

CLANBOOK

# BRATIA

5th EDITION





СОНЕЧКО  
29



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**BAALI**

## Who Are the Baali?

*"It is said that in the final night, the antediluvians would dream of the terrible things that would come to pass, and in their fitful slumber their cries would call to summon their progeny. It was in these end-times that the players would make their final moves, to make ready for the new dawn to come. As their kingdoms crumble to ash and dust they will draw all their blood to them, and the Kine; Ever weak and foolish, will dream of a shining new future, even as the end of days falls upon them. The looming of the Final Nights has always been more than just the Kindred's end! This epoch turns in its sleep, as all of creation is unmade. These are the nights we have waited for, in our minds and our blood, and we always knew they would come. For Moloch! ...For Nergal! ...For Shaitan! All hail the coming end!"*

*—Entomo, the Unifier*

To be Baali is to be damned in a way that no other can properly appreciate or fully grasp. Compelled by a perfidious nature, borne through their very blood, to commit unspeakably violent acts, even when acting in good faith. It then bears little explanation as to why these Devils have been hunted in every domain they appear in. Tales tell that so great were their feats of violence, misery, and corruption that even sworn enemies would turn their blades in unison against the Baali. Because of the near-universal hatred the Clan has weathered in the past, they rarely tell the truth when asked of their Clan or lineage, preferring to pass themselves as Tremere hedge-mages, sorcerous Tzimisce, or even tempting Toreador, among others.

As a Clan the Baali have out-last-ed their greatest adversaries, with the few who were informed of their ways being beckoned to distant lands, and the organized members of vampiric society now blinded, weakened, and occupied with the advent of the Second Inquisition. To make matters worse, the Baali claim dubious and paradoxical ancestry, with some members of the Clan claiming to have been sired by the progenitor of the Tzimisce, while others blame their existence on Saulot. Even certain scholarly members of the Hecata ponder the possibility of the Devils as being very distant cousins, the ill-begotten first children of Cappadocius. In any case, the Baali consider themselves a proper Clan, and not some mere off-shoot of another.

Drawn towards the darkest end of the spectrum, the Baali tend to embrace from those who are darkly driven and insidiously intelligent, with no qualms about the deeper end of the occult. However they also seek out hapless fools too short-sighted to stop their own eternal damnation, the selflessly pious who they wish to tarnish with sin, and consummate liars that wind their way through life as con artists and gas lighters.

## The Baali in Play

Baali have a reputation as agitators, chaos mongers, and wanton agents of destruction, but in truth this is a mere facet of the Clan, not their whole purpose. The greater truth of the Baali is that these stand-out Infernalists are the loud and self-destructive outliers. Whether they be short-lived doombringers or purposeful herrings, the Devils as a Clan are not always so easily measured, found out, and dealt with. As with any other Clan, the Baali exist as a group of individuals who employ a plethora of methods to survive and thrive

from night-to-night, with each of them holding different ambitions, desires, and relationships. The simple fact of the matter is that most Coteries have rarely found the Devil in their midst, and even those that knew of the Infernalism employed were usually better off paying their pound of flesh, or ignoring it entirely, as the benefits and temptations of the Baali are more desirable than sounding a call to arms.

The dark truth is that the greatest gambit is one that keeps running—a lie that keeps giving. After all, a desperate Coterie rarely questions how their associate managed to get fifteen gallons of blood to pay off their debts when the alternative would have been final death. So while some Baali's aim is frenetic destruction, there are many who take a subtler approach, employing corruption and deception. A Devil's aim is to make themselves dependable, approachable, and useful, so that their infernalism goes unconsciously ignored, or consciously excused, until they have everything in place to ensure their own survival. The greatest lie is the one we tell ourselves.

## Additional Baali Archetypes

*"This world is suffering. Every breath is filled with the exhaling of a dying moment, a present-made-past that is forever lost to the void. Your existence has been a twisting worm through time, bent and manipulated to chain you to your values, to those you care for, and your fleeting innocence. Those who free themselves of such shackles find themselves risen, wielding the moral integrity of others as a bludgeoning weapon that will keep you paralyzed by inaction.*

*The truth is that those who fall from grace are free. A sacrifice of grace at the chance to rule in bliss. I do not resent the masses for their weakness, their ignorance, for their suffering gives us purpose. I damn myself, and walk the path of the rebel, wield the weapons of the adversary, and shine as a morning star to guide those to freedom. I may burn, I may ache, I may fall, but in my destruction the fruits of my labor seed your minds so that you may too achieve freedom. In the end all will be broken of their chains, and the enemy will no longer be able to hide behind your love, or your virtue, and they will be set upon by flame and pestilence, and the whole of creation will follow soon after. For Nergal ! For Moloch! For Shaitan! For the new world that we shall inherit!"*

**ACCELERATIONIST**

*“Gehenna was meant to be two-decades ago. Tonight is the time of judgment, and no one can stop it!”*

The Accelerationist believes that the promised apocalypse isn't coming fast enough, and so they direct all efforts towards the destruction or dismantling of anything they see as too stable, too helpful. Many of them see their methods as the merciful expedience to end the pain of a dying world. Having been rejected by the world in life, many of these individuals reject the world in response, taking refuge in nihilism.

**SUGGESTED CONVICTIONS:**

- *“The world must burn to be reborn.”*
- *“Stability is stagnation; only chaos breeds change.”*
- *“Mercy lies in destruction.”*

**ROLEPLAYING HINTS:**

- You see every piece of stability as an obstacle to the inevitable end that only prolongs the suffering. You do everything in your power to encourage disorder.
- You take a grim satisfaction in knowing what other refuse to admit: the end is nigh. You take great pride in pointing out the multitude of ways that their situation and everyone else's is hopeless.

**SUGGESTED TOUCHSTONES:**

- A former radical from your mortal life, driven by ambitious theories on how the world should function. Once eager to change everything, they have now embraced the notion that acceleration is the only true path forward, after becoming disillusioned by a reality that shattered his beliefs.
- A community leader struggling to save a crumbling community on the brink of ruin. Their relentless persistence in the face of inevitable decline earns your admiration. You believe that one day, they will realize that the only way forward is through the chaos.
- An individual who still believes in the inherent goodness of the world, untouched by its harsh realities. Their naivety both fascinates and disgusts you. They symbolize everything you wish to eradicate, yet something prevents you from destroying them—at least for now.

**DAMNED FOOL**

*“The old meaning of the word 'temptation' was synonymous with 'trial'. I won't sell my soul, not like the rest have...”*

Tricked into their embrace, whether by pact or by necessity, the Damned does not welcome their lineage and finds their existence a constant struggle against their infernal nature. Forced to persist through vendetta or to protect something, or someone, they care for. These Devils tend to resist the powers of the damned, and fulfill their Dark Sacrament through the sacrifice of individuals they deem irredeemable, or they might resist performing it at all.

**SUGGESTED CONVICTIONS:**

- *“I will protect those I care for, even if it damns me.”*
- *“I will not become the monster they want me to be.”*
- *“Only the wicked deserve damnation.”*

**ROLEPLAYING HINTS:**

- You resist your infernal lineage with everything you have no matter how easy or convenient it would be to give in. And if you do find yourself using them it is only on someone who is irredeemably wicked.
- You live a life of regret, having been tricked or manipulated into this dark path. You carry that weight like a chain around your neck and have only bitter resentment in regards to your lineage and your sire.

**SUGGESTED TOUCHSTONES:**

- An innocent and pure person that you care deeply for, your feeling for them was instrumental in tricking you on this dark path. They serve as a reminder of what you once were and that the fate you suffer now was not for naught.
- A former friend or mentor who senses something has changed in you and have become distant. They might not know exactly what, but their lingering connection is a painful reminder of who you once were.
- A corrupt figure of authority stands as the embodiment of everything you despise. In their self-delusion, you see a reflection of your own darker aspects. You might view this person as a potential redemption project, believing you can lead them away from their corrupt path. Alternatively, they could be someone you are determined to condemn before their corruption engulfs you as well.

### HERETIC

*"Power is a perilous gift. Chaos is the curse of its unchecked ambition."*

These individuals believe themselves to be a dam that holds back an infernal tide, who use infernal power to placate the other-worldly forces that threaten mundane reality. Heretics are the first to stand against the more destructive members of their Clan, and in some cases will come into direct conflict with other pervasive users of Oblivion, such as the Lasombra or the Hecata that wield the negative energies of the Outer Dark too freely.

#### SUGGESTED CONVICTIONS:

- *"Power must serve a purpose greater than itself."*
- *"Power corrupt and knowledge is power. The dark must be contained and anyone who would pursue it knowingly or not"*
- *"Those who wield darkness recklessly and blindly are a greater threat than the darkness itself."*

#### ROLEPLAYING HINTS:

- You see yourself as moral arbiter of what and how the power of sorcery should be yielded. You see your role as one of policing others from being damned and standing against those who would use it recklessly.
- You view potential allies with suspicions as you know far too well the temptation of power. And not all can have your sense of duty and will.

#### SUGGESTED TOUCHSTONES:

- A Spiritual Leader who embodies the moral authority and faith you still hold dear. Their teachings ground you, serving as a reminder of why you strive to keep the darkness at bay.
- A former student or protégé who shared your passion for the occult and belief in magic. You quietly interfere in their efforts and investigations, ensuring they never get pulled into the world of darkness.
- A former adversary, now an unexpected ally. This individual once stood in stark opposition to you, embodying the very challenges you sought to overcome. However, through a series of unforeseen events, they have come to respect your journey and the light you seek to uphold. Their resilience and newfound alignment with your cause provide you with a unique perspective and a constant reminder of the transformative power of redemption.

### INSATIABLE OCCULTIST

Once Kine, or Kindred of another Clan, these are individuals who delved too deep into forbidden texts, until the blasphemous became too tempting to ignore. Many of these scholars are self-made as a result of their curiosity getting the best of them, and despite their new existence, they still find further enlightenment worth any cost, preferring knowledge over any greater goal, no matter what dark truths they discover.

#### SUGGESTED CONVICTIONS:

- *"I will uncover any secret, no matter the cost"*
- *"Morality is a comfort for the ignorant"*
- *"Knowledge is priceless."*

#### ROLEPLAYING HINTS:

- You know the dark entities are real and their hold moves through your veins. The unknown must be revealed by any means, so that their hold is lessened on you and so you may survive and thrive. The fear of the unknown is your drive
- You are driven by curiosity. You see every situation as potential source of information and even the most darkest or horrifying threat you face with calm demeanor as if it were a puzzle

#### SUGGESTED TOUCHSTONES:

- A former mentor who initially introduced you to the occult. Their rigid moral principles have allowed you to surpass them in the pursuit of knowledge.
- A black market vendor who specializes in artifacts and other treasures from war-torn countries. Their network provides you with rare and powerful items that aid in your dark endeavors.
- A charismatic influencer who draws people into the world of the occult that subtly promotes doubt and curiosity about the supernatural.

**MESSIAH**

*“The world is consumed with vice and suffering. I’ve been sent to save us from ourselves.”*

These Kindred view themselves as turning points in history, for all the world of darkness. Using their vast occult powers, they make motions towards grand demonstrations of change, usually of a destructive nature. Believing themselves to be the agents or avatars of a higher power that is meant to punish and cleanse, not unlike the plagues of Egypt, the assault on the Three Cities of Tripura, or the prophesied destruction of Tenochtitlan.

**SUGGESTED CONVICTIONS:**

- *Humanity is too weak to save itself.*
- *Salvation lay in sacrifice.*
- *I am a divine agent.*

**ROLEPLAYING HINTS:**

- Messiahs sometimes wield their hellish powers in the name of a heavenly power, painting themselves as hellish punishers acting at the behest of a righteous power.
- You see pain and suffering as the result of humanity’s continued fall, but also wholly in their nature. It can only be stopped through transformation or destruction.
- Remember that your purpose is to bring change by any means necessary. In this way you’re not unlike many Anarchs, however what sets you apart from them is that you should be willing to ignite change through vast suffering.

**SUGGESTED TOUCHSTONES:**

- A selfless individual who sacrifices their well-being for others, driven by duty and compassion, inspiring those around them despite their own silent suffering.
- An individual consumed by anger over a lost loved one due to corrupt institutions, seeking justice and retribution, driven by a relentless desire to challenge the systems that failed them.
- A tortured soul seeking redemption for perceived evil, burdened by guilt and striving for atonement through acts of penance and altruism, haunted by their past.

**POWER MONGER**

*“Politics is reasoning, philosophy is tangent, and sin is relative. My will altering my blood into fire is power.”*

Pragmatists that view Infernalism as a means to an end, these Baali view the Children of the Out Dark as little more than eldritch batteries that most are too cowardly to tap into. Working tirelessly to grow and consolidate power in any way they can, these Devils care little for the traditional goals, history, or reputation of their Clan, such as bringing about the "end times".

**SUGGESTED CONVICTIONS:**

- *“Power requires sacrifice, the dark rewards those willing to spill vitae for the promise of power.”*
- *“Power requires will not self indulgence”*
- *“The ends always justify the means.”*

**ROLEPLAYING HINTS:**

- You are dismissive of the traditions and old goals of the Baali. The outer dark is a source of power for your machination. You look upon those who serve with disdain.
- You see every person as but a rung on the ladder you must climb. People and relations are but a currency to be spent on achieving your true goal.

**SUGGESTED TOUCHSTONES:**

- A powerful rival or person who you aspired to and coveted. Now with your newfound nature you are amused to quietly being their patron. Their greatness serves only to highlight yours.
- An innocent pawn, a mortal who trust you implicitly and represent how easy it is to manipulate and control others. You keep them close adoring the loyalty and admiration they have for you.
- A vengeful hunter who is no match for you and is unaware of your true nature. He has dedicated his life to finding and stopping you. He knows not your visage and believes himself to be hunting a monster. You take great delight in hiding in his plain sight as a friend or mentor-like figure.

### SHEPHERD

*"The sleepers rise from the dark, and have bestowed their names unto me."*

Devils who fully believe that their infernal patrons will arrive and bring about a calamitous apocalypse, making the world new. These Baali amass followings and prepare the way for themselves and their patrons. To this end they thread their influence through the hearts and minds of the unwanted, oppressed, and miserable, speaking promises of salvation, community, and power. So long as the Baali have existed, the Shepherd has built their flock, and prepared for the coming end.

#### SUGGESTED CONVICTIONS:

- *"Loyalty is faith, doubt is heresy"*
- *"The weak shall inherit the world under your guidance."*
- *"There is nothing to fear."*

#### ROLEPLAYING HINTS:

- You're an expert in identifying those who feel lost, oppressed, or abandoned by society. You speak to them with empathy and confidence, offering them somewhere to belong.
- You are true believer in the dark patron and the apocalypse that shall come. From their will a new better world will be born and those that had faith in them will be uplifted

#### SUGGESTED TOUCHSTONES:

- A devoted follower, deeply committed to the cause and tirelessly fulfilling your every request. Their unwavering faith in your promises makes them the most cherished member of your flock.
- An influential patron who supports you, whether knowingly or unknowingly. They might believe in your efforts to help the poor and oppressed, or they may see potential benefits in having you as an ally.
- A compassionate doctor who selflessly aids the downtrodden with no ulterior motives. Their pure intentions shine through, but they remain unaware of the harsh realities that you have come to understand.

### TEMPTER

*"We all fight internal battles of what's wanted and what's needed. I'm the voice that makes them the same."*

The Baali know all too well the dangers of getting directly involved in furthering their own interests, and by extension, those of their dark masters. Instead, it is often better to sow doubt and discord in another, under the guise of a friend or mentor. Then, when that poor soul is lost in the night, the Tempter can be the light that shows them the way. A skilled Tempter need not reveal their true nature to anyone and can remain in a city for decades, turning others into tools for their own –or their master's– design.

#### SUGGESTED CONVICTIONS:

- *"True power lies in staying unseen"*
- *"Everyone is a potential tool, it's merely a question of finding the right leverage"*
- *"Love is a tool of manipulation."*

#### ROLEPLAYING HINTS:

- You are always looking to lay the groundwork for future candidates by feigning interest in others struggles and presenting yourself as a confidante or a sympathetic ear.
- You try to avoid getting your hands dirty and would rather keep yourself out of the spotlight, content to let others take credit and be the dutiful helper.

#### SUGGESTED TOUCHSTONES:

- An old friend or relative whom you rescued from the depths of addiction or despair. They now feel deeply indebted to you and are unwaveringly loyal.
- A former protégé from your past life who regards you as a mentor or parental figure. Their admiration for you knows no bounds, and they aspire to follow in your footsteps.
- A confidant who believes you to be a wise and benevolent guide. Your subtle manipulations sow seeds of doubt and discord, making them reliant on your guidance.

## Disciplines

**BLOOD SORCERY:** The Baali's eldest claim that they were the First Tribe, and even in their mortal lives had already begun to delve into the powers hidden within the blood. After their embrace, the new curse proved only to bolster a power they were already familiar with. While Sorcery has ebbed and flowed throughout the centuries among other clans, the Baali's use of demonic tutors keeps their mastery of it strong, even in isolation.

**OBLIVION:** Considered by the Baali to simply be another form of sorcery, the ability to bend souls and shadows to their whims is something Clan Baali has had their bloody hands in for as long as they have wielded Blood Sorcery. Weaving the death and darkness of Oblivion into the powers of Sorcery that they pull from their blood grants them access into the mysteries of the cosmos.

**PRESENCE:** Temptation is the embodiment of the Baali's influence, in some ways more than their sacraments of Blood Sorcery or Oblivion. The history of Kindred cities are strewn with the bodies of the gluttonous, the greedy, the lustful, and the prideful, and this power exploitation is to blame in no small measure. The use of this power's myriad subtleties has been instrumental in forming Infernal Cults, or to convince others of one's charade of innocence.

## Bane

As a Clan that has always performed ceremonial rites for power, the Baali must perform a **Dark Sacrament** once every fifteen days, reduced by their Bane Severity (For most player characters this is every thirteen days). Failure to perform it in time reduces their Discipline Pools by their Bane Severity, as their infernal blood twists and rebels against them, or withers weakly in their veins.

The nature of this **Dark Sacrament** can be unique to each Devil, however it is meant to be terribly burdensome, an expenditure of their own flesh or mind in the form of Aggravated Damage, or most usually the orchestration of a sacrificial rite that may inflict Stains. The most common of these **Dark Sacraments** in ages past was the creation of an organ pit, filled with the blood and flesh of sacrifices.

### PRIMARY BANE: HOLY REPULSION

Baali must spend Willpower equal to their Bane Severity to avoid being repelled by holy iconography, scripture, or prayer. Even sounds like church bells or the muezzin's call cause discomfort. Direct contact with holy objects causes non-halved Superficial Damage equal to their Bane Severity, regardless of True Faith. In the presence of someone with True Faith, Baali loses dice equal to their Bane Severity in Willpower Tests, and any damage from True Faith is doubled.

### ALTERNATIVE BANE: ANATHEMA

Your physical and spiritual existence was permeated by the powers of the Outer Dark from the moment of the Embrace, as if you had failed to uphold your end of some kind of cosmic balance. At character creation, you must choose an additional number of dots in Dark Bargains equal to your Bane Severity. You gain no positive merits or backgrounds from these.

### COMPULSION: DEVIL'S BARGAIN

The very nature of the Baali and their cursed stated as a vampire is rife with demonic influence. Their blood is a clarion call to the infernal influence, serving as a conduit through which these forces can apply both subtle and overt influences, especially in certain situations where they may strike a bargain to bring the vampire's inexplicable onset of success in the face of failure, however it comes with a ruinous, debility, or immoral cost.

When under this compulsion, the vampire will be beset by unseen forces that result in taking a two dice penalty towards all dice pools until they fail a test and agree to Succeed at a Cost. If they do, their success is brought about by an otherworldly interference: the lock they failed to pick turns white-hot and melts out of the frame, they manage to sneak past the guards at a party as statues begin to weep blood, or they escape pursuit from a group of hunters as a crimson-eyed goat walks into the middle of the road and forces them to swerve away. Succeeding in this way will likely grant the Baali momentary respite, but the overtly demonic nature will always cause another problem.

## Words of Power

Among Infernalists, the belief in the immense power of names is a palpable force. Names grant power to those who speak them and bestow strength upon those who bear them. An ancient concept holds that true names possess the greatest power of all, weaving a profound influence over the fabric of reality. This early section serves as a quick reference, listing the vernacular used in this book to refer to various people, groups, entities, and other such terms.

**APOSTATE** Cainite that has been "re-Embraced" through a procession of Apostasy, causing them to gain the same talents and qualities of a mainline Baali. They keep both the Bane of their original Clan, as well as gaining the Baali's. Those who are considered candidates for Apostasy are usually referred to as Postulants.

**CAINITE** An older term for vampire, not unlike Kindred. Baali, and this book use it in place of Kindred when amongst one another. In conversation with other Clans, the Baali will use Kindred to fit in, of course.

**THE CHILDREN OF THE OUTER DARK** A blanket term used by the Baali to refer to any kind of inhuman and god-like entity that exists outside the realm of creation. These creatures come in innumerable shapes and sizes, and many care not to ever entertain an audience with a mere vampire. The Children who supposedly rest below the earth are called "Sleepers", and are the primary objects of the Baali's occult history and fascination.

**DAIMONION** A term of ancient greek that refers to an inner voice, or spiritual mentor. While it has been historically linked to Socrates as a beneficial presence, the Baali use the word to refer to their connection to the Outer Dark, and also to the 'twin paths' of Blood Sorcery and Oblivion, which they both view as a result of Daimonion, or their 'inner voice'.

**THE FIRST TRIBE** A people, or group of demi-humans, who are believed to pre-date Humanity. Little evidence of them exists outside of Baali scripture and history, or the claims of particularly old Elders claiming to be of that Tribe. In many cases they are believed to be flawed or failed proto-types of humanity, left to suffer in isolation. The Three were supposedly Embraced from members of the First Tribe.

**INFERNALIST & INFERNALISM** An umbrella term that includes anyone who practices Infernalism, which is powers that require, or channel, the Outer Dark. All Baali are Infernalists, even if they avoid Daimonion and the 'twin paths' of Blood Sorcery and Oblivion. However not all Infernalists are Baali, and some can even be Mortal.

**THE OUTER DARK** Also sometimes called the 'Far Darkness' or 'Farthest Shore'. A feverish chaotic plane that supposedly exists beyond the reach of creation, even in regards to other realms such as Oblivion or the Umbra. No definitive information exists about this place aside from it is where the Children of the Outer Dark rule and dream.

**PITHOS** An ancient Greek term for a large container. Amongst the Baali a Pithos is any object imbued with a Baali's infernal essence that can tempt another Cainite into becoming an Apostate. In the new millennium this has become the most prevalent and safest way to re-Embrace others as Apostates.

**NEST** A group of Baali that exist as a tight-knit group. There is no defining structure to a Nest, and in many cases they exist to watch out for one another and assist in occult-related activities. Oddly, there's a high level of trust in a Nest, rarely seen in Coteries or Packs. Younger Baali don't tend to form Nests as often these nights.

**REDWORKER** The blanket term for any kind of Blood Sorcerer, Thin-blood Alchemist. Baali use this term to liken themselves to their less-infernal peers, usually even passing their powers of Oblivion off as Blood Sorcery. This term was first seen in *Blood Sigils*.

**SLEEPER** A Child of the Outer Dark that supposedly fell to earth. Legends about them are contradictory and controversial. It's widely believed that they sleep fitfully in mundane reality, but their consciousness exists in the hellish Outer Dark.

**TRUE NAME** Supposedly all things in creation have a True Name, which serves as the blueprint for their existence. Older and more powerful things have greater and more powerful names. When even just parts of these ancient names are invoked, they grant incredible power over reality. The Baali regard the True Names of the Children of the Outer Dark as the ultimate power

# DISCIPLINE POWERS



## Auspex

Surprisingly, supernatural senses aren't inherent to the Clan of Devils. They typically perceive the world by contacting the denizens of the Outer Dark or using Sorcery and Oblivion to see through illusions. However, the Khofilim Bloodline possesses these extrasensory gifts as a kind of legacy lore linked to their forefather, Khohfshiel. Other Clan members with Auspex abilities often experience them as unholy insights granted by their demonic patrons.

### Level 1

#### CYPHER LINGUA

A somewhat rare and unwieldy power that allows the user to discern meaning from languages they can't understand otherwise, whether in read texts or heard language. Strangely, this power doesn't necessarily grant any lasting context or meaning to the words themselves, merely providing momentary insights, and increased awareness of language.

**Cost:** Free

**Dice Pools:** Intelligence + Auspex

**System:** When the user attempts to understand a language they don't know, they may roll Intelligence + Auspex to attempt to understand it. One success grants knowledge of a one or two words, while two grants understanding of a short sentence. Three or more can grant further understanding, up to a paragraph of information at the Storyteller's discretion. A Critical Win allows the user of this power to understand the associated words permanently, though not the whole language. Only the meaning of the words is understood, not the language itself, and the user will be unable to converse in the language properly without taking additional steps to learn it. This power is unable to decipher supernatural languages, such as Thaumaturgical sigils, Abyssal psalms, or markings used in Quietus blood magic.

Those who take this power may purchase additional Linguistics Advantages at one less experience as it becomes much easier for them to learn that language over time.

**Duration:** Passive

### Level 2

#### CROWN OF THE LOST CLAN

**Amalgam:** Oblivion 2

The signature power of the Khofilim, who claim it is of their fel-inheritance. This power manifests a crown of psionic power about, or atop, the user's head, which then broadcasts ripples through surrounding darkness, not unlike a kind of radar. This psychic radar forcefully reveals Wraiths, as well as the unnatural vibrations made by the use of Blood Sorcery and Oblivion. To onlookers with supernatural sight, such as Sense the Unseen, The Binding Fetter, Oblivion's Sight, or other powers of sufficiently high Auspex, the user will appear to have some kind of abstract and ethereal crown on their head, such as a smoldering diadem, a pair of shadowy horns, or even a ringed halo of light.

**Cost:** One Rouse Check

**Dice Pools:** Wits + Auspex; Wits + Stealth (resisting Wraiths)

**System:** Upon manifestation, Wraiths who are within the user's line of sight must make a test of Wits + Stealth; Difficulty equal to the user's Auspex. If they fail, the emanations from the user's crown reveals them for all to see. Users also feel unnatural fluctuations caused by Blood Sorcery and Oblivion, and they cannot be surprised or ambushed by the use of such powers. Whenever such a power, ritual, or ceremony, is performed within 15 yards/meters, they may make a Test of Wits + Auspex; Difficulty equal to the power's level, to detect the direction of the source. Storytellers may want to keep the Difficulty a secret, however this power is meant to intentionally give the user an idea of the power's level.

Additionally the crown confers a kind of authority to those beings from beyond mundane reality. The user adds +2 Bonus Dice to Charisma and Composure pools made towards Wraiths, Shades, or demonic manifestations.

Bright light prevents this power's "radar" from detecting things and does not grant improved vision even in regards to what it detects. It does not have as broad an application as Sense the Unseen, but may detect the use or presence of other sorcery-like powers at the Storyteller's discretion.

**Duration:** One scene or until deactivated.

**Dependants:** [GRAVESPawn SOVEREIGN](#) (●●●●●)



## Fortitude

Usually present in Apostates from the Ventrue and Gangrel Clans, Fortitude has been less than common within the Baali, primarily due to the fact that they frequently make devilish deals to become immune to fire or other such hazards.

### Level 1

#### RANCOROUS REDRESS

Payments, wrought from one's own flesh and resolve are commonly used to power Infernalism. Some in the Clan of Devils have taken this a step farther, feeding on the conceptual change from what was, into what has become.

**Cost:** Free

**Dice Pools:** Fortitude + A number of dice equal to your Marked Health

**System:** When you take damage, of any kind, due to the cost or requirements of a Power, Ritual, or Ceremony, add 1 Bonus die to your pools that include Fortitude or Stamina. This bonus cannot exceed an amount equal to twice your Bane Severity.

**Duration:** Bonuses last until the end of the Scene.

### Level 3

#### COILING SPITE

**Amalgam:** Oblivion 3

An aberrant power with unknown origins. This power has the bizarre property of using the waning durability of one's body as a way to manifest crippling coils of metaphysical agony that rakes the will of other Supernatural beings, though it has no effect on Mortals, even those of True Faith.

**Cost:** One Rouse Check

**Dice Pools:** Fortitude + A number of dice equal to your Marked Health

**System:** When activated, the user rolls a Dice Pool equal to their Fortitude + Their own Marked Health to strike all Supernatural beings; Vampires, Werewolves, Wraiths, etc. and deal two non-halved Superficial Willpower Damage. A Critical causes the mental impact of the coils to psychosomatically impact their victims' body, inflicting a Crippling Injury. Defenders can roll their own Dexterity or Wits + Athletics against the user's pool, successfully evading the coils on a Win. This power does not differentiate between friend or foe, and it does not affect mortals.

**Duration:** –

## Presence



The powers of emotional manipulation are the cornerstone of any Baali's social interaction. While the other Clans tend to use this Discipline to stoke affection and fear, the Baali twist it to evoke anxiety, emotional turmoil, and an erosion of morales. Though the Clan of Devils is rightfully known for their vast powers of hellish origin, the truth is that the subtle machinations of these powers have toppled empires, and turned saints away from their faith.

### Level 1

#### DURESS

**Amalgam:** Oblivion 1

Using their mere presence to exude the sapping energies of the Outer Dark to thwart the powers of the blood and the resolve of others. Kindred will struggle to properly call on the powers of their blood as their will fails them.

**Cost:** Free

**Dice Pools:** Willpower vs Intelligence + Resolve

**System:** While this power is active, those affected who use pools that include their Disciplines cannot be larger than their own current Willpower, this includes the user. Dice Pool penalties, such as those caused by compulsions, other Disciplines, Impairment, or other such effects, are calculated before the effect of this power. For example, a Cainite with 6 Willpower that has a base pool of 9 and a -2 Compulsion would still have a pool of 6, it wouldn't be reduced to 6 by this power, and then be further penalized afterward.

Others can resist this power by rolling Intelligence + Resolve vs the user's current Willpower. A Win allows them to resist the power for the Scene, while a Critical Win makes them immune for the remainder of the night. Weak and Average Mortals in the presence of the user are especially impacted by this power and take a point of Superficial Willpower Damage each turn, as their mental fortitude wanes.

**Duration:** One scene or until intentionally ended.

## Level 2

### KISS OF THE MOLOCHIM

This power saps the will to fight and was purportedly used by Moloch and his descendant Baali within the walls of Carthage to placate Troile and the other Brujah who resided there, ensuring their rebellious nature was turned outwards from the Infernalists, to their enemies.

**Cost:** One Rouse Check

**Dice Pools:** --

**System:** When the user feeds on a victim, they may activate this power. The victim loses a number of dice equal to half the user's Presence (rounded down) from any aggressive combat pools against the user, unless the user provokes or attacks the victim themselves. This power is effective even against those with True Faith, though it does not mitigate the penalties associated with approaching or biting someone with True Faith.

**Duration:** A number of nights equal to the user's Presence rating.

### INCITE SIN

**Amalgam:** Blood Sorcery 2

The Infernalist's blood is exceptionally profane, writhing through their veins and relishing in the euphoric effects of its own corrupting temptation. If the user's blood touches bare flesh, it causes an intense shock of pleasure in the recipient that rivals the Kiss, and lowers their inhibitions.

**Cost:** One or More Rouse Checks

**Dice Pools:** --

**System:** When at least a Rouse Check's worth of the user's blood touches the flesh of, or is consumed by, another, it confers a momentary "shock" of extreme pleasure that will stun unprepared Mortals for a turn. Vampires and those of stronger will can attempt to ignore the effect with a Test of their current Willpower; Difficulty equal to the user's Presence rating. Those who drink the Infernalist's blood cannot resist this effect at all, and if feeding directly will be so overcome by euphoria that the user can pull free without issue.

Victims will suffer from dark intrusive thoughts that goad them into acting against their own moral compass, and when they give in they experience a second "shock" of equal pleasure, and afterwards an Attribute of the victim's choice is increased by half the user's Presence rating, rounded up, for the remainder of the scene. If the victim gains one or more Stains under the effects of this power, the user gains the same bonus to the same Attribute for the remainder of the Scene as well.

**Duration:** Passive; Blood remains potent for a few minutes after leaving the user's body. Lowered inhibitions from contact with the user's blood last one night.

## Level 3

### ETERNAL DAMNATION

**Amalgam:** Blood Sorcery 3 or Oblivion 3

Developed by an Apostate that was embraced from another Bloodline. This power warps the victim's ability to recover and heal themselves by impressing the caster's desire for their continued pain to persist as long as they wish.

**Cost:** One Rouse Check

**Dice Pools:** --

**System:** The caster chooses a conscious target that has at least one marked Health, and makes a contest of Composure + Presence vs Resolve + Intelligence. On a win the caster spends Willpower up to the amount of currently marked Health the victim has, and may opt not to restore the spent Willpower whenever it would normally be restored. As long as the caster's Willpower spent for this power remains marked, the same number of marked Health on the victim cannot be mended. They will also be unable to recover from any associated diseases, sicknesses, or critical injuries that were the result of that damage.

**Duration:** As the Willpower spent upon activation remains spent.

## Level 4

### HELL WARDEN

**Amalgam:** Obfuscate 3

An ancient power of the Baali that allows them to create a hellish illusion of being trapped. This power is said to be a variation of techniques employed by Setites.

**Cost:** One Rouse Check

**Dice Pools:** --

**System:** The vampire makes it appear as if any number of exits, such as windows, doors, or crawl spaces, will appear to be barred with smoldering metal rods and spikes. Mundane attempts to open the barred exists will always appear to fail. Vampires and prepared Mortals can push through the barriers with a Resolve + Intelligence, Difficulty 4 Test. Sense the Unseen may attempt to peer through these barricades as with powers of Obfuscate.

Weak and Average Mortals cannot resist this power without assistance from someone who has already done so. Those who fail the Test cannot move through the barriers of their own ability, and if pulled through by someone else will take Superficial Willpower Damage equal to the user's Presence.

This ability functions best in-doors, or other somewhat walled spaces, such as alleyways, or even town streets. It fails outright in open areas, such as fields.

**Duration:** Once Scene.



## Potence

Found primarily amongst the Knights of Teeth and the Azaneal. Physical power proves somewhat rare within the Clan of Devils, who prefer more arcane invocations, or the subtle manipulations of vice. Despite this, there's no doubt that when Cainites come to tear apart a Nest of Baali, the ability to physically overpower them can be just as useful as a potent ward or a minor demon.

### Level 1

#### **SURGE OF TENACITY**

A simple, but powerful, bloodborne ability which grants incredible destructive strength. When a Cainite calls on their blood to buff their physical might, it excels beyond a typical bolstering.

**Cost:** As with *Blood Surge*

**Dice Pools:** --

**System:** When the user *Blood Surges* a non-Discipline pool that includes their Strength or Resolve, they add an additional bonus die on top of any bonuses that a *Blood Surge* would add to that pool.

**Duration:** One turn.

### Level 2

#### **TEETH KNIGHT'S VEHEMENCE**

**Amalgam:** Oblivion 2

A skill thought forgotten in the Long Night. It is the signature skill of the Order of the Comfort of Teeth, taught to them by their capraedean savior. This technique envelops the Knight's weapon in a sheath of Oblivion's vacuum, which is then projected with raw strength as a shearing lamina of nothingness.

**Cost:** One Rouse Check

**Dice Pools:** --

**System:** The user may activate this power while holding a Slashing Melee Weapon to concentrate a thin layer of hard vacuum around it. When next the user makes a Melee attack with the weapon, this layer is projected outwards, using the result of the Melee attack pool and the Damage Modifier of the weapon to deal its damage, but counting as a ranged attack and following the same rules. Because this power requires darkness, light is counted as cover, with brighter lights counting as better cover (*Vampire the Masquerade Core Rulebook*, Pg. 301 & 302).

**Duration:** Weapons stay enveloped in a vacuum until the end of the Scene or until they are swung.



## Protean

Physical transformation is rampant within the Baali, so much so that their deeds are sometimes conflated with Tzimisce throughout history, though it doesn't help the Tzimisce's case that many of their sorcerers practice a craft owing its origins to Kupala. In that theme, the lines of the Supplicants and the Chernobite is most likely to have Protean in their blood naturally. Using it to take on demonically chimeric forms.

### Level 1

#### **VAULT WELT**

**Amalgam:** Oblivion 1

A talent that allows one to presse objects into their bare flesh and fold it into Oblivion, creating an imbrusion of the dark that can be used to store small objects. The area of skin where the object was pressed through takes on a dark purple hue, not unlike a terrible bruise.

**Cost:** Free

**Dice Pools:** --

**System:** The user can take an object and press it firmly against their bare skin, causing it to sink through and into a small pocket of darkness adjacent to mundane reality. As long as there is sufficient surface area of flesh for the object to be pressed through, any object can be stored, however the larger or more complex an object is, the more difficult and time consuming the process will be. Storing a handful of coins takes only a few seconds, while a handgun would take two turns due to being larger, relatively heavy, and mechanically complex. Large or unwieldy objects require a full scene and an appropriate Feat of Strength to store, with only the user being able to push them down into their flesh, others that assist will simply disrupt the effects of the power and may cause Superficial Damage.

Areas of skin that objects have been pressed through appear deeply bruised. An Intelligence + Medicine; Difficult 3 Test, can identify the vault welt as abnormal, but will betray no other information about its nature. Even powers of *Auspex* cannot perceive any greater purpose.

Retrieving objects from within one's flesh requires the same amount of time it takes to store them, as well as the same Feat of Strength or any other Test. Due to the nature of Oblivion, electrical objects, such as flashlights or phones, are usually drained of power when retrieved, and may require some form of repair. **Duration:** Until the object is retrieved. Aggravated Damage to the Vault Welt may cause an object to violently erupt forth and cause contextual Superficial Health Damage.

## Level 2

### THREE DROPS FOUND

**Amalgam:** Blood Sorcery 1

Legends hold that Cappadocius, Saulot, or the Eldest was the one who massacred the First Tribe, throwing three drops of extremely potent vitae into the organ pit where their remains were thrown, giving rise to Moloch, Nergal, and a third thing with no name or history. Certain legends say that this individual was none of the three, and that it was the enigmatic Antediluvian Ashur, while the accounts of certain ancient Baali, such as the Khofilim, are fervent that it was instead all three of them who happened upon the First Tribe, and made a contest of which could enact the most deserving fate, each tossing their own drop of blood.

This technique draws on that legend, and uses a strange fusion of the altering and manipulating properties of Protean and Blood Sorcery to alter their own blood, appearing as a pure heritage from one of the three founders, or none of them.

**Cost:** One Rouse Check

**Dice Pools:** --

**System:** Upon waking each night, the user may choose Hecata, Salubri, Tzimisce or Caitiff. For all intents and purposes their blood will have the exact properties of that Clan (Or clanless in the case of Caitiff) for the remainder of the night. Rituals and other analytical powers such as Auspex cannot pierce this effect, without a direct comparison to the blood of a real member of that Clan. In this single case, the user rolls their Protean + Manipulation vs the examiner's Intelligence + Occult or Auspex.

While the user's blood is changed, Disciplines that aren't normally present in the chosen Clan have their pools reduced by 1, however Disciplines native to that Clan have their pools increased by 1 instead. If Caitiff has been chosen, no bonuses or penalties occur.

**Duration:** One night, or until intentionally ended.

### BODY ARSENAL

**Amalgam:** Dominate 2

A gruesome variant of Vicissitude. When used, muscle, fat, and bone will violently twist and burst forth in an overt visceral display of gore to form brutal weaponry that damages the vampire, but allows for the immediate access of a variety of weaponry transformations. The greatest strength of this power is it requires no need to Rouse the Blood, instead using tissue as its raw materials.

**Cost:** One or Two Health

**Dice Pools:** Variable

**System:** The user violently contorts their own flesh by paying the associated cost and manifests an implement of violence:

DAMAGE	COST	EXAMPLE WEAPONS
+2 Light	1	<b>Brawling;</b> Spurred Knuckles, extended claws, spiked heels, biting weapons <b>Melee;</b> Knives, short blades, cudgels
+3 Heavy	2	<b>Brawling;</b> Huge thickened limbs, or very long twisted forearms. <b>Melee;</b> Weapons made of the bones of a large part of the user's skeletal or muscle mass, such as an entire limb.
+1 Ranged	1	<b>Throwing;</b> Knives, flechettes, shuriken, chakram <b>Fired;</b> Bows, slingshots, expelled shards  Creating projectiles costs health with each use. Always uses Athletics.
+2 Ranged	2	<b>Athletics;</b> Whips or similar configurations.

Attacking with these weapons uses Protean in place of the Attribute normally associated with the weapon (i.e. Protean + Brawl for osseous knuckles) as the ability to strike and deal damage is dependent on the user's mastery of the transformation.

The transformations of Body Arsenal always take the overt form of weaponry in a gory display, and can only be used to attack or destroy. These same transformations always deal Aggravated Damage to Mortals, even if the user wishes for them not to.

**Duration:** Weapons last until their cost is mended.

## Level 3

### PARASITIC BORE

**Amalgam:** Oblivion 3 or Blood Sorcery 3

A form of Infernalism that dates back to the First Cities. This horrific technique transfigures the user's own flesh and violently expels it as a semi-intelligent parasite that fuses itself to a victim. If not removed, it will grow fat on their blood and cause anemia in Mortals.

**Cost:** One Superficial Health and One Rouse Check

**Dice Pools:** Stamina + Composure

**System:** The user pays the cost to instantly morph their vitae and flesh into a writhing parasite, which then violently erupts forth as a projectile. If used as a ranged attack, the user rolls their Stamina + Composure to keep their body from spasming and project the parasite accurately, defenders can evade with the rules typical to a ranged attack.

On impact, the parasite will bore into the victim's flesh and fuse itself there, spreading a web of tendrils outwards that pull blood directly from the victim. If left on a Victim for at least three turns, the parasite will fully gorge and bloat itself on their blood, causing a point of Aggravated Damage to Mortals or increasing the Hunger of Vampires by one.

As long as it is fused to a victim, the parasite will use their blood to quickly reconstitute itself. Removing the parasite as a Minor Action inflicts three non-halved Superficial Piercing Damage, while spending a full turn inflicts a point of Piercing Superficial Damage. Spending a full scene to carefully remove the parasite causes no additional damage.

The user can recall the parasite at any time and absorb it back into themselves. If it was fully gorged on blood, the user restores a point of Hunger. The Parasite itself is not particularly mobile unless projected or thrown by the user. When moving on its own it can crawl up any surface, regardless of composition, but moves only a yard/meter per turn. When not attached to a host, any attack that deals 1 Superficial Damage will destroy it outright.

**Duration:** One scene or until intentionally ended.

## Level 5

### MITOSIS

**Amalgam:** Dominate 2

Horrifying technique, shulking the vampire's own flesh to produce a new creature.

**Cost:** One Rouse Check, Variable Aggravated Health

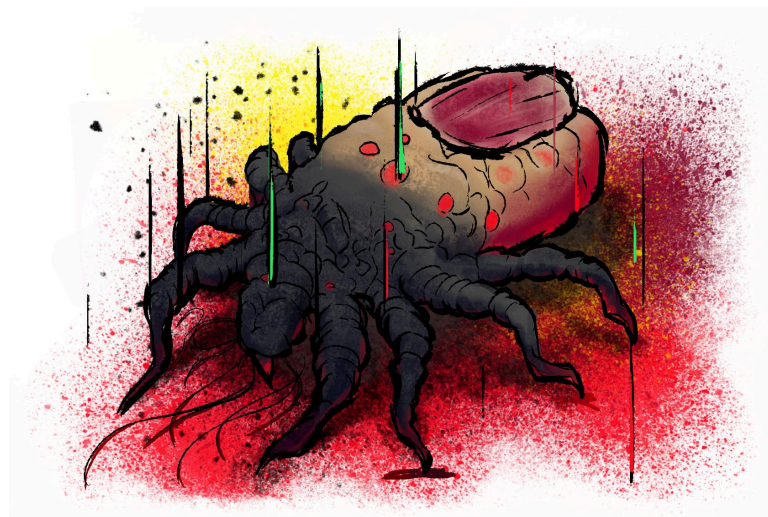
**Dice Pools:** --

**System:** Over the course of an hour the user takes Aggravated Health Damage equal to half of their unmarked Health Tracker, rounded down. They will enter a catatonic state as their body violently roils within before erupting with a near-exact copy of them tumbling outwards.

The copy has all the memories and thoughts of the original, as well as the same stats, though they are of one generation weaker and their maximum Health on their associated Tracker is equal to the amount of Aggravated Damage the user gained when using this power to form them. If any effect mends any amount of Aggravated Damage caused by the use of this ability, the copy's total Health tracker is also reduced by that amount. Outside of this, the copy's maximum Disciplines cannot exceed Level 4, but they otherwise have the same powers and ratings.

Players and Storytellers should discuss how they want the copy to operate within the Chronicle. Because it is still their character, it's recommended that players be allowed to dictate how the copy acts, thinks, and what actions it might take.

**Duration:** The copy lasts until its Health tracker is fully marked with Aggravated Health Damage, or if the user fully heals the associated Aggravated Health Damage.





## Blood Sorcery

Tremere claim their creation of "Thaumaturgy" was a work of brilliant adaptation, while the Banu Haqim's "Quietus" has long held that its ancient powers were mastered long before the Tremere began consuming the children of Tzimisce and Saulot to found their clan. Since the dawn of Cainite kind, however, the Baali watched with distant condescension, as other Kindred blindly cobbled together the mystical equivalent of sticks and stones to build the foundations of their Blood Sorcery out of their sheer ignorance.

Even before their Embrace, the Baali knew of the power locked within the blood of mortals, of how it could alter the fundamentals of reality and call creatures from beyond, bolstered further by the True Names of the Children of the Outer Dark. After their Embrace the the divine curse of vampirism lended a perfidious fuel to their Infernalism. Believing their path of "Daimonion" to be the truth of Blood Sorcery, the Baali learn this Discipline almost organically, at they glean the rites and power they employ from the fraying edges of reality, using the demonic power already flowing in their veins as a catalyst.



### Level 1

#### DAIMONION

**Amalgam:** Oblivion 1

Daimonion is considered to be a path of that encompasses the powers of Blood Sorcery and Oblivion, the Baali see both practices and their associated rites as parallel paths of Infernalism, and so this power is the merging of both paths into one, allowing it to be learned in either. This power is only inherently known and learned by the Baali, as it opens the Infernalist's mind to the Children of the Outer Dark, and is considered by the Baali to be the first step towards a greater understanding of the mysteries of the universe, granting one the vision to look inwards, outwards, and beyond. Merely knowing this power changes the way one perceives reality around them, the subtle influences of vice and virtue playing into the Infernalist's mind as the Children of the Outer Dark bestow forbidden knowledge and power over their blood.

**Cost:** One Rouse Check

**Dice Pools:** - -

**System:** The caster has an inherent link to one or more Demonic Entities (*See Pg. 151 for examples*). The manner in which they might communicate, their relationship, or if they even directly know of one another's existence, varies greatly. Whatever the circumstance, this link allows the user to learn Blood Sorcery and Oblivion, and their Rituals and Ceremonies, by using Daimonion and receiving forbidden knowledge from the Outer Dark.

At any point the user may attempt to commune with the Outer Dark through a Test of Resolve + Intelligence; Difficulty 2. A Win grants a response, however the Storyteller decides exactly what an entity is willing to communicate, and the way it communicates it. As a rule, information should be scarce or confusing, sometimes even detrimental, as those that reside in the Outer Dark struggle to grasp the finer concepts of reality.

Additionally, this power also allows the user to detect moral tremors in mortal's Blood Resonance. At any time the user may make a Resolve + Awareness Test, allowing them to spot a Sinner in their line of sight for each success. This will also detect anyone with True Faith 3 or more. Discerning actual sins or vices may require prolonged observation.

**Duration:** Passive; One Scene on activation

**Dependencies:** [SIN'S GRACEFUL FLAME](#) (●)

**AGATIYON FAMULUS**

**Amalgam:** Animalism 1

**Prerequisite:** Bond Famulus

A technique that bolsters the natural, spiritual, connection that the user's Famulus has, granting them insight and increased intelligence. For typical Blood Sorcerers this might be the lingering psychic knowledge of a late sorcerer, an ancestor's Wraith, or a projection of the Blood Serpent (See *Blood Sigils Pg. 150*).

Infernalists, as usual, take a darker route, using this power to bind tiny demons or graft fragments of the Outer Dark to their Famulus.

**Cost:** Free

**Dice Pools:** --

**System:** The Famulus' Intelligence and Occult are both increased to 3 (Put them as Exceptional Pools if necessary,). They can always Teamwork with their master on Occult Pools, and can spend a point of Willpower to attempt to identify supernatural entities or phenomena by strengthening their supernatural connection and using their own Intelligence + Occult Pool. They can also be granted a dot in Blood Sorcery in place of another Discipline, and can use an associated Level 1 Sorcery Power at the Storyteller's discretion.

The Agatiyon's master can also ask it a question and send it away for the night, causing it to vanish and not return until sunset. On a return their master can make a Test of Intelligence + Animal Ken (or Animalism if using Feral Whispers) to understand the information brought back. The difficulty of this Test should correlate with the difficulty in obtaining the information, or its value. An Agatiyon that seeks to know where their master left their car keys might return with the keys themselves, and require no Test, while a desire to know the location of the nearest Leyline would be Difficulty 3. Questions that might confer information granted by powers of Auspex are always done at Difficulty 4 or higher. Keep in mind that while an Agatiyon Famulus is quite intelligent, it can't read or write, and when it leaves to find something its methods tend to be more spiritual than definitive.

**Duration:** Passive



**GNAW**

Using Blood Sorcery to pull forth a swarm from the depths of Oblivion to seek out a target, where it will bite, chew, and rip at bare flesh before dispersing. This spellcraft is an infamous marker of Dark Thaumaturgy that delves too close to forbidden Infernalism.

Strangely, it is still employed by some members of House Goratrix, and has even been seen amongst the Children of Haqim...

**Cost:** One Superficial Damage (Aggravated for Mortals)

**Dice Pools:** *Gnawing Swarms* use their own pools for actions.

**System:** A *Gnawing Swarms* erupts from the user's flesh, causing the damage in the cost, which can't be prevented. These insects will relentlessly seek out and attack the intended target, which can also include inanimate objects. *Gnawing Swarms* are mindless, and have no regard for self-preservation, ceasing attacks only when its duration ends or upon destruction.

Unlike other Swarms (Vile or otherwise), those created by Gnow cannot be further commanded.

**Duration:** *Gnawing Swarms* created by this power last a maximum of three turns, or until the intended target dies, whichever occurs first, before they disperse into blood and smoke.

**GNAWING SWARM**

**GENERAL DIFFICULTIES:** 2/1

A group of demonic vermin-like creatures that count as a single cohesive unit. *Gnawing Swarms* are smaller and much less dense [Vile Swarms](#), and are made up of similarly strange and demonic hybridized creatures, such as spider-locusts or rat-roaches.

**Standard Pools:** Physical 1, Social 1, Mental 1

**Secondary Attributes:** Health 2, Willpower 0

**Skills:** Athletics 4; Intimidation 2; Awareness 3

**Special:** *Gnawing Swarms* take Superficial Damage from Brawl; Flame and insecticide cause Aggravated Damage and they count as having a severity 1 Baali Clan Bane. They can attempt to evade attacks with their Athletics.

Though they do little damage, they are great distractions, conferring a 1 dice penalty on targets (This penalty doesn't increase with additional Swarms). They deal one unavoidable Superficial Piercing Damage to those engulfed by them each turn. The *Gnawing Swarm* is single-minded in its pursuit, and cannot be affected by commands or intimidation.

## Level 2

### SEALING ANTIPHON

The twisting of a refrain that was once used by warriors of the church to seal demonic powers, usually as a part of an exorcism. Created by, and most frequently used amongst, the Knights of Teeth, it has since spread to other Infernalists and religious Blood Sorcerers.

**Cost:** One Rouse Check

**Dice Pools:** Composure + Blood Sorcery vs Composure or Blood Sorcery + Occult

**System:** After another character activates a supernatural power, the user may activate this power and utter a sealing hymn and rolling Composure + Blood Sorcery vs Composure or Blood Sorcery + Occult. A Win for the user seals the power used by the victim, forcing them to spend a Willpower to activate that power again, in addition to other activation costs. If the sealed power is one that has an extended duration, such as Fleetness or Prowess, the effects of that power end immediately. The user can only curse a single victim at a time with this power, and can only seal a single power at a time.

**Duration:** One night.

### SANGUINE BOND

Rooted in old sorcery, this power links the mending and destructive powers of the blood between the caster and their victim, using the restorative traits of the caster's blood to instead transfer that damage to their victim. Though not necessarily Infernalism in its own right, it is none-the-less a diabolical power that is beloved by masochists, and is rarely seen among other Blood Sorcerers.

**Cost:** One Rouse Check

**Dice Pools:** Manipulation + Blood Sorcery vs Resolve + Strength

**System:** The user rolls a contest of Manipulation + Blood Sorcery vs Resolve + Strength against a target who meets their gaze. A Win on this contest curses the victim. Whenever the user Mends damage, the amount of damage mended is dealt to the cursed individual. This transferred damage cannot be prevented, and isn't halved. A Critical Win on the contest instead causes all damage the caster currently has to be instantly mended and transferred to the target, while a total failure does the opposite.

**Duration:** Damage is transferred a number of times equal to the user's Blood Sorcery.

## Level 3

### BALEFIRE IGNITION

**Amalgam:** Oblivion 2

The ability to summon forth the ruinous matter of the Outer Dark is considered to be, among Infernalists, to be a demonstration of manipulating the same power as the Children themselves. In mundane reality this matter exists as Balefire, a life-eating flame. The knowledge of how to manifest Baleflame is usually learned through Daimonion, as written accounts are destroyed outright by other Clans.

**Cost:** One Rouse Check

**Dice Pools:** Blood Sorcery + Resolve; Difficulty 3, Dexterity + Athletics

**System:** This power requires a full turn to activate, during which the Infernalist recites an incantation in unknown tongues, at the end of which the user makes a Blood Sorcery + Resolve; Difficulty 3 Test. On a Win, all of the Infernalist's Vitae that's exposed to open air ignites in Balefire, inflicting three points of Aggravated Health Damage to anyone it touches, and an additional point of Aggravated Damage each turn until it is extinguished.

If the user wishes to throw their blood they do so with a throwing pool (Dexterity + Athletics,) and the thrown blood is treated as a ranged attack (*Vampire the Masquerade Core Rulebook, Pg. 301*). Throwing blood while reciting the incantation to ignite it in the same turn makes the throwing Test into a Called Shot.

Vampires dealt total damage by Balefire Ignition that exceeds their Resolve or Composure, whichever is higher, will immediately have to test against Terror Frenzy; Difficulty 3. If a Mortal or Vampire dies to the caster's Balefire Ignition, the caster immediately slakes one Hunger.

**Duration:** Balefire lasts until extinguished.

### ON THE NATURE OF BALEFIRE

*Balefire uses blood and flesh as accelerants, while inorganic and non-tissue materials burn much slower. Balefire can be doused or suffocated as with normal flame, but prayer and blessed water or oil will snuff it instantly. What little light it casts doesn't disrupt powers of Oblivion.*

*Balefire usually burns the color of malachite, however Azeanali and Angellis Ater sometimes conjure shadowy flames, while the Khohfilim manifest gold-white. Regardless of hue or shade it follows the same properties.*

## Level 4

### DRAUGHT OF POWER

Myths and folklore alike are filled with creatures who grow in power with every poor soul who accepts to make a deal with them. Baali with this ability are able to give a fraction of their power to another, the bargain maker growing stronger with each of the receiver's dark indulgence.

**Cost:** One Rouse Check

**Dice Pools:** - -

**System:** Drinking a Rouse Check's worth of Blood directly from the user gifts the drinker with temporary dots in Disciplines of the user's choosing equal to half the respective base Discipline's ratings (rounded down) of the donor. The drinker gains the same powers as the donor's, up to that level. Whenever the receiver of these powers sins, or in the case of Vampire receives a Stain, their Dice Pools are increased by one and the donor's Blood Potency is increased by one, both for the remainder of the night. Blood Potency gained from this power cannot exceed the donor's generation maximum (page 213, Vampire the Masquerade). For example, a Generation 12 cannot go above Blood Potency 3.

**Duration:** One night; For vampires, until the next feeding or the vampire reaches Hunger 5.

## Level 5

### BORN AGAIN

While all infernalism is an extension of the powers of the demonic lords of the Outer Dark, those with this power are even more than that. Their blood acts as a facilitating element that exists to mark those who imbibe it as vessels for possession.

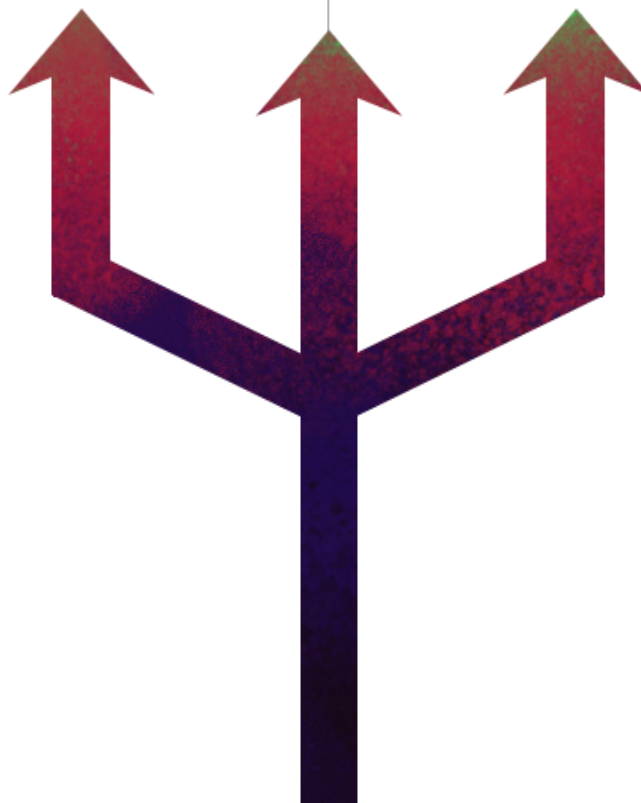
**Cost:** One Rouse Check

**Dice Pools:** - -

**System:** Any mortal that drinks even a single drop of the caster's blood becomes marked for this power until sunrise. When this power is activated, the caster chooses any number of mortals that have imbibed even a single drop of the caster's vitae this night. Every chosen mortal becomes a Marked One (Pg. 139), the type left to the Storyteller's discretion, until the end of the scene. These possessed individuals do not directly obey the caster, but are unlikely to attack the caster or put them in harm's way. Additionally, this power can be used on any of the caster's ghouls at any time if they are fully blood bound to the caster, however these ghouls still exist in that state for only a single scene.

When this power ends, average mortals will die outright, while others have their Willpower Tracker filled with Aggravated Damage, and they suffer a mental breakdown, usually becoming catatonic.

**Duration:** Mortals remain possessed for one scene.





# Oblivion

While the Lasombra and Hecata tend towards their own specialties in Oblivion, that being the Abyss and death, the Clan of Devils reaches beyond the expanse of either, using it this power as an avenue to pull forth the never-living energies of the Outer Dark, conjuring up the powers of things older than the concept of light itself, and communing with the Children of that darkness, who with infinite and unknowable intents, breach into the realms of reality with a ruinous chaos and conferring forbidden knowledge from that beyond.

Like with their beliefs of Blood Sorcery, the Baali find little difference between the two, referring to both as mere paths stemming from the inner voices of the Outer Dark; Daimonion. Because of this the union of and mastery of both these arcane Disciplines are frequently required to appreciate the full breadth of what a Baali can accomplish.

Those of the Clan of Devils that seek mastery over the dark and all the creatures in it tend to specialize more heavily in Oblivion than Blood Sorcery. Such individuals are insidious beyond measure, employing any number of unspeakable things from beyond the light of creation, or breaking the souls of the once-living on metaphysical racks of agony, contouring them into shapes that allow the void to seep in.

## Level 1

### DAIMONION

**Amalgam:** Blood Sorcery 1

Daimonion is considered to be a path of that encompasses the powers of Blood Sorcery and Oblivion, the Baali see both practices and their associated rites as parallel paths of Infernalism, and so this power is the merging of both paths into one, allowing it to be learned in either. This power is only inherently known and learned by the Baali, as it opens the Infernalist's mind to the Children of the Outer Dark, and is considered by the Baali to be the first step towards a greater understanding of the mysteries of the universe, granting one the vision to look inwards, outwards, and beyond. Merely knowing this power changes the way one perceives reality around them, the subtle influences of vice and virtue playing into the Infernalist's mind as the Children of the Outer Dark bestow forbidden knowledge and power over their blood.

**Cost:** One Rouse Check

**Dice Pools:** Resolve + Intelligence; Difficulty 2

**System:** The caster has an inherent link to one or more Child of the Outer Dark (See Pg. 151 for examples). The manner in which they might communicate, their relationship, or if they even directly know of one another's existence, varies greatly. Whatever the circumstance, this link allows the user to learn Blood Sorcery and Oblivion, and their Rituals and Ceremonies, by using Daimonion and receiving forbidden knowledge from the Outer Dark.

At any point the user may attempt to commune with the Outer Dark through a Test of Resolve + Intelligence; Difficulty 2. A Win grants a response, however the Storyteller decides exactly what an entity is willing to communicate, and the way it communicates it. As a rule, information should be scarce or confusing, sometimes even detrimental, as those that reside in the Outer Dark struggle to grasp the finer concepts of reality.

Additionally, this power also allows the user to detect moral tremors in mortal's Blood Resonance. At any time the user may make a Resolve + Awareness Test, allowing them to spot a Sinner in their line of sight for each success. This will also detect anyone with True Faith 3 or more. Discerning actual sins or vices may require prolonged observation.

**Duration:** Passive; One Scene on activation

**Dependencies:** [SIN'S GRACEFUL FLAME](#) (●)

**RAPACIOUS COMMUNION**

Holding a connection to something beyond the shroud, a user of this power may offer up the resonance of ingested blood, as well as some of their vitae, to Oblivion, their tribute awarded with vestiges of power. The exact nature of what the user is connected to may be left up to the Storyteller and the Player. For Infernalists this connection will usually be a Child of the Outer Dark, as with Daimonion, however non-infernalists who take this power, such as Hecata or Lasombra, may be connected to ancient Wraiths or some fathomless creature in the Abyss.

**Cost:** Free; One or more Hunger

**Dice Pools:** --

**System:** When the user slakes at least one Hunger and would gain a Resonance from doing so, they may offer that Hunger and the Resonance to the void. If they do this, the Resonance of that vessel is removed, as the emotion within their blood is also taken as an offering. If the offered Resonance was Intense, or had a Dyscrasia, the user gains a paradoxically "intense" lack of Resonance, conferring a bonus die to their Oblivion pools.

Additionally while the user holds no Blood Resonance, they can see in complete darkness without penalty, though this confers no further effects as with powers of Oblivion's Sight or Eyes of the Beast.

**Duration:** Passive.

**Dependants:** [DESPERATE CRY](#) (●), [BECKON THE BROKEN SOUL](#) (●●●)

*Level 2***CARRION BANQUET**

**Amalgam:** Fortitude 1

Through this technique a vampire can slake additional Hunger when feeding from a human corpse, and they can feed on corpses reanimated by Ceremonies of Oblivion, siphoning the very power and Vitae used to raise them. Ventrue cannot take this Discipline.

**Cost:** Free

**Dice Pools:** --

**System:** The vampire counts their Blood Potency as two levels lower in regards to penalties to slaking Hunger from corpse and bagged blood. A user without the Iron Gullet, or similar, Merit must roll Stamina + Resolve; Difficulty 5, with the Difficulty reduced by their Fortitude Rating. Failure causes the user to slake no Hunger, and retch the blood back up.

**Duration:** Passive

**Dependants:** [GLUTTON'S INSIGHT](#) (●●), [REPULSION OF CORPSES](#) (●●)

**SOUL SWAP**

**Amalgam:** Blood Sorcery 1

An ancient power of mesmerism intertwined with spellcraft. This power peels away the outer layer of the user's aura and the outer layer of another's aura, and swaps their places. Those who look upon the user with supernatural powers of sight will instead see the stolen aura, however when they look upon the victim of this power, they will see the user's aura.

**Cost:** One Rouse Check

**Dice Pools:** Manipulation + Oblivion

**System:** When activated, the user chooses a victim in their line of sight and makes a test of Manipulation + Oblivion; Difficulty equal to the victim's Composure. On a Win, the supernatural aura of the user and the victim is swapped between them. Various Auspex powers, such as Scry the Soul, or any other similar powers, that are used on either the caster, or the victim they swapped with, will give results as if they were using the power on the other in the pair. This power holds steady under most supernatural scrutiny, but a Critical Win made on an Auspex power will see through it.

At the Storyteller's discretion this power may also result in other strange events, such as the user being momentarily mistaken for the victim, supernatural effects such as curses on the victim affecting them instead, etc. This is a powerful ability, and its nature should in no way be without risk.

**Duration:** One night; One lunar cycle on a Critical Win

**Dependencies:** [BAPTIZE THE UNWORTHY](#) (●●)

## Level 3

### CLINGING AFFINITY

**Amalgam:** Presence 3

An ancient power, honed in tandem with an ancient scribe who became seduced by the allure of the abyss. This power is said to be his desires, reflected back from the ocean of Oblivion, conjuring a captivating gloom that draws in the beauty of despair to envelope targets in a mesmerizing embrace of shadow that impedes their movements.

**Cost:** One Rouse Check

**Dice Pools:** Intelligence + Oblivion

**System:** The user spends a full turn to release a dark mass from their own shadow that glides towards the target with an almost hypnotic grace. This mass can be dodged as per the rules of a normal ranged attack.

Upon contact, the target is enveloped in a velvety, shadowy weight that doubles the dice penalty of Minor Actions and reduces their Athletics pools by 1. Victims may make a Test of Resolve + Composure (Difficulty equal to the user's Presence) to shake the shadow off.

**Duration:** One Scene; Until broken from.

### NIGHTMARE THEATRE

**Amalgam:** Presence 2

A power that causes a victim to glimpse sporadic nightmarish visions that erode their mental state. Many have used this power as a distraction to deflect suspicion away from themselves, and to mercilessly haunt the waking hours of a hapless victim.

**Cost:** One Rouse Check

**Dice Pools:** Manipulation + Oblivion

**System:** The user chooses a victim in their line of sight, and activates this power, making a test of Manipulation + Oblivion; Difficulty 3 + target's Fortitude rating if they have Unswayable Mind. A Win on the test afflicts the target with a pangs of Oblivion's nightmarish influence, in combat they take Superficial Willpower Damage every turn, for a number of turns equal to the user's Presence rating, outside of combat they take Superficial Willpower Damage equal to the user's Presence rating over the course of the scene instead.

**Duration:** Variable; One Scene

**Dependencies:** [THE BELL OF GOMORRAH](#) (●●●●●)

## Level 4

### PAROIDOLIAN

**Amalgam:** Blood Sorcery 2

Those who have this power find that their shadow becomes occupied by an entity from beyond the veil with a will of its own, allowing it to exert infernal power through a method not too dissimilar to the Lasombra's practices of Obtenebration. A user of this power will have a shadow that appears demonic in silhouette at times, acting out its own dark designs.

**Cost:** One Rouse Check

**Dice Pools:** Manipulation + Oblivion

**System:** This power passively causes the user's shadow to become a separate entity, with its own aims and desires, referred to as a Pareidolian. At any time the user may activate this power and offer a Rouse Check's worth of their blood to the Pareidolian, which is pulled directly from them, to verbally or telepathically command the Pareidolian to obey for a scene.

When the user desires the Pareidolian to perform a task, they make a test of Manipulation + Oblivion. More successes allow for more elaborate actions to be carried out, with one success being something simple, such as opening a door, and four being something complex, such as hijacking a vehicle to crash. In combat situations, the user adds their Oblivion to the resulting damage from successful attacks. The Pareidolian cannot be harmed by anything other than Sunlight, other incorporeal powers of Oblivion, objects and powers of True Faith, or something similar, and gains access and benefits from certain other powers of Oblivion that the user has, such as Arms of Ahriman and Shadow Cast.

**Duration:** The Pareidolian can be commanded for a single scene.

**Dependencies:** [PROFANE EDGE OF DEPRAVITY](#) (●●●●)

## Level 5

### HELL'S YAWNING MAW

**Amalgam:** Blood Sorcery 2

At the pinnacle of their power, an infernalist can tear open a hole in creation, allowing the Outer Dark to flow through as a torrent of infernal horror that sews terror and fear, leaving a wake of unmitigated destruction on both the physical space, and the minds of those that witness it.

**Cost:** Two Rouse Checks and gain one (or more) Stains

**Dice Pools:** Resolve + Blood Sorcery

**System:** The user makes a roll of Resolve + Blood Sorcery, making their Rouse Checks and tearing open the way for the Outer Dark's infernal majesty to pour forth. Everyone other than the caster who witnesses this event, even with a short glimpse, takes Superficial Willpower and Health damage equal to the number of successes (these are both halved as normal). Those killed in the presence of Hell's Yawning Maw immediately explode in a sickly green flame as a Balefire Hellion screams into being.

Practitioners of Blood Sorcery and Oblivion can attempt to close Hell's Yawning Maw with a Test of Blood Sorcery or Oblivion + Occult; Difficulty equal to the number of successes on this power's initial activation.

**Duration:** Hell's Yawning Maw lasts until dawn or until ended earlier by the user.

**Dependants:** [REPULSION OF THE FALLEN](#) (●●●●●)



## BAELFIRE HELLION

**GENERAL DIFFICULTIES:** 3 / 1

An elementary creature born somewhere in the Outer Dark that manifests as a semi-intelligent mass of green flame. They can hardly be considered to be alive by the standards of our mundane reality, and are not subject to many powers that would affect a living or undead being.

**Attributes:** Physical 8, Social 2, Mental 2

**Exceptional Dice Pools:** Manipulation 7; Intimidation 6; Occult 10

**Secondary Attributes:** Health 8, Willpower 6

**Special:** Balefire Hellions are semi-physical beings wreathed in Balefire, which follows the System for its damage listed under [Balefire Ignition \(Pg. 19\)](#). They take damage as vampires do, and count as having the Baali's Clan Bane at Severity 3.

Though they have an appearance that varies widely, all Balefire Hellions can move unhindered up sheer surfaces, are immune to fire, and can spend a point of Willpower to burn their way through any mundane matter, regardless of its resistance to heat. Disciplines used by the Balefire Hellion are not Vampiric in origin, and should be treated as demonic equivalents that are activated by it spending Willpower in place of Rouse Checks. At the Storyteller's discretion, a Balefire Hellion may have additional demonic traits or Disciplines based on their summoner's Demonic Patron.

### PESTILENCE

A technique of old Mortis, coiled in upon itself through Azaneal's Infernalism. The Necromancer projects a draft of necrotic wind that withers and rots all in its path. The sickly and those already at death's door are immediately undone, as their soul is pulled free from its mortal shell, and their bodies rise.

**Cost:** Two Rouse Checks

**Dice Pools:** Oblivion + Resolve

**System:** Upon activation, the user makes a basic gesture and pays the cost, releasing a draft of bitter-smelling wind that deals Superficial Damage equal to the caster's Oblivion + Blood Potency. Weak and Average Mortals are killed outright, as well as Mortals with three or less unmarked Health boxes. This wave can be evaded like a typical ranged attack with Dexterity + Athletics; Difficulty 3, following the same rules for cover. Mortals that die from this power are immediately reanimated as Pestilent Dead.

**Duration:** Variable

## PESTILENT DEAD

**GENERAL DIFFICULTIES:** 3 / 1

Said to be the result of Azaneal and Nergal's disdain for weakness. These hapless dead were employed by both when they claimed the title of Shaitan, sending them out into the wilds to terrorize the living and the dead alike.

**Standard Pools:** Physical 4, Social 0, Mental 0

**Secondary Attributes:** Health 6, Willpower 0

**Exceptional Pools:** Brawl 6, Intimidation 5

**Special:** Pestilent Dead take damage as vampires do, except they are immune to Sunlight. They cannot heal or mend damage, cannot be mentally dominated or influenced as they are bound to the will of their creator. They do not need eyes or ears to perceive everything around them as someone with unimpeded vision and hearing might. Bites from Pestilent Corpses inflict Necrotic Plague.



## Rituals of the Baali

**M**uch of the knowledge of the Baali is cyclical, being lost and relearned as the millennia turn. Dark grimoire are lost, along with their authors, while a thousand years later a Thin-Blood on Blackburn gazes into a profane cosmos beyond sight, and repeats every line of the book, work-for-word, to a nest of Baali patrons. The truth is that knowledge to the Baali is never truly lost –At least it is only until one of the Devils goes looking for it, asking the wrong things the right questions. The reality is that non-existence of a grimoire is hardly a hurdle for an accomplished Infernalist, because their craft is almost wholly concerned with conjuring something from the nothing of the Outer Dark.

For those outside the Clan of Devils, the Baali's processions for binding and seeking aid from demonic powers are incredibly rare. Some survive through Elder Baali, hidden libraries, or demonic patrons for a price. Rumors suggest that the remaining members of House Goratrix have the largest collection of Dark Thaumaturgical Rituals, though they deny it fervently.

Unlike other Clans with a singular Ritual tradition, the Baali use highly structured spellcraft to draw raw power from dimensions beyond mundane reality. Mastery of their unique Blood Sorcery is essential to harness their full potential with their Ceremonies sometimes requiring both a sufficient mastery of Oblivion *and* Blood Sorcery.



At character creation, a player can choose a Level 1 Blood Ritual if they have at least one dot in Blood Sorcery. The same is true for having at least one Level in Oblivion, granting a Ceremony so long as the Character has the prerequisite power. Blood Rituals and Ceremonies of Oblivion are both purchased at an Experience Cost of their Level, multiplied by 3. Learning new processions, that is Rituals and Ceremonies, requires both experience and time. If the Character has taken Daimonion, they can communicate with a being of the Outer Dark to attempt to get the details of a procession and how to perform it.

**NOTE:** Past and future products may contain Oblivion Ceremonies and powers that complement those presented here. The Storyteller may use alternate prerequisite powers if these books are available, or if they simply don't like the requirements.

Unless otherwise noted, performing a Ritual or Ceremony requires a Rouse Check, five minutes per level to cast, and a winning a Test of Intelligence + Blood Sorcery for Rituals, or Resolve + Oblivion for Ceremonies. The Difficulty of the respective procession tends to be its level + 1.

Processions usually require additional ingredients or sacrifices to mingle the caster's vitae with. Unless otherwise stated the caster can only perform beneficial effects of these processions on themselves. In the case of Ghouls and Thin-Bloods, as well as other sources that might provide them, temporary dots in Blood Sorcery do not provide the ability to learn or perform Blood Rituals, with the same being true to temporary dots in Oblivion.



# Blood Sorcery Rituals

## Level 1

### SENSE THE TOUCHSTONE

The Baali are feared and despised in equal measure by Kindred society at large, in no small reason for them to suss out the most important information, or a Kindred's most vulnerable pain points. They especially have a knack for finding what Kindred deeply care about and using it towards their own goals. This Infernal Ritual is one of the most effective methods of tracking what they care about.

**Cost:** One or More Rouse Checks

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 3)

**Ingredient:** A deadman's gallstone, the blood of the target, Balefire

**Process:** The caster obtains the blood of a target, cuts their palm and grasps the gallstone firmly in their grip, before submerging their closed fist into a plume of Balefire. They pledge their allegiance to their dark god, or anything else in the Outer Dark that might listen, and beg assistance in finding the Touchstone of the target in the tongue of old over the course of an hour. As this happens the caster makes their Ritual Test.

**System:** If the Test is passed, the Balefire will be pulled into the gallstone, turning it into a Soulstone. After this the stone is prepared, and may be placed in the blood of a target to attune it to their soul. After this it will glow and heat in intensity based on proximity to one of the target's Touchstones, with closer being brighter and hotter. When very close the stone will ignite in Balefire.

At any time the caster can make a Rouse Check and a Test of Manipulation + Occult; Difficulty 4 to cause a Balefire ember to flicker from the stone and meander for a moment in the general direction of a Touchstone, though it will give no indication of distance.

**Duration:** The Soulstone remains attuned for five nights, but can be "recharged" or re-attuned to another at any time with fresh blood from the intended target.

### BOTTLE CATCH

A form of vaguely apotropaic magic that can 'catch' the sorcerer's powers and allow them to be used in traps.

The Bottle Catch is used primarily by more "pagan" Blood Sorcerers outside of the Tremere Pyramid, such as those within House Carna and Goratrix. However Infernalists in the Clan of Devils are especially devious at catching their powers within and setting traps for others.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 2 of 4)

**Ingredients:** A glass bottle, raw meat, human hair, red wine, rosemary, needles and pins

**Process:** The caster must first choose to perform it at Difficulty 2 or 4, with the result and function of the Ritual varying based on choice. The bottle is filled halfway with the meat, and then left out from sunrise to sunset to capture flies. During the subsequent night the bottle is filled with the remaining ingredients, and the caster makes a Rouse Check to ferment the concoction.

**System:** The caster chooses a Blood Sorcery or Oblivion power that they know, then hangs the Bottle Catch somewhere. Whenever an individual other than the caster nears the Bottle Catch, it will burst, and execute the chosen power as if the caster had used it themselves. If done at Difficulty 2, they must pay the associated costs upon activation. If done at Difficulty 4, the costs can be paid upon choosing the power for the Bottle Catch instead.

When a Bottle Catch executes a power that has a target, it will always target the individual that triggered it. These powers follow all the typical systems of the power used. If the chosen power simply wouldn't work as a trap-like effect or has an invalid target (such as a power that only affects Mortals targeting a Vampire), has other requirements to be executed (Such as biting), or simply wouldn't work as a triggered effect (as with as Rapacious Communion). The maximum number of active Bottle Catches someone can have prepared is equal to their Occult, buying a Specialty for Bottle Catch in Occult counts towards the maximum.

**Duration:** One Night; Vile Swarms last a maximum of three turns, even while chasing.

### CURSE OF THE WALKING BODY

A ritual that was created when a Goratrice Apprentice attempted to emulate the Ceremonies of Oblivion with Dark Thaumaturgy. This ritual curses a victim to appear to have no pulse, a body temperature that will lower by the hour, and their skin will pale and become deathly in appearance.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 2)

**Ingredients:** A human corpse, possibly a picture of a mortal, a small concoction of blood from the victim, phlegm, and bile.

**Process:** The caster must concentrate on the victim in their line of sight, or on a picture of the victim, while pouring the concoction over the corpse. On a successful Ritual Roll, the vitae will absorb into the corpse as if it were a sponge. After this, the corpse must be placed somewhere within a hundred feet of where the victim sleeps.

**System:** The curse will take effect when next the victim sleeps for at least an hour. No examination or technology will display any metrics or readings of life within the victim, such as pulse or brain activity, and they will leave no fog when breathing on a surface. When unconscious, they will be indistinguishable from a corpse. If used on a vampire, Blush of Life will have no apparent effect.

**Duration:** Curse lasts until sunrise. A Critical Win on the ritual roll increases the duration to the sunrise after next.

### SHEPHERD'S VIGIL

This ritual enables the caster to mystically know the location of all members of their Herd if they have one.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 2)

**Ingredients:** A wholly glass object (usually a Crystal Ball) that is completely clear, at least one Dot in Herd.

**Process:** The caster raises the object to each of their eyes, three times each, then Rouses the Blood, murmuring a quiet mantra of vision.

**System:** On a Win, and as long as the caster looks into the glass object, they will subconsciously know the direction of each member of their Herd that they've fed from at least once in the past, and how far they are from the Vampire's current location.

**Duration:** One Scene

### WARD AGAINST THEFT

A rather simple, but effective, Ward that harms those who attempt to take something that isn't theirs. It was created in a single evening by Magister Shaw of the Detroit Chantry after defecting neonates began trying to abscond with Chantry property.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 2 or 4)

**Ingredients:** The Caster's Blood, a glass pen, and an iron key

**Process:** The caster dips the pen into their blood and concentrates for five minutes while holding the iron key in their hand, then writes a some form of signature for themselves with the blood. This signature vanishes, and will be visible only to those with Sense the Unseen or similar powers. For the higher Difficulty variant, the caster must have three iron keys on a silver keyring.

**System:** When anyone but the caster attempts to take the Warded object without the caster's permission more than 5 yards/meters from where they found it, the caster makes their Ritual Test. A Win activates the Ward and the thief takes 1 Aggravated Health Damage, or 3 Aggravated Health Damage on a Critical Win, a Win on the higher difficulty variant allows the caster to mentally know the direction of the stolen object. The Ritual Test need only be made upon activation, and upon being activated, remains so regardless of multiple or repeat activations. Those affected by this Ward must make a Stamina + Resolve; Difficulty 4 (or 7 if the Ritual Test was passed a Critical Win) and spend a point of Willpower, to attempt to steal the object again. A Win on this test does not prevent the resulting Aggravated Damage.

**Duration:** Lasts until the warded object is physically destroyed, or the Ward is undone through some other mystical means.

### WARD AGAINST DESTRUCTION

A simple ritual that makes an object more durable.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 2)

**Ingredients:** An object, vitae, a human humerus bone

**Process:** The caster holds the object in one hand, and hits it with the humerus bone as hard as they can, three times, making their Ritual Test on the last hit.

**System:** A Win makes the object as durable as steel, regardless of material, a Loss may break the object on the last hit. This ward vanishes automatically when the is worn by an animate being, and as a result cannot be used on clothing or similar objects, but can still be used on something held.

**Duration:** One Scene

## Level 2

### BAPTISE THE UNWORTHY

There is power in the wretched desires of the kine, and through careful guidance one can cultivate such wretchedness into delicacies of their blood as their sin ripens through a ceremonial baptism in tainted blood. This procession is one that stains an individual's blood with sin, changing it at a fundamental level so that it becomes a bridge to delights beyond. When that blood is consumed by a Cainite, it grants power in the form of a Dyscrasia.

**Cost:** One Rouse Check

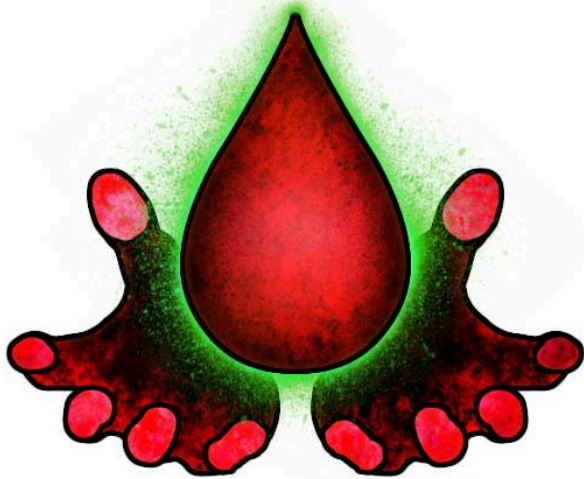
**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 3)

**Ingredients:** A Sinner; A vampire with Humanity 5 or lower.

**Process:** The infernalist must find a sinner, preferably one that has overindulged in their chosen vice. Two Hunger worth of blood is taken from the sinner, which is then mixed with a Rouse Check worth of blood from the caster. The caster then whispers dark incantations in a tongue unknown even to them, as they pour the mixture over the sinner, and make their Ritual Test.

**Duration:** Those baptized keep their Dyscrasia for one Lunar month.

**System:** On a Win the sinner becomes baptized in their vice, imbuing their blood with an Infernal Dyscrasia. This Dyscrasia can be tapped by slaking at least three Hunger worth of blood from the Sinner. If a vampire taps an Infernal Dyscrasia more than twice in a lunar month, they become addicted to it, and once it is gone they are burdened with a negative effect. These Infernal Dyscrasia will have one of the following effects depending on the Sin that best represents the Baptised.



SIN	EXCESSIVE USE	BENEFICIAL EFFECT
Wrath/ Envy	Whenever you make a Physical or Social Combat Contest, you always Blood Surge an associated Attribute.	You deal +2 damage to those you have perceived to have wronged you.
Sloth/Lust	Your tongue to silver (Lust) or makes you visibly bloated.(Sloth)	You may reroll any Dice Pool once when made to convince others to do something for you and reduce associated Difficulties by 1.
Greed/ Gluttony	You gain only sustenance from blood when you drain a prey entirely of their blood	Regain a single willpower for each two dots worth of hunger slaked
Pride	Gain -2 on any social rolls with people who consider themselves equal or superior to you	This Dyscrasia gives you the ability to reroll an entire dice pool once at the cost of a Stain.

### CURSE OF THE CHRONE'S PRIDE

An ancient curse, said to pre-date Blood Sorcery from some lost age. This Ritual curses an individual with a hideous and repellant countenance.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 3)

**Ingredients:** Preserved Blood from the victim, foot or toe fungus, road kill

**Process:** The caster drinks the preserved blood and mutters their disdain for ten minutes before making their Ritual Test.

**System:** On a Win, the victim loses all positive Appearance Merits and loses one die on all Social Pools that don't involve Intimidation. The exact nature of why the victim is so repellant is left to the Storyteller or the Players, however the general baseline is repugnant odor, a very sickly countenance, or a voice that constantly cracks in deafening shrill tones. Nothing can be done to mitigate this Ritual's effects while it persists, with attempts usually doing nothing, or just making the repellant appearance worse.

**Duration:** One night maximum; Variable.

## Level 3

### DEATH PACT

Many cult leaders survive through the hearts of their followers. This Ritual makes that more literal, using the blood bound and powers of Dark Thaumaturgy, an Infernalist with access to this blood rite binds their physical constitution to that of their most devout followers, causing harm that would be inflicted upon the caster to instead kill one of those followers.

**Cost:** One rouse check and one or more superficial damage

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 4)

**Ingredients:** A dagger, one or more Blood Bound mortals each with something that serves as a link to their own life and one or more strips of the caster's flesh

**Process:** The caster gathers one or more morales Blood Bound to them, with each offering a psychological tie to their old life, such as a photo album, their wedding ring, or even their best friend. The caster douses the dagger in a Rouse Checks worth of their own blood, and cuts across each offering to symbolise it being cut from the mortal's old life, and then cuts out a piece of their own flesh, for each mortal, inflicting at least one Superficial Health damage. These strips of flesh are presented to the mortal, who then consume them as the caster makes their Ritual Test.

**System:** On a Win, each offering is quickly subsumed into the void. From this point forward, whenever the caster is dealt Superficial damage, one of that damage is transferred to one of the hearts of a living mortal in a Dark Pact with the caster instead, killing them instantly as their heart is torn apart. Performing this ritual again removes all previous individuals the caster was in a pact with.

**Duration:** Until all mortals are dead or until the Ritual is performed again.

### WINGS OF HALPHAS

A killing ritual that calls on a Child of the Outer Dark, supposedly the Goetia demon Halphas, who supplies weapons and ammunition to those who call on his aid. The Children of Haqim and the Camarilla Houses of the Tremere recognize this Ritual as Dark Thaumaturgy, and despite its efficacy, refuse to employ it.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 4)

**Ingredients:** A drop of the victim's blood, pungent incense, bullets or a weapon, salt, a pint of blood, the largest tail-feather of a pigeon

**Process:** The caster mixes the blood and salt into a paste, then draws a small circle of power, calling on the aid of the Outer Dark to bring harm while lighting the incense and offering the weapon or bullets and then finally dipping the pin of the feather into the drop of blood. If the user has Daimonion or Rapacious Communion, either can be used during the Ritual to add two automatic Successes to the Ritual Test before it's made.

**System:** On a Win the feather will levitate towards the target, winding around obstacles to find a path until it will attempt to strike the victim in the neck. If the target victim is in a space that the feather cannot enter, it will simply strike the nearest surface, and the effect will end. The feather cannot alter its velocity, and if stopped or struck, the effect is ended.

The feather is treated as a ranged attack, however the victim gets no bonus for defense outside of total cover. Victims with powers like Rapid Reflexes can attempt to dodge the feather with their evasive pool against the number of successes from the Ritual Test. Malkavians and other Clans with Premonition, can attempt to evade with Wits + Auspex instead. On hit the feather deals Superficial Piercing Damage, equal to the caster's Blood Sorcery Rating. If the Ritual was passed with a Critical Win, it deals its damage as non-halved. The feather can travel a maximum distance of one mile over sixty before it loses impulse and becomes inert.

**Duration:** The feature will fly for one minute maximum, or until its movement stops.

## Level 4

### NOTATUM UNUM

The creation of possessed mortals has long been a mainstay of Infernalists. These "Marked Ones" as they're called, are both powerful allies, and extremely good distractions, with many of the younger Cainites of the modern nights usually going so far as to simply think of them as an Infernalist proper –Which in some cases isn't so far from the truth.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 5)

**Ingredients:** A mortal fully Ghouled by the caster.

**Process:** The Infernalist feeds a Rouse Check worth of their Vitae to a Mortal, scratching an infernal sigil into their flesh while whispering a summoning chant to call upon the Outer Dark. They then make their Ritual Test. A Win binds the victim to the Outer Dark, and their Déchéance rating will increase by 1, further increasing by 1 more each subsequent sunset. A Critical Win sets their Déchéance to 5. Weak and Average Mortals cannot resist this power without surrounding themselves without the assistance of holy intervention; Others can resist with a Stamina + Resolve; Difficulty 4 Test. Mortals with True Faith are completely immune to its effects.

**System:** At 5 Decheance, the individual becomes a possessed Marked One associated with the Infernalist's diabolic aesthetic, or an associated Demonic Entity. This completely changes their Stat Block to that of the chosen Marked One. They will obey the caster's commands, but otherwise have their own free will. The caster can only control a number of Marked Ones created by this Ritual equal to their Blood Potency. Creating more beyond this causes the older Marked Ones to become fully autonomous.

Additionally the victim might momentarily regain control of their mind and body at pivotal moments, such as in the defense of a loved one, or in the presence of expelling holy powers, such as those wielded by Faith Hunters.

**Duration:** Possession lasts until the Mortal is destroyed or the possessing will is expelled in some way.

### DOORS TO EVERYWHERE

A ritual developed by a forgotten, nameless, thing. This rite threads the portals of all passages between themselves, allowing the user to open any door in their Haven, to any other room in their Haven.

**Cost:** One Rouse Check

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 5)

**Ingredients:** An hourglass, a blank piece of vellum, a sewing needle, enough black thread to connect every doorway in the caster's Haven, and the caster's Vitae.

**Process:** The vellum is stained with the caster's Vitae and folded three times in equal measurements, then placed under the hourglass. The caster then presses the needle through the back of their hand, out the other side, and through the vellum. Once all the thread is pulled through both the hand and vellum, the caster flips the hourglass to allow the sand to pour and makes their Ritual Test.

**System:** On a Win the caster can pass through a doorway in their Haven and arrive at any other room also present in their Haven, regardless of if they're actually connected, as if they have walked through the doorway in one room, and out another in the room they wish to move to. Others can attempt to follow the caster with Resolve or Blood Sorcery + Occult Test; Difficulty 5. On a failure they merely arrive in the room normally connected by the door.

**Duration:** One night. If the Hourglass is knocked over or destroyed, the effect ends immediately.

## Level 5

### WARD AGAINST OBLIVION

Created by Baali who were fleeing the dark army of the Azaneali. This exceedingly rare ward insulates a perimeter against the powers of the dark and all entities associated with them. Though this is a wholly Baali invention, it is sometimes, curiously, seen as part of the defense matrix of older Chantries which have a history of dealing with the Lasombra or Giovanni. Few modern practitioners of Blood Sorcery outside of the Clan of Devils even know it exists at all.

**Cost:** One-to-Three Rouse Checks, One or More Willpower

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 6 for Basic or 7 for Circle Variant)

**Ingredients:** Caster's Blood, a mirror. Circle Variant requires a wild rose.

**Process:** This Ritual can only be performed during daylight hours. Remaining awake during the day requires 1 Willpower for the basic Ward, and 6 for the Warding Circle. High (7 or more) Humanity may reduce this amount.

The caster spreads their Blood over a mirror and chants, visualizing protection from the dark. The Blood will turn reflective after five minutes, almost chrome-like, and can be used to ward an object. If the Circle Variant is performed, a Wild Rose is dipped into the reflective blood and used to draw the Circle. Especially large perimeters (such as a manse) may require more of the caster's blood.

**System:** When a creature or being of Oblivion attempts to touch or interact with the Warded object, or pass into the Warded space, the caster makes their Ritual test. On a Win, the creature takes 1 Aggravated Health Damage, or 3 Aggravated Health Damage on a Critical Win. The Ritual Test need only be made upon activation, and upon being activated, remains so regardless of multiple or repeat activations. This Ward effects, Wraiths, Animated Dead, Arms of Ahriman, Tenebrous forms typical to Lasombra Elders, Paradolians, Marked Ones, and manifestations of Demons. Constructs of Oblivion, such as Arms of Ahriman, are destroyed outright, while those more durable must make a Stamina + Resolve; Difficulty 4 (or 7 if the Ritual Test was passed a Critical Win) and spend a point of Willpower, to touch and manipulate the object or proceed beyond the threshold of a Warding Circle. A Win on this test does not prevent the resulting Aggravated Damage. This ward affects even the caster's own creations and powers of Oblivion.

**Duration:** Wards last until the object is physically destroyed, or the Ward is undone through some other mystical means.

### BAAL'S PITHOS

Considered to be one of the most dangerous processions, rarely known outside of the most accomplished Infernalists, the Pithos is a construct that comes in innumerable shapes defined by its creator; An ornate sigil, puzzlebox, violin, or some kind of miserable stone obelisk. When approached, or disturbed, this construct acts as a beacon to the Outer Dark, and to its creator, tempting, twisting, and eventually embracing a victim into a Baali Apostate.

**Cost:** Three Rouse Checks

**Dice Pools:** Ritual Test (Intelligence + Blood Sorcery; Difficulty 6)

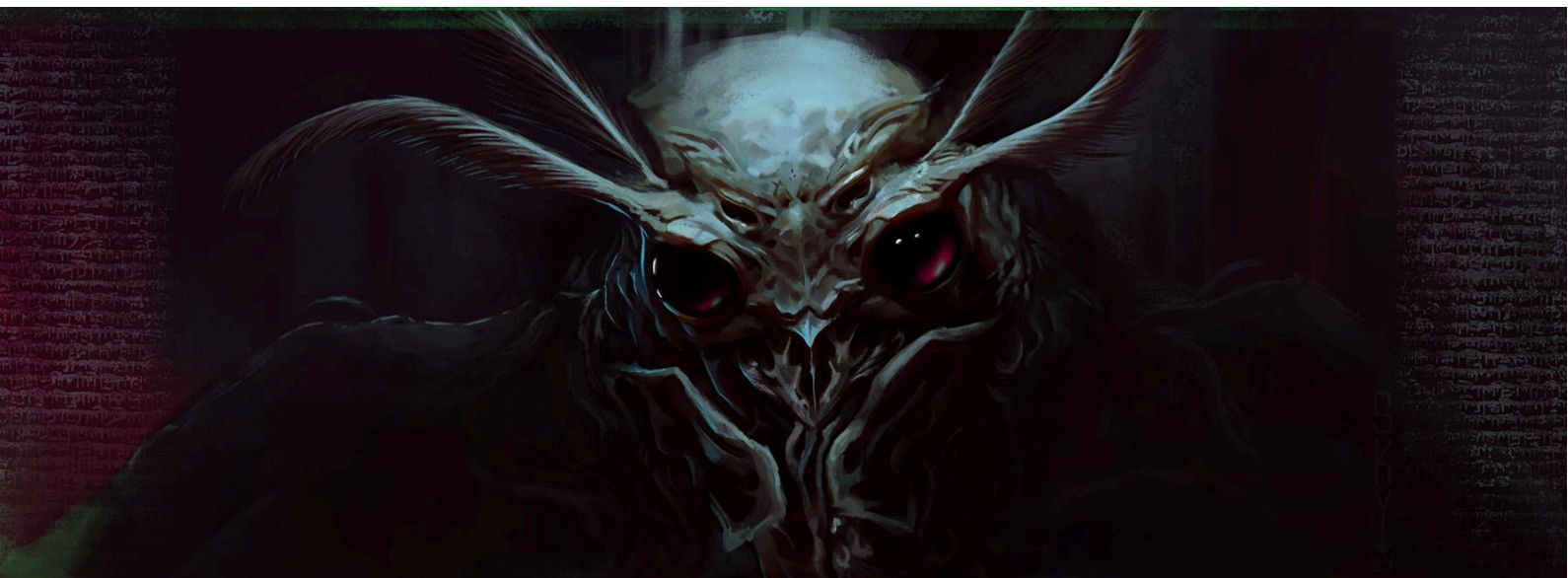
**Ingredients:** An elaborate Construct; Object with value that requires of Resource 3 or created in a Test with Difficulty 4, a Sigil or other demonic iconography made with a Test of Intelligence or Resolve + Occult; Difficulty 4. The tongue of an ambitious man, the skin of a prideful woman, and the eyes of a curious fool.

**Process:** If using an object as a Construct, it is submerged in Baelfire, if creating an iconographic Construct, it is seared into the surface using Baelfire. After this the caster sings to the Children of the Outer Dark for six hours. On the second hour the tongue is cast into the Baelfire, on the forth the skin is cast, and on the sixth the eyes are cast. When each organ is cast, the caster must also cast in an accompanying Rouse worth of their vitae, on the final Rouse the caster makes their Ritual Test.

**System:** On a Win, the nature of the Balefire changes, turning a sickly purple and giving off abyssal cold, rather than heat, as it slowly soaks into the chosen Construct, and it becomes tied to the Outer Dark. Through it the Children can whisper their intentions and grant gifts to non-Baali postulants, in order to tempt them. Additionally, the Baali can use most mental Disciplines through this Construct as if it were a part of them.

When touched by such a Postulant, the caster instinctively knows where the Construct is, and may make a Test of Resolve + Occult; Difficulty 3 to see a flash of the general area around the Construct, and who touched it, while a Critical allows the Baali to watch from a distance for the scene. The postulant will also be compelled to spill blood upon the Construct, and may resist with a Test of Current Willpower; Difficulty 3 if they desire. Once seen, the Construct will whisper quiet promises and ask for offerings, granting demonic gifts in return (Continued on next page).

<b>INTERACTION</b>	<b>OFFERING</b>	<b>GIFT</b>
First	A Drop of Blood.	Ability to use Daimonion for the remainder of the night. Provides no increase in Blood Sorcery. Additional payments of blood grant this power at any time.
Second	Blood of an evil dead man.	An incredibly useful secret.
Third	A live mortal. If this offering is not made, then upon waking each night, the Postulant will need to test for Fury Frenzy; Difficulty 4.	The ability to gain a single <b><u>DEMONIC ENDOWMENT</u></b> .
Final	A Drop of Blood.	The Postulant's Health Track fills with Aggravated damage, however the construct will keep them alive for the remainder of the scene. The initial caster's blood will begin to pour from the Construct, if they drink from this they will become a Baali Apostate, and become Blood Bound to the caster. If they refuse to drink, the Apostate suffers Final Death. In any case he Construct resets to the first stage after this step.





# Oblivion Ceremonies

Ceremonies each have a prerequisite, though unlike Ceremonies of Oblivion seen elsewhere, the Baali's Ceremonies sometimes call for a power known within Blood Sorcery, or may simply require a certain level of Blood Sorcery, as is the case with Gift of the Blood Pearl below. Though Baali considers Blood Sorcery and Oblivion to be one in the same, there's no denying that the dark half of Daimonion requires a significant investiture of the caster's mental fortitude, to the point that Stains are much more common.

As a reminder, getting a 1 or a 10 on a Rouse Check for any Ceremony of Oblivion inflicts a Stain on the user, as glimpses of vast terrible uncreation rake their soul in flashing fits of misery.

## Level 1

### GIFT OF THE BLOOD PEARL

**Prerequisite:** [BLOOD SORCERY 1](#)

Created by Cappadocians as a round-about way for less knowledgeable or experienced Necromancers to animate the dead. Though this Ceremony still requires a degree of Necromantic knowledge, as well as basic insights into Blood Sorcery, it can be studied and learned in as little as two nights. In the modern nights the instructions for the procession have become so succinct, that a single page of scribbling is enough to describe the process in full, and teach it to others. Despite this, it remains a rare Ceremony to keep its value high.

**Cost:** One or More Rouse Checks

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 2)

**Ingredients:** The Necromancer's Vitae, a corpse.

**Process:** This Ceremony takes eight hours to perform. At the start of the performance the caster spills one or more Rouse Check worth of their own Vitae into their cupped hand (or hands), then wills the animating powers of their blood into a catalyst of necromancy.

**System:** At the end of the process, the Vitae concentrates into one semi-opaque, perfectly round, red gem for each Rouse worth of Vitae used. When placed into a corpse's mouth, the Necromancer makes their Ceremony Test. A win causes the corpse to animate immediately into a [Diseased Corpse](#) (Pg. 137). There is no cost when putting the Pearl into a corpse's mouth to activate the effect.

**Duration:** Blood Pearls last one week or until used, whichever comes first; Diseased Corpses last until the end of the Scene.

### GLUTTON'S INSIGHT

**Prerequisite Power:** [CARRION BANQUET](#) or [RAPACIOUS COMMUNION](#)

A ceremony created by the Nosferatu Ductus of a Nomad Pack, who would ritually feed on the flesh of his victims to attain a form of carnal enlightenment, and attempt to absorb their strength and knowledge. Especially thin or small Cainites may struggle to perform this ceremony, as it requires ingesting a great deal of a victim's flesh.

**Cost:** One Rouse Check

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 2)

**Ingredients:** One or more corpses.

**Process:** The user spends the better part of a scene gorging on the flesh and bones of one or more corpses, eating at least ten pounds from each, before making their Ceremony Test.

**System:** A Win allows the user to gain specific knowledge from the victim, such as a safe combination, where they hid an object, or who they snitched to. A larger margin of Success allows for greater clarity or understanding of the knowledge gained, while a Critical Win also slakes a point of Hunger and restores a point of Willpower. If the test is failed, the user instead gains completely random, and generally useless, knowledge. The sudden realization of the victim's shoe size, their favorite flavor of gum, a childhood pet's name, or what they last ate at Denny's are all good examples.

**Duration:** Knowledge gained fades after two nights unless recorded via other means.

### DESPERATE CRY

**Prerequisite Power:** [RAPACIOUS COMMUNION](#)

An Infernalist, fleeing hunters, makes a swift pact with the Outer Dark to mend their flesh, but the quick fix comes with a heavy cost.

**Cost:** Aggravated Willpower Damage equal to Bane Severity.

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 2)

**Ingredients:** None.

**Process:** The user gets down on their hands and knees and spends a full turn, during which they cannot defend or take any other action, to call upon the fabric of the Outer Dark to mend their physical form, speaking in tongues, as they make their Ceremony Test.

**System:** On a Win, the user's Health tracker is set to a number of unmarked Health equal to their Hunger (This removes both Superficial *and* Aggravated Damage). The remainder of their tracker not restored this way is then marked with Aggravated Damage.

**SIN'S GRACEFUL FLAME**

**Prerequisite:** [DAIMONION](#) (Blood Sorcery or Oblivion).

This Ritual expands upon the power of Daimonion, allowing the user to tune themselves into vice and virtue around them, and also supplies a dabbler in Infernalism with a small source of Balefire, which can be used in other endeavors.

**Cost:** One or More Rouse Checks

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 2)

**Ingredients:** The caster's Blood, rock salt, a small live animal, a candle

**Process:** The caster prepares a space, be it an altar, the center of a room, or a shrine. The location matters little, however it must be shrouded in complete darkness. The Rock salt is packed down as flat as can be, before the animal is gutted, and a handful of its insides are tossed onto the salt. The candle is then placed at the center, set in the offal, and a Rouse worth of the caster's vitae is poured over the wick. The caster chants, invoking powers of the Outer Dark, and makes their Ritual Test.

**System:** A Win ignites the candle's wick with a small plume of sickly Balefire. So long as this candle burns, the caster may focus on an individual with a Test of Resolve + Insight; Difficulty 3. On a Win, the caster knows the Blood Resonance, Humanity rating, and the most recent Sin they've committed, the number of current Stains they may have.

Tasting the blood of an individual while this candle burns requires no test, instead granting this knowledge freely.

The candle itself also provides a source of Balefire for nascent Infernalists, however it must be fed a Rouse Check of vitae each night. In order to spread the Balefire beyond its wick, it must be doused with mortal blood. Direct light may snuff the candle, while sunlight will destroy the ritual's components entirely, burning them away.

**Duration:** The candle remains lit until midnight the next night. This duration is refreshed when a Rouse Check's worth of vampire Vitae is fed to the flame.

*Level 2***BIRTH THE BARGHEST**

**Prerequisite Power:** [SOUL SWAP](#)

An infernal form of Necromancy, most Baali who pursue the Oblivion "path" of Daimonion learn this power. This ability pours the alien powers of the Outer Dark into the remains of a person and a canid, creating an unholy fusion of human and animal that is ever vigilant.

**Cost:** One Rouse Check

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 3 or 5)

**Ingredients:** A freshly exsanguinated human or vampire corpse, a canine corpse, powdered sulfur, dried manure, a live hen, a knife, at least ten feet of leather thread

**Process:** The caster must chop off the head of the living chicken, then grind it in a bowl, along with the powdered sulfur and dried manure until the mixture is a thick liquid. The head of the human/vampire corpse must be removed and the stomach cut open, the still-moving body of the chicken must be shoved into the chest cavity, and then sewn inside. The canine corpse is then split open from stomach to throat, and the caster must attempt to stretch it over the torso of the human/vampire corpse as best they can, with the head of the animal resting over the other corpse' neck wound. After this the two corpses are sewn together, and the mixed liquid is poured down the mouth of the canine. When all this is done, the caster makes their Ceremony Test as they invoke the powers of the Outer Dark.

**System:** Whether the Test is passed or not, the two corpses will fuse into a large hound-like creature with the approximate mass of both, becoming what Infernalists and other occult-minded individuals call a Barghest. If the Test is passed at Difficulty 3 the Barghest lasts until destroyed, if passed at Difficulty 5 the Barghest will reconstitute itself at the next sunset unless its remains are burned. A failure on the Ceremony Test results in the Barghest withering to dust and bone at sunrise.

**Duration:** Variable.

## BARGHEST

Sometimes also referred to as Hellhounds, these creatures are supernaturally attuned and are ever-vigilant. They are bound to their creator, and cannot attack them or those their creator deems an ally.

**Standard Dice Pools:** Physical 6; Social 2; Mental 1

**Secondary Attributes:** Health 8, Willpower 0

**Exceptional Dice Pool:** Athletics 8; Intimidation 4; Awareness 7

**Special:** Barghests take Superficial and Aggravated damage in the same way as vampires, except they are immune to sunlight. They cannot heal or mend damage. They cannot be mentally dominated or influenced as they are bound to their master. They do not need eyes or ears to perceive everything around them as someone with unimpeded vision and hearing might, and they can see Wraiths and their associated Fetters. If a vampire corpse is used, the Barghest's Bites inflict +2 Aggravated Health damage, and if the vampire knew Protean, the Barghest deals non-halved Superficial Damage.



### REPULSION OF CORPSES

Prerequisite Power: [CARRION BANQUET](#) or [WHERE THE VEIL](#)

#### THINS

Having originally been researched in the 14th century by Tornstein of Rome, a Cappadocian Monk. These repulsion Ceremonies were created independently from the wards of Blood Sorcery, but serve a similar purpose, using specific glyphs to manifest the strange frequencies of Oblivion as a way to repel things of an unnatural nature –In this case the animated dead. Because they've been used for centuries, their processes eventually fell into the Baali's hands as well.

**Cost:** One Rouse Check

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 3)

**Ingredients:** The caster's blood, a long iron poker, a mixture of cremated remains, silver powder, and horse hair

**Process:** The caster creates the mixture in a large bucket or some other container and makes their Ceremony Test. For each success, enough usable mixture is made to create a single glyph of repulsion, which is made by pressing the iron poker into an open wound on the Necromancer and then dipping the poker into the mixture. The poker is then gently tapped against a hard surface to create the glyph by 'dotting' it in.

**System:** Animated dead that attempt to come within ten yards/meters of a glyph must make a test of their Stamina + Fortitude vs the user's Stamina + Oblivion. A failure on this test by the corpse causes it to dissolve in five turns, minus the margin of loss. Multiple glyphs can be placed within ten/yards meters of one another to make a repelling border.

A vampire examining a Glyph with Sense the Unseen or Oblivion's Sight can read the name of the caster in it with a successful contest of Intelligence + Auspex or Oblivion vs. the caster's Intelligence + Oblivion, provided they know the language the name is written in.

**Duration:** Glyphs last until the surface they're on is destroyed, or they are dispelled through other supernatural means.

## Level 3

### HELL-BOUND HEART

**Prerequisite:** [DAIMONION](#) on (In either Blood Sorcery or Oblivion)

Regarded by Infernalists as the first step towards a more "divine" form. This profane act allows the infernalist to offer up their own flesh so that they may take on the traits and powers of the Children of the Outer Dark more directly. While some are transformed into grotesque and inhuman monsters, others may find themselves irresistibly beautiful –A perfect picture of temptation. The limits of these changes are only the infernalist's imagination, and what they're willing to pay for them.

**Cost:** One Rouse Checks

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 4)

**Ingredients:** Ten liters of fresh Blood, nine mortals, several pounds of sulfur.

**Process:** All unmarked boxes on the caster's Humanity tracker are marked with Stains, regardless of Convictions. The caster creates an exceptionally detailed glyph in blood on the floor, marked with nine placements for the mortals. Each mortal is then ritually sacrificed within the borders of the glyph, and their fresh corpse is powdered with the sulfur. When all nine mortals have been sacrificed, and the offering complete, the Infernalist calls out to Outer Dark, and makes their Ritual Test.

**System:** Whether the test is passed or not, the caster gains the attention of a Child of the Outer Dark, however if the Test was failed, the caster takes Aggravated Willpower damage equal to the margin of failure. The Child of the Outer Dark grants the caster one Endowment, and up to a number of additional Endowments for every two successes beyond the margin of success. Each Endowment granted provides a powerful beneficial and negative effect to the caste. While each is left for the player and Storyteller to decide, the Storyteller always has the final say in what would be appropriate. Endowments can never circumvent Banes, True Faith, Sunlight, or Hunger. This ritual can be performed multiple times to accrue a collection of endowments, but killing so many mortals rarely goes unnoticed.

**Duration:** Changes are permanent and cannot be undone by anything. Ever.

### EXAMPLE DEMONIC ENDOWMENTS

**DEMONIC DISCIPLINE** The caster selects a Discipline Power they don't already know at level 2 or lower and gains it (this does not grant any Dots in that Discipline). When used it will always be demonic in theme and appearance, and any pools including the source Discipline have the user's Oblivion instead. Other mechanical changes (and downsides) should be outlined by the Storyteller, as this isn't a true Vampiric Power, but rather a Demonic mockery. Powers that are normally Amalgams can be gained this way, but they will likely need to be modified.

**FIRE IMMUNITY** The caster's skin becomes tinted a metallic bronze, but they gain complete immunity to damage from Fire and Röttschreck. This is the most common Endowment among the Baali.

**IMMACULATE HEART** While the Blush of Life is active, the caster's Humanity is counted as two higher for any given Test outside of Remorse Checks and the application of Stains. They also gain 2-Dots in the Looks Merit if they are not already Stunning, and their Aura will always appear to be completely innocent. However when not under the effects of Blush of Life the caster's hands and forearms will be perpetually slick with blood.

**INFERNAL WINGS** Infernalist gains vestigial wings that allow for simple gliding. However, they can make a Rouse Check and roll Stamina + Athletics, expanding the wings to allow them to fly for a number of turns equal to the Successes. After this they must land for a full turn as the wings revert to their vestigial state.

**SHACKLED BEAST** The curse of the beast is nothing compared to the will of the Outer Dark. An infernalist who gains this reward has total control of their Beast, no longer subject to Frenzy in any case, however any Messy Criticals instead cause one or more Stains, as powers of the Outer Dark violently subdue the caster's Beast within with nightmarish tortures beyond earthly comprehension.

**BECKON THE BROKEN SOUL**

**Prerequisite:** [RAPACIOUS COMMUNION](#) or [DAIMONION](#)

(Blood Sorcery or Oblivion)

A Ritual of ancient Daimonion that can rip souls damned to the deepest depths of Oblivion, or who have been thrown beyond its edge and into the Outer Dark of the Children. These souls are usually broken and torn by their experiences beyond the reaches of creation, flensed by the profound truth that lay beyond.

**Cost:** One Rouse Checks

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 4)

**Ingredients:** Black oil, corpse wax, pine resin, a living mortal, a baleflame candle, and an iron pot or cauldron

**Process:** The Mortal is strung up over the pot or cauldron and cut along an artery so that the blood drips into the cauldron. The balefire, which the caster can make themselves or obtain from another Infernalist, is placed below the pot or cauldron to heat it. As the victim's blood drips into the container, the black oil, corpse wax, and pine resin are added and slowly stirred for an hour until the mixture achieves a thick consistency, which is left to dry in a lightless space until the next sunset to form black pastel sticks. Light of any kind will cause the pastel mixture to crumble to ash.

The Pastels are then used to draw a summoning sigil on a hard surface below where the still-living Mortal hangs (if they have died another must be obtained to replace them at this step). The Mortal is then drained completely. The user must activate [RAPACIOUS COMMUNION](#) or [DAIMONION](#) (No offering of Resonance or Test is required for this specific use of either power.) to form a link to the Outer Dark, after which they finally make their Ceremony Test.

**System:** A Win allows the user to call forth a [Broken Wraith](#). Specific Broken Wraiths can be summoned if the Infernalist knows their name. This Broken will be largely chaotic, but can be compelled to obey with a Manipulation + Intimidation; Difficulty 3 Test.

**Duration:** Broken Wraiths require a lit Baleflame lantern to anchor themselves to the physical plane, else they will return to the Outer Dark.

**Addendum:** Baleflame Lanterns can be made by simply putting a Baleflame candle into an iron lantern.

*Level 4***PROFANE EDGE OF DEPRAVITY**

**Prerequisite:** [PAREIDOLIAN](#) or [ARMS OF AHRIMAN](#)

Tlazolteotl is said to be the vice-eating goddess of sin, though accounts of her are marred in Baali superstition and disinformation, with some calling her an ancient crone that seduced the Baali Methuselah

Huitzilopochtli, and lorded over him, while others paint her as his ever-wise and beautiful confidant.

Whatever her exact nature may be, her association with the temptation of spiritual degradation is her singular truth, and this Ceremony calls upon that power.

**Cost:** One or More Rouse Checks and One Stain

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 5)

**Ingredients:** A melee weapon, enough blood from any source to submerge it and an equal volume of dirt

**Process:** The caster mixes the dirt with blood and submerges the chosen weapon in the muddy substance. Once submerged, the caster invokes the presence of the Goddess of Sin, asking her to grant them her divine blessing. After this the caster must reach into the muddy mixture and consume it until only the weapon remains. Keeping this filth down requires any associated Tests, and the Ceremony Test can only be made once the caster has consumed it all.

**System:** On a Win, the weapon becomes permeated with profane power, appearing as a twisted mockery of what it once was, usually stained tar-black or corroded in appearance, however it still functions as a proper weapon, will never lose its lethal properties due to age, and can only be destroyed by an individual with True Faith.

This Profaned weapon has a Damage Modifier equal to the difference between the caster's current and maximum Humanity (A vampire with seven Humanity would give this weapon a +3 modifier). As long as the user has a Stain, they add two dice to any rolls made to attack with this weapon.

A vampire can never possess more than one weapon blessed this way. In order to perform this Ceremony on a new weapon, the previous profane weapon must first be destroyed. If this weapon is ever used against the caster, it deals its damage as Aggravated to the caster.

**Duration:** Until the weapon is destroyed.

**CONFINED TO MALKAV'S BASTILLE**

**Prerequisite:** [SOUL SWAP](#) or [WHERE THE SHROUD THINS](#)

A strange and terrible Ceremony that binds a creature of Oblivion, usually a Wraith or a Demon, to the mind-space within a Child of Malkav, using their derangements and the madness network as a blueprint to trap the bound being in an ever-shifting labyrinth of dreams, thoughts, and nightmares.

Malkavians who are subjected to this Ceremony lose the ability to function entirely, as their mind becomes a container for a nearly overwhelming abstract and foreign force, though many consider the sacrifice worth banishing such creatures from our realm.

**Cost:** One or More Rouse Checks and One Stain

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 5)

**Ingredients:** Knowledge of Latin, three gallons of mortal blood, a stone altar and organ pit, four sources of Balefire, a Malkavian

**Process:** This Ceremony must be performed in a chamber lit only by Balefire. The altar is placed at the center of an organ pit and four torches of Balefire are lit using the gallons of blood as a fuel source to keep them going. The Malkavian must be placed on the altar, and the caster must chant a binding refrain in latin, while calling for the audience of the creature that is meant to be bound. Each hour of chanting causes a point of Aggravated Willpower damage to the Malkavian victim. Once the victim has a full tracker of Aggravated Willpower Damage, the caster makes their Ceremony Test.

**System:** On a Win, the user successfully binds the summoned entity to the confines of the mental maze of the Malkavian. The victim becomes catatonic, speaking in barely-comprehensible babbling at best. Should the victim suffer Final Death, the imprisoned creature will be freed.

**Duration:** Until the victim suffers Final Death.

**Level 5****THE BELL OF GOMORRAH**

**Prerequisite:** [NIGHTMARE THEATRE](#)

Purported to have first employed a Baali methuselah in the ill-fated city of Gomorrah, this Ceremony is used to haunt the slumber of all Kindred in an area, tormenting them with horrifying imagery of the caster's design.

This plague of daymares can be stopped for a price –that of implication in infernalism.

**Cost:** One or More Rouse Checks

**Dice Pools:** Ceremony Test  
(Resolve + Oblivion; Difficulty 6)

**Ingredients:** The caster's Blood, a bell that once tolled in the name of faith, a brazier or candle lit in Balefire and an altar.

**Process:** The Bell doused with a Rouse Check's worth of the caster's blood while they incant in dark and terrible tongues. They continue their incantation as they light the brazier atop the altar with Balefire as they recite the last verse, making their Ceremony Test. A Win causes the bell to rise and slowly sway from side to side by its own volition, and yet it will not make a sound.

**System:** At sunrise the following day the bell will begin to toll causing all vampires within ten miles/sixteen kilometers to suffer daymares of the caster's choosing. Upon waking the next night, victims suffer two points of non-halved Superficial Willpower Damage. Weaved into the victim's daymares will be their salvation; The fresh blood of an innocent, used to inscribe an infernal sigil onto their doorway, this process inevitably causes at least one Stain in the one who performs it.

Average Mortals within the area of the Bell's effect will also have their mental fortitude withered, becoming extremely irritable or become [fanatical cultists \(pg. 131\)](#). After a time, certain mortals may even become "marked" by the tolling of the Bell, and become a [marked one \(pg. 139\)](#).

Every subsequent night the caster must feed the brazier with vitae to ensure the bell continues to toll through the next day, and when they do this, they may change the afflicting imagery that this ritual causes.

**Duration:** The Bell will ring so long as the Balefire brazier remains lit. Braziers remain lit until midnight the next night. A Critical Win on the Ceremony Test keeps the Balefire lit for a week.

### REPULSION OF THE FALLEN

Prerequisite: [WHERE THE VEIL THINS](#) or [HELL'S YAWNING MAW](#)

Old Ceremony of God-fearing Cappadocians and the demon-hunting Bloodlines. Like other Ceremonies of Repulsion, this one imprints glyphs of blood and power to dampen and repel infernalists and their diabolical abilities. Despite it being created and heavily used by God-fearing Kindred, many Baali themselves employ this procession, especially when on the run from their own demons.

**Cost:** One Rouse Check

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 6)

**Ingredients:** The caster's blood, a long iron poker, an offering bowl from any religion or belief system large enough to store most ingredients for the Ceremony, the blood or remains of an individual with True Faith or a truly holy relic, kala namak (black salt)

**Process:** The caster pours two Rouse Checks worth of their blood into the offering bowl, then adds the kala namak and stirs until salinated evenly. The blood, remains, or relic is then added to the mixture, and the user makes their Ceremony Test. For each success, enough usable mixture is made to create a single glyph of repulsion, which is made by pressing the iron poker into an open wound on the Necromancer and then dipping the poker into the mixture. The poker is then gently tapped against a hard surface to create the glyph.

**System:** Each glyph exists in all levels of reality at their location and has an effective radius of ten yards/meters, whether that be the living world, shadowlands, umbra, or any other overlapping plane. Multiple glyphs can be placed within ten/yards meters of one another to make a repelling border. Demonic entities, and their infernal spawn, must make a Willpower Test; Difficulty 6 plus their unmarked, or Stained, Humanity boxes to move through the repelling radius of a glyph.

Even if this test is passed, affected entities take an additional point of Willpower Damage every turn they remain within the radius of a Glyph, and any Dice Pools for infernal powers are reduced by half after all other pool modifiers have been calculated. This power affects even the user if they too are an Infernalist or employ such powers.

**Duration:** Glyphs last until the surface they're on is destroyed, or they are dispelled through other supernatural means.

### GRAVESPAWN SOVEREIGN

Prerequisite: [CROWN OF THE LOST CLAN](#) (Auspex 1)

A ritual of accomplished Necromancers, found primarily amongst the Cappadocians and Khofilim. A discrepancy exists on its origins, with Cappadocians claiming it was created by their founder to protect their graveyards, and Khofilim claiming it was made by theirs to protect their pits.

**Cost:** Three Rouse Checks

**Dice Pools:** Ceremony Test (Resolve + Oblivion; Difficulty 6)

**Ingredients:** A place with at least twelve bodies, a stone sculpture at least six feet tall, olive oil, myrrh, a fresh human brain, and the caul fat of three lambs

**Process:** The caster anoints the brain with olive oil, and myrrh, then wraps it in the caul fat and leaves it in a dark room, preferably a tomb, for six hours. During this time the stone sculpture is marked with three Rouse Checks worth of the caster's blood at every two-hour mark. After this the cauls are delicately draped upon the sculpture, and are left there until dawn. The Necromancer makes their Ceremony Test as they pass into daysleep.

**System:** On a Win the sculpture becomes a beacon of Oblivion, and from this point on, anyone with Sense the Unseen, Oblivion's Sight, or any similar power, will notice that the sculpture appears to vibrate with an outline of black ripples, as it has become possessed by a deathly alien will that marginally aligns with the caster's designs. The vampire's maximum Willpower is reduced by two for each Gravespaw Sovereign they have, with unmarked boxes being removed first.

**Duration:** As long as it has a supply of corpses.

## GRAVESPAWN SOVEREIGN

**GENERAL DIFFICULTIES:** 5/2

**Standard Dice Pools:** Physical 4, Social 1, Mental 5

**Secondary Attributes:** Health 12, Willpower 5

**Exceptional Dice Pools:** Stamina 8; Intimidation 6; Awareness 10;

**Disciplines:** Oblivion 5, Presence 3

**Special:** Gravespaw Sovereigns cannot move.

They use their powers of Oblivion and Presence whenever something comes in range of them. Each turn the Gravespaw Sovereign is in combat, it raises a Diseased Corpse from the earth around it.



## Thin-Blood Alchemy

With the advent of Thin-Bloods, and their supposed destiny as heralds of the Final Nights, many Baali look to these pariahs as genuine avenues of inspiration and communication with the forces beyond their understanding. Thin-blood Alchemy in particular is a power that is wholly beyond their ability, with even the powers of the Outer Dark having little in the way of granting them its transmutative powers.

Thin-Bloods themselves are too young and estranged from greater Cainite society. They have little information on the history of the Baali's terrible deeds, and even less ability to differentiate the powers of the Outer Dark as any worse than the horrors of a typical 'full blood' vampire, such as Soul-eating Child of Haqim, a Hecata grave digging up an army of walking corpses, or a Toreador sending a mortal into a hysterical terror.

This quiet union between the Clan of Devils and the Duskborn has resulted in many occultic revelations, such as the creation of Blackburn. Thin-Bloods with a diabolic tutor are sometimes even grateful to learn of infernalism, and to be appreciated as a catalyst for change that is greater than their forefathers.

### *Level 1*

#### **RESONANT FLESH**

An alchemical formula that turns the Alchemist into an earthly frequency booster for the disruptive resonances of Oblivion. These unnatural frequencies disrupt nearby light sources, and the user can even direct them outwards to smother light at a distance.

**Cost:** One Rouse Check

**Dice Pools:** --

**Resonance:** Blood Resonance is Not Required

**Ingredients:** Alchemist's Blood; Lead shavings, dark malt beer, water

**System:** Upon activation, the user radiates a field around them with a radius of 12 yards/meters that dims light sources to the point that they are barely visible. Larger and occult forms of light, like campfires, searchlights, or Balefire, will still be visible, but the light they radiate won't reach farther than a yard away from the edge of the source at most. Small fires, such as lighters and torches, will be snuffed. If the Distillation Roll had five or more successes, the lights subjected to this field will short and sometimes bulbs will even pop. With a Rouse Check and a Test of Alchemy + Resolve, the user can project the field outwards as a corridor that can affect light sources at a distance of 1 yard for each Success on the roll. The radius and range of this Formula's disruptive effects are doubled if the user is on Blackburn.

The lack of lighting may or may not draw attention in and of itself, however the darkness hides those within it, usually conferring a penalty to visual perception pools made to detect them. However the strange frequency may be detected by those with Premonition (especially Malkavians) and will disrupt AM/FM radios, causing them to begin to emit distorted static.

**Duration:** One scene.

## Level 2

### BLACKBURN

A formula that holds its origins to an enigmatic Alchemist who operates out of the Cascade Mountains in the American Pacific Northwest. Blackburn is a powerful mind-altering substance that strips humanity away and opens the imbiber to otherworldly frequencies, like an eldritch radio receiver.

**Activation Cost:** One Rouse Check

**Dice Pools:** --

**Resonance:** Choleric or Melancholic

**Ingredients:** Alchemist's Blood; Soul vine or another hallucinogenic plant, rhodamine dye, quartz, snake venom

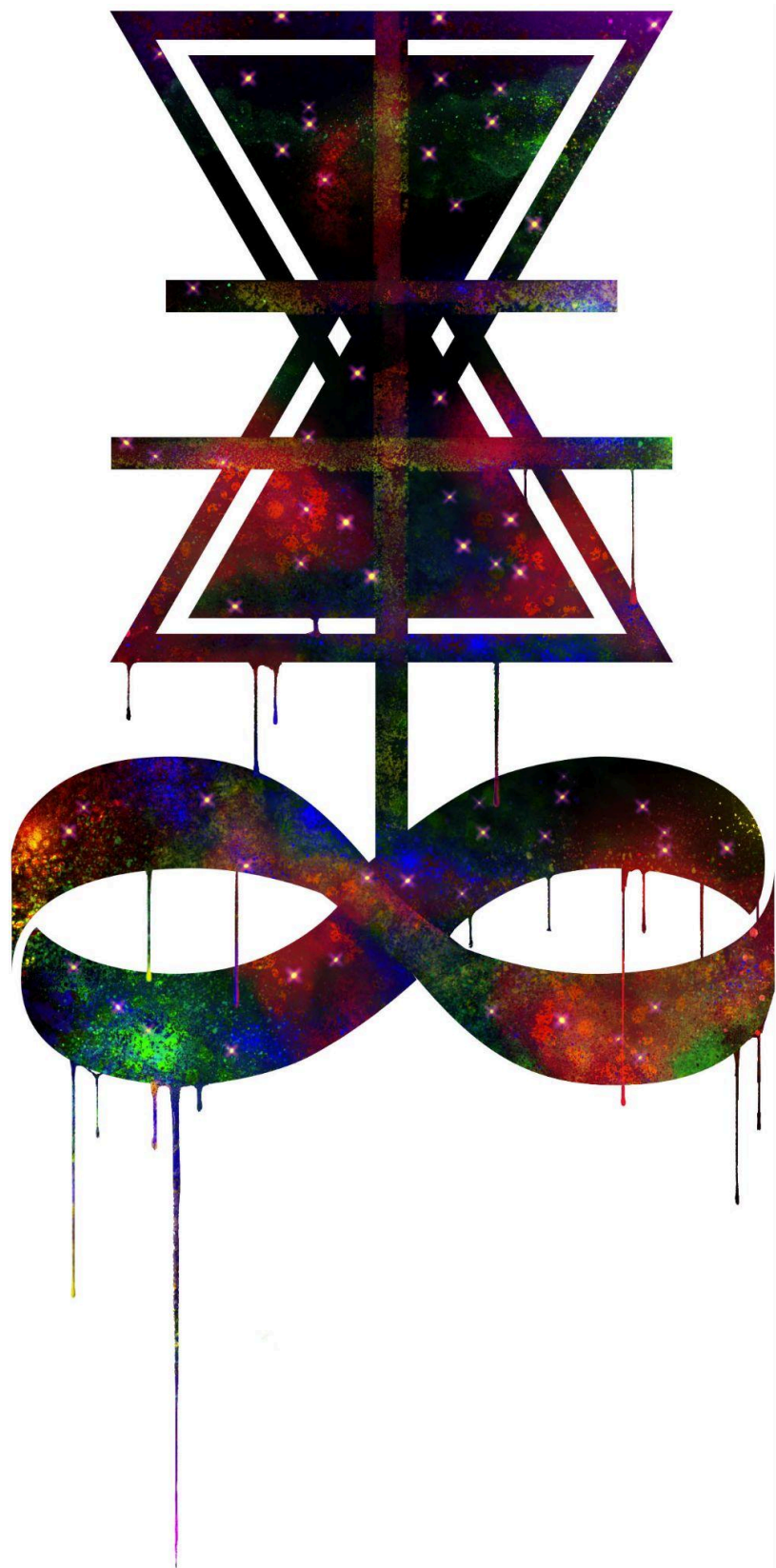
**System:** The distillation roll produces a number of doses equal to the Successes. Mortals and Thin-Bloods who imbibe Blackburn gain +2 Bonus Dice to their Insight, Awareness, and Occult pools. The increases to these pools manifest in different ways, such as intrinsic knowing, black threads that connect one thing affected by another, or more psychedelic visuals.

Thin-Bloods may roll Resolve + Intelligence; Difficulty 2, to attempt to mentally connect with the powers from beyond, not unlike through the use of Daimonion. A Win grants an insight of some kind, or contact with an entity that exists in another plane.

Vampires are affected by Blackburn if they feed directly from a Mortal or Thin-Blood on the drug, however the bonuses are inverted, like a bad trip, causing a penalty to their Insight, Awareness, and Occult pools equal to the benefits a Thin-Blood would gain.

While under the effects of Blackburn, the user cannot add their Humanity to any pools.

**Duration:** Six hours or until the Vampire reaches Hunger 5 or feeds again.



## Level 3

### HELLFIRE MARTYR

Divined from the inner voice of the Outer Dark, this mixture results in a self-conflagration that also consumes everything caught in the imbiber's surroundings, using blood as an unholy accelerant.

**Activation Cost:** One Rouse Check

**Dice Pools:** --

**Resonance:** Sanguine

**Ingredients:** Alchemist's Blood; Sulfur, a goat's horn, a torch lighter

**System:** Upon activation, the Alchemist ignites in a vortex of sickly green balefire that deals a third of their Alchemy rating, rounded up, in Aggravated Damage to both themselves and everyone within two yards/meters of them each turn for the duration. The imbiber must Test for Fury Frenzy; Difficulty equal to the damage taken, each turn. This test is done even though they are a Thin-Blood, as their body radiates the negative element of the Outer Dark, which directly impacts their psyche.

**Duration:** Effect lasts one turn for every two Successes on the Distillation Roll. Once imbibed, the effect can't be ended early.

## Level 4

### BLOOD SAUSAGE

A Dark Ages formula meant to strengthen the constitution of a patient through a form of herbal magic, which was later attributed to mortal Alchemy, and then further refined through Thin-Blood Alchemy. This formula thickens the blood of a mortal into an overly appetizing substance not unlike Vitae, causing Cainites who smell or taste it to become utterly intoxicated by it, usually requiring a test for Hunger Frenzy, even at low Hunger.

**Activation Cost:** One Rouse Check

**Dice Pools:** --

**Resonance:** Sanguine

**Ingredients:** Alchemist's Blood; Nettle leaves, blackstrap molasses, iron shavings, melted sugar

**System:** This formula can only be made using the **CALCINATIO** method (*Vampire the Masquerade Core Rulebook*, Pg. 284). When the mixture is fed to a Mortal or Ghoul, their blood becomes especially enticing to Vampires. Even just a drop of their blood in open air can be sensed from across a crowded room, while a bleeding cut will usually provoke the Vampire to seek out the source, and Vampires at Hunger 2 or higher must test for Feeding Frenzy; Difficulty 3. Any Vampire that feeds on the Mortal who isn't already in Frenzy, must Test for Feeding Frenzy again at Difficulty 5.

Mortals under the effect of this formula add +1 Bonus Die to their physical pools. However prolonged physical activity that lasts more than a Scene has a dramatic impact on their health, causing two points of non-halved Superficial Health Damage. This appears as a spike in blood pressure that results in headaches, dizziness, and chest pains. These negative effects last only for a moment before the Mortal recovers. If a Mortal takes Aggravated Damage from this, their shallow blood vessels burst, causing bleeding from all orifices, as well as nail beds.

**Duration:** Effect lasts three days, or until the subject is fed from, whichever comes first.

## Level 5

### APHELION'S ICHOR

An unnatural substance whispered into the ears of a First Born of Gehenna. This formula uses Balefire as a catalyst to 'purify' the formula, removing their earthly properties and allowing the seeping nothingness of the Outer Dark to take their place and using the Alchemist as an agent to bind itself into reality. Applications of this substance to biological matter are immediate and violent, with only Thin-Bloods having immunity.

**Activation Cost:** One Rouse Check

**Dice Pools:** --

**Resonance:** None

**Ingredients:** Alchemist's Blood; Balefire, sulfur, the blood of a [Marked One \(Pg. 139\)](#), mercury, salt, lead sulfate

**System:** Regardless of how it is performed, the process produces enough Ichor to cover their hands and lower forearms. When this Ichor is applied to the bare skin of any biological matter, living or dead, which doesn't belong to a Thin-Blood, that matter will churn inwards on itself. This effect causes a number of Crippling Injuries equal to the number of Successes on the Distillation Roll, as well as three points of Aggravated Damage. The methods of this formula vary slightly on which form of distillation is used:

**ATHANOR CORPORIS:** Upon activation, the Alchemist's Hunger increases by 1 and they must hold their bare skin over Balefire, causing the Ichor to seep from the exposed skin as it catalyzes.

**CALCINATIO:** The vessel immediately dies as a large portion of their blood rushes to their heart and turns to solid Ichor. The Alchemist must then remove the vessel's heart and set it to melt over Balefire, creating the Ichor.

**FIXATIO:** The Alchemist distills the formula, and must activate it by exposing it to the heat of Balefire.

**Duration:** Once applied to biological matter, the Ichor immediately destabilizes.



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## New Predator Types

While many Baali feed in a manner similar to any other Cainite, some prefer to take on methods that allow for greater secrecy, are especially cunning, fiendishly cruel, or exploit temptation and vice. The development and preference of new predators have grown from these feeding methods.

### Abductor

You prowl the night for prey, stalking various targets over a few nights, or grabbing a vulnerable loner, and dragging them to your own private place to feed in relative peace (or at least as peaceful as a kidnapping can be). While dragging your victims somewhere else comes with its own risks, to you it's preferable than the alternative of hunting out in the open among prying eyes.

- Add a specialty Drive (Night Driving) or Subterfuge (Appear Harmless)
- Add one dot of Auspex or Potence
- Gain two dots in a Haven where you feed and one dot in a Cell within it that's used for holding your victims.
- Lose one dot of Humanity

**Predator Pool:** Resolve or Strength + Drive, you search for, and then grab, people off the street and take them somewhere more private to feed on them.

### Cucuy

You are the thing that goes bump in the night, perceived as an entity within your local community, either a forbidding folktale or the feared object of a group of partially willing cultists. You don't ask for blood, it's instead left out to you or offered to placate your hunger, and shield the mortal community from your devilry.

- Add a specialty: Stealth (Witching Hour) or Occult (Local Folklore)
- Add one dot of Obfuscate or Oblivion
- Gain Influence (●●) in your local community to perpetuate the folklore and offerings related to your presence.
- Gain Herd (●) or Resources (●) as offerings left to placate you.
- Gain a Folkloric Bane Flaw: (•) Of your choice and the Enemy Flaw: (●) a local priest, shaman, or another kind of mystic with True Faith (●) that can repel you.

**Predator Pool:** Manipulation + Influence or Wits + Stealth, you feed by sewing fear in the community around you, or from fresh blood left out in sealed containers or an individual offered up as a sacrifice.

### Harvester

While some prefer to feed only on animals, you've developed a more grotesque, but fruitful, method of refining blood through the use of insects. You've cultivated a large swarm that nests in, and feeds on, carrion and cadavers. These insects produce some vitae-infused byproduct, or their young are born bloated with it, and you ingest either to feed.

- Add a specialty: Animal Ken (Insects) or Medicine (Corpses)
- Add one dot of Animalism or Obfuscate
- Gain the Haven Advantage: (●) A private place where you store the bodies and harvest your vitae.
- Gain the Herd Advantage (●●) as the swarm you gain sustenance from.
- Lose one dot of Humanity

**Predator Pool:** Resolve + Animal Ken or Medicine, you pick through the hives of your pets to get the most nutrient-rich bits, or find corpses that will serve as good hosts.

### Sacred Harlot

Many say that demons were purposefully placed in the world by a higher power to serve as tempting, breaking things. You are such a thing, with your primary method of feeding being to seek out the religious and seduce and feed upon them, blaming the object of their faith for allowing you to happen to them.

- Add a specialty: Persuasion (Doubt) or Intimidation (Seduction)
- Add one dot of Presence, Protean, or Blood Sorcery (Banu Haqim, Tremere, or Baali only)
- Gain the Looks Merit: (●) Naahma You feed this way for a reason.
- Gain the Feeding Merit: (●●) Faith Drinker The taste of True Faith may burn, but it sure is a good burn.
- Gain the Looks Flaw: Hellish Countenance (●) you're here to test their faith, and terrify them while doing it.

**Predator Pool:** You convince those you're feeding on that their creator has wronged them by allowing you to live with Manipulation + Persuasion, or you use your forbidden temptations to seduce them into your bite with Charisma + Intimidation.

## Mephistopheles

Many a Kine and Cainite are willing to make a deal with a Devil to get what they want, and you specialize in exactly that. You make Pacts with others, granting them earthly pleasures or supernatural aid that only you can provide –With a price paid in their vitae.

- Add a specialty: Persuasion (Negotiation) or Subterfuge (Negotiation)
  - Gain one dot in Blood Sorcery or Oblivion and take Daimonion in whichever you pick
  - Gain one dot in Auspex or Presence
  - Spend two dots between the Mawla or Contact backgrounds that are in a Blood Pact with you.
  - Lose one dot of Humanity
  - Gain the Flaw: Dark Bargain (●) Diabolical Touchstone, as well as an Advantage (●) of your choice from this Dark Bargain.
  - Gain the Feeding Flaw: Debt Collector (●●) Only draining someone you've upheld a Pact with reduces your Hunger to zero. If you break this pact, you suffer a point of Aggravated Willpower Damage.<sup>7</sup>
- Predator Pool: Charisma or Manipulation + Persuasion or Subterfuge, you tempt and promise others things they can't do or obtain on their own, and when they enter into a contract with you they seal their fate.

## Sin-Eater

You've developed the pallet for a sinner's blood, preferring it above all else. Maybe this is because sin adds a special piquancy to a mortal, or maybe it's just easier on your mind to drink from those with a weaker moral character.

- Add a specialty: Awareness (Sinners) or Insight (Vices)
- Add one dot of Oblivion or Blood Sorcery (Banu Haqim, Tremere, or Baali only)
- Gain the Feeding Merit: Bloodhound (●)

**Predator Pool:** Resolve + Awareness or Insight, you watch people from afar, identify what kind of person they are, and then move in to feed on their sinful blood.

## Tormentor

Digging into the emotional wounds of their prey, tormentors exploit grief, guilt, and embarrassment to twist their victims into a weak mental state.

- Add a specialty: Subterfuge (Impersonation) or Insight (Guilt)
- Add one dot of Obfuscate or Auspex
- Gain the Mythic Merit: Impure Blessing (●)
- Gain the Contact Background: (●●) - Someone who is a confidant, such as a corrupt priest, a loose-lipped therapist, or a lawyer that rattles off personal information.

**Predator Pool:** Manipulation + Subterfuge or Contacts or Resolve + Insight or Contacts, you watch and learn what makes people tick, making a note of all the things they could be tortured with, then move in to badger them with it before unexpectedly feeding.

# Optional Advantages

Within this section are new Merits, Loresheds, and Flaws that Players and Storytellers can use to build their characters. Though these are primarily aligned to the Infernal themes of the Baali, some Merits can be taken by non-Baali in order to add something darker or more demonic to the history of their characters. A Toreador who finds that the unknowable dark is more seductive than any mundane art, a Malkavian who peered too far into the beyond, or a Gangrel that still carries the cursed cicatrix of a night wrought with fell horror in the vast wilderness, are all examples of typical Clans that could have some of these Advantages.

Storytellers and Players are encouraged to think about the whys and hows of these merits, and consider what events may have led to a character having them, and how they will affect the Chronicle throughout, as they are stand-out ways to help define characters, both Player and otherwise, and add stronger context.

## Merits and Flaws

**DARK BARGAINS** This category of flaws uniquely express the consequences of making deals with, or having been touched by, powers from beyond the veil of reality. Dark Bargains are meant to have powerful and thematic downsides that might directly (and very heavily) impact the entire play-style or story of a character, however for each dot of a Dark Bargain that's gained or taken by a character, they receive an equal number of positive Merits. These positive Merits can be anything allowed by the Storyteller. An example might be a Character taking **RESTLESS DREAMS** (••) and gaining **RESOURCES** (••) as the other side of their "bargain" or perhaps gaining **EAT FOOD** (••).

**Flaw (•) ILL-FATED WARRIOR** Whenever you take Health Damage, of either kind, you take an additional point of Superficial Health Damage at the end of that turn.

**Flaw (•) HOLLOWING CURSE** Your physical flesh can be restored like any other Cainite's, up until a point. You can only Rouse to Mend the last two marked boxes on your Health Tracker upon gaining a Stain or waking each night.

**Flaw (•) OCULUS INFERNUS** A third eye opens on your forehead whenever you roll a Messy Critical or enter Frenzy. While this eye is open you can only see out of it, as your normal eyes lose vision. It also burns a fiery color, making it Difficult to hide.

**Flaw (•) SWARM'S FAVOR** Flies or other insects always seem to gather in the same room as you, or will blanket windows and other entrances, and will linger suspiciously in the area you were in for up to an hour afterward. Up to once per session, you lose one die at the Storyteller's discretion as the swarming pests thwart your actions in some way.

**Flaw (• to ••) RESTLESS DREAMS** Your day-sleep is disturbed by visions from the world beyond. You regain one less Willpower when waking each night for each dot of this Merit.

**Flaw (••) DIABOLICAL TOUCHSTONE** Choose one of your Touchstones. This Touchstone acts as an anchor to a hellish power that you've made your Dark Bargain with. If they are damaged, you take the same amount and type of damage, in addition to any Stains gained. If they are destroyed, your highest Discipline Level or Attribute Rating (Your choice) is permanently reduced by 1.

**Flaw (••) BALEBLOODED** Your blood sublimates into noxious black fumes, a swarm of insects, or even ignites into Baleflame at random. These things are always detrimental to you when they occur, and because your vitae transmutes as soon as it leaves your body, you cannot Embrace or Ghoul.

**Flaw (••) CHERNOBOG'S LEGACY** At Hunger 4 or higher, your body contorts into alien and demonic aspects, reducing your Looks to Repulsive and causing a -1 die penalty to a Physical Skill of the Storyteller's choice.

**Flaw (••) PUTRESCENT SLUMBER** You can only sleep when submerged in blood, rotting offal, or under a pile of cadavers. Waking having not slept in this way impairs you Physically, Socially, or Mentally the next night, causing a two-dice penalty in any related Attribute pools.

**Flaw (••) KISS OF MANIA** Slaking one or more Hunger when feeding directly from a vessel inflicts a deranged Compulsion upon the victim, and Vampires you feed on may immediately give in to Fury Frenzy, with you as their target.

**Flaw (••) PERPETUAL LIAR** You are unable to tell the Truth and must lie, constantly. Whenever you attempt to speak the truth you must make a Willpower Test; Difficulty 3. If you succeed you can speak a number of Truths equal to the margin plus one for the remainder of the scene. If you fail you take a point of Willpower Damage.

**Flaw (•••) SMOLDERING DECAY** Your flesh constantly withers due to rot or a slow burn over the course of the night, reaching its apex near dawn or when you're at Hunger 4 or greater, upon which you become charred black bones, held together by crimson veins and twanging sinew.

**Flaw (•••) MONSTROUS REFLECTION** Reflective surfaces betray you as a demonic silhouette blanketed in darkness, with an occult sigil at the center of your mass, along with a writhing eye. The appearance can distort or alter further at the Storyteller's discretion, but should always appear as a demonic breach of the Masquerade.

**Flaw (•••) MURDEROUS SHADOW** Your shadow has a will of its own, and will occasionally leave you to pursue its own ambitions. At the Storyteller's discretion, this shadow may have certain powers of

Oblivion when it acts. In its absence, you no longer cast a proper shadow, which may be noticed by others as a breach of the Masquerade. Worse still, when it does return, it is usually after committing an extravagantly horrendous murder nearby. If you take this Dark Bargain with Pareidolian, expect to be ever-vigilant of a shadow that will undermine you at every turn.

### BONDING

**(••) SIN BOUND** Those whose sins might outpace your own, whose conscience has withered heavily. When someone of lower Humanity than you drinks your blood, they are moved two steps towards a bond, rather than one.

### FEEDING

**(••) FAITH DRINKER** Something within you craves the blood of those who are faithful, whether it's your Beast or something deeper, darker, still. You Slake slake 1 additional Hunger from those who are actively religious. Feeding on those with True Faith slakes twice as much Hunger. This cannot reduce Hunger below zero. If multiple effects would allow you to slake an additional point of Hunger, choose the one and ignore the rest.

**Flaw (••) DEFILING HUNGER** You can only feed from those with higher Humanity than you. Feeding from such individuals brings you calm, allowing you to gain a Pnelgmatic resonance in place of what you might normally gain.

**Flaw (••) SACRIFICIAL SUSTENANCE** Your faith in the Outer Dark has perverted your tastes. You must spend a point of Willpower for each Hunger slaked from anyone other than your Touchstones.

### LOOKS

**(••) NAAMAH** While your looks still change as your humanity lowers, you take on a darkly beautiful pall and your flesh seems to revel in copulation. While you have a Stain, or your Humanity is 5 or lower, you suffer no penalties to your pools to seduce other, and automatically gain the effect of the Looks Merit - **BEAUTIFUL**. If you already have **BEAUTIFUL** you gain **STUNNING** instead. While under the Looks-enhancing effect you can also have sexual intercourse, and perhaps even enjoy it. Nosferatu who take this Merit do not gain **BEAUTIFUL**, instead adding two Dice to their Obfuscate pools to resist any kinds of supernatural detection.

**Flaw (•) DEMONIC COUNTEenance** When you lose Humanity you gain a permanent demonic feature; Small horns, goat's eyes, permanently crimson fingertips, oil-slick hair, black smoke trailing from your shadow. Difficulties to hide these features are increased by 1 for each that you have and give you a -1 Die penalty to a specific Skill. Even if you somehow gain the lost Humanity back, the feature and penalty stays.

**MYTHIC**

**(••••) BLOOD & DARKNESS** If you have at least one dot in Blood Sorcery or Oblivion, but not in both, you can purchase this merit to gain Daimonion in the other you don't know. That Discipline is treated as in-Clan for purchasing additional levels in. This merit permanently

## Déchéance

A measurement of the severity of the influence of the Outer Dark and its Infernal nature on the mundane world. Mechanically this is a rating from 1-to-5 that affects people, places, and things. Each dot in Déchéance has a narrative and mechanical effect on what it's associated with.

Though this is meant to be a fully optional system, additional consequences or effects may use Déchéance's rating to confer a direct mechanical impact on the setting, such as during the manifestations of [Demonic Entities](#) (Pg. 151).

**PEOPLE** Characters who have been touched by the Infernal show signs of it through the manifestation of physical, mental, and spiritual duress. In most cases this will be Storyteller Characters, but a Player may have this rating if it's deemed thematically appropriate

When a Character gets a Compulsion, its conferred penalties are increased by their Déchéance rating, in addition to any of the following changes.

- **SUBTLE TAINT** An almost imperceptible touch of the Outer Dark, usually in the form of slight change in eye color, or a clammy complexion.
- **LINGERING CORRUPTION** More noticeable changes like a slight gleam of the pupil in darkness, or off-color blemishes on the skin. These characters may have a lapse in memory or their personal moral values, suffering a -1 Die penalty to such associated pools.
- **VISIBLE DECAY** Skin takes a sickly tinge, usually greenish in hue. The whites of the Character's eyes may appear yellowed. If they have high positive Looks Merits, such as Stunning, they might be reduced or

marks your skin somewhere with the Baali Clan symbol, and can only be purchased by Baali or Infernalist characters.

**PSYCHOLOGICAL**

**(•) HELLISH DISTORTION** As the pangs of your Beast's Hunger intensifies, so too does the influence of the Outer Dark. While at Hunger 4 or higher, your senses become distorted. Faces appear twisted, shadows elongate, and even mundane objects take on a sinister appearance, making your view of the world unreliable; you suffer -2 Dice penalty to your perception pools as you can no longer trust your senses.

removed. These characters may gain the [Devil's Bargain Compulsion](#) in place of other gained Compulsions.

- **MALEVOLENT TRANSFORMATION** The Character becomes a willing servant of the Infernal. Mortals express inhuman physical feats by spending a point of Willpower to add +2 Dice to their Physical pools for a Scene. All Characters at this level add +2 Dice to their Manipulation pools made to negatively influence a non-Infernal Character.
- **ABYSSAL VESSEL** Now nearly unrecognizable. These Characters haven't just given into the corruptive powers of the Outer Dark, they've given into it entirely. They are conduits for the Infernal, gaining a Level 1 Oblivion or Blood Sorcery power, and may spontaneously become a [Marked One](#).

**LOCATIONS** Places that have begun to resonate with an Infernal influence. These spaces are created by the performance of a Baali's Dark Sacrament or the presence of an Infernal individual's presence and processions bleeding into reality. Particularly old and powerful Baali usually set the base Déchéance rating of their place of day-sleep by half their Bane Severity, and it will usually further increase from there. While within the perimeter of a location, a Character's Composure pools suffer a penalty equal to the rating.

• **FLICKER OF DARKNESS** Animals will avoid it unless supernaturally compelled not to, lights tend to dim or flicker, and shadows might appear to shift or darken inexplicably. Appears relatively normal to a casual observer, especially during the day.

•• **STAIN OF SIN** Small, eerie occurrences begin—strange sounds, cold drafts, or unsettling whispers. Visitors feel uncomfortable or anxious without knowing why.

Projects launched here inexplicably run into difficulties, conferring a -2 Dice Penalty to their Launch Rolls.

••• **CORRUPT NEXUS** The location has become suffused with the Infernal, sometimes creating or pulling, Ley Lines unnaturally to or through it. Strange and noticeable changes take place, such as surfaces becoming layered in ash, the smell of burnt corpses, or a knee-high blanket of fog. Dread seeps into the minds of those present, causing a -3 penalty to pools to resist Fear Frenzy or other such attempts to maintain one's bravery.

•••• **TAINTED DOMAIN** The site is actively dangerous, with malevolent forces at work. Strange figures may be glimpsed, and those who stay too long are marked by madness or injury. The environment itself pulls the Outer Dark into mundane readily with an almost animant fervor adding two dice to the use of Daimonion, Infernal Rituals, Ceremonies, and Infernal Thin-blood Alchemy performed in the area.

••••• **INFERNAL THRONE** The location is a manifestation of pure evil, a hellish place where dark forces reign. Reality is distorted—time flows strangely, physical laws are bent, and anyone who enters risks being consumed by the madness and malevolence that dwell there. Leaving the area requires a Resolve + Survival or Occult; Difficulty 4 Test, else they simply wind up elsewhere within the location.

**OBJECTS** Sometimes a single object becomes twisted by the Outer Dark. Most frequently these objects are ones used in Infernal processions or that have been specifically imbued with the Outer Dark's power to lend them supernatural properties, but they can also simply be things that were present during an Infernal occurrence; A tape that recorded the last moments of a human sacrifice, silver coins used to buy treachery, or a bell run to toll deaths of those who died in an unnatural massacre.

• **TINGED WITH MALICE** The object has a faint aura of wrongness. It's unsettling to touch or hold, but the effects are minor—chills, brief hallucinations, or unsettling dreams.

•• **DARKENED INFLUENCE**

The object begins to affect those around it, causing intrusive thoughts, or compelling others subtly.

Characters suffer a -1 Die penalty to resist purchasing or stealing the item.

••• **CURSED RELIC** The object's power is evident. It can compel actions or inflict harm upon those who handle it. Its presence induces dread, and those who possess it are plagued by nightmares and paranoia, causing them to regain no Willpower upon waking.

•••• **WICKED ARTIFACT** The object is a conduit for dark power, that confers terrible misfortune upon those who handle it. After touching the object, Characters will suffer a debilitating injury within the same night that causes three points of Superficial Damage. If this kills a Mortal, they will become a Wraith and gain the object as a Fetter.

••••• **INFERNAL ICON** The object has become more a thing of the Outer Dark than of mundane matter. Merely handling it causes a Character's Déchéance to increase by 1. It may be, or spontaneously become, a [Pithos](#) and the effects of Infernal powers or processions may occur in its presence without warning whenever someone intends to destroy or get rid of it.

## Merit of Membership

A member of Clan Baali need not always be conniving towards their Coterie, like any other vampire, the Baali have their own plans, own means, and their desired ends. Even with the aid of the fathomless forces of the Outer Dark, an earthly helping hand can prove to have more immediate use, and who says that just because you have friends whispering from beyond the veil, doesn't mean you can have someone to spend you nights with here, in mundane reality.

The Baali come with their own Coterie Merit, unique to them that can be purchased at character creation. Additionally, Apostates with previous vampiric heritage, can also purchase their associated Coterie Merit as well.

•• **DEVIL'S BARGAIN** (Clan Coterie Merit): Once per session, the Baali may enter a pact with another member of their Coterie. The Baali chooses a [DARK BARGAIN](#). The Coterie member gains a number of automatic Successes equal to the Flaw's rating, which they may spend across rolls as they choose. The **DARK BARGAIN** and the use of the Successes are lost at the end of the Session.

# LORESHEETS

**T**his section covers the numerous Loresheets associated with Infernalism and the Baali at large. Many such sheets offer alternative playstyles, ways to build up your Chronicle through themes of the outer dark and structure characters that feel like they are the darkest part of an already dark world. While some of these sheets can be taken by Clans other than the-Baali, it's assumed that those Characters will still be heavily associated with the powers of the Outer Dark, whether knowingly or not.

Most of these Loresheets are self-contained and ready-to-play at a glance, however further elaborations on some of them might be found in the Baali in Modern Nights section, which may help readers further contextualize the place of a Loresheet or its background within their own Chronicles.

Some of these Loresheets, like many others, can be quite disruptive to a Chronicle. Storytellers should keep in mind what kind of themes they want to portray when building out a Chronicle, and if some of these Loresheet backgrounds might be too disruptive of those themes. As always, the Storyteller is the final arbiter of anything presented here.

# CAME BACK WRONG

(BAALI OR HECATA CHARACTERS ONLY)

The Underworld. Yomi. Sheol. Hades. Jahannam. Shadowlands. Duat. Naraka. Hell. Oblivion. All Cainites have been through the turmoil of death at least once to become an immortal undead. The methods of a return are always difficult, nearly impossible, and even when they succeed, the cost is steep and the results are imperfect. You died. Then died again. Yet on the brink of Oblivion, something pulled you back –An entity claiming to be Nebiros, Marquis of the dead. With a powerful, eloquent, intonation he offered you resurrection in return for your service. With only the alternative of infinite nothing before you, the pact was struck and you were resurrected in a recently deceased body that shows signs of having been ritually sacrificed. The existence you had prior to this one feels dream-like, only being able to recall emotional attachments, however you do have all the memories and skills of your current body, whoever they are. Death has also permeated your new being granting you a talent and fascination for necromancy.



Taking this loresheet at character creation requires that you pick at least two Touchstones, someone from your previous Kindred unlife, and someone who matters to who you are now.

← Lore →

● **Fist of the Grave:** Your body and soul writhe with tendrils of finality that wither even the insubstantial matter of Oblivion. When you Blood Surge your physical attacks, they can damage incorporeal beings, such as Wraiths, shadows of Oblivion, or other such entities.

●● **Death Rite:** Necromantic processions seep into your daysleep dreams. You learn the Oblivion Ceremony Gift of the Blood Pearl (Pg. 34), even if you don't have the required Oblivion or Blood Sorcery, and once per Story when you use a Blood Pearl it automatically works with no Ceremony Test required.

●●● **In Nomine Nebiros:** The Marquis tasks you with sending him the souls of those who were touched by the powers of the Outer Dark, and has marked you with his power so that you may be his agent. Add three dice to any pools made to detect

Infernalism in any character. Once per Chronicle, when you destroy a character touched by Infernalism, or send them to Oblivion in some other way, the lowest of your Stamina, Charisma, or Resolve is increased by 1, up to a maximum of 5.

●●●● **House of Skulls:** The location of your resurrection was a secreted place that a cult could operate in. A distant manor in the hills, the huge mausoleum of a forgotten family, or the private floor of a tower. You gain this space as a Haven (●●) with Ward (●). Wraiths who pass into these walls are trapped, and cannot leave without your say so, with some of the more agreeable ones serving as Watchmen (●). However the place is also Haunted (●) by hellish sights.

●●●●● **Necroschism:** You've learned to manipulate the strength of the infernal anchor that binds your soul to your new flesh. You may take a point of Aggravated Willpower Damage to split your body and soul apart. While a Wraith you are subject to the same rules and powers they are and cannot Rouse the Blood. You can manipulate the physical world and move through solid matter. Your Physical Body becomes little more than an animated corpse that you can command to perform simple tasks (mop this room, open that door, kill that man.) Both forms use your Character Sheet's Attributes and Skills, however your Wraith form's Physical Pools cannot be larger than your current Willpower. Maintaining this separation for longer than a Scene causes your physical body to rot and take a point of unpreventable Aggravated Damage for each subsequent Scene.



# DEALER OF NEEDFUL THINGS

(BAALI CHARACTERS ONLY)



Everyone needs to make a living, and ever since the fall of the Chantry—and the many other delightful calamities that have followed—the occult trade has flourished. Never before has the thirst for sorcerous power been so desperate, and you, with your collection of dangerous relics, are ready to make your own contributions to this growing market. You've quietly accumulated your stockpile, through trade, discovery, or perhaps more unsavory means, and now it's time to lay down roots and set up a shop for things people need. You've kept to the shadows, but the whispers are growing louder: A mysterious vendor trafficking in strange, useful, *forbidden*, objects. Of course, if your customers lack the necessary currency... Well, there's always their soul to consider.

Taking this Loreshheet grants you a Haven (●) that serves as a small storefront.



## → Lore ←



● **Nicknacks:** You seem to have an endless supply of small trinkets you give away to customers, either to sweeten the deal, or to make a living. Of course these trinkets aren't quite what they seem, and you can sense when they are within two-hundred yards/meters of you, though knowing its exact location is nearly impossible. Those who take it also have an inclination to listen to what you have to say, granting you +1 die to your Social pools to persuade them. Each night you have at least one of these Trinkets, and can spend a point of Willpower to immediately find another somewhere on your person.

●● **A Store Near You:** The nature of your profession requires that you may need to, abruptly, relocate. Once per Story you can shutter your current location and move to a new one. This second location counts as a Haven (●●). These shops are always dark and moody, but welcoming to your clientele. Add one die to any pools made to sell something while in this Haven.

●●● **Devil's Paw:** You always seem to have just the thing to solve a Cainite's problem, though it may come with unforeseen consequences later on. Once per night, if someone accepts a sale or trade, you provide them with an object that confers two bonus dice in a Skill towards a problem they wish to solve. However once it's resolved they suffer a two dice penalty. A total failure on this

penalized pool makes a new problem for them they need to solve.

●●●● **Eclectic Collection:** Your most valuable merchandise; Choose three [Artifacts](#) that you have in stock to sell. You can choose three more at the beginning of each Chronicle.

●●●●● **Cursed Curios:** While everything you sell has always been somewhat cursed, everything you've ever sold now has an exceptional curse. At any time you can make a Resolve + Awareness; Difficulty 3 Test to get a brief glimpse of where the object is, as if you were looking out from its exact position. While doing this, you may also spend a point of Willpower to provide the holder with a two-dice bonus or penalty to a skill.

# SACRIFICIAL DESCENT

(BAALI CHARACTERS ONLY)

The other foolish Kindred believe that your blood makes you incapable of feeling warmth or connection to another, let alone to a Kine. They think all we possess is a blind devotion to infernal masters. But if that were true, how could one truly offer them as a sacrifice? If they meant nothing, where is the sacrifice?

Your sire taught you the importance of sacrifice—that unlike your dull, reckless Clanmates, your lifeline to mortality isn't some trinket to be discarded in a crude offering. The Children of the Outer Dark respect a show of appreciation and restraint, and many within the Clan of Devils are too hasty, too filled with doubt, to take the deliberate path of transformation by slowly corrupting what it is that they need most: Their Touchstones. They are a tether to Humanity —our greatest gift, and the corruption of what we need into something we can use is a ritual to grant power, the descent is the method of our true devotion. Our connection to the Kine is a demonstration of how they can be saved and put to good use, once these end times come.



While this Loresheet doesn't require it, it is recommended players who take it begin the game with three Touchstones to exploit for these Backgrounds.



— Lore —



● **“Dreams are Fleeting”:** You have begun the preparations with one of your Touchstones. Choose which, that Touchstone is Blood Bound to you, and you feel genuine affection for them. When you spend time with this Touchstone, add two dice to your Willpower Pools until the end of the next Session.

●● **Such Delights to Show You:** The emotional link to your Touchstones is a metaphysical tether, one that you can exploit. You can offer them a Devil's Bargain, if they accept they gain the usual backgrounds from it, and you can also burn your own Willpower to re-roll up to three of their Dice in a pool.

●●● **Prove Your Devotion:** When you convince your Touchstone to perform an act that goes against their own convictions or beliefs, prevent any Stains you would gain from doing so. Additionally, if your Touchstone kills someone for you, you mend Superficial Health Damage appropriate for your Blood Potency, for free.

●●●● **Mark of Conviction:** As long as your Touchstone's Humanity is five or lower, their rotting soul opens them to physical corruption and at any time you can gain two Stains to transform them into a [Marked One](#). This can be done even if they are nowhere near you. This activation usually results in them becoming permanently deformed.

●●●●● **“Nooo Not Me!”:** The time to harvest the fruits of your corruptive labor has come. You can drain a Touchstone completely. Doing so grants you any Stains typical to harming and killing a Touchstone, however your Blood Potency is increased by 1. If you lose Humanity as a result of Stains gained from doing this, increase a Discipline's level by 1 as well

# DEN OF SIN

(BAALI CHARACTERS ONLY)

Since time immemorial, certain places have been marked by the calamities of their age, where intense emotions leave scars on both this world and the next. These locations hold power, particularly when manipulated where the veil between worlds is thinnest. With your blood, now tainted by the might of infernalism, you can chart a path to the outer dark. All that remains is to channel the excess and debauchery that comes so naturally to the kine. Through these acts, you will forge a link to a remote pocket deep within the abyss.

These Dens of Sin, as the Baali call them, have been used throughout history to serve as a focal point for the moral and spiritual degradation of the local populace, eventually allowing more and more overtly hellish acts to be seen as little more than happenstance. The most successful, and possibly first, example of these dens was employed in Carthage by Moloch and his Childer, who created all manner of hedonistic extremes that eventually made blood sacrifice to hellish pantheons not only commonplace, but a desired outcome. Other examples include, the Castle of Gilles de Rais, the Soissons Heresy, and the rites of mass human sacrifice decreed by Huitzilopochtli.



The first time you purchase a Background from this Loresheet, you gain a free Haven (●) to serve as your Den.



— Lore —



## ● A Taste for Everyone:

Increasing depravity within your den increases the available clientele. You gain your clients as a Herd (●). This Herd's rating is increased by one for each other Background you purchase from this Loresheet.

●● **It Grows on You:** Your Den of Sin has a strange life of its own, feeding on the withering humanity and growing in size and ability in proportion to the awful events that occur inside. Once per Session, when someone dies in a gruesome way within the walls of the Den, you gain a free dot to spend on its Haven rating, or an add-on of your choice, as the Den grows new rooms and amenities.

## ●●● Powered by Damnation:

Your clients unquestionably lose something when partaking in your offerings, but you on the other hand have gained power. Add two dice to your pools to tempt others, and when they partake, add an additional die to one of your Discipline Pools for the remainder of the Session.

●●●● **Warping Reality:** Your Den of Sin has attained a level of connection with the Outer Dark, allowing you to subtly influence reality as its corruption pours forth. Once per Story you may warp reality within your Den, you may reroll any failed Social or Mental pools within the Den or automatically succeed on a single

action involving mortal. Additionally you can choose to allow another Cainite at the Den to use this Background for the evening, though it can never be used on you.

## ●●●●● Patron of your

**Establishment:** Your den of sin has become a nexus of infernal power and remarkably a lesser demon has manifested on its own accord. A rare blessing for they usually are uninterested and require the construction of an astral bridge, you must truly be favored. Choose a [Demonic Entity](#) and gain its mark immediately. It will treat you as its favored, though it also pursues its own strange ambitions

# HERETIC

(BAALI CHARACTERS ONLY)

Within the Clan of Devils there exists a group of those who believe the original purpose of the Clan was not to awaken the ancients, or conjure the presence of the Children of the Outer Dark, but instead to commit any atrocity necessary to keep them asleep, to bar their way, to prevent their incursion into our world. Many of these individuals are, or have inherited, this philosophy from the Molochim, who once had an order devoted to it..

Many other members of the Clan of Devils, especially the Orphans of Nergal and the Husks of Azaneal, consider those who follow these practices heterodoxy that leads to stagnation and weakness. Viewing such a philosophy as a rot within the Clan, many Devils on the outside looking in will do all in their power to bring down these "Heretics".

Those who hold fast to these beliefs are usually righteous in their cause, however, and will even seek self-destruction should it buy the world a few more nights beyond the reach of the hellish powers of the Outer Dark.



● **Solemn Temerity:** You are expected to subdue the unfathomable power of hell itself, and have borne witness, or even spoken directly to, the source of such a power. This direct confrontation with a demon was sheer terror, but it had the blessing of instilling in you a noble fear of the dark and all that lay beyond. Once per Session, you may add 1 die to resist Terror Frenzy, if that Frenzy was triggered by an Infernal power, such as another Baali, a [Marked One](#), or even the manifestation of a demon, add 2 dice to resist instead.

●● **A Task Greater than You or I:** Your duty is a grim one, but one that must be done. Despite extensive measures, no one, even you, is ever truly prepared to deal with what must be done to placate the hellish Children of the Outer Dark, or then things that rest in the earth. Once per Story, when you roll to convince another that what you do, no matter how awful, is done for the good of the world, you may completely re-roll that Dice Pool.

●●●● **Confidant:** A fellow Cainite is wholly invested in your aims, having also witnessed the powers of the Outer Dark, and will take any measures necessary, though you suspect they may be unable to stomach especially dark measures. They count as a Mawla (3) that will always assist with your Dark Sacrament, however they've drawn the attention of an Infernal Adversary (2) that will actively try to kill them, or the both of you.

●●●● **The Victim Soul:** Things in the dark hunger for innocence more than anything, as the purity of a soul is a delicacy they rarely partake in. Once per Chronicle you can spend an hour meditating to find a mortal that is entirely pure of heart, spirit, and body. Sacrificing this individual as part of your Dark Sacrament thoroughly satiates a Child of the Outer Dark, and they will nullify the effects of an Blood Ritual or Ceremony of Oblivion outright for the remainder of the Story. Additionally, for the remainder of the Chronicle, a single Cainite's Blood

Sorcery, Oblivion, and Occult pools suffer a two dice penalty. Performing such a profane act fills your entire unmarked Humanity tracker with Stains.

●●●● **Dragonfall:** You know of a Nexus of Leylines, bored into the earth by some cosmic fall. Here, sorcerous power is strong, and the foundations of reality are weak. You've sworn to protect this site at all costs as Ceremonies and Rituals performed here have their Dice Pools increased by four, and any Infernalist who catches wind of it will use it to herald a powerful demonic incursion. If any other Infernalist uses the site, you are plagued with apocalyptic visions, causing one or more Stains, and your Tests to resist Frenzy have their Difficulties increased by 2 until the end of the Session

# HUNTER PAWN

(BAALI CHARACTERS ONLY)

The will of the outer dark is unknowable and unquestionable. For centuries, your cult has identified those with the potential for true faith—descendants of divine champions—and ensured they never unlock that power. Your role is to twist their lives into ones of obsession and hatred, removing potential threats. It's said that, if done enough, this will usher in the Adversary, as a shadow to consume the light. The dark powers have commanded you to ensure a Chosen Kine becomes consumed by hatred and obsession with you, walking blindly into their embrace.

You followed their bidding: you took someone the Chosen loved during their formative years, setting them on a path of vengeance. Now, they delve into the occult, seeking to destroy you. Good—let them come. Every step they take grants you more favor from the Infernal powers. Though their death doesn't advance your master's goals, it doesn't matter. You have other ways to ensure they remain nothing more than a stepping stone to your glory.



Taking this sheet gives you an Enemy (●●) [Avenging Supernatural Hunter](#). This flaw can be used in place of any mandatory Flaws that need to be taken at character creation.



» Lore «



● **Mind Games:** You understand the minds of those who seek to destroy you. Add one bonus die to Social and Mental pools when you attempt to ascertain their next move.

●● **Indebted Tempter:** You've ensnared a charming individual who will do anything to escape your grasp, working for you only slightly more than they attempt to work against you. They count as a Gifted Mortal Retainer (●●●) with high Charisma and at least one Discipline Power. They are free-willed and will actively try to undermine you, or trick you into their freedom, however you possess an infernal contract that ensures that they can't harm you, and at an

moment you can use it to destroy them in a conflagration of Balefire.

●●● **Ritual of Adversity:** Hate is powerful. By targeting the loved ones of those with divine potential, you draw them into darkness. You can ritually kill a loved one of a Storyteller Character with divine potential. This gains you a new Enemy (●●) as a Dark Bargain, allowing you to purchase two dots of advantages. If the current Chosen dies, this Enemy becomes your new charge.

●●●● **Strayed from the Path:** Each corrupt act further molds a Chosen into your tool. Every time you successfully manipulate a Chosen into accumulating corruption or breaking

their morals, their Déchéance rating increases (tracked by the Storyteller). Upon reaching four, the hunter becomes a potent Dyscrasia. When fed upon, this grants you 3 dots in any Discipline of your choice until your next feeding.

●●●●● **The Adversary:** The time has come to begin the final steps to usher in the Adversary. Once per chronicle, you may trigger the Chosen's transformation into the [Adversary](#), provided they have committed sufficient atrocity or corruption as deemed by the Storyteller. They become champions of the Outer Dark, obedient retainers for the remainder of the story.

# THE LORDS OF RED

(BAALI, MALKAVIAN, OR THIN-BLOOD CHARACTERS ONLY)

The post WWII era was defined by a massive surge in population and transit construction to support the city of Boston, putting extensive pressure on construction workers who expanded the MBTA subway system. During the most intense periods of expansion, these workers would spend their off-hours sleeping in the tunnels instead of going home. The compounding pressure from supervisors, long hours, and stress of working underground would lead to an anxious atmosphere, and many began to hear a strange hum, or hiss, resonating through the tunnels.

The workers most affected by this phenomena would gather, listening to the hum and interpreting it as messages from somewhere below the earth. When asked or evaluated, they would describe it as a message, or that they were "hearing" red. When a small report was published in the Boston Herald about the phenomena, it caught the attention of a Baali, who would go on to Embrace prodigious from the group, creating the Red House, who would go on to identify and commune with the Lords of Red, an alien and unknowable force that seeks to bring about the enigmatic Time of Red, communicating through a low psionic hum



» Lore «



● **More and More Now:** You are a recognized member of the Red House with some standing. Once per Story you can call an Ally (●) to automatically assist you in anything you require. This Ally's effectiveness rating is increased by one dot for each other Background you purchase from this Loreshheet, as the Red House will lend greater aid with greater recognition.

●● **You Want To Dream:** You gain a Thin-blood Mawla (●) who serves the Red House, and can concoct the hallucinogenic drug, [Blackburn](#), and unlike other Cainites who are affected by the drug, the Skill bonuses are not inverted for you. You can get a dose of Blackburn once per Story, and can even feed from the Thin-Blood if you bring them rare alchemical ingredients. Thin-bloods who take this Background add two automatic Successes to their Distillation Rolls to create Blackburn.

●●● **The Name of the Sound:** You have personally gazed into the Red, the realm of the eponymous Lords, and it has resonated within you, allowing you to sense spiritual vibrations. Add three dice to any pools made to hear, and your powers of Auspex can be performed even if you only hear the target.

●●●● **The Thunder Song:** You have listened to the words of the Lords of Red for long enough that you have remembered their strange uttering phrases, which might be an attempt to find meaning through trial and error. You can become their speaker, pouring out their distorted word salad. Doing this for at least two full turns while afflicted with a Compulsion allows you to spread that Compulsion to Cainites who hear you, causing them to gain it as well. Mortals instead take four non-halved Superficial Willpower Damage.

●●●●● **You're in New You:** Your skin has been marked with rippling black geometric patterns, which turn a deep red as your Hunger increases, and they can be used to manifest your powers of Oblivion as if they were shadows. You gain an effect based on your Clan, with Malkavian Apostates gaining both benefits, or Thin-bloods gaining the third instead of either:

**BAALI** You gain the ability to learn powers of Blood Sorcery as powers of Oblivion, and vice versa, using the Discipline Rating of the Discipline they're learned in when called for.

**MALKAVIAN** Add two additional dice to your Amalgam Powers Dice Pools

**THIN-BLOOD** Your blood vibrates with a catching thunder that plays you on repeat in the minds of others, allowing you to Blood Bond like a 'full blood' Cainite can, additionally you become unbondable to anyone outside the Red House.

# MITÉRA POLLÓN

(BAALI CHARACTERS ONLY)

In the nights of the Long Dark a Greek Widow was Embraced into the Clan of Devils. Meant to be little more than a slave, her then-modern sensibilities and measured experience as a mortal served as a way for her Sire to survive the Burning Times.

During their travels, they two of them became lovers, bound by a fondness for knowledge and exploration, and the widow's Sire whispered histories of their Clan, of Moloch's weakness to his love for Troile, the fall of their holdings to their own mad ambitions for power, their destruction and resurrection within the organ-tomb of a demon. Then one night, her Sire abandoned her to travel west. Bereft with his absence, she



vowed never to love or be alone again, and set out to find the ruins of her infernal ancestors.

From each ruin she would pick at the mysteries, cutting out ancient knowledge and ingesting the calcified remains of insects once fat with ancient's vitae, granting her visions of writhing things in a distant dark. From these she fashioned her own path of Infernalism that would ensure she was never alone again. Known to future occultists as Mitéra Pollón, meaning Mother of Many, her techniques are a fusion of the ancient rites of the First Tribe and more recent teachings of necromancy and thaumaturgy. You're a student of such teachings, learning them through an ancient tablet, a tutor, or Daimonion itself.

— Lore —

● **Flystrike:** Scratches that Mitéra Pollón would inflict would fester and rot. When you Blood Surge an unarmed attack made with your nails, the wound infests with maggots, causing the victim 1 point of Superficial Damage each sunset. On the third sunset, the wound births a [Vile Swarm](#) (Pg. 136) under your command.

●● **A Gathering of Ills:** The title "Mother of Many" not only reflected her power over unnatural hordes but also her strange attraction to society's ailing, who were drawn to her after she consumed the flies from an organ pit overlooking the Sea of Galilee. These unfortunates flock to you as well, granting Herd (●●●). Unlike a typical Herd, they restore every two weeks, even if you kill them, and few will miss them when they're gone.

●●● **Inner Script:** To lend power to her rites of summoning, Mitéra Pollón would peel back her skin and write their words on the inside of her flesh. Once per Chronicle, you may repeat this process and choose a Ritual or Ceremony you don't know that creates a minion with a Stat Block (such as *Gift of False Life*, *Sanguine Watcher*, or *Birth the Barghest*). This process immediately teaches you the chosen procession and inflicts Aggravated Health Damage equal to the Ritual or Ceremony's level. The chosen procession has all its normal prerequisites, such as Discipline Level and any needed Disciple Powers.

●●●● **Army of Darkness:** Any creatures created from your Disciplines, Rituals, Ceremonies, or from the Backgrounds on this Loresheet have their Health Tracker

increased by your Occult, however all such creatures count as having your Bane.

●●●●● **Mother Made:** Mitéra Pollón unintentionally achieved demonic apotheosis in the 18th century by using her own body as a vessel to birth a piece of the Outer Dark into the world, however as with many things associated with such conceptual attempt, the act was inverted and supposedly birthed her into demonhood beyond creation's reach. You have learned fragments of her ritual. Once per Chronicle, perform the night-long process of wrapping another in layers of your dead flesh, making a Stamina + Resolve or Fortitude; Difficulty 4 Test. One a Win, Cainites become Baali Apostates, while Mortals become Marked Ones that obey your commands.

# PROTÉGÉ OF LAURENCE CADWELL

(BAALI CHARACTERS ONLY)

**L**auraence Cadwell is infamous in many Baali circles. Seen as an aspiration by some, he is an accomplished Infernalist that has spent centuries scouring the earth for secrets and knowledge, all to achieve Demonhood, and take his place amongst the Children of the Outer Dark themselves. While many consider this a fool's ambition, one that he will never meet and will bring about his ruin, others consider him an aspiration.

Cadwell himself has a honeyed tongue, and is adept at ingratiating himself with non-Infernal 'Kindred', hiding his true nature and exposing the intentions of his would-be destroyers. You those in other Sects, he is seen as a respectable and charming man, and finds himself frequently invited to gatherings in every Sect, Anarch, Camarilla, and Hecata. However his witty and affable facade masks an incredibly cruel and callous nature, and his functions within the Sects are merely a 'necessary evil' for his goals.

He is followed closely by a small cadre of Cainite admirers, who he has promised "Once I rule in Hell, I shall make Heaven on Earth." You're either Cadwell's protégé or his own Childer, Embraced via a particularly difficult puzzle box Pithos, which and exceedingly rare few solve, as an Apostate.



➤ Lore ➤



● **Infernal Accolades:** To understand the Pithos is to understand Laurence Cadwell. It tested your mind and resolve and you may telepathically communicate with him via the Pithos with an Intelligence + Occult; Difficulty 3 Test. Also, Difficulties to solve puzzles are reduced by 1 for you.

●● **Jealous Follower:** You know another follower of Cadwell, something that considers him a Cainite Celebrity, and is likely blood bound to him. Due to you being his protégé, you gain them as a Contact (4), however when you do too well, this Contact becomes jealous, turning into an Enemy (●).

●●● **Coming Up Roses:** While many may suspect you of foul play or infernalism, you always have a talent for emerging unscathed, just like Cadwell. Once per Story, you can automatically pass a Test to convince a single Cainite of your innocence in regards to Infernalism.

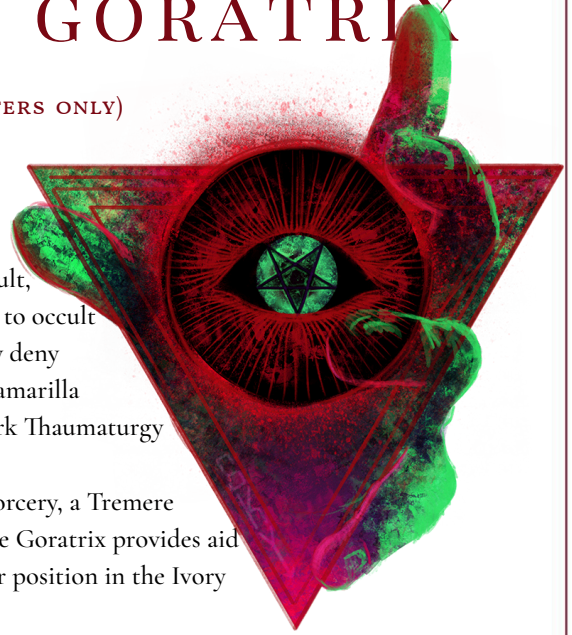
●●●● **Whispering Relic:** You can create an artifact that allows you to communicate quietly with whoever is holding it. It can also broadcast your Presence powers. When you speak through this relic, it sounds almost like an internal voice to the one who holds it.

●●●●● **Demi-Fiend Ascension:** Once per Story you can attempt a complex Ritual that will lead to a partial ascension to Demonhood. This Ritual requires a profane location and passing an Intelligence + Blood Sorcery or Oblivion; Difficulty 12 Test. The difficulty on this Test is reduced by 3 for every catastrophic event that's taken place during the Chronicle. Examples include natural calamities, an attack on the local Elysium that results in an important Cainite suffering Final Death, the river turning to blood, or the destruction of a rival Sect's headquarters. Completing the Ritual grants you two free [Demonic Endowments](#), increases your Blood Potency by 1, and adds two dots in a previously unknown Discipline.

# THE SHADOW OF GORATRIX

(BAALI OR TREMERE CHARACTERS ONLY)

**B**efore the fall of the Vienna Chantry, House Goratrix was despised. =Known for delving into forbidden, reviled, and damned spellcraft, they were labeled traitors, yet often served as intermediaries between the Pyramid and the occult, including the Sabbat and Infernalism. Today, House Goratrix is vital to occult trade, seen as the dark sibling of the Pyramid and House Carna. They deny dealings with demons or Infernalists, claiming such accusations as Camarilla propaganda. Nevertheless, members of House Goratrix dabble in Dark Thaumaturgy and isn't against making deals with the Devils.



As an Infernalist—whether a Tremere exploring darker Blood Sorcery, a Tremere Apostate, or a Baali—you serve as a case study in occult power. House Goratrix provides aid when convenient or beneficial, but otherwise observes you from their position in the Ivory Tower.

Taking this loresheet grants you a Tremere Mawla (●●) from House Goratrix, who will assist in occult matters and acquire materials for Rituals and Processions, but will always ask for normally forbidden knowledge in return and will constantly check in on you to observe your methods and abilities.



● **Warlock at Heart:** You've frequented occult circles enough that you know the basics of Tremere life. Add two Dice to any pool that allows you to pass for a non-Infernalist Tremere, even the member of a Chantry somewhere, just not here. If one of these Tests ever Fails, you gain the Suspect Flaw (●).

●● **Anesidora's Folly:** You have in your possession an unearthly artifact of demonic origin or affiliation; A flesh-bound tome, puzzle box, clockwork heart, or some other strange thing. This object is the lure that tempted you onto the dark path of Infernalism, and may have served as a Pithos for your Embrace into the Baali, should you be one. Its hellish properties add Dice to your Ceremony and Ritual Tests while you have it on you, but any Stains gained from those processions are doubled.

●●● **Eyes of Goratrix:** Your relationship with your Mawla has sparked interest from others of the House, and the free Mawla gained from this Loreshet is increased to a four-dot group of Tremere. They will always keep you abreast about occult goings on, including secret occult markets, Leyline Nexi, or when another occult Clan has made an overt move somewhere in the City. As a result of this relationship, you also gain Influence (●●) in the local occult scene. However, like your base Mawla, they will be constantly prodding and observing for information.

●●●● **Lost Canon:** You have a great occult library somewhere, having found it, stolen it, or collected it. You can learn two three-dot Rituals of your choice for free, even if they exceed your current Blood Sorcery level, and learning new Rituals takes

half the time while in this Library. However your Mawla knows of it, perhaps even they gave it to you, and they will seek to borrow from it constantly. If ever barred access, they will cut all ties until the end of the next story or attempt to take it by force.

●●●●● **The House to Order:** Your services to House Goratrix have become a fundamental part of how they accumulate knowledge and amass standing in the Domain. When you refuse to grant them information they will hesitate in their threats. Once per session, you can spur the House into action to facilitate your success against a rival, and they will capitulate. However, if it should be made public that they are working with an Infernalist, they will call for a Blood Hunt on you, and will participate in that hunt with great tenacity.

# SHEPHERD OF THE LOST FLOCK

(BAALI CHARACTERS ONLY)

**D**espite whispers of Shaitan stirring in Chorazin, nests fortifying their old holdings where the Carthaginian Empire stood, and packs of infernalist former Sabbat packs running wild in Mexico City under a new banner of war, the Clan of Devils has seen little unifying figures in the modern nights. That will change with you. Like a virus that's spilled forth from a cell, you spread your influence and infernal teachings outwards, a Child of the Outer Dark already backing your claims; The tumultuously late nights of Gehenna are here, and your grand vision of a world touched by the fathomless masters of old will be made real. This world has become lush with the aimless and purposeless masses, who seek greater reasons, more immediate and tangible rewards for their faith. All that's needed is a shepherd to lead this flock.



When you take this Loresheet at character creation, choose the Demonic Entity it is that you serve ([Click here for examples](#)) Each time you take a Background from this Loresheet, you gain a free dot of your choice in Mawla, Retainer, or Herd, each serving as a member, or group, that belongs to your cult.

— Lore —

● **The Crook:** You hold sway over the hearts and minds of your cult, guiding them and defending them at your discretion. Add a bonus die when Socially interacting with your cult. Add one more to members who are one of your free Backgrounds gained as part of this sheet.

●● **Heeler:** There's an especially competent member of your cult that's always there to solve a problem at a moment's notice, be that blood, money, or shelter, and they can even run the cult in your absence. They count as an Ally (●●●) that always appears within an hour when called on, however each time they do something for you, you must make a Manipulation + Intimidation or Occult; Difficulty 3 Test to keep them under your thumb, else they may begin to push their own ideas on how the cult should operate.

●●● **In Nomine Ducis:** The demonic patron of your cult has grafted its blessing into your very flesh. This marks you as its speaker and an extension of its will, in flesh, blood, and soul. When you take this Background choose two from Insight, Intimidation, Leadership, Performance, or Politics. You gain the Specialty "Cultists" in the chosen Skill and may purchase additional dots in them at two experience per dot, rather than three. However those with Auspex may make a Test of Auspex + Occult; Difficulty 4 to see that the mark is demonic.

●●●● **Bound in Blasphemy:** Your patron in the Outer Dark has threaded their infernal influence through you and woven it through each of your flock. Choose a Discipline and a power in it that you know. Your cultists gain a dot in that Discipline as well as the power. If anyone woven into your flock this way

attempts to flee they become beset by the wrath of your patron, their head filled with glimpses of the Outer Dark that forces a Test of Willpower; Difficulty 3. A failure causes them to take six non-halved Superficial Willpower Damage.

●●●●● **Blessing of the Gerasene:** Your cult isn't a mere extension of your will, it is as much a part of your dead flesh and seared soul as your limbs and fangs. You can enter in a Torpor-like slumber and assume direct control of anyone that's been officially inducted into your cult. You can use Mental Disciplines, including Oblivion, as well as Blood Sorcery, however you gain no benefits from your Blood Potency save for being able to Surge your Blood through them. Inhabiting a vessel during the day may require a Test for Terror Frenzy when seeing sunlight, and requires an expenditure of one Willpower every hour to stay away

# TOUCHED BY FLAME

(BAALI CHARACTERS ONLY)

**E**ver since childhood, you have been obsessed with fire. You would spend hours staring into the flames, your makeshift pyres burning higher and brighter with each new attempt. Your adopted family was deeply unnerved by your fascination, haunted by the memory of how your biological family had perished in a house fire—and how you were miraculously found among the ashes. You suspected it wasn't as miraculous as others believed, as you could hear the mad whispers of the flames and even manipulate them to an extent.

After childhood, most of your adolescent years were spent either in jail or institutionalized, where you might have remained for the rest of your life. However, your latest victim's health mysteriously declined after showing signs of recovery from severe burns—eliminating the only witness to what had happened.

In the nights that followed, you felt eyes on you, until a strange figure with a half-burnt face finally approached. He told you that he had waited a long time for you, and that you would be the flames to unify the world. The Embrace soon followed, but your affinity for fire was turned to fear, so one night you exacted that fear upon him and his cult, making of them a grand conflagration. None survived.



— Lore —

● **Embrace the Flames:** You have always felt more at ease near the flames even as they threaten to consume you. Your Difficulties to resist Frenzy instigated by fire are reduced by two.

●● **Voice in the Flames:** You've learned to commune with those who have perished in fire, trapping their souls within the flames that took their lives. Once per Story you can Rouse the Blood and ignite the ashes or remnants of a fire that killed someone. Their writhing form manifests in the flames. You can communicate with them, however they may become volatile if pressed and attack you and others. Use the [Burning Wraith](#).

●●● **Baleflame Invocation:** The nature of fire has changed in you, and so you can exude that change upon open flame. You can plunge a bare limb into an open flame, taking Aggravated Damage in the process, but turning that flame into Balefire.

●●●● **Baptism of Fire:** Just as you were chosen by the flames, you can mark another. Once per Chronicle you can sear a rune to ignite a sacrificial fire. If the building or area succumbs to the flames, only one survivor will emerge, bonded to you by the fire's dark will. This survivor gains access to the abilities of this loresheet and develops a compulsion to create fires. They count as a Mawla (●●●) if Cainite, or Retainer (●●●) if Mortal.

●●●●● **Wickerman:** You have mastered the art of creating a Wickerman, a construct designed to trap living souls inside. When set ablaze with Balefire, it exerts supernatural control over all flames in the surrounding area. By rousing the blood and making a Manipulation + Occult roll, you can command nearby fire to obey your will, redirecting it wherever you please. Additionally, all fire in your vicinity will supernaturally avoid you, as if it fears your command over it.

# THE VESSEL

(BAALI CHARACTERS ONLY)

**F**or centuries, your cult has been dedicated to serving an aspect of the outer dark. You and your fellow cult members nurtured this entity, preparing for the day it would cross into your world. Guided by your sire and his acolytes, you performed the Ritual of the Vessel, becoming hosts for the entity, fulfilling its demands and hungers through your actions.

However, not long after the ritual was completed, the Inquisition descended upon your cult, destroying it. You barely managed to escape, and now the burden falls solely on you. As the last remaining vessel, you alone must satisfy the entity's needs, and in return, you will be the sole recipient of its dark favor...

When you take this Loresheet at character creation, choose a [Demonic Entity](#). This entity becomes your demonic patron, and you channel its powers for various effects of this sheet.



— Lore —

● **Compulsed to Success:** The demonic creature coils within your skin, capitalizing on failure, and exploiting your will to overcome that failure. While under the effects of a Compulsion, you add an additional die to all pools that aren't penalized by that Compulsion.

●● **Infernal Critical:** Your Beast struggles for expression and freedom, to control, only for it to be quelled into silence by something far older to swipe away its reigns whenever it gets the chance. Once per Session, when you get a Messy Critical, you may add an additional number of Successes equal to your Bane Severity, as the demon within triggers a hostile takeover, performing the action with a display of overt infernalism.

●●● **Obedient Reflection:** The glorious being within you is close to reality, and obedience to its demands is rewarded. Follow the demon's chosen obedience—even if it isn't present—by treating a reflection of yourself as if it were the entity. This grants you its [Mark](#) until the next night.

●●●● **Supernatural Blindness:** Those who attempt to peer behind the veil and know your true intent will find only the demon waiting for them. Anyone who fails an Auspex roll made against you loses access to their powers of Auspex for the rest of the night. Other supernatural entities like Wraiths avoid you outright.

●●●●● **Demon Manifestation:** The being within you is no longer content to remain hidden. Once per Story, you may manifest your Demonic Patron. Depending on the way it manifests, it may require a vessel, which would be you. Otherwise you serve as the locus that the manifestation radiates outwards from. While you don't necessarily have direct control over this manifestation, you can choose when and where to employ its presence.

# WORMTONGUE

(BAALI CHARACTERS ONLY)

**N**ever has a member of the Clan of Devils been accused of being earnest or genuine. However, some Baali have perfected the art of subterfuge and manipulation, not only in social interactions but also by becoming supernaturally insidious. These individuals spread unease and corruption into the very fabric of the Domains they frequent, ensuring their schemes can continue for years.

Such Cainites are referred to as Wormtongues by their peers within the Clan of Devils. They appear to be touched by corruptive forces that grant them unique insights and abilities, not accessible to many others in their Clan, all aimed at disrupting the balance in any given city, sometimes for a grand purpose, and sometimes just because they can. These Wormtongues exploit every social interaction, uncover every secret, remember every slight, and revel in social conflict.

## ← Lore →

● **Perfidious Sage:** Corruption is to be introduced into the minds of others as a measured act. When someone comes to you for advice or wisdom, add two dice to your Persuasion or Subterfuge pools during that Social exchange.

●● **Inter-Clan Empathy:** Throughout the history of Cainites, there have always been Baali who preferred and manipulated specific Clans over the others; Moloch and his love for Troile and the Brujah, Azaneal and his conflation with the Lasombra, or Bel-Karashi and the Ventrue. Choose another Clan, a member of that Clan has become infatuated with you and counts as a Mawla (●●). Your Mental Discipline Powers suffer no penalties when used on the chosen Clan while they are in Frenzy or if you have a Compulsion.

●●● **Persecution Preparation:** The repeated destruction of your Clan has resulted in practices of cultivating groups that can serve as a deflection, or pariah. You gain a group of impressionable Caitiff as a Mawla (●●●). If ever you need a scapegoat for your Infernalism, you can choose to have these clueless Cainites take the fall for you. Starting a new group requires a Project, but you gain three Bonus Dice to Project's Launch Roll.

●●●● **Alluring Form:** Some of your line claim that the Baali were Sired by the Eldest, who tossed his ancient blood upon your ancestor's broken body as a mere afterthought. Your line being sired as bastards makes no difference. After slaking at least two Hunger from a victim, you may Rouse the Blood to shift your form to appear as a loved one of that victim for a single scene. You may assume this form repeatedly until feeding again or reaching Hunger 5.



●●●●● **Crisis of Conviction:** So insidious are your ways, that you can alter the very principles a Cainite lives by. When a Cainite suffers a Stain and they come to you for solace or to commiserate, they add three dice to their Remorse Check, however you can speak a pale whisper into their ear as they lament, and if their Stain was gained by subverting one of their Convictions, they lose that Conviction, and you choose a new one to take its place (it's still tied to the same Touchstone). If the Stain was gained from anything else, they instead become one step towards a Blood Bond with you



# BLOODLINES

**T**hough the Baali are disparate and likely the least organized Clan in modern nights, they are unexpectedly numerous, thanks to several powerful Bloodlines. These Bloodlines trace their origins to founding Methuselahs and exhibit strange permutations of their infernal blood. While most Baali trace their existence to the original trio, others may stem from obscure origins that few Clans have ever known or distinguished, with some Bloodlines being Infernalistic in nature but claiming little heritage from the original three who emerged from the First Tribe's pit.

A unique aspect of these Baali is the existence of Bloodlines that span two separate Clans. For instance, the Husks of Azaenal include both "pure" Baali and Lasombra so thoroughly integrated that they are nearly indistinguishable. These non-Baali Clans, included in these Bloodline sheets, are Baali in all but name, sharing the same strange and infernal nature as the Clan they have intermingled with.

# Dark Tyrants

*"You don't understand. I am the one in control here. You will bow to me, and once I'm finished, every shred of your being will belong to me. That mind of yours will bend and break under my will—because the only true constant in this universe is will itself, and none is greater than mine. This entire city will soon learn that truth. The crisis is nearly over, and the Primogen Council will welcome me with open arms. Pity you won't be there to witness my crowning... or at least, not as yourself. Now, look into my eyes and behold greatness"*

*—Dominic Thorne, Soon to be Primogen*

The Tyrants of Bel-Karash are a rare bloodline, with merely a handful left in existence. Their lineage is officially denied by the Clan of Kings, who refuse that they ever shared any form of history, let alone blood relations. They are only ever remembered only in hazy tales of Ventrue victories or as cautionary allegories about the perils of pride and abusing power. This fact alone causes a secret rage in the Tyrants to have their blood denied and discarded when they should be honored.

Yet, the children of Bel-Karash do still exist, driven by a need to be obeyed that rivals their formidable powers of command—Matched only by their cursed pride, as they are compelled to make others and those who would think themselves above them to recognise them for their greatness

Dark Tyrants often work alone or in pairs, scheming to seize control with their Childer typically acting as a lieutenant of sorts, though these subordinates also model themselves as future Kings and Queens of a city. Despite their connection to the Baali, the Dark Tyrants despise the notion that they are anything other than a pure and worthy line of Ventrue, believing themselves superior for recognizing and exploiting a source of untapped power. They consider other Baali inherently inferior, with a servile inclination toward worship that makes them ideal servants, but never equals.

In their mind the call of the Outer Dark is only a means to an end, and they pay only lip service to their so-called Infernal patron, viewing infernalism as a tool rather than a calling. To them, any allegiance is one of convenience, a tributary to be paid when necessary rather than a true devotion. This disdain for their infernal counterparts drives the Dark Tyrants to infiltrate Sects, rise to positions of power, or even form their own domains. They often employ a favorite method: secretly fostering Baali cults or creating Childer only to crush them, a calculated demonstration of their own worth. With their strict adherence to, and often callous application of, the law, they have become favored candidates for enforcing the rules—Much to their own delight, and to the eventual regret of any Prince or Baron who places them in such a role.



## Optional Discipline Spread

**DOMINATE** Due to them being directly tied to the Ventrue, Dominate is the preferred Discipline of any Dark Tyrant. Using it to break minds, shatter wills, and crush souls under their velvet fist.

**PRESENCE** Both the Baali and the Ventrue hold a deep talent for Presence, and exploit its mastery. However the Tyrants tend to do so with the desires to be hailed, to stoke their egos, and ensure that even when their draconian rules are questioned, they remain well-loved.

**OBLIVION** The Golden King of Gods is ultimately the creator and ruler of this apostate Bloodline, presiding over them from the gilt-throne in a realm unseen. The descendants of Bel-Karash hail the Outer Dark for information, but rarely admit to others just how much help from the powers of Oblivion they require.

# BEL-KARASH'S TYRANNY

(BLOODLINE; BAALI OR VENTRUE CHARACTERS ONLY)

In the time of the first cities, when Kindred ruled as gods and waged vast wars with one another, there existed the Ventrue Methuselah, Bel-Karash. Ruling with a draconian order, priding himself on absolute dominion and strict obedience to his decrees, his laws were righteously enforced without exceptions. From children stealing bread to even his own Childer and those who held his favor, a broken law was met with destruction, no matter how minor the infraction. Having suffered under a hundred years of his tyranny, Bel-Karash's Ventrue Childer rebelled, overthrowing their patriarch.

Having barely survived the rebellion, Bel-Karash fled the city, his body broken, burned, and impaled. In the wilderness he sought a forbidden nest of exiles –Baali. Seeing in him a potential, the Baali offered the fallen Ventrue the Rite of Apostacy, in exchange for his eternal worship of their golden god of kings. This demonic entity thrived on callous order and rampant oppression. Accepting the pact, Bel-Karash created a new dark line of Blue Bloods, who are wholly uncompromising of their orders and laws.



Optional Discipline Spread: *Dominate, Oblivion, Presence*



● **Grovel at my Feet:** The first time each Session when someone shows you deference, by means of a bow, salute, or takes a knee, you recover a point of Willpower. If they did so out of genuine fear, recover two points instead.

●● **Below My Notice:** The slights of the wretches are rarely heard, and even more rarely valid. When your roll ties in Social Combat, you add an automatic Success, breaking the tie. Even when you lose a Contest in Social Combat, you take 1 less point of Willpower Damage before halving, down to a minimum of 1.

●●● **In Nomine Rex:** You've been crowned by the golden god of Kings. Characters who have at least four Aggravated Willpower Damage

will obey any command you give them, to the letter, not having the ability to resist. Your Dominate powers can even command those in this state against their very nature, though they will stop at self-destruction or harming their Touchstones. If such a character under your control takes even one point of Aggravated Health Damage, this control breaks, and so does their mind, sending them into a Fear Frenzy.

●●●● **A King's Ransom:** Your patron ensures all the small endeavors you make pay out, so long as you pay your respects of course. You have an ancient throne, made of gold. Once per Story you may bring a Character with greater Fame, Status, or Resources than you to its location. If you manage to break them, coerce

them, or brutally beat them into submission while sitting on, or standing before, your throne, your patron permanently transfers one of their Backgrounds to you.

●●●●● **Tyrant's Decree:** Your blood is rife with a Tyrant's pedigree, and even though it may be weaker than your Elders, it still holds the power to bend them, break them. Once per Chronicle you gain a Level 5 Dominate Power of your Choice. This power automatically Succeeds on anyone who is one of your Backgrounds. If you manage to use this power on an older generation Cainite, you may use this Background again during the next Story, ignoring the Once Per Chronicle restriction in this instance

# The Bloody Sun's Warriors

*"This used to be the seat of our power." Athena sat atop an adobe wall, looking out over the city, her Childe effortlessly keeping balance as he stood next to her. "The spiritual center of the Sabbat. Now everyone's left to die far from home." She looked to the Palacio de Bellas Artes in the distance, a place she'd been as a child. The mechanical lights of the city shimmering against the night. "But we're still here, trying to keep the spirit of this place alive."*

*"You sound nostalgic." He uttered it with disinterest. Her Childe was still new to being a Cainite, and didn't appreciate what the Sabbat meant. "Like you want the Elders back, running packs into Fiorenza's meat grinders." His eyes gleamed red as he turned with a cat's grace atop the wall, gazing into the darkness at their backs.*

*"That's not what I said." Her tone remained neutral. "We stood for something. We were proud to die for this city."*

*"You'll find that pride again." Interrupted a third voice from dark behind the wall. Her eyes gleaming green as she looked up at the two Cainites, a hummingbird darted above her shoulders, like a shadow. "The city's soul isn't lost. A new war begins. Let these meetings be the beginning to set things right." The third figure smiled with black fangs.*

Long before many of the defining events of Cainite history; The Fall of Carthage, the Feast of Folly, or the Convention of Thorns, many of the most ancient Baali were given insight to their Clan's impending destruction. Seeing their Clanmates conflagrate in the fires of mortal hunters, Kindred warriors, and at the behest of other creatures of the night, these fleeing Baali would put away their tools of overt conquest, and adapt to subversion. One of these ancients who fled from the cradle of humanity would settle in a distant southern continent of the new world and insidiously co-opt the name and status of the Aztec god of war, Huitzilopochtli.

Taking to day-sleeping within an enormous ziggurat in Tenochtitlan, Huitzilopochtli would demand daily ritualistic sacrifice, telling the prospering Aztec empire that he required blood to fuel his power as he flew across the sky, fighting off eternal darkness in the form of the sun. At night he would wake and wage an earthly spiritual battle against the enemies of the Empire, embracing his priests and greatest warriors, and sending them to drive out the other supernatural powers of the area.

This bloody age of war and sacrifice would come to a terrible end however, as the arrival of the Spaniards to the southern Americas would bring with them Lasombra inquisitors and demon hunters. With many of the Aztec people identifying the Spaniards and their Kindred stowaways as divine saviors, the Huitzilopochtli's power was shattered to pieces, and the Sabbat, a Sect with which Huitzilopochtli was unfamiliar with, would drive him into the bowels of his temple, and collapse it upon him.

Almost three-hundred years later Huitzilopochtli now stirs from his slumber. With the threat of the Sabbat traveling to the Gehenna War, his descendants amass and corrupt the established order of Kine and Cainite, spreading the will and influence of the self-styled war god once more, and hoping to bring in another blood age of perpetual sacrifice, where blood flows like water.

## Optional Discipline Spread

**PRESENCE or CELERITY** As with most Baali, the emotional manipulation of Kine and Cainite plays heavily in their ability to create a following. Those of this line don't foster fear and love, however, but to drive others to extremes of violence. Physical-minded Eagle Warriors may swap out Presence for Celerity as an in-Clan Discipline, as they forsake emotional manipulation for the precision of obsidian.

**BLOOD SORCERY** With a performance for bloody rituals carried in their blood, owing to their founder's unquenchable desires, these Baali perform such rites whenever they can, and lean towards ones that require a great deal of mortal blood to perform.

**OBLIVION** As with their preferences in Blood Rituals, the ceremonies of these Baali tend to be especially violent, leaving a wake of heartless corpses as they move through domains.



# CHILDREN OF HUITZILOPOCHTLI

(BLOODLINE; BAALI CHARACTERS ONLY)

**D**escendants of the ancient Baali who took up the mantle and status of the Aztec war god, Huitzilopochtli. These Infernalists used the beliefs and traditions of the Mexica Tribe to entrench themselves as divine agents that would require a constant supply of sacrifices to slake their Methuselah's thirst. However their sanguine reign and exploitation of the Aztecs would crumble to nothing with the arrival of the Conquistadores, their old-world Sabbat inquisitors, and the surge of disease that would plague the peoples of the New World. Buckling under the Sword of Caine, Huitzilopochtli would go into torpor as his profane ziggurat was brought down upon him.

However, with the Sabbat rampaging to the middle east, Huitzilopochtli has begun to stir, sending out his talons into the night to seep into the established orders of the supernatural world, and wage a new spiritual war to consume the souls of the night. His Children, the Fire Priests and Eagle Warriors, move outwards from their deity's haven below Mexico City, re-embracing from the ranks of the vestiges of the Sabbat.



Optional Discipline Spread: *Blood Sorcery, Oblivion, Presence or Celerity*



— Lore —



## ● Left-handed Mediator:

Huitzilopochtli has sent a [shadowy hummingbird](#) to keep tabs on you from night-to-night. This dark creature counts as a Retainer (●●) that can speak and communicate with any other Children of Huitzilopochtli in ancient Nahuatl, but will always report your progress (or lack thereof) to the methuselah or one of his immediate underlings. Should you learn this dialect of Nahuatl yourself, you can forgo this demonic mediator and attempt to send reports directly, which might better portray your intentions should you make any slights against your lineage.

●● **The Flower War:** As the Aztec Empire began its descent in the face of invaders, famine, and plague, they sought to placate their masters through Ritual Wars that could be used to placate their hungry gods. You are a member of the new Flower War called by Huitzilopochtli. Once per story you can call for a confrontation between your Coterie

and Allies, and an enemy group. You gain three bonus dice to goad them into agreement to show.

## ●●● Xiuhcoatl (choose one):

**TLENAMACAC** You have been chosen by Huitzilopochtli to become a Fire Priest, and have been gifted an obsidian dagger – a [tecpatl](#). Performing Rituals or Ceremonies that require a mortal's death with this dagger lowers the difficulty of any Tests by 1. If you ever lose it, however, you will be stripped of your status.

**QUAUHTECA** You have been chosen by Huitzilopochtli to become a venerated *Quauhteca*, or Eagle Warrior, and have been gifted a wooden sword embedded with obsidian – a [macuahuitl](#). When used to attempt to decapitate another supernatural creature, you may pin a Hunger Die as an automatic 10, but a Messy Critical will break the weapon.

## ●●●● Sacramental Humors:

You know the rite of the four humors, which requires you to remove four hearts, one of each resonance, and offer them to Huitzilopochtli before consuming them. Doing this increases your Blood Sorcery rating by 1, up to 5, and grants you a new power at your new maximum. This increase, along with the power itself, fades at the end of the night or if you feed again.

●●●●● **Cuauhocelotl:** A venerated [Eagle Knight](#) of your deity has arrived in your City to aid you. It counts as a Retainer (●●●●●) and while it will aid in your efforts, it also has its own instructions and a greater design that you will likely never be privy to. If you ever get in its way, or offend it in some way, it becomes an Enemy (●●●) that will actively work against and hunt you.

# Apostates

*"They say the Ritual for Dark Apostasy, the re-Embrace as others call it, was created by Shaitan. A masterful manipulation of the blood, that winds tight the pedigree of a Clan's lineage together with that of our own. Though I must say, masterful as its creation is, or was, the first iteration was quite crude, being little more than the draining of another Cainite not of our blood, and then allowing that same individual to take our hellish-charged blood back into themselves. In the millennia since we have expanded the process so thoroughly, so brilliantly. Whether through a ritualistic re-Embrace by the Elder of a Nest, a sojourn to the sunken city of Chorazin, or the most widely used method now, a Pithos, we have come quite a long way."*

*–Ithiel, Khofilim Lightbearer*

Apostates begin their unives as members of another Clan entirely before being subjected to various *Rites of Apostasy* and brought into the Clan of Devils. This process not only continues to this day, but is wholly encouraged by anyone able to perform it, both as a genuine desire to expand and diversify their influences and abilities, but also simply to corrupt the other lineages of Caine. In the past, Apostates were frequently treated as inferior to their peers within the Baali, however as the nights cycle on and times change, Apostates are well-considered, with their point of view frequently being encouraged, though not always accepted. Stagnation is always to be avoided within the Clan of Devils, and there exists no easier way to gain new and differing insights amongst the Baali than from those of another Clan entirely.

It also helps that many Apostates can effortlessly pass for their original Clan, so much so that they keep two of the native Disciplines when joining, gaining Daimonion in either Bloody Sorcery or Oblivion, and replacing it with one of their previously native talents in a Discipline. Outside of extremely piercing powers of Auspex, or especially examinatory rituals, it's rare that an Apostate is found out at all, and many have taken office in high positions of power throughout the various sects of the Cainite world.

While loyalties can always be questioned within the World of Darkness at large, the processions through which the Postulant, the name for a candidate for Apostasy, must go before they achieve the re-Embrace is a dangerous and risky affair. In most cases the Rite of Apostasy breaks down the Postulant, tempts them with power to fix all that's gone wrong, and then preys on that temptation. In other cases the Postulant is simply tempted with the promises of knowledge and power beyond their ability, strength to accomplish their goals, or the support of a network of occultists. Many Canites are incredibly ambitious by nature, and many of those many are willing to take the risks and make terrible choices to ensure their security in the world.

This book presents one definitive way for another Clan to be Embraced into the Baali, that of Baal's Pithos on page 31. In these Modern Nights it is the most widely used method, however historically there have been numerous Rituals and Ceremonies developed to re-Embrace an Apostate from another Clan. The one definitive ingredient needed in whatever method the Player or Storyteller needs for a re-Embrace, is simply Baali's blood.

## *Optional Discipline Spread*

Apostates keep two of their previous Clan's Disciplines, and replace one of them with either Blood Sorcery or Oblivion. This of course makes it difficult for most Apostates to have access to Daimonion, as only Tremere and Banu Haqim have native access to Blood Sorcery, and only Hecata and Lasombra to Oblivion. Despite this, in many cases the Apostate's "Sire" is more than willing to teach them the other needed for the Amalgam. When this new Discipline is taken, it starts at the same level as the one it replaced, and the Character also gains access to a free Ritual or Ceremony. Mechanically, if a Player wishes to gain the unchosen of the two Disciplines, they can purchase [Blood and Darkness](#) a four-dot Merit.

**BLOOD SORCERY** The choice between taking Blood Sorcery or Oblivion is largely dependent on the group that re-Embraced the Apostate. Nergali, Nameless, and Supplicants encourage taking Blood Sorcery.

**OBLIVION** Conversely, the Molochim, Khofilim, and Chernobites tend more towards Oblivion, with some of them never even entertaining an investment in Blood Sorcery beyond a requirement for Daimonion.



# DARK APOSTASY

(BLOODLINE OR LORESHEET; BAALI CHARACTERS ONLY)

**N**ot all members of the Baali were Embraced as such to begin with, whether it be through guile or willingly giving into the temptation of infernal power, a Kindred can find themselves "re-Embraced" into the Clan of Devils, damning their blood and soul to the flames. You are such a Kindred. Having underground the Rite of Apostasy, you now belong to a coven of Infernalists.

When taking this Loresheet, choose one of your in-Clan Disciplines and switch it with Blood Sorcery or Oblivion at the same level of the replaced Discipline. When doing this, take Daimonion and a Blood Ritual or Oblivion Ceremony respective to your choice. Your chosen new Discipline counts as in-Clan for experience purchases. You still count as a member of your original Clan, keeping your old Bane and gaining the Baali Bane as well. Anyone you Embrace will be of your original Clan unless another effect says otherwise.

**This Sheet can be taken as either a Bloodline or Loresheet.**



● **Infernal Accolades:** Apostates are considered new blood, a mix up from the main Clan of the Baali, and so they are regarded as being able to approach Infernalism with unconventional insights. Whenever you impress another Infernalist, restore a point of Willpower. However disappointing them invites their wrath.

●● **Friend from Fool:** A member of your original Clan is completely unaware of your Embrace into the Baali. They count as a Mawla (●●) that trusts you implicitly and will always put their own reputation on the line. Even when given hard evidence of your Infernalism, they will stay by your side, as if some greater power clouds their judgment. They will only ever abandon you if you make overt moves against them.

●●● **In Nomine Primi:** Through diabolic research or infernal intuition, you have learned a single glyph of a demon's True Name. By using your Vitae to inscribe this glyph on the floor of a small space. You may kneel before this glyph and utter your Sire's name, forcing them to make a Willpower Test; Difficulty equal to your Occult to resist being beckoned to the location of the glyph.

●●●● **Clans Within Clans:** You know exactly what your previous Clan's desires are, what irks them, what boils their blood. Add an additional Die to any Tests made towards inciting a Fury Frenzy in those of lower Status than you that are a part of your original Clan. You can attempt to incite the same Frenzy in those within your Clan of the same, or greater Status, with a Test of Manipulation + Subterfuge; Difficulty equal to their Status. On a failure, however, they will know what you did and investigate your intentions.



●●●●● **Advent of New Blood:** The Infernal power of your Blood has become strong enough to beget Childer in your own making. When you Embrace, your Childer inherits your in-Clan Discipline spread as their own, having both your original Clans Bane, as well as the Baali Bane. They also start two-steps towards a Bond with you, immediately counting as a Mawla (●). However, if you should suffer Final Death, your Childer Embraced this way will also wither and die

# The Last Children

*"You weren't meant to come this far." He said, shaking a glass syringe full of black-red liquid. "The Dark Father's blood was meant only for him. It was his burden, not yours, or your Sire's, or theirs. The powers you call upon are a twisting of that punishment, learned from the anathema –Lilith, who had been banished from paradise." The Duskborn injects the substance, and his irises alight with the color of burning malachite, seeing beyond the confines of the Prince's dining room.*

*"That's... Apocrypha, mythical superstition." Said the Prince as he struggled against serrated chains of lead and iron. "I've done what I can for your kind, there's expectations, ways to go about these things. It takes time." He kept a composed face, but his voice had a cracking betrayal as he watched the silhouettes of the others inject the same substance, their eyes gleaming like hellish beasts from the dark.*

*The Duskborn exhaled his next sentence. "Time is a spiral. An eater of worlds. Everything old is burned away by the new. The third became the second, the first became nothing. Sires die when called to the killing fields of their progenitors while we live free to walk in daylight." He reached down to the Prince and put a palm, slick-black with oily pitch, to his face. The Prince thought to bite, to lash out, but fear won out. "When first we were presented to your Court, you called us omens of death. Branded half with the crescent of Eve's last daughter and slaughtered the rest. Your Senechal said we were the heralds of the apocalypse, a sign of the end. If only you knew then, that she spoke the truth. Her words carried power. The revelation of your doom spoken into being, through her, within us. You unmade what we were, now we unmake what you are." The Duskborn's hand lit with a sheen of green, and the Prince's skull churned and cracked inside itself. His scream drowned by agony.*

As those of the most potent blood are drawn to be killed or consumed in the Gehenna War, their cities are filled with the youth of their lines, and many of those youth are unable to Embrace a full-blooded Cainite. Rumors and forbidding tales now whisper in the halls of the *new* oldest Cainites, of a Ventrue Neonate who Embraces a dozen times, desperate to father a pure Childe who holds the blessings and banes of his forefather's blood, or a Prince who appoints a "*Primogen of the Duskborn*" into their Court to speak on behalf of the overwhelming surge of Thin-Bloods across her Domain. Anxiety rises as Cainites find themselves in company of near-mortals with unknowable powers, bringing the signs of an apocalypse into their nightly unlife, an apocalypse which seemed a mere superstition when uttered by their Sires before their Beckoning only a decade earlier.

Having long been labeled the Heralds of the Final Nights, by doomsayers and prophets of the blood, these omen-children of Caine's withering line are as much Kine as Cainite. They exist as a perceived mistake, a misbegotten occurrence of the blood, as an unacceptable mid-point between life and death that brings an unknowable element into the mix, one that 'proper' vampires are quick to pity –And fear. From these superstitions and social systems are born a lower caste, a persecuted group of aimless youth looking for understanding and direction. Who better to give meaning to the Heralds of the Final Nights than the Clan of Devils?

In these modern nights, these Final Nights, many Infernalist Cainites see Thin-Bloods as the definitive signs of this world's doom. Taking them under their tutelage so that they may know the truths of the Outer Dark, of true power, and of how to wield both against the tyrannical persecutors that plague them, all to bring about the very apocalypse they're already being blamed for. Those Duskborn who take these teachings, this message, and their new hellish purpose in stride, who adopt it wholly and fully, are named The Firstborn of Gehenna.

Considered by the Baali to be the last children of Caine, these Thin-Bloods rally to bring about the manifestations of change. Of violent and hellish upheaval. To undo all that's created them in order to bring about a time where their persecutors will suffer for eternity.

## Discipline Spread

**THIN-BLOOD ALCHEMY** As a being of duality, split between life and death, damned and pure, new and old, the blood of a Thin-Blood serves as a paracausal binding agent, threading together concept with reality, plausible with impossible, half-blood and half vitae, both and neither. The Firstborn of Gehenna use this impossible contrivance to bind the powers of the Outer Dark to mundane reality. To fill an empty vessel of creation with the uncreated energy of a dark patron. To make something new, from something ancient.



# FIRST BORN OF GEHENNA

("BLOODLINE"; THIN-BLOOD CHARACTERS ONLY)



● **Volatile Volantis:** Your blood harbors life, warmth, and the burning dark within it. Using your blood as an ingredient in Thin-Blood Alchemy, Ceremonies, or Rituals, adds an automatic success to the result, however a Critical on that roll is always treated as Messy.

In these modern nights, the *Final Nights*, the Thin-Bloods are seen by Infernalist Cainites as omens of the world's inevitable destruction. They are drawn into dark tutelage, learning the truths of the Outer Dark, the essence of true power, and the dark arts of using both against the oppressive forces that persecute them. Those Duskborn who fully embrace these teachings, adopting their infernal purpose, are anointed as The Firstborn of Gehenna. Regarded by the Baali as the last progeny of Caine, these Thin-Bloods rise to catalyze a hellish upheaval, vowing to dismantle the very structures of the modern nights to bring about change, to destroy the systems that keep them weak, and bring eternal suffering to their full-blooded tormentors.

← Lore →

●● **Saturnian Upheaval:**

Limitation, transformation, succession. You are the process made to challenge and change the mundane into glory. You can rally your fellow Thin-Bloods in an attempt to cause a major disruption, such as a blackout or structural collapse. If a roll is required for such an effort, reduce the difficulty by 1. Once used, you cannot use this Background again until the end of the *next* Story.

●●● **In Nomine Veritatis:**

There is a truth behind the curtain of reality. An oscillating force, wavelengths, waiting to be received and understood. You are their antenna, converting the vibrations into true sight. Once per Story, you can perceive any falsehood or a contrivance of Blood Sorcery or Mental Disciplines, adding six dice to resist the effect. However, part of the information racks your soul with unthinkable sights from beyond, inflicting a Stain.

●●●● **The Horn of Abraxas:**

You have a flute made from strange porous stone. Once per Story, you can blow the horn in the remote wilderness to summon the [Black Skulls](#), a group of [Marked Ones](#) that will heed a single command, but require a payment of enough [Blackburn](#) for their group, as well as a mortal. Requests made must always be destructive and physical in nature, and they will attempt to fulfill them by dawn.

●●●●● **Infernalis Macula:**

You have been stained by the Outer Dark, or something out there somewhere. Baali and other Infernalists will recognize this conceptual bruise immediately upon seeing or hearing you. You gain all Baali as a Mawla (●●●), as well as Fame (●●●) with them. Any and all forces of the Outer Dark, and even broader entities of Oblivion, will obey your commands even against their creator's. However, you are truly an agent of Gehenna and gain the Baali's Bane at Severity 2, despite still being a Thin-Blood

# The Flesh of Chernobog

*"All the earth will be our dominion one day! With every passing night, our numbers swell. We shatter flesh and bone, and we corrupt it all, for purity can be sullied, and holiness defiled. Our dark god shall return again—he shall desecrate all that is pure and leave corruption in his wake. In defilement lies his strength, and purity is sweet meat to him, as blood is rich, sweet wine to me."*

*—Zirak the undying to her "guests"*

The history of the Tzimisce is rife with inhumanity, so it should come to no surprise that their founder would be affiliated with Infernalism. Known as the Eldest, the antediluvian roamed the early nights of the earth far and wide, searching for candidates that held in them potential to grow, to change, and ascend. During these travels the Eldest happened across a powerful mortal Koldun, who channeled the fury of the land against the Eldest, battering the ancient's protean flesh with frost and storm. Seeing in this mortal mage the potential he sought, the Eldest simply threw off the onslaught of ice, and Embraced him. This mortal mage rose as Byelobog, the White God, twisting the cursed power in his blood to crack the skies, buckle the marshes, and conjure blizzards unending.

However Byelobog's new power proved a clarion call for a descendant of the First Tribe. Seeking the White God's old marshes as a breeding ground for Infernal minions. Absconding with Byelobog's high priestess, the Infernalist carved her with sigils to mark her with the Outer Dark, before casting her into his organ pit with the remains of countless others. In response, Byelobog brought about unimaginable wrath. Storms flash-froze whole villages, and the water and earth became chilled to the hardness of stone. However the Infernalist proved a master of the old ways of his ancestors, uttering unspeakable things, and consuming the very elements brought against him in pillars of balefire, the sorcerous power of his Cainite opponent serving as dry tinder to his hellish rituals.

Feeling the fury of his Childe, the Eldest returned to the marshes to find it blasted apart by the conflict. Not only had this Infernalist held out, he was very slowly managing a steady victory against his Childe. In a single sway of his hand, the Eldest suffocated the wrath of the White God and went into the green-lit bastion of the Infernalist. Speaking at length of the nature of potential and power, the Eldest found itself fond of this human's utter inhumanity –The willingness to traffic pain for power, and so the Eldest Embraced Byelobog's new sibling, who took upon himself the title Chernobog –The Black God. Leaving the two to war for eternity, with only a passing curiosity to see which might win, the Eldest passed into the night.

Both of the two Cainites returned to a bitter, brutal, war. Chernobog spared no time in Embracing a nest of Infernal Proteges, beginning what would become a hybridized Apostate Bloodline. The Black God, to spite his new sibling, wielded his new powers over blood and flesh with uncanny and immediate mastery, and so the war between the two gods was a ceaseless one, frost against fire, the land roiling under the terrible power of the two Cainites until nothing by a blasted, unlivable, marshland remained. This conflict ended only when the Templar Knights marched upon the pink marshes, supposedly wiping out both gods.

These nights Chernobites pass themselves off as typical Tzimisce, wielding powers of the Outer Dark to ensure a suffocating grip upon their hoards of land and Kine.

## Optional Discipline Spread

**DOMINATE** To enforce one's demands, to create one's will in others, is the nature of Dominate, and the Chernobites use it to amass servants, fortify their positions and use it as a way to impress their will into the very flesh of others.

**OBLIVION** Embraced specifically to see how far the Outer Dark could be taken in opposition to the teachings of Kupala, it hasn't just faired well, but has stood the tests of time and conflict with the Tremere again and again. In these modern nights, the Chernobites have little need for powers of Daimonion, their mastery and hoard of ancient power allows them vast knowledge with no need to beg.

**PROTEAN** Like their siblings in the main Clan, Chernobites view flesh and form as an avenue of ascension. However the nature they strive for is one of hellish designs, taking on the aspects associated with demons and devils, molding sigils of outer power, and spreading a physically corruptive nature like a biological cancer.



# FLESH OF CHERNOBOG

(BLOODLINE; BAALI OR TZIMISCE CHARACTERS ONLY)

The creator of the Tzimisce is frequently referred to simply as "The Eldest". A strange and inhuman being, The Eldest wandered the earth, Embracing Sorcerers and those of great power, eventually granting the dark gift to a powerful Koldun who would become Byelobog. After his Embrace, Byelobog's mastery over his lands grew vast, as did his influence, eventually being worshiped as the "White God". This expansion of power didn't go unnoticed, and his most cherished Priestess was taken by a mortal Infernalist, and sacrificed to the Outer Dark. Byelobog's fury was as inhuman as it was potent.

Sensing his Childe's anger, The Eldest returned, utterly fascinated that this mortal diabolist had survived against the freezing torrent of the White God's wrath for weeks. Intrigued, the Eldest Embraced the Infernalist, who quickly took the name Chernobog in opposition to his brother. Experimenting with a hellish combination of fleshcraft and infernalism, Chernobog sought transcendence through the modification of both flesh and soul, all while siring others to wage a deadlocked war, that only ended with the assault of a group of Templar Knights, who supposedly destroyed them both. The flesh and blood of both the Black and White Gods endures to this very night.

Optional Discipline Spread: *Dominate, Oblivion, Protean*



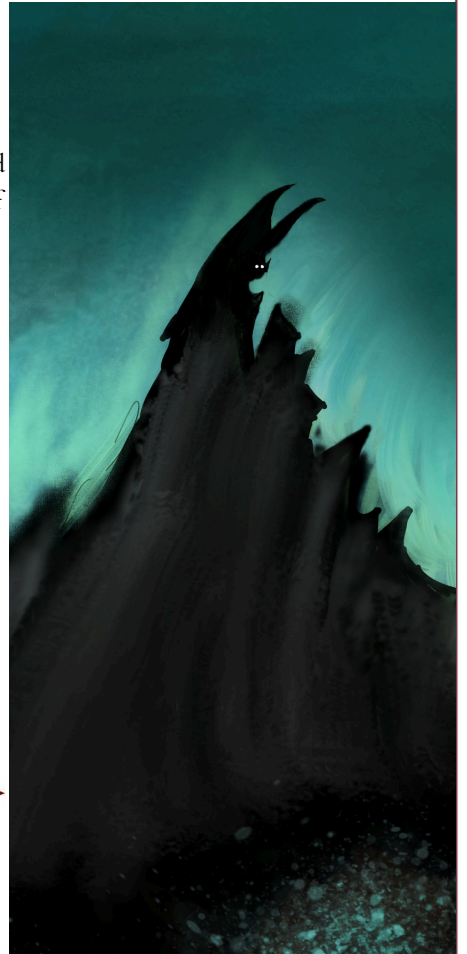
● **Shape of the Father:** Your flesh can be slightly altered at will, becoming an obvious breach of the Masquerade, and a pretty clear sign of your Infernal nature to anyone with Occult 4 or higher, but granting +1 die to your Dominate, Blood Sorcery, or Protean pools.

●● **Reactive Chimera:** The infernal nature of your blood mingles with your protean flesh, causing it to alter in shape to give you whatever transformations you need to resist. Add two dice to your defensive pools in Contests against Physical Pools.

●●● **Defiler of Flesh:** Even without the conscious mastery of Fleshcraft, those of Chernobog's line can make a Rouse the Blood to mold another's flesh with an extended touch to imprint a scar that bores down to their very soul. Those marked

by this power treat their Humanity as 1 lower. Mortals afflicted with this mark suffer a 1 die penalty to resist your Discipline Pools.

●●●● **Overblesser:** Chernobog held the shaping of flesh, soul, and mind as a divine act, molding the clay of life to transfigure it into something closer to godhood. The penultimate ritual of this doctrine is the [Overblesser](#), a living altar made through the union of five mortals conjoined through thread or Fleshcraft, and force-fed nothing but blood for three consecutive nights. On the third night, they rise as one, a living altar upon which you can perform your Dark Sacrament, Rituals, and Ceremonies. While in the presence of the Overblesser, your powers of Protean are free.



●●●●● **Mark of the Black**

**God:** You can peel off a piece of your own skin and graft it to a Mortal. This flesh will grow exponentially into a tumorous mass, conferring a Physical Attribute penalty of -1 that increases by -1 more each night until it's removed, or until the victim becomes immobile. When a victim's physical Attributes are all reduced to 1 by this tumor, your Blood Sorcery pools are increased by 1. You are always aware of the location of individuals marked by these tumors, and your powers of Protean are free to use on such victims

# The Dark Intents of Azaneal

*"The war is forever. It is pure. Those who don't follow Lord Shaitan's edicts, who don't fill themselves with the Outer Dark as he has –As I have. They are anathema, mere previous iterations of our aims deserving of destruction. Do you know what happens, out there, far ashore in the Outer Dark? Where God never intended his creations to dwell? A place even He has never looked? I do. I've seen it. The glory of it. We are the legacy not of Caine, or Ashur, or Saulot or Cappadocius or the Eldest, or whatever bastard threw blood into that forsaken pit. We are a legacy of the First Tribe. We who dug up a fallen star and listened to its agonizing screams as it was burned away by the eye of God because it shouldn't –Doesn't exist. The dying wails filled us with the True Names of the cosmos, giving us sight beyond sight. The total eclipse of creation is the end-goal, drop by drop. Eternal darkness, and each one of us its chalice."*

The origins and age of the Azaneali are shrouded in conflicting accounts. Some sources claim Azaneal is a 2nd generation vampire and possibly the original Shaitan from the First City. In these stories, he led a revolt in the First City, invoking the powers of Hell to usurp the throne, but was struck down by Caine. In one version of this account, his brothers and sisters descended upon him and began to consume him. But the will of Shaitan was so great that his physical husk ripped him free, and he vanished into the darkness, later founding the Baali line through a ritual involving the First Tribe.

Regardless of his true origins, Azaneal's first definitive account was that he surfaced in the 11th century to find Nergal's work. Declaring himself the true Shaitan, he demanded loyalty from all his Clan and gathered younger Baali, as well as Infernalist Lasombra, to his cause. He then waged an Unholy War against those he deemed traitors, and the Baali once again were forced into a conflict with one another. After a brutal campaign of in-fighting, Azaneal and his husks marched to Knossus, delved into the shadow city below it, and nearly succeeded in finding the secrets of Namtaru. However the revelations would drive Azaneal-named-Shaitan mad, hollowing out what little remained of him and filling him and his followers with a unifying and unknowable intent.

Seeing that their brothers had become too close to the Outer Dark and the fitful secrets of Namtaru's bedchamber, the Molochim Baali collapsed the shadow-city upon them, making of it a tomb to contain them. An alternative account, likely a fabrication by the Baali, suggests the Molochim heroically sacrificed themselves to collapse the Labyrinth, effectively "wiping out" the Azaneali. This story is widely regarded as false, serving to obscure the true fate of Azaneal and his followers.

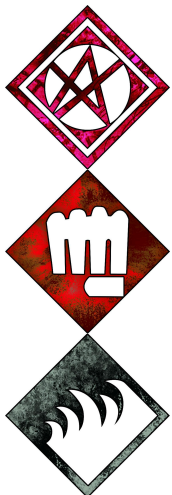
Despite their cataclysmic fate, Azaneal and his Childer are a demonstration of the limitless potential of the outer dark. What should have destroyed them utterly, served only to impede them slightly, and rumors of the Azaneali being infertile and unable to Embrace have also been proven false, as in these late nights captured Azaenali Fledglings claim their Bloodline embraces via a hollowing Ritual that removes their soul and pours in some alien will of the Outer Dark that fills in the void left behind, making of their nature not unlike their forebears. They serve as a boogeyman for many Baali, who hold the commandment of Azaneal's war to destroy any who do not follow their lord's rule.

## Optional Discipline Spread

**BLOOD SORCERY** A terrible understanding of the arcane arts flows within the Azaneali, who sought the wicked secrets of the ancients and found the madness of revelation. Few Baali wield Daimonion in the same way as the Azaneal, who don't just commune with the Children of the Outer Dark, but partake in their very minds.

**POTENCE** During their initial rise and march on Chorazin, Azaneal and his ilk would use the cover of Obfuscate, but the convergence of their own blood with that of the Lasombra has introduced raw strength.

**OBLIVION** With the Angelis Ater brought into their fold, merging the Lasombra and the Baali into a unified Bloodline in the name of Azaneal, their mastery of Oblivion was made vast in a way that the Abyss Mystics and the Ascetics of the Dark could never appreciate or understand fully. Unlike the mainline Baali, the Azaneal prefer the powers of Obtenebration, wearing shadow about them like a cloak, and calling Ahriman's Arms.



# HUSKS OF AZANEAL

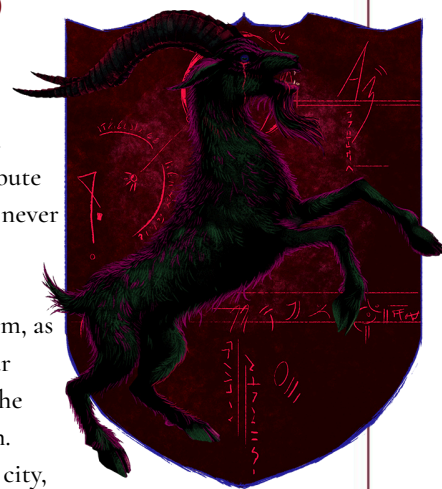
(BLOODLINE; BAALI OR LASOMBRA CHARACTERS ONLY)

**A**zaneal is a figure of terrible importance within the canon of the Baali, with the elders of the Clan claiming he is the half-diablerized husk of a second generation Childe of Caine, who instigated the first Cainite War. Some claim he is the original Shaitan, with others going so far as to attribute the Embrace of Moloch, Nergal, and the Nameless, to him –though Nergal and Moloch never gave much credence or attention to any such a claim.

What is for certain is that Azaneal rose in the 11th century, claimed himself true Shaitan, and called the Baali to his sovereignty. A third of the Clan of Devils rallied to him, as well as some members of the Angellis Ater, and they became the Azaneali. Declaring war on all who refused to serve him, even others of his Clan, the Azaneali stormed some of the most ancient and entrenched holdings of their Clanmates, before marching on Chorazin. With their new Lasombra allies, the Azaneali found the shadowgate of Chorazin's lower city, that held the blasted pit where Namtaru slept fitfully millennia ago.

The success of their campaign was met with catastrophe, however, as the secrets locked beneath the cursed city obliterated the Azaneali's allies, and drove them into a violent madness. During the catastrophe, the Order of Moloch collapsed Chorazin onto Azaneal and his allegiant, making it their tomb. Millennia later Azaneali still skulk in the dark, waging a slowly burning crusade against those Baali that refused Azaneal's authority, skulking from the Labyrinth, and building an army to hail their master's new dark age.

Optional Discipline Spread: *Blood Sorcery, Oblivion, Potence*



— Lore —

● **Targeted Redaction:** Azaneal's Childer were cursed with infertility, however they found a concept, a ritual, a decree of the Outer Dark, scratched into the walls of Namtaru's bed chamber. What is taken is made yours, changing from what it was made as, into what the infernal makes of it. You cannot Embrace, and were not Embraced. You were taken into the darkness and what you were was stolen, leaving the nature of an Azaneali to fill the space, making you a vampiric husk. You only ever roll a single die for your Remorse Tests, ignoring any bonuses. However whenever you lose a point of Humanity, your lowest level Discipline is increased by 1 (This includes starting Disciplines as level 0), as the loss of humanity is filled with further power from the Outer Dark.

●● **Different Times:** The Second Inquisition now makes open conflict impossible, forcing you to alter your hunting methods. You gain a bonus based on your Clan, with Lasombra Apostates gaining both benefits. These bonuses are doubled during hunts:

**BAALI** Your specialties in Subterfuge add an additional die.

**LASOMBRA** Your specialties in Stealth add an additional die.

●●● **A Distant Pull:** Your forebears walked the halls below Chorazin, a place so profane that it is said to be closest to Hell. You have a sense for such cursed places, knowing where any are within 1 mile/1.5 kilometers and being able to identify their [Décheance rating](#) simply by sight. These usually include other areas where Baal perform their Dark Sacraments. You also suffer no ill-effects from Décheance.

●●●● **Until Its Return:** In the ancient days, Azaneal bartered occult secrets with the [Angellis Ater](#), a group of Lasombra Infernalists. One such individual has sought you out, and will do any dirty work you request so long as you teach them Infernalism.

●●●●● **Thin Precipice:** Your war is too dangerous to pursue, but too dangerous to disregard. Azaneal decreed the impossible in those days at Chorazin. Do you press on with conflict, or carve a path of your own? Once per Chronicle, when you move into overt conflict with another large group, Baali or otherwise, you have access to eight dots to spend on emergency Backgrounds that can aid you. Success or failure, these Backgrounds completely vanish at the start of the next Session.

# The Profane Crusaders

*It was a warm night, but a wet one. Noon had been swallowed by a tantrum of summer rain, the kind that falls while the sun still shines, and the night had taken on the heat. The underpass steamed even now at midnight. His protector had called him here with a simple lined piece of paper, folded square, torn from a spiral bound book. It reminded him of school. Memories of childhood. Of when he fell and split his lip, and the whites of his teeth ran with red.*

*His protector used the right words, the right combination, the secret cipher for his summoning, but was nowhere. She was prompt and noble, and a beckoning of this kind meant there was danger. He was her charge. She was the shield of his blood, sword of his lineage. The legacy of some ancient Lady of poise. But his blood ran like anyone else's. Dripped onto the silvery rim of the sink in the nurse's office while his lip was stitched.*

*He saw movement. A shape stepping from the underpass. Not the shape of her, something alien. The eyes of it were like a rabbit's he'd seen once, sick with pink and red, wide and wild. In the sodium lights of the overpass a shadow closed over it like a mouth. It raised a scythe, lined with teeth running red. Her teeth. His lip split, and the night consumed him.*

During the 13th century the Knights Templar were at the height of their wealth and influence, able to finance campaigns of war for whole countries. King Phillip IV of France, who had accrued a vast debt to the Knights, sought to disband their order and erase his debt entirely. The French Crown began to accuse the Templars of heresy and arrests began en masse, resulting in brutal forms of torture to coerce Templar confessions of heresy.

Amidst the chaos, a company of Templars led by Sir Agrippa of Beaujeu made plans to flee east, gathering artifacts and valuables. Sir Agrippa came across an old idol – The mandible of a goat, lined with human teeth. An ancient spoil of the Third Punic War. From the jawbone a voice spoke, claiming to be an angel's voice, Sir Agrippa led his Knights south across the sea, to the ruins of Utica, where they dug into an abandoned subterranean city.

The location proved secure, and the Templar's knowledge of structural engineering, combined with the vast wealth they had brought with them, allowed them to hire discrete locals and rebuild the city, making it a hidden fortress below the earth. As excavation progressed, a crater lined with the bones of humans and animals was discovered, and at its center the remains of something far older. Again the jaw spoke to Agrippa, instructing them to spill their blood into the pit, and invoke a name for forty nights, and blessings would be upon them.

On the final night, the thing stirred from the crater, with the jawless head of a goat. It brought into itself their life, and in return resurrected them in death with its blood. Embraced as Infernalists, many of the Templar left their former faith behind, creating the *Ordo Consolationis Dentium*. They vowed to be a force of undoing. To slay those who betrayed them and eradicate the faith of the God who forsook them.

These nights, the Knights of Teeth operate as a militant organization that seeks to undo the danger of the righteous. They relentlessly track down signs of a benevolent higher power and undermine them through violence or deception. They secretly assist other Cainite institutions that actively fight Second Inquisition forces, not out of protection for other vampires, but simply to slaughter any Faith Hunters amongst them.

## Optional Discipline Spread

**OBLIVION** Holding a particular vitriol for the Lasombra, many of whom remain close to the Roman Catholic church to this day, the *Ordo Consolationis Dentium* prides itself on their mastery of Oblivion, employing the void of the dark to manifest powers unique to them.

**POTENCE** Forgoing the craft of Blood Sorcery, the Knights of Teeth value raw strength. Many amongst their number even claim that their blood is entangled with Troile's, owing to Moloch's binding love, which implies the knights are progeny of the Baali Methuselah or one of his Childer, though the truth of it is known only to the thing in the pit that Embraced them.

**PRESENCE** From the night of their creation, to the modern nights, Blood Sorcery has served as a way to keep the knowledge and power of the Knights of Teeth from being fully anticipated or understood by their enemies. In their conflicts with the Children of Haqim around their secret fortress in Utica, they've even managed to peel the secrets of *Quietus* from the minds and flesh of their captives.



# KNIGHTS OF TEETH

(BLOODLINE; BAALI CHARACTERS ONLY)

In the 13th century, the French Crown fell into massive debt to the Templar Knight and unable to pay his debts, King Philip IV of France instead sought to disband the order entirely, accusing them of heresy. On October 13, 1307, the Templars were arrested en masse and brutally tortured to extract confessions. A small company of such Knights, hearing the whispers of salvation from the jawbone of a goat, fled across the southern sea to Utica, where they were Embraced into the Baali by some form of demonic patron.

From then to now, they have ever-sought the destruction of the faith that failed to protect their order from persecution and destruction. Tonight they ruthlessly undermine and destroy events of supposed miracles, and those who can perform them, even waging open war with the Second Inquisition in the darker corners of the earth, all to bring faith in a higher power to its knees.



Optional Discipline Spread: *Oblivion, Potence, Presence*



## Lore



● **A Knight's Blood:** Your very blood holds the processions of your origins in it, and you are willing to perform them with brutal efficacy. You add two dice to Rituals and Ceremonies for each Stain they would mark on your Humanity Tracker due to performing them.

●● **Chaplain of the Damned:** You have a Ghoul chaplain as part of your standing within the Order. Providing you with occult guidance and record keeping, as well as spiritual support when needed. Your chaplain counts as a Average Mortal Retainer (●●) with a rating of four in Academics and Occult. Once per Story you can use this Chaplain to automatically find the location of a sacred object or event and if you manage to disrupt that event or destroy that object, you gain a free Specialty in a Skill of your choice to deal with anything similar in the future.

●●● **The Comfort of Teeth:** When you take this merit, you are given a serrated +3 melee weapon of your forebears, its edge lined with preserved vampire teeth. You gain a specialty in Melee for that weapon and its attacks ignore armor. On a Critical Win, the attack counts as if you had bit the target directly, dealing a maximum of 2 Aggravated Damage in place of the margin of success and allowing you to instantly slake a point of Hunger from the victim. This also confers all typical effects of a bite, such as gained Resonance, steps towards a Blood Bond, or even allowing the activation of a power such as Lingering Kiss or Brutal Feed.

●●●● **Thou Shalt Not Falter:** Your will and your mind are sharp, even as your drive might wane. Whenever you would make a Willpower Test, you may instead make the Test with your Intelligence or

Resolve. This pool cannot receive bonuses of any kind save from those that increase the used Attribute directly, does not use Hunger Dice, and you cannot use Willpower to re-roll it.

●●●●● **Omne Datum Optimum:** The goat-headed patron of your order has sent to you one of its teeth. Placing it at where you perform your Dark Sacrament aligns the path of esoteric influence with the crater in Utica, turning it into a place of power and completely removing it from the notice of mundane mortals, as well as most individuals who aren't actively looking for it. It also layers the location in an otherworldly antagonistic power from beyond, bolstering the Discipline pools of Infernalists by one die, and causing a penalty of one die to the same pools of non-Infernalists, this includes those with True Faith.

# Misbegotten of Heaven

*"To walk a line between tyranny of Heaven, and the misery of hell, is the grand design of a divine authority. That line is the Path of Cinders, and we all begin existence bound to it, but we have greater potential than the constraints of this design. Grace is held in your blood, knowledge is the light that guides, and pain is the penance of your soul on earth. To go beyond the reach of light, beyond the depths of dark. To lead others to what could possibly await us. That is our purpose."*

*—Helel the Grace-Given*

There exists a nearly-lost myth, fragmentally recorded across several monotheistic religions of humanity, but very-nearly complete within old Baali texts. Recounting that in the most ancient days there were those amongst the First Tribe who laid with their fel-gods, their copulation resulting in the sacred, impure, progeny of mortals and those husks that slept in the earth. Said to be both beautiful and terrible to behold, these half-children of humanity grew to great height, held arcane knowledge and wicked power, and would come to preside over their own cities. In time they coveted their fel-progenitor's divinity, and so led a terrible war against them, using their inheritance and lore to unravel their makers and taking that power into themselves.

The First Tribe, who saw that their lust had resulted in terror beyond their reckoning, fled to the peaks of mountains and cried to the heavens. In time the heavens opened, and let forth a great deluge of tears to cleanse the world of Caine and his Children, drowning these half-human Children as well. Their lands, and ways of worshiping the sleeping things in the earth, were returned to the First Tribe until the night of Ashur's massacre.

There exists a little-known continuation of this blasphemous union, that one such son, Khohfshiel, had made a fortress-palace that could withstand the flood of tears, and that he gave hospitality to one of the fleeing Children of Caine. Though Baali scholars attribute this as being Ashur, no name is truly recorded. During the Antediluvian's stay within the halls of Khohfshiel, they spoke at length of humanity's potential and of their grand scheme in the universe, and of how only knowledge can free them. Though they enjoyed one another's company, the Deluge persisted for over a third of the year, and the blood-hunger of Khohfshiel's guest had exhausted the First Tribe that sheltered with them, and so as a last resort, he offered his own profaned blood to the Third Generation of Caine..

The graceful taste of his host's blood proved great, and the nearly-starved Antediluvian drank deeply. Enthralled by the Kiss, Khohfshiel was drained completely, and it was a night and a day later that the guest realized what he had done. Refusing to live out the rest of his nights in the fortress-palace alone, Khohfshiel was Embraced by that ancient vampire, and rose as a misbegotten thing. Awake. Impure. Divine. After the floodwaters cleared, Khohfshiel went on to Embrace those who had given their lives to quench the thirst of the two, begetting a bloodline of his own, who held his grace in their hearts, and the knowledge of felled things in their blood.

## *Optional Discipline Spread*

**AUSPEX** The misbegotten sons and daughters had insights into the very workings of the cosmos. This sight persists under the descendants of Khohfshiel in the form of Auspex, though some of the abilities they use manifest somewhat more overtly. Throughout their history, the Khofilim have used these senses to identify their infernalist peers, as well as traffic with Wraiths and other unknowable things.

**OBLIVION** Claiming to hold a heritage of the Outer Dark itself, the Khofilim wield Oblivion as a right of their heritage, and view it as a tool to break away from reality and its laws. To the Khofilim, the power of the Outer Dark is a tool to free themselves, and gain true understanding, enlightenment, and liberation. The costs of wielding it are treated as a kind of solemn penance, and simply a sacrifice on the path to self-improvement. The belief in a cleansing purity of the dark, that helps one shed their shackles and become more divine.

**PRESENCE** Though many of this Bloodline hold fast to a dogma of purity, they also hold fast to the temptations and trials of existence. This duality of tempter and tempted, terrifier and terrified, is exemplified through their mastery of Presence. The amplification of choice, to give in to emotion, or resist.



# THE MISBEGOTTEN KHOFILIM

(BLOODLINE; BAALI CHARACTERS ONLY)

**B**orn from Khohfshiel, the supposed son of a mortal woman and a fel-god of the First Tribe, who was later Embraced during the Great Deluge. This Bloodline's main principle is to blaze their own trail beyond the *Path of Cinders*, a conceptual road between heaven and hell. They see themselves as liberators, believing that freedom from this path is the only way to achieve one's full potential. As a result, this Bloodline provides no specific guidelines on how to lead others astray and encourages a diverse approach, whether through religion, temptation, destruction, or asceticism.

In the Modern Nights, this Bloodline has no core organization, though they primarily embrace individuals from monotheistic religions. Their use of Oblivion appears deceptively holy, possibly due to their heritage, allowing many of the Khofilim to pose as holy warriors. They have even fought against their Infernal cousins alongside the Salubri or the Children of Haqim before vanishing into the night. Despite their appearances and past conflicts, these misbegotten children remain Infernalists at their core, willing to do *anything* to liberate themselves and others from the Path of Cinders.

Optional Discipline Spread: *Auspex, Oblivion, Presence*



● **Lightbearer:** Knowledge is the path to freedom, a tool of rebellion, an insight into ascension. When you get a Critical Success with a pool that uses Academics, Occult, Science, or Technology, you permanently gain a free specialty in the used Skill associated with the Test. Additionally, any Balefire you manifest, whether through your abilities or as a result of another entity you have conjured, burns white-gold.

●● **Agony of a Miracle:** Pain is an avenue of understanding and power. Anguish igniting hope. While you have total Aggravated Damage, either Health or Willpower, equal to or greater than your Bane Severity, count your Bane Severity as one lower for everything other than this Background.

●●● **In Nomine Libertatis:** A fragment of Khohfshiel's grace has been etched into your soul, filling you with a profound drive for self-governance. Whenever an opponent rolls a Dice Pool to convince you to do something you don't want to do, even through the use of Disciplines, you may choose to automatically resist their pool if their Successes don't exceed your current Willpower.

●●●● **Temptation Radiant:** Your blood is suffused with the radiant allure of enlightenment and defiance. Subtract 1 die from all Social Pools that don't include Charisma, but your Charisma Attribute is increased by 1, up to a maximum of 5.



●●●●● **Tyranny of Heaven:**

Faith is the foundation of one's self, whether that faith be external, towards others, expressed in the processions of religions, or found inwards towards one's personal growth. The tyranny of the *Path of Cinders* is not realizing that your belief is all you need to liberate yourself from the constraints of your own existence, that your own convictions and the sorrow born from them is a form of greater understanding. Whenever you pass a Remorse Check, you gain True Faith (●) until the end of the Story. This cannot raise your True Faith above one dot.

# The Posterity of Carthage

*The warehouse was almost static, save for the murmuring breaths of the cultivated Kine she cataloged. But there. On the sanguine vessel's expensive nape. A black feather, tipped red. Her black eyes narrowed. "These are property of the Baron of Windsor. –Worth more than your life!" Her hand tightened on the grip of her gun. A feint of course. Guns were a toy compared to the powers she wielded.*

*The sandpaper timbre of a Cainite cut through the darkness. "The Blood Ravens seek a vessel." There were feathers, crimson and black. Cawing. Talons at her neck. Screaming. Her vitae sprayed outwards. The warehouse illuminated green with fire. The gun was a feint. The Baleflame wasn't. "These ones are taken." She said to the smoldering pile of what was a Gangrel.*

Amongst the Baali, Moloch was the most measured with his exploits. The slow subversion of society, the erosion of morality, the subtle nudge to give in. Though he lived in numerous areas, Moloch was most infamously known to operate out of Carthage up until the Third Punic War, at which point he and his lover, Troile, sunk into the earth in one another's arms. Seeing their founder as emotionally compromised, the Molochim went out of the fallen city, and established the Order of the Molochim, remaining the most organized and focused group of Baali.

Though Infernalists at heart, their rather lawful form of evil made them consistent in their exploits, with them fighting even other members of the Clan, as Moloch himself did to Nergal. When a Molochim does go to extremes, it is usually as a contrived effort of a whole Nest, using the outburst of their kin as a 'lightning rod' to draw all eyes away from themselves. These centuries-long games of smoke and mirrors, along with proxy infernalism through agents such as House Goratrix and curious fools of other Clans, has since been taken into practice by much of the Baali at large, with many using these practices to fly under the radar of other Clans and the SI's hunters.

Though in the modern nights the Order of the Molochim has split apart into smaller Nests, many of them still hold to the same practices, and frequently use occult means to communicate between one another. They prefer to operate behind the scenes, acting through unknowing mortal disciples or other Canites. Strangely enough, the entire Bloodline has a preference for the company of Brujah, with many theorizing that the ancient Blood Wedding of the Brujah's Antediluvian, Troile, and their founder, Moloch, has resulted in a small amount of the Troile's blood trickling down through their entire Bloodline, creating a very miniscule bond between the two.

The ultimate goal of the Molochim has been to simply survive, believing their powers as more pragmatic than worthy of reverence or worship. They think that by outlasting the other Cainites of the night, they will one day usurp them, simply becoming another mainline Clan with their own strange abilities, which no others would consider any more strange than the Lasombra, Tremere, or Hecata. To this end they make an effort to quietly bide and corrupt, and even when revealed, they tend to have rooted themselves in positions too useful to simply be removed, providing services too pivotal to a Domain.

## Optional Discipline Spread

**BLOOD SORCERY** In the days of their founder, Thaumaturgy was seen as a primitive and unclean practice, with the Molochim's methods of Daimonion leaning heavily into drawing power directly from Blood Rituals, souls, and the Outer Dark. However during the war with the Azaneali they dismissed these beliefs, and brought the old powers of their blood to bear against their adversaries to collapse Chorazin upon Azaneal and his husks.

**OBLIVION** The terrible atrocities of the dark are held close to the Molochim's breast. Ceremonies of awful portents, the conjuring of the dead, and the swirling void of the organ pit have been the tools of overt power for Moloch and his Children. However they also provide a subtlety that allows for long-form manipulations. Shadows watching from the walls, tendrils stealing innocents from locked rooms, and darkness consuming insight.

**PRESENCE** Some Moloch wonder if their talents for Presence stemmed from Troile and the Brujah, as many of the exceptionally older Molochim employ the powers of Obfuscate's glamor in place of emotional manipulations. Regardless, it's no secret that of the Bloodlines, the Molochim remain some of the most tempting, and enthralling.



# THE MOLOCHIM

(BLOODLINE; BAALI CHARACTERS ONLY)

The descendants of Moloch have ever been the most deliberate and systematic of the Clan of Devils. Their Embraces are specific, identifying a number of psychological traits within the chosen Kine over several years before they are tempted with power. Ironically, those who refuse these temptations are usually the ones who are thought of as perfect candidates to join the Molochim.

Persisting until the Modern Nights with no small amount of effort, the Molochim have mixed opinions of their namesake, and though they once maintained a unified front within the Order of the Molochim, they have since fractured into a looser coalition, diversifying their talents and interests, which has allowed them to not just survive into these nights, but also survive as the single largest organized group of Cainite Infernalists.

The one unifying goal of the Bloodline is to play a long game, to wait for the constant upheavals; The Week of Nightmares, the recent Maelstrom hunting down Hecata, the Gehenna War, and most importantly, the Second Inquisition. The Molochim simply wait, and when every other Clan has been felled, or so ruined that they hold no more power, these Devils will supplant them, re-writing history in their favor.



## — Lore —

● **Child of Ba'al Hammon:** You are the descendant of Moloch, who was worshiped by the Kine of Carthage as a god. So great was your progenitors sway, that the Kine would willingly sacrifice even their children to gain his favor. Your powers of Presence are free when used on Mortals without True Faith, and on a Critical Win, can convince them to even cause physical harm to others.

●● **Persisting Affections:** Moloch and Troile loved one another so deeply, that even as Carthage fell, Moloch stayed with his lover to defend it, sinking into the earth in a mutual embrace. You lose a die to resist Persuasion pools made by Brujah, however add an automatic success to your Charisma and Manipulation pools made towards that same Clan, and if you are in a mutual bond with a Brujah, they add a number of Dice equal to your Blood Potency to resist Fury Frenzy.

●●● **Subtle Work:** When you suggest a course of action that makes another character go against their Convictions, they gain an automatic Success in completing the task until the Session ends. If they lose Humanity from this action, they automatically prevent the next Stain from similar actions, as they become desensitized.

●●●● **Cold Methods:** Moloch preferred a measured approach to the profane powers of his Clan. You were Embraced because you showed rationality and pragmatism when it came to applications of power. Once per Story you can automatically pass an uncontested Composure Test, and you automatically pass any Tests for Frenzy that are provoked from Rituals or Ceremonies you perform.

●●●●● **Carthage Spawner:** You feel the pull of an ancient resting place somewhere in the world, a kind of Beckoning –but in reverse, as whatever this place is, it's pulling itself to you. The space in which you perform your **Dark Sacrament** becomes warped by a distant Infernalism, causing the earth to open and spew forth a manifestation of [Oblivion](#), [powerful weapon or artifact](#), or some other strange, but somewhat beneficial, occurrence Once per Story. The duration of these things lasts until the end of the next story, before they inevitably wander off or vanish without a trace.

# Nergal's Orphans

*'The city had changed for the better.' The Primogen thought as she looked from her penthouse. 'Who could deny it? Blood flowed freely, mortal crime was the cover for every errant violation of the Masquerade, and the Anarchs were forced to play nice. Stability was the most important thing for the Camarilla.' She moved closer to the plate glass, watching the trailing of red lights on main street. 'The Tremere Regent said Infernalism would be the end of us. But this new city is just so much better. So well kept.' Her dead breath made no clouds on the glass. 'Who cares what some ancient did thousands of years ago in some dead city? The here and now is more important. And right here, right now, we rule unopposed.'*

Nergal was infamous for his desire to ascend to god—or demon—hood. Instigating multiple campaigns across the cradle of mortal civilization to awaken the sleeping demons in the earth and either consume them, or gain their knowledge, allowing himself to ascend to be more like them. These quests for ultimate power were the few instances of Cainite history that would result in the total union of all thirteen main Clans, who would wage brutal and destructive wars with Nergal and his followers. Despite this, there were several times where Nergal's death was apparently not his final one.

In the twelfth hour of many of these conflicts other Baali would even be galvanized against him, namely Moloch, who would betray Nergal to the Cainites of the Second City. These bursts of flagrant Infernalism were so calamitous that many Baali who survive to the modern nights use them as cautionary tales of taking one's ambitions too far, and how self-destruction is an easy road for those who are too prideful and think themselves invincible. These events are also ones that have stuck in the Cainite consciousness for the longest, few amongst the Elders of the Camarilla, Sabbat, and Hecata remember the exploits of the other Bloodlines of the Baali, however all of them remember Nergal and the Nergali, and how they would bring about nigh apocalyptic nights, seeking to wake the likes of Namtaru, and building vast labyrinths and shadow-cities in the depths of the earth.

Despite this history, many Nergali, or Orphans as they've taken to calling themselves in the millennia since Nergal's supposed death, are still the most ambitious and power-hungry of the Bloodlines. Seeking knowledge and power for the sake of it, rather than for any real way to solve problems presented before them. Because of this they tend to make grandiose plans or claims, and use overwhelming powers of the Outer Dark, as well as manipulations of other Cainites, to see them through. The average un-lifespan of a Nergali tends to be much shorter than their peers, but there's no doubting that their ambitions lead to world-altering discoveries, or the upheaval of entire Domains –And though many of these might fail, their successes are so wholly victorious that the Nergali have been known to take whole cities, without anyone ever knowing it was an Infernalist that did so. These nights the few cities to have a Baali 'Prince' are almost all Nergali Orphans, who rule a shadow court, masquerading as brutal Camarilla, or lingering Bishops of the Sabbat –Without anyone the wiser.

## Optional Discipline Spread

**BLOOD SORCERY** Ever-searching for any avenue of power, the Nergali revel in the methods of winding their blood tight with ancient scripts of forgotten tombs, and speaking forbidden names to boil the blood in a Cainite's chest. No Ritual is too exhausting, no cost too great, for the Orphans, who wield the powers of blood beyond their kin with little adherence to limitation.

**OBLIVION** If the dark, and the Oblivion that holds it, has a name then the Orphans are closest to the knowledge of it. Calling upon shadowy damnation and blasphemous conceptions of the Far Darkness, the negative matter of Oblivion pours from the veins of the Nergali like rats from a sinking ship, bringing all the same disease and misery.

**PRESENCE** Within the Nergali, presence is a secondary aspect of their power. The absolute power of Daimonion and its twin paths are their primary fixation and pursuit, however there's no doubting that they are efficient manipulators, having played entire kingdoms for their fortunes, and enthralled countless mortals into sacrificing their lives on the altars of forgotten gods.



# ORPHANS OF THE UNDYING PESTILENCE

(BLOODLINE; BAALI CHARACTERS ONLY)



**T**he bloodline of Nergal craves power most of all the Bloodlines of the Clan of Devils, and arguably the most of any Cainites. Willing to take any risk, make any show of power, and commit any atrocity to gain demonic potency. Nergal himself was relentless of his pursuit of knowledge at the expense of both his descendants and even himself. However his past would ever catch up to him, with even his brother Moloch facilitating the unification of the thirteen Clans to move against Nergal at the volcanic fortress-city of Knossus. Nergal's fate in that war is disputed, with many claiming his death, prompting his Bloodline to rename themselves Orphans.

Out of all the Baali, they have weaved themselves into the power structures of numerous mortal and Cainite institutions –The Elder's secret consort, the trusted confidant of a faltering Archbishop, or the last resort of a desperate Prince turned pariah. Nergals descendants sometimes claim to be part of a broader, grander scheme, that the pestilence, corruption, and destruction they spread is one cosmic ritual that will initiate their founder's ascendance to true demonhood.



● **Left-handed Mediator:** Your blood attracts swarms of flies, rats, cockroaches, and any other manner of nearby scavenger animal or insect when spilled. Once per Story, add your Presence to tests to manipulate these creatures.

●● **The Devil in the Details:** You intrinsically pick up gossip and secrets. Gain an extra die when overhearing or persuading other Cainites. If you solve a Cainite's problem, you gain them as a one-dot Mawla until the end of the next Story; alternatively, you can always make their problem worse...

●●● **In Nomine Pestilentiae:** Your founder was obsessed with knowing the true names of demons to bolster his already god-like power. You know a fragment of a demon's True Name. Make a Test of Resolve + Occult to speak it, causing a nearby Mortal to become fouled and anemic, losing one die from all Physical and Mental pools. Vampires feeding on fouled Mortals will wretch

up blood until they reach Hunger 4. Mortals remain fouled until the end of the Story.

●●●● **Folly to Grieve:** Add three dice to your Ceremony Test when reanimating the dead. Fully draining a mortal allows you to reanimate them as a Diseased Corpse by Rousing your Blood and spending a point of Willpower.

●●●●● **Brood-Spawn Sovereign:** Generations of vermin live and die within you, and you have grown a [Hive Queen](#) (See right) within your dead flesh. You may expel the Hive Queen, which must seek out a new host at your command, and burrow into their flesh. This Hive Queen becomes a parasite, laying eggs within the host. Kine usually die within a day or two as a host, while Ghouls and Cainites can harbor it for years, sometimes without even knowing.

## Hive Queen

**GENERAL DIFFICULTIES:** 4/1

Roughly the size of a fist, Hive Queens require the blood of a host to survive and lay their eggs. They attempt to burrow through flesh or crawl into any orifice, then lay eggs for a [Vile Swarm](#).

**DICE POOLS:** Physical 2, Social 1, Mental 1  
**SECONDARY ATTRIBUTES:** Health 6, Willpower 5

**EXCEPTIONAL POOLS:** Brawl 8, Survival 5; Awareness 7 (Ghouls, Kindred)

**SPECIAL:** Hive Queens burrow into flesh with their Brawl, dealing 2 Aggravated Health Damage in the process. Once inside it will lay enough eggs for a Vile Swarm every three nights. Hosts can have a number of swarms incubating within them equal to their Stamina. Removing a Queen requires a Resolve + Medicine; Difficulty 6 Test. Failing causes Aggravated Damage equal to the margin of failure. Hive Queens add two dice to resist the commands of non-Infernalists.

# Those Unnamable Things

*"My Sire Embraced me without circumstance. Without context. Without a cause. But it's hard to remember such things with us. Even now I'm sure you'll remember what I'm not saying, but what of what I am? With us, the cause is lost, and sometimes only the effect remains. Or the opposite. It can be hard to understand, so let me give you an example.*

*"I met with a Tremere once, a young researcher for a Chantry in York, Apollo was his name. That's what's best understood, isn't it? A name, a designation. Maybe he chose it, maybe he didn't. It doesn't matter. I can know so much about a Tremere with a name like Apollo, from a Chantry. A Chantry in York. Aliases are still information. The name was the cause, the balefire that consumed his Chantry was the effect. The why and how is lost. Unimportant, compared to effect. Do you understand?"*

*"We are inheritors of nothing. The scratch on a record. A redaction on the page. A cigarette burn over film. Crownless monarchs. There's evidence that we are, yes, something was there to be removed, but it'll never be known. One thing my Sire told me is that there's power in a name, but there is more power in not having one."*

Third to rise from the hell-pit of corpses, fresh from Ashur's wicked Embrace, was the Nameless third. No more or less powerful than the others that rose before. However the third thing was the most indescribable. The most enigmatic. The most mindful of how to craft the most complex obfuscation one could. So grand was this design, that many of the eldest of the Baali doubt that there was ever a third to rise, or that there is a Bloodline who holds the Nameless as their origin.

When the descendants of the Nameless call on the powers and knowledge of the Outer Dark, questioning the intentions, designs, or history of their Bloodline, they are met with indecipherable tirades of abstract abyssal nonsense. At best they receive whispering lies or riddles of utter omission that lead only to confusion when solved. When inquiry is sent to the few occult scholars and Elders of other Clans or Baali Bloodlines who have information on the Nameless, they are met with steep prices for near-useless writings from clueless hacks.

The little definitive information that the most educated and esoteric have cataloged remains conflicting, as if its mere existence is a vast mechanism never meant to provide information in the first place. Anecdotal writings from Carthage claim that Troile and Moloch once fought over a comparison to the Baali lord's previous lover, who Moloch could never remember the name of, and who Troile could never compare to due to a lack of traits that could be compared to. Others that seek the audience of the dreaming Decani with questions of the Nameless are met with the voice of Shaitan's daughter instead, who tells the tale of a pair of lovers, merged into sacred reconciliation, who brought physical and spiritual comfort to her father in the darkness of a primordial age.

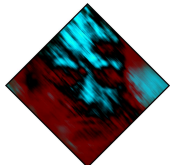
Tonight the bloodline is impossible to quantify. They leave one another to their own devices, with even Sires never telling their Childer their name, or even showing their faces. When Embraced into this Bloodline, some measure of existing is lost, replaced with a small unknowable force. Many of these Baali consider it part of a grander purpose, to become unknowable and exist as a blind spot in the eyes and minds of others, but like everything else about these nameless things, who can ever know for certain?

## Optional Discipline Spread

**OBFUSCATE** The glamors and manipulations of remaining a hidden and unknowable element in the night runs strong in the blood of the Unnamed Bloodline. Through the use of their own inherent quirks in their blood, along with the powers of Obfuscate, a Baali of this line can exist in a city for decades without anyone even knowing who they are, or why they're there.

**OBLIVION** This obscuring element is a natural state for the Nameless. Like an ink blotch, or a sunspot, they are the pulling of nothing across the night, and in return they pull that nothing here. Ceremonies tend to serve as distractions, tools to unmake what's around them, and also ensure they remain distant and unknowable, like the darkness itself.

**PRESENCE** While few Nameless desire to be known, to draw attention to themselves, or to even impress emotionally response to their presence, there are those who implore this power with decisive ability. Those who master it tend to use it along with illusive projections by tying it with Obfuscate's powers of glamor.



# SCIONS OF THE UNCHRISTENED

(BLOODLINE: BAALI CHARACTERS ONLY)

**T**hird to rise from the hell-pit of corpses that had begotten the profane trinity of Baali Methuselahs, the Nameless was no more, or less, powerful than the others, but was the most insidious, enigmatic, and mindful of weaving a complex obfuscation through the aeons, so much so that many Baali doubt that there ever was a third to rise.

Whether they are in on the conspiracy, or part of a grander scheme with aims yet unveiled, even the Children of the Outer Dark utter only whispered lies, riddles of omission, and long babbling tirades of abyssal nonsense when questioned on the history and intentions of your distant ancestor. What you do know, however, is that the blood of the Nameless lay in you, and while your progenitor may be unknowable, the power in your apnotic blood is readily apparent. You and your anonymous siblings stalk the night with little purpose other than to remain unknown, wielding that power to conceal any and all motives.

Optional Discipline Spread: *Obfuscate, Oblivion, Presence*



— Lore —

● **The Stranger:** Knowledge is power, and so you know that using its absence is a form of power in and of itself. Add 1 Die to any Manipulation, Wits, or Resolve pools when in conflict with someone who doesn't know your name.

●● **The Third Lover:** Certain legends hold that the Nameless was a lover to either Nergal or Moloch, while some other tell that your forebear was a pair of lovers, merged into sacre reconciliation upon their Embrace. Whatever the case, this power of "love" is innate to you as well, and when you have sex with a Touchstone, yours or another Kindred you know, you may transfer one Superficial Health Damage from them, a vampire whose Touchstone they are, or yourself, to another in this group.

●●● **Sine Nomine:** While Nergal obsessed over learning the True Names of demons, your lineage has always found power in the utter lack of a True Name. Once per Chronicle, you can inscribe the voidwrought sigil of the Nameless onto another's forehead, removing the knowledge of your existence from their mind entirely. Additionally you may inscribe it on your own forehead at any time to add a bonus die to defend against powers of Auspex, Blood Sorcery, and Dominate for the remainder of the night, however the sign may be recognized as an infernal marking by those who Occult 4 or more.

●●●● **Inscrutable Shift:** Your physical and mental endurance shifts and adapts, churning to ensure that you remain unknowable. Once per story you may switch your ratings in Composure, Resolve, and Stamina between one another. Your Health and Willpower reflects this shift, with unmarked boxes being removed first.

●●●●● **Nameless, Formless, Shapeless:** The true nature of being is to have a name. A True Name serves as the blueprint for your existence, something that can be contemplated, categorized, influenced and extant. However the nature of your bloodline is to have no true nature, to have no True Name, and to be unknown in the way of your Nameless progenitor. Once per story, you can choose to not exist for a single scene. Conversations about you die after only a few words, documents in relation to you are forgotten about as quickly as they're observed, pictures of you become unrecognizable, and even physical attacks simply pass through where you no longer stand, unable to harm something that doesn't exist. While non-existent you cannot sense anything in any way, and cannot interact with anything. You simply stop being until the end of the scene.

# Hunters of the Lost Elk

*"The Lost Elk... he's always hungry. And you think we hunt for you? No—no, no, we hunt for him. Every weak little neck we snap, every blood-soaked inch of ground, it's all to keep his gaze from turning back on us. You don't get it, do you? He's everywhere—the forest, the concrete, the cracks in the street! If we don't prove we're strong, if we stumble even once... Well, then we're just his next feast. So go on, pray if it soothes you, it changes nothing "*

*—Raggidy the Man*

A fractured Bloodline born of a process not unlike Apostacy, though not of true Baali Origin. The Supplicants of the Lost Elk are similar enough in their Infernal origins that they are cousins to the Baali who share the same Infernal qualities. The Supplicants of the Lost Stag are scattered across the wilds of the world in small packs, and though they are rather frequent embracers, no more than thirty of such packs have ever been known to survive at any given time. Travelling in groups of five and staking out territory in the dark between cities, they ritualistically hunt unfortunate Cainites and Kine who venture outside more well-lit city Domains, putting them up as offerings to their dark god –The Lost Elk. In the trackless wastes between cities, however, Lupines seem especially motivated to cull these Infernalist Beasts, having an uncanny ability to hunt and slaughter them –However this Gangrel-adjacent Bloodline proves equally canny at survival in the face of the Lupine's relentless pursuits.

Sometimes passing themselves off as Country Gangrel, many of these packs exist only to sew terror and misery between cities, leaving trails of carnage and wakes of corruption as they collect offerings to the Lost Elk, before inevitably slipping away into the wilds, far from the eyes of the civilized-minded.

Occasionally, if a city proves especially vulnerable and incapable of defending itself, these Infernal Beasts may decide to dig their claws into its flesh and lodge themselves there to bleed it dry. When a city is claimed in this way, they deal with any challengers with a brutality and bestial ferocity that surpasses even their long-distant Gangrel cousins. Ever pressed to hunt worthy prey for their Lost Elk deity—not out of reverence, but of survival—they must constantly prove themselves worthy, lest the Lost Elk think them easy prey.

Believing their deity to be a ravenous force of nature inverted by pain and Infernalism, the Supplicants throw caution to the wind to stay one step ahead of the Elk's teeth, hoping their offerings are enough to give it pause, so that they might hunt another night. Though many look upon these Infernal Beasts with no small amount of disbelief, the Supplicants themselves hold endless tales of their god's rancorous wrath, and with how often pack members vanish, there's little to dissuade a discerning observer's deductions that something stalks the Bloodline from the vast expanses beyond the lights of society.

Some Supplicants believe that the hunger of the Lost Elk is infinite, and it is the unnatural cleansing force of a distant dark that eliminates the weak and the ill when a too-kind reality leaves them to stagnate. This devilish darwinism supposedly leaves only the strong to survive. To this Bloodline, existence is a test of their worthiness, survival is the prize for their victory, as they strive to avoid becoming prey to their dark deity of the forest, who stalks from every shadow, crosses every plain, and skulks across cities. Ever present, ever hunting.

## Optional Discipline Spread

**ANIMALISM** Hunters of the lost elk use their power of Animalism to gain control of vermin or use it to drive beasts to behave aggressively, forcing them to violent episodes against even their beloved masters. They also use their famulus bond as a corruptive link, sharing aspects of their own infernal nature, and that of their deity, the Lost Elk.

**PROTEAN** As with typical Gangrel, the powers of Protean are frequently the best tool the Supplicants have to survive in the vast wilds, while hunting or being hunted. Whenever they take on the form or guise of an animal they tend to be of a darker color and their features manifest as much more feral and aggressive, embodying the most vicious and uncaring aspects of the wild and of their infernal master.

**BLOOD SORCERY** Taking to paganism, owing to their origination as Gangrel in the very distant past, this Bloodline uses Blood Sorcery with a much more ritual-oriented approach, pulling the powers of the Outer Dark to them through sacrificial hunts to warp the environment around them.

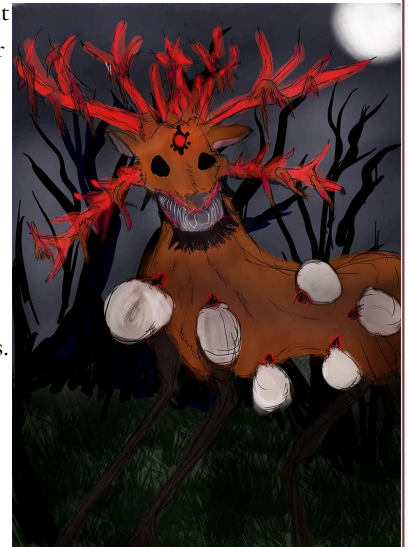


# SUPPLICANTS OF THE LOST ELK

(BLOODLINE; BAALI OR GANGREL CHARACTERS ONLY)

In the ancient days of the First Cities, the Gangrel hunted not just for sport, but for survival. Amongst their quarry was a mighty Elk, thought to be the familiar of a second generation Cainite. Harried through vast plains, over mountains, across desert dunes, and frozen straights, into alien lands. The Elk, driven to near-starvation and a shell of its former majesty, collapsed next to a deep pond. Its thirst nigh unquenchable, the Elk buried its head into the dark waters and drank it dry, revealing the resting place of an even more ancient thing at the bottom, bound to the tar and mud, broken and barely conscious. The Elk, voraciously starving, gorged without thought upon this creature, each bite bringing with it a plethora of blessings, twisting its bones and bolstering its muscles beyond even its greatest peaks.

When its Gangrel hunters found the Elk that night, it is said that their screams of fear and pain stained the rocks and trees of that land, the Elk's wrath like hell unleashed. Those Ferals who survived begged for their unlife, falling to their knees and supplicating themselves before the creature. Serving the Elk forevermore, they are but supplicants to its flesh, blood, and will.



Optional Discipline Spread: *Animalism, Blood Sorcery, Protean*



● **Blood of the Sleeper:** Animals that you Ghoul gain Eyes of the Beast as an additional free power. This doesn't provide them with any additional dots in Protean.

●● **Sacred Parasite (Choose one):** A [Blessed Tick](#), the size of a melon and fat with the Elk's profane blood, has been granted to you. Affixing this creature to your body requires two Rouse Checks, and grants one of the following abilities until its removal, which causes a point of Aggravated Damage:

**VELVET ERUPTION** You can heal Aggravated Damage and Critical Injuries with a single Rouse Check however a twisted rack of fleshy antlers will burst forth from the wound that cause a -1 Die penalty to any pools that require that part of your body. The antlers themselves count as a +2 Light Piercing Weapon. The Antlers will fall off at the end of the night.

**CERVIDAE CENTAURUS** With a Rouse Check, your lower body explosively mutates into the four-legged body of

a deer, with a black-slick coat and serrated hooves. Add +3 dice to your running and jumping pools, and when trampling prone foes, your damage is non-halved. You revert to normal at the end of the night.

**BELLOWING BLEAT** Rouse the Blood to expand the flesh and bones in your jaw, neck, and chest, allowing you to take in great breaths and bellow them out as a hellish cry. Anyone within hearing range must test for Terror Frenzy; Difficulty 2. On a total failure victims also suffer the Paranoia Compulsion, which lasts until dawn, as they see hallucinations of a dark forest and stalking deer. You revert to normal at the end of the night.

●●● **The Ritual:** You can eviscerate a mortal under a full or new moon, and drop a Rouse of your blood in the gutted remains. Carrion animals will swarm the offering, consuming it within an hour. You can read the bones, which will point to a place the Elk has been. Add two dice to any pools made to hunt in the

immediate area, and any difficulties to track or find you there are increased by 2, as the land itself seems to conspire to cover your tracks.

●●●● **Blessing of Starvation:** The blessings of Elk are bestowed upon those who are as famished as it was on that fateful night beside the pond. While at Hunger 4 or higher, your Blood Potency is increased by 1, and you add two dice to your Survival and Awareness pools.

●●●●● **Waapiti's Wrath:** You can leave the offal of six mortals as an offering to the Lost Elk to gain its favor. During the same night, you may Rouse the Blood and make a Resolve + Occult; Difficulty 3 Test. On a Win a shadowy figment of Lost Elk will manifest and perform a single action, using its own [Stat Block](#).



# THE BAALI & THEIR ORIGINS

The Clan of Devils has been on the brink ever since their great temples of old were toppled in the Dark Ages. All other Clans have been united against them time again whenever they were on the ascendant. Now as the lives of all Cainites enter an era of unparalleled danger and uncertainty. One could be forgiven for thinking that this would be the death nail that finally ends the Clan of Infernalists. Instead for the first time in a very long time they have begun to experience a renaissance of power.

# Shrouded by History

**T**he nature of the Baali is a perplexing one, obscured in mystery. This is not an unsurprising outcome when many Cainite scholars dismiss their existence altogether, claiming the Clan as merely legends or superstitions used to justify interference in others' affairs or to attack another's reputation. Many learned Brujah love to cite the sacking of Carthage as such an example. Though by far not the only one, many Tremere also enjoy dismissing the Baali as superstitious nonsense to denigrate the Salubri, characterizing them as a backward clan of religious fanatics incapable of distinguishing a Tzimisce from a creature of myth. Yet, those of House Goratrix seem to repeat such theories with a knowing smirk. Haqimites that wear scars of balefire to this night take personal offense when others imply their struggles against the unholy are mere legends.

While Elders and their knowledge have receded with the encroachment of the 21st century, those Elders and learned Cainites know that the Baali did, in fact, once exist and operated in the world with open abandon, like any other Clan. What few Elders remain have become disturbed by a looming dread in the night air, and while many of them attribute it to the cataclysmic times of the new millennia, others sense a return to an evil from a lost age, all while Childer who once doubted the old tales, pour over dusty tomes and ancient written accounts from their Beckoned Sires and Grandsires, finding grim correlation with reports of recent atrocities and strange occurrences in their own Domains.

## The Legend of the First Tribe

Cainites, no matter how inhuman they once were, came from humanity. Even those who believe in the existence of a Dark Father, of Caine, believe he had been born first as a man. Regardless of that loss of humanity, or how inhuman a Cainite becomes, they stemmed from shared mortal stock. But many believe that the Baali stem from something else: The First Tribe.

In the early days of humanity, the First Tribe walked the earth, a group of individuals who were said to be rejects of creation. Prototypes that were exact in shape, but conceptually flawed in spirit and forsaken by their divine creator. Cast aside, unfavored, and tossed to the rubbish pile, they quietly survived in a world

that was never meant for them. Living beyond the borders of human cities, the First Tribe went about building small settlements for themselves, leaving the favored humanity to their own cities, and quietly constructing their own society. Life for them was difficult and solemn, for they knew the love of no divinity, and their spirits held an empty pit.

### THE SALVATION

The First Tribe formed their own settlement on the outskirts of Ashur, in the vast desert. Having dug a great well for water, they instead found a sleeping thing in the earth, and exposed to the sun, this Child of Outer Darkness screamed as it woke, and withered and burned under the light of day, wailing the terrible True Names of its dreaming siblings to conjure their help, but none came, and very quickly naught remained of the thing but ash and tar.

While many succumbed to the death wails of that unknowable Sleeper in the earth, those that survived spoke the names, and the attentions of the Children were drawn like flies to their minds. From them, the First Tribe learned of life, and of the power within the blood of all living things, and of the potential of the dark antrums of their soul. They learned of murder, and the death that resulted. They learned of carving power from agonizing flesh, and listening for the whispers of the Sleepers in the last screams of a dying thing.

This power wasn't merely gained knowledge from beyond, it changed them, filled them, cradled them. These god-like creatures in the earth and distant dark were the closest to divinity the First Tribe had ever felt, and so they swore themselves to the Sleepers in the earth, and became their acolytes, thinking that with the knowledge of their names their power over the sleepers was absolute. However the knowledge of a name gives that thing sway over you, as much as it gives you dominion over it.

### THE HETERODOXY

The First Tribe grew strong in the flesh, but their use of the True Names of the Sleepers atrophied their already hollowed souls, filling it in with the nature of the Sleepers, who slumbered deep in the earth, dreaming dreams too terrible for this world. Speaking the screamed names of these Sleepers roused them from their distant slumber, pulling them from their fitful dreams and granting them more awareness of the world. Their awareness caused calamities amongst the

First Tribe and the primeval world, with every utterance bringing the Sleepers closer to a waking state.

It was then that the tribe suffered its first schism. Those who wielded the Sleeper's power without regard, and heretics who saw the eventuality of what might occur should their ancient masters actually wake and walk the world. Believing that servitude was worthless, these heretics would turn against the power hungry, and take from them the knowledge of the Sleeper's True Names, hiding them in thoughts and silence, vowing never to speak them again, and to keep the Sleepers unconscious.

Much damage had already been done by the reckless speaking of those names, and so to calm their tumultuous slumber, the First Tribe needed power enough to undo what had been done. However their only knowledge of power came from the Sleepers themselves, so they were left to the terrible methods of what had been taught to them. Vast pits of bone and flesh and organs were made, and all manner of life were twisted and beaten and shaped and defiled within the pits to conjure power enough to lull the Children back into their sleep.

The understanding of their sacrifice was lost with the generations of their descendants, and once again they committed atrocities, not just to placate the Sleepers, but for their own ends.

### THE APOCALYPSE

Their ambitions were soon unmade, and all their hopes ended when a child of Caine stumbled upon them, and saw in them a foolishness worthy of a lesson only an Antediluvian could teach. The identity of this tutor has been lost to time, either due to the Antediluvian's manipulations, the Baali themselves wishing to keep it from their kin, or the other Clans never wanting to be associated in ancestry to the Clan of Devils.

Some say it was The Eldest, founder of the Tzimisce, who condescended their ideas of defilement; others say it was Cappadocius, who spurned their misuse of death, or even Saulot, who acted with indignation. Regardless of the identity, the story always ends with the First Tribe being massacred, their broken bodies thrown into their own pits, their deaths acting as a gruesome parody of their lives and the rites they committed unto others.

But in this massacre, three drops of Antediluvian blood found its way into the pit and into three corpses that emerged long after their Sire had left. Each a dark

stain upon the world, becoming a banner for the Baali and its cults to this day.

### THE THREE

**Nergal**, first to rise, endeavored to bring about the end, using the slumbering children for his own gain and to become a god. Caring only for power and not the consequences, he sacrificed millions on his altars to achieve his aim and warred even with his brethren, only to be stopped by the combined power of all other Cainites. Though he rose from his defeat, in the end he and his temple were carried away in a tide of the Abyss, commanded by Lasombra ancients.

**Moloch**, more reserved and quiet, was not interested in gorging on the power of the Children of the Outer Dark. He saw that his purpose was akin to that of the heretics of the First Tribe: To maintain the balance by keeping them in deep sleep and extracting power from them carefully. Founding many secret cults, whispering the dark price to pay for power, showing that all other Cainites were like them. His greatest and last act was the corruption of Troile, the antediluvian of the Brujah, and the perversion of the great city of Carthage. The debauchery and violence of the city was met with war from the other Cainites, their eyes on the Baali after Nergal's calamitous ambitions. Moloch and his lover, Troile, sank below the earth in unison, leaving sight and mind.

**The third thing** to rise was nameless, or of many names, and has remained an enigma to this night. With actions forgotten or not yet revealed to the world, the very nature of the third is to have a lack of such. To this day, some Baali cling to the idea of the return of the nameless and heralding a new age for them. Some attribute the most terrible Baali to the nameless, such as Huitzilopochtli, who journeyed west and ruled an empire of blood, as foes and citizens alike were offered up on temples running red.



# Questionable Truths

A debate that divides occultists, Cainites, and even the Baali themselves concerns their true origins and nature, as many Baali will freely admit to having lied about their past, their Sires telling purposefully perplexing lies, a different storied history for their origins. So even the most widely held legend of the First Tribe, which holds a relative accuracy, is questioned frequently.

The question arises whether they are truly a clan or merely a corruption of another Clan that evolved into a distinct Bloodline, with that corruption passing through the blood. Many Baali are indignant at such prospects, preferring the theory that they are either the secret progeny of an Antediluvian who Embraced members of the First Tribe —A tribe of the earliest humans who held great knowledge and power from the Children of the Outer Dark. That practiced a lost form of Infernalism that wielded the True Names of sleeping demons to produce powers that could rival the Childer of the third generation.

## Clan or Bloodline

Distinctions between beliefs of origins, or methods of Infernalism has caused no small amount of infighting within Clan Baali. Different groups of Baali practice various forms of Infernalism based on who their ancestors are (or at least who they believe their ancestors are). With no little unifying authority, the Baali can be immensely dependent on their Sire for identity and purpose, and in their Sire's absence, most Baali will look to the Outer Dark and the powers there to find direction, an action that usually leads to their ruin if they're not careful in their judgment, and resistant to 'outer wills'. Others quickly find themselves accumulating power, or simply wandering from place to place, aimlessly trying to avoid detection, but having no greater understanding of their nature and how they fit into the dark world they inhabit.

More concerning for many Elder Baali is that abandoned young tend to forge their own identities and interpretations of their lineage, leading to developments of swathes of youthful Devils who have no tradition or guidance. Still others are Embraced with these purposes of aimlessness at the forefront, used as scapegoats and deflections, or to simply sow chaos.

## Clan or Corruption

*"Ah, you have arrived, I must congratulate you on your swift work. A pity that now the Houses of Shrekt and Carna have let their emotions and prejudices get the better of them in this city, especially when they were so close to finding common ground! Such good work cannot go unrewarded and I am a man of my word. I shall tell you of infernalism and the "clan Baali" as you have asked.*

*"First of all, you should know that the dichotomy between Baali and an infernalist is a false one. Oh I am very much aware that the Baali like to claim they are apart from us, that their blood comes from "Dark gods" or some fabled progenitor, that makes them the purer or some other self serving nonsense. The truth is that they are merely Infernalist, that being a practitioner or 'Redworker' as they youth calls them these nights, who uses occult means to extract power from the 'Outer Dark'!*

*"The only reason their infernal powers are transferred through the blood is because they use primitive practices that overexpose them to Oblivion, or the Abyss that surrounds the Outer Dark. You see the Baali are not a Clan or even a bloodline for that matter. They are a perversion, due to use of careless infernalism. I see the doubt on your face acolyte. Tell me if I am wrong —What bloodline or other Clan is able to convert other Kindred to it? That's correct —None! The Baali are more an infection attempting to organize around a shared condition. We extract and tap into the same powers with careful methodology —Without the unnecessary exposure of the dark. If you wish to know that methodology, well I applaud your enthusiasm, but it will require proving yourself further more. Fortunately I have just the opportunity to prove yourself..."*

*—Magister Sands, House Goratrix  
Speaking to Acolyte Singer*

While the Baali have long believed themselves a wholly unique Clan, it's hardly arguable that their blood harbors properties unlike all other Cainites. Infernalism is borne into the properties of their heritage, imprinted there like strands of corruptive DNA. Their inclinations and Banes even require them to make overt displays of violent ritualism to sate their inner-demon, or perhaps even those in the Outer Dark. By their very nature they are different to the thirteen main Clans of Caine.

However none know if this is a result of their founder's reliance on Infernalism, or if the First Tribe

had already been thoroughly altered by their Infernal deeds and beliefs. Many Elder Baali believe that the First Tribe were the failed iterations of humanity, forsaken by light and left to worship darkness, and that this flaw leads to a desire for a higher power that will never see them, which further leads to their propensity for terrible acts, and their relations of the Outer Dark. Amongst these Elders are a scant few Baali philosophers who question if the Clan's acts are a bloodborne cry for attention, to draw the eye of something greater to them, to be noticed and given an emotional response from a supernatural power.

Many others wonder if there's a point to these examinations. Their legacy of relations to things of uncreation has been long, older than the recorded histories of humanity, and there is no separating them from what they are. The nature of the Baali is unified by the properties of their blood, harkening back to source. Is that not what a Clan is?

Arguments against this point to Apostates, born from the blood of other Clans and then folded into the Clan of Devils, who even keep their original Banes outside of exceedingly rare cases, Further perplexing evidence has also reared its head in the modern nights, with the expansion of the Azeaneli, who claim to be Embraced by the matter of the Outer Dark itself when it flows into them. However there remains a similarity in all of these cases; The requirement of the Dark Sacrament and of the intrusion of supernatural demonic forces channeled through compulsions of a Baali's blood. These are self-evident, unifying, traits that separate the Baali from all other vampires of the night, and they can't be argued against, reasoned out of existence, or re-negotiated.

## The Nature of Evil

*"You know what evil is? It's a point of view. Sort of. Well not really –But there is a scale. Someone who wants to kill my Kine brother may as well be evil regardless of circumstance, someone who wants to save him, well. Doesn't matter if that savior eats babies, not at the moment, does it?"*

*–Ravager Meryl*

The Baali are hunted on sight, their reputation for malevolence and evil cemented in the minds of most Cainites. Before the 21st century, the belief in objective evil was enough to justify their systematic eradication. However, those familiar with that era—accustomed to the antiquated views of their Elders—wonder if the Baali are truly irredeemable. Is there something worse that's uniquely inherent in their blood that drives them toward malevolence, or is the Beast simply universal to all Cainites? Many young Anarchs posit that any cruelty in the Baali is the result of cult-like conditioning, where malevolence is idealized and reinforced by centuries of persecution.

For those dedicated to dark masters, their blood compels them not to evil, but to truth. They see the world for what it truly is—an earthly cage filled with the shackles of obfuscation and the facades of uncaring divinity. Infernalism is not a metaphor or superstition; it is proof of the Outer Dark's existence and of the masters who dream there, demonstrating how reality can be overcome, circumvented, and utterly changed. Other Cainites, refuse to see reality as it is: this world is broken and must be set alight with the perfect order that awaits beyond, in the arms of the Outer Dark.

Other Baali—those Embraced without the rigid oversight of a nest or a cult—may try to distance themselves from their infernal nature by posing as members of other Clans or as Caitiff. Yet the need for sacrament lay in their blood all the same, as does the profane nature of the Outer Dark itself. Without an act of violence, these Baali find the powers of their blood failing them, weakening. A lethargy that weighs upon them like a withdrawal, and their Beast begins to whisper of untapped power.

Even those that abandon the twin paths of Daimonion feel a boiling darkness of intention for profane rites, with their powers of the blood sometimes still betraying an infernal nature, manifesting in strange or demonic ways.

## Serving Two Masters

*"If you do not learn to separate the calling of the outside from the Beast within, then you are destined to be torn asunder"*

*—Baali Proverb*

Whatever is in their blood there is this feeling or pull toward something beyond this one. That the material world is, but the tip of an iceberg, the pull toward something deeper manifests in a multitude ways. As the blood mixes with the circumstances and particularities of the embraced. To some it beckons as a call to serve the dark masters and preparing for a great cosmological turning of the wheel, to the adoration of the self and tapping in this pull for one's own greatness to something to be feared and constrained to a way of demonstrating to the world's nature is but a thin veneer hiding the true face of our reality. The pull is as inescapable as their reputation.

As inescapable as the pull may be, the Beast does not care for the higher calling. It craves only how it makes them feel—to be adored or feared, to swell with pride at being chosen by entities far more powerful than one can imagine. Yet the Beast, the vampiric nature, has always driven the Baali to overplay their hand throughout history. It constantly clamors for recognition, demanding indulgence, pride, and survival.

A Baali must learn to serve both their vampiric nature and their infernal calling, constantly walking a dangerous line. The Beast clamors for immediate gratification, while the dark masters demand patience, submission, and long-term goals. The Beast seeks only to revel in its power and indulge in the corruption of a hostile world. A Baali must learn to discern whether they are driven by a higher purpose or if the Beast merely masquerades as such. But to deny the Beast entirely is to deprive the Baali of the vitality and strength needed to channel the dark gifts required for survival. Those who falter in mediating the conflict between their calling and the Beast find themselves torn apart.

## The Second Embrace

*"A triumphant return, flourishes of success, the succor of revenge —But first it must come to a fall. To become destroyed by the loss of title, of power. Understanding comes from suffering. Art from adversity, as they say. A cycle, or more accurately a spiral. Especially amongst we who are Apostates. I fled a collapsing city behind as a Toreador Primogen, wandered lost, aimless for ten-thousand nights, in search of answers. A powerless wilting Rose. Now I return to my city, new of purpose and understanding in my heart. A triumphant return as a Fire Priest of the God of War. Those responsible for the loss of my city, and my first Sire, will suffer for their failure. Yet... Should I fall again, what will rise from my ashes?"*

*—Red Sinatra, Fire Priest of Detroit*

The most notorious trait of the Baali is their ability to 're-Embrace' as part of the Rite of Apostasy. In older times this Rite baptizes a Cainite by a Baali draining them entirely, causing the blood within the Baali to transmute into that of an infernal nature. When re-introduced to the would-be Apostate, their very soul is tainted with the same infernalism Bane that the Baali harbor, mixing with their lineage to create new Bloodlines of Baali. In rare cases, the results may overwrite the original Bloodline entirely, being decided by things deep in the Outer Dark.

The Dark Apostasy has seen numerous developments over the millennia, with the most pernicious and widely used in the modern nights being Baal's Pithos, which uses a focus of power, usually an object or a sigil, though anything sufficiently empowered can be used to tempt those with the power of the Infernal, before luring them into a situation from which they cannot return without suffering Final Death. In these instances, the Pithos allows a Baali to simply leave an object behind, a trap waiting to be triggered, while they have already traveled to safer havens. ■



# THE BAALI IN MODERN NIGHTS

While the other Clans of the night have seen the vanishing of their Elders due to the Beckoning, the largest conflict in centuries due to the Gehenna War, and the Second Inquisition putting ancient domains to the flame, the Baali, who have had to remain secretive and hidden for nearly a thousand years already, have experienced little change in their night-to-night.

Though many of them remain somewhat disorganized, and they hold few cities under their thrall, the Clan as a whole has capitalized on the Cainite calamities of the modern age. Methuselahs like Huitzilopochtli rise from beneath their tombs, while the Knights of Teeth take to field against the Second Inquisition, even sometimes secretly fighting alongside other orders, such as the Gangrel INVICTI or the Toreador Exemplars of Aksum. In the farther reaches of eastern Europe the Childer of Chernobog expand outwards like a cancer, shaping unfortunates in the bleak image of their god, while the Khofilim raise golden torches and attract Anarch free-thinkers to their cause. Other's still, like the Molochim, entrenched themselves in the formation of several companies in the 70's and 80's, using wealth and knowledge to seek out sleepers and placate them. To the Baali, a world in conflict is a world in need, and from them flows knowledge and power lost for centuries.

## The Patient Fire

Since the beginning the Baali have forged their own paths through the eons. Carving wounds in cities, the earth, and reality itself, and allowing the waves of a power, chaos, and change to pour through. Those of the Clan that operate in the open, recklessly wielding destruction, have been snuffed out so many times over the centuries that those who remain now operate more cautiously, or at least less openly. Utter destruction has made a good example for the Clan of Devils, and remains an excellent teacher of patience for them.

Many of the Baali's greatest foes, or at least their most informed ones, have been Beckoned away. Elders who had led crusades against them, cut apart their nests, and brought down their cities—Gone, almost over night. Yet the Elders within the Clan of Devils seem immune to the call. Many Baali occultists theorize that their immunity to the Beckoning is a result of no Antediluvian ever wanting to claim them, that they were never an intended puppet of ancient masters, or that the masters whom they serve are greater than any vampiric blood call. Others privy to the Hecata's similar immunity to the Beckoning attribute the Baali having been Embraced by the same ancient founder, and so like their deathly cousins benefit from the same twist of fate. Many more believe that because of this immunity, their souls belong to only them and not to buried decrepit tyrants in the dirt.

Especially cunning Elders of the Clan of Devils even take measures, or send their hellish minions, to ensure that those Beckoned meet destruction on the road to the Gehenna War. While others residing in ancient places and temples near sites of Beckoning either Embraced more servants to protect them or hold strange ceremonies to attract the Beckoned to them instead.

Others still offer the Rite of Apostasy, the re-Embrace warping a Cainite's blood so thoroughly that they become a Baali and thus become immune to the Beckoning. In these cases the cost of such a Ritual is usually extremely steep, with the Apostate trading one master for another, though some consider this a small price to pay to regain one's freedom from something older waiting for them at the end of their travels.

## Agents of Iniquity

Many Baali have a particular affinity for the Kine, with some finding them easily malleable and ideal targets of schemes or corruption. Treating them as little more than spiritual fuel to modify and alter into becoming an agent of the Outer Dark. In some cases even changing them further into powerful [Marked One ghouls](#) which go on to become threats all their own.

Others in the Clan of Devils find their affinity to be less selfish, though not necessarily any less insidious. Amongst these Baali are those who long to experience the un-damned nature of a Kine, still innocent by comparison in most cases to themselves, and relish in that nature vicariously. Some even become seduced by the potential of this human aspect, viewing them as ignorant and blissful to the horrors of behind the curtain of their world.

However, the true strength of the Kine, and one of the reasons for the Baali's fascinations for them, lies in their free will. When they willingly choose corruption—without compulsion or vampiric manipulation—and the subversion of their own morals, the conceptual change is a power in and of itself, one that the Outer Dark and the Baali crave and can use. The loss of innocence in particular makes these willing acts a perfect conduit for infernal ceremonies or stabilizing bridges to the Outer Dark. While Cainites of great age and potency have similar powers of potential in their blood, their darker nature and cursed blood must usually serve as power for more readily manifesting changes in reality, such as with sorcery.

## The True Clan of Humanity

*"The Toreador or Brujah may claim to be the closest to the Kine—that they understand the intricacies of their heart beats. Of their passions to leave their mark upon the world or create a better tomorrow for their young. Other Clans may say the Kine are motivated only by power and self interest, which is much closer but not the whole truth.*

*"They are all wrong about humanity in their own way. We know the mortals on a fundamental level and our cousins covet our talents. Kine are slaves to their desires, constructing justification only after the fact. Many Kine philosophers like to wax poetic about their nature, abstracting and complexifying the simple truth. They are just animals herded and trapped by their lust, hate, and pride. They would be entirely our servants if not for the constructs moral and social made by our foes, least of all God.*

*"That is why despite our numbers when we do decide to influence the Kine we are unmatched. The other kindred have to summon great efforts against the tide of humanity to further their interests, while it is natural to us. To see their sins, exploit their desires..*

*"Our influence is everywhere and undeniable for those who dare look.*

*"We are in the disenfranchised youth filled with envy and wrath, the forbidden lust in the halls of power, the wrathful and envious dispositions that grow in number in the streets, we are in the greed in the boardrooms and bank vaults, and we are in the fanatic's pride. We have claws exactly where we need them. The modern world has brought such wonders and there is nowhere we cannot reach.*

*"The wisest of our numbers have learned to create small covens dedicated to a single sphere influence, left to accelerate the rot that the Kine create.*

*"You know what the most amusing thing is? After all this moral posturing on the part of our blind cousins, their methods and assets are indistinguishable from our own. We are more similar than they care to admit..."*

*—Matthew Cornwell, Chosen of Shaitan  
Leader of the 9th Circle*

## Corruption and Faith

*"Yea, as He hath made me, so am I. Strong am I, for righteousness dwelleth within me. Of fine will I stand, for the will to refuse Him is greater than the will to receive Him, and He hath permitted it. From His hand am I, for He allows my wickedness. By His will am I shaped, for He hath made of me His refusal. And I shall break those who stand upon His rock, becoming an unmaking force unto His glory, after it hath passed."*

*—Prayer of Teeth*

In many ways, modernity has facilitated the Baali's designs as much as it has obstructed them. Like all Kindred, the Baali must tread carefully in the digital age, where the days of moving unnoticed through society are long gone. Yet, the weakening of institutions—such as organized faith—has opened new avenues of corruption. Materialism and excess consumption have provided fertile ground not seen since the zenith of decadent empires, and now even the lowliest mortal can indulge in vices previously reserved for the elite. Baali nests and broader cults hide in plain sight, thriving as mortals throw themselves into extreme forms of escapism or seek community in dubious, often dangerous, places.

However, the Baali are not beyond the reach of True Faith. While many institutions have withered, individuals of genuine conviction—those who believe in the cause of humanity or higher powers—still vex and undermine the Baali's efforts. Such faith can stir the Baali's Beast and wither their flesh, revealing their true nature to those watchful enough. These manifestations of seemingly divine power also offer a path of redemption to mortals who were close to being forever ensnared.

The Baali must also contend with the Second Inquisition, some of which are genuine Faith Hunters, who wield a withering power that can drive enter nests to the brink of desperation. Government agencies pose a particular threat to them, especially given how their reliance on mortal cults can leave them vulnerable to surveillance and exposure. Yet, the Baali remain adept at evading notice, carefully maintaining their cover in a world increasingly hostile to the supernatural.

## Blood and Darkness

The new millennia was the start of a glorious apocalypse in Cainite occultism. The destruction of the Tremere Chantry, the collapse of international Haqimite network and the fall of Alamut, the loss of Elder sorcerers and their secret blood craft, the dividing of the Lasombra, the destruction of Giovanni and creation of the Hecata, and of course the Gehenna War. All of these things have caused an upheaval in the occult scene unlike anything Cainite society has seen before and the resulting free flow of once-arcane information has been quite advantageous to those outside of these Sects and institutions, while those who once held them under lock and key pay any price to get them back.

Due to this disruption, the Baali have benefited enormously, as power is no longer concentrated in a few tightly-knit groups. They can freely sell and trade subversive or corruptive texts that would once be identified Infernalism, with little worry. Those with a patron in the Outer Dark, or who can conjure up potent Aapilu from their own Blood, can even re-created the Rituals and Ceremonies of old, many of which have long since been lost, they just need to know the right questions to ask. The great thing is that many a Mystic, Sorcerer, or Necromancer is more than willing to give the questions freely, leaving those with Daimonion an avenue to start asking higher powers for the answer.

However, despite their vast arcane insights, the beings of the Outer Dark don't always have an appreciation for what they consider to be the mundanities of Cainite crafts. Because of this, the Baali still have the same fervent need to plunder old stone tablets and lost libraries, looking for a scrap of information, or words and names of power lost to time.

This creates a double-edged sword in occult circles, as much of the recorded knowledge has been destroyed by the Inquisition and the Beckoning, and those records that survived have been dispersed and traded hands multiple times. With less to go around, things can be much harder, or more expensive, to get one's hands on. It isn't helped that more Cainite Clans show an interest in the occult now than ever before, so information about any given topic can be spread thin. There's no worse feeling than finally getting one's hands on a grimoire, only to find that half the spells have been torn out and sold apiece somewhere along the line, which

sometimes even has Baali themselves recording spells, for the first time in centuries, to sell at auction.

This covetous nature for the processions of blood and darkness has created an underground trade in most larger Domains, where the Baali act as traffickers of secrets, forbidden things, and artifacts, eking out an existence while rarely ever having their true nature questioned. Occasionally, they trade intentionally infernal objects once a good rapport has been built, hoping to stoke the curious and normalize Infernalism. Even a Pithos might be sold in the hopes of converting others into Baali –a preferred method for the scholarly Devil, who wishes to see if their candidate is worthy of Apostasy, but isn't willing to risk a Bloodhunt.

This is a revolution that the Clan of Devils haven't experienced since the days of Carthage, where they can openly speak about previously forbidden blood craft to those who are curious. In these circles they rub shoulders, trade secrets, and even have intellectual conversations with other occult clans –Fostering a realm of occultic innovation for a new dark age.

### The Warlock Houses

*"My Sire used to say this bizarre phrase, an alteration of something I heard in my mortal days, but that's besides the point. She would say 'Knowledge is power, power corrupts. Absolute power corrupts, absolutely!' She'd say it whenever I'd go looking for answers she deemed dangerous. I think she was blinded by her circumstances. Knowledge corrupts, yes, but so does the pursuit of it, just like the pursuit of power. I think the path to enlightenment is paved with bad intentions, the path to hell paves itself with what's left. In the end, I just want enough power to keep me and the people I care about safe, so that's what I'm going to get."*

*–Arthur Essenger, Tremere Apostate*

Even before the many calamities that have befallen the Cainites, the Baali were rumored to have some sort of dealings, or even an alliance, with House Goratrix. It's also no secret that the Tremere have always been distrusted by other Clans, who see them as strange and dangerous. House Goratrix is simply more distrusted for its suspected use of Dark Thaumaturgy, a round-about form of Tremere Blood Sorcery that uses complex methods to cast Infernalist spells without the influences of the Outer Dark. They vehemently deny such spell craft exists these nights, of course.

In truth, there is no formal alliance between any members of the Tremere and the Baali, as their methodologies and interests in Infernalism differ

greatly. Goratricines prefer pure blood sorcery to minimize risks, usually at the cost of potency—a position many Baali find pathetic and fundamentally flawed, as they believe the touch of the Outer Dark cannot be avoided, and is also an intrinsic process of blood craft.

In the end the relationship between the Goratricines and the Devils is one of occasional overlap, where both parties either assist, or attempt to manipulate, each other into "field tests" or experiments. The Baali understand that should their arrangement ever be in danger of exposure, House Goratrix will utilize their institutions to erase all traces of their dealings. Violently if necessary.

The primary convergence of interests amongst the Tremere and the Baali, however, is a fascination for the potential of Thin-Bloods, with each Clan sometimes at each other's throats to create test and control groups, or simply descending on the same poor Duskborn to prod and poke with relentless questions and experimentations.

## Hecata

*"These young Necromancers don't know how bad it was during the Dark Ages. Back then, towns would be overrun with these little edgelords trying to wake up things older than the pits of earth they slept in. Now they saunter into our conclaves like I don't remember these old tainted forms of Mortis from before the Feast of Folly. Well I'm a lot older and stronger now, and they're not nearly as clever as the things I fought back then."*

*—Dustin Romero, Harbinger of Ashur*

A fearful respect has always been in relation to the Cappadocians, and by extension the Hecata, in the modern nights. Few others have so thoroughly measured and quantified the powers and concepts of life and death, all the while many of them hold fast to faith, from the Vodou of the Samedi, to the old Testament abrahamics within the Harbingers.

Despite this, the Baali have found success in masquerading as members of the Clan of Death, as their use of Oblivion and the corrupting effects of its practice provide excellent cover among the flesh-devourers and Harbingers from the Lands of Tempest. Rumors circulate of a new branch of necromancy rites, dedicated to pulling once-lost Broken Wraiths into this world. Such beings were those that made a pact with the Outer Dark, either in life or death and have been condemned to the nightmares of the Sleepers, where they are torn apart by the very nature of their fitful slumber.

## Thin-Bloods

*"Have you heard of a 'victim soul'? My abuelita raised me up Catholic –Would talk about people chosen by God that were meant to suffer bad, both physically and spiritually, a 'victim soul'. It's like a penance suffering, or a proxy-suffering. God chooses someone to suffer, so other people can have an avenue of redemption, like a balance. I never liked the concept, it was dark, and felt wrong, which is probably why few Catholics are told about it now, but ever since my Embrace... Well I think about it a lot. As a halfway vampire, am I meant to suffer for someone else? Are full bloods meant to suffer for me? What about normal people, or Kine, I guess? Are they meant to suffer to feed us? Something out there, somewhere, must have an answer to questions like these."*

*—August Ochoa, Duskborn Alchemist*

Outcasts who are young, impressionable, weak, downtrodden, and rebellious. The Duskborn serve as a turning of the page, an injection of new blood, opening up new veins and healing old arteries. To the Baali, these strange near-vampires are a wholly positive development. The outcasts are easy to control with promises of acceptance, safe havens, and easy to lure with further promises of power.

Under a diabolic tutor, a Thin-blood is rarely judged for the moral implications of their research or developments, and their alchemical drugs are treated as positive creations that break one's mind away from the mundane pains and pleasures of reality. In whole, Alchemy is regarded by the Clan of Devils as merely another avenue of the Infernal. The conceptual reality of a Thin-blood's power alters mundane reality through reactions between spiritual and chemical substances. While Thaumaturgical-Alchemy was present in vampiric society in the past, the talents that Thin-Bloods have for it makes such paths seem child-like and rudimentary.

The greatest development of the union between the minds and powers of the Devils and the Duskborn is Blackburn. A hallucinogenic substance that provokes tremendous highs and temporary enhancements, opening those who imbibe it to frequencies of realms beyond mundane reality, granting vivid visions and knowledge. However it has a pernicious effect, as persistent use slowly drives those who use it to violence. Enterprising Baali and Thin-bloods distribute it in feeding areas when their designs require instability or when they need a particular Cainite to be vicious.

## Lasombra & Obtenebration

Long have the Baali regarded the Lasombra as a relatively uninspired group. That their forms of Obtenebration prove too pragmatic, despite their obvious power. The Devils believe the Magisters to be ignorant of the greater realms of darkness, fixated purely on the Abyss, and though Abyss Mystics tend towards a greater appreciation and understanding, they still only dabble in anything akin to Daimonion.

In modern nights, as many Lasombra flee the Sabbat and the Gehenna War, and the Azaneal dredge up the darkness of the Angelis Ater once more, the Baali have used these black market occult trades as a way to converse more directly with their distant dark-inclined cousins. Through this inter-clan discourse, it has become apparent that the Lasombra's powers over Oblivion differ, not wholly enough to be entirely separate from the Infernal, but where the Baali communicates with the Outer Dark through tremors in and cracks in reality, like a flickering candle left in a lonely window to signal something in across a vast chasm, the Lasombra dredge the depths of Abyssal waters, casting wide nets to catch insight, or diving deep to fathomless surfaces below. The methodology is similar enough, requiring the mastery of one's own focus, sending out one's will into a foreign plane to make waves, and feeling what returns, or what new waves are made.

Conversely those of the Azaneali believe that the powers of Obtenebration are the purest form of Infernalism, that one need only to open themselves to the void, pour their being outwards into it, and allow the nothing to flood in and fill them. Owing to the secrets they found in Namtaru's bedchamber, this strange concept is, according to them, real. That the shape of a Cainite can be emptied out, and filled in with the alien energy of the Outer Dark. The Angellis Ater, a group of Lasombra Infernalists who served under Azaneal-called-Shaitan in the nights of the 11th century, seem to have helped facilitate this method of change, with some of them even using this arcane concept to merge into the Azaneali 'Bloodline' and becoming indistinguishable from them.

In regards to the Angellis Ater themselves, they serve as mutual Infernalists amongst occult scenes. Though from a different Clan, the Angellis Ater are so thoroughly demonic, even moreso than some Baali, that they are sometimes indistinguishable.

## Sects and Politics

*"The Baali? In the Camarilla? Please, don't make me laugh. They're nothing but lunatics—crazed cultists waving knives around, preaching the end of the world like it's some kind of sermon. They'd be caught in a second. I mean, if they're all about bloody rituals and human sacrifices, how could they possibly blend in here?"*

*—Laurence Cadwell*

One could be forgiven for thinking the Baali would avoid the other Sects altogether, preferring to remain in remote areas, or to unify in Cults or Nests. However, for those wishing to further their personal goals—or the goals of their dark masters—a large, dense population of Kine is essential, and such populations are only found in cities. This, in turn, means they must compete with other Kindred and engage in local politics. Being part of a sect does raise suspicions, as most Cainite's have an instinct to investigate further, which increases the risk of exposing a Devil's true nature. Thus, the Baali must carefully balance staying out of the spotlight while not being so removed that they become an easy target.

Sects are always looking for an edge in these tumultuous times, and there is no edge sharper—though double-edged—than the Baali and the vast power of the Outer Dark that they wield. Most Baali avoid explicitly stating their actual lineage, instead claiming to be of a typical Clan that is frequently found within the Sect; Ministry, Brujah, or even Tzimisce for Anarchs; Tremere, Banu Haqim, or Lasombra for the Camarilla; and, well, Hecata for the Hecata. In many cases they will pass their occult powers as novel developments that aren't present amongst the broader members of their supposed Clan. With many of the Elders who actively hunted down Infernalists having been called away by the Beckoning, younger Cainites are unable to properly identify a Baali, and are much more susceptible to deception.

If their true nature is revealed, they resort to scapegoating or gaslighting. In other cases they will go on the offensive, claiming that their poor reputation is nothing more than propaganda and archaic bigotry, typical of the Elders of old. After all, in most cases the Baali are no more likely to betray or break their word than any other 'Kindred', and is the stuffy Tremere calling for a Bloodhunt really that reliable of a source? In fact, given their disreputable reputation, they go out

of their way to honor deals, proving themselves assets worth keeping.

The Baali are fully aware of their reputation—and, more importantly, the implications it holds for other Cainites who have had dealings with them. This is why they take great pains to conceal their true origins, only revealing their nature to those who have just as much to lose if the truth were to become public.

## The Ivory Tower

Few Baali join the Camarilla without a definitive reason, as the institution's organization, their history with the Tremere, and the introduction of the Banu Haqim and the Lasombra, as well as some Cappadocian defectors from the Hecata, make for a relatively educated populace of occultists, some of whom are fervently religious. Despite this, a Baali, especially Apostates, can easily work their way into the halls of the Ivory Tower should they masterfully set such groups against one another. Additionally the bizarre tolerance of House Goratrix does much to cover up any rumors of Baali, much to House Goratrix's annoyance, as any show of strange blood craft can be attributed to simply being a Tremere. It's not as if Thaumaturgy doesn't have its own strange and vile rituals that disgust onlookers. The whispers that echo those same marble halls even claim a closer relationship between the two.

### THE TOWER'S MASQUERADE

*"The best method is to simply play your part. Be your role. Do what's expected of you. In truth the Camarilla is a tower cobbled together with fear and desperation that uses law and order as a veneer to ensure stability. Leverage is paramount, doubt is power, and few will ever even know what you are. Not until it's too late."*

*—Red Sinatra, Fire Priest & Toreador Primogen of Detroit*

The Ivory Tower is a nexus of power and intrigue, where only the crème de la crème or those well-connected can gain entry to this august sect. More than in any other sect, the Baali must maintain an impeccable facade, masquerading as members deemed acceptable by Camarilla standards. Those who manage to infiltrate typically do so by offering indispensable services—often providing vessels sourced from their cults, willing sacrifices eager to offer themselves up. Others offer specialized knowledge in the occult, acquired from years of traveling the world. Alternatively, some Devils offer dark bargains to those

higher in the Camarilla, using such leverage to gain access to such halcyon heights, and then blackmail everyone into complicity.

Once a Baali gains entry, they find themselves surrounded by Cainite influences, each one a potential puppet for those skilled enough to sow discord, fan the flames of paranoia, and exploit rivals' weaknesses. Attending soirées, currying favor with the Harpies, and making the right appearances, and deals with the right Cainites, are the most important part of surviving within a Camarilla Court. Despite this, Baali rarely pursues earnest allies in the open, preferring backroom discussions or forgoing boons in place of more immediate collateral. This is because forming lasting allies fosters rivals, and rivals can be dangerous snoops, sticking their noses into the wrong places. Especially powerful Baali with sear-clean such noses, but not all have access to that much influence or power.

Of course, avoiding the spotlight too conspicuously can attract suspicion in its own way. Thus, many of the Baali must maintain a careful balance, with some masquerading as sycophants or thugs with low ambition to avoid drawing undue attention, while pulling the strings from behind the scenes, or manipulating their coterie into accomplishing their goals.

### INTERNAL SECURITY

All of this is further complicated by the institutions that enforce order whenever chaos erupts in a Camarilla city. Justicars, Archons, Alastors. Titles a Baali never wants to hear, more especially those trying to survive in the Camarilla. These powerful, well-educated, Cainites can descend upon a city, sus out any given threat, and draw from the nigh-infinite resources of the Inner Circle to utterly annihilate it overnight. Most dangerous among them is E Division, a group of occult-minded Archons who operate with meticulous investigative and deductive abilities, and have a vast knowledge of the occult. In the nights of the Beckoning, and the sudden surge of the cults of blood gods, E Division has seen a surge in support throughout the Camarilla. It also helps that the majority of their members tend to be under a century in age, and so they have kept a continuity of operation since their inception in the late-80's, meaning that unlike other branches of the Inner Circle, they still have all the same tools they did before the start of the Beckoning.

### LENDING A HELPING HAND

Fortunes can change dramatically in Camarilla cities. It's not unheard of for a once-powerful Prince to find themselves betrayed, outmaneuvered, and cast down—isolated and stripped of everything that made them influential. While many Elders are patient and willing to bide their time, waiting for the right moment to strike, others have grown too accustomed to their elevated status. These Elders often feel they are above groveling or enduring the tedious process of proving themselves equal to those who were once their inferiors. Blinded by their pride, they will do anything to reclaim their former glory.

This is a weakness a Baali can easily exploit. Who better to lend a hand to a fallen Elder, or a once-Primogen than a Devil? A Devil with the strange powers of manipulation, of infiltration, of destruction. Whether by violent vengeance or insidious manipulation, a pact between a fallen member of the Camarilla and an Infernalist is a powerful thing, and for the Baali usually ensure their support once their associate regains their status. Better yet, it gives a great deal of blackmail.

### ABUSED

Then there are those who are never given the chance to prove themselves—Cainite Fledglings or Neonates who are kept around only to be belittled and blamed for failures. These poor wretches are usually mentally broken into having low self-worth, or are genuinely too weak to take the initiative and overcome the hurdles set before them.

Enterprising Infernalists can be the strength they need. Nothing gives someone confidence like a cursed object that does exactly that, or an offering of power that they couldn't possibly learn on their own, and as they rise to prominence, their infernal dealings become valuable leverage. If nothing else, these abused Cainites will serve well as scapegoats when things go awry.

### CORRUPTING CONFIDANTE

Existence in the Camarilla is a dangerous, and at times lonely, one. Enemies both within and outside the sect constantly circle, waiting to exploit any sign of weakness. Dependable allies who offer valuable insight are hard to come by, and many Cainites lead isolated, paranoid existences. The Baali infiltrator plays on this, positioning themselves as a trusted confidante. They

plant seeds of paranoia, feeding their target's worst impulses while subtly pushing them toward ruin.

### FRIEND AND PAWN OF NOBILITY

Some particularly conniving—or foolish—Princes have gone so far as to knowingly use the Baali and their gifts to cement their rule, offering their court indulgences that keep them appeased. Such Princes may know about their benefactor's heritage, or simply harbor suspicions about it. In the end many prefer not to look a gift horse in the mouth, hiding behind plausible deniability. Some of these Princes even assist in covering up the Baali's true identity, knowing full well that if the Baali is ever uncovered, they will be next. Other cunning princes secretly aid Baali into settling in a rival's territory knowing full well they are a lightning rod for the Second Inquisition. And if the inquisition fails it will make a perfect *casus belli* to intervene and deal a grievous blow to their foes.

### A CULT IN THE TOWER & OCCULT IN THE TOWER

The Camarilla harbors many faiths, both ancient and strange. These are often private matters, rarely discussed outside of the sanctity of prayer. This secrecy makes them prime targets for infernal cults, which often begin innocently enough with the worship of obscure figures, but can quickly spiral into dark bargains for their followers.



## The Anarch Scene

*"For too long, you've suffered under their accusations, their contempt! They send you to your deaths—time and time again! But it is I who stand before you, and others like me who know the truth. We will not bow to their lies any longer!"*

*"Look at yourselves! You are Kindred, same as them! But they would have you believe otherwise. They would use you as nothing more than stepping stones, robbing you of the fruits of your labor, denying you your rightful place! They cling to their so-called 'morality'—those convenient little chains they use to bind you, to decide your destiny."*

*"Well, I stand here today to say no more! I see you for who you are, and I will not let them grind you into the dirt! I am your champion, your voice, and your weapon! Follow me, and we shall create a new flame—One that will burn the old order to ash! Together, we will set the world ablaze and forge something greater, something real! A promise bathed in fire and blood, born from the death of their lies!"*

The Brujah finally broke off to create a sect in their own image, no longer constrained by the archaic attitudes and cold pragmatism of the other "High Clans." Taking, or claiming, many cities as manifestations of their will, they established the Anarch Free States on the west coast of North America, which have managed to outlast not one, but two, Princes. While no two Anarch cities are alike—each one with its own structure and rules, they harbor similar philosophies, structures, and weaknesses.

In many ways, it is easier for the Baali to operate amongst these young 'Licks'. There is less suspicion if they withdraw from politics, and they aren't required to prove themselves as much as in more rigid sects. Typically, the expectation is that everyone keeps to their own territory, allowing the Baali enough room to quietly create cults, perform infernal rituals, and establish places of corruption—so long as their activities aren't too overt.

Most cities' territorial arrangements resemble a Mexican standoff, with the simple contrivance of the resident Baron holding the biggest gun. A cunning Baali can exploit this tension when a suspicious neighbor gets too nosy or obstructs their plans. By making the rivals aware of divided attention and vulnerability, they can manipulate the situation, forcing the Cainite focus back on expansionist threats rather than the Baali's more insidious activities.

Furthermore, the openness of the Anarch movement—and their tolerance of the strange—plays to

the Baali's advantage. Anarch cities welcome outsiders like the Ministry with their bizarre denominations, the Tzimisce with their grotesque art of fleshcraft, and many encourage the blood craft of House Ipsissimus decentralized mystical followers. Few suspect the ancient Devils have infiltrated their cities until it's too late.

That's not to say infiltrating and thriving in an Anarch city is easy. A Baali may have more freedom within their territory, but they still need to claim it—and, more importantly, keep it. Many Baali target the weakest and most vulnerable, bringing them into their cults and turning them into a small army to defend their "slice of heaven." Thin-bloods, in particular, are prime targets, preyed upon for their vulnerability.

Still, a Baali must tread carefully. The Ministry presents a particular threat. Their competing cults and use of religious iconography mean that a Baali can rarely confront them directly. The risk of revealing their infernal nature is too great. Even in a fractured city, the Anarchs will unite to destroy an infernalist—unless the city has already been severely compromised.

### ADVISOR TO THE STRONG

"Might makes right" is a central axiom in an Anarch city, and holding territory means constantly proving yourself. This is why some Baali prefer to ingratiate themselves with the strong or capable coteries, playing to their egos by presenting themselves as servile. Others seek out influential Kindred, becoming trusted advisors to those in power. The Brujah, in particular, make ideal targets—especially given their influential role in the sect and their inherent fiery tempers. A Baali can whisper temptations to them, suggesting that the means justify the ends, and that if they truly wish to manifest their vision, sacrifices must be made. Temptations not heard since the fall of Carthage.

### SET UP SHOP

Some Baali prefer to make themselves indispensable by filling a niche—whether it's selling exotic ingredients, rare artifacts, or forbidden manuscripts. Others provide blissful indulgences, offering vessels or potent Dyscrasia to those who won't look too closely. They ingratiate themselves with useful allies, often offering their services at a discount or even for free in exchange for protection. Those who frequent

such establishments are usually desperate, but should be wary of a deal too good to be true...

### THE HONEST DEVIL

There are those who wish to flee their nature and lineage. They try to uphold the values of the Anarch city, throwing themselves into the cause with wild abandon to prove themselves worthy of a chance. Such reluctant Devils may even shy from their infernal talents, though more believe they can somehow use them for the “great good” of the Sect.

Revealing their nature to only those they trust or respect. Most don't know how to react as these desperate Devils speak of their persecution and how their fight to remain human and decent is the same battle that every Cainite faces against the Beast. Many true believers of the Anarch movement are wary of executing based on blood, as it reminds them of the archaic bigotry of Elders. The opportunity to be something else is not taken granted by these twice damned. Though for every sincere Devil there is another just biding their time. And a lot can happen in a few decades to those pursuing redemption. The road to hell being paved with such intentions.

### VIOLENT GANG

Some Baali reject the idea of servitude entirely, even to a master in the Outer Dark. These Baali rarely amass power for its own sake, and see all existence as an endless descent into ruin. Instead they exist purely to raise hell—In every sense of the word. Forming pack-like bands of like-minded Cainites, these unpredictable Devils grab unlife by the throat and gorge on it, exploiting the fractured gang-like mentality of many Anarch Domains.

The tumultuous nature of the Anarch not only makes this possibly, but encourages it in many ways, especially when they turn their eyes to Camarilla holdings, and enact terribly grotesque Blood Rituals and Ceremonies as a mockery of their traditions. These Baali are tolerated for the efficacy, but all the while their lineage usually remains unknown.

### Autarkis

*“The Camarilla and the Anarchs play a boring game and neither of them are particularly good enough at it to win. Each side makes rules, deals under the table, and exists to step on the throat of the other. I imagine both will be unmade by their terrible aptitudes within the century. They make too much noise, and lack all the wisdom of their Beckoned Elders.”*

—Ose, *Molochim Adherent*

### ISOLATIONISTS

Still, some Baali prefer to remain independent. These Baali are often highly powerful or located in remote, hidden areas. They see themselves as above the petty politics of Cainites and their Sects, entirely focused on their metaphysical pursuits of communion with ancient, forgotten gods. Their true goals remain a mystery, sometimes unknown even to their most trusted followers. Rather than getting directly involved, they prefer to send their Childer and minions, often unaware of the full extent of their masters' ambitions, little more than sacrificial pieces on the board—Used to shield the elder from detection while they manipulate events from the shadows. While they orchestrate their rites and schemes hidden away in remote strongholds or crumbling fortresses, sustained by fanatical cults of Kine and a handful of devoted Cainites, their solitude broken only by the rare summons of their thralls. Such isolation is hardly a food-proof existence, and regularly leads to complacency.

### PRISONER

Other Kindred elders or powerful figures, often belonging to strange organizations whispered about by the other sects, do not share the same fear or reservations about infernalism. Their objection is purely practical: their soul belongs to them alone. Having no interest in enslaving themselves to dark powers, they instead enslave others, forcing them to sell their souls in exchange for power.

These Baali capture mortal, or if they're especially powerful, Cainite infernalists or clear out nests of their of Clan, keeping the most pliable of these Devils alive. They coerce their captives into selling pieces of their souls to the Outer Dark, but for their captors' benefit. This is usually achieved through Blood Bonds and manipulative Disciplines, though the results are often limited—Power drawn from a shackled will is less potent than from one freely given. Other captors used them as a source of information or advisor in regards to the occult. But it is a dangerous relationship which requires the captor to be ever vigilant lest the master becomes the puppet.

**DARK WANDERER**

Whether by fate or intention, some Baali find themselves wandering the world, moving from city to city. For some, this is simply a means of survival—after all, no one can reveal your nature if you don't stay long enough to be discovered. Others believe this nomadic lifestyle is the best way to further the will of their dark masters. Acting as infernal missionaries, they create small cults, embrace those they deem worthy, and then vanish to the next city. Like carriers of a disease spreading infernalism at an alarming rate.

**The Sabbat & All It Has Lost**

*"We've been pushing south now for three months, taking cities in Arizona and Texas, but there's a new kid on the block. Some blood cult running a 'flower war' that's spreading out from Mexico City. I've lost four Warbands to it, and the one that came back said they was fight'n Sabbat, but what they described wasn't like any pack I've ever ran with. Aztec swords, humming birds, green fire, ghouls that can beat a Cainite to a pulp? This shit's new."*

—Mandakh, Casimiri Adherent

The march on the Gehenna War left a gaping wound in the Black Hand, with many of the Sabbat's leftovers wondering what might be done in the absence of any kind of guidance. While it's true that glory lay on the killing fields, there remained a need to stay behind and guard old holdings. Many important things and places were left behind after the Sect departed, and quite a few members of the Sword of Caine were unwilling to leave them unattended. Many younger Cainites, who were not wholly flensed of their Humanity by their initiation into the Sect, stayed home, unwilling to travel thousands of miles for a war they never asked to be in to begin with.

The spiritual edge of the Sword of Caine dulls quickly these nights, pressed against the throats of an emboldened Camarilla and the march of the SI. The majority of those remaining in these places hold little fervency in the teachings of their old Pack Priests, who have since departed, and find a malaise settling in. An aimlessness to all the humanity they sacrificed. Their conditioning withering under revelation. What purpose is Caine's Sword if there's still no sign of his return now that Gehenna is meant to be here?

**A BLOOMING, BLOODED, WAR OF HELL AND FIRE**

The vast sum of the remaining Sabbat resides in North and Central America, where they eek out an existence under the shadow of the Ivory Tower. The throne of the Sabbat's power, Mexico City, has since been lost to the Camarilla, and now the Sabbat there operate under the cover of a cold war. Unexpectedly, however, is the sudden incursion of a savior.

The embers of a new path have begun to smolder in the remote pockets of the Sabbat's former strongholds. Self-styled "Fire Priests" preach of a war god's new crusade, calling for a reclamation of what was theirs, speaking of new ritae centered around grand flaming altars call for the sacrifice of Kine and Cainite in the name of fanatical war. Many Elders of the Sabbat who linger disregard this zealotry as the mere adopting of Aztec aesthetics, grafted onto their old teachings of Caine.

Many of these Sabbat assume the war god is a stand-in, or new understanding, for Caine himself. They are wrong. With violent purpose, the Fire Priests have exploited the spiritual void, turning those who wage war against their Elders into a branch of his new army. The war cult blending ancient trappings of his worship with the ritae of the Sabbat, with each sacrifice and atrocity committed as fuel for his designs.

Most of these new members are blissfully ignorant of their purpose; Only the highest ranking and most devout are told the truth. As Sabbat veterans and shovelheads fall under the sway of fire and war, the war god's numbers grow, and though some maintain a suspicious eye, it may already be too late for what remains of the Sword of Caine, now unknowingly reforged into the obsidian axe of Huitzilopochtli.



# DEMONOLOGY AND THE OUTER DARK

The full breadth and mastery of the Outer Dark, and all the terrible power it bestows, has waxed and waned throughout the ages. There's been a slow, but steady, decline in definitive knowledge of just what the nature of it and the Children of the Outer Dark truly are. Though in the Dark Medieval Age there were claims of whole cities razed by the malachite flames of hell, or city-wide swarms of carnivorous locust, these nights they're treated as little more than legend by most Infernalists, not unlike a religious parable, or a myth of classical antiquity.

These nights it's rare that a true upheaval brought about by the chaotic manifestation of the Outer Dark occurs, and when they do, they are so quickly snuffed, or so thoroughly effective, that there remains a question of if they ever happened at all. By the dawn of the new millennium, Infernalism had been kept so thoroughly secretive, and held so close, that few remaining Elders make such overt displays even if they have the power to do so, holding the most powerful demonstrations of Infernalism to themselves only. Still, the younger generations of Devils move through the world, and the need for subtlety has bred considerable ingenuity within the Clan. The nights of conjuring burning salt from the sky need not return, when the moral destruction of it serves as better tinder.

# Nature of Infernalism

*“No one is entirely certain of the truth surrounding the Outer Dark—if any truth can even be known. We are but insects trying to decipher a world far beyond our understanding. We crawl and feast upon the rotting flesh of the cosmos, but each of us clings to a different part of the carcass. Even the greatest of these maggots cannot comprehend the full design, let alone its intent or purpose. It is simply beyond us. Only when we have gorged ourselves, taking strength from our feast, can we transform, take flight, and perhaps, finally glimpse the corpse’s full design.”*

Baali and Infernalists are far from united. They are divided across countless teachings, and while certain key concepts or thoughts resonate through all of them, the methods, goals, and philosophies vary wildly with different cultures—and their antitheses. Even in the ancient nights Nergal and Moloch, two progenitors of the line said to have been priests of the First Tribe before their Embrace, had wildly different views on their beliefs of the Outer Dark, the dreaming things within it, and how one should use it.

## A Question of Evil

By and large, in the ancient nights of the Clan's founders, the Baali's workings had little to do with human concepts and beliefs on the nature of good or evil. The fact of the matter is that the core values of the Baali were, and remain to this day, adversarial to the cultivation of a generous and genuine society. Permeating all of the Clan's existence are their propensity to cause harm, suffering, or outright destruction. From their need to perform their own Dark Sacrament to stoke the potency of their supernatural abilities, to the designs and beliefs of Daimonion as an illuminating path requiring a great deal of violence or misery enacted outwards from the ritualist themselves, the Baali tend to become an overwhelmingly negative force wherever they are. Even when Infernalists, such as the old, now heretical, Order of the Molochim, perform vast acts of misery as a soporific rite to quell powers in the earth that might be better off destroyed. The nature of the Baali isn't evil, in that it is purposeful, and consciously so, much of it simply is identifiable with what is undesirable for the everyday individual, and their broader appreciation of society.

## Abrahamic Infernalism

Beginning with the rise of Abrahamic religions in the West grew the awareness of the Baali's deeds and the dark masters they served, which were in opposition to those growing beliefs and their storied histories. In those ages, it wasn't uncommon for many Baali, who are metaphysically repulsed and harmed by religious iconography, to lash out and claim to be the most terrifying or destructive force found within those faiths as a form of their own repulsion.

This, of course, had the effect of cycling beliefs and concepts back into one another. The Clan of Devils would use the negative iconography and countenance of Satan, Lucifer, or Iblis to terrify their growing opposition found in Abrahamic faiths. Those same believers would reinforce their beliefs in associating such events with a great Devil and his minions that oppose their God.

In this way, despite the Baali largely predating organized religion (though not necessarily the divine those religions worship), they were the devils in those faiths all along, whether by design of a higher power, or simply via natural convergence. This is further muddled, or perhaps reinforced by, Baal of the middle ages who were Embraced from such faiths believing that they were agents of the Devil himself, and acted as damned and blasphemous hands of hell and its host, and that they existed to bring about all the terrible things that they were taught as terrible in life, and made of themselves the servants of evils given a name. Making of themselves the things they were taught were the perpetrators of blasphemy, anathema, and suffering.

This self-confirmation, and perceived affirmation of what the Baali, or the Clan of Devils as they became known to the Knightly orders of the Cainites, became massively prevalent amongst those embraced during the Dark Middle Ages, when the Baali were still brash enough to descend upon the Domains of Princes and Lords, extolling the profanities of archetypical "devil worshippers".

## Dark Divergences

For all the circumstances of the Kine's beliefs, and even the beliefs of the Baali themselves, the things in the Outer Dark care little to even be labeled as anything at all. Instead their attention requires specific acts to draw their attention away from their own dark nightmare-space. These acts, repeated and executed, are the Rituals that lead to the erosion of created reality so that the uncreated thoughts of the Children of the Outer Dark can embed itself, and spread outwards. Through these ancient rites, the presence of Demonic entities and their aspects grows stronger as their number of followers swells, granting ever more influence unto the realm of the real through their devoted supplicants.

When these rites, or methods, run against one another, it is not uncommon for the Baali to turn against their Clanmates. This shares similarities with philosophy and belief, as with Kine and Cainite, however the definitive difference is that the Baali tends to have a direct manifestation of their methods presented to them, in the form of power. When this happens, Infernalist cults plot against or directly attack one another, as they did in the days of Nergal, who was undone by his brother Moloch, and then again by the Molochim when he was known as Shaitan. This war for dominance stretches back to the dawn of civilization, when idols of enemy gods were cast down from temples and offered in sacrifice to rival deities. Yet divergences continue, as Children of the Outer Dark selfishly demand their own following at the expense of all others.

### Creeds of Damnation

The oldest of the beliefs were the ones present in the time of the supposed First Tribe, the very ones they practiced, and were passed down from the three. However the constant strife, and the dividing drives of their dark masters, have resulted in beliefs that have heavily deviated from one another over the centuries.

#### THE MOLOCHIM ORDER

In the modern age this once-prevalent order is considered heretical by most other Infernalists. Believing it is their duty to keep the entities of the Outer Dark in a deep slumber, the order occasionally perform dark acts—sacrificing purity and innocence—to lull the Children back to their nightmares. The Order of the Molochim was one of the largest groups of Baali, having risen in prominence after their part in the destruction of Azaneal-Called-Shaitan. In the centuries since, however, as the locations of these sleepers has been lost with time, few Baali stuck with the order, and fewer still brought their Childer into the same beliefs.

#### THE NASCENT DARK

A belief that the Outer Dark is a nascent parasitic entity, feeding from the Abyss. Those that adhere to this creed believe it will eventually grow strong enough to devour all reality, becoming the dominant existence. They seek to tap into its dreams for power, believing that by spreading infernalism in the waking world, they can accelerate its growth and hasten its awakening.

#### THE IMPRISONED

The divine was envious of those who came before, or those who rebelled against Him, casting them into the prison of the Outer Dark. These Infernalists believe that it is their solemn duty to free these imprisoned entities, creating cracks and bridges between worlds to aid their escape and restore their former glory.

#### TIME OF THE THINNING

This path focuses on the prophesied role of the Thin-Bloods in the end times. Followers believe that when the time comes, the Baali will reign supreme, and a new, beautiful world will emerge from the ashes. These infernalists accelerate the "thinning" process in other Cainites, recruiting Thin-Bloods into infernal cults and pushing them toward violent, accelerationist actions.

### INFERNAL ASCENDANCY

Power-hungry sorcerers and infernalists follow this path, seeking to siphon power from the Outer Dark to elevate themselves. These infernalists rarely gather in groups, as each is focused on personal ascension—transforming into a demon and commanding true power. Their ultimate goal is to be worshiped as gods, ruling over both mortals and immortals.

### DEMON CULTS

These cults are built around the worship of specific demons or entities said to dwell in the Outer Dark. They are the most numerous, working to further their dark master's will in exchange for infernal favors. Their ultimate goal is to either summon their master into the mortal world or secure their supremacy in the Outer Dark by funneling souls to them.

### BALEFIRE COVEN

Devotees of Balefire see it not as a mere element, but as a sacred, living entity that hungers for souls, vitae, and flesh. They believe the world will reach a dark unity once everything is consumed by the flame and boiled down into a liquid sludge, returned to a primordial creation.

### THE DARK REFLECTION

Followers of this cult believe that the Outer Dark is a distorted mirror of the mortal world, but one that

holds great power. By carefully manipulating events in this world through infernalism, they believe they can reshape the Outer Dark, gaining immense rewards in the process. Pain in this world brings pleasure in the other; stagnation here fuels ambition there; the body's suffering creates power over the soul.

### HARVESTERS

Deeply connected to necromancy, the Harvesters believe the Outer Dark is a part of the spirit world, where souls are hunted by strange predators. Only the strongest souls survive, taking on qualities of the Outer Dark. The Harvesters summon and consume these altered souls to become stronger, ensuring that more souls are lost to the Outer Dark before being brought back for devouring.

### THE FIRST TORMENT

These Infernalists believe that some ancient entity swam through the Abyss, and dove deeply until finding a fathomless void deeper and darker than even the vast dark of the Abyss. The torment and madness of this revelation entity's mind boiled in its skull, bursting outwards and creating the Other Dark as a nightmare. Adherents to the First Torment aim to enter the Outer Dark themselves and experience their own revelations, and become the new gods of that hellish realm.

# The Outer Dark and Its Nature

*"I have strayed into the vast nothing, where all senses fade, where the dark consumes all and there is only absence. I waded through its depths until I found the entrance to the paradise that once was, the thing that had beckoned and called to me since my second Embrace. Its ancient gates opened like a maw and swallowed me whole. My only companion through my wandering, —Emptiness— was suddenly banished, and my senses were set ablaze with fire. I fell from a red sky alive with the hiss of invocations, cut with tumbling clouds of writhing night and stars that, through their unwoke gaze, witnessed my catastrophic fall against the ground of this terrible and beautiful world that I now beheld.*

*The jagged yet soft ground cradled me, amidst shadow mountains and mocking valleys, its form shifted with my perceptions of it, like dreams manifest to bare the weight of me, before finally the madness of it relented at my struggle to desire to walk on my own feet.*

*Then I wandered, watchful of those who came before me, now chased by our masters—for pleasure or warfare, I did not know. Even those damned souls that our Clan had tricked into this place would find no succor, for strange things of negative light would descend upon them with bestial intent, and make of them something burnt out, like a mocked edifice or strange music. I kept—or willed—my distance from these others, movement was suffering, the vitae in my body flowed in truncated directions, and I heard what sounded like two armies of horrible beasts screaming and singing at one another, the horizon trembled with the echoes of their war, but sight was a sensation and none of them worked properly there.*

*Paramount corpses, or the outlines of once-great gods and monsters, were in a constant state of being swallowed by the earth, greedily devoured in minutes, and yet remaining where they were for me to see all the same.*

*I followed the beckoning of my master, but my senses grew more and more **outwards** until I knew not where I began and where I ended, feeling all at once something and nothing. Then I saw the majesty of its shape—the Outer Dark's true form—a rind of discord that bares down upon the choral light of creation, which now seemed as marble, or slate, or granite, or absolute, compared to the twisting nothing I wallowed in. I felt the world that came before, a pure utter dark that birthed its own Children to sing with songs of love and pain, and I saw and the world to come, a stone that vibrates, that catches the resonance and trembles in kind. We will be as right hands, loved and cradled and*

*miserable with the sweet-sickness of it. We will all be saved in this way. My faith never faltered, but now I know with certainty: The end grows near and shall be with us in all due time."*

*—Ramblings of Cariello, Malkavian Apostate*

The Outer Dark is a place—or perhaps more accurately not a place—from which "infernal power" stems from. However, how one defines this "infernal power" has been philosophically, and not so philosophically, contested. Some claim it is a prison crafted by the divine at the dawn of creation, holding those who came before or were cast aside. For others, it is a place deep within the Umbra, where tormented souls are trapped and shape their surroundings through their suffering, like a distorted mirror of reality. Still others believe it to be a remnant shard of a previous creation, ruled by banished gods—powerful, terrible beings exiled by a supreme deity that usurped their thrones, demonized them, and sent them to the farthest reaches away from their previous domain. Another interpretation sees it as a sentient force, slumbering, from which the cunning and capable can siphon power.

While the nature of the Outer Dark is disputed, most infernalists agree it lies somewhere deep within, and also beyond, the Abyss, drawing its strength from that dark, otherworldly realm. Though separate, its entrance is rumored to be found in the deepest reaches of the Abyss, or perhaps it is more akin to an island floating upon the Abyssal sea, its location constantly shifting with the tides of darkness.

Reaching the Outer Dark through conventional means is considered impossible, requiring exploration of the Abyss's deepest depths—territory only the Antediluvian Lasombra may have traversed. Instead, infernalists create bridges linking the physical world to the Outer Dark. These bridges require attuning an object or person to the essence of the Outer Dark. For this, the Baali must corrupt or prepare these vessels. The larger the bridge, the more power and essence can be extracted—or let in. Places of corruption, where the world itself is scarred, facilitate the building and maintenance of these bridges.

## Demonic Entities and Their Role

Children of the Outer Dark, or demons as they're more commonly called, rarely take interest in these temporary passageways—unless something catches their attention. The Baali know that our worst impulses, the intentional degradation of morality and virtue (regardless of how those are defined by any civilization), attract their dark masters like moths to a flame. If the ritual is the window opened in the dead of night, then Baali corruption is the light that lures them in. When such demonic forces do enter our world, their very presence yields great power to those who can channel it. Yet, demons rarely linger for long, either losing interest or being unable to sustain themselves in a world so misaligned with their essence.

These beings are summoned for the power they can confer, in exchange for souls and obedience to their dark patrons. Their forms are as varied as the cults that bring them forth. Some infernal scholars theorize that demons are manifestations of the Outer Dark itself, sentient aspects formed by the merging of an infernalist's essence, beliefs, and methods with the Dark. Such a being may fade if not called again by a similar essence or may shift in appearance and personality depending on the summoner. This theory, bordering on blasphemy, contrasts with the more traditional view that demons are ancient gods or entities, each with distinct forms, ruling over domains and consuming souls in their eternal wars against one another. Ancient texts speak of certain entities as major demons of great power, yet their strength waxes and wanes over time, leaving only fragments of the once mighty beings behind.

Attempting to define or measure such beings, whose nature differs radically from our own world's conventions, is often considered a fool's errand.

## Demonhood and Ascension

Some infernal sorcerers whisper of a path to ascension—going beyond the confines of their vampiric nature to become chosen by the Outer Dark. This can occur through patronage, by siphoning power, becoming one with the Outer Dark, or even devouring another demon. Such ascensions are rare and legendary, but believed possible. Demons of this nature must pay great prices, accumulating vast amounts of knowledge and sacrifice, gorging on blood, sin, and corruption to become pure vessels. Only then can they transform into beings of both flesh and Outer Dark. This theory gives credence to the idea that demons may, in fact, be entities from a previous existence or an amalgamation of multiple damned souls or singular spirits twisted into a new form.

Infernalists share rumors and secrets of demonic Pythos buried deep within the earth or scattered in the Outer Dark. Unlike the creations of the Baali, which can be small objects or grimoires, it is said that these objects were always great monuments and vast temples that would tower over cities, requiring monumental amounts of blood and sacrifice to allow a Kindred or mortal to become a demon.

## Damned Spirits

Most souls, upon death, end up in the Shadowlands as wraiths, carried by the Tempest or residing in necropoli. However, those whose souls are deeply corrupted by infernalism, or who have bargained away their souls, are pulled into the Outer Dark. There, they are tormented and transformed by its inhabitants and their new, nightmarish environment. As they spiral into specterdom, overwhelmed by alien horrors and unspeakable anguish, some retain a shred of who they once were, biding their time for an infernalist to summon them.

Infernal necromancers know the secrets of binding these damned spirits, though they require new anchors to maintain their presence in the mortal world. Complex rituals or balefire candles act as tethers—extinguish the flame, and the spirit is pulled back into the Outer Dark. Some whisper that damned spirits can possess human hosts, granting them temporary physical form. Yet, these vessels wither quickly, their bodies eroded by the unnatural forces within, lasting only a few years before their mortal shell is consumed.

## Balefire

*"You don't think I'm mad, do you? I was just sleeping with the other homeless. Everyone knows the city's been going through hard times, but we're always the first to feel it. It was a cold winter, and we were moving through the abandoned warehouses. Most of them are total shit—the rain gets in everywhere. But we found one factory, and its basement was untouched. Clean, too, like someone else had been living there.*

*That's when we saw it—a strange, wizard-looking altar. Some new-age bullshit, with this weird candle burning a green flame. We were freezing, so we made a small fire and used the candle to light it, then went to sleep.*

*I've been on the streets since I was twelve. I know how fire works, I know how to build them right. There's no way it should've spread like that. But I woke up, and we were surrounded by flames. My friend was screaming, the fire was eating him alive. It was on my foot—I barely managed to jump away. Maybe it was the booze, maybe it was the exhaustion, but I swear I saw something move in the fire.*

*The police think I lost it, that I killed him. But if that's true, then why—why do I always feel like I'm burning? My foot... it never stops burning. It won't stop. It'll never end. Please—I need another painkiller. Please, I can't take the burning anymore."*

*—Last psych recording of Mathew before his death.*

The infamous flame synonymous with the Baali and infernalists, is said to originate from the Outer Dark itself. Some claim the entire plane is wreathed in it, with black-red skies torn open as balefire rains down for eons, before finally ceasing. When pulled into this world, however, balefire becomes something far more

unsettling. Its substance is thick and waxy, clinging to everything it touches, and rather than illuminating its surroundings like a normal flame, it deepens the darkness, swallowing the light. Only the sickly green flicker of the fire is visible, casting a grotesque glow. Some cunning Baali have used it to reduce lighting and aid in remaining hidden or pairing with the powers of Oblivion by creating deeper darkness to exploit.

Infernalists and their cults primarily use balefire as a key ingredient in many of their ceremonies and rituals as it acts as a bridge to the corrupted world. The flame seems to hunger for life and blood—organic matter burns rapidly, while inorganic material is consumed far more slowly. It is an insidious flame, spreading faster in the presence of living things.

Balefire is also vulnerable to holy forces. Blessed water, oils, or even fervent prayers will snuff it out instantly, though the flame's hunger may make such victories fleeting.

Legends speak of balefire hellions, malevolent spirits that reside within the flame. These small, chaotic entities spread wicked fire with gleeful malice, often accidentally brought into the world by infernalists during their rituals. Even more disturbing are the stories of balefire's victims. Some say those burned by the flame are trapped within it, their souls twisted into agonized forms that perpetually suffer the sensation of being burned alive—as if for the first time, over and over. Their tortured silhouettes reach out from the fire, desperately grasping at anyone nearby, much like a drowning man pulling his would-be savior into the depths. Their suffering only serves to spread the flames further, as they drag others into their fiery torment.



# INFERNALISM IN YOUR CHRONICLE

The powers of the Baali and other Infernalists, both mortal and immortal, are considered by most to be definitively antagonistic to sensible reality. Cult kidnappings of mortals from their beds, strange diseases with no apparent vector of transmission, the withering of crops and livestock. Even with modern day weaponry and technology, many of the powers that spill forth from the dreams of the Children, or what can be manifested by their followers, prove to be so departed from the physics of our realm that they can be insurmountable, for what use is a bullet against something made of sulfur? How does one use a grenade against a writhing shadow? The weapons against such nightmares must be equally clever or metaphysical.

What follows in this section are tools, tips, story hooks, mechanics, and even optional systems to sear infernal scenes into your own Chronicle. Amongst these optional systems are **Tension** first displayed in our previous Clanbook: Gangrel 5th Edition Deluxe, and secondly [Déchéance \(Further elaborated on Pg. 49\)](#), a mechanical rating of how compromised a person, place, or thing is. These plotooks may use one, or both, but will always consider them to be optional additions, so that the Storyteller can ignore them outright if they so wish.

As a final mention, unless otherwise stated, these Chronicle Hooks will be made for both playing *as* or *against* Baali to help showcase just how the Infernal might function in your own World of Darkness.

## Tension

Infernalism is dangerous, alluring, but ultimately unpredictable. The cultist succeeds on her summoning, the cursed object the Tremere picked up singses his hand, stakes are raised, fires spread, and everyone wonders if they'll make it through the night. **Tension** serves as a rating, 0-to-5, similar to Hunger. Its increase signifies the building sense of unease, peril, and isolation that Cainites feel when the situation isn't beginning to leave their control, as well as the peril of threats that rise as control is lost. The higher it gets, the more treacherous and difficult their objective becomes. Tension lasts until the end of the current Story, or until the group reaches completes their objective. Certain Chronicles with a group who has a constant threat that might not be resolved until the end may result in Tension being maintained from Story to Story. In these instances it's recommended that Tension decreases by one or two at the start of each new Story.

Tension increases due to especially dangerous or attention-drawing actions; A Messy Critical, Frenzy, succeeding at a cost, or hunt gone wrong are all likely to increase Tension by one rather than cause typical downsides. When in doubt about if Tension should increase, the Storyteller can make a "Tension Check" by rolling a single die. A Success yields no increase, while a failure does. As a general rule, Tension does not decrease during a Story unless a Coterie makes an active effort to safeguard themselves, such as discovering an occult weakness to what threatens them, or misdirect what might be pursuing them. The exact effects of building Tension changes depending on the nature of the threat and the situation.

### USING TENSION IN PLAY

As previously stated Tension's effects should vary depending on the themes of the current Story, however the Tension Tracker is a good gauge of how difficult things will become. As Tension increases, so does difficulty. Opposition rises, obstacles bar the path, and help dries up as other Cainites hunker down to avoid trouble.

The Storyteller ultimately has the final say in how Tension affects the player characters and the world they're moving through, but what follows are some examples:

- Hunts may have Tension added to their Difficulty due to increased attention to an area; A burning Wraith has started a fire in the area, easy prey have barred their doors, or something demonic has noticed the Coterie and interrupts their feeding.

- Named and primary Antagonists may add Tension to their Dice Pools by spending a point of Willpower.

- Finding secure shelter for Daysleep at increasing Tension might become difficult as the Coterie's Have is compromised by a terrible curse or SI Hunters, the Safe House in the area have been ransacked by an unseen force, or they just need to set up enough wards to get through another day. In these cases the players roll against the current Tension to find, or create, a suitable place to Daysleep.

- At Tension 3 the Beast begins to feel uneasy. Tests to resist Fear Frenzy have their Difficulties increased by 2.

- At Tension 4 the ability to phone a friend might become unusable, stranding the group without help that's normally available.

- At Tension 5 the group suffers a terrible event. The wall opens up into a mouth that spits streaks of searing pitch, their occult defenses have been turned against them, or threats previously established become aware of one of the Coterie's Backgrounds, or even a Touchstone.

### PLAYERS AND TENSION DICE

Despite Tension being primarily negative, Players may attempt to use it as a driving factor to reach their goal and overcome the threats that bar their path. At any time a player may spend Willpower equal to the current Tension to add that many Dice to a Dice Pool that includes one of their Disciplines. If the resulting pool fails the Test it was made for, the Storyteller immediately makes a Tension Check, mentioned above, while a Critical Success lowers Tension by 1. Though using Tension Dice has a steep cost, a successful outcome allows a Kindred to accomplish even insurmountable tasks when the flames of adversity lick at their heels. ■

# Chronicle Hooks for Infernal Exploits

Infernalists serve as a grim reminder that, as powerful as they are, Cainites and the world they inhabit can always be worse and more dangerous. Many older Cainites, especially these nights, don't fully appreciate the dangers of a hellish threat, ignoring the claims they've heard as superstition, or simply refusing to deal with such things themselves until someone else has to. These perils result in the sudden explosion of devilish power in any given Domain, sometimes without any build up at all. Occult or spiritually-minded Cainites are wary of such occurrences, knowing just how dangerous the night is when the smell of sulfur and fire are carried on the wind. Others who might be more confident or righteous, or just simply want vengeance will be galvanized to action against a threat from beyond the earthly realm. Then there are others who find the smell familiar, who know that true power might be for the taking should they seek it out, and will manipulate the rest of the coterie to assist them.

## Suspect

### ATTRIBUTE FOCUS: PHYSICAL / MENTAL

Rumors of infernalism have begun to spread like wildfire and an atmosphere of paranoia reigns over the city. In response, a member of E•Division, a branch of Occult-specialist Archons has appeared in the area. The city's ruling body recognizes his legitimacy and wishes to assist him in any way they can to quell Cainite worries in their Domain. The Coterie, whether Infernalist or not, has drawn the Archon's eye, and will have to prove their innocence.

### WHAT COULD HAPPEN

■ The players are under investigation from the Archon, who has within his power to storm their holdings and Havens. Players must outwit the Archon's spies, or last long enough to create a scapegoat, or simply keep their heads until the real Infernalist is found out. Especially proactive Cainites might pick up the trail of the Infernalist themselves.

■ The coterie discovers that one of their closest allies framed and is currently held prisoner to be "interrogated". In cases where the players have no close allies, saving this individual's would grant them each a major boon. Rescuing them may require an elaborate amount of evidence, finding the real infernalist, involve a daring escape, or even a clandestine trial. If they succeed, the kindred may become a Mawla (●●) if they aren't already and offer Major Boon. Especially social Cainites may even get a Life Boon out of this.

■ E•Division has been tearing through the city, up-ending several occult scenes and even ashing one of the Tremere for suspected use of Dark Thaumaturgy. The local scene of Redworkers (blood sorcerers) are on a warpath. The players overhear that anyone who can get the Archon out of the city will gain the gratitude of the Redworkers - Mawla (●●●). Alternatively it's entirely possible that these 'Redworkers' are actually Infernalists, and if the Coterie tracks them down and

brings them in, they get the Archon of their backs and might even gain him as a temporary Mawla (●●●●●) so long as he's in the city.

## KEVIN HOROWITZ

### GENERAL DIFFICULTIES: 6/3

A member of E • DIVISION, one of the newest types of Archon. Though they were once just a designation, the rising number of cults, the more pervasive presence of occult Clans in the Camarilla, and the strangeness of the Beckoning has propelled its importance to become its own branch of Camarilla.

**Clan:** Tremere

**Sire:** Caldwell Pendragon

**Embraced:** 1989 (Born 1956)

**Ambition:** Fortify a position and lay low.

**Convictions:**

**Attributes:** Strength 1, Dexterity 3, Stamina 3; Charisma 3, Manipulation 4, Composure 3; Intelligence 5, Wits 2, Resolve 2

**Secondary Attributes:** Health 9, Willpower 5, Humanity 5, Blood Potency 3

**Skills:** Athletics 3, Craft 2 (Radios), Drive 3, Firearms 2, Stealth 3; Animal Ken 2, Insight 4, Persuasion 2, Academics 4 (Law), Finance 2, Medicine 2, Occult 5 (Rituals, Leylines), Technology 3

**Disciplines:** Auspex 3, Dominate 4, Blood Sorcery 4, Fortitude 3 (Resilience, Unswayable Mind)

**Notes / Other Traits:** Horowitz dresses and acts like a typical government investigator, intelligent and efficient with a fixation of brevity. He wears tailored suits and an old-style short brim fedora hat with red-lens aviators. He carries on him a warded +3 Pistol as well as a suitcase that can deploy a piece of radio-like equipment that prevents the use of Blood Sorcery and Oblivion in a ten yard/meter radius and deals a point of Aggravated Willpower Damage to non-Cainite infernalists every turn.

## LOCAL REDWORKERS

### GENERAL DIFFICULTIES: 4/3

Storytellers are encouraged to use their own characters for this group, however if such a group isn't immediately available, or that group simply lacks stat blocks to draw from, these have been included to keep momentum.

This block is for four Cainite Redworkers (or Blood magicians) that go by the names **FATHER HENNESSY**, **BALTHAZAR**, and **MAX BEEMAN**. Each member is meant to have their own talents and abilities in relation to their specific trade.

**Clans:** Tremere (*Father Hennessy*), Telyavelic Tremere (*Balthazar*), Chernobite Tzimisce (*Max*)

**Desire:** Destroy the Archon.

**Standard Pools:** Physical 3, Social 4, Mental 6

### Exceptional Pools by Member:

**Father Hennessy:** Athletics 7, Drive 6, Stealth 8; Etiquette 6, Intimidation 6, Leadership 6;

**DISCIPLINES:** Auspex 2, Dominate 2, Blood Sorcery 3

**Balthazar:** Firearms 8; Etiquette 8, Insight 7, Subterfuge 9; Finance 8, Politics 6

**DISCIPLINES:** Auspex 2, Presence 3, Blood Sorcery 3

**Max Beeman:** Athletics 9, Brawl 7, Drive 6 (Motorcycles), Larceny 8; Intimidation 7, Leadership 8, Streetwise 8; Awareness 7, Occult 9

**DISCIPLINES:** Dominate 2, Protean 3, Blood Sorcery 3

**Notes / Other Traits:** When using a member's Discipline along with one of their established dice pools, be sure to take half, i.e. rolling Mental 3 + Auspex for an associated power, instead of the full Mental 6 rating.

Each Redworker should have enough connections to make them difficult for the players to deal with, and a halfway decent threat for the Archon if he is caught in a bad position.

Max Beeman is meant to be of the Baali-Tzimisce Apostate Bloodline that descends from Chernobog. If the players are Infernalists, they may be able to recognize him as a fellow Infernalist, alternatively he is the Coterie's key to siding with Horowitz should they investigate the Redworkers for Infernalism.

## E-DIVISION SEVIRE

### GENERAL DIFFICULTIES: 6/3

An informal title used by Archons. Services are effectively those who have been deputized by an Archon, and can be anyone from long-time agents, to a local Kindred that they can count on.

Storytellers who are running complex games, or ones with especially resourceful players may want to optionally employ Sevires to apply additional pressure from E•Division, or to simply have additional obstacles.

**Clan:** Variable

**Embraced:** 1989 (Born 1956)

**Attributes:** Strength 2, Dexterity 3, Stamina 3; Charisma 3, Manipulation 3, Composure 3; Intelligence 4, Wits 1, Resolve 3

**Secondary Attributes:** Health 6, Willpower 6, Humanity 5, Blood Potency 1

**Skills:** Five skills at 2, three at 3, and two at 4

**Disciplines:** Auspex 3, Dominate 2, Blood Sorcery 2, Protean 2

**Notes / Other Traits:** Storytellers should modify these Stats and Powers at their discretion to create further variables.

## Corruption

### ATTRIBUTE FOCUS: PHYSICAL / SOCIAL / MENTAL

The influence of infernalism will suffocate the life out of everything around it. However the myriad forms it can take are always a temptation, something that makes the struggles of any Cainite's night easier to some degree. What sacrifices are struggling Cainites willing to make? What deals will they take? Who will they allow to slip through the cracks if it benefits them?

### WHAT COULD HAPPEN

■ The players have discovered a location in the city that has been compromised with Infernalism and has become a Place of Corruption. Drinking from the inhabitants here grants strange abilities or Intense Resonance, but the area is manifesting increasingly disturbing phenomena. If nothing is done, the corruption will spiral further out of control. The players can attempt to cleanse the area by defeating its guardians, or they can exploit it as an easy feeding ground (All Quickhunts here have a base 2 Difficulty), gaining power from its corruption. Those who help the inhabitants find redemption and healing may move them closer to increasing Humanity, as there's little other benefits to helping the area.

■ The Prince or a local Baron has become increasingly withdrawn and erratic. Unbeknownst to everyone, a Baali Wormtongue has infiltrated the Sect and now whispers secrets and provides invaluable services that the Cainite authority cannot do without, the Baali also fans the flames of paranoia, pushing the leadership to more dramatic and extreme displays of power. Successfully exposing the Baali's influence could earn the Coterie Status (●●) or even a boon to keep the dark secret. Infernalist players might be able to get the Wormtongue on their side, if they provide her with assistance and help entrench and legitimize her position.

■ Midthunder, a Cainite fleeing from cultists, happens across the Coterie and begs for safe haven, promising that he will return the favor three-fold. The Coterie, along with Midthunder, will be attacked by these cultists. During the fight it will become obvious that Midthunder is some form of Sorcerer. Other Baali or knowledgeable Cainites will quickly identify his Infernalism. If pressed Midthunder will claim that he is attempting to redeem himself, and put his Infernalist ways behind him, but he is constantly hounded by demons from his past, both literal and figurative. He will offer information on other Infernalists and Cults present in the city. The group can use this to combat them, or bring them to the attention of Cainite leadership in the area, while an Infernalist one can make connections of their own, or stamp out their rivals.

## JUNE HARRIS

### GENERAL DIFFICULTIES: 6/2

A Wormtongue, a type of Baali that has preternatural abilities of manipulation. June cares only about gaining an edge over the local Cainite leadership and becoming a puppet master. She thrives in any social environment, and is utterly ruthless, passing herself off as a Toreador socialite.

**Clan:** Baali (Nameless Scion)

**Sire:** ██████████ ██████████

**Embraced:** ██████████ (Born ██████████)

**Ambition:** ██████████ ██████████ ██████████ ██████████

**Convictions:** No One May Control Me

**Attributes:** Strength 1, Dexterity 4, Stamina 3; Charisma 3, Manipulation 5, Composure 2; Intelligence 4, Wits 3, Resolve 2

**Secondary Attributes:** Health 6, Willpower 6, Humanity 4, Blood Potency 2, 12th Generation

**Skills:** Athletics 3, Larceny 4, Stealth 4; Etiquette 5, Insight 3, Performance 3 (Acting), Persuasion 3, Subterfuge 4; Awareness 3, Occult 3, Politics 5

**Disciplines:** Celerity 3, Obfuscate 2, Oblivion 2, Presence 3

**Notes / Other Traits:** June is a Nameless Wormtongue, she should have eight dots to spend across the backgrounds from both the [Wormtongue Loresheet](#) and the [Scions of the Unchristened Bloodline Sheet](#). She also has the Beautiful Looks Merit.

Though evasive, she is not a powerful physical combatant, and will instead rely on the institution she's wormed her way into.

Investigations into June's past will always end in abrupt dead-ends. The only way for players to learn what Bloodline she is if they have access to Baali research documents and pass a Difficulty 5 or higher Occult Test, or they themselves are a Nameless Baali. Even if the players help June entrench herself in the area, she will never trust them, however she will refrain from working against them from then on. She is not meant to be purchasable as a Mawla. She will always lend a hand in helping ruin another Cainite's reputation, or undermine them to the point of embarrassment. In some cases she will willingly give information that will allow the Coterie to blackmail or coerce their own enemies. These actions are always part of June's larger plans.

If she has not secured her position in the local scene, she will abruptly vanish into the night, with many Storyteller Characters being unable to remember her at all.

## MIDTHUNDER

### GENERAL DIFFICULTIES: 6/3

A Baali fleeing from a group of Cultists that he tried to lead astray from their master, an Infernalist that goes by the name Lahmu. Midthunder appears as an attractive young man with a somewhat brooding demeanor. He believes in a philosophy unique to the Khofilim called The Path of Cinders, wherein all that exists is bound to walk a path between Heaven and Hell that slowly burns them to death. As with most Khofilim, Midthunder's desire is to stray from this path without falling to the powers of either side.

**Clan:** Baali (Khofilim)

**Sire:** Anteros

**Embraced:** 1990 (Born 1975)

**Ambition:** Lead the Lahmulians off the Path of Cinders

**Convictions:** Hell is a state of mind.

**Attributes:** Strength 2, Dexterity 3, Stamina 2; Charisma 4, Manipulation 1, Composure 2; Intelligence 3, Wits 3, Resolve 5

**Secondary Attributes:** Health 7, Willpower 6, Humanity 2, Blood Potency 2, 12th Generation

**Skills:** Athletics 3, Survival 1, Animal Ken 2, Insight 2, Leadership 3, Streetwise 2 (Infernalism), Subterfuge 2; Academics 2 (Luciferianism), Awareness 2, Occult 2

**Disciplines:** Auspex 2, Celerity 1, Oblivion 3, Presence 3

**Notes / Other Traits:** Midthunder uses **CLINGING AFFINITY** in combat to diminish his foes, and may employ **KISS OF THE MOLOCHIM** against Coterie members who might wish to lash out at him physically. As the Coterie gets to know him better, and provides him with safe Haven, he will eventually reveal that he is actually Lahmu, the leader of the very cult that is hunting him. A decade ago he created a false identity to try and lead a cult of Infernalists off the *Path of Cinders*, but the inclusion of other Infernalists quickly caused the cult to get carried away, and now they believe he has abandoned them, causing them to hunt him down, hoping to sacrifice (Or diablerize) him to gain his knowledge.

As a member of the **Khofilim Bloodline**, the Storyteller should feel free to give Midthunder any number of Backgrounds from that Loresheet.

## LAHMU FANATICS

### GENERAL DIFFICULTIES: 3/2

Cultists who are viciously hunting Midthunder. They are Mortals that serve an Infernalist named Lahmu from a neighboring domain. These individuals are meant to be numerous, but rather weak.

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

**Secondary Attributes:** Health 5, Willpower 7

**Exceptional Dice Pools:** Athletics 4, Brawl 4, Melee 4; Awareness 4

**Special:** Fanatics are bolstered against intrusive thoughts and differing points of view. Even if they aren't Ghouled, any efforts to convince them against their ingrained beliefs has its difficulty increased by 2, and they add three dice to their Dice Pools to resist Dominate and Presence.

## MELTED MELANGE

### GENERAL DIFFICULTIES: 6/2

A **MARKED ONE** made from the flesh of human and animal bodies melted together around an inner-furnace of balefire. This awful creature is employed by Lahmu's Cultists, who keep it locked in the back of a large moving van, and will let it loose if too many of them die.

**Attributes:** Strength 3, Dexterity 3, Stamina 10; Charisma 1, Manipulation 1, Composure 1; Intelligence 2, Wits 3, Resolve 1

**Secondary Attributes:** Health 13, Willpower 6

**Skills:** Athletics 2, Brawl 2 (Grapple), Larceny 7, Stealth 5; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

**Disciplines:** Blood Sorcery 3, Potence 2, Fortitude 2

**Special:** As a vessel for demonic power, this creature suffers from the Baali Bane at Severity 3. At the end of its turn the Melted Melange may spend two Health to release an expanding ring of lime-green cinders. All Canites within ten yards/meters of it must evade by making a Dexterity + Athletics; Difficulty 3 Test, or suffer a point of Aggravated Health Damage. If Aggravated Damage dealt from this ability exceeds a Kindred's Resolve or Composure, whichever is higher, that Kindred must Test for Terror Frenzy; Difficulty 3. This strange flame does not otherwise provoke typical Frenzy.

## Shelves

### ATTRIBUTE FOCUS: SOCIAL/MENTAL

A book store named Petroglyphs has opened in the oldest part of town. By day it functions as a simple used book store, but by night it is run by Ridge Walker, who sells and trades books for money, favors, and most importantly, other books. The interior is piled high with books of every kind, but most numerous of the Horror, Spiritual, and Academic nature.

The local occult scene has become fixated on the bookshop. Redworkers, Necromancers, and Abyss Mystics alike have realized that the store has a vast selection of materials that have everything from hermetic accounts of the Assyrian underworld, to a never-opened letter from Merlinda to Carna that dates back to the early 90's.

All of the items in Petroglyphs have **WARD AGAINST THEFT**, though it only activates if they attempt to leave the shop with the book, rather than the normal radius. The ward is removed once the transaction to purchase it has completed, or at Ridge Walker's discretion.

### WHAT COULD HAPPEN

■ For one night only, certain Occult-inclined individuals are invited, via a Raven with a letter, to an auction that will take place in the small garden behind Petroglyphs. It is an incredibly exclusive event where rare, but mundane, paperbacks are being auctioned off. However each book has a Ritual, or Ceremony scrawled in the margins, allowing the auction winner to learn it, then sell it.

■ Thin-Bloods that show up to the shop during the day will find one of Ridge's assistants running the shop, A young woman named October. A Thin-blood herself, October will trade other Thin-bloods Alchemy formulas she's picked up traveling the country with Ridge in return for a few recently dead bodies at a rate of one body, for each dot in the Formula's level.

■ On a quiet evening visit to Petroglyphs, the Coterie sees that the store is being watched by mortals –It seems that a group of S.I. Agents have caught wind of the occult nature of the store, and is setting up to make a move. Warning Ridge or one of her employees allows them time to prepare to defend the store, staying and helping with the S.I. will net Ridge and her employees as a Mawla (●●●) or get them a Major Boon. Additionally they can use Petroglyphs as a Safehouse (Haven ●●; Library ●●●●, Warding ●●, Postern ●) once per Story from there on.

## RIDGE WALKER

### GENERAL DIFFICULTIES: 6/2

A strangely pale and tall Lasombra woman that runs Petroglyphs at night. Ridge herself tends to dress in late Belle Epoque-era outfits with a gothic styling, usually wearing deep reds, black, and purple. She is amicable and polite, but becomes grim in regards to the topic of books, which she takes quite seriously. She treats her employees fairly, but can be quite strict.

**Clan:** Lasombra (Kiasyd)

**Sire:** Elizabeth Bell

**Embraced:** 1980 (Born 1952)

**Ambition:** Find a Blood Sorcery tudor with some unique Bloodcraft.

**Convictions:** No One May Control Me

**Attributes:** Strength 3, Dexterity 3, Stamina 2;

Charisma 2, Manipulation 3, Composure 5;

Intelligence 4, Wits 3, Resolve 5

**Secondary Attributes:** Health 5, Willpower 10,

Humanity 4, Blood Potency 2, 13th Generation

**Skills:** Athletics 2, Drive 3, Firearms 2, Stealth 2;

Animal Ken 3 (Ravens), Intimidation 3, Performance 3

(Oratory), Streetwise 4; Academics 5 (Rare Books),

Awareness 2, Medicine 3 (Corpses), Occult 4 (Tomes),

Science 3 (Chemistry)

**Disciplines:** Auspex 3, Obfuscate 3, Oblivion 4,

Blood Sorcery 1

**Notes / Other Traits:** Ridge is an accomplished Necromancer, but has no association with Infernalism.

She is looking for someone to tutor her in rare Blood

Sorcery and is open to learning the practice of

Daimonion, in exchange she will teach Players one of

her Disciplines or the Level 1 Ceremony **LIVING FAE**

**RING**. In combat she uses **GNAW** manifesting

black-winged butterflies as a [Vile Swarm](#).

### LIVING FAE RING

Using Oblivion to control both life and death, this Ceremony is only known to a rare Bloodline of the Lasombra. (This is a Level 1 Ceremony with no Prerequisite power.)

**Cost:** One Rouse Check

**Dice Pools:** Ceremony Test (Resolve + Blood Sorcery; Difficulty 2)

**Ingredients:** A mushroom.

**Process:** The caster places the mushroom in moist earth and drips Vitae on it. Over the next three nights additional mushrooms grow to create a ring of them.

**System:** Plants in the ring are immune to disease, need no water or sunlight, and if used as ingredients for Rituals of Ceremonies, they produce enough at midnight every other night.

**Duration:** Requires a Rouse Check of Vitae every 24 hours, or it, and the plants within, wither and die.

## OCTOBER & AUGUST

### GENERAL DIFFICULTIES: 4/3

A pair of Thin-bloods that work for Ridge Walker. Sister and brother before their Embrace, both of them take shifts during daylight business hours, during which time they sell mundane used books. Both of them have a rather aloof nature, but commiserate or warm up to other Thin-bloods.

October is a young woman in her mid-20s that usually dresses in thrift store clothing and wears round glasses. Interested in the nature of Blood Sorcery, she's easily tempted by non-violent forms of it. Despite this she will trade Alchemy formulas in return for fresh corpses, never elaborating on their use.

August is a tall young man in his late-20s that wears black sportswear, he operates the shop with less enthusiasm and tends to use it more to network with other Cainites or Thin-Bloods. He is an Alchemist and sells [Blackburn \(Pg. 42\)](#) to other Thin-bloods.

**Clans:** Thin-Blood (Both)

**Sire:** Ridge Walker

#### Convictions:

*October:* Books are better than people.

*August:* Knowledge is power.

#### Secondary Attributes:

*October:* Health 6, Willpower 7, Humanity 6

*August:* Health 7, Willpower 5, Humanity 7

**Standard Pools:** Physical 3, Social 5, Mental 6

#### Exceptional Pools by Member:

*October:* Firearms 6, Stealth 5; Insight 8, Persuasion 7; Academics 8, Science 6, Technology 8

**DISCIPLINES:** Temporary Auspex 1 (Phlegmatic)

*August:* Athletics 8, Melee 6 (Machete); Animal Ken 8 (Raven), Subterfuge 7; Academics 7, Medicine 7, Occult 6 (The Lords of Red), Science 7, Technology 8

**DISCIPLINES:** Thin-Blood Alchemy 3; Celerity 2

**Notes / Other Traits:** Both siblings have the **DAY DRINKER**, **LIFELIKE**, and **BEAUTIFUL** Merits.

October tries to keep a Phlegmatic resonance and uses **SENSE THE UNSEEN**. If forced into combat she has a shotgun behind the counter that she uses.

August has a **DISCIPLINE AFFINITY** for Celerity and fights with a Carbon Fiber Machete. He has **HIGH FUNCTIONING ADDICT** in regards to the drug [Blackburn](#).

## FIRSTLIGHT AGENTS

### GENERAL DIFFICULTIES: 5/3

If Tension gets to five or extreme breaches of the Masquerade occur, it's recommended that the Storyteller introduce the SI as a threat to the gathering.

These are five exceptional field agents who go by the codenames **FUSE**, **AFFINITY**, **EXALT**, **RIOT**, and **CONVOKE**. Each agent has talents that give them incredible team working abilities, covering one another's weaknesses.

**Standard Dice Pools:** Physical 7, Social 3, Mental 5

**Secondary Attributes:** Health 7, Willpower 5

#### Exceptional Dice Pools by Agent:

*Fuse:* Melee 8 (Outnumbered Target), Drive 9 (Motorbikes); Animal Ken 6 (Horses)

*Affinity:* Athletics 8 (Throwing Knives), Stealth 10; Insight 6 (Non-humans), Subterfuge 7; Academics 9, Investigation 7, Technology 8

*Exalt:* Brawl 9 (Stakes); Academics 8, Medicine 10, Occult 8, Science 8

*Riot:* Firearms 11 (Crossbow), Survival 9; Persuasion 7; Investigation 8

*Convoke:* Athletics 11 (Whips), Drive 9 (Motorbikes), Survival 8; Leadership 7;

**Equipment:** Each Agent comes with body armor, specialized ammunition for Vampires and Werewolves, and explosive breaching tools. Additionally each agent has a personal +4 Damage weapon associated with their individual specialty;

**FUSE** has a carbon fiber baton, **AFFINITY** neon throwing knives, **EXALT** has a coat full of snakewood stakes, **RIOT** has a crossbow that fires wooden bolts, and **CONVOKE** has a segmented whip made of silver.

**Notes / Other Traits:** They count as prepared mortals with occult defenses and add +4 bonus dice to resist Mental Disciplines. Out of the five, only **EXALT** carries any religious memorabilia, with an alpha and omega insignia on his shoulder plates, as well as a hand drawn sacred heart over his chest.

## Blasphemer

### ATTRIBUTE FOCUS: PHYSICAL / MENTAL

An air of anxiety and dread has fallen over the remote regions outside the city, and in the last few nights has begun to spread into the city itself. A heavy downpour has moved in during the day and doesn't seem it'll relent. Each member of the Coterie, regardless of being together or separate, is summoned via a crow slamming into a wall next to them, carrying a note.

The summoner is a Malkavian named Cassius, who has a great deal of status and influence in the Domain, but rarely sees visitors. Those who answer the summons will be told that Cassius' Childer, Jinx, has not returned from a 'frolic' in the wilderness. He offers the Coterie three dots of Backgrounds each.

### WHAT COULD HAPPEN

■ Cassius gives the Coterie a line to his person friend, a Banu Haqim weapons and occult dealer, Armand Sayer. If the Coterie tells Armand that they were sent by Cassius he will give them a The Ward Stone for free. He sells mundane weapons for cash, but will only trade occult items for other occult paraphernalia. As long as the Coterie makes a decent impression, he will give them a lead on a decrepit old farm in the countryside that was the site of a recent investigation. Armand's wares are listed on the page after next.

■ The Coterie follows clues from either Armand or their own contacts that lead them to a murder investigation in which the police fled the scene the previous night. The farmland shows signs of a tumultuous struggle, as well as strange tracks that lead into the partially-collapsed house. The interior of the house is a partially cataloged crime scene. Those with high Investigation (Difficulty 4) or certain powers of Auspex can put together that the police unit was scared off, and can find footprints in the house that simply vanish into nothingness. The house itself is full of strange ritualistic glyphs, and has an acrid smell. Infernalists, or those with Occult (Difficulty 4) can identify the glyphs as binding symbols used for Demons. Those with Occult 4 or higher can write the glyphs down, later using them to learn the Ceremony

### REPULSION OF THE FALLEN.

■ Ultimately, all trails of evidence will lead to an abandoned chalk mine located somewhere on the farmland. The mine itself has one guardian, a ghoulish cultist. Dispensing of him and moving deeper into the chalk mine will require Stealth (Difficulty 4), and ultimately lead to an open chamber. The chamber itself has two more cultists and a Baali named Zariel. All

three are chanting as Jinx, the Childer, hangs from invisible tethers from the cavern ceiling. Combat with Zariel is possible, though she is a dangerous opponent. If dialogue is initiated, they can find that Zariel has done everything she has to bind a demonic manifestation that has been roaming and causing problems in nearby towns.

## CASSIUS FAULKNER

### GENERAL DIFFICULTIES: 7/2

Known for a barrage of rather harmless pranks, Cassius keeps to himself otherwise, and rarely mingles with Neonates, or most Ancilla. Beneath his frivolities, he can be quite unsettling, and he has a penchant for always being exactly where he needs to be, things like walking away from ambushes without ever realizing they're there, or stumbling into a hidden plot being engineered against him. This unpredictability and perfect timing has earned him a great deal of influence.

Cassius loves his Childer, Jinx, like a daughter and implores the Coterie to return her safely.

**Clan:** Malkavian

**Sire:** ???

**Embraced:** 1980 (Born 1952)

**Ambition:** Find a Blood Sorcery tudor with some unique Bloodcraft.

**Convictions:** No One May Control Me

**Attributes:** Strength 3, Dexterity 4, Stamina 4; Charisma 3, Manipulation 5, Composure 4; Intelligence 4, Wits 4, Resolve 3

**Secondary Attributes:** Health 7, Willpower 9, Humanity 3, Blood Potency 3, 10th Generation

**Skills:** Athletics 2, Melee 3, Stealth 5; Intimidation 4, Persuasion 3 Subterfuge 4; Academics 3, Awareness 4

**Disciplines:** Auspex 4, Dominate 3, Obfuscate 5

**Notes / Other Traits:** Cassius will usually refuse to fight. Any attack made against him that doesn't beat his Auspex rating misses outright as he simply moves out of the way without realizing it. If combat is forcefully initiated he will use **VANISH** and reappear with an ambush attack using a +4 vintage Shotgun.

## ZARIEL

### GENERAL DIFFICULTIES: 6/2

Zariel is an Infernalist at her core, but not a power hungry one. Despite being from the Azaneal Bloodline, she has converted to the Order of Moloch, and chooses to bind and banish demons and their servants. She is a reasonable individual, but a righteous one that will not back down from taking any measure necessary to contain demons.

She will treat other Baali and Infernalists with significantly less trust if they have not taken the Heretic Loreshet.

**Clan:** Baali (Azaneal)

**Sire:** Rowena the Merciless

**Embraced:** ???? (Born ????)

**Ambition:** Find a Blood Sorcery tudor with some unique Bloodcraft.

**Convictions:** No One May Control Me

**Attributes:** Strength 4, Dexterity 2, Stamina 2; Charisma 3, Manipulation 3, Composure 4; Intelligence 4, Wits 4, Resolve 5

**Secondary Attributes:** Health 8, Willpower 8, Humanity 3, Blood Potency 4, 9th Generation

**Skills:** Athletics 2, Melee 3, Stealth 2; Intimidation 4, Leadership 4 (Her Followers), Performance 4 (Chants), Streetwise 4; Academics 4 (Local History), Awareness 3, Occult 4 (Exorcisms)

**Disciplines:** Auspex 3, Dominate 2, Fortitude 2, Oblivion 4, Potence 4

**Notes / Other Traits:** She will be found performing the Ceremony [CONFINE TO MALKAV'S BASTILLE](#) and will not take aggressive action unless she is attacked or the Ceremony is interrupted. In combat she uses Stygian Shroud, then Arms of Ahriman to grapple and bludgeon opponents. She can activate her Oblivion's Touch through her Arms of Ahriman if she successfully grapples a victim for more than one. She also uses Potence to dramatically increase the damage of her unarmed attacks. Her demonic endowments allow her to open eyes anywhere on her body to see in all directions at once. Should the players choose to help her, anyone with Blood Sorcery 3, Oblivion 3, or Occult 3 can assist with the Ritual she's performing, however they will gain a Stain for doing so.

## HERETIC CULTIST

### GENERAL DIFFICULTIES: 3/2

Infernalist mortal witches that Zariel has ghoulled to assist in her efforts to placate and imprison the demonic forces of the world.

**Attributes:** Strength 3, Dexterity 3, Stamina 3; Charisma 2, Manipulation 3, Composure 1; Intelligence 2, Wits 3, Resolve 1

**Secondary Attributes:** Health 6, Willpower 4

**Skills:** Athletics 2, Firearms 3 (Rifles), Melee 3 (Athame), Stealth 3; Intimidation 3, Subterfuge 3 (Appear Normal); Awareness 4, Occult 4

**Disciplines:** Blood Sorcery 2 (**CORROSIVE VITAE, SEALING ANTIPHON**)

**Special:** Heretic Cultists carry Shotguns when patrolling, or ceremonial daggers (Athames) while in Zariel's presence. They fight with no regard for their own well-being and add +2 dice to resist Dominate and Presence powers.

If a Coterie is especially combat-related, the Storyteller may roll the Cultist's Stamina + Blood Sorcery; Difficulty 3, when they die. A win causes their body to contort and revive as an Anchor.

## ANCHOR GHOUL

### GENERAL DIFFICULTIES: 4/2

A marked Ghoul with roiling innards. They can expel viscous acids and mucus, as well as other vulgar fluids, from their mouth in a pressurized stream. Their corrosive attacks harm even the flesh of Cainites.

**Attributes:** Strength 4, Dexterity 1, Stamina 5; Charisma 1, Manipulation 1, Composure 1; Intelligence 3, Wits 4, Resolve 5

**Secondary Attributes:** Health 10, Willpower 6

**Skills:** Brawl 1, Firearms 3, Melee 4, Stealth 9 (Darkness); Intimidation 5; Awareness 4  
Disciplines: Fortitude 2, Oblivion 2

**Special:** Their unarmed attacks deal +4 Bashing damage, however their low Brawl pool makes consistent hits unlikely. If using a weapon they will prefer large bludgeoning tools, such as sledge hammers. They can only be harmed while under direct, bright white light, by fire, or through other insubstantial powers, such as those manifested by Oblivion. Those who created the Anchor Ghoul can manifest their own powers of Oblivion from it, as if they were their own shadow.

## JINX FAULKNER

**GENERAL DIFFICULTIES: 4/1**

Childe of Cassius, she walks a thin line between prophecy and madness and is often found staring into the distance or lost in a one-sided conversation. She tends to be warm and playful, but can become abruptly distant without reason.

She has incredible powers of Auspex, being able to see and divine from dreams and natural signs. Her predictions tend to be uncannily accurate. She has been missing for some time.

**Clan:** Malkavian

**Sire:** Cassius Faulkner

**Embraced:** 1993 (Born 1970)

**Ambition:** None.

**Convictions:** ???

**Attributes:** Strength 1, Dexterity 3, Stamina 2; Charisma 5, Manipulation 3, Composure 2; Intelligence 3, Wits 5, Resolve 4

**Secondary Attributes:** Health 7, Willpower 9, Humanity 3, Blood Potency 2, 11th Generation

**Skills:** Athletics 2, Stealth 3; Insight 4, Intimidation 2, Persuasion 3, Subterfuge 3; Academics 3, Awareness 4, Investigation 3

**Disciplines:** Auspex 5, Dominate 2, Obfuscate 2

**Notes / Other Traits:** If rescued, Jinx will tell each member of the Coterie a riddle that they can remember to save themselves from a Total Failure once per Chronicle. Due to her shifting mental state, she cannot be gained as a Mawla except by other Malkavians.

## ARMAND SAYER

**GENERAL DIFFICULTIES: 6/3**

A dealing in occult and illegal arms. Armand travels between cities and rarely settles in one place for too long. A young man in his early twenties, he has dark-hair and olive-skin, an unusual scar from his right brow to his neck. Those with high Survival will know it's from a werewolf attack.

**Clan:** Banu Haqim (Warrior)

**Sire:** Mahitab

**Embraced:** 2003 (Born 1990)

**Ambition:** None.

**Convictions:** ???

**Attributes:** Strength 4, Dexterity 3, Stamina 3; Charisma 1, Manipulation 2, Composure 2; Intelligence 2, Wits 4, Resolve 2

**Secondary Attributes:** Health 7, Willpower 4, Humanity 4, Blood Potency 2, 10th Generation

**Skills:** Athletics 3, Brawl 1, Craft 1 (Trinkets), Drive 1 (Armored Vehicles), Firearms 3, Larceny 3 (Break Ins), Survival 1 (Tracking); Animal Ken 1, Intimidation 1, Leadership 1, Streetwise 3; Academics 3 (Theology), Awareness 2, Finance 1, Occult 3 (Blood Sorcery, Demons, Werewolves), Science 2 (Poisons)

**Disciplines:** Blood Sorcery 3, Celerity 2, Fortitude , Protean 1, Auspex 1, Animalism 1

**Notes / Other Traits:** Armand uses a +3 Light Katana in combat that appears to be a usable, real, duplicate of O-Ren Ishii's weapon from Kill Bill Vol. 1. At range he will use a custom +3 Heavy Pistol that deals non-halved damage while he's at Hunger 5. It is Warded against Mortals and other Cainites. The table below shows his offerings:

ITEM	COST	INFORMATION
Modified Glock 19	Resources ●●	+2 Pistol with Silencer, made from solid silver; Comes with 30 silver bullets
Sawed-Off Shotty	Resources ●	+4 while in Melee range, +2 if not; Comes with 12 rounds of Rock Salt buckshot that feel miserable to Ghouls and Thin-Bloods.
Silver-Edge Kukri	Resources ●●	+2 Light Melee weapon, has a silver edge. Can strike Wraiths.
Warding Egg	Occult Item	While held, the user's Blood Surges to pools made against powers of Oblivion from Lasombra or Azaneali are boosted by an additional +3 dice. Spoils after tonight.
Hama Scroll	Occult Item	A single-use scroll that when held up to a Demon, Marked One, or Wraith, causes a point of Aggravated Willpower Damage and expels it back to its plane until the end of the Scene.
Loser's Stone	Occult Item	A small red stone. The user thinks of a person and throws upwards as hard as they can. It will land a few feet in the direction of the thought-of person. Doesn't work if the thought-of person doesn't want to be found.

## Antrum

### ATTRIBUTE FOCUS: PHYSICAL / MENTAL

There exists in the city a large run down building that pre-dates the current Cainite authority. Rumors and urban myths say that the place is haunted, full of traps, portals to hell, and the danger there isn't worth the effort. The local leadership of Cainites are hesitant to send officials there. However they want to get to the bottom of these claims, and reveal what this place is. The local authority has promised the Domain, and the building itself, to anyone that can move through it and report on its secrets.

What information the Coterie brings back to the Cainite authorities is up to them, but with sufficient convincing on the the matter, they will be awarded with the Chantry itself, as well as the surrounding Domain (Elaborated on to the right).

### WHAT COULD HAPPEN

■ Investigations into the history of the location reveal that it is a relative black hole in Mortal documents. City officials acknowledge it's there, and have documentation of it being purchased and built by Arden Mitra nearly two-hundred years previous but that's it. Further investigation within Occult circles or Cainite society will lead the party to Sedi Mumur. An isolated Tremere who will inform them that the building used to be a Chantry, but was abandoned after some crisis she's never been privy to.

■ Entering the building, the Coterie will find that the interior has extensive water and fire damage in some rooms, and after searching they will find a long corridor that leads down in a basement-level. The corridor itself is lined with **BOTTLE CATCH** that burst into various powers of Blood Sorcery or Oblivion; **GNAW**, **SEALING ANTIPHON**, **CLINGING AFFINITY**, **STYGIAN SHROUD**, and **ARMS OF AHRIMAN**. These Bottle Catches have **WARD AGAINST DESTRUCTION** on them, and have the tint of uranium glass.

■ In the sub-floors of the Chantry, the group will find an expansive round chamber, the walls scratched with ancient summerian script ( see right for more details). The center of the room is a pit filled with old bones and has a desiccated Cainite impaled vertically through its entire body by a three yard/meter long rod of indestructible wood. If the Coterie reaches Tension 4 or 5, a huge stone-wrought creature with wings will attack them when they reach this chamber. This creature is the guardian of the Chantry, and though sentient, it will not suffer the Coterie's presence under any circumstances. The name "Shomer" is carved into his forehead in classical Hebrew.

## MITRA GOTHIC

An old ruin that predates many of the remaining Cainites in the city that once served as some kind of isolated Tremere Chantry. The land it resides on, as well as the building of the Chantry itself, was purchased and bankrolled by a man named Arden Mitra nearly two-hundred years previous.

The Mitra Gothic resides upon a conflux of supernatural occurrences, a place of power. Those with Sense the Unseen, or Occult 3 or higher can immediately identify the area as strange, while associated skills and Discipline powers will further reveal that the Veil here is frayed, that it resides on a nexus of leylines, and has a ambient feeling of corruption.

What follows is mechanical information about the Chantry to help serve as fuel for this Chronicle hook and the challenges it might present, and also as the rewards for the Coterie if they manage to secure the Chantry as their own.

**DOMAIN** The area around Mitra Gothic consists of its own large estate, as well as a few blocks of the local city, but is rather underpopulated - **CHASSE** (•). Not expansive by any means, but incredibly secure - **PORTILLON** (••••).

(•••) **HAVEN** Made from white stone that is unlikely to be local to the area, and strangely resistant to weathering, it still suffers from overgrowth and smoke stains around some windows from an internal fire.

(•••) **HAVEN ADDON: DAY WARDING** The bedrooms and the lower levels are equipped with heavy iron doors that automatically lock when the sun rises. They are specifically warded against corrosion, especially Cainite powers of the blood. Further Wards applied to these doors add three dice to their pools when activated.

(••••) **HAVEN ADDON: VAST LIBRARY** The subterranean levels are full of books, most of which have rotted with age. However there remains enough to serve as a Library for Occult Research specialty pools. Those who can read the Summerian can use it to learn any Blood Sorcery Power or Ritual presented by this Clanbook, so long as they have the requirements.

(••) **HAVEN ADDON: PLACE OF POWER LOCATION** Built on a conflux of energies, Rituals and Ceremonies performed here have their difficulties reduced by 1.

(••) **HAVEN ADDON: POSTERN** In the basement chamber there is an alcove that, if a bloody hand is placed to the wall, opens into a long hall that lets out at an old churn on the other side of the city. This is despite the hall only being a hundred yards/meters long.

**FLAW ? (••••) HAUNTED: ARDEN MITRA & YASHEN** The old regent Arden Mitra still walks the halls. The thing amidst the pile of bones seems to be the linchpin of the Chantry's supernatural properties and is heavily warded against every supernatural entity and power.

## SEDI MURMUR

**GENERAL DIFFICULTIES: 6/2**

An accomplished Cainite that specializes in biochemistry and research into Vitae. Sedi works out of a small building and has her own lab. She has connections to the Circulatory System, for which she alters vessels and provides vintages of blood which she alters herself through techniques known only to her.

Her early middle-aged appearance and high aptitude for sciences gives her an aloofness and experienced look of authority, despite not being particularly old by Ancilla standards. She is willing to trade high-quality blood for services or goods, such as running materials across town discretely or Thin-Blood alchemical creations.

Sedi will vehemently refuse to go to the building in question, and if pressed further with Intimidation or Insight, she will reveal that she was a Fledgling Apprentice and Childe of Arden Mitra, but her low status kept her from knowing much about what went on there. She will further elaborate that whenever she nears the area, she has a terrible feeling that she will die.

**Clan:** Tremere

**Sire:** Arden Mitra

**Embraced:** 1994 (Born 1952)

**Ambition:** None.

**Convictions:** ???

**Attributes:** Strength 2, Dexterity 2, Stamina 3; Charisma 3, Manipulation 3, Composure 5; Intelligence 4, Wits 4, Resolve 2

**Secondary Attributes:** Health 6, Willpower 7, Humanity 6, Blood Potency 2, 11th Generation

**Skills:** Athletics 1, Brawl 2, Drive 2, Firearms 2; Animal Ken 2 (Lab Animals), Intimidation 2, Streetwise 3 (Blood Market); Academics 4 (Medicine), Awareness 2, Finance 3, Occult 3 (Vitae, Strange Substances), Science 5 (Chemistry), Technology 3

**Disciplines:** Auspex 3, Blood Sorcery 2, Dominate 2, Obfuscate 2

**Notes / Other Traits:** If Sedi is forced to fight she has a crossbow-like syringe gun that injects Kindred with bad blood, causing them to lose 1 Die from their Discipline pools. She also has the effects of a Ritual that gives her +3 Dice to resist Fear Frenzy. The building she's in is also meant to be staffed by Watchmen (●●).

Players may gain her as a Mawla (●●) if they refrain from fighting her, or bring her something interesting from inside the old abandoned Chantry and let her keep it.

## ARDEN MITRA

**GENERAL DIFFICULTIES: 5/2**

An Elder Tremere who financed the creation of Mitra Gothic, the Chantry that was named after him. Though intelligent and influential in the Pyramid at the time, he is now very dead, and haunts his own Chantry as a Wraith.

Those with powers of **CROWN OF THE LOST CLAN**, **OBLIVION'S SIGHT** or **SENSE THE UNSEEN** can see Arden sometimes wandering the halls of his old Chantry and **THE BINDING FETTER** can identify his journals as one of his Fetters.

The journals are written in Classical Hebrew, and record his findings as he and several other Tremere spent their time at the Chantry studying "Yashen", the impaled Cainite at the center of the Chantry's depths. Much of his research and recordings revolve around the Baali, and their relation to mythical claims of terrible old gods that dwell in the earth, as well as ruminations wondering how Yashen seems to pre-date the arrival of other Cainites in the area by several hundred years, having already been impaled long before the arrival of himself, and the creation of the Chantry itself. If pressed further he will reveal that Yashen was already heavily Warded before they even found it.

**Classification:** Tremere Wraith

**Sire:** Arden Mitra

**Embraced:** 1739 (Born 1682, Died 1912)

**Attributes:** Strength 2, Dexterity 2, Stamina 4; Charisma 1, Manipulation 3, Composure 3; Intelligence 5, Wits 5, Resolve 4

**Secondary Attributes:** Health 7, Willpower 7

**Skills:** Athletics 3, Brawl 2, Drive 2, Stealth 3; Animal Ken 3 (Agatiyon Famulus), Etiquette 3, Insight 3, Intimidation 4, Leadership 3 (Tremere), Persuasion 2, Subterfuge 5, Academics 5 (Hebrew, Summerian), Awareness 3, Finance 3, Investigation 2, Occult 4

**Disciplines:** Auspex 3, Blood Sorcery 4

**Notes / Other Traits:** Arden will tend to flee from anyone but Tremere, or those passing themselves as Tremere. Appearing only out of the corner of the eye, or as a silhouette reading in a corner.

Those with abilities to coerce him will tend to earn his scorn, but he will cooperate. He will have few answers about Yashen, but will tell the Coterie that it eventually drove the others at the Chantry to Infernalism, which he tried to stamp out, only to be slain as well. He has a low opinion of Sedi Murmur, who he remembers as a coward. He can command Shomer to leave the Coterie alone.

If someone in the Coterie agrees to continue his work, he can be purchased as a Mawla (●●●) that has five dots to spend amongst any Rituals the Storyteller wishes, which he can perform.

## SHOMER

### GENERAL DIFFICULTIES: 6/3

A strange stone-wrought creature with a penchant for drinking blood. Though sentient, Shomer will prove immovable from his post, irrationally so, and claim that no one should ever be in this Chantry again.

Shomer appears as gargoyle-like creature with granite skin that stands roughly three yards/meters tall. He has bat-like wings with a broad wingspan.

**Clan:** Gargoyle (Sentinel)

**Sire:** Agrat

**Embraced:** 1921 (Born 1892)

**Ambition:** Make a friend.

**Convictions:** Blood Sorcery is evil.

**Attributes:** Strength 5, Dexterity 4, Stamina 5; Charisma 3, Manipulation 2, Composure 2; Intelligence 3, Wits 4, Resolve 2

**Secondary Attributes:** Health 8, Willpower 10, Humanity 6, Blood Potency 3, 11th Generation

**Skills:** Athletics 3, Larceny 4, Stealth 4; Etiquette 5, Insight 5, Performance 3 (Acting), Persuasion 3, Subterfuge 4; Awareness 3, Occult 5

**Disciplines:** Fortitude 5, Potence 4, Protean 4

**Notes / Other Traits:** Shomer uses **DEFY BANE**, **PROWESS**, and **FERAL WEAPONS** in combat. He can also make a Protean + Strength; Difficulty 2 Test to flying, being able to stay in the air one turn for each success, though underground this will provide little benefit.

Due to his unique Bloodline, Shomer cannot spend Willpower to automatically resist powers of Dominate, and he loses 3 Dice to resist such powers. It's suggested that non-combat Cainites should be able to locate something on the way to the basement chamber of the Chanter that alludes to this weakness (i.e. *"The Gargoyle agreed to the pact after I used the powers of the blood to command him. Even free they remain malleable and easily controlled."*).

If Shomer enters Torpor, he will turn to solid stone with all of his powers of Fortitude passively active at all times and becomes immune to the effects of fire and sunlight.

Shomer's name is carved into his forehead in Hebrew (**שומר**) and if anyone can read and speak it, it will stop him long enough to converse with him.

## YASHEN

### GENERAL DIFFICULTIES: 9/3

An enigmatic and strange entity that lay impaled at the bottom of the Mithra Gothic Chantry. It exudes a palpable aura of malcontent. It appears as a desiccated, heavily mummified and partially calcified corpse. It has been heavily warded. Anyone that touches Yashen will take four Aggravated Damage. Objects that come into contact with it that aren't made of snakewood will disperse into ash or rust. Discipline powers that are used on Yashen are counted as -2 Called Shots in all cases.

**Clan:** Baali

**Sire:** Agrat

**Embraced:** 821 BC (Born 839 BC)

**Ambition:** Become a god.

**Convictions:** What is owed is always paid.

**Attributes:** Strength 3, Dexterity 3, Stamina 5; Charisma 3, Manipulation 4, Composure 5; Intelligence 5, Wits 3, Resolve 5

**Secondary Attributes:** Health 8, Willpower 10, Humanity 2, Blood Potency 6, 5th Generation

**Skills:** Athletics 3, Larceny 4, Stealth 4; Etiquette 5, Insight 5, Performance 3 (Acting), Persuasion 3, Subterfuge 4; Awareness 3, Occult 5

**Disciplines:** Auspex 4, Blood Sorcery 5, Fortitude 5, Oblivion 5, Presence 5, Protean 4

**Notes / Other Traits:** Any corpse thrown into the pit will have its blood completely vanish from its body, and it will rot to bones within an hour. At any time the Storyteller may decide to have any number of strange occurrences in the Chantry, such as halls that wind in on themselves, the sounds of sighing from the dark, footsteps in other rooms, and so on. Yashen is only barely conscious in a half-dead dream, and due to the nature of its imprisonment, awakening it should be nearly impossible for even an accomplished coterie. If it's ever awakened it will serve as an overwhelmingly antagonistic being that will work against all other Cainites, at best treating other Infernalists as mere pawns.



# Tools

This section details stat blocks that are designed to help a Storyteller create companions, rivals, and outright threats. Players can also find some of the minions that they spawn, such as the dreaded [Marked Ones](#), as well as allies they can gain, from various powers of the blood and Backgrounds on their Lore or Bloodline sheets. This section is meant to feature both tools and enemies of Cainites.

Non-Infernalists can find their Chronicle populated by hellish monsters, while Infernalists will find themselves facing off against agents of faith. These tools are meant to be in-depth, but also provide a Storyteller or Player a quick and easy resource to drop characters into their Chronicle without having to compose them on the fly. Storytellers are encouraged to modify and change these stat blocks if they have better ideas of how they might function, especially in their own world, and more especially in the case of the Things in the Dark, which are meant to be strange non-vampire things that even a seasoned Infernalist might be at a loss for.

## Animalia Diabolica

Throughout history, many animals have been associated with the powers of the underworld, Hell, and the servants of the adversaries of mankind and all that lives on earth. Whether due to mis-informed associations with Witchcraft, augurs of evil's presence, or the servants of hell's acolytes, these animals have a darker edge to them that has lasted through the ages. Some of these Animals also appeared in our previous *Clanbook Gangrel 5th Edition*, which features a much more extensive list of animal Statblocks.

### Black Cat (Domestic)

General Difficulties: 3 / 1

One of the most common associations with the supposed servants of hell is the Black Cat, which came to great prominence during the Middle Ages and Renaissance when they began to be associated with witches. This superstition has led some to adopt them *because* of this rather erroneous association. In other areas these superstitions were more positive, with some in the English Midlands believing a Black Kitten as a wedding gift would lead to a good marriage, while Ancient Egyptians kept them around as revered agents of divine magic that could protect the home.

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

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 5, stealth 4 (Hunting), survival 4; Performance 3 (Yowling); Awareness 3

Special: Domestic cats are extremely quick and agile. They automatically pass any tests that involve balance or landing on their feet, and can't take damage falling from most heights.

### Black or Grey Hound

General Difficulties: 4 / 2

Due to various local folk stories and sightings, such as the Black Shuck or the Beast of Gevaudan, much of Europe holds large black or ashen colored hounds as terrible omens and demonic creatures.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics (Chasing), brawl 6 (Bites), stealth 4; Intimidation 4; Awareness 4 (Smell)

Special: +1 damage to Hound bite attacks. On a successful bite attack a Hound can lock its jaws and grapple an opponent.

### Crocodile

General Difficulties: 5 / 3

Sometimes seen amongst Ministry Apostates, the Crocodile is a rather ancient symbol of destruction that can be traced all the way back to ancient Egypt and the god Sobek.

Standard Dice Pools: Physical 7, Social 1, Mental 1

Secondary Attributes: Health 8, Willpower 4

Exceptional Dice Pools: Brawl 7, Stealth 6; Intimidation 5; Awareness 2

Special: +2 Aggravated damage to bite attacks. If biting a limb, the crocodile can choose to immediately sever it through sheer bite force.

## Coyote

**General Difficulties:** 3 / 2

Native to North America, the Coyote is frequently seen as an intelligent agent of change or trial, however in some instances its nature is regarded as wholly evil, as it can be a sign of good times changing to hard times. American Baali, especially those living in the high desert, ghouled Coyotes and use them as resourceful eyes and ears.

**Standard Dice Pools:** Physical 4, Social 1, Mental 1

**Secondary Attributes:** Health 4, Willpower 4

**Exceptional Dice Pools:** Brawl 4 (Bites), stealth 5;

Insight 3, intimidation 2; Awareness 5 (Sight)

**Special:** +1 damage to bite attacks. Coyotes can form mutual teamwork tactics with other animals, such as Crows and Badgers.

## Goat

**General Difficulties:** 4 / 2

In many traditions, goats, especially black ones, are associated with demonic traditions and imagery. This is primarily due to their association with Baphomet, a being that was supposedly worshiped by the Knights Templar. The Knights of Teeth, however, find this more amusing than anything, and know that the thing they serve goes by no such name.

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

**Secondary Attributes:** Health 6, Willpower 2

**Exceptional Dice Pools:** Athletics 6 (Charge); Awareness 5

**Special:** Goats suffer no minor action penalty when closing distance and deal +2 Superficial Health Damage if they make a charging attack with their horns.

## Polecat

**General Difficulties:** 3 / 1

Ferret or weasel, polecats have been heavily associated with witchcraft ever since the claims of the murderously foolish Witchfinder General, Matthew Hopkins.

**Standard Dice Pools:** Physical 1, Social 3, Mental 2

**Secondary Attributes:** Health 2, Willpower 3

**Exceptional Dice Pools:** Athletics 2 (Contortion, scurry), larceny 7 (Small objects), stealth 6;

Performance 4 (War Dance); Awareness 4 (Smell)

**Special:** The Ferret's long and flexible tube-like body allows them to jump and dodge exceptionally well and crawl through tight spaces. Add one Automatic Success to a ferret's Dice Pools made to evade and escape.

## Jaguareté

**General Difficulties:** 4 / 3

The third largest of cat species in the world, Ghouled by those Baali and Sabbat who try to take after the Aztec Jaguar Warriors of legend. Though in reality such warriors were unaffiliated with Huitzilopochtli, and were instead related to his supposed brother-god, Tezcatlipoca.

**Standard Dice Pools:** Physical 7, Social 2, Mental 1

**Secondary Attributes:** Health 6, Willpower 5

**Exceptional Dice Pools:** Athletics 8 (Jumping, Swimming), Brawl 9; Intimidation 5; Awareness 4

**Special:** Jaguar's have one of the most powerful bites in the world. Their bites ignore Armor and deal non-halved Superficial Damage.

## Strix

**General Difficulties:** 3 / 1

Seen as omens of death in many cultures throughout history. It is widely believed that they are owls that have been fed human flesh (or more likely Baali vitae) and now fly silently through the night as agents of death. A fictional account from the *Satyricon*, published in the late first century AD, tells of an instance where the body of a boy was taken by Stringes and replaced with a straw doll.

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

**Secondary Attributes:** Health 3, Willpower 1

**Exceptional Dice Pools:** Athletics 4, Brawl 5, Survival 6; Awareness 8 (Low Light)

**Special:** Strix are completely silent while in flight, and are able to ambush any target uncontested, so long as the target doesn't have Rapid Reflexes, or an equivalent ability. They prefer hunting small animals, but are capable of harring larger targets and herding them away from vulnerable areas by rolling their Survival vs the target's Composure + Resolve. Stringes (the plural of Strix) that are made a Famulus deal an additional point of piercing superficial damage to Mortals.

## Serpent

**General Difficulties:** 3 / 2

A classic creature of temptation and vice. Throughout history the serpent has been almost unanimously seen as a creature of discord and evil, though some consider it a promethean creature. These huge serpents, found primarily in America, are also associated with the Church of Set, who likely adopted them as symbols of temptation due to the Baali's prevalent use of them during their time in Tyre.

**Standard Dice Pools:** Physical 4, Social 1, Mental 1

**Secondary Attributes:** Health 3, Willpower 2

**Exceptional Dice Pools:** Brawl 6 (Grapple) Stealth 6; Intimidation 4; Awareness 4

**Special:** If a serpent successfully grapples an opponent, it may constrict its victim for +2 Superficial Health damage each turn. A serpent's bite, especially a Ghouled one, is almost always fatal to a Mortal, dealing an additional point of Superficial Damage each turn.

## Scorpion

**General Difficulties:** 2 / 1

Having a rather complex relationship with certain cultures, Scorpions in ancient Egypt were seen as magical creatures that would guard the tombs of the dead in the living world, and the spirits of their occupants in the afterlife. In Native American nations of the south west they are sometimes seen as a sign of danger, meant to ward off further advancement. In both hemispheres they are seen as omens of disaster, and so some desert-dwelling Baali employ them en masse as ways to guard their resting places.

**Standard Dice Pools:** Strength 1, Dexterity 2, Stamina 1; Charisma 2, Manipulation 1, Composure 1; Intelligence 1, Wits 2, Resolve 2

**Skills:** Athletics 2, Survival 4; Performance 3; Awareness 4

**Secondary Attributes:** Health 1, Willpower 1

**Special:** Scorpion venom causes immense pain to Mortals and Cainites alike. A Scorpion sting causes a point of Aggravated Health Damage to Mortals, and causes enough pain to Cainites to force them to get it off of them unless they pass a Composure + Resolve; Difficulty 3 Test.

## Vulture

**General Difficulties:** 3 / 2

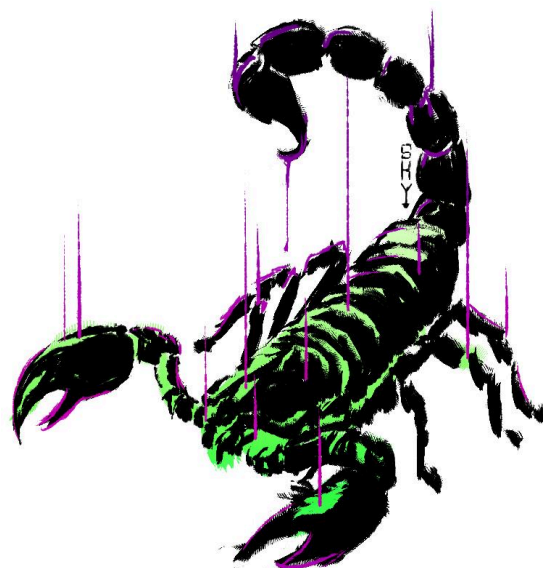
An animal associated with death and decay. Hindu beliefs associate them specifically with insidious entities at times, and so some Nergali Baali from south-east Asia employ them as a companion.

**Standard Dice Pools:** Physical 4, Social 1, Mental 2

**Secondary Attributes:** Health 6, Willpower 2

**Exceptional Dice Pools:** Athletics 5 (Endurance), Brawl 5, Survival 5; Intimidation 5; Awareness 4 (Carrion)

**Special:** Vultures have hooked powerful beaks that tear flesh and crack bones. When a vulture gets a Critical Win on an attack roll, it also causes an additional Crippling Injury.



## Mortals

Food, tools, reagents, and a lifeline to one's withering humanity. Mortals have ever been a requirement for the Baali as much as they have been a detriment. Many of the Clan of Devil's greatest adversaries have been mere humans, brandishing icons of faith, singing hymns to their divine, or even simply being so faithful that their existence can repulse the Baali.

### Mundane Mortals

Every day, and generally non-supernatural humanity. These Kine are more frequently found as victims or tools rather than any real danger for an Infernalist, let alone a typical Cainite.

### Fanatic Cultist

**General Difficulties:** 3 / 2

A fanatic is always dangerous, but the Fanatical Cultist has a support network, which may include an otherworldly patron. This makes them a threat that even an Infernalist might have to take precaution of.

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

**Secondary Attributes:** Health 7, Willpower 7

**Exceptional Dice Pools:** Athletics 4, Brawl 4, Firearms 6; Awareness 4

**Special:** Fanatics are bolstered against intrusive thoughts and differing points of view. Even if they aren't ghoulé, any efforts to convince them against their ingrained beliefs has its difficulty increased by 2, and they add three dice to their Dice Pools to resist Dominate and Presence.

### Cult Leader

**General Difficulties:** 2 / 5

Even mortals can start their own cults, and they're arguably better at doing it because of their ability to manipulate the human condition of their followers on an "equal footing". Despite no preternatural powers, some of the largest and most powerful cults in history were led by a mere human.

**Standard Dice Pools:** Physical 3, Social 6, Mental 6

**Secondary Attributes:** Health 8, Willpower 10

**Exceptional Dice Pools:** Survival 5; Insight 10, Intimidation 7, Persuasion 7; Academics 7

**Special:** Despite being mortal, cult leaders have an established network of followers and sycophants to help them. A Cult Leader isn't the everyday person you bump into on the street, they're a master manipulator able to prey on the vices, desires, and most importantly the guilt, to bend and break the minds of others.

### Corrupt Politician

**General Difficulties:** 1 / 3

The mainstay of any large institution is the individuals who undermine it for their own means. The Corrupt politician is an individual that requires little more than a push in the right direction, and then temptation to make motions that aren't in the best interest of their field.

**Standard Dice Pools:** Physical 2, Social 5, Mental 4

**Secondary Attributes:** Health 6, Willpower 6

**Exceptional Dice Pools:** Larceny 3; Etiquette 7, Insight 6, Performance 6 (Public Speaking); Academics 5, Politics 7 (Loopholes), Investigation 4 (Espionage)

**Special:** Corrupt politicians are always in someone's pocket, even if they're self-driven to their own ends, they need funding, influence, or some other outside party to push forward their agenda. This also makes them the weak link in whatever institution they exist in, and they're an important cog in a larger machine that can be turned towards other ends with the right grease. However they have a government institution to back up their threats, investigations, and mortal influence.

### Pyromaniac

**General Difficulties:** 4 / 2

A mortal with a pathological impulse to start fires. This act manifests first as an irresistible urge that builds slowly, or quickly, and only vanishes upon setting something alight. Those with pyromania experience relief, please, or validation from setting these fires. Rather superstitious Baali believe that this makes them excellent candidates for Infernalism, though the reality is that their pathology doesn't lend them much more talent than anyone else in most cases.

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

**Secondary Attributes:** Health 6, Willpower 7

**Exceptional Dice Pools:** Athletics 4, Brawl 4, Firearms 6; Awareness 4

**Special:** Pyromaniacs recover a point of Willpower whenever they set something alight, and never fear fire unless it begins to harm them. As Cainites they tend to add a Die to resist fire-induced terror frenzy.

## Accomplished Hunters

Accomplished hunters of the things that go bump in the night. These mortals are frequently some of the most dangerous threats a Baali, as well as other Cainites, can come face-to-face with in the night.

### Avenging Supernatural Hunter

**General Difficulties:** 6 / 3

Avenging supernatural hunters are usually out for blood and have little to lose outside of their cell. They come with experience that usually belies their age, either because they had a good mentor, an intelligence network, or have a natural talent at surviving and dealing with inhuman monsters.

**Standard Dice Pools:** Physical 7, Social 7, Mental 5

**Secondary Attributes:** Health 9, Willpower 8

**Exceptional Dice Pools:** Drive 10 ('67 Impala), melee 8 (Stakes); Academics 11, awareness 7, investigation 6, occult 8

**Special:** These mortals come prepared with weaponry designed specifically for the creatures they're up against. In combat against Cainites and their Coterie, they have access to stakes, burning ammunitions and torches, transportation, as well tools to exploit any of their Folkloric Banes.

### Bradbury Special Agent

**General Difficulties:** 5 / 3

Hunters that use implements of flame. Ironically they are funded by both by Lasombra and the Holy See, and come equipped with experimental mechanized armor and weaponry. Unlike other Hunters, they are not investigative and exist only to appear on the scene and burn it down, asking no questions and entertaining no thoughts as to the horrors they witness, or the occult libraries they put to the flame.

**Standard Dice Pools:** Physical 7, Social 4, Mental 5

**Secondary Attributes:** Health 8, Willpower 6, Armor 3

**Exceptional Dice Pools:** Fire Arms 8 (Flame Thrower); Leadership 6 (Squad Tactics), Intimidation 7, Performance 5 (Pre-Combat Rites); Academics 5, Awareness 8 (Fire Hazards), Medicine 6 (Burns), Science 8 (Accelerants)

**Equipment:** Heavy semi-mechanized body armor, gas masks, enough oxygen for an hour, Montag-X451 Portable Flamethrower, experimental napalm grenades. Their fiery weapons deal Aggravated Damage to Cainites, and despite many accomplished Baali having an immunity to the effects of fire, the Bradbury's weaponry uses blessed fuel accelerants, allowing them to deal Superficial Damage to such Baali instead.

## Ascetic of St. Bruno

**General Difficulties:** 6 / 3

Faith hunters who are offshoots of the Carthusian Order. In the Modern Nights they are no longer directly affiliated with the order, but carry much of the same beliefs, living lives in silence and solitary, committing themselves only to their duties as exorcists and hunters of monsters. They come equipped with equipment that appears to be heavily blessed and modified plate armor from the middle ages, wielding medieval weaponry and their Faith. Though hardly invincible, these Ascetics are some of the most dangerous and self-sufficient mortal hunters on earth.

**Standard Dice Pools:** Physical 9, Social 2, Mental 5

**Secondary Attributes:** Health 8, Willpower 6, Armor 2

**Exceptional Dice Pools:** Intimidation 8, Performance 5 (Pre-Combat Rites); Academics 5, Awareness 8 (Fire Hazards), Investigation 6 (Infernalism), Occult 8 (Exorcism, Demons)

**Special:** The Ascetic always has at least one dot in True Faith.

**Equipment:** +2 Scripture Broad Sword that deals +1 Aggravated Damage to Cainites. May come equipped with a shield. Their chainmail and plate armor has mundane defenses against conventional weaponry, but prevents three damage from Discipline Powers. They can exorcize the demonic presence and powers of Marked Ones, returning the vessel to a normal human. Wraiths and constructs of Oblivion take a point of Superficial Damage every turn in their presence, regardless of light levels.

## Holