty 8) determines how long this power will last:

- 1 Success One Turn
- 2 Successes Three Turns
- 3 Successes Five Minutes
- 4 Successes Thirty Minutes
- 5 Successes One Hour

Path of Secret Knowledge

Some Infernalists consider this the most powerful and difficult of Dark Thaumaturgical Paths. Storytellers may wish to leave this Path out of the game if they feel it will be too disruptive. This Path allows the practitioner to glimpse knowledge and secrets he should not be privy to.

• Whispers:

The Infernalist with this power can spontaneously summon common knowledge on an individual from the back of her own mind, even if she has never met that individual before. This information includes name, occupation, age, interests, where he lives, and if he has any family. It takes almost no time for the vampire to discover this information.

System: The vampire must make eye contact with the person, and the victim can be no more than five feet away. It requires the Infernalist make a Perception + Empathy roll (difficulty of the target's Willpower). This power does not work on any supernatural beings, including ghouls.

•• Secrets in the Dark:

Very similar to Whispers, this power allows the Infernalist to gather a little more knowledge about the victim, including names of family members, their phone numbers, where they work, and what they enjoy and hate doing.

System: This power also requires a Perception + Empathy roll (difficulty of the target's Willpower + 1), but allows the Infernalist to take information from supernatural creatures. It will not reveal deeply held secrets, such as the fact that someone who follows the Masquerade is a vampire.

••• The Hidden:

This power grants the Infernalist very private information about an individual. She will know one minor secret the individual is trying to hide from everyone. She will know the name of one person the individual claims to like, but actually dislikes. She will know the name of the last person

he was intimate with. She can also learn the individual's strongest desire.

System: This power also requires a Perception + Empathy roll (difficulty of the target's Willpower + 2), but it takes an entire turn.

•••• Dark Prophecy:

The Infernalist can tell the future, but these prophecies always focus on the darkest possibilities. Information gleaned is cryptic at best, and it is certainly possible that the future will change.

System: The Infernalist rolls Wits + Investigation (difficulty 8). The resulting information should always be mysterious, but the Storyteller can make it clearer with more successes. One success will give the Infernalist a vision that will be next to incomprehensible.

•••• Unlock the Heart of Mystery:

The Infernalist with this power holds a tremendous weapon. With it, he can uncover any knowledge lost to the world. The locations of hidden treasures, the secret names of demons, or the hiding places of powerful beings all become apparent. This power requires a Perception roll (difficulty set by the Storyteller, but usually at least 9) and will only uncover those mysteries known by no mortals or vampires.

Path of Torture

The Path of Torture is just what its name implies. This Path concerns pain and only pain. Many who practice this Path also practice the Chains of Pleasure. Infernalists with these powers are the most ruthless executioners and torturers.

• Hurt:

The Infernalist causes pain in a mortal through skin contact. The effects lasts as long as the vampire maintains contact with the victim. This pain is terribly strong and sometimes used

during interrogations. The vampire has the option of specifying the exact nature of the pain - sharp, piercing pain; extreme nausea; tickling; muscle cramps; etc. -and whether it will affect the victim's entire body or just a particular part.

System: After touching the victim, the Infernalist rolls Manipulation + Intimidation (difficulty 6) while the target rolls Stamina + Courage (difficulty 6). Every extra success the Infernalist rolls causes the target to lose that many dice from any pools and to suffer extreme pain.

•• Hunger:

This power allows the Infernalist to cause pain in vampires. Contact must be made with the victim for this power to function, and the victim feels as if she is starving, having almost no blood in her body. She will double over due to the sharp pains.

System: This power works in the same way as Hurt, except that most Sabbat resist with Morale instead of Courage.

••• Torment:

This power affects both mortals and supernatural beings equally. The Infernalist causes tremendous pain in the victim, eventually causing mortals to pass out and Kindred to enter torpor.

System: The Infernalist makes skin contact and rolls Strength + Torture (difficulty 6). Victims resist with

Stamina + Athletics (difficulty 6). Mortals beaten by this roll pass out, and vampires enter a form or torpor. The length of this unconsciousness is based on the number of additional successes the thaumaturgist rolled:

- 1 Success One Turn
- 2 Successes Five Minutes
- 3 Successes Thirty Minutes
- 4 Successes One Hour
- 5 Successes One Night

.... **Agony:**

This is the same as Torment, but victims feels great pain throughout the period of unconsciousness. They writhe on the floor, eyes closed and a scream frozen on their lips.

System: This follows the same system as Torment, but the victim also suffers damage equal to the number of extra successes the Infernalist rolled. This damage can be soaked.

..... **Pangs of Hell:**

Far worse than Agony, the Pangs of Hell can kill mortals and send vampires into torpor for years. The thaumaturgist actually taps into the depths of Hades to cause this pain. Often only death or destruction can end the pain these sufferers feel.

System: The Infernalist touches the target and rolls Intelligence + Demon Lore (difficulty 6), and the victim resists with a Humanity or Path of Enlightenment roll (difficulty 6). Every additional success the Infernalist rolls causes the victim to be incapacitated by pain for one turn and take an aggravated level of damage.

The Price of Power

*You say your mom ain't home it ain't my concern
Just don't play with me and you won't get burned
I have only one burning desire
Let me get closer to your fire
- Jimi Hendrix, "Fire"*

Gaining great power is not without its costs, as most vampires can tell you. Inhuman power means the loss of Humanity, but for those who seek Infernal power, the costs are far greater than mere Humanity; these individuals pay with their very souls for this most unholy power.

Demons do not give power freely or out of good will. It is an exchange with high costs. The term Investments, as applied to demonic powers, has two meanings - the granting of power and the demon's actual investment, which pays off at the end of a period of time with one or more souls.

While the loss of a character's soul may seem minor to a player, the effects will be felt throughout the game. For this reason, players should not have their characters associating with demons. A character doing so would become a pawn, easily manipulated by his Master (played by the Storyteller). The character could also be subjected to a tedious torture and painful Final Death at the hands of the in-house Inquisition. The character becomes one of the ultimate villains, one even Sabbat seek to destroy at all costs.

Demonic Investments

Am I too contagious

Full of sick desire

Am I that I promised

Burning Corpsed Pyre

- Alice In Chains, "Sunshine"

Powers granted by demons to those who serve them or who enter into pacts with them are referred to as Investments. The power source for Investments lies within the demons themselves, not the ones who use

the new ability. Powers are referred to as Investments because the power is an actual investment by which the demon receives the individual's soul at the end of the investment period.

Investments are the most common demonic gifts, but there are others. Curses placed upon enemies, wealth, political power, luck, personal service, valuable secrets and objects of desire are also possible trade-offs. Some of these, such as luck, valuable secrets and curses, are very subtle, leading to suspicions without any proof. Because of this, some of these other possibilities can be better than Investments, depending on the situation.

Investments have ratings that roughly refer to their power level. Gaining a power means the individual is under a formal arrangement, called a Pact. The wording in these Pacts is always exact, and the document is full of fine print. The demon may ask for things other than a soul in return, but that is uncommon.

Keep in mind that there are no hard and fast rules for making Pacts with demons; it is better to roleplay this type of activity. The following is meant as a guideline for granting Investments. An Infernalist does not actually sign over his soul until the more extreme Pacts have been written.

Size of the Pact Investment Points Gained

- Minor 1
- Average favor 2-3
- Important 4-6
- Important and dangerous 7-8
- Give soul freely 9-10

The following list of Investments provides Storytellers with basic values for certain types of powers. They should feel free to change what they do not like and add those they create. Some demons can only offer certain Investments, based on their own powers and position.

A vampire who acquires even a single Investment develops what is referred to as a Witches' Nipple. This is the place through which the demon pours the hellacious force, thus granting the Investment.

Investments

One Point

Aquatic: This Investment allows the Infernalist to move about as freely underwater as a fish. He can swim as fast as he can run and has his full Dexterity score. The Infernalist takes on a slightly aquatic look, reducing his Appearance by one. If the Infernalist is a mortal, he also acquires gills, making him amphibious.

Bat Ears: This simple Investment gives the Infernalist sonar like a bat's. The Infernalist can "see" via reflected sound waves. Accordingly, there must be sound for this Investment to work, but the sound does not have to be loud or ubiquitous.

Body Armor: This Investment grants the Infernalist an extra die with which to soak damage. It can be taken up to five times.

Grim Jaws: This odd Investment increases the strength of the Infernalist's jaws and teeth to a remarkable level, letting the Infernalist chew through practically anything. Certain versions of this Investment make it possible for the Infernalist to stretch her jaws so far that she can swallow objects as large as a child within two turns. Despite the connotations of this Investment, the Infernalist's face and mouth appear normal except when this power is in use.

Kiss of Hades: The Infernalist with this Investment can burn flesh with his kiss. It requires one Blood Point to do so, but the Infernalist causes three dice of aggravated burn damage with the touch of his lips. As with biting, the victim must first be grappled or surprised.

Lashing Tail: The Infernalist gains an actual tail from this Investment. The tail is small, but can be used as a whip at short range, causing two dice of aggravated damage. However, the tail must remain well hidden, or everyone will know the Infernalist's secret.

Magic Sense: This Investment allows the Infernalist to sense any reasonably large expenditure of magical energy within 500 yards of her person. This power costs nothing to use, but the Infernalist must concentrate for it to work. This power will not pick up any Disciplines other than Thaumaturgy.

Razor Fangs: Much like the Protean power Wolf's Claw, this Investment increases the size and sharpness of vampire's fangs, though it costs one Blood Point to do so. The vampire is able to cause terrible aggravated wounds with the fangs and adds an extra die to damage caused by them.

Razor Fingers: This power is just like Razor Fangs above but functions on the vampire's fingernails. This also requires one Blood Point to use.

Smell Fear: The vampire can smell if someone within 100 feet is afraid. This Investment costs one Blood Point and requires intense concentration.

Two Points

Invisibility to Animals: The Infernalist becomes completely invisible to animals, though some will still smell the Infernalist at the Storyteller's option. Such animals will cower in fright before Infernalists with this power.

Pheromone Powers: The Infernalist's body exudes strange pheromones that make mortals more susceptible to Dominate, reducing their current Willpower rating by half when determining the difficulty numbers for the Discipline. It effects all mortals within 30 feet of the Infernalist.

Psychic Tracker: Infernalists with this Investment can track someone using clairaudience. This power will not give them the location of their target, but they will know when they are getting closer to him. This power costs one Blood Point per hour used.

Three Points

Cause Vertigo: This Investment allows the Infernalist to influence a victim's sense of balance. The victim suffers great difficulty in standing, much less moving, and mortals feel nauseous. The victim must make a Dexterity + Athletics roll (difficulty 5 to stand up, difficulty of 7 to move about or take any action). This power can be used

against any number of opponents, but requires one Blood Point per victim. The affects last five turns.

Magic Portal: An Infernalist using this Investment creates a dimensional alteration that allows her to pass through a solid object as if it were not there. Using this power costs one Blood Point.

Walk the Walls: The Infernalist with this Investment can walk or crawl on any surface capable of supporting her weight, including walls and ceilings. The Infernalist moves at normal walking or crawling speed. It seems like the center of gravity shifts for the vampire, making the desired surface pull on the Infernalist as if it were the ground.

Four Points

Guardian: The Infernalist with this Investment is gifted with a demonic protector of some sort. The creature is a petty thing of limited ability, such as an imp. The creature will serve the vampire, offering whatever protection it can. The Infernalist has an empathic tie to the creature so each knows where the other is at all times, along with each other's current emotional state.

Toxic Blast: The Infernalist with this Investment can spew forth a foul liquid blast of demonic energy. The blast originates from one chosen source, such as the mouth, eyes, nose, or fingertips. The liquid disappears five turns after it jets. Until that time, it is a foul-smelling, acidic, blackish-green goop. It costs one Blood Point to cast a single blast of the energy that is broad enough to coat a human-sized object. The toxic blast hits on a Perception + Firearms roll (difficulty 6) and causes five dice of aggravated damage.

Two Dimensional: This Investment allows the Infernalist to lose all width, becoming nonexistent from the side. The Infernalist can move through small cracks using this power and appear invisible if viewed only from the side. Note that while the character is two dimensional, he can still interact with three-dimensional space normally. It costs one Blood Point to utilize this power.

Five Points

Hell Skinned: This Investment grants the Infernalist immunity to natural flames and all natural heat. It does not protect against magical fire or sunlight.

Life Leech: The Infernalist with this Investment can drain the Willpower of mortals (including ghouls and lupines), converting it to Blood Points. This requires physical contact and a Manipulation + Subterfuge roll (difficulty of the target's Conscience + 3). Every success converts a point of Willpower to vitae. Victims reduced to 0 Willpower through this Investment become catatonic until they can regain a point of Willpower - an unlikely proposition at best.

Master of the Domain: With this Investment, the Infernalist knows of anything happening within his domain as soon as it happens. He can mark off a 500-square-foot area, and will always be aware of what happens there as if he were watching it from above.

Six Points

Atrophic Touch: A Infernalist can cause one of a victim's extremities to wither away to nothingness. The victim loses no Health Levels and feels no pain, but the limb disappears. It costs a Blood Point and a point of Willpower to use this power, and the Infernalist must touch the limb to be effected; she must then succeed in a resisted Willpower roll (both against a difficulty of 6).

Teleportation: The Infernalist can use Teleportation to immediately pop from one location into another. The range on this Investment is 1 00 feet, but the Infernalist does not necessarily have to see his target location. It costs one Blood Point and a point of Willpower to use this Investment.

Turn to Toad: This Investment allows the Infernalist to turn her victim into a toad. The effects last for one night per success on a Wits + Animal Ken roll (difficulty of the target's Willpower). It costs a Blood Point and a point of Willpower to use this power.

Seven Points

Infernal Passage: This Investment grants the Infernalist the right to pass through the realms of Hades without fear of harm. This Investment can be given only by extremely powerful demons. This Investment does not provide the Infernalist with a means of entering this realm.

Journey to the Spirit Realm: The Infernalist with this Investment can travel through the spirit realms known to the lupines as the Umbra. It costs one Blood Point per hour of travel. The vampire's body actually becomes noncorporeal for the journey.

Summon Hellions: This Investment allows the Infernalist to summon three minor demons to provide immediate protection from danger. The demons will not put their own forms in danger, but they will try to protect their charge as well as they can. It costs one Blood Point to use this Investment.

Eight Points

Army of the Damned: This awesome Investment allows the Infernalist to call forth nine minor demons to fight for the character until their earthly forms are destroyed. It costs a Blood Points to use this power.

Nine Points

Infernal Ranking: This Investment grants the Infernalist a minor status among the truly damned. The Infernalist is a superior to minor demons, but she cannot force them to do anything they refuse to do. However, punishing a disobedient underling is accepted and expected, so those of lesser power usually do as they are told.

Ten Points

Rejuvenation: This Investment permanently transforms a vampiric Infernalist into a mortal. The Infernalist is immune to any further attempts to Embrace her and will most likely die if it is forced upon her. The Infernalist will now age normally.

Infernal Blood Bonds

O remember

In your narrowing dark hours

That more things move

Than blood in the heart.

- Louise Bogan, "Night"

Any vampire who attempts to Blood Bond a demon into his service is a fool. It is impossible to Blood Bond a demon and thankfully impossible to be Blood Bound to one. Demons have Pacts, which serve them as well, if not better, than any Blood Bond.

If a vampire drinks the blood of a demon, one of two things will happen. Either the blood will create an extremely

pleasurable rush, or it will make the vampire sick. In either case, the blood is hollow and provides no sustenance to the vampire.

However, if a vampire continually feeds from a demon like a Succubus, the Storyteller may decide to allow a Blood Bond to develop. A vampire in this position might even gain an Investment without any additional cost other than being Blood Bound. In an unusual case such as this, it is up to the Storyteller to decide if and how an Infernal Blood Bond may be broken.

Already noted in the section on Investments, a vampire who acquires even a single Investment develops a Witch's Nipple. If a vampire shares blood with a demon, one of these marks will develop on him, even if he does not receive any Investments.

Infernal Regions

For fools rush in where angels fear to tread.

- Alexander Pope, *An Essay on Criticism*

The powers of hell sometimes flow into this world, especially when demons manifest. Certain areas on Earth are closely aligned to the Infernal regions. These areas are usually where Infernal Diablerie has taken place or

are places of other great atrocities. The area is a hotspot of nasty supernatural activity. The area often has a presence to it that most individuals can feel, and mages and psychics are even more in tune with it. It can cause great trauma to those who are unprepared to withstand the powerful barrage of demonic energy.

The supernatural energies touch everything within the area, warping it in some perverse manner. Plants wither and die or grow in twisted, unnatural shapes. With the exception of deformed rats and huge insects, animals avoid the area. The air is foul and heavy. The ground is dry and brittle. All objects in the area reek of decay, and any attempt to use Psychometry will cause a headache, a nose bleed or some other deleterious effect.

If there was recent demonic activity, the scent of sulfur and brimstone may still linger in the air. Even after leaving the area, individuals may be bombarded by nightmares that can haunt them for weeks; they might also feel physically ill for a few days. These areas have no effect on those in league with the forces of Hades; they have enough to worry about.

In the Infernal areas, there is usually a core area or center. The further from the core, the weaker the energy. The stronger the energy, the tighter the area's alignment with the Infernal regions. If a demon ever appears, it does so at the spot where the energy is the strongest.

Storytellers may require that vampires make a Morale or Courage roll (difficulty of the character's Humanity) when in these areas. If they fail, they suffer the Röttschreck. Infernal areas sometimes affect other psychic and supernatural powers as well, and if Storytellers desire, Disciplines may have trouble functioning.

Vicissitude Revisited

take a look inside

tell me what you see

there's someone there

that shouldn't be

- Inspirial Carpets, "Savior"

Vicissitude is more than it appears at first glance. It is not just another vampiric Discipline - it is a disease. A vampire must have tasted the blood of a Tzimisce before he can learn the Discipline. This means that most Sabbat can learn Vicissitude, but few outside the sect get the opportunity.

The reason Vicissitude is considered a disease is because it takes a tremendous toll on the mind of the vampire. The vampire becomes more alien in thought if she increases her power too quickly in the Discipline. If sanity and mastery are desired, centuries are required. Oddly enough, the Discipline does not affect all vampires in the same way. If two vampires of almost identical genetic and environmental backgrounds learn Vicissitude, it might be easier for one to gain control than the other. Vicissitude has another unusual feature: it can be developed by mortals, lupines and others who have tasted Tzimisce vitae.

The chart below deals with variable costs for Vicissitude. This shows the unique, unpredictable nature of the Discipline.

Storytellers are urged to leave out this aspect of Vicissitude if they think it will only complicate the game. The chart provides only a guideline because the effects are entirely a Storyteller's decision. If Storytellers opt to use it, they roll one die to see how the disease affects the character.

A Storyteller may roll or choose from the chart below the cost for developing Vicissitude, as well as the chance of mental imbalance. In determining whether a character is affected mentally, make a Willpower roll for the character (difficulty determined on the chart). If one or more successes are made, the character does not gain a Derangement; if the character fails, one is gained; and on a botch, two Derangements are gained.

Vicissitude Derangement Table

Roll	Initial Cost	Cost per Level	Chance of Developing a Derangement
1	8	2 x Current Level	Difficulty Level of 8
2	7	3 x Current Level	Difficulty Level of 8
3	6	4 x Current Level	Difficulty Level of 7
4	5	5 x Current Level	Difficulty Level of 7
5	4	6 x Current Level	Difficulty Level of 6
6	4	6 x Current Level	Difficulty Level of 6
7	5	5 x Current Level	Difficulty Level of 5
8	6	4 x Current Level	Difficulty Level of 5
9	7	3 x Current Level	Difficulty Level of 4
10	8	2 x Current Level	Difficulty Level of 4

Keep in mind that for Tzimisce, Vicissitude is a regular Discipline. However, some Storytellers may wish to apply

this chart to them as well, though the cost should be the same as any Clan Disciplines.

The chart does not describe how to play an individual mentally affected by this Discipline because that is up to the Storyteller and players. Characters affected by Vicissitude should not be seen or treated as Malkavians. Most continue acting as they normally do, but eventually become withdrawn and less emotional. Some who are seriously affected disappear, never to be heard from again; no one knows what happens to them.

The Spirit and the Flesh

Despite what Storytellers may now believe, there is still some hope for Kindred of the Sabbat. Golconda, while rare among these licks, is still possible. Additionally, the forces of darkness occasionally find themselves in battle with members of the Sabbat who still possess faith similar to that of mortals.

Golconda

I can't believe this is my image

Like the mirror without the frame

Open in daylight, recoil and reply

Far side of my pride

The introspection

Ruptures the blood core

- Voivod, "X-ray Mirror"

Some Camarilla Kindred believe the myth that a vampire can find peace of mind and acceptance of the Beast in a spiritual state known as Golconda. Most Sabbat know this for the lie it is. Despite the inherent spirituality of the Paths of Enlightenment, few teach of accepting the Beast through remorse and spiritual questing.

Some who travel the Path of Harmony or the Path of Power and the Inner Voice are attuned to this goal, but only a few brave hearts choose to follow the hidden path behind these Paths.

Those seeking Golconda must do so while following their own Paths. They usually seek out an elder who has reached Golconda. Once a character reaches a rating of 10 in his Path, the elder may initiate the final stage of Golconda, the Suspire. Afterward, the Sabbat will possess the advantages of Golconda.

The Path of Harmony seeks to provide a vampire with a connection to nature and the realization that there is no innate evil - only what is natural and unnatural. Simply being a vampire is not evil, for it is how one behaves and thinks as a vampire that determines whether or not one is in harmony with nature. Golconda is reached by a few who follow this Path. Many of them make contact with Inconnu on their personal quests into the wilderness. They often find death and killing is only a small part of the greater cycle and learn that destruction leads to rebirth.

The Path of Power and the Inner Voice, despite its apparent fixation with temporal power, emphasizes spiritual wholeness and purity. Because of this, some Sabbat desire answers and completeness that only Golconda can provide. Many of these Sabbat find their Golconda not in some far-off land, but at home, often among their daily struggles for power.

The quest is no easier for them than it is for any other vampire. In fact, it is quite possibly more difficult due to

the chaos and constant distractions of the mundane world. A Sabbat seeking the road to Golconda along this Path may find himself caring less and less about political and material power, but for some the quest only strengthens their political fervor, though their positions on issues often change and they find old allies become their enemies.

If a character searches for Golconda, he will more than likely have to abandon his pack or enlist its aid in helping him reach his goal. In either case, the vampire is at the mercy of the pack. Some packs would help the Sabbat or allow him to leave for a while, treating it as a Vision Quest, but other packs would see it as an act of weakness, disallowing any absence; they might even punish the vampire if he continued to focus on such a senseless goal.

Faith and the Sabbat

Faith is a powerful weapon against vampires and has an even greater effect on Sabbat following the Path of Evil Revelations than on Camarilla Kindred or other Sabbat.

A few rare Sabbat, strict adherents of their chosen Path of Enlightenment, are known to possess Faith of their own. The character must have a rating of 10 in her chosen Path and fulfill other requirements devised by the Storyteller. Faith is found mainly among those following the Path of Honor or the Path of Caine, but members of any Paths, except Evil Revelations, can have it.

It is up to the Storyteller to determine the cost of Faith points, how they may be used, and how many a character can gain. **The Hunters Hunted** and **The Vampire Players Guide** have some information on Faith, but it is the Storyteller's privilege to decide how it comes into play in the game because Faith is a very subtle gift.

Chapter Five: Storyteller's Aids

Our antagonist is our helper.

-Edmund Burke, *Reflections on the Revolution in France*

Sabbat Stereotypes

This section provides stereotypical Sabbat for Storytellers to use in their chronicles. These stereotypes are extremely useful when you need to introduce a character and do not have the time to make one up. There is a wide variety of Sabbat, so it is impossible to pigeonhole each into a stereotype, but with a little modification, these stereotypes can provide Storytellers with a variety of characters.

Archbishop

Character Information: Archbishops are Sabbat who oversee all Sabbat activity in a given city; many oversee specific scouting missions. They are seldom encountered by non-Sabbat.

Nature: Autocrat

Demeanor: Director

Generation: 7th

Physical: Strength 5, Dexterity 4, Stamina 6

Social: Charisma 5, Manipulation 6, Appearance 4

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Acting 2, Brawl 3, Diplomacy 3, Intimidation 3, Intrigue 4, Leadership 2, Sense Deception 3, Streetwise 1, Subterfuge 4

Skills: Blind Fighting 1, Etiquette 3, Firearms 3, Fire Walking 2, Interrogation 2, Melee 4, Security 1

Knowledge: Area Knowledge 4, Black Hand Lore 1, Bureaucracy 2, Camarilla Lore 3, City Secrets 4, History 2, Linguistics 1, Lupine Lore 1, Occult 2, Sabbat Lore 3

Disciplines: Auspex 4, Celerity 1, Dominate 5, Fortitude 2, Obfuscate 2, Obtenebration 5, Potence 2, Presence 4, Protean 2, Vicissitude 1

Backgrounds: Contacts 5, Herd 2, Influence 3, Pack Recognition 2, Resources 4, Retainers 1, Sabbat Status 4

Virtues: Callousness 4, Instincts 3, Morale 4

Path of Enlightenment: The Path of Honor 7

Willpower: 10

Bishop

Character Information: Bishops oversee Sabbat security, scouting missions and numerous other tasks delegated to them by their archbishops. In turn, the bishops delegate duties to the various packs. The bishops

rarely involve themselves in dangerous activities, preferring to sit back in their havens and let others do their dirty work. There are usually three bishops in a Sabbat-held city, but this varies with size.

Nature: Architect

Demeanor: Traditionalist

Generation: 8th

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Acting 1, Brawl 3, Diplomacy 2, Intimidation 3, Intrigue 3, Sense Deception 3, Streetwise 2, Subterfuge 3

Skills: Debate 2, Etiquette 3, Fast Talk 2, Firearms 2, Fire Walking 3, Melee 2

Knowledge: Area Knowledge 3, Bureaucracy 1, Camarilla Lore 3, City Secrets 3, History 1, Investigation 2, Occult 2, Sabbat Lore 3

Disciplines: Auspex 3, Celerity 2, Dementation 2, Dominate 3, Fortitude 2, Obfuscate 2, Obtenebration 4, Potence 1, Presence 2

Backgrounds: Contacts 3, Herd 1, Influence 2, Pack Recognition 2, Resources 3, Sabbat Status 3

Virtues: Callousness 3, Instincts 3, Morale 3

Path of Enlightenment: The Path of Caine 6

Willpower: 9

Black Hand Agent

Character Information: This stereotype represents an average member of the Black Hand. However, there is usually a great deal of diversity within each unit. Feel free to add or take away combat-related skills for individual Hand members. For example, one might be skilled in Archery or Piloting, but unskilled in Sewer Lore or Camouflage.

Nature: Cavalier

Demeanor: Conformist

Generation: 10th

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 5

Talents: Alertness 3, Athletics 4, Brawl 5, Dodge 4, Intimidation 3, Streetwise 2

Skills: Blind Fighting 3, Camouflage 2, Demolitions 2, Drive 1, Fast-Draw 1, Firearms 4, Heavy Weapons 1, Interrogation 2, Melee 4, Parachuting 2, Security 3, Stealth 4, Survival 1

Knowledge: Black Hand Lore 3, Camarilla Lore 2, Investigation 2, Sabbat Lore 1, Sewer Lore 1

Disciplines: Celerity 3, Fortitude 3, Obfuscate 3, Potence 1, Protean 3

Backgrounds: Allies 5, Black Hand Status 1, Contacts 1, Mentor 3, Resources 2

Virtues: Callousness 4, Instincts 4, Morale 5

Path of Enlightenment: The Path of Caine 7

Willpower: 8

Black Hand Removers (Assassins)

Character Information: Most of these vampires are Assamite *Antitribu*. They are usually quiet and reserved, but extremely deadly. They know they are the best at what they do.

Nature: Competitor

Demeanor: Gallant

Generation: 9th

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 4

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Alertness 3, Athletics 3, Brawl 6, Dodge 3, Sense Deception 3, Streetwise 3, Subterfuge 3

Skills: Acrobatics 2, Archery 4, Blind Fighting 3, Drive 2, Escapology 3, Fast-Draw 2, Firearms 5, Melee 4, Security 5, Stealth 5

Knowledge: Black Hand Lore 3, Camarilla Lore 3, Computer 2, Sabbat Lore 2

Disciplines: Auspex 2, Celerity 3, Domination 3, Fortitude 3, Obfuscate 3, Potence 2, Protean 2, Quietus 3

Backgrounds: Allies 2, Black Hand Status 3, Contacts 5, Resources 3

Virtues: Callousness 4, Instincts 5, Morale 5

Path of Enlightenment: The Path of Caine 9

Willpower: 9

Black Hand Dominion

Character Information: These are the generals, so to speak, of the Black Hand. Wherever a major action is taking place, they will be found behind the scenes, directing events.

Nature: Director

Demeanor: Autocrat

Generation: 7th

Physical: Strength 4, Dexterity 5, Stamina 6

Social: Charisma 4, Manipulation 5, Appearance 4

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Athletics 2, Brawl 4, Diplomacy 2, Dodge 1, Intimidation 5, Intrigue 3, Leadership 5, Sense Deception 2

Skills: Archery 2, Blind Fighting 2, Debate 2, Etiquette 3, Firearms 4, Melee 5, Security 3, Stealth 3

Knowledge: Black Hand Lore 5, Bureaucracy 1, Camarilla Lore 4, History 4, Linguistics 3, Occult 1, Sabbat Lore 3

Disciplines: Auspex 2, Celerity 2, Dominate 3, Fortitude 2, Obfuscate 2, Obtenebration 1, Potence 3, Presence 4, Protean 2

Backgrounds: Allies 5, Black Hand Status 5, Contacts 4, Herd 1, Mentor, Resource 3, Retainers 5, Sect Status 3

Virtues: Callousness 3, Instincts 4, Morale 5

Path of Enlightenment: The Path of Honorable Accord 9

Willpower: 10

Blood Brother

Character Information: Blood Brothers are a special weapon employed by the Sabbat. They are a nasty bunch, low on personality but high in loyalty. Their powers of unifying both their minds and bodies make them a threat all Camarilla Kindred must contend with.

Nature: Conformist

Demeanor: Conformist

Generation: 11th

Physical: Strength 4, Dexterity 3, Stamina 4

Social: Charisma 1, Manipulation 1, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 1, Athletics 2, Brawl 4, Dodge 3, Intimidation 2, Streetwise 3

Skills: Acrobatics 2, Blind Fighting 4, Body Alteration 3, Firearms 2, Security 2

Knowledge: Area Knowledge 3, Camarilla Lore 3, Occult 1, Sabbat Lore 3, Sewer Lore 2

Disciplines: Auspex 1, Celerity 3, Fortitude 1, Potence 3, Sanguinus 3 (at least one Blood Brother in the Circle will have a rating of 5 in Sanguinus)

Backgrounds: Allies 5, Resources 2

Virtues: Callousness 4, Instincts 4, Morale 5

Path of Enlightenment: The Path of Honorable Accord 5

Willpower: 5

Coven Member (New)

Character Information: These vampires are still learning what unlife in a Sabbat city is like. They have caught on to a good bit, but they are still outsiders in all the devilish intrigue pervading the city.

Nature: Rebel

Demeanor: Bravo

Generation: 12th

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Athletics 2, Brawl 3, Dodge 2, Intimidation 2, Streetwise 3, Subterfuge 2

Skills: Firearms 3, Fire Walking 1, Melee 2, Security 2, Stealth 2

Knowledge: Area Knowledge 2, Camarilla Lore 1, City Secrets 1, Computer 2, Sabbat Lore 1

Disciplines: Celerity 2, Fortitude 2, Potence 2

Backgrounds: Herd 2, Pack Recognition 1, Resources 1

Virtues: Callousness 2, Instincts 2, Morale 3

Path of Enlightenment: The Path of Cathari (or any other) 3

Willpower: 6

Coven Member (Experienced)

Character Information: These vampires know what it takes to exist in a Sabbat city. They have good connections and the power and cunning to pursue their own goals. They are some of the most active - and vicious - of Sabbat schemers.

Nature: Plotter

Demeanor: Gallant

Generation: 10th

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Acting 1, Athletics 2, Brawl 4, Intimidation 3, Intrigue 2, Sense Deception 2, Streetwise 3, Subterfuge 3

Skills: Carousing 1, Etiquette 2, Firearms 4, Fire Walking 2, Melee 3, Security 3, Stealth 3

Knowledge: Bureaucracy 1, Camarilla Lore 3, City Secrets 2, Computer 2, History 1, Investigation 2, Occult 1, Sabbat Lore 3

Disciplines: Auspex 1, Celerity 2, Dominate 3, Fortitude 2, Obfuscate 1, Potence 2

Backgrounds: Allies 3, Contacts 2, Herd 2, Pack Recognition 3, Resources 3, Sabbat Status 1

Virtues: Callousness 4, Instincts 4, Morale 3

Path of Enlightenment: The Path of Death and the Soul (or any other) 6

Willpower: 8

Coven Member (Veteran)

Character Information: There are few of these vampires. Those still around have been through it all and survived. Now their goals reach beyond the petty dreams of the younger Sabbat, and they work to prepare their sect for Gehenna. They are still the most crafty of Sabbat and further their own power, despite their sometimes honest goals.

Nature: Architect

Demeanor: Fanatic

Generation: 8th

Physical: Strength 4, Dexterity 5, Stamina 5

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 2, Athletics 2, Brawl 5, Intimidation 4, Intrigue 4, Sense Deception 2, Streetwise 3, Subterfuge 3

Skills: Carousing 2, Etiquette 3, Firearms 4, Fire Walking 2, Melee 4, Security 3, Stealth 3

Knowledge: Bureaucracy 1, Camarilla Lore 3, City Secrets 3, Computer 2, History 2, Investigation 2, Occult 1, Sabbat Lore 3

Disciplines: Auspex 1, Celerity 2, Dominate 3, Fortitude 3, Obfuscate 2, Obtenebration 2, Potence 2, Presence 3, Vicissitude 2

Backgrounds: Allies 5, Contacts 2, Herd 3, Influence 1, Pack Recognition 4, Resources 3, Retainers 1, Sabbat Status 2

Virtues: Callousness 4, Instincts 4, Morale 4

Path of Enlightenment: The Path of Power and the Inner Voice (or any other) 8

Willpower: 9

Infernal Diabolist (Tainted Soul)

Character Information: These individuals are those the Inquisition is after. They are the followers of the Path of Evil Revelations. They are vile beyond reproach and extremely cunning. These Infernalists are just beginners, however, compared to those who have long served and used the powers of Hades.

Nature: Plotter

Demeanor: Confidant

Generation: 11th

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 3, Brawl 2, Empathy 2, Intrigue 3, Sense Deception 2, Streetwise 2, Subterfuge 5

Skills: Charm Snakes 2, Debate 3, Etiquette 3, Firearms 1, Fire Walking 2, Melee 2, Security 2, Stealth 3

Knowledge: Alchemy 1, Area Knowledge 2, Archeology 1, Astrology 1, Camarilla Lore 2, City Secrets 3, Occult 4, Sabbat Lore 3

Disciplines: Dark Thaumaturgy 2, Domination 2, Necromancy 1, Presence 3, Thaumaturgy 1

Dark Thaumaturgy: Path of Hellfire 1

Investments: 4 points. worth of Investments

Backgrounds: Allies 2, Mentor 4, Pack Recognition 2, Resources 3, Retainers 3

Virtues: Callousness 2, Instincts 3, Morale 2

Path of Enlightenment: The Path of Evil Revelations 4

Willpower: 6

Infernal Diabolist (Fully Corrupted)

Character Information: These are the most evil of the evil ones. They are the vampires who have served the Forces of Darkness for so long there is no turning back for them. They exist now as the pawns of their Dark Lords, but their own individual powers are incredible.

Nature: Deviant

Demeanor: Honest-Abe

Average Generation: 8th

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 4, Brawl 2, Empathy 3, Intrigue 4, Sense Deception 3, Streetwise 2, Subterfuge 5

Skills: Charm Snakes 2, Debate 4, Etiquette 4, Firearms 1, Fire Walking 3, Melee 3, Security 2, Stealth 3

Knowledge: Alchemy 2, Area Knowledge 2, Archeology 2, Astrology 1, Camarilla Lore 3, City Secrets 4, Mage Lore 1, Occult 5, Sabbat Lore 3

Disciplines: Auspex 4, Dark Thaumaturgy 4, Dominate 2, Necromancy 1, Obfuscate 3, Presence 5, Protean 1, Thaumaturgy 3

Dark Thaumaturgy: Path of Secret Knowledge 4, Gift of Pleasure 3, Path of Pestilence 2, Path of Hellfire 2

Thaumaturgy: Movement of the Mind 3, Weather Control 1

Investments: 9 points of Investments

Backgrounds: Allies 3, Contacts 2, Herd 2, Influence 2, Pack Recognition 2, Resources 4, Retainers 3, Sabbat Status 3

Virtues: Callousness 3, Instincts 3, Morale 2

Path of Enlightenment: The Path of Evil Revelations 9

Willpower: 5

Sabbat Inquisitor

Character Information: These Sabbat are the most ruthless and driven of those within the sect. They exist to purify the Sabbat of Infernal influence. They make dangerous opponents, not because of their personal powers but because of their political ones.

Nature: Martyr

Demeanor: Traditionalist

Generation: 7th

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 5, Appearance 5

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Brawl 2, Empathy 4, Intimidation 5, Intrigue 5, Search 4, Sense Deception 6, Streetwise 2, Subterfuge 2

Skills: Charm Snakes 3, Debate 2, Etiquette 4, Firearms 2, Fire Walking 1, Melee 3, Security 1

Knowledge: Camarilla Lore 3, City Secrets 4, History 2, Investigation 5, Occult 3, Sabbat Lore 4, Spirit Lore 2, Theology 4

Disciplines: Auspex 4, Dominate 5, Fortitude 2, Obtenebration 2, Potence 1, Presence 2, Thaumaturgy 2

Backgrounds: Allies 5, Contacts 4, Influence 3, Resources 3, Retainers 2, Sabbat Status 5

Virtues: Callousness 5, Instincts 3, Morale 5

Path of Enlightenment: The Path of Caine (or any other accepted Path) 7

Willpower: 8

Lasombra Manipulator

Character Information: These vampires are very representative of the Lasombra. They protect their interests while seeming to be working for the good of the sect. They have a way of getting other Sabbat to serve their plans.

Nature: Plotter

Demeanor: Poltroon

Generation: 10th

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 5, Appearance 5

Mental: Perception 4, Intelligence 5, Wits 4

Talents: Acting 2, Brawl 2, Diplomacy 4, Empathy 3, Intrigue 4, Sense Deception 3, Streetwise 2, Subterfuge 5

Skills: Bribery 2, Etiquette 3, Fast Talk 4, Firearms 2, Fire Walking 2, Gambling 2, Masquerade 2, Melee 3, Style 4

Knowledge: Area Knowledge 3, Bureaucracy 4, Camarilla Lore 2, City Secrets 5, Psychology 3, Science 2

Disciplines: Auspex 2, Dominate 4, Fortitude 1, Obtenebration 4, Potence 2, Presence 3

Backgrounds: Clan Prestige 1, Contacts 5, Herd 3, Influence 3, Resources 3, Sabbat Status 1,

Virtues: Callousness 4, Instincts 4, Morale 3

Path of Enlightenment: The Path of Power and the Inner Voice 6

Willpower: 8

New Recruit

Character Information: New recruits are people lucky enough to be chosen by the Sabbat to act as expendables in whatever war the sect is involved. Recruits are not considered real Sabbat until they prove themselves, though they have already proven a great deal of survivability by making it out of the grave.

Nature: Survivor

Demeanor: Masochist

Generation: 13th

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 2, Intelligence 2, Wits 3

Talents: Athletics 1, Brawl 2, Intimidate 1, Streetwise 2

Skills: Firearms 1, Melee 1, Stealth 2

Knowledge: Area Knowledge 3

Disciplines: Celerity 1, Fortitude 1, Potence 1

Backgrounds: None

Virtues: Callousness 1, Instincts 1, Morale 2

Path of Enlightenment: The Path of Cathari (or any other) 1

Willpower: 5

Nomadic Sabbat (New)

Character Information: Younger nomads are still new to unlife on the road as one of the Damned. They have enough Abilities to survive, but they have a long way to go before it becomes easy.

Nature: Gallant

Demeanor: Bon Vivant

Generation: 12th

Physical: Strength 4, Dexterity 4, Stamina 4

Social: Charisma 2, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Intimidate 2, Scrounging 2, Streetwise 2

Skills: Blind Fighting 1, Camouflage 3, Fast Draw 1, Firearms 3, Fire Walking 1, Melee 3, Ride 3, Security 1, Survival 2

Knowledge: Camarilla Lore 2, Lupine Lore 1, Sabbat Lore 1

Disciplines: Auspex 1, Celerity 1, Fortitude 2, Protean 3

Backgrounds: Pack Recognition 1, Resources 1

Virtues: Callousness 1, Instincts 2, Morale 4

Path of Enlightenment: The Path of Honorable Accord 3

Willpower: 6

Nomadic Sabbat (Experienced)

Character Information: These vampires are survivors. They know how to handle themselves in Lupine, Inconnu and Camarilla territory and how to provide for their own needs.

Nature: Bravo

Demeanor: Rebel

Generation: 10th

Physical: Strength 4, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 2, Appearance 5

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Alertness 2, Athletics 3, Brawl 5, Dodge 2, Intimidation 2, Intrigue 1, Scrounging 2, Streetwise 2, Subterfuge 1

Skills: Blind Fighting 2, Camouflage 4, Carousing 1, Fast Drawing 2, Firearms 4, Fire Walking 2, Melee 4, Ride 4, Security 2, Survival 3

Knowledge: Camarilla Lore 3, History 1, Lupine Lore 2, Sabbat Lore 2

Disciplines: Animalism 2, Auspex 1, Celerity 2, Fortitude 3, Potence 2, Protean 3

Backgrounds: Allies 3, Contacts 2, Pack Recognition 3, Resources 1

Virtues: Callousness 3, Instincts 3, Morale 5

Path of Enlightenment: The Path of Caine (or any other) 5

Willpower: 8

Nomadic Sabbat (Veteran)

Character Information: For these old vampires, unlife on the road has become a game at which they are very successful. They have survived the worst their enemies can throw at them. They have seen the fall of their own city at the hands of other Sabbat, only to see the sect unite again. They are skilled vampires who probably turned down unlife in the city to stay where the real action is.

Nature: Survivor

Demeanor: Cavalier

Generation: 8th

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 5

Mental: Perception 5, Intelligence 3, Wits 5

Talents: Alertness 2, Athletics 3, Brawl 5, Dodge 3, Intimidation 3, Intrigue 2, Leadership 1, Scrounging 3, Streetwise 3, Subterfuge 1

Skills: Blind Fighting 3, Camouflage 4, Carousing 1, Fast Drawing 3, Fire Arms 5, Fire Walking 3, Melee 4, Ride 4, Security 2, Survival 3, Traps 2

Knowledge: Camarilla Lore 3, History 2, Lupine Lore 3, Sabbat Lore 3

Disciplines: Animalism 2, Auspex 1, Celerity 2, Fortitude 3, Obfuscate 2, Potence 2, Protean 4

Backgrounds: Allies 4, Contacts 4, Pack Recognition 4, Resources 1

Virtues: Callousness 3, Instincts 4, Morale 5

Path of Enlightenment: The Path of Harmony (or any other) 7

Willpower: 9

Paladin (a.k.a. Templar)

Character Information: Templars are personal guards for archbishops, prisci, cardinals and other important sect leaders. They serve the desires of those they have chosen to protect to the point of assassinating their opposition - even if the opposition is another Sabbat. For this reason, they are held in contempt by many and especially by members of the Black Hand.

Nature: Cavalier

Demeanor: Sycophant

Average Generation: 8th

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 2, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 5

Talents: Alertness 3, Athletics 3, Brawl 5, Dodge 3, Intimidation 4, Intrigue 2, Streetwise 3, Subterfuge 2

Skills: Acrobatics 2, Blind Fighting 3, Demolitions 2, Drive 2, Etiquette 2, Fast Draw 2, Firearms 5, Interrogation 2, Melee 5, Security 5, Stealth 3

Knowledge: Area Knowledge 2, Bureaucracy 1, Camarilla Lore 2, City Secrets 3, Investigation 2, Sabbat Lore 3, Sewer Lore 2

Disciplines: Auspex 1, Celerity 4, Dominate 2, Fortitude 4, Obfuscate 2, Obtenebration 1, Potence 2, Protean 2, Quietus 1, Vicissitude 2

Backgrounds: Resources 2, Sabbat Status 3

Virtues: Callousness 5, Instincts 4, Morale 5

Path of Enlightenment: The Path of Honor 9

Willpower: 8

Priscus

Character Information: Prisci serve the Sabbat by advising the archbishops and cardinals. They wield some political power, but their position is more one of respect than authority.

Nature: Critic

Demeanor: Judge

Generation: 6th

Physical: Strength 5, Dexterity 6, Stamina 6

Social: Charisma 6, Manipulation 5, Appearance 6

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Acting 2, Brawl 4, Diplomacy 3, Dodge 2, Intrigue 5, Leadership 2, Sense Deception 3, Subterfuge 3

Skills: Debate 4, Etiquette 4, Firearms 2, Fire Walking 2, Melee 2

Knowledge: Black Hand Lore 1, Bureaucracy 3, Camarilla Lore 4, Clan Lore 3, History 3, Lupine Lore 2, Magus Lore 2, Occult 2, Sabbat Lore 5

Disciplines: Auspex 1, Dominate 4, Fortitude 2, Necromancy 3, Obfuscate 3, Obtenebration 3, Potence 2, Presence 3, Vicissitude 2, Thaumaturgy 3

Backgrounds: Clan Prestige 2, Contacts 5, Influence 3, Resources 4, Retainers 1, Sabbat Status 5

Virtues: Callousness 3, Instincts 3, Morale 3

Path of Enlightenment: The Path of Power and the Inner Voice (or any other) 8

Willpower: 9

Scout (Novice)

Character Information: These Sabbat are still new at scouting, but they make up the majority of the scouts. They usually operate alone or with a partner. Unlike Sabbat packs that act as scouting parties, these Sabbat actually join the Camarilla or anarchs of a city.

Nature: Plotter

Demeanor: Gallant

Generation: 11th

Physical: Strength 4, Dexterity 4, Stamina 5

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Acting 3, Brawl 4, Diplomacy 2, Empathy 2, Intrigue 3, Sense Deception 3, Streetwise 3, Subterfuge 4

Skills: Carousing 2, Debate 3, Disguise 2, Escapology 2, Etiquette 3, Forgery 2, Melee 2, Security 4, Stealth 2

Knowledge: Area Knowledge 3, Camarilla Lore 3, Investigation 4, Sabbat Lore 3

Disciplines: Auspex 2, Celerity 1, Dominate 2, Fortitude 2, Obfuscate 2, Potence 1, Presence 1

Backgrounds: Alternate Identity 1, Contacts 2, Herd 2, Resources 2

Virtues: Callousness 3, Instincts 3, Morale 5

Path of Enlightenment: The Path of Caine (or any other) 5

Willpower: 8

Scout (Expert)

Character Information: These Sabbat are usually reserved for the most important scouting missions. They will occasionally be paired with novices to show them the ropes.

Nature: Fanatic

Demeanor: Caregiver

Generation: 7th

Physical: Strength 5, Dexterity 5, Stamina 6

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Acting 4, Brawl 4, Diplomacy 3, Empathy 2, Intrigue 4, Sense Deception 3, Streetwise 3, Subterfuge 5

Skills: Body Alteration 2, Carousing 2, Escapology 2, Etiquette 3, Forgery 2, Melee 3, Security 5, Stealth 4

Knowledge: Area Knowledge 3, Camarilla Lore 4, Computers 1, Investigation 4, Sabbat Lore 3

Disciplines: Auspex 3, Celerity 2, Dementation 2, Dominate 4, Fortitude 3, Obfuscate 4, Potence 1, Presence 1, Vicissitude 2

Backgrounds: Alternate Identity 3, Contacts 2, Herd 2, Resources 3

Virtues: Callousness 4, Instincts 3, Morale 5

Path of Enlightenment: The Path of Honorable Accord (or any other) 7

Willpower: 10

Tzimisce Torturer

Character Information: These are some of the most feared of all Sabbat. If a Camarilla Kindred has the choice of Final Death or facing one of these vampires, he would be

better off destroyed. Using their wondrous Vicissitude and Necromantic arts, these vampires have perfected the art of torture to its immortal heights. They can draw all useful information from prisoners brought before them, regardless of how tough the victim believes himself to be.

Nature: Deviant

Demeanor: Traditionalist

Generation: 9th

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 5, Appearance 4

Mental: Perception 5, Intelligence 4, Wits 3

Talents: Artistic Expression 1, Brawl 2, Empathy 2, Intimidation 3, Intrigue 3, Sense Deception 5

Skills: Body Alteration 5, Etiquette 2, Firearms 2, Fire Walking 2, Game Playing 3, Herbalism 3, Interrogation 4, Torture 5

Knowledge: Alchemy 2, Biology 4, Camarilla Lore 3, Clan Lore 2, Magus Lore 2, Medicine 2, Occult 4, Sabbat Lore 3, Science 4, Spirit Lore 3, Theology 4

Disciplines: Animalism 3, Auspex 2, Domination 2, Fortitude 1, Necromancy 5, Thaumaturgy 4, Vicissitude 5

Thaumaturgy: Taste of Blood 4, Movement of the Mind 3, Spirit Thaumaturgy 3, Path of Aeolus 2

Rituals: Deflection of Wooden Doom (1), Engaging the Vessel of Transference (1), Preserve Blood (1), Craft Blood Stone (2), Principle Focus of Vitæ Infusion (2), Recure of the Homeland (2), Fire in the Blood (3), Thirst Unquenchable (3), Invisible Chains of Binding (4)

Backgrounds: Herd 3, Influence 1, Resources 3, Sect Status 2

Virtues: Callousness 5, Instincts 4, Morale 4

Path of Enlightenment: The Path of Death and the Soul 9

Willpower: 7

Titles

The following lists provide a few additional titles to help make individual Sabbat distinctive. The names listed here are used when addressing an official. Some of the titles are included at more than one level, and some are at almost every level.

The Sabbat's system of titles is not very clear-cut. As long as the person above a character has a higher-sounding title, the character's title is okay. If a superior asks a character to change a title, she had better change it.

Feel free to come up with your own titles. The titles are given in male form (female form in parentheses). The underlined title is the one most commonly used for that level of leadership.

Titles

Cardinal : Cardinal/High Lord (High Lady)/Lord (Lady)

Priscus: Archdeacon/Chief (Chief)/Deacon (Deacon)/Grand Master (Grand Mistress)/Great Father (Great Mother)/Lord (Lady)/Master (Mistress)/Monsignor/Oracle (Oracle)

Archbishop: Archbishop/Baron (Baroness)/Chief (Chief)/Father Superior (Mother Superior)/Grand Master (Grand Mistress)/Great Father (Great Mother)/Lord (Lady)/ Master (Mistress)/Monsignor

Bishop: Bishop/Chief (Chief)/Father (Mother)/Father Superior (Mother Superior)/High Father (High Mother)/Lord (Lady)/Master (Mistress)

Priest: Abbot (Abbess)/Brother (Sister) /Chief (Chief)/Father (Mother)/Friar/Master (Mistress)/Preacher/Prior (Prioress)/Reverend (Lady Reverend)/Sir (Madame)

Paladin: Chief (Chief)/Lord (Lady)/Sir

Sabbat Bestiary

The following bestiary provides supernatural creatures to add to a Chronicle. Storytellers should not use any of these creatures with which they feel uncomfortable. The following statistics are more of a rough estimate than a rule, so feel free to change them as necessary.

Demons

The following demons are all unique creatures from the Inferno. They have supernatural powers and abilities, and they are not human in any sense of the word. Some are in league with Sabbat following the Path of Evil Revelations. Demons are neither male nor female, but most demons show a preference for one sex or the other when they manifest themselves. Therefore, in the following entries, they are referred to by the sex in which they usually appear.

Demons have their own set of "Virtues." These represent the likelihood of them behaving in a certain manner, if the opportunity presents itself.

The first of the Virtues is Treachery. Whenever the demon gets into a position where it has more to gain by betraying its supporters and allies than it would by remaining loyal to them, it must make a Treachery roll. If it gets at least one success, it will betray its supporters. The difficulty level is based on the size of the potential gain had by betraying them. The larger the gain, the lower the difficulty level.

The second Demonic virtue is Cruelty. Cruelty represents the likelihood that the demon will commit some atrocity for its own pleasure when the opportunity presents itself. Thus, if the demon has a chance to commit some debased act, it must make a roll using this Virtue. If it succeeds, it will commit the act. The difficulty level is based on how much out of its way the demon must go to commit the act and the

desirability of the situation. Thus, if the demon were running from a group of Inquisitors, the difficulty level would be high because the demon's self-interest is at stake, but if the situation involved the opportunity to throw a little child off a bridge, the demon would be hard pressed not to stop and enjoy itself.

The third Demonic virtue is Courage. It is used the same as it is for vampires, but it is a rare commodity among these creatures.

Barliagus the Cataboligne

Barliagus is a very minor demon. He is considered a member of the Catabolignes, a type of demon that enjoys manipulating human agents. They treat their earthly servants well and are even known to manifest themselves to protect them, though this is rare. They are better known for using their powers to prey upon those who oppose them or their servants. They will kidnap such an

individual, carry him away to a safe location and crush his flesh and bones.

Barliagus is a common member of his kind. He has immediate plans to establish a following of immortal servants. They will aid him in his not-yet-developed master plan. Barliagus has found Sabbat vampires the most acceptable servants due to their lack of human morality, their long existence and their aptitude for secrecy.

Nature: Bravo

Demeanor: Mediator

Apparent Age: None

Physical: Strength 9, Dexterity 4, Stamina 9

Social: Charisma 3, Manipulation 5, Appearance 1

Mental: Perception 4, Intelligence 4, Wits 6

Talents: Alertness 2, Acting 4, Brawl 7, Intimidation 7, Leadership 2, Subterfuge 6

Skills: Etiquette 1, Melee 5

Knowledge: Bureaucracy 4, Investigation 2, Linguistics 4, Occult 7, Politics 2

Disciplines: Auspex 4, Celerity 1, Chimerstry 2, Daimoinon 5, Dementation 2, Dominate 1, Fortitude 5, Necromancy 5, Obfuscate 2, Obtenebration 1, Potence 5, Presence 5, Protean 2

Personal Investments: Lashing Tail, Magic Sense, Smell Fear, Hell Skinned, Summon Hellions

Backgrounds: Allies 3, Influence 1, Mentor 6, Retainers 5, Status 3

Virtues: Treachery 3, Cruelty 5, Courage 5

Merits: Acute Sense of Smell, Huge Size, Iron Will

Flaws: Overconfident

Willpower: 9

Damnation (Blood) Pool: 20/4 (Regained by destroying human flesh or receiving a sacrifice)

Equipment: Barliagus has been known to carry a barbed whip from time to time and to use it when particularly angry.

Roleplaying Hints: You are representative of the massive brute force of hell. Your kind serves as legionnaires to more powerful demons. You are tough and it shows. You enjoy human suffering, and whenever you torture or kill someone, you almost lose yourself in the pleasure of it. You seldom speak cryptically and are blunt and to the point. People obey you without you having to manipulate

them. If the mortals are particularly powerful, you might manipulate them into your service, promising great rewards. You have no mercy for those who oppose you.

Grantel the Mandragora

Grantel is the servant of a more powerful demon. He acts as a link between this more potent demon and its earthly following. Grantel willingly helps any servant of his master in her schemes for as long as its master wishes it to. Grantel's ultimate mission is to corrupt the very soul of the individual. Over the centuries he has served as a familiar to more than one Infernalist, and now he would be grateful to serve a new one, especially one so powerful as a vampire. Grantel appears in either of two forms: a small, old man with a beard or as a doll of some kind.

Nature: Conformist and Conniver

Demeanor: Poltroon

Apparent Age: Around 70 in human form

Physical: Strength 4, Dexterity 7, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 7, Intelligence 4, Wits 4

Talents: Alertness 3, Diplomacy 4, Empathy 5, Instruction 2, Intimidation 3, Intrigue 3, Subterfuge 5

Skills: Etiquette 5, Stealth 3

Knowledge: Alchemy 4, Bureaucracy 4, History 2, Investigation 5, Law 5, Linguistics 7, Magus Lore 5, Occult 5, Politics 2, Science 4, Theology 4

Disciplines: Auspex 2, Celerity 1, Dominate 2, Fortitude 4, Necromancy 5, Obfuscate 4, Potence 2, Presence 2, Protean 2, Quietus 1, Thaumaturgy 4 (Lure of the Flames 4, Movement of the Mind 4, Path of Conjuring 3, Gift of Morpheus 2)

Personal Investments: Magic Sense, Razor Fingers, Psychic Tracker, Magic Portal, Hell Skinned, Infernal Passage

Backgrounds: Allies 2, Contacts 2, Mentor 6, Resources 3

Virtues: Treachery 2, Cruelty 2, Courage 2

Merits: Pitiabile, Dual Nature

Flaws: Low Self-image

Willpower: 5

Damnation (Blood) Pool: 10/1 (Regained through faithful service to his Infernal master)

Equipment: None

Roleplaying Hints: You are a sneaky little creature. You are always looking for new souls for your master, whom you refuse to name unless the target is really interested. You appear and act as a wizened old man; treat everyone with kindness and respect, and try to make everyone believe Hades is not such a bad place after all. Act as mentor to anyone interested in becoming involved in Infernal matters and always be kind and patient. Appear to do things out of the goodness of your heart. Constantly try to corrupt those around you.

Lucricia the Succubus

Lucricia is a Succubus. She is a demon who gains power by having sex with mortals. Lucricia has long preferred humans over the undead leeches, but she has recently learned she can Blood Bond vampires to her. They appear to get no sustenance from her "blood," but they receive enormous pleasure. Lucricia has decided to involve both Kindred and kine in her vile schemes, whatever they may be.

Nature: Bon Vivant

Demeanor: Gallant

Apparent Age: Approximately 20

Physical: Strength 6, Dexterity 7, Stamina 5

Social: Charisma 8, Manipulation 8, Appearance 9

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Acting 6, Athletics 4, Brawl 2, Empathy 5, Seduction 6, Subterfuge 6

Skills: Carousing 5, Dancing 3, Etiquette 4, Masquerade 3, Ride 5, Stealth 4, Style 3

Knowledge: Astrology 2, Bureaucracy 3, Law 4, Linguistics 6, Occult 5, Politics 1, Science 2

Disciplines: Auspex 6, Celerity 4, Chimerstry 3, Daimoinon 2, Dominate 6, Fortitude 2, Necromancy 5, Obfuscate 3, Potence 2, Presence 6, Protean 2, Serpentis 6

Personal Investments: Kiss of Hades, Pheromone Powers, Psychic Tracker, Hell Skinned, Teleportation

Backgrounds: Allies 4, Contacts 3, Herd 4, Mentor 5, Resources 5, Status 2

Virtues: Treachery 5, Cruelty 4, Courage 1

Merits: Ambidextrous, Daredevil

Flaws: Taint of Corruption

Willpower: 10

Damnation (Blood) Pool: 15/2 (Regained by having sex with a mortal or sharing blood with a vampire)

Equipment: None

Roleplaying Hints: You are after your victim, body and soul. You will offer your beautiful body for the victim's soul. You will seduce any male (or female) you can, especially those who are most innocent. You begin by serving as a source of pleasure, sucking victims in for the kill. Then you begin requiring little acts of service from the victim before he can enjoy further favors. Eventually, you will promise to be his for all eternity if he gives his soul to you.

Nubarus, Grand Vizier of the Infernal Realms

Nubarus is an extremely powerful being and one of the mightiest demons an Infernalist could meet on Earth. However, Nubarus does not manifest very often, thanks to the overwhelming number of powerful servants in this world. Nubarus is a Grand Vizier of one of the Infernal regions. He can assume his own form, a human form, or the form of a crow while on Earth. He is known to grant powerful Investments for the price of a living soul. He has legions under his command.

Nature: Architect

Demeanor: Director

Apparent Age: Unfathomable

Physical: Strength 10, Dexterity 8, Stamina 12

Social: Charisma 9, Manipulation 12, Appearance 5

Mental: Perception 8, Intelligence 9, Wits 13

Talents: Acting 6, Alertness 6, Brawl 5, Diplomacy 6, Empathy 4, Intimidation 6, Intrigue 7, Leadership 7, Subterfuge 8

Skills: Etiquette 9, Melee 4, Stealth 3

Knowledge: Bureaucracy 8, Investigation 7, Kindred Lore 3, Law 7, Linguistics 6, Occult 9, Politics 9, Spirit Lore 3, Theology 3

Disciplines: Auspex 7, Celerity 3, Daimoinon 9, Dementation 2, Dominate 7, Fortitude 7, Necromancy 10, Obeah 6, Obfuscate 6, Potence 3, Presence 9, Protean 7, Serpentis 8, Visceratika 3

Personal Investments: Grim Jaws, Magic Sense, Smell Fear, Magic Portal, Hell Skinned, Teleportation, Infernal Passage, Spirit Realm Travel, Army of the Damned

Backgrounds: Contacts 7, Influence 4, Mentor 7, Resources 8, Retainers (only counting earthly servants) 8, Status 5

Virtues: Treachery 5, Cruelty 5, Courage 5

Merits: Eidetic Memory, Iron Will

Flaws: Driving Goal (Rule Hell)

Willpower: 10

Damnation (Blood) Pool: 40/5 (Regained at a rate of one per turn as long as he is in Hell)

Notes: In addition to all the personal powers at his command, Nubarus also controls 40 legions in Hell.

Equipment: None

Roleplaying Hints: You are one of the most powerful beings of the Inferno. You exude magnificence and evil. It is your place to dominate all situations involving lesser creatures. Around those equal to your station, you are the consummate politician. You are a strategist, and everything you do is part of the structure building up to your ultimate goal. You know you are now in the second tier of demons and dream of the day you rule the first tier.

Tivilio, the Injurer of Cats

Tivilio is a minor demon who draws power from the sacrifice of cats, a practice called Taigheirm. He once had a rather large following in the Scottish Highlands, but he lost it long ago. Tivilio granted a large number of minor Investments to his followers but never gained a large number of souls, so he relied on animal sacrifice as the main method of increasing his own demonic prestige and potency. He favors the sacrifice of cats, and he is known to assume the form of a large, mangy black cat and to walk the Earth after a large number of them are slaughtered in his name. Tivilio is looking for those who will grant him animal sacrifices, but he has begun craving even larger gifts of worship because he has seen just how evil Sabbat can be.

Nature: Plotter

Demeanor: Praise-Seeker

Apparent Age: Unknown

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 5, Intelligence 3, Wits 3

Talents: Alertness 6, Brawl 3, Dodge 3, Intimidation 3, Intrigue 3, Subterfuge 3

Skills: Acrobatics 4, Animal Ken 3, Climbing 4, Etiquette 2, Stealth 6

Knowledge: Bureaucracy 2, Linguistics 3, Occult 2, Politics 3

Disciplines: Animalism 7, Auspex 2, Celerity 5, Fortitude 2, Necromancy 4, Obfuscate 4, Potence 1, Presence 3, Protean 4, Quietus 1

Personal Investments: Invisibility to Animals, Hell Skinned

Backgrounds: Allies 2, Contacts 1, Retainers 3, Status 1

Virtues: Treachery 4, Cruelty 5, Courage 3

Merits: Acute Hearing, Acute Sense of Smell, Ambidextrous, Cat Balance, Nine Lives

Flaws: Repelled by Crosses

Willpower: 8

Damnation (Blood) Pool: 15/2 (Regained through the sacrifice of cats)

Equipment: None

Roleplaying Hints: You try to claim more status than you really have. You wish to impress mortals. You desire power, but your superiors always hold you back. You forever plot to achieve greater status and power. You use everyone and everything to your advantage.

Ghouls

Most ghouls in the Sabbat are animals. The Sabbat does not like to rely on humans because they are typically so weak, so there are few such ghouls. The following two types of ghouls - the hell hound and the guardian ghoul - are those most commonly found among Sabbat havens. The hell hound is seen more frequently, but both hound and guardian are deadly.

Hell Hound

The hell hound is a mutated dog. Tzimisce use their powers of Vicissitude to horribly disfigure the poor animal, making it even more terrifying to look at

Physical: Strength 5, Dexterity 3, Stamina 4

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 2, Dodge 2, Brawl 4, Smell 3

Disciplines: Potence 2

Merits: Acute Hearing, Acute Sense of Smell, Light Sleeper

Flaws: Driving Goal (serve masters), Mild Phobia (fire), Monstrous

Willpower: 6

Blood Pool: 10/1

Attack: Bite/3 dice, Claw/2 dice

Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Guardian Ghoul

Except for the Tzimisce and Malkavian ghoul families (described below), there are few human ghouls within the Sabbat. Those few differ from those of the Camarilla. Most are used to provide protection to the communal havens of packs during daylight hours.

These ghouls are horribly altered through Vicissitude, empowering them with the ability to protect their Sabbat master while preventing them from ever being accepted as part of human society again.

All is not bad for these unfortunate creatures, and most are allowed to do as they please as long as they serve their masters faithfully. Most turn to books for entertainment because a social life is impossible.

There are a few ghouls who are not altered by Vicissitude, but they serve the Sabbat as connections to mortals who are used as pawns of the sect.

The following entry is for a guardian ghoul altered through Vicissitude. Most ghouls of this type are unique in appearance.

Nature: Sycophant

Demeanor: Conformist

Apparent Age: Hard to tell due to disfigurement, but usually between 20 and 30

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 1, Manipulation 1, Appearance 0

Mental: Perception 5, Intelligence 2, Wits 4

Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 2, Scan 2

Skills: Melee 2, Repair 1, Stealth 3, Tracking or Sewer Lore 2

Knowledge: Any three at 2, any two at 3

Disciplines: Potence 1, Fortitude 1

Backgrounds: None

Virtues: Conscience 2, Self-Control 4, Courage 5

Humanity: 3

Merits: Acute Hearing, Light Sleeper

Flaws: Absent-minded, Driving Goal (serve masters), Monstrous, Mute

Willpower: 4

Blood Pool: 10/1

Notes: Every guardian ghoul's appearance is unique, and no two are alike in their alteration.

Equipment: Most guardian ghouls do not carry weapons because their body is already a weapon. They vary in attire, wearing nothing, rags, normal clothing, butler suits, studded leather, or even formal wear.

Roleplaying Hints: You are almost totally insane. You are a subservient pet to all Sabbat, though you are a ferocious beast to all intruders. Even if you can speak (a rare ability among them), you seldom do so.

Zombies

The following entry for zombies can be applied to undead created by the Giovanni and any Sabbat practicing the Path of Death and the Soul.

Nature: Autist

Demeanor: Conformist

Apparent Age: Mid 30s

Physical: Strength 5, Dexterity 1, Stamina 6

Social: Charisma 0, Manipulation 0, Appearance 1

Mental: Perception 1, Intelligence 1, Wits 1

Talents: Brawl 2

Skills: None

Knowledge: None

Disciplines: Potence 2

Backgrounds: None

Virtues: Conscience 0, Self-Control 0, Courage 5

Humanity: 0

Merit: Iron Will

Flaws: Amnesia, Confused, Severe Phobia (fire), Driving Goal (serve master), Monstrous

Willpower: 0

Blood Pool: 10/1

Equipment: Most wear the rotting clothing in which they were buried.

Roleplaying Hints: Don't talk, don't think, don't do anything - except what your master tells you to do.

Revenants

Revenants are members of what are called the ghoulish families or simply the "families." The Tzimisce once used entire families of nobles as sources of children and guards.

In return, the Tzimisce provided members of these noble families with their own immortal vitae, turning them into ghouls. Over the centuries, the ghouls of these families began breeding with members of their own family and the ghouls of other families. Within a few hundred years, the blood of Kindred was no longer necessary to sustain ghoul-like powers. Certain traits, including long lives and vampiric Disciplines, became in-born characteristics of those born into these families.

Revenants are a breed apart from normal ghouls, born with vampiric blood coursing through their veins. Born into the world of the supernatural, their entire lives are long and drawn out, and some have lived for more than three centuries. They continue to age, despite the vampiric blood in their veins, because the effectiveness of their longevity has worn thin from generation after generation of natural-born, inbred ghouls. Only real vampire blood can sustain them agelessly.

They have advantages in addition to extended lifespans. Their bodies produce potent vitae at a rate of one point per day. A revenant's body stores up to 10 Blood Points plus one per 100 years she has existed, so a 320-year-old revenant would have a Blood Pool maximum of 13 points while a 20-year-old revenant would have a maximum of 10.

These naturally occurring Blood Points may be used to power their Disciplines. They may also drink a vampire's blood to gain additional Blood Points, but cannot exceed their maximum. Additionally, vampiric Disciplines come easily to them. By puberty, most have at least three points worth of Disciplines.

Revenants produce children just as humans do; however, they usually mate only with members of their own or another ghoulish family. On rare occasions, they mate with other Sabbat ghouls. It is rare for them to produce children by human mates (though not rare for them to have many human lovers), but it does occasionally occur; the child is usually branded an outcast and destroyed, though a few of these "bastards" are allowed to live. Because inbreeding frequently leads to diseases and other genetically caused handicaps, revenants prefer marriage to distant kin.

The moral values and ethics of the ghoulish families are not those of humanity. Raised in the supernatural world of the Sabbat, revenants reject their human nature and follow instead the Sabbat's Paths of Enlightenment. Some follow Paths no longer in use by the Sabbat. Elitists to the very end, they consider themselves far superior to humanity, and it shows in their lifestyles and attitudes.

A few revenants of the ghoulish families - either naturally sensitive or raised apart from the ghoulish family - manage to find a sliver of their humanity and nurture it, though they must keep this hidden. If their "weaknesses" were discovered, they would suffer great humiliation and punishment, possibly even death.

The lifestyles of revenants would shock and appall most humans because most revenants do not possess or even understand human morality. Some vampires express more humanity than these ghouls do. Revenants lead evil lives centered around drugs, murder, torture, orgies, strange ritualism, dark science, bizarre sex, occultism and utter lawlessness.

Culturally isolated from the mundane world, living like hermits on private estates or in townships where supernatural occurrences are everyday events, most revenants (except the Grimaldi) believe themselves

normal; humans are the real fools, because they have yet to open their eyes to see the dark world in its true form. Many revenants do not understand human behavior and have trouble interacting with normal folk.

Origins of the Ghoul Families

These families were once noble houses, serving the Tzimisce. From these noble houses came the progeny of the Tzimisce, adept in leadership and practiced in subjugating others.

These noble families were no better than the other noble houses, but their vampiric relations provided them with many advantages. First, the nobles were very rich and powerful, controlling vast estates all across Eastern Europe. Second, the Tzimisce provided them with protection and strength in battle. Third and most important, they were given the blood of the Damned, transforming them into ghouls. The price of power and near immortality was their absolute loyalty and fidelity, which they gave without hesitation.

The ghoul families were the Tzimisce's eyes and ears in courts all over Eastern Europe, Russia and the Ottoman Empire. It also gave them access to the Church. The ghoul families - Blood Bound to the clan - were powerful tools. In addition to their roles as spies and sources of recruits, the families also provided ghoul armies for battle.

After the anarch revolt and the formation of the Sabbat, the surviving families divided over whom they should follow. Some claimed independence, some entered the service of the Inconnu, a few chose to serve the Sabbat, and the rest were destroyed by Sabbat, Camarilla Kindred and witch hunters. It is believed one family - the Ducheski - became followers of the long-hated Tremere, though their fate remains a mystery. Another rumor among the Brujah *antitribu* alleges that the Assamite Clan has its own ghoul family composed of assassins trained since birth in the arts of murder and descended from an ancient Thugee sect.

Of the eight families who joined the Sabbat, only four are extant. No Sabbat would ever admit to the massacring the sect's own servants, but the sect does not like large numbers of mortals to be privy to its secrets. These four ghoul families - the Bratovitches, Grimaldis, Obertuses and Zantos - no longer feel the threat of extinction. Tzimisce stand against further mistreatment of the "pets," as they refer to revenants of ghoul families. The ghoul families are a reminder of Tzimisce culture and remain relatively unscathed by time.

Status within the Sabbat

The ghoul families receive grudging respect from Sabbat because the Tzimisce clan demands that their existence continue unhindered. Revenants of ghoul families

probably know more about the sect than many Sabbat veterans; the lore is passed from generation to generation - as is other secret lore that even Sabbat do not know. While the revenants know a great deal about the sect, they do not participate in rituals with the Sabbat. However, many of the ghoul families practice traditions and rituals of their own.

Revenants may not ask to become vampires, but many Tzimisce and a few Malkavian *antitribu* and Toreador *antitribu* select recruits from these ghoul families. Born with vampiric powers, the additional powers gained shortly after the Embrace make them more powerful than most recruits. Because most of them already follow a Path of Enlightenment, they have little or no problem coping with

the transformation. Their keen understanding of vampiric Disciplines, strengths and weaknesses, and Sabbat ideology, strategy and unlife style make them naturals in dealing with undead existence.

Of all the ghoul families, only one - the Grimaldis - provides useful services to the sect. They maintain something similar to a Masquerade for the Sabbat, covering up stories of Sabbat escapades that would otherwise make the front page.

Family Relations

The four ghoul families still loyal to the Sabbat seldom interact, but they occasionally carry on business deals with one another. On rare occasions, they arrange marriages between members of their families as a gesture of good will, especially when settling disputes with one another.

The Obertus family remains relatively unknown to the other three ghoul families. The Grimaldis, Zantos and Bratovitches know but do not trust or understand one another.

The Grimaldis and Zantos do not get along well due to centuries-old feuds over ancient land disputes and forgotten insults. They rarely actively oppose one another, but make the other the brunt of their criticisms and jokes.

Ghoul Families and Vampire

While it is possible for a player to have a revenant character, remember that there are many advantages and disadvantages that must be taken into consideration. Vampires envy the fact that they do not have to drink blood, which could eliminate some of the horror of the game if the inhumanity of the revenant is not played up. Storytellers should not give revenants the standard three dots in Disciplines after they are Embraced, though they may gain additional Disciplines at their normal freebie cost.

Revenants can be useful supporting characters, adding mystery, flavor and a sense of the absurd to stories. Feel free to alter these ghoul families or to add more. It is possible that there are other ghoul families who, much like the Obertuses, remain hidden from mortals, other ghoul families and most Sabbat.

Ghoul Family Descriptions

There are four ghoul families serving the Sabbat; four others were either destroyed or went into hiding. Ghoul families once served a purpose, providing the Sabbat with mortal spies and a source of recruits. Times have changed, and many Sabbat leaders consider these four ghoul families festering boils on the face of the sect, serving no real purpose and proving a constant source of weakness. For some reason, the Tzimisce prevent the Lasombra and other Sabbat from annihilating the ghoul families entirely.

Bratovitches

Nicknames: Monsters

Description: The Bratovitches are easily the most bizarre and inhuman of all the ghoul families. The family originally provided guardian ghouls for the Tzimisce and cared for clan members' wolf-hounds, used for hunting down Tremere and Lupines. Bratovitches became the most notorious of the revenant lupine hunters due to their keen understanding of the lupine and its strategies. The family remained with the Tzimisce and proudly fought against the anarchs during the revolt.

After the Tzimisce clan fell before the might of the anarchs, the ghoulish family shifted its support and, in a symbol of good will to the anarchs, burned 50 of its own children alive so that no future generations would remember the time when the Bratovitches did not support the anarchs.

After the Anarch Movement collapsed and the Sabbat formed, the Bratovitches stayed with the new sect. Their love for killing proved useful, and their games of torture and self-mutilation were overlooked within the sect; in fact, it probably helped them fit in. They remained the keepers of the wolves and providers of guardian ghouls.

The family is no longer active within the Sabbat. Due to the family's peculiarities, most Sabbat avoid it at all costs, considering it even more vile than the sect itself. Occasionally, a nomadic pack will stay on a Bratovitch estate, but seldom for long. The horror stories concerning their demented games, their foul experiments, their repulsive diets and their self-mutilation are innumerable.

The Bratovitches are recluses who live the same way their ancestors did. While some have televisions and other conveniences, most do not. They live in dilapidated mansions, filled with antiques and junk that has been with their family for centuries. They never clean their houses, so they are very dirty and disgusting. They cannot keep a servant, for any help goes insane, flees in terror, or becomes a meal for the family.

Appearance: Most Bratovitches perform fleshcrafting and bonecrafting upon themselves until they are either odd looking or strikingly beautiful - most are the former. They wear whatever clothing appeals to them the most, though most all prefer black.

Family Estates: There are at least 20 Bratovitch estates still in existence. There are usually between 10 and 20 family members on each estate. The estates are as described above - dilapidated and ancient.

Backgrounds: All Bratovitch are Dilettantes, just like their noble ancestors. Bratovitch children go to public school with normal children, learning what other children learn. However, they also receive additional tutelage at home, where they study toxicology, animal handling, torture, and other useful everyday living skills of the Bratovitches.

Character Creation: Bratovitches have very peculiar Natures and Demeanors, though they are usually similar. Physical Attributes are primary, as are Skills. Common Background traits include Mentor and Resources.

Disciplines: Animalism, Potence, Vicissitude (It is rumored that they taught the Tzimisce the art of Vicissitude.)

Weaknesses: Bratovitches frenzy as if they were Brujah.

Preferred Paths: The Bratovitches are very diverse and follow no single or preferred Path. In fact, some even follow Paths no longer actively practiced within the Sabbat.

Family Organization: The Bratovitches respect age. The eldest male is always leader of the household, acting as spokesman and official head of the entire family, though he usually consults with the leaders of all the related households. Visits among the Bratovitches are common, and all Bratovitches are expected to maintain close relations with their kin.

Gaining Family Recognition: Bratovitches do not recognize one member over another - all are considered equal. Wisdom is highly respected, but even the foolish get their say. The only exception to this equality is that children must still answer to their parents. The only way to

lose respect is to side against the family in any matter or to leave the family and live among normal humans. One additional way to gain respect is to destroy lupines.

Sabbat Duties: They continue to maintain wolf and dog kennels, training them as guards and pets for Sabbat. They have a large collection for their own private use, as well. They hunt lupines and occasionally provide hospitality to visiting Sabbat nomads.

Quote: "Aaargh! I'll be eatin' yew fur supper if yew don't get offa my porch 'fore I count ta 10!"

Stereotypes: Grimaldis - "Weak human fools. It is them who will betray us. Watch your back around them always."

Obertus - "Snooty, but tolerable bastards."

Zantos - "Respectable but completely untrustworthy. The Zantos have deep secrets, but what are they?"

Sabbat - "Our masters, but they have grown weak. We must help make them stronger at every opportunity."

Grimaldis

Nickname: Puppets

Description: The Grimaldi live among mortals, an exception for the ghoulish families. The Grimaldis originally served the Tzimisce as recruits and spies. The Assamites nearly destroyed the entire family during the anarch revolt, and the Tremere tried to finish the job.

A few Grimaldi made it to the Sabbat camp and became servants. The Grimaldi served best within the Church. It kept a careful watch on the Inquisition and known Camarilla Kindred. In addition, many anarchs who joined the Camarilla became spies, relaying information on Camarilla activities to the Sabbat through the Grimaldi. The family became most adept at covert operations.

Today the family serves as a link between the Sabbat and the mortal world. The Grimaldi are charged with the task of maintaining something like a Masquerade for the Sabbat. Through sect support, they control most media within Sabbat-held cities. The family is highly skilled in blackmail and bribery, so they have many important people in their pocket.

The Grimaldi are highly organized and very rich. While nowhere near as powerful as the Giovanni or Ventruie, they are just as cunning and skilled, and with Sabbat support, they are far more dangerous.

Appearance: The Grimaldi do not use Vicissitude to improve nor mutilate themselves. They dress as normal humans would and pass easily among them. If anything, they are somewhat conservative in haircut, dress and behavior.

Family Estates: The Grimaldis do not have family estates. Instead, they live among human society and seldom visit one another, though they keep in touch with one another for business purposes.

Backgrounds: The Grimaldi family is the only ghoulish family that breeds with normal humans. Grimaldi are raised in private schools, receiving the best education possible. They are all Professionals, groomed from childhood for the responsibility of working within a specific field. Grimaldi are the most likely ghoulish family to develop Humanity.

Character Creation: Their Natures and Demeanors vary, but their Demeanor should be reflective of their work - Architect, Director or Judge. Mental Attributes

are primary, as are Knowledges. Grimaldi always have large numbers of Background traits, reflecting their involvement within human society. These include Allies, Contacts, Fame, Influence, Resources, and Retainers.

Disciplines: Celerity, Dominate, Fortitude

Weaknesses: All Grimaldi are Blood Bound to Sabbat bishops and archbishops. This prevents them from becoming a threat, and it is considered necessary because they spend so much time within mortal society. The Grimaldi's "patron," as their Sabbat blood donor is referred to, seldom calls upon the Blood Bond. The Grimaldi commit themselves to this bondage out of respect and loyalty.

Preferred Paths: They prefer the Path of Honorable Accord, and many who follow it use it to hide their real Humanity. A few follow the Path of Harmony or the Path of Caine.

Family Organization: The Grimaldis conduct formal business meetings from time to time, calling together family members with related business interests.

Gaining Family Recognition: The best way to gain respect within the family is to excel at a job. Those who maintain the Sabbat's Masquerade are the most respected, but those who win awards and mortal fame are also cherished.

Sabbat Duties: The key job of all Grimaldi is maintaining the Sabbat Masquerade. They cover up the high missing persons and homicide rates within Sabbat cities and keep stories of Sabbat fun and games from being released to the public. While the Sabbat claims to not need a Masquerade, the Grimaldi work hard to provide them with one.

Quote: "Hello my friend! How are you? That is good. Listen, I have a little favor to ask of you. I'm sure you won't mind, considering how nice I was in keeping all those pictures of you and those young men to myself."

Stereotypes:

Bratovitches - "Most definitely the weirdest of all the families. Fortunately, they avoid us. Should they interfere with our efforts, we would have them removed permanently. They are a blight upon the Sabbat. Their refusal to enter the modern world means we should leave them behind."

Obertus - "I do not understand them or feel comfortable around them, but their information has always proven valid and useful."

Zantos - "Lecherous trash. Our longtime adversaries and traitors to our sect's cause. These inbred, insane, criminal jerks create more problems than they are worth."

Sabbat - "We have nothing but respect for our patrons, and we will do everything we can to protect them from humanity, which would too quickly pass judgment upon them."

Obertus

Nickname: Hermits

Description: The Obertuses are quiet and reserved, living together in small communities. They are seekers of the truth. Many pursue this truth through dark science, others through occultism, and still others through the Paths of Enlightenment.

Some of the greatest scholars in the world are revenants of the Obertus family. Having spent century after century studying and living history, their upbringing emphasizes knowledge and wisdom. They possess grand libraries,

rumored to include some of the ancient books from the library at Alexandria.

The Obertuses maintain close connections to the Tzimisce clan, but seldom does either party involve itself in the other's affairs. The Obertuses do not play an active role in the Sabbat. However, they are highly useful information gatherers. Members of the Obertus family have infiltrated the Society of Leopold, the Arcanum and certain mage societies.

Appearance: The Obertuses are average in appearance, though many young Obertuses use fleshcrafting to look better than normal. They are all very dignified and conservative in dress. Most wear rings or pendants bearing their family crest.

Family Estates: While they do not maintain large family estates, Obertuses live together in small, sleepy villages far from prying eyes. They can be found in New England, the Midwest, and Central America. Appearing on the surface as quaint little towns, these communities are places where strangeness abounds.

Backgrounds: Almost all Obertuses are scholars. With an ingrained appreciation for knowledge, the revenants of this family spend far more time studying. They do not leave home to go to school, but instead are taught on an individual basis by another member of the family. After a member of the family reaches young adulthood, she is free to seek out her own tutors, usually for training in a particular area. There is one exception to this: Obertuses who study science or medicine often leave home and attend universities to get up-to-date information on their field; however, Obertuses also possess scientific and medical knowledge unknown to mortals in those fields.

Character Generation: Revenants of this family are almost always Professionals or Dilettantes. All are keenly interested in learning, so Mental Attributes are primary, as are Knowledges. Their Natures and Demeanors vary greatly, and there is no norm. However, most are loners in some respect. Common Background traits include Mentor and Resources.

Disciplines: Auspex, Obfuscate, Vicissitude

Weaknesses: Revenants of the Obertus family are easily obsessed with some aspect of their life or some goal. Most possess the Obsession Derangement, though a few have the Perfection Derangement.

Preferred Paths: Obertuses vary in which Paths they follow, but the preferred Paths are the Path of Death and the Soul, the Path of Harmony and the Path of Honorable Accord. The other Paths are followed, but they are far less prevalent.

Family Organization: The Obertus communities elect family members to positions of mayor, city councilperson, etc. They are not a geriatocracy, and they allow the young members of their family to run for and hold various positions. The communities vote on all major issues.

Gaining Family Recognition: The greatest way to gain family recognition is to discover or invent something of value in the academic, scientific or medical fields. Other ways to gain family recognition are to protect the community from outside threats, and to have a student or former student accomplish something great.

Sabbat Duties: The revenants of this family seek out knowledge particularly useful to the Sabbat, especially information concerning demons, lupines, mages, history and Caine. Members of this family are not rumor mongers,

but they are privy to a great deal of information through their research.

Quote: "Thank you for coming by, but I really do not have time to visit with anyone at this time. I must get back to my work now. Good night."

Stereotypes:

Bratovitches - "Foul and disgusting creatures of little or no value whatsoever."

Grimaldi - "Interesting colleagues. Their company is interesting, but their humanlike attitudes and interests are somewhat worrisome."

Zantos - "Shallow beasts. Their love of pleasure and ignorance are a deadly combination. Still, they can be very amusing."

Sabbat - "Our so-called masters treat us with feigned respect. We do the same for them. One day we will break the leash and be free."

Zantosa

Nickname: Trash

This large family of Eastern European nobility provided the pre-Inquisition Tzimisce with stock from which the clan chose its fledglings. The family long served as the eyes and ears of the Tzimisce in the courts of Eastern Europe and within the Ottoman Empire. The family was highly regarded and well trusted. Known for its abundance of wealth and inclination toward cruelty, the family rose to power and held on to it until the Tzimisce clan collapsed.

The Zantosa family quickly shifted its support to the anarchs and, later, to the Sabbat. The Sabbat needed trustworthy, skilled recruits, but settled for the Zantos. Family members not recruited were turned into ghouls. These ghouls spread throughout the rest of Europe and provided the Sabbat with information on the activities of the Camarilla.

Today most Zantosa are hedonists. Some are world travelers living the good life, while others are involved in the drug industry and slavery.

However, Zantos harbor a grave secret. They are the guardians of the Tzimisce Antediluvian. If this were discovered, the family would find itself at odds with the sect which continues to support it. The Zantosa continues to be the wealthiest and most respected of the Sabbat ghoulish families. The family owns a great deal of real estate and holds innumerable investments and hundreds of bank accounts, which have drawn interest for hundreds of years.

Appearance: The Zantos have medium to dark skin and are of Eastern European ancestry. Most are extremely attractive. They have fleshcrafting done to them until they reach the appearance they prefer. They wear clothes of all types. Most wear up-to-date fashions, but some wear the outdated clothes of their youth, and some are several hundred years old.

Family Estates: The Zantos hold numerous estates in North, Central, and South America. There are no Zantos left in Europe; the Grimaldi drove them out hundreds of years ago. There are at least 17 Zantosa estates and possibly more. Most of the estates have between five and 20 family members.

Most Zantos keep their family estates up-to-date. They are modern, well-cared-for mansions with electricity, indoor plumbing, television, satellite dishes, computers, etc. They keep a dozen or more servants on hand, most of whom they live on the family estate. The estate is kept spotless. Most Zantos keep a stable - not because they enjoy riding horses, but because they have a taste for horseflesh.

Background: Fickle and attractive dilettantes, the Zantos are given free reign from childhood to explore debauchery and excess. Those few who work almost always involve themselves in illegal activities and do so for sport.

Character Creation: Most all Zantos are Dilettantes or Criminals, though a few are Professionals. Their Natures are of a cunning and vicious orientation, while their Demaneors are usually socially oriented. Social Attributes and Talents are highly prized. Common Backgrounds include Contacts, Fame, Influence, Mentor, Resources and Retainers.

Disciplines: Auspex, Presence, Vicissitude

Weaknesses: The Zantos are pleasure seekers who become easily addicted to pleasures. For anything that causes intense pleasure (such as being fed upon), the Zantos must make a Willpower roll versus a difficulty based on the intensity of the pleasure to resist becoming obsessed with or addicted to it.

Preferred Paths: Most follow the Path of Cathari, but a rare few - those who serve as guardians of the Antediluvian - follow the Path of Caine.

Family Organization: The Zantos have no real organization. The family members of the various estates often travel and some do business together, but there is no close bond or single head of the family. The oldest male is usually the head of the local family estate; all under his roof must abide by his will or leave.

Gaining Family Recognition: The Zantos enjoy hearing about how other members of the family gave a Grimaldi the shaft. They also love to hear about large and dangerous ventures.

Sabbat Duties: The Zantos were once useful servants, but now they are nothing. They occasionally extend Sabbat nomads and traveling coven members their hospitality and protection. However, many Sabbat leaders tire of the Zantos' little games, though these Sabbat have yet to take action against them.

Quote: "Dear friend, do join me in my debauchery and delight. We have centuries to conduct business, and now is the time for pleasure."

Stereotypes: Bratovitches - "Monsters are what they are. Their depravity is even greater than our own. We envy them in this, but not in their lifestyle."

Grimaldi - "Our little clan of ass kissers and pretend revenants. Most are so human their blood is almost that of children. Weaklings and morally weak preachers, they disgust me."

Obertus - "Never knew one that well, but from what I can see, they are just as strange as the Bratovitches."

Sabbat - "We are clearly loyal to the Sabbat above all else. No one questions our loyalty for we are always ready and willing to serve."

Chapter Six:

Quick Start Materials

*And then it started like a guilty thing
Upon a fearful summons.
- William Shakespeare, Hamlet*

Sample Packs of Sabbat

The following information provides a Storyteller with complete statistics on two Sabbat packs. These packs can be friends or enemies of the characters, the characters' beginning pack, or anything else the Storyteller likes.

The Ravens – A Founded Coven

The Ravens are politically motivated, death-dealing elitists. They seek top position over all other packs in the city by constantly proving themselves to their bishop. The Ravens treat other packs well, as long as it is advantageous. Wronging a Raven is dangerous and causes the entire pack to seek revenge. They attempt to ruin the Status of all Sabbat who oppose them. The Ravens seldom venture out of the city, except for personal gain.

Last year the Coven went on the War Path after a Nosferatu Inconnu. The pack returned home none the richer, and lost three of its eight members including its priest. The pack plans on recruiting some new members soon, providing them with expendables for any future conflicts. Anyone who can survive their fire rites deserves to be Sabbat.

Here are the five remaining Ravens, listed in order of Pack Prestige.

Desiree Traville

Born the daughter of a wealthy merchant of Charleston, South Carolina, in 1740, Desiree was a naughty little girl who spent too much time at night with her male suitors.

One night shortly after sunset, a young thief attacked her while she was walking home from a friend's house. As he pushed her to the ground, he felt his own warm sticky blood run down his chest. The young fellow fell to the ground dead, a rush of blood flowing from his throat. Desiree extracted the knife she carried from the dying man's neck. Crawling from under him, she ran home to her father. Her relatives followed her to the alley of the attack, but found no body - only a pool of congealing blood.

A Sabbat had observed the incident while hunting. The Sabbat followed her home, went into her room while she slept, and took her away for recruitment into the Sabbat. Since that time, Desiree has seen a lot of Sabbat

come and go, but she has managed to outlast most. She became pack leader only recently, never before wanting the

role. Finding she loves the power, she has set her sights on a bishopric.

Nature: Plotter

Demeanor: Bon Vivant

Clan: Lasombra

Generation: 8th

Apparent Age: 24

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 5, Manipulation 5, Appearance 5

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Acting 2, Artistic Expression 2, Diplomacy 1, Empathy 2, Intimidation 2, Intrigue 3, Leadership 2, Sense Deception 4, Streetwise 2, Subterfuge 2, Writing 2

Skills: Body Alteration 2, Carousing 3, Dancing 3, Etiquette 2, Firearms 2, Fire Walking 1, Masquerade 1, Music 4, Security 2, Style 3

Knowledge: Area Knowledge 4, Archeology 2, Camarilla Lore 1, Occult 1, Sabbat Lore 2

Disciplines: Auspex 2, Celerity 1, Dominate 5, Obtenebration 4, Potence 3, Vicissitude 2

Backgrounds: Allies 4, Contacts 3, Herd 4, Influence 1, Pack Recognition 5, Resources 4, Sabbat Status 1

Virtues: Callousness 3, Instincts 2, Morale 3

Path of Enlightenment: Path of Power and the Inner Voice 6

Merits: Luck, Boon (from a bishop)

Flaws: Intolerance of the poor, Enemy (another Lasombra Pack leader)

Willpower: 7

Equipment: SigSauer P220, Maserati, expensive jewelry

Haven: Up-scale condominium and private chamber within the communal haven

Roleplaying Hints: Though you appear friendly and supportive, in reality you are only out for number one. You spend almost every night enjoying yourself among mortals, living your unlife to the fullest. While this takes up most of your time, your pack's success and its standing among other packs concerns you greatly. You are deadly serious in your plan for power. If necessary, you will swing your support from one side to the next, suiting personal needs first and pack needs second. You are always plotting to

gain more influence, wealth and respect for yourself and the other Ravens.

Quote: "You're either with me or against me. You really don't want to be against me."

Jeremiah Noble (Jeremy)

Jeremiah Noble was not even old enough to read when his parents moved west on the Oklahoma trail. Jeremy grew up helping his father raise sheep, but it never caught his interest. After turning 18, he stole his father's best horse and \$20 and headed south to find

his fortune. By the time he was 20, he was a passable horse thief. He was finally run out of the Arizona territory by friends who hated to see him hanged. He turned to bank and train robbery and soon became a "known man."

One night Jeremy was approached by a strange man from back east. The man told Jeremy he would pay him to guard a payroll for his mining company. This sounded too good to be true; it was. The employer was no man, and Jeremy became a recruit of the Sabbat. With five other recruits, Jeremy went on a hunt for a rowdy bunch of Lupines. The Sabbat gave all the recruits six silver bullets. Jeremy shot and killed three of the Lupines and was the only recruit to return. Since then, he has been the pack's recognized protector.

Nature: Survivor

Demeanor: Autist

Clan: Brujah *antitribu*

Generation: 10th

Apparent Age: 20

Physical: Strength 2, Dexterity 5, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Athletics 2, Brawl 4, Dodge 2, Intimidation 4, Intrigue 2, Leadership 2, Streetwise 4

Skills: Blind Fighting 2, Fast-Draw 4, Firearms 5, Melee 4, Ride 3, Security 3

Knowledge: Area Knowledge 3, Art History 4, Camarilla Lore 3, Clan Lore 1, Investigation 1, Law 2, Sabbat Lore 3

Disciplines: Celerity 4, Obtenebration 2, Potence 3, Presence 4

Backgrounds: Allies 4, Contacts 2, Herd 2, Pack Recognition 3, Resources 3

Virtues: Callousness 2, Instincts 3, Morale 5

Path of Enlightenment: Path of Caine 4

Merits: Daredevil

Flaws: Overconfident, Repulsed by Garlic, Diabolic Sire, Special Responsibility (watch over pack's territory)

Willpower: 8

Equipment: Desert Eagle, switchblade, silver bullets

Haven: Communal haven

Roleplaying Hints: You are a hard man who has seen a lot of killing in his day. You never try to impress people. You are calm and quiet until angered; then you become an unmerciful animal. You enjoy your unlife, but few ever see you smile. There is very little you fear, and you will do almost anything for the pack.

Quote: "I don't like you."

Martha Long

Even as a little girl, Martha knew she was different: she could see the faeries playing in the bushes; she knew when her friends were sick; she horrified her parents when she told them grandmother had died - five hours before they received the news from a relative. Like most children, however, she learned to suppress these gifts; by the time she was an adult, she had almost forgotten that she had ever had them.

A new movement then swept through the United States. Spiritualism intrigued Martha Long. This philosophy reopened doors she had closed years ago, and Martha and her husband soon became "experts" in the field. People from around the country came to them, seeking answers from the spirit world. It seemed Martha could see omens and signs and could use them for predicting the outcome of even the most mundane events.

After Robert died of a heart attack, however, Martha considered taking her own life. She had just taken the strychnine out of the cupboard when a strange woman knocked on her door. The woman took Martha, who seemed unable to resist, to a graveyard, recruiting her for the Sabbat. Oddly, she was the only person brought to the graveyard; no other mortals were present. The Sabbat needed her special gift, but she still had to prove herself. She destroyed a gargoyle in New York and afterward became an accepted member of the pack. Still, she believes she might have had some help in her first mission.

Nature: Traditionalist

Demeanor: Martyr

Clan: Tzimisce

Generation: 9th

Apparent Age: 48

Physical: Strength 5, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 2, Appearance 4

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Animal Empathy 3, Dreaming 4, Empathy 3, Fortune Telling 4, Intrigue 2, Sense Deception 3

Skills: Animal Kin 3, Body Alteration 2, Etiquette 3, Research 2, Scribing 1, Speed Reading 2

Knowledge: Alchemy 3, Anthropology 4, Area Knowledge 3, Archeology 2, Camarilla Lore 1, City Secrets 2, Clan Lore 4, Faerie Lore 3, History 2, Kindred Lore 3, Linguistics 5, Literature 2, Magus Lore 2, Occult 1, Psychology 1, Sabbat Lore 1, Science 2, Theology 2

Disciplines: Animalism 5, Auspex 1, Necromancy 2, Thaumaturgy 4, Vicissitude 3

Backgrounds: Allies 3, Clan Prestige 1, Contacts 2, Herd 3, Pack Recognition 2, Resources 4, Sabbat Status 1

Virtues: Callousness 4, Instincts 5, Morale 3

Path of Enlightenment: Path of Death and the Soul 8

Merits: Concentration, Inoffensive to Animals, Occult Library, Mystic Ability

Flaws: Prey Exclusion (dead things), Haunted

Willpower: 9

Equipment: Pouch of thaumaturgical ritual components

Haven: Private chambers within communal haven

Roleplaying Hints: You are a disturbing individual. You can sit and stare holes in people all night, never speaking a word. However, you are usually quiet, and you act like a

mother to the rest of the pack. You give advice freely, but never intrude on the business of others unless asked.

Quote: "You cannot hide your secrets from me little one, but do not fear - I will tell no one."

Cristos Mantigo

History: Born in a small town in Spain, Cristos Mantigo lived a simple, happy life until he turned 20. As a news photographer, he left for the trenches of WWI a bright young man full of life and returned a hardened, empty shell. His youthful vigor left him, and the horrors gnawed at his soul.

Trying to flee his past, he moved to the United States in 1924, along with his wife and newborn son. However, America was not the land of opportunity he had believed it to be. His wife and son soon died of pneumonia, contracted on the voyage to America. After two months in America, he found himself working in a sweat shop, working 14 hours a day and earning nothing. The Sabbat's visit was a godsend.

Cristos proved himself to be a good recruit, surviving his first encounter against a German Ventrue elder. While the War Party failed in its primary mission, Cristos came out of it with much of the German's valuables, and he has been collecting wealth ever since. He took up the camera again, focusing on human suffering. He has published a number of books, all under different surnames and all were well-received. He has also opened up his own nightclub -The Last Light - which provides him with a fair income and an excellent place to meet his next meal. The Ravens have made the club their main roost along the Rack.

Nature: Confidant

Demeanor: Autocrat

Clan: Toreador *antitribu*

Generation: 10th

Apparent Age: 31

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 4, Wits 5

Talents: Brawl 3, Instruction 3, Intimidation 2, Leadership 1, Mimicry 3, Seduction 3, Streetwise 2, Subterfuge 2, Trick 2

Skills: Boat Handling 4, Firearms 3, Fire Eating 1, Fire Walking 3, First Aid 2, Melee 2, Photography 5, Scuba 3, Style 2

Knowledge: Area Knowledge 2, Art History 2, Camarilla Lore 2, City Secrets 1, Computer Use 2, Linguistics 4, Sabbat Lore 1

Disciplines: Auspex 2, Celerity 3, Dominate 4, Obfuscate 2, Presence 2

Backgrounds: Allies 4, Contacts 2, Herd 5, Pack Recognition 2, Resources 3

Virtues: Callousness 5, Instincts 4, Morale 2

Path of Enlightenment: Path of Harmony 5

Merits: Higher Purpose (find Golconda), Common Sense, Nightclub

Flaws: Mild Phobia (heights), Deep Sleeper, Color Blind

Willpower: 7

Equipment: Two Glock 17 pistols, photography equipment

Haven: The Last Light and the communal haven

Roleplaying Hints: You like to control every situation and do not like others telling you how to run your business. You especially hate those who show no respect for you or your property. Still, under the gruff exterior lies the soul of a man who loves people; you surround yourself with mortals, all much more alive than any vampire you have met. You still regret your wife's and son's deaths and feel guilty for having pressured them into coming to America. You have secretly taken up charity work, especially helping new immigrants.

Quote: "Take this outside. Don't get me involved in your problems."

Pamela Ford

Pamela Ford was always bright and a bit of a tomboy. She did well in college, receiving honors on graduation. She had no trouble landing herself a good job with an information network. With her driving ambition, her intelligence and her great beauty, it did not take long for her to secure a vice-presidency. Sex and treachery had more to do with her climb than did her ability and dedication.

One night, while catching up on reports due the next day, she received an unwelcome visitor. The beautiful woman in black told Pamela that she had been selected for a once-in-a-lifetime position. Pamela went with the woman and became a new recruit of the Sabbat. Her first mission was against a Giovanni accused of destroying a Sabbat Nosferatu and was successful, but Pamela was the only recruit to return. Since then, she has set her sights on becoming leader of the pack.

To this end, she has been making contacts with Sabbat around the city and across the region. One of these Sabbat clued her into a shortcut, and Pamela has been following the Path of Evil Revelations ever since.

Nature: Director

Demeanor: Architect

Clan: Lasombra

Generation: 11th

Apparent Age: 25

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Athletics 2, Diplomacy 3, Empathy 2, Intimidation 2, Intrigue 3, Sense Deception 2, Subterfuge 2

Skills: Dancing 2, Etiquette 2, Firearms 2, Melee 2, Parachuting 2,

Knowledge: Area Knowledge 2, Camarilla Lore 2, City Secrets 3, Computer Use 3, Finance 4, Law 1, Linguistics 1, Sabbat Lore 3

Disciplines: Dark Thaumaturgy 1 (Path of Secret Knowledge 1), Dominate 2, Obtenebration 3, Potence 1, Presence 1

Backgrounds: Allies 3, Contacts 2, Herd 2, Pack Recognition 1, Resources 4

Virtues: Callousness 3, Instincts 3, Morale 3

Path of Enlightenment: Path of Evil Revelations 3

Merits: Lightning Calculator, Eidetic Memory, Unbondable

Flaws: Compulsion (manipulating mortals), Dark Secret, Selective Digestion (can only drink from men), Vulnerability to Silver

Investments: Pheromone Powers

Willpower: 7

Equipment: Uzi, straight razor

Haven: Communal haven

Roleplaying Hints: You are a very businesslike person. Making the Ravens your pack is your driving goal, and you think your alliance with demons is only temporary. You use every situation to your own personal advantage. You believe yourself loyal to the pack, but undermine Desiree's influence whenever possible. You aid your packmates, but only if it is to your advantage. You always listen more than you talk and have a reputation as a solid, trustworthy member of the pack.

Quote: "Let me think it over, and I'll get back to you on that one. I'm sure we can work out some mutually beneficial arrangement."

The Dead Gypsies – A Nonad Pack

The Dead Gypsies is a nomadic pack that travels around North America. It does not prefer any one area -it follows the action, come what may. The pack has been on the road since the Sabbat Civil War. Before then it made its home in New York until a larger group of rival Sabbat, supported by a bishop, ran them out of town.

Unlife on the open road has been tough for the pack. Its membership requires constant replenishment. Only two of the five current members were part of the Dead Gypsies when the pack was a coven. The pack recently lost three of its members against some crazed Lupines in New Mexico.

Harry Reese

Harry and his family were headed home from a family vacation when their car had a flat. While Harry changed the tire, a number of Sabbat on horseback set upon the family. On their way to meet an enemy pack and needing recruits, the Sabbat took Harry, his wife, and his 17-year-old son and buried them in an old graveyard. Harry was the only one to make it out.

It was a year before the Dead Gypsies accepted him as a True Sabbat, but Harry continued to prove himself a skilled warrior as well as an intelligent planner and natural diplomat. He almost met his Final Death during the Sabbat Civil War and was glad to see the war end. The Dead Gypsies' pack leader, however, felt the need to settle all the old scores. He wanted to attack other Sabbat, despite the peace. Harry challenged him to a duel under Monomacy and won - making him pack leader. Now he seeks to bolster the sect in all ways and has even joined the Black Hand to help in any way he can.

Nature: Architect

Demeanor: Masochist

Clan: Gangrel *antitribu*

Generation: 8th

Apparent Age: 45

Physical: Strength 4, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 2, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Alertness 2, Athletics 4, Brawl 5, Dodge 4, Instruction 2, Leadership 3, Scrounge 3, Sense Deception 1, Streetwise 3

Skills: Animal Empathy 2, Blind Fighting 2, Fast Draw 3, Firearms 5, Fire Walking 3, Mechanics 2, Melee 4, Orienteering 3, Ride 2, Security 2, Stealth 3

Knowledge: Black Hand Lore 2, Camarilla Lore 2, Clan Lore 3, Lupine Lore 2, Sabbat Lore 3

Disciplines: Animalism 2, Celerity 3, Fortitude 4, Obfuscate 3, Protean 5

Backgrounds: Allies 5, Black Hand Membership 2, Clan Prestige 1, Contacts 2, Pack Recognition 5, Resources 3, Sabbat Status 2

Virtues: Callousness 3, Instincts 4, Morale 5

Path of Enlightenment: Path of Caine 6

Merits: Code of Honor, Light Sleeper, Boon (another pack leader)

Flaws: Nightmares, Hunted (tribe of Lupines)

Willpower: 10

Equipment: Colt Python, sawed-off double barrel shotgun, silver bullets and silver buckshot, bulletproof vest

Transportation: 1949 Indian Chief in mint condition

Roleplaying Hints: You are an uncompromising leader, and it is your way or else. Few challenge your authority because your decisions usually prove the best course of action. You never make split-second decisions. When it comes to important matters, you disappear for days, only to return and tell everyone what they need to do. You are kind to all your packmates, but should someone challenge you, you will put them into situations where they will be destroyed.

Quote: "I know you are new at this, so, hey æ don't make me kill you this soon."

Guss "Redbone" McCray

Born along the coast of the Mississippi, Guss "Redbone" McCray grew up a sharecropper's son. He left home after getting a girl pregnant; marrying her was out of the question because the girl's father was out to kill him. Guss moved to New Orleans and began playing jazz and the blues. He became a good singer and an excellent guitarist, but no instrument held his interest like the trumpet. It was his deep and soulful trumpet music that reached the heart of the Toreador *antitribu* who recruited him.

The vampire had listened to him play for years, until Redbone quit. The vampire discovered Redbone in his small apartment, dying of leukemia. Redbone's art needed to live on eternally and the Dead Gypsies needed recruits, so the vampire offered Redbone immortality. He took Redbone to the first graveyard the pack could find and buried him. He made it to the surface and, in a battle against anarchs, became a True Sabbat. Since then, Redbone has become a valued member of his pack, acting as mentor to many young Sabbat.

Nature: Gallant

Demeanor: Avant-Garde

Clan: Toreador *antitribu*

Generation: 9th

Apparent Age: 38

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 5, Manipulation 3, Appearance 2

Mental: Perception 5, Intelligence 3, Wits 3

Talents: Alertness 1, Artistic Expression 5, Brawl 3, Dodge 1, Empathy 5, Fortune Telling 2, Panhandling 2, Scrounging 2, Singing 4, Streetwise 3

Skills: Carousing 2, Firearms 2, Herbalism 1, Mechanics 1, Melee 3, Music 5, Ride 1, Stealth 1

Knowledge: Camarilla Lore 2, Clan Lore 3, Lupine Lore 1, Sabbat Lore 2

Disciplines: Auspex 4, Celerity 3, Presence 4, Protean 3

Backgrounds: Allies 4, Contacts 4, Fame 1, Pack Recognition 4, Resources 2

Virtues: Callousness 4, Instincts 3, Morale 3

Path of Enlightenment: Path of Honorable Accord 9

Merits: Common Sense, Concentration

Flaws: Dark Fate, Secret Friendship

Willpower: 8

Equipment: Two Ruger Redhawks, silvered saber, trumpet

Transportation: A sidecar hooked to Little Willie's bike (see below)

Roleplaying Hints: You have not let time pass you by. You make every effort to stay in touch with the fashion, music and language of the day. You are fun at parties and tell the most humorous and bizarre stories of your early years in the Sabbat. You stood against the pack when it recruited Harry's family. In respect for your "noble act," Harry defers to you if you speak out on a matter. A very sly and cunning strategist, you never face an opponent head on.

Quote: "Let me tell you about how I taught Wynton to blow chops."

Ruth Cole

Ruth Cole was a drop-out and a full-time waitress when the Dead Gypsies paid a visit. Ruth was cleaning up when the pack rolled in. Returning from a particularly bloody War Party, the pack needed some replacements. Ruth, along with three men and one other woman, was taken to a graveyard and given the Rites of Creation. All survived the Rites, much to the surprise of the pack.

The new recruits went against a Camarilla coterie that had caused the pack a great deal of trouble a few years earlier. Ruth and two others survived, though the other two have since been destroyed. The Black Hand, under Harry's advice, accepted Ruth into its ranks three years ago. It was through the Black Hand that she met her current Infernal master.

Nature: Jobsworth

Demeanor: Bravo

Clan: Assamite *Antitribu*

Generation: 11th

Apparent Age: 25

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 5

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Acting 2, Athletics 2, Brawl 4, Dodge 3, Intrigue 1, Seduction 2, Scrounging 2, Subterfuge 2

Skills: Blind Fighting 1, Drive 2, Fast-Draw 2, Fast-Talk 3, Firearms 4, Fire Walking 3, Mechanics 2, Melee 3, Ride 1, Security 2, Stealth 3

Knowledge: Black Hand Lore 2, Camarilla Lore 3, Lupine Lore 2, Occult 4, Sabbat Lore 2, Spirit Lore 2

Disciplines: Celerity 2, Fortitude 3, Obfuscate 3, Protean 3, Quietus 3

Backgrounds: Allies 5, Black Hand Membership 1, Contacts 1, Pack Recognition 2, Resources 2

Virtues: Callousness 3, Instincts 5, Morale 5

Path of Enlightenment: Path of Evil Revelations 5

Merits: Boon (from a bishop)

Flaws: Casts No Reflection

Investments: 1 point of Body Armor, Kiss of Hades, Invisibility to Animals

Willpower: 6

Equipment: Glock 18, silver-bladed hunting knife

Transportation: A Suzuki Samurai jeep that has been rolled many times

Roleplaying Hints: You are very aggressive, no matter what you are doing. You like fighting and causing trouble. You also enjoy making new recruits look bad.

Quote: "Luck? Luck had nothing to do with it. I'm that good."

Lula Burch

Born and raised in the farm country of Arkansas, Lula lived a very quiet life. A loner by choice, she spent most of her free time reading and thinking. One night, Lula awoke to find a strange man in her room. Having watched her for weeks, Harry found the girl's beauty and inner strength good enough to make her his undead lover.

Before she could scream, she was whisked away to the same cemetery where her grandparents and generations of ancestors were buried. The Dead Gypsies gave her the Creation Rites, and she soon proved herself in battle against a fierce Lupine - though the truth is she did not do a thing and one of the other recruits killed the Lupine and was destroyed in turn. A vampire for two years now, she is slowly becoming adjusted to this harsh new unlife.

Nature: Visionary/Caregiver

Demeanor: Rebel

Clan: Gangrel *antitribu*

Generation: 12th

Apparent Age: 16

Physical: Strength 2, Dexterity 4, Stamina 2

Social: Charisma 5, Manipulation 2, Appearance 5

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Acting 2, Athletics 1, Brawl 2, Dodge 2, Seduction 3, Scrounging 1, Singing 4, Streetwise 3

Skills: Dancing 3, Firearms 3, Fire Walking 3, Masquerade 4, Melee 1, Ride 1, Stealth 2, Style 2

Knowledge: Clan Lore 1, Computer Use 2, Literature 3, Sabbat Lore 1

Disciplines: Animalism 1, Fortitude 1, Obfuscate 1, Protean 3

Backgrounds: Allies 3

Virtues: Callousness 4, Instincts 5, Morale 2

Path of Enlightenment: Path of Honorable Accord 2

Merits: Dual Nature, Time Sense

Flaws: Prey Exclusion (elderly)

Willpower: 7

Equipment: Colt Python, collection of books

Transportation: In Ruth's jeep

Roleplaying Hints: You are a very shy and quiet girl, but there is something about you that makes most people like you. You spend most of your free time reading books on every subject. You are friendly to all your fellow packmates, though they are sometimes very disturbing - especially Ruth. You are very naive, even by human standards, but Harry protects you.

Quote: "You guys are totally whacked!"

Little Willie

William Terry, a.k.a. Little Willie (a name he picked up in prison), was a small-time Detroit drug dealer when the Dead Gypsies recruited him. During his short life, Willie saw his older brother gunned down before his very eyes. Willie wanted a way out, but had no way until the Sabbat showed up.

Willie became an excellent scout for the Dead Gypsies, and his loyalty is as overwhelming as his bloodlust. However, he never felt accepted by the pack until he was accused of being an Infernalist. Only the pack's unwavering support kept him from meeting the Final Death, and he has felt beholden to the pack ever since.

Nature: Martyr

Demeanor: Masochist

Clan: Ventrue *Antitribu*

Generation: 11th

Apparent Age: 22

Physical: Strength 4, Dexterity 4, Stamina 4

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 5, Intelligence 2, Wits 4

Talents: Alertness 3, Athletics 3, Brawl 4, Intimidate 3, Search 2, Scrounging 3, Streetwise 2, Trick 2

Skills: Acrobatics 1, Blind Fighting 1, Camouflage 3, Firearms 4, Melee 2, Orienteering 2, Police Procedure 2, Ride 2, Security 2, Stealth 2, Survival 3

Knowledge: Biology 3, Camarilla Lore 2, History 1, Lupine Lore 2, Naturalist 4, Science 3

Disciplines: Celerity 1, Fortitude 2, Obfuscate 2, Potence 1, Presence 1, Protean 4

Backgrounds: Allies 4, Pack Recognition 2, Resources 1

Virtues: Callousness 4, Instincts 4, Morale 5

Path of Enlightenment: Path of Cathari 4

Merits: Acute Hearing, Pitable, Lunar Influence

Flaws: Intolerance (weaklings), Weak Willed, Disfigured, Lunacy

Willpower: 6

Equipment: Mini-Uzi, Glock 22, silvered sword, two knives

Transportation: A Yamaha 350

Roleplaying Hints: You are usually arrogant and obnoxious, but around your packmates you are a completely different person - lively and excited. You love to cut up and have fun with them, but when it comes to scouting, you are very serious. You have honed your body

and mind into weapons. When the time for combat comes, you become a little spaced out.

Quote: "Aawooo!! You look good enough to eat."

Sample Locations

Sabbat Temple

The communal haven not only provides Sabbat with added security, but adds an extra measure of secrecy - and an extra means of keeping tabs on one another. The pack members know what the others are doing, allowing them to easily root out a spy or catch a member up to no good (for instance, dealing with mortals). Additionally, a communal haven provides packmates with yet another common bond and reinforces its traditions. Despite their talk of freedom, Sabbat still do things the way they have been done for years and years.

The following is an example of a Sabbat pack's communal haven or temple. It can be maintained by the sample covenant included in this book or by any other founded pack, including the characters'.

The Building

Affectionately referred to as the "Morgue," this Sabbat temple is located below an abandoned five-story building. The building is boarded up, and most street people are afraid to spend even a single night in it. Every time the city plans demolition of the building, the person in charge of the operation dies in a bizarre, unexpected manner. Because of this, few officials try to get the building demolished for fear of the "curse."

The actual brick structure of the building, built in 1920, is still sound. The floors and wooden walls on the upper levels, however, are in bad shape and unsafe. It is possible to fall through a hole in the floor to the floor below and perhaps through that floor as well. Rats, roaches, and who knows what else make the building their home. Some vermin have been modified by bored Sabbat with Vicissitude.

The building contains almost nothing of value, though there are a few ragged beds, couches, chairs, sinks, etc., upstairs. While many are antiques, all are nasty and beyond repair. Even the wall boards are visible through most of the cracked plastered walls. Fading paint cracks off the walls, and some are covered in graffiti. Some rooms have even been painted solid black.

About half of the windows have been broken, but there are dingy old curtains hanging over most of them. The Sabbat lair is accessible through a secret panel in one of the first-floor rooms. The secret panel can be found on a Perception + Security roll (difficulty 8).

Building Construction

The Morgue was the basement of the original building, which burned down at the turn of the century and was replaced by the current structure in 1920. The Sabbat cleaned out the entire basement and fixed it up. In most places, the brick walls are painted, though some remain bare brick. The hall floors are brick, but the floors in every room are covered with carpet, with exceptions noted in the individual entries.

The Morgue is lit mostly with fluorescent and a few neon lights, though a few black lights hang in certain areas. Lighting in private chambers varies with personal taste. The ceiling clearance averages 12 feet inside rooms and 10 feet in the halls. Most are made of wood or sheetrock and

painted black, red or white. The ceilings in the hallways are black and have glow-in-the-dark stars painted on them. Pleasant odors usually permeate the entire place due to the strategic placement of burning incense by the ghoulish housekeeper.

Security

Each private room has whatever type of lock the occupant prefers. Common rooms have common locks, and all True Sabbat and the ghoul have keys to them; most of these rooms are left unlocked. There are motion detectors in each hallway, turned on during the day. There are security cameras all over the place, along with a number of smoke alarms. A new sprinkler system runs throughout the building. In addition, there are a number of traps in various places, including fake doors with spring-loaded blades and two false hallways with 70-foot-deep, 10-foot-square pits filled with wooden spikes. There are fire extinguishers in the halls.

Armory

This is a large storage room with racks of firearms and crates of ammunition of different varieties. There are also a number of swords, bayonets, knives, silver-bladed weapons and some old dynamite.

Catacombs

These tunnels contain three Sabbat who betrayed the sect. The sect sealed them in with a solid sheet of two-inch-thick steel. The ghoulish gives each of them a cup of blood equal to one Blood Point once per night through a small slot in the wall. Sealed in there permanently or until pardoned by the archbishop, all three are believed insane.

Central Security

A table in this room has a control console on it, with monitors for each of the security cameras along with lights and switches for the smoke alarms, motion sensors, sprinkler system and cameras. The ghoulish is usually found in this room when not completing other chores or resting, and he is always there during the day. There is also a television and video game machine, along with two chairs, a desk and a book shelf filled with cheap romance novels and bad horror compilations.

Cooler

This is a meat locker used to hold bodies when necessary. It is primarily used to store extra blood in case the pack needs to lie low for a while. The only rule is that users must replace however much they drink with twice as much. The blood must be checked to make sure it is disease free. There is enough blood in the cooler to sustain the entire pack for at least two months.

Den

This large common room is used by the entire pack. It has one wall composed of nothing but television screens, usually showing video taken of the area outside the building during the day. One of the other walls is painted with a beautiful mural, showing a beautiful female vampire basking in the sun, surrounded by mortal servants, all by a sea of blood. The other two walls are covered in old movie posters. There is a lot of comfortable furniture in the room, along with a computer, a pool table, a couple of tables and chairs, and an awesome home entertainment system with hundreds of CDs.

Escape Route One

This escape route leads to the basement of a donut shop across the street. The door at the donut shop is one-way; one can emerge from the tunnel but cannot go back that way. The door on the Sabbat side is known to all True Sabbat in the pack, and requires a Perception + Security roll (difficulty 8) for someone actively looking to find it.

Escape Route Two

This route leads to the sewer system. There is a camera by the exit of the tunnel hooked up to the Nosferatu kingdom's security system, so the Sewer Rats know who goes in and out of their domain. Finding the doors on either end requires a Perception + Security roll (difficulty 7).

Feeding Room

This large area has a blood-stained stone floor and bare walls. Blood Feasts are served in this room. There is nothing in the room except for a small shelf holding several glasses, a few bottles of liquor, and a straight razor. There are three sets of manacles hanging from the ceiling.

Furnace and Generator

The furnace area is also used for storage. There are a number of pieces of furniture in various states of disrepair. There are a number of other odds and ends as well. Sabbat are welcome to take what they need as long as the item does not have someone else's name on it.

Ghoul's Suite

This is the housekeeper ghoulish's private rooms. The rooms include a kitchen, a bathroom, a living room and a bedroom. The ghoulish's place looks much like a modern apartment with all the modern conveniences except for a phone. The rooms are decorated in a conservative human style.

Grand Hall

Supporting this huge, long hall are two rows of eight Greek revival columns. The ceiling here is 30-feet high. The walls are covered by large green velvet curtains that run the length of the walls. Lighting the room are two electric-powered chandeliers. The floor is polished marble. This room is mainly used for holding *Auctoritas* and *Ignoblis Ritae*.

Guest Chambers #1-4

The guest chambers have two rooms to them: one is a private den complete with coffin, furniture, a television, and a set of manacles attached to the wall. The other room is a grooming room with a dresser and a shower. The rooms are decorated in conservative, hotellike fashion.

Hell Hound Lair

This area is usually kept sealed off from the rest of the temple by an iron portcullis in the doorway. This can be raised or lowered from the central security station or by hand. Inside the room are two well-provided-for hell hounds.

Holding Cells

Basically jail cells, they have iron bars on three sides and a solid brick wall on the other. Each has nothing more than a toilet and a bunk.

Library

The pack's communal library is fairly large. No one has ever counted the books, but they fill up the walls from floor

to ceiling, along with several freestanding shelves. There is a table and eight chairs in the room. This room is well lit.

Private Chambers #1-12

These rooms are decorated in a variety of styles based on the vampires using them. All the rooms contain wall shelves, a shower and a coffin, along with whatever else the Sabbat wants.

Torture Chamber

This room is solid brick. It has a number of chains, two long tables, a cabinet full of medical tools, and several torture devices. The Tzimisce perform their flesh manipulations as well as their interrogations here.

Tremere Antitribu Labs

Only Sabbat Tremere and their guests are allowed in this part of the temple. A number of beakers, vials, lab tables, computers and books fill these chambers. The Tremere do their magic study here. One chamber is left completely bare. They sometimes conduct rituals here and use it as a room to practice hand-to-hand and melee combat.

A Nosferatu Kingdom

The sewer system and labyrinthine tunnel systems underneath the great cities of America provide the Nosferatu with a world all their own. The vampires are tucked away from the world, pursuing their own plans and living their unives in peace. Seldom does the full horror of modern-day jihad reach into their world. Though not without dangers all its own, the sewers are a sanctuary for the Nosferatu.

The following is a generic Nosferatu kingdom. It may be placed in any city if the Storyteller does not wish to find actual sewer plans or go to the trouble of creating her own Nosferatu kingdom. For those choosing to create their own Nosferatu kingdom, this provides some ideas of what could be included, but do not feel that what is here must be included.

The Lair of the Street People

The upper levels of the sewer are often used as temporary or permanent homes by the city's homeless. Both young and old find their way to this refuge from the cold city streets, and discover a place where they will be left alone by the police and not shunned by the "upstanding people" who do not like to question their consciences or the happy and perfect world they live in. This is the only part of the kingdom which has not tapped into underground power cables.

Haven One

Books, antiques and junk fill this small, damp series of chambers. The walls and floor are of the handmade bricks that were used in construction of the older parts of the sewers. A large, dirty oriental rug covers the brick floor, and a number of pre-20th century paintings adorn the walls. The room is lit by neon signs powered by a tap into the city's power grid. The Nosferatu using this haven has a series of traps set by the first door. Those who attempt to break in find scythelike blades flying out of the wall toward their necks. The furthest chamber contains a large secret basement beneath a secret door in the floor. The vampire keeps prisoners in the basement, along with a number of items he holds valuable, including \$50,000 worth of rare silver coins.

Haven Two

A yuppie Nosferatu turned this large chamber into a loft. All the creature comforts of modern life are here, making the vampire's existence as pleasurable as possible. The walls are concrete but covered with wallpaper. The concrete ceiling was plastered, while expensive carpet covers the floor. The Nosferatu has a wide-screen television, plush furniture, a computer, two phone lines, a sauna and many other luxuries.

Haven Three

This is a dank lair filled with the smell of rats and a moldy old couch. There is a set of manacles bolted to a blood-stained wall. An overwhelming number of rats and roaches make their home here, along with the skeletons of at least four human victims. A large sign hangs over the doorway to this haven; it reads "Stay the Hell Out or Die." Behind the couch, the Nosferatu has a small hidden alcove. In the recess is a moldy leather bag containing \$43,000, a loaded .357 magnum revolver, and some old porno magazines.

Haven Four

Decorated in 1960s fashion, this haven looks like an old bomb shelter. The concrete walls are painted light blue, the ceiling is painted white and the floor is painted gray. The haven, protected by at least eight locks, contains three bunks, a number of storage closets, eight gun cases (at least 50 guns total) and a shower. Pests are not too much trouble in this place due to all the mouse traps and roach motels lying around.

The place has a new television and touch-tone phone; otherwise it would be hard to date this past the 60s. The Malkavian *antitribu* keeping this haven is very worried about intruders. He has two secret escape passages (one that all the other Nosferatu know about) and several traps. Among the traps are a trip wire (Perception + Security versus 7 to avoid) with two hand grenades attached, pungi stakes in a concealed floor pit, and an anvil mounted over the doorway to the real secret escape route and triggered by a trip wire (Perception + Security versus 8 to avoid).

Haven Five

The Nosferatu who owns this haven spent vast sums of money decorating it like rooms in a castle. The rooms are decorated with ancient and expensive tapestries, antique English furniture, suits of 15th century plate armor, and many lanterns and candles on tables and walls. There are no electrical outlets in this haven, but the haven stays well lit despite this lack. Each of the four chambers is different, but each has at least one coffin in it. There are a series of secret passages and even one secret room running from this haven. There are a number of traps within the secret passages, including pressure plates that release slashing blades or falling bricks from the ceiling and a number of pits coated in oil and filled with iron stakes and broken glass.

Haven Six

This Malkavian *Antitribu* haven is a series of rooms so packed with stuff that it is almost impossible to maneuver on the little trails running between the piles of junk. There are a number of things of value here, ranging from almost every period in American history through today. Besides all the good things to be found are great amounts of trash. The walls seem to be painted white, just like the ceiling, but it is hard to tell with all the stuff. Uncovered electric light bulbs hang on long cords from the ceiling. There is even a shower, a television, and a phone in the haven, though they are hard to find. The Malkavian makes his haven in the furthest room. There is even a coffin amongst all the stuff.

The haven is not trapped in any way, but there are a number of dangerous items to be found amongst all the stuff, and it is easy to knock large piles of junk over.

Haven Seven

This haven is decorated in a typical modern American style - not too rich and not too poor. The walls are covered with sheetrock and wallpaper. The ceiling is plastered similarly. The haven has running water and electricity. The place has nice comfortable furniture, a shower and a bathtub. The Nosferatu has a computer, phone and many other modern items. There are pictures on the walls of the vampire's mortal family, along with a number of mirrors. The haven has many protective measures in it, including motion sensors that sound an alarm (turned on during the day or when the vampire leaves the haven), a trip wire releasing a number of spring-loaded wooden stakes, and a ghoulish booby trap.

The Common Hosting Area

All the Nosferatu can use this area for meetings when they do not wish to use their own havens. The area is always locked, but all the Nosferatu have a key to it. The hosting area is one large circular room with a 30-foot ceiling. In the center hangs an antique chandelier. There are several couches and chairs around the room.

The floor is painted green and the walls are decorated with murals. The ceiling is gray concrete with two inset hooks for hanging up Blood Feasts. There is also a raised area at one end of the room where the host speaks. Along the wall is a large storage closet containing serving glasses, manacles, rope, a butcher's knife, a television and a VCR.

Hosting Area Two

This hosting area is used by the Nosferatu in haven two. She has put a great deal of time and money into making

the room look nice. It is decorated in modern fashion, much like her private haven. There are many comfortable chairs and a couple of couches. There is a television, running water, and all the other modern conveniences.

Video Stations

Surveillance cameras are on the walls of these eight areas. These cameras are located in out-of-the-way spots, requiring a Perception + Security roll (difficulty 6) to spot. A roll must be made for each individual location. A central security system of monitors hooked to these cameras is located in havens #2 and #7.

Motion Detector Stations

These seven areas contain motion detectors turned on during the day. The motion detectors are linked to havens #2 and #7. There is a board in each haven with a light for each sensor. If a sensor activates, the light for it goes on. It requires a Perception + Security roll (difficulty 6) to spot the sensors.

The Dungeon

This small chamber is reinforced with half-inch steel plate. There is only one door, and it is made of two-inch-thick steel; it has several strong locks and latches on the outside, but not even a handle on the inside. Inside there is a set of manacles. This chamber is used to hold Malkavians on their really bad nights.

The Faerie's Hideaway

An Unseelie faerie makes his home in the lower depths of the sewers. Its lair is made of naturally hewn stone cut into the wall. It is decorated with glowing fist-sized stones, giving the small place an unnatural, pale-green glow. None of the Nosferatu have discovered this little lair yet.

Chapter Seven: The Stories

*My conscience hath a thousand several tongues,
And every tongue brings in a several tale,
And every tale condemns me for a villain.*
- William Shakespeare, *Richard III*

These stories presented in this section provide you with tales which require little preparation and are usable with just about any Sabbat characters. If the stories seem too generic, feel free to add details from your own stories or chronicle which will add a sense of continuity and realism. Each story is different, and each illustrates a particular aspect of unlife in the Sabbat. These stories are usable with either nomadic or founded Sabbat.

Trial By Fire

Doomsday is near; die all, die merrily.

- William Shakespeare, *Henry IV*

Plot: The characters go through a series of tests to prove their worthiness as True Sabbat. They are sent after an old Camarilla Ventrue who knows too much about the Sabbat. As if this weren't tough enough, a Sabbat traitor tips off the characters' prey, giving him time to prepare for his hunters. The Ventrue decides to give the Sabbat a taste of their own medicine. The characters must think quickly and use all their vampiric powers and instincts if they are to make it through the night.

Storytellers may use this as the first story for new characters. They begin the story as Sabbat recruits and end the story as True Sabbat. The story may take place wherever the Storyteller sees fit. The story can be altered to make it more difficult or easier by increasing or decreasing the power of the Ventrue target, or reducing the power or number of other threats.

Theme: The story's theme concerns the very foundations of unlife within the Sabbat -harsh brutality, unquestioning loyalty and unyielding secrecy. The characters learn what the combination of loyalty and freedom entail. They will also see their own sect's methods in use, but against themselves.

Mood: The characters should be unsure of anything in this one. Their only guidelines are to destroy the target and to protect the secrecy of the sect. How this is done is up to the characters. They will see how freedom requires responsibility, and just what freedom within a sect of vampires means.

What the Characters Should Know

The characters are not True Sabbat at the beginning of the story. Because of this, it is not odd that they are left in the dark about their mission. The characters are given a

photograph of the Cainite they are to destroy, along with a brief description of his favored feeding places. Little else is known - or revealed - other than the fact that he is very dangerous and he knows too much about the Sabbat. He must be brought back undead or destroyed, and all his servants and progeny must be destroyed as well.

What's Really Going On

The target's name is Carl Wisor. He was a Ventrue spy, working undercover on the west coast as a member of an anarch gang which turned Sabbat. He remained within the gang and learned about the sect for eight years. After a packmate revealed him as a spy, he managed to escape. He is wanted simply because he knows too much. He served as pack priest for his former Sabbat pack, and is highly knowledgeable in Sabbat ritualism, politics, ideology and tactics.

People, Places and Things

Carl Wisor: This is the ninth-generation Ventrue the characters are out to destroy. Born in 1709 and Embraced in 1725, Wisor was the son of a concerto pianist. He is 5'5" and 158 pounds. He has medium-length, well-groomed blonde hair, almost always dresses in black, and always wears sunglasses.

He is highly intelligent, cunning, and prepared. He knew the Sabbat would come after him, and he is ready. He will force the characters to defend themselves against their own methods. He mainly wishes to be left in peace.

Physical: Strength 3, Dexterity 5, Stamina 3

Social: Charisma 4, Manipulation 5, Appearance 5

Mental: Perception 5, Intelligence 5, Wits 5

Virtues: Conscience 3, Self-Control 3, Courage 4

Talents: Acting 3, Athletics 3, Brawl 4, Intimidate 4, Intrigue 2, Streetwise 4, Subterfuge 4

Skills: Carousing 2, Etiquette 2, Firearms 4, Fire Walking 5, Melee 4, Security 5, Stealth 3

Knowledge: Camarilla Lore 3, City Secrets 1, Computer 2, Investigation 2, Linguistics 2, Occult 2, Sabbat Lore 4

Disciplines: Auspex 2, Celerity 3, Dominate 2, Fortitude 3, Obtenebration 3, Presence 5, Protean 3, Vicissitude 4

Backgrounds: Allies 1, Camarilla Status 2, Contacts 5, Herd 4, Influence 1, Resources 4, Retainers 5

Humanity: 5

Willpower: 9

Tully Jones: A 10th-generation Brujah ally of Wisor. He will aid the Ventrue if possible. He is Wisor's last hope if he is captured. Jones was 29 when Embraced in 1944. He is 5'9" and 180 pounds. He has short black hair and wears the same leather flight jacket he wore as a bomber navigator during WWII.

He is very bold and cunning. If he needs to rescue Wisor, he is unafraid of marching right into the midst of the characters with guns-a-blazin'. A loner by nature, Wisor is his only vampiric friend. Tully is not an anarch, nor does he serve the elders.

Physical: Strength 3, Dexterity 3, Stamina 5

Social: Charisma 2, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 5, Wits 3

Virtues: Conscience 5, Self-Control 5, Courage 5

Talents: Athletics 3, Brawl 4, Empathy 3, Intimidate 2, Streetwise 4, Subterfuge 2

Skills: Carousing 3, Drive 4, Etiquette 2, Firearms 3, Melee 1, Security 2, Stealth 2

Knowledge: Area Knowledge 2, City Secrets 2, Computer 2, History 2, Investigation 1, Law 2, Science 1

Disciplines: Animalism 2, Auspex 1, Celerity 2, Fortitude 3, Potence 3, Presence 2

Backgrounds: Allies 3, Contacts 2, Herd 4, Resources 3, Retainers 3

Humanity: 10

Willpower: 8

The Situation

Carl Wisor: He just wishes to be left alone. He wants to make the Sabbat believe he is destroyed, so he plans a staged murder of himself. Wisor will destroy the characters if they continue to pursue him after the staged murder. He has massacred one pack of Sabbat recruits already.

The Character's Pack: The characters cannot count on their own pack for backup. They must complete the mission on their own. They are free to pursue the mission in any way they please, but they cannot return without succeeding. If they are gone for longer than two weeks, a pack member will look into the situation and see if the characters are still undead.

The pack will gladly bestow status as True Sabbat upon the characters if they succeed in their mission. Once they are True Sabbat, the pack members will consider them equals, though they might catch themselves giving the characters orders without thinking.

The Story

So was the huntsman by the bear oppress'd,

Whose hide he sold - before he caught the beast!

- Edmund Waller, "Battle of the Summer Islands"

Chapter One:

Scene One: The Trial Begins - During an Esbat (which none of the characters have ever been allowed to attend), the pack calls the characters to stand forth. The pack priest praises the characters' outstanding service, but says they are still not Sabbat. The characters have one final task to complete to earn the title True Sabbat. They must seek out and bring back undead a Camarilla Ventrue, named Carl,

who knows far too much about the Sabbat. He should be considered an exceptionally dangerous target.

The pack gives the characters the rest of the night to prepare, but they must leave by sunset the next night to find Carl. One of the pack members gives the characters a photo taken of Carl in Los Angeles 12 years ago. In the photo Carl is short and stocky. He has long black hair and a mustache.

The characters may depart by whatever means they choose. The pack priest informs the characters that they will be destroyed should they fail in their mission. It is also noted that it will be better for them to destroy Carl than to let him get away. Should the characters succeed, the pack will accept them as equals within the sect.

Scene Two: Finding the Target - The characters are not going to have an easy job hunting Carl, as he seldom stays in one city for any length of time. The Storyteller should decide what city Carl is in and whether it is a Camarilla-held city or the Anarch Free States. Whatever the case, there are no Sabbat around to back up the characters. This is their trial by fire, and no self-respecting Sabbat would interfere in such an important event.

It will take the characters a few nights to spot Carl in one of the Rack clubs - a place called the Blue Amazon, frequented by several Kindred. The characters would be ill advised to attack Carl here, but they could. This "Carl" the characters locate is not really Carl, but a fleshcrafted double.

The very night the characters hit town, Carl spotted them. He read their auras and believed them to be Sabbat. Within a few nights he had prepared a little surprise for his would-be hunters.

If they follow the fake Carl from the club, he will be easy to sneak up on and stake. Should the characters fail to stake him immediately, he will attack them so aggressively that they must restrain themselves or end up destroying him. The double is Blood Bound to Carl, and so utterly dominated that he unhesitatingly gives his own unlife for his regnant.

If characters read this "Carl's" mind, they will realize that he is not who he appears to be. If the characters return with the staked body, their packmates will turn him over to the bishop, only to learn it is not the real Carl. The telltale signs of fleshcrafting are apparent to this aged Sabbat, and the pack is humiliated. The pack strings the characters up as a blood feast, but does not destroy them. The characters are again sent out to find Carl.

Should the characters discover on their own that the body is not Carl's, they must continue their search. They might torture the double or Dominate him, but the vampire knows surprisingly little about his sire, other than that his appearance does not match the one the characters were given. He claims Carl is a short and slender vampire with blond hair.

Chapter Two:

Scene One: Finding the Real Wisor: The search for Carl continues, leading the characters to many dead ends. Then they discover a vampire watching them. The vampire is Tully. If they shadow him, he leads them through several clubs, and eventually meets up with a short, blond vampire seated with two young women. The vampire is, of course, Carl. The four leave the club and head out to a car in the parking lot where the two vampires slowly drink the blood of the women.

Should the characters attack, Tully manages to drive the car away. The characters must try to keep up. There are several cars in the parking lot, but no keys. Before Tully and Carl get out of sight, a car driven by a mortal pulls into the parking lot. The characters might just take this vehicle. If not, they must make an Intelligence + Security (difficulty 7) to break into a car and hot-wire it.

Scene Two: The Chase - Should the characters manage to commandeer an automobile, this scene begins as a car chase. Carl and Tully lead the characters through the city streets, onto the interstate, off an exit and along a number of roads. Tully turns a sharp bend and pulls his car swiftly under some trees along the side of the road. The characters must make a Wits + Alertness (difficulty 9) to see where Tully went.

As soon as they pull off, the Carl and Tully abandon the car (and the girls, who have been drained of so much blood that they are at Crippled) and head off into the woods. If the characters pursue them, the two lead the characters to an abandoned brickyard. The two split up; Tully continues on into the woods and Carl heads into the underground portion of the brickyard where the old ovens were.

If Tully escapes, he heads back to town and gathers three ghouls and a large amount of firepower. He heads back to the brickyard and will reappear in two hours. If the characters have captured Carl, Tully will pursue them. He will set up an ambush for the characters when and where they least expect it.

Chapter Three

Scene One: Into the Tunnels - A series of interconnecting tunnels which open into large, dome-shaped circular rooms 20 feet in diameter make up the brickyard's underground area. The tunnels are almost perfectly square - four feet wide and four feet high. Spaced about 10 feet apart are metal doors which open into ovens. The large, dome-shaped rooms are also ovens. None of the ovens are operable.

Carl has set a number of small light bulbs on the tunnel walls and in the circular rooms, about 20 feet apart. The entire underground structure was constructed with handmade bricks. There are a number of rats and bats in the complex, but they are Blood Bound to Carl, since he leaves out small bowls of meat soaked in his own blood.

Carl has also created a number of pits which appear as normal stone floors. The pits are covered in loosely mortared bricks which give way if stepped upon. The pits are 30 feet deep and have large metal spikes at the bottom.

Scene Two: Attack of the Guardian Ghouls - Once the characters get deep into the complex, Carl turns out the lights, leaving the characters very much in the dark. When the characters enter the next circular room, seven guardian ghouls - similar to those used by the Sabbat - appear out of one of the doors to the room. The metal oven doors are shut on all the other doorways. The guardian ghouls are not too happy to see the characters and pounce upon them at once.

Scene Three: Fire! - If the characters survive the clash with the guardian ghouls, they are still not out of trouble. Once inside one of the tunnels, the characters might find a few bones from the previous Sabbat who went through the place. Suddenly, the doors close and lock on both ends of the tunnel, and flames begin pouring in from two slots cut into the walls. Someone on the other side is using a flamethrower on the characters. The doors are metal and require a Strength dice pool of nine to open. The wall may be punched through near the slots, but this requires a

Strength dice pool of eight - from one source. On the other side of the slots are two more guardian ghouls who will face the characters with their flamethrowers should they break through the wall.

Scene Four: Wisor's Recruits - If the characters survive this, they will soon run into another little conflict. In the room in front of where Carl is located are ten new recruits. Carl and Tully put the recruits through the very same Creation Rites used by the Sabbat. The newly created recruits are hungry for blood and will attack the characters as soon as they enter the room. The battle will be fast and furious, and the new recruits will frenzy.

Chapter Four

Scene One: The Final Confrontation - Once the characters finish off Carl's recruits, they can go after the sire. He is behind a large metal door, requiring a Strength dice pool of 15 to open. The door is solid steel and four inches thick.

Carl awaits the characters, armed with a sword. He has two guardian ghouls with him, and they are also armed with flame-throwers. They are far enough away from him so they will not accidentally burn him.

The characters might be able to capture Carl. If he is captured but not staked he will attempt to escape and, if freedom is impossible, he will commit suicide rather than face the tortures the Sabbat has in store for him.

Scene Three: Tully to the Rescue - If not destroyed earlier, Tully will return and attempt to free Carl. He brings three ghouls with him. All four are armed with submachine guns. He will attempt an ambush to free Carl, but will retreat if he or his ghouls are badly wounded. If Tully cannot rescue Carl, he will attempt to destroy his old friend.

Tully is afraid that if Carl remains undead and the Sabbat torture him, the Sabbat will learn that Tully also knows the secrets of the sect. Tully knows the Sabbat will send more vampires after him.

Scene Four: The Rites of Acceptance - Should the characters make it back - either with Carl or proof he was destroyed - the characters' pack performs the Rites of Acceptance as it promised. The Storyteller may handle the rites as she sees fit. The rites should be a crowning achievement in the unives of the characters. They are True Sabbat, with total freedom, once the rites are done.

Future Options: It is possible for Wisor to survive. He might attempt to Dominate Tully and fleshcraft him into his own image. If Carl survives, he may hold a grudge against the characters and show up at some unexpected time to claim his revenge.

Opportunities for Roleplaying: This story is primarily concerned with action, so there are relatively few scenes which may be played out. The hunt for Carl may be played out with a little effort. Turn your living room into a nightclub with poor lighting and loud music, or actually go to a nightclub and play out the scene. Storytellers can also play out the Rites of Acceptance, with the Storyteller taking the role of pack leader. Take the players into a room dimly lit by candles and have them repeat some kind of made-up oath. Give them a candle, have them light it and put it with your own in a candle holder on a table. Storytellers can make up any ritual they like, but keep in mind that the ritual is fake, and has no real meaning other than within the game.

Possible Benefits to the Characters: The only really important benefit the characters receive is full status within the Sabbat. They are counted as full-fledged

members of their pack and the sect, and no longer must obey the commands of other Sabbat.

A Night on the Town

I am just a new boy

A stranger in this town

Where are all the good times

Who's gonna show this stranger around?

- Pink Floyd, *Young Lust*

Plot: The characters are invited to join another pack for some fun and games. After a member of the other pack winds up dead - apparently murdered by the characters - things get ugly and the games take on a serious and deadly tone. Add to this already volatile situation a few anarchists out for blood and two crazy Lupine Hunters, and you have a night to remember.

Theme: There is no doubt about it - this story is about action. It shows how an assumption can get you destroyed, especially when the ones doing the assuming are rival Sabbat. The characters must face down multiple threats, coming at them almost continuously from all directions.

Mood: The mood will not be nearly as dark as in a normal **Vampire** story. This story is action-oriented. A state of confusion should keep the characters befuddled, however, and they really should not know what is fully going on until it is over.

People, Places and Things:

The Anarchs: The anarchists are led by Eddie Karnotski (Stickman), an eighth-generation Brujah; followed by Homer Fralish (Horse), a 10th-generation Brujah; Sophia Watson, a 10th-generation Gangrel; Brenton Dickens, a 12th-generation Brujah; and Hanna Redmonds (Angel), an 11th-generation Caitiff. Treat Stickman as a veteran coven member, Horse and Sophia as experienced coven members, and Brenton and Angel as new coven members.

The Crypt-ticks: This Sabbat nomadic pack befriends the characters. They share blood with them and ask them to join them in some Sabbat games. During one of the games, one of the Crypt-ticks is accidentally destroyed. The pack then decides to get some revenge. The Crypt-ticks consist of Jack Knife, Sabbat priest and ninth-generation Malkavian *antitribu*; Tony Hodo (Leatherback), a 10th-generation Brujah *antitribu*; Leo Washington, a 12th-generation Gangrel *antitribu*; Dancer, a 12th-generation Ventrue *antitribu*; and Jose Sadillo, a 10th-generation Ravnos *antitribu*. Treat Jack Knife as a veteran Sabbat nomad, treat Leatherback and Jose as experienced Sabbat nomads, and treat Leo and Dancer as new Sabbat nomads.

The Lupine Hunters: These two have been hunting werewolves for several years and - even more surprising - have survived. Shannon McLaughlin was a used-car salesman until his family was murdered by a pack of werewolves six years ago. It took McLaughlin two years to get the murder charges against him dropped, and he underwent extensive psychiatric evaluation. McLaughlin decided to hunt down all Lupine scum he can find and destroy them. McLaughlin is 33 years old, 6'1", and 210 pounds. He has blond hair, worn in a crew cut, and is in great shape because he works out three hours a day. He learned not to make too many close friends a long time ago, because they could become casualties in his fight.

When McLaughlin discovered vampires, he also discovered that their blood made him better able to resist the

Delirium. While he has no great vendetta against them as he does against the werewolves, he has taken to killing them for their blood, and is a ghoul.

Treat him as a Black Hand agent as far as Attributes and Abilities (except for Knowledges concerning vampires.) His Backgrounds include Allies 1, Contacts 3, and Resources 3. His Willpower is 9. His only Disciplines are Celerity and Potence. He always carries weapons and silver bullets, and is ready for anything.

Curtis Soracco is new at this Lupine-hunting game. He was the manager of a grocery store when, on his way home, he came across McLaughlin on the side of the road. Badly wounded from a battle with a lone werewolf, McLaughlin asked Soracco not to take him to a hospital. Soracco took him to a motel and helped him bandage his wounds. After learning of McLaughlin's Lupine hunting, and seeing proof the next night, he insisted on joining him, having been fascinated with the occult since childhood. Soracco hides the fact that he secretly desires to become a werewolf, and does not know that he himself is Kinfolk. Soracco is 5'9", 220 pounds and in good shape from the training McLaughlin puts him through each day. He has long brown hair and a scar on his chest from a battle with a Garou.

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 2, Manipulation 4, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 4

Talents: Alertness 2, Athletics 3, Brawl 4, Dodge 3, Intimidate 2, Streetwise 2

Skills: Blind Fighting 2, Camouflage 2, Demolitions 1, Drive 3, Fast-Draw 1, Firearms 3, Melee 3, Security 2, Stealth 5, Survival 1

Knowledge: Investigation 2, Lupine Lore 3

Backgrounds: Allies 1, Contacts 2, Resources 2

Willpower: 6

The Situation

The Anarchs: They attempt to destroy all Sabbat they encounter, but they are not stupid. If the odds are against them, they will walk (or run) away from a fight. If possible, they will try to ambush either of the packs.

The Crypt-ticks: While this is normally a friendly pack that knows how to have fun, now it wants an eye for an eye. It will not be satisfied until it gets revenge for the Final Death of one of its own. It does not know it was a Lupine hunter who destroyed the packmate.

The Lupine Hunters: While their primary targets are Lupines, they have discovered the existence of the Kindred and attempt to destroy any lone vampires they encounter. However, if Soracco encounters a vampire on his own, he will offer to spare the vampire's unlife - if the vampire agrees to Embrace him. Still, if he feels threatened, he will stake the vampire at the first opportunity. McLaughlin, on the other hand, will destroy any bloodsucker he meets as quickly as possible.

What the Characters Should Know

The Crypt-ticks introduce themselves to the characters during the story, so the characters will only know as much about them as they ask. The characters do not know who destroyed Dancer, nor will they know about the anarchists or Lupine hunters until they come face-to-face with them.

The Story

Trouble that is easily recognized is half-cured.

- St. Francis De Sales

Chapter One

Scene One: A Visit by the Crypt-ticks - Tony Hodo, one of the Crypt-ticks, runs across one of the characters hanging out on the Rack. He arranges a meeting of the two packs the following night.

At the meeting the Crypt-ticks are very friendly and they bring the characters' pack leader a beautiful statuette of an Egyptian cat for the Welcome Rites. If the characters are amenable, the two packs then participate in the Vaulderie and conduct the Confession Ritual.

Scene Two: Vampire Games and Trouble - The Crypt-ticks offer to play the characters in a Sabbat football game, followed by some Cowboys and Indians. The games may or may not be played out, depending on how long you wish the story to run. During Cowboys and Indians, Dancer is destroyed. Her body is found by one of her fellow packmates. Someone shot her several times, impaled her through the heart with a crossbow bolt, decapitated her and drained all her blood.

The Crypt-ticks assume the characters are responsible, especially if the characters lost the football game. The Crypt-ticks decide to repay the characters for this little incident. They do not tell the characters about it since they are sure the characters are responsible. Instead, they just go after the characters, and the game turns very deadly.

Chapter Two

Scene One: Enter the Anarchs - To make matters worse, the characters run into an anarch gang. The anarchists might not recognize the characters as Sabbat unless they are still in their Cowboys and Indians costumes. Since they are in Sabbat territory, Stickman attempts to read the mind and aura of the characters at the earliest opportunity. Once they realize the characters are Sabbat, the lead will start flying. The anarchists will end up chasing the characters on their motorcycles.

Scene Two: Showdown with Soracco - If the characters split up while running from the anarchists, Soracco follows one of them. When the time is right, he makes an attempt to destroy the character. He carries a crossbow, an Uzi with silver bullets, several stakes and a large silver cross. If he gets the character into a

compromising position, such as Incapacitated, he will agree to release her - if she gives him immortality. If he fears she is lying, he will destroy her.

Scene Three: Encounter with McLaughlin - Similar to the scene just described, but when one of the characters is alone, McLaughlin tries to plant a couple of crossbow bolts into the character. He has two large crossbows with him, as well as a hand-held crossbow, ready for an emergency. He is also packing stakes, a pistol, and other goodies. He will attempt to snipe the character first, then move in for melee. He will not speak a single word to the character during the entire encounter. The character should be in great danger when Leatherback shows up.

Chapter Three

Scene One: A Truce with the Crypt-ticks - Leatherback quickly realizes the witch-hunter is the one responsible for Dancer's death. After aiding the character in capturing or destroying McLaughlin, the Crypt-tick announces the mistake to the rest of his pack. The Crypt-ticks feel shame over their actions and ride away

apologizing to the pack, and Stickman offers the pack a small boon to make up for any hard feelings.

Scene Two: Ambush! - Just when the players think everything is over, the anarchists regroup and ambush the characters when they least expect it. Ending the fight ends the story.

(Optional) Possibility of Continuation: If the Crypt-ticks never learn that the Lupine hunters were the ones who destroyed Dancer, they will continue to plague the characters until they succeed in destroying one of them. They will show up when the characters least expect it to exact their revenge. Relations will stay strained even after one of the characters has been killed.

This story could also lead to continued battles with the two Lupine hunters if they are not killed. McLaughlin, who is almost addicted to Kindred vit-, will try to follow one of the vampires back to the haven one night. The next day he will go into the haven and stake as many as he can.

Opportunities for Roleplaying: This story is designed more for action than intense roleplaying. If Soracco propositions one of the characters about Embracing him, however, this can be played out.

Possible Benefits: The most valuable things the pack can walk away with is their unives, since this is an extremely dangerous situation. They might make good allies out of the Crypt-ticks. The characters may also gain a new recruit in Soracco, should they so choose. This will hurt the pack's standing with the Crypt-ticks, but it would give them a pack member experienced in fighting werewolves.

A Simple Mission

You open your eyes, look around

You feel the earth, it wanders -

Out, from under your feet - he ground

is not firm but soft & weak - like skin

under the touch, cannot stop to falter

Now, the damage is done, the certainties gone

- Sarah McLachlan, "Back Door Man"

Plot: This is a story for a single player and a Storyteller. The player's character is chosen to perform a simple reconnaissance mission inside the Camarilla-held city of Birmingham, Alabama. The character soon finds out it is not so simple a task, since the scout she was to meet was recently destroyed. The character must survive an encounter with anarchists, the betrayal of an ally, and much more. The objective of the mission is to bring back a video tape containing a report from the Sabbat scout of Birmingham.

Theme: This story is about betrayal and independence. The character finds that while she has allies, she can only count on herself. This story confronts the fear of being alone in a sea of strangers, something all of us feel at one time or another. All around her, allies are betraying allies, so the player must decide just how wise is it to count on anyone at all.

Mood: This story helps lift a veil, allowing the player to see the webs of deceit covering the supernatural world as heavily as they do our own world. Suspense will rule in a number of scenes, but the entire story has unexpected events lurking around every corner.

People, Places and Things:

Birmingham, Alabama - The Camarilla has a firm hold on the city, though the Sabbat is eyeing the city for siege. Unfortunately, there are a number of Lupines running around the outskirts of the city. They seem to be in league with the Camarilla, or at least at peace with the vampires of the city. In 1990, a new prince - a Malkavian - emerged after a short and bloody coup. Many Kindred want control of the city, and are waiting for just the right moment to take it from the prince.

Red Cat - Red Cat was the Sabbat scout in Birmingham, a ninth-generation Ahrimane. She was a good scout and a skilled warrior, and got her name because she would always come away from a battle the bloodiest of all the Ahrimane warriors. The anarchs of Birmingham destroyed her two nights ago. Red Cat left the tape for the character in a post office box - the safest place available at the time.

Alex Silverson - The Prince of Birmingham. Silverson is a strong leader, though he avoids involvement in political issues whenever possible. He made an arrangement with the Lupines who run loose around the city,

at a time when the sept had suffered some serious losses. Now that the sept is back to its old strength, it is ready to break the deal - a fact of which Silverson is unaware.

Silverson is a distinguished-looking gentleman. He appears to have been around 50 when Embraced. He is an adequate prince despite his lineage, uniting the surviving Kindred of Alabama after the bloody coup. Silverson is 5'11", with a slightly muscular build for a man of his mortal age. He has short, white hair, and always dresses casually, even for the most formal occasions. He was an actor in life and continues to pursue the arts into eternity. His derangement manifests in his inability to separate fantasy from reality, and he will often ignore unsettling news - not the best trait for a prince.

Generation: 7th

Physical: Strength 5, Dexterity 2, Stamina 4

Social: Charisma 6, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 5, Wits 5

Virtues: Conscience 4, Self-Control 5, Courage 5

Talents: Acting 6, Brawl 4, Diplomacy 4, Empathy 4, Game Playing 5, Intimidate 5, Intrigue 4, Leadership 5, Sense Deception 3, Streetwise 2, Subterfuge 4

Skills: Etiquette 5, Firearms 1, Melee 3, Security 2, Stealth 6

Knowledge: Area Knowledge 5, Bureaucracy 2, Camarilla Lore 3, City Secrets 3, History 3, Law 3, Linguistics 3, Lupine Lore 2, Occult 3, Science 2, Sewer Lore 1

Disciplines: Auspex 4, Celerity 2, Domination 5, Fortitude 3, Obfuscate 5, Potence 2, Presence 4, Protean 1

Backgrounds: Allies 5, Camarilla Status 5, Contacts 5, Herd 5, Influence 3, Resources 5, Retainers 5

Humanity: 7

Willpower: 9

Erasmus Gallister - Gallister is the right-hand man of the prince of Birmingham. This short, eighth-generation Ventrue was at least 60 when he was Embraced. He always dresses in tailored suits. Gallister has absolutely no sense of humor and watches over the prince, waiting for his mind to snap so he can quietly take control.

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 4, Manipulation 5, Appearance 4

Mental: Perception 3, Intelligence 5, Wits 2

Virtues: Conscience 3, Self-Control 4, Courage 3

Talents: Acting 2, Brawl 2, Diplomacy 2, Intimidate 3, Intrigue 4, Streetwise 1, Subterfuge 2

Skills: Debate 2, Etiquette 4, Fast Talk 1, Firearms 1, Security 2

Knowledge: Area Knowledge 5, Bureaucracy 3, Camarilla Lore 2, City Secrets 4, History 1, Lupine Lore 2, Occult 1

Disciplines: Auspex 4, Celerity 3, Domination 2, Fortitude 2, Obfuscate 2, Presence 3

Backgrounds: Allies 3, Camarilla Status 3, Contacts 5, Herd 5, Influence 3, Resources 4

Humanity: 7

Willpower: 9

Gregory Roiters - Roiters is the eighth-generation Tremere advisor to the prince of the city and head of the Tremere Chantry in Birmingham. Red Cat was blackmailing him with proof that he once tried to assassinate the prince. Roiters provided the Ahrimanes with information concerning Silverson's supporters outside the city of Birmingham. Roiters stands 5'9", and he is slightly overweight. He appears to have been around 30 when Embraced. He wears expensive, but not too formal, clothing. He has short black hair and usually wears a hat.

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 4, Manipulation 5, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 5

Virtues: Conscience 3, Self-Control 5, Courage 2

Talents: Brawl 1, Dodge 2, Empathy 3, Intrigue 5, Leadership 3, Sense Deception 4, Subterfuge 3

Skills: Debate 3, Etiquette 4, Game Playing 2, Interrogation 2

Knowledge: Area Knowledge 2, Biology 3, Camarilla Lore 3, Linguistics 4, Mage Lore 3, Medicine 2, Occult 5, Psychology 3, Sabbat Lore 2, Science 3, Spirit Lore 2, Theology 3, Tremere Lore 3

Disciplines: Auspex 4, Celerity 1, Domination 4, Fortitude 1, Obfuscate 4, Presence 2, Thaumaturgy 4 (Weather Control 3, Movement of the Mind 1)

Backgrounds: Allies 4, Camarilla Status 4, Contacts 5, Influence 3, Resources 5, Retainers 5, Tremere Prestige 2

Humanity: 4

Willpower: 10

The Night Crew - This gang of anarchs is led by Torrance Urich, described below. Second in command is Berthel Ward, a 10th-generation Brujah. She is followed by Bobby Lemon, an 11th-generation Gangrel; Thomas Jurras, a 10th-generation Toreador; Lorell Herndon, an 11th-generation Brujah; and Dorsey Bohannon, a 12th-generation Brujah. The anarchs of Birmingham are very typical anarchs in most respects.

Treat all members of the gang, except Urich, as New Coven Members (see the Sabbat Stereotype section in this book) as far as their stats go.

Torrance Urich - Urich is the leader of the Night Crew, the anarchs of Birmingham. He discovered Red Cat and destroyed her with the help of his gang. Urich was once a professional pugilist who received one too many injuries. He came to Birmingham as a Union carpet-bagger, so he is not well-liked by most of the Harpies of the city. Embraced by a Brujah, he is of 10th-generation. He is 6'3" and has a stout build. He has short, dark-brown hair and a thick

mustache. He usually wears a leather motorcycle jacket, checkered with many colors. Urich is very suave and politically adept for an anarch, and he is extremely arrogant.

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 4

Virtues: Conscience 2, Self-Control 2, Courage 5

Talents: Brawl 5, Dodge 5, Empathy 3, Intrigue 3, Streetwise 5, Subterfuge 3

Skills: Bribery 2, Carousing 3, Drive 4, Fast Talk 4, Firearms 4, Gambling 5, Masquerade 3, Melee 4, Ride 2

Knowledge: Anarch Lore 2, Area Knowledge 3, Camarilla Lore 1, City Secrets 3, Computer 2, Investigation 2, Law 3

Disciplines: Celerity 3, Domination 3, Fortitude 4, Obfuscate 1, Potence 5, Presence 3

Backgrounds: Allies 5, Contacts 5, Herd 3, Influence 1, Resources 3

Humanity: 6

Willpower: 7

The Watchdogs - These are the three Sabbat who will receive the tape from the character and help protect him on the return trip. The three Sabbat are Maria Stone, a ninth-generation Gangrel *antitribu*; Nettie Hale, a ninth-generation Ahrimane; and Juanita Santiago, a 10th-generation Ahrimane. They are accompanied by High Top, a metis Garou of the Black Furies (a Tribe of Lupines.)

Treat the Watchdogs as Black Hand Agents (see Sabbat Stereotypes), with Spiritus 3 as well.

High Top - A Lupine ally of the Watchdogs, a group of Ahrimanes. High Top has been with the Ahrimanes for a number of years now, and he is held in contempt by his own people for his connection to the walking dead. He recently decided to make it up to his people by setting up his undead friends. In human form, High Top is a 20-year-old man. He is six feet tall and 189 pounds. He sports a black mohawk and dresses casually. He is a metis of the Black Furies whose chest grows to extreme proportions in his wolfman form.

Physical [human and (wolfman form)]: Strength 3 (7), Dexterity 4 (5), Stamina 4 (7)

Social: Charisma 1, Manipulation 3 (0), Appearance 2 (0)

Mental: Perception 4, Intelligence 2, Wits 3

Virtues: Conscience 3, Self-Control 3, Courage 4

Talents: Alertness 1, Athletics 2, Brawl 3, Dodge 4, Intimidate 1, Streetwise 1, Subterfuge 3

Skills: Drive 2, Firearms 2, Melee 2, Security 3, Stealth 4

Knowledge: Ahrimane Lore 3, Area Knowledge 2, Lupine Lore 3, Occult 2, Sabbat Lore 1

Disciplines (equivalent): Auspex 1, Celerity 5, Fortitude 3, Protean 2

Backgrounds: Allies 5, Contacts 3

Humanity: 8

Willpower: 7

The Situation

The Prince of Birmingham - Silverson may find out about the scout. When he does, he takes no action other than having ghouls watch her. He will try to first gauge the reactions of the primogen and his assistants, seeing if any

of them could be involved in treason. Before the character leaves the city, the prince will act swiftly and try to capture the spy.

Gregory Roiters - Roiters wants the tape destroyed, since he fears it names him as the scout's connection inside the Camarilla (but it does not.) He will destroy the character if possible, preventing any chance of suspicion. He disappears if the anarchs show up, since he knows Urich suspects him.

The Watchdogs - The three Sabbat will do what they can, short of losing their own unives, to get the character out of Birmingham and back home. If they fail, they know Red Cat's loss has no meaning. They fear crossing the wilds outside Birmingham since the Lupines are strong in the area.

The Anarchs - The anarchs will do what Urich tells them to, and Urich will, in turn, do what Gallister orders. If Urich discovers the character, he will not report it to the prince, preferring to handle the matter himself. He suspects Roiters of treachery, but wishes to implicate the prince. Urich hopes that Roiters is guilty, because they have long been at odds with one another. This will not upset Gallister much, because he sees Roiters as a potential threat.

If the anarchs catch the character, you can be sure there will be some torture involved. They will instruct the character to implicate the prince and Roiters as the Sabbat contacts. Gallister will make his move then, calling on the Primogen to call a Blood Hunt on the prince. The character will, of course, be destroyed in a staged escape-attempt.

The Primogen - The three elders of the city will stand in support of Gallister in destroying any Sabbat scout. They will want a Blood Hunt to discover the spy. After the ordeal, they will use every power at their disposal to find out if any of the city's Kindred were dealing with the spy. This could certainly jeopardize Roiter's unlife.

The Harpies - There are less than 10 ancillae in Birmingham, all pursuing their own schemes. Most have no interest in the Sabbat, believing their prince will handle the situation. If they hear evidence that the prince was involved with the Sabbat, they will act against him. Most believe Gallister is really running things anyway.

The Whisper (High Top's Pack) - High Top has decided to finally back his own people over the Ahrimanes. He realizes that if the northern Sabbat take over Birmingham, his people will have worse problems. Because of this, he has elected to set up the Watchdogs and the character to be destroyed. His pack, consisting of five Black Fury Garou (treat as normal Lupines, if you do not have **Werewolf**) are ready to destroy the Ahrimanes, and the character. With the exception of High Top, everyone in the pack is female.

What the Character Should Know

The character is told to meet an Ahrimane scout at a bar near the airport the night after arriving in Birmingham. As soon as she picks up the tape, she is to get on the next plane home. The character is given a simple map of Birmingham, as well as an idea on where to find Red Cat's haven if she does not show for the drop. Even the character's bishop does not know the exact location.

The character is told to watch out for the anarchs and the Lupines. She is not told that Roiters is the one who provided Red Cat with the information. The character is asked not to view the video tape. Finally, the character is

given a phone number to reach the Watchdogs if things go wrong.

The Story

*Oh, a trouble's a ton, or a trouble's an ounce,
Or a trouble is what you make it,
And it isn't the fact that you're hurt that counts,
But only how did you take it.*
- Edmund Vance Cooke, *How Did You Die?*

Chapter One

Scene One: A Dark and Stormy Night - The character receives a phone call from the bishop, asking her to come see him immediately and to bring enough clothes and necessities for three days. Once at the temple, the bishop asks the character to go on a simple mission to pick up a video tape from a scout working in Birmingham, Alabama. The bishop provides the character with a description of Red Cat, where to meet her, and some information on where her haven is probably located. The character should call the bishop if there are any problems.

Scene Two: The Flight Down - The character is flown directly into Birmingham airport. Once there, she is on her own. While still in the airport, she is approached by an anarch named Thomas Jurras. He asks the character who she is and why she is there. He tells her she must see the prince unless she is just on a layover. If the anarch realizes the character is Sabbat, he will attempt to lead her outside, or follow her and then attack her at an opportune time. The character must think fast if she does not want to get destroyed early in the story. If the character is captured, she is taken before the prince and quite possibly executed.

Scene Three: Staying Overday - The character must seek out a safe place to stay, since dawn is only half an hour away. If the anarch at the airport followed her, she will lead him to wherever she is going, unless she can catch him tracking her (Perception + Stealth, versus a difficulty of 7). If the character stays at a motel or some other foolish location, a maid or someone else will probably barge in, waking her from her sleep and maybe causing her to frenzy, leaving the character with a body to dispose of.

Scene Four: Finding Red Cat - The character finds that this mission is not going to be so simple after all (what a surprise). She knows exactly where to go for the meeting with Red Cat. It is a bar called "The Moonbender", an industrial-dance club along Birmingham's Rack. The cab driver has no problem taking the character there. After an hour or so, the character realizes Red Cat is not going to show for the drop. The character may continue to wait patiently or she may go look for the scout. If she waits around, she will be spotted by the anarchs.

Scene Five: Red Cat's Haven - Despite poor instructions, the character will not have too much trouble finding Red Cat's haven. However, Red Cat is nowhere to be found and the haven door is locked. If the character breaks in, she finds the place is a mess, as if someone tore the place apart in a search for something. If the character searches and succeeds in a Perception + Alertness roll (difficulty 6), she finds a note with scribbled gibberish on it. Written in a secret Sabbat code, the message, understandable only to another Sabbat, reads, "I may be dead by the time you read this. The tape is in post office box 2344. Good luck. Red Cat."

Chapter Two

Scene One: Trouble at the Post Office - There is a post office a block from Red Cat's haven, but the character must get to the post office and inside the post office box without a key. As soon as she arrives at the post office, the character gets the feeling she is being watched. Once inside the post office, she is approached by Roiters. He asks, "Looking for this?" He found the key, but did not know the box number.

He tells her he will help her escape the city if she gives him the tape. Roiters realizes he must have the tape or his connection to the Sabbat will be his ruin. He intends to destroy the character, but only when he has the character in a position where she cannot escape.

Scene Two: Anarch Attack - While the two vampires are discussing the situation, Ulrich and the Night Crew come through the side door. Roiters notices them and uses his Obfuscate before they see him. If he and the character have come to some agreement, he will grab the tape before disappearing. The character is left all alone against the anarchs.

The closest means of escape is a large window behind her, and there could be others. Outside the window, a man has just pulled up in a jeep and has yet to turn off the vehicle and get out. The anarchs attempt to capture -not destroy- the character. Ulrich wants to torture her for information on just who and how many Sabbat are in Birmingham, and if Roiters is involved.

If the character stands her ground and faces the anarchs, it is almost certain she will be captured. If this happens, Ulrich takes her to Gallister's haven, where they torture her to discover all she knows. She is then Dominated into believing Prince Silverson was the

Camarilla informant. Gallister informs Roiters that he will spare his unlife if he says he saw the prince meeting with the character. Roiters hesitantly agrees, for his own protection.

Scene Three: The Blood Hunt - The character is brought before the Birmingham Primogen and ordered to answer questions about her mission. If Dominated, she will accuse Silverson of treason. Afterwards, she is thrown into a holding cell guarded by two ghouls and a Ventrue, and a Blood Hunt is called against the prince. The prince uses a secret passage to enter the character's cell, however, slaying the guards.

He then uses his Auspex to find out the truth, after which he leaves. He will not free the character, but the character will see the secret passage and the guards will be dead. If she can break free of her chains (Strength roll versus 7, three successes) or get the keys from the dead ghoul (who is 10 feet away from the bars), she can take the passage which leads to the street. However, she is still not out of danger, for there is a Blood Hunt going on.

Chapter Three

Scene One: Escape from Birmingham - If the character somehow escapes either the post office or the cell, she might want to call the bishop. If so, the bishop instructs the character to call the Watchdogs. The Watchdogs tell her to meet them out by an old mill, and they give specific directions.

Scene Two: High Top's Betrayal - From here, the character and the Watchdogs head out by car for a private air strip 20 miles outside the city. However, High Top betrays them. He told his pack where to ambush the Sabbat, and it is waiting for the vampires when they arrive at the strip.

A battle proceeds, as the Ahrimanes and the character face down five Lupines, including High Top. At the Storyteller's discretion, the character or any Ahrimane may reach the car and drive off towards Atlanta. If you have **Werewolf**, however, one of the Garou has the Gift "Control Simple Machines," and uses it to stop the car.

Scene Three: The Journey Alone - It is entirely possible all the Watchdogs get massacred in the encounter with the Lupines, leaving the character all alone. If this is the case, the character has a long night of evading Lupines and finding her way to a safe place. She was just a bonus, however, as the werewolves mainly wanted the Watchdogs, so they will give up chasing her after an hour or so - though the player need not know this.

Future Options: If the character survives, it is possible the bishop asks her to become the permanent scout for Birmingham, especially if she somehow brought the tape back with her. The character might also develop a close connection to the Ahrimanes. If Gangrel, she may one night be invited to join their bloodline.

Opportunities for Roleplaying: This entire story involves one player and one Storyteller, so there is ample opportunity for acting out the roleplaying. If the Storyteller likes, he could invite a number of players to take on the roles of supporting characters. This will lend a great deal of variety to the roleplaying.

Possible Benefits to the Character: If the character succeeds in carrying out the mission successfully, she receives a one-point increase in Prestige, and probably gets the opportunity to go on more scouting missions. The character learns about the existence of the Ahrimanes, a rare breed. The character is entitled to a boon from the bishop who sent her on the mission.

On the War Path

fell into

a sea of grass

and disappeared among the shady blades...

children all ran over me

screaming tag!

you are the one

- Jane's Addiction, *Summertime Rolls*

Plot: Another pack invites the characters to participate in a War Party - the prize: a bizarre Inconnu existing in tunnels below the woodlands of Alabama. Plenty of Lupines, Camarilla Kindred and the Inconnu should make it an event to remember. Surviving the war party, much less diablerizing the ancient Cainite, will be a supreme challenge even for the most dauntless Sabbat.

Theme: Self-realization is the key to the story. The characters learn how evil they can become or already are. Knowledge is not without its costs, and the characters are put in a number of deadly situations to pay for it. They might also learn diablerie is not always a good thing, despite what they have been made to believe.

This story also deals with loyalty. Loyalty is separate from right and wrong. The characters find that even though some of their fellow Sabbat are far more evil than themselves, loyalty must sometimes transcend good and evil - or does it?

Mood: The players should get the feeling that their characters are the bad guys. They should also feel uneasy with that position, since other Sabbat on the War Path constantly remind them of how little humanity they have left. Intense dread, as well as the feeling of being overwhelmed by a situation greater than themselves, should permeate the entire story. The battles should be described as quick and horrendously savage.

People, Places and Things

Bartholomew - A sixth-generation Nocturnae, Bartholomew has maintained a quiet, contemplative existence outside the small city of Andalusia, in southern Alabama, for centuries. A member of the Inconnu

even before discovery of the New World, he can count upon them for assistance. He is 7'1" with a thin build. He has all the unusual physical and psychological features of a Nocturnae. He is also blessed with good relations with the local Lupines.

Physical: Strength 5, Dexterity 7, Stamina 6

Social: Charisma 4, Manipulation 3, Appearance 5

Mental: Perception 7, Intelligence 7, Wits 4

Virtues: Conscience 4, Self-Control 5, Courage 4

Talents: Artistic Expression 7, Dodge 3, Empathy 1

Skills: Body Alteration 4, Etiquette 5, Game Playing 5, Herbalism 2

Knowledge: Alchemy 2, Camarilla Lore 2, Faerie Lore 6, Occult 4, Sabbat Lore 3, Spirit Lore 4

Disciplines: Auspex 5, Celerity 3, Dominate 3, Fortitude 2, Mytherceria 7, Necromancy 5, Obfuscate 4, Obtenebration 4, Presence 3, Thaumaturgy 3 (Neptune's Might 3, Lure of the Flames 3, Elemental Mastery 2, Movement of the Mind 3)

Backgrounds: Allies 5, Contacts 5, Herd 5, Influence 3, Resources 5

Humanity: 9

Willpower: 10

Deathbringers - Notorious for their viciousness, these Sabbat are unafraid of anything, including Lupines, Inconnu and other Sabbat. They enjoy a good War Party, so they invite the characters to join in on the hunt for Bartholomew. They learned about the Inconnu from a Nosferatu Methuselah they tortured and diablerized in Mississippi.

The leader of the Deathbringers is Dorian, a Sabbat priest and seventh-generation Brujah *antitribu*. Second in command is Lauren Duncan, an eighth-generation Gangrel *antitribu*. They are followed by Gunner, an eighth-generation Malkavian *antitribu*; Roach, a ninth-generation Nosferatu *antitribu*; Jazz Murphy, a ninth-generation Ventrue *antitribu*; and Yvette Cole, a 12th-generation Assamite *antitribu*.

Treat them all as Sabbat Paladins. Gunner possesses Dementation instead of Dominate, and Roach possesses Animalism instead of Dominate.

King Snake - King Snake is a ninth-generation Brujah and the only Camarilla Kindred within 100 miles. He is left alone by the Lupines because he is a strong supporter of Bartholomew, and he provides the Lupines with valuable information. He has a haven 20 miles from Bartholomew, and occasionally visits the old vampire. King Snake is 5'11", with an athletic physique. He appears to have been around 40 when Embraced. He has short black hair and wears

expensive clothes, but nothing too fancy. He drives a new Porsche and is well armed, usually carrying a Mini-Uzi and a .357 Smith & Wesson magnum.

Physical: Strength 4, Dexterity 2, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 4

Mental: Perception 5, Intelligence 3, Wits 3

Virtues: Conscience 3, Self-Control 2, Courage 3

Talents: Alertness 3, Athletics 2, Brawl 3, Dodge 2, Intimidation 3, Subterfuge 3

Skills: Camouflage 3, Camousing 3, Drive 4, Fast Draw 1, Firearms 3, Melee 1, Security 1, Survival 3

Knowledge: Camarilla Lore 1, History 1, Law 1, Lupine Lore 2

Disciplines: Animalism 5, Auspex 2, Celerity 2, Potence 4, Presence 3

Backgrounds: Allies 3, Contacts 4, Herd 5, Influence 2, Mentor 5, Resources 3, Retainers 2

Humanity: 7

Willpower: 7

Sunstringers - A pack of Lupines who live in the area near Bartholomew's haven complex. The pack protects him because they know of his connection to the Earth and his connection to the fey. Bartholomew may make a phone call to them for aid at any time. There are five members of this pack. If using **Werewolf**, consider them Fianna. The pack leader is **Vernis Walker**, also known as Lightkeeper, a Fianna Homid Philodox of 4th rank.

Treat them as Lupines listed in **Vampire**, if you do not have a copy of **Werewolf**. Lightkeeper should have 12 levels of Disciplines.

The Situation

Bartholomew - Normally a pacifist, Bartholomew will not allow himself to be captured, even if it means facing down his would-be killers. Bartholomew will not agree to any terms with either of the Sabbat packs, even if they are willing to spare his unlife at a cost. He will call upon the Lupines, King Snake and the faeries, if necessary.

The Camarilla - King Snake is the only member of the Camarilla in the area, but if Bartholomew calls upon him, he will attempt to rally a force. He can call up at least three other Camarilla Kindred to aid him in protecting the aged Nocturnae. Even if Bartholomew does not call upon King Snake, the Brujah will hear about the trouble from a member of his herd and rush to the Inconnu's aid, heavily armed.

The Deathbringers - The Deathbringers are totally evil. They represent how vampires can become so cannibalistic that they consider every individual in terms of his value as a meal. They should cause the players to shudder with their ghastly actions. The Deathbringers are totally loyal to the characters and the Sabbat. They will help the characters' pack whenever necessary. So, while they are vicious monsters, they are still intensely loyal sect members.

The Fey - The fey of the underground come to the aid of Bartholomew if he calls upon them. They consider him a member of their own kind despite his link with the Damned. They will aid him as much as they can, shirking the duty only if it poses an overwhelming threat to their own existence. There are seven Goblins who come to the Inconnu's aid.

The Lupines - The Lupines protect Bartholomew since they consider him one of the few Kindred worthy of

continued existence. They admire his pacifism, but do not agree with it. Bartholomew has a phone number through which he can get in touch with them, and he will call if threatened.

What the Characters Should Know

The characters know the Inconnu's name is Bartholomew, and he might be a Nosferatu, but the Deathbringers are not sure. They give the pack a map with general directions to Bartholomew's haven. The Deathbringers think it is located under an old gristmill, but they are not sure.

The Story

The sky is darkening like a stain;

Something is going to fall like rain,

And it won't be flowers.

- W.H.Auden, *The Witnesses*

Chapter One

Scene One: The War Cry - The Deathbringers show up at the characters' communal haven. They bring a couple of bums with them for a Blood Feast. They share in the Vaulderie with the characters and invite them on a War Party. If the pack backs down, the Deathbringers attempt to humiliate them for their show of cowardice. Lay on the verbal abuse to the characters, make them feel like they are real wimps. The Deathbringers will spread the news around and, the next night, other Sabbat will begin making fun of the characters too.

Scene Two: The Celebration - If the pack agrees, the festivities begin the next night. They have a War Dance and a Fire Dance. They also act out some mock duels and other Games of Instinct. If the characters choose, they can make wagers with the Deathbringers over who will win the prize (Bartholomew). The Deathbringers are quite sure of themselves and offer two-to-one odds. Feel free to roleplay out the games, for this can be a lot of fun. Have the characters not only compete against the Deathbringers, but against each other as well.

Chapter Two

Scene One: The Hunt Begins - The following night, the vampires paint themselves in war paint and head out into the night. The Deathbringers give the characters the instructions as to where this Inconnu makes his haven. The journey to the city is as easy as the characters make it. The rival pack goes by motorcycle. The characters might fly down, but Andalusia does not have a major airport, and landing at Birmingham will bring them to the attention of the Camarilla. Traveling by automobile might lead them into conflict with the Deathbringers, other Sabbat nomads, witch-hunters or Lupines. Extend the journey as you see fit, depending on how fast you wish the game to run.

Scene Two: Finding Bartholomew - The map to the Inconnu's haven is only so good. There are many miles of woodland to cover and Lupines make them their home. The characters know of an old gristmill supposedly marking the property. However, they are not even sure where the mill is located. It is possible the mill is not even near Andalusia. The characters might eventually find the old gristmill if they do the right kind of questioning and searching. Unless they do a perfect job of investigation, the War Party does not run that smoothly. There are plenty of additional scenes which may take place before the actual attack on the Inconnu.

Scene Three: The City - If the characters go into town, they might find some information concerning the old

gristmill. There is a good chance the characters will spot King Snake in his new Red Porsche before he spots them, since he is arrogant enough to believe no other Kindred would come into town without his permission. King Snake will not fight the characters, but he will not help them. If they ask him about the gristmill, he will give them bad instructions to the old school, claiming it stands on the spot of the old gristmill and that there are still traces of the old structure around. He claims to know nothing about Bartholomew. He will then call and warn Bartholomew, who warns the Lupines that the characters will be coming.

If the characters decide to go to any specific places, such as grocery stores, mortuaries, the city court house, etc., just make it up, along with any other necessary information and trouble.

If the characters look at a copy of a newspaper in town, they see a headline concerning the grisly murder of eight people, including one elderly woman and two children, in an old motel on the outskirts of town. There will be comments concerning how very little blood was found at the scene, and that the victims were horribly mutilated, but they apparently died from having their throats cut. "Satanic Symbols" were carved into their chests.

Every night the characters spend in town, they can see other awful headlines: "Family of Four Dismembered," "Three Men Found Impaled on Outskirts of Town" and so on. Each night, the murdering should get worse. (The Deathbringers are searching for clues to the gristmill.)

King Snake will get Bartholomew to send Lupines after the Deathbringers, but will avoid them himself. Should the Deathbringers encounter King Snake, they will capture him, torture him for information, and commit diablerie on him.

Scene Three: Fighting the Deathbringers - There is a chance (probably thin) that the characters will become so incensed by all the pointless killing that they decide to put an end to it. If this happens, the Deathbringers will consider the characters too weak to be Sabbat, and attack them.

Chapter Three

Scene One: The Country - If the characters actually go into the woods at night, there is a good chance they will be spotted and attacked by Lupines. There is also a slim chance they get attacked by faeries, who are more likely to try and drive them crazy than destroy them.

Scene Two: The Old School - There is a good chance the characters will run across an apparently brand new school - which does not appear to be in use. If the characters got directions from King Snake, they have no problem finding the school. The school was closed down because of radon. It now serves as the Sunstringers' meeting place. The Lupines will be ready to ambush the characters if the characters were instructed to find the old school by King Snake. Otherwise there are no Lupines at the school but, before the characters leave, the Lupines return. They will fight the characters without a second's hesitation.

Scene Three: The Deathbringers' Last Stand - If things look too rough for the characters, the Deathbringers show up just in time and aid their fellow Sabbat. They fight mercilessly for the pack until their own Final Deaths. If things get too tough for all of them, then the Deathbringers order the characters to leave while they still can and the Deathbringers will hold off the enemy long enough for the characters to make their escape.

Scene Four: Facing the Old King Snake - Should the characters go back into town and find King Snake, he is shocked they survived. He will attempt to make a clean getaway. If he can, he will go to Bartholomew, but only if he is not followed. If forced, he fights to the Final Death rather than surrender, especially if he realizes the characters are Sabbat (and he should by now, unless they somehow convinced him they were anarchists or something else).

Chapter Four

Scene One: The Assault on the Haven - The characters find the gutted remains of the old gristmill far off in the woods. The entire interior was gutted by fire, except for the ground floor. There is a trapdoor in the floor, below which are brick stairs leading into darkness. This is an old basement with a number of rooms. In a far room is a brass door, behind which is a set of carved stone stairs leading down. It is in this sub-basement that Bartholomew makes his haven. The stone of the place is carved in a near-alien style. It would have taken decades - perhaps centuries - for a mortal to do that kind of work.

Bartholomew's Haven - The stairs descend for more than 100 feet along a sheer stone wall. At the bottom of the stairs, the characters can see the truly bizarre and inhuman style of the stone work. There are glowing green, red, purple and blue fist-sized stones set into the walls at 50-foot intervals. If removed, their glow fades quickly. They provide enough light to see without a flashlight. There are several chambers in the Inconnu's lair.

Unless otherwise noted, the floor is made of smoothly polished black stone. The walls are smooth grey stone. The ceiling is between 20 and 30 feet high and dome-shaped. There are intricately carved statues made of various metals and stone throughout the complex. Most, but not all, are attached to the floor, or come right up out of the same material as the floor. Tapestries hang throughout the lair. Most are hundreds of years old, but look fairly new.

1. Great Hall - The great hall is designed as a feasting area. There are many huge stone chairs. The table in the center of the room is 50 feet long and six feet wide. The table is set with black stone glasses, plates and utensils. Small statues adorn the table top. A number of strange man-sized and larger statues depicting all sorts of odd creatures and unrecognizable designs have been placed along the walls. The floor is polished smooth green stone. There are many tapestries hanging on the walls behind the statues. Three chandeliers with glow stones for lights hang above the table. The ceiling is arched from one end to the other, and large statues hang from the ceiling - some apparently upside down, others right-side-up.

2. Study - The study is a large chamber filled with hundreds, perhaps thousands, of books - some ancient, some fairly new. Among them are three on Thaumaturgy. Anyone who spends experience points and studies the books can learn the paths of Neptune's Might (up to a maximum of 5), Elemental Mastery (2), Movement of the Minds (4), and the Path of Conjuring (3). The books are written in Victorian English, so they are readable, but somewhat difficult.

There is a handwritten manuscript which contains information on the Sabbat. It reveals many of the internal power struggles which went on during the Sabbat civil war. The book also contains information on Sabbat practices. Of course it is a little outdated, but it is very accurate. It was written by Oliver Young, an Inconnu formerly of the

Sabbat. If experience is spent it will raise Sabbat Lore by 2, Camarilla Lore by 1, and Lasombra (Clan) Lore by 1.

There is a phone, television and shortwave radio here. The place is very comfortable, with big, upholstered chairs, a stone desk, two stone tables, a large Persian rug, tapestries, two paintings possibly dating back to the Renaissance and a large mirror in a gold inlaid stone frame.

3. Waterfalls - This is a natural stone chamber untouched by the Inconnu, except for the glow stones and a bridge. A waterfall flows from the natural rocks of this chamber from 100 feet above. There is no floor in the room, and the waterfall continues down another 100 feet before landing in a pool. The pool has many glow stones in the bottom of it, providing a strange glow for the entire room. A bridge reaches from one door to the next. The doorway have been shaped

like mouths, and have stone teeth hanging in them. The bridge is in the shape of two tongues which reach out and wrap around one another. There are no rails on the bridge, which is four feet wide.

4. The Wind Chamber - This room is very bizarre. It has a 100-foot ceiling and is lit by glow stones set into the eyes of monolithic statues standing against the walls. There are seven of these statues in the room, and nothing else. The statues are roughly humanoid, but very strange-looking. They reach almost to the roof, and the legs alone are nearly 50 feet high. The statues are covered with carvings, some hold weapons and some hold strange symbols.

A strong gust of wind occasionally rushes through the chamber through small holes in the floor and walls, sending a chill up the spine of even the most hardy vampire.

5. The Work Shop - This room is apparently the Inconnu's sculpting chamber. At least 40 unfinished statues stand in the room in various stages of completion. There are several tables with smaller, uncompleted works lying on them. There is a pile of boulders along one wall. Oddly enough, there are no sculpting tools.

6. The Guest Room - This chamber is very accommodating. It contains a large bed with a white marble frame and a huge mattress covered with red velvet covers. A huge gold and stone mirror, similar to the one in the study, hangs on one of the walls. There is a stone dresser (even with stone drawers), and a large stone armoire. A man-sized statue of an angel, sculpted from white marble, stands in one corner.

7. Bartholomew's Bedroom - This chamber is similar to the one described above; however, there is a large stone desk along one of the walls and a stone bookcase full of books.

8. Treasure Room - This room contains millions (Storyteller's discretion as to exactly how much) in gold, statues, jewelry and ornamental weapons. Even the walls and ceiling are covered in paper-thin gold. Bartholomew usually allows his guests to choose one treasure from the room.

Diablerie and Final Death - Bartholomew heard the characters coming and prepared. He called on faeries, who are ready to turn the natural rocks into cave-ins, falling boulders, etc. Should the characters make it to Bartholomew's sleeping chamber, he will be not be ready to give up. Cursing them all, he attempts to travel through the wall and evade them. The characters will still find a number of valuables they might wish to steal.

If the characters try to save Bartholomew from Final Death and the Deathbringers find out, they report the treason of the characters to a cardinal. This may lead to the sentence of the characters to Final Death. However, the characters can fight the Deathbringers to the death to prove their innocence.

Scene Two: The Return - Whatever the results, the characters must leave Bartholomew's haven eventually. If they put it off for too long, the Sunstringers will be waiting for them outside. If the characters did not succeed in destroying Bartholomew, he found safe haven with King Snake. If the characters get into a battle and start losing, the Deathbringers show up and take over the fight, slaughtering the Lupines with silver bullets, molotov cocktails and silvered swords. They torture to death any hapless Lupines captured and drink them dry.

If the characters do not leave the state quickly, they may find themselves chased by other powerful Inconnu seeking to avenge their friend. Use whatever statistics you wish for them. The Inconnu will commit the revenge themselves, unless it looks too difficult, in which case they call upon a number of Lupine, ghoul, and vampire servants.

Possibility of Continuation: If the pack succeeds in destroying Bartholomew, they might like to join some more War Parties. The pack might also make strong enemies through this story, and they might reappear in some of the characters' other stories. Remember, the entire Nocturnae bloodline would seek out the characters and destroy them if they find out Bartholomew was destroyed. They may never know, but if the characters learned of this practice by the Nocturnae, it would certainly loom over their heads as a constant reminder of their crime and unpaid punishment. If the characters allowed the Inconnu to continue to exist, the Deathbringers, who are very brutal and debased, might become a rival pack for the characters.

Opportunities for Roleplaying: Should the players be interested in any wagering, this should be played out. If they go to Andalusia to determine the whereabouts of the old gristmill, play out all encounters with the people they talk to. If the characters actually make it to a final encounter with Bartholomew, this should definitely be played out. Place the players a distance away, and stand near a doorway. After a brief exchange of words, walk through the doorway and tell the players Bartholomew disappeared into some solid rock. Of course, should the players seize the opportunity to attack before Bartholomew can pass through the rock, by all means allow them the chance to engage the Inconnu in combat.

Possible Benefits to the Characters: The characters should definitely gain from the experience. First, they learn whether or not they like to participate in War Parties. Secondly, they learn that the Camarilla has Kindred spread out across the rural areas. They may have the chance to drink the vit- of powerful Inconnu besides Bartholomew when they come seeking revenge. The characters also gain from the experience by realizing the horror of diablerie.

A Quest Beyond Death

Drawing pictures of mountain tops with him on top

Lemon yellow sun Arms raised in a V

Dead lay in pools of maroon below

- Pearl Jam, *Jeremy*

Plot: The characters become involved in the schemes of a Tzimisce looking for the answers to the question: *What lies*

beyond us in the spirit world? The Tzimisce plans to open a doorway to the spirit realms so he can discover the answer first hand. However, a powerful spirit guides his actions and seeks the doorway as a means of entering the physical world.

Theme: This story is about the mysteries of death. What lies in wait behind the shroud of life in this world? This story forces the characters to realize that they are all too mortal. Death awaits them as much as it does any mortal.

Mood: This story should have an overwhelming feeling of dread which hangs over the characters, casting dark shadows on all their actions. They should feel the gloom in the scenery, the people they meet and the events that unfold. The characters should feel that there is something very sinister and unnatural going on, an impression bolstered by their many encounters with the supernatural.

People, Places and Things

Ischin - This powerful entity seeks entry onto the physical plane of Earth at any cost. One of Ischin's servants has taken possession of Dr. Hargett's vampiric body and mind, directing him to create a device both magical and technological, which will act as a door to Ischin's spirit realm. Ischin's spirit minions will possess the Sabbat and use their immortal bodies for their own evil schemes.

For those who use **Werewolf**, consider Ischin an orphaned Incarna who has lost a great deal of power during the many millennia it has been orphaned. Being orphaned has also kept it from reentering this plane, where it could begin to rebuild its power. Now it has trapped a werewolf in its plane, Samuel Haight (from **Valkenburg Foundation**), and is using a magical item it stole from the Lupine to begin its return.

Ischin's Physical Manifestation

Physical: Strength 20, Dexterity 13, Stamina 17

Social: Charisma 13, Manipulation 12, Appearance 8

Mental: Perception 12, Intelligence 13, Wits 12

Disciplines (equivalent): Auspex 10, Celerity 7, Dominate 9, Fortitude 8, Obfuscate 7, Presence 7, Thaumaturgy 6 (Lure of the Flames 6, Movement of the Mind 6, Weather Control 6), anything else the Storyteller desires

Humanity: 0

Willpower: 10

Blood Pool (equivalent): 50/10

Dr. Steven Hargett - An eighth-generation Tzimisce following the Path of Death and the Soul. Originally a scientist, he now uses strange scientific means in his research of the spirit worlds. Hargett developed a special machine he calls a spirit gate to create dimensional rifts leading to a spirit world. Hargett is a brilliant and fanatically bizarre doctor. He was 40 when he was recruited. He has short black hair and stands 5'7", with a smaller than average build. He still wears bifocals out of habit. Hargett is now possessed by a spirit.

Physical: Strength 3, Dexterity 2, Stamina 2

Social: Charisma 1, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 5, Wits 5

Virtues: Callousness 3, Instincts 2, Morale 5

Talents: Brawl 2, Intrigue 3, Subterfuge 4

Skills: Body Alteration 4, Etiquette 3, Firearms 1, Game Playing 2, Torture 2

Knowledge: Alchemy 2, Biology 3, Camarilla Lore 1, Medicine 5, Occult 5, Sabbat Lore 2, Science 5, Spirit Lore 4, Thanatology 4

Disciplines: Auspex 4, Domination 3, Fortitude 3, Obfuscate 1, Vicissitude 4

Backgrounds: Allies 2, Clan Prestige 2, Contacts 3, Herd 2, Pack Recognition 1, Resources 4, Sect Status 3

Path of Death and the Soul: 9

Willpower: 8

Clois Lampher - A 10th-generation Tzimisce and recent convert to the Path of Death and the Soul, Lampher followed the path wholeheartedly, but Hargett's plans scare her. She wishes to break away from him and report his plans to other Sabbat, but Hargett is blackmailing her. Lampher is 5'6", with an average build and long straight black hair. She was 26 when recruited by the Sabbat. Lampher is very quiet and shy, though open-minded and highly intelligent.

Physical: Strength 4, Dexterity 5, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Virtues: Callousness 2, Instincts 3, Morale 4

Talents: Athletics 2, Brawl 3, Dodge 2, Intimidation 2, Streetwise 3, Subterfuge 3

Skills: Firearms 2, Fire Walking 3, Melee 3, Security 3, Stealth 2

Knowledge: Area Knowledge 2, City Secrets 3, Computer 4, Sabbat Lore 1, Science 4

Disciplines: Auspex 1, Celerity 2, Obfuscate 2, Vicissitude 3

Backgrounds: Contacts 3, Herd 3, Resources 2

Path of Death and the Soul: 3

Willpower: 7

Samuel Haight - It took Samuel Haight 47 years to become a werewolf. Not naturally a Lupine, he came across a ritual which would allow him to become a shapechanger - but only after killing and skinning five of them. Chased by a pack bent on vengeance, he used his magical artifact, a necklace called Shedding the

Spirit Skin, to escape into the spirit world. The artifact gave him no control over where he would appear, and he happened to fall into the small section which made up Ischin's home and prison.

Now Ischin is using Haight's necklace to power his own return to Earth, and keeps the werewolf imprisoned on the spirit plane. Haight burns with a great desire to escape, and uses his own magical abilities to contact the characters. No statistics are given for Haight, as the characters will never really meet him. All their contact will be via dreams.

The Situation

Dr. Hargett - Hargett has devoted himself to bridging the gap between our world and the next. Recently he has hit on a way to do it, and has been working all night, every night on his spirit gate. Hargett does not realize that his thoughts and inspiration are no longer his own. His mind has been invaded by a spirit which guides him towards goals not really his own.

He will not offer the characters the opportunity to participate in the experiment unless they pose a great threat to him, in which case he will attempt to use the

device to send the characters over to the other side by "offering them the chance of a lifetime." Hargett will destroy Lampher to protect his plan, if necessary, but would rather keep her under his wing using her scientific talents.

Lampher - Lampher might help the characters, but only on fear of Final Death. Hargett has proof she killed her own sire and he is using this information to blackmail her.

The Tzimisce and other Followers of the Path of Death and the Soul - Should Hargett's fellow clan members or necronomists discover his experiments, some would seek to destroy his work. Others would try to make a fool of him, while others would attempt to steal his secrets. In any case, Hargett's experiments would fall under the control of his higher-ups. This he refuses to allow.

What the Characters Should Know:

The characters are passingly familiar with Dr. Hargett and Lampher, having met them through their bishop. Dr. Hargett seems a bit odd to all but the most dense. The characters know the two follow the Path of Death and the Soul, and they are apparently fanatical in their beliefs and studies. The characters also believe both are very respectable Sabbat who have never wronged the sect.

The Story

*We dance round in a ring and suppose,
But the Secret sits in the middle and knows.*
- Robert Frost, *The Secret Sits*

Chapter One

Scene One: Nightmares - The characters are bombarded daily with strange dreams. If they have killed before (highly likely among Sabbat), they begin reexperiencing these killings over and over again in their dreams. After a while, they begin dreaming of dead relatives and friends. After a few more days, the dreams become more and more vivid, and the characters begin remembering them much better. Those with high dreaming ratings realize the dreams are not normal, but directed by some outside supernatural force (Samuel Haight). The dead in the dreams talk to these vampires, telling them they will see them again soon. Note that this scene can be played as part of whatever story is currently being wrapped up.

Scene Two: Omens of Despair - Now the dreams become even more specific. They see the communal haven of another local, founded pack, but it is empty. They find themselves looking at a large oak door, and an intense feeling of dread washes over them, at which point they awake. Characters who make a Perception + Dreaming roll (difficulty 7) have the distinct impression that they were forced out before learning something important.

Chapter Two

Scene One: In Serious Need of an Exorcism - Haight managed to tie in to the characters because, due to their proximity to Hargett, they are the first Sabbat Ischin plans to take over. Ischin realized that Haight has been transmitting warnings and put an immediate stop to it. Not satisfied with that, or the hellish torments Haight is now going through, he has decided to punish the receivers -the characters.

The very night after experiencing the above dream, a friend of the characters (possible a member of the pack whose communal haven they saw) comes to one or two of the characters and tells them he has seen something they need

to see. She will provide no further explanation until she leads the characters to a lonely graveyard. Once there, she leaps up on an old tombstone and calls out, "Come out, come out, wherever you are!" Around the characters graves begin bursting open and zombies crawl forth, moving towards the characters. The "friend" of the characters laughs, and says, "Fools! Did you really believe I was who I said I was? Ha, ha, ha! Soon you too will be possessed by the spirits of my homeworld. Soon we shall rule your kind!"

The characters must fight their way out of the graveyard. There are at least 20 zombies, along with the "friend," who fights like an experienced coven member. The zombies try to restrain the characters, gang up on them and pull them to the ground. Treat these zombies as normal zombies, using the statistics provided earlier.

If a character is successfully grappled, a pale-bluish vapor pours out the mouth, nose, eyes, and ears of one of the zombies. This vapor tries to enter the character's head through the same openings. The character must make a Willpower roll (difficulty of 8). If she fails, she becomes possessed by a spirit. The spirit may use all the characters Attributes, Abilities and Disciplines. If the character successfully resists, the vapor returns to the zombie, leaving it disoriented for the next turn.

If any of the characters are possessed, they will fight their packmates. If the zombies are in a no-win situation, these possessed characters will retreat with the possessed "friend" who brought the characters to the graveyard. However, the characters and the "friend" may still be Dominated normally. It is possible for the spirit to be cast out of the characters and the "friend" through the use of Thaumaturgy - particularly spirit Thaumaturgy.

Scene Two: The only clue the characters have to what is going on is their dreams. If the characters go immediately to Hargett's haven, they stand a chance of getting there before Hargett destroys his packmates (see Chapter Three for more information). Only Hargett will be in the haven, and he will attempt to convince the characters they have made a mistake thinking he is a danger.

If Hargett believes the characters pose a threat, he tells them they have a great deal to gain from the device. He draws some energy from them (three points of Willpower) to power the spirit gate just enough to bring over the spirit of one of the characters' deceased friends. Of course, the spirit is not really the characters' friend. It is a spirit that can take many forms. The spirit can read minds and is able to be whomever the characters want it to be. Only careful and quick conversation can reveal the truth, and only if the characters are observant enough.

The characters should also wonder at Hargett's ability to collect soul energy. He will say it is thaumaturgically based, but in reality it is one of the powers belonging to the spirit possessing him. He can take the energy without a roll should they agree to his experiment.

Scene Three: A Vampire on the Roof - If the characters start asking other vampires questions concerning Hargett, or investigating him and his pack in any way, Clois Lampher will find out. She will show up wherever the characters are, and tells them she will meet with them in private, on the roof of a local skyscraper in a couple hours. On the roof, Lampher tells the characters they have stumbled on to the discovery of a thousand lifetimes. It is bigger than all of them.

She begins to tell them how Hargett worked for years on the spirit gate. He made little progress until almost a year ago, when he began advancing in leaps and bounds. He also began to change.

He seemed obsessed and, uncommonly, gave up everything except for working on the machine. When he began using captured anarchs he was supposed to torture to power the machine, Lampher became worried.

She confronted him after seeing him draw the life force out of the anarchs' bodies. Hargett told her it was a thaumaturgical ritual he learned from a fellow Tzimisce, but Lampher knew there was something more. After the great number of spirits began appearing around the haven, she began asking other followers on the Path of Death and the Soul about Hargett's experiments, telling them what she knew. Hargett caught her in her haven tonight and attempted to destroy her. He revealed he was not Hargett at all. She is willing to help the characters, but will be paralyzed with fear of the creature when she sees it - she knows what it is.

Chapter Three:

There is nothing so captivating as new knowledge.

- Peter Mere Latham, *Collected Works*

Scene One: Hargett's Haven - The characters go to the communal haven, under which is Hargett's own private haven. When they arrive, they find the corpses of a dozen Sabbat. They look like mummified, leathery things but, if touched, are so brittle they crack open and fall apart as dust. The trail of bodies lead to Hargett's haven. Out of the corners of their eyes, the characters occasionally see spirits looking at them.

Scene Two: Giving up the Ghost - The characters finally reach Hargett's haven. The mad scientist declares to them his plan is almost complete, but he needs more energy to finally bridge the gap between worlds. He needs living souls to fuel his creation.

An inhuman creature walks in from behind the characters. Its form is composed of bits and pieces of the various bodies found outside, but the creature is alive. The creature is a spirit possessing the ability to coat itself in flesh and walk like a human. It is a powerful servant of Ischin, and it intends to pin down some character and allow Hargett to drain their souls. (Fleshy Creature: Strength 10, Dexterity 4, Stamina 7, Willpower 9, Brawl 4, suffers no penalties from wounds but breaks apart after taking ten levels damage)

Hargett can drain a soul in one turn if the victim is immobile or willing. If the characters manage to destroy Hargett, or reduce him to Incapacitated, the spirit possessing him will fly out of him. It might be possible to Dominate Hargett without having to resort to violence, but this is very difficult since there may not be much time. The fleshy spirit will not know how to operate the machine. If Hargett's body is Incapacitated, it will drop its own fleshy shell and fly off too.

Scene Three: Through the Gate - If a character is drained of his or her soul, it is lost to this world and the body becomes like those found above in the communal haven. Hargett goes to a huge device, which looks like a big metal ring with gadgets all over it. He places his hand over a small box. The characters can see the soul energy of all the Sabbat upstairs and the character destroyed transfer from Hargett and into the machine. A digital meter will register that the machine is 100 percent operable.

Hargett then activates the machine by flipping a few switches. The area inside the ring turns solid black and then fades to white, with colors swirling through it. A grotesque creature begins crawling out this door way. It takes five turns before it can emerge. This is Ischin, and it is ready to take over the world.

The open spirit gate also gives Haight another chance to communicate with the characters. While they would normally have no chance to shut down the gate on their own, Haight has been watching its construction, and can tell them how. Guns and explosives will have no effect, thanks to the gate's magical nature.

Whichever character has suffered the most damage begins to feel sleepy. He experiences a waking dream which keeps him from acting for the first turn Ischin begins entering this plane. In the dream, he sees himself turning the right switches, dials and knobs to shut down the machine. He also feels a sense of extreme urgency.

Ischin's spirits have noticed Haight's warning. In the next turn, four will pour out through the spirit gate and concentrate on the dreamer. These spirits take on a corporeal form once they are through the gate, and the dreamer's packmates must engage them, Hargett and the fleshy spirit while the dreamer turns off the gate.

Each of the spirits has a Willpower of 7 and a dice pool of six for a possession attack similar to the fifth-level Dominate power of the same name. They have what pass for eyes and can be affected by Dominate, Presence and whatever else the Storyteller desires.

If Ischin makes it through the gate, a number of lesser spirits follow him. He will have his minions take over the characters, and begin taking control of the area in the same way. What his plans are, and how difficult it is to stop him, is left up to the Storyteller. Whatever the case, it will take more than just the characters to stop him.

If the characters shut off the device in time, they see Ischin go spinning back to whence he came. They also see another spirit fly through as the gate closes. This takes on the form of a mortal man. The man grabs what appears to be a necklace from Ischin, stares at it and disappears.

Possibility of Continuation: It is possible for Hargett to succeed in bringing the creature over. If this happens, there will be lots of trouble to deal with, not only for the characters, but for all the Sabbat of the city. This could lead to an interesting story as all the Sabbat of the city must join together to defeat him. The Tzimisce might attempt to improve upon Hargett's spirit gate to suck Ischin back to where he came from. However, this will certainly require a great deal of soul energy.

It might even be possible for Lupines to become involved due to their strong connection to the spirit world. An uneasy alliance might become necessary to deal with the threat. Even after Ischin is gone, there may be some of his minions left around, holding on to the bodies they possessed and leading to future intrigue or just annoying the characters.

If the characters do succeed, they now have an inoperable spirit gate to take care of. No matter what they do, they cannot get it to work again. The spirit who fled through it at the end of the Story was Haight and, when he regained his necklace, the gate lost its power source. The gate will still be of marginal interest to those who follow the Path of Death and the Soul. Haight can reappear as the Storyteller likes, but the characters should not have the opportunity to kill him. He will be appearing in future **White Wolf** products. Finally, if Hargett still exists, he will blame all

the trouble on the spirit that possessed him but, at the Storyteller's option, this may attract the Inquisition - which will also need to "talk" with the characters.

Opportunities for Roleplaying: The scene where a "friend" shows up could be played live action up to the point where the zombies burst forth from the graves. The person playing the friend should act very unnatural. Her physical movement and expression should denote something is wrong to perceptive players.

In the encounter with Hargett, the person playing Hargett should act in much the same way as the one playing the "friend." Play the scene out in a large, empty area. The room should be poorly lit (but not to the point where someone could get hurt) and there should be some distance between the person playing Hargett and the players. This feeling of space between the characters and Hargett should have an unnerving effect. If possible, it would be nice just to have someone else to walk in the room behind the characters on cue as the fleshy spirit. Have them step up on a foot stool, if it is not dangerous, to make them loom over the characters. Some kind of Halloween mask would be a good prop for the fleshy spirit.

Possible Benefits to the Characters: The characters will not gain anything directly from this story, but they will manage to keep their world safe from Ischin and his minions. There is a slim chance the Tzimisce will grant a minor boon to the pack in exchange for the spirit gate.

Storyteller Quick Reference Story Sheet

Story Title

Basic Plot

Intended Theme

Intended Mood

People, Places & Things

Name / Description and Involvement in Story

Politics of the Situation

Faction / Position / Will assist if:/Will oppose if:

What the Characters Should Know

Important Scenes

Minor Events

Possibility of Continuation

Opportunities for Roleplaying

Possible Benefits to the Characters

Other Notes

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Sector 1

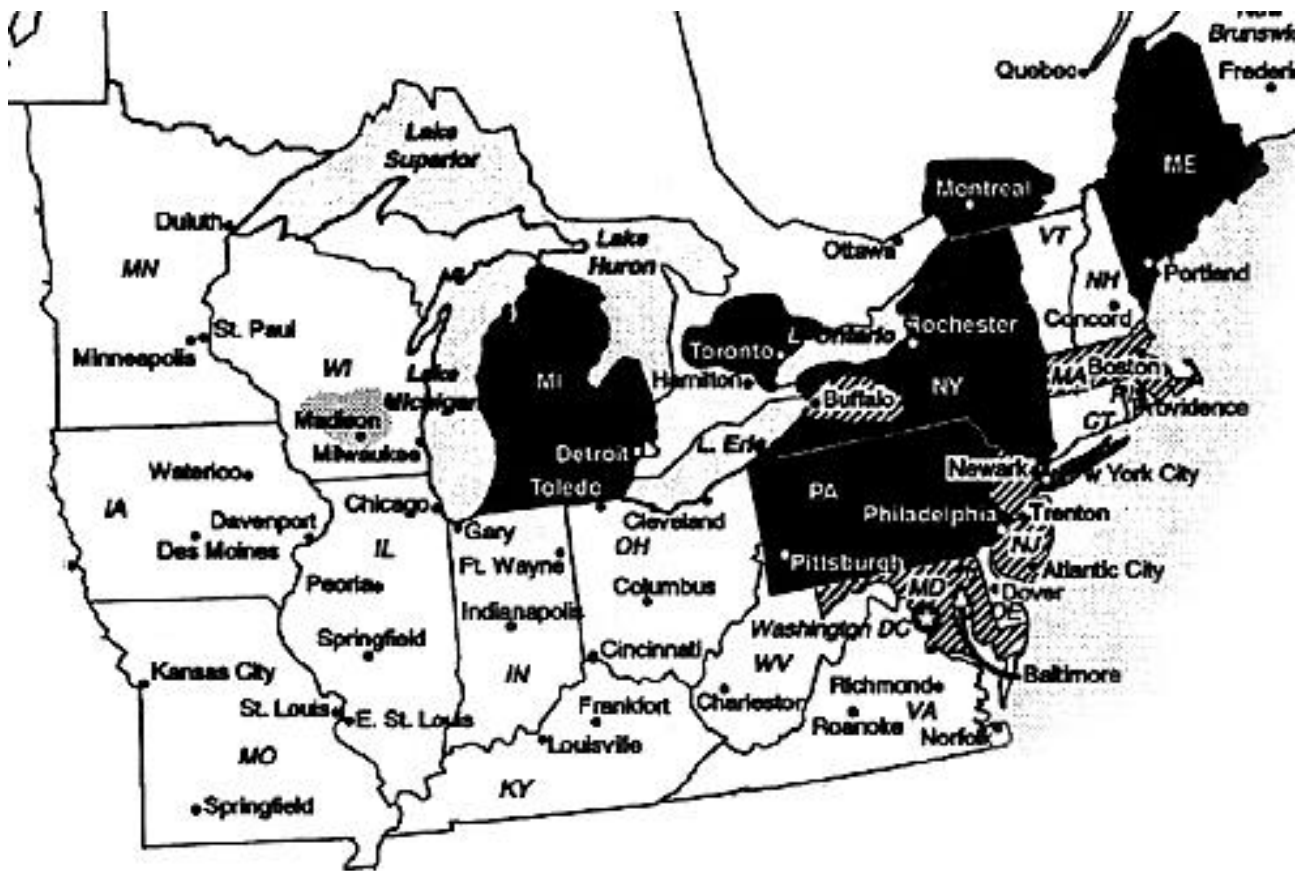


North America

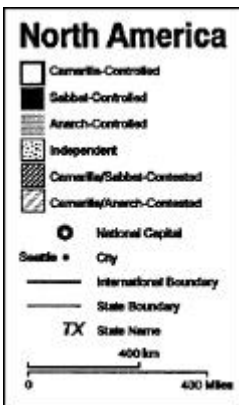
- Communist-Controlled
- Anarch-Controlled
- Independent
- Communist/Anarch-Coexistence
- National Capital
- City
- International Boundary
- State Boundary
- State Name

0 400 km
0 400 Miles

Sector 2



Sector 3



Sector 4



North America

- Control-Controlled
- Rebel-Controlled
- Anarch-Controlled
- Independent
- Control/Rebel-Contested
- Control/Anarch-Contested
- National Capital
- City
- International Boundary
- State Boundary
- State Name

0 400 km
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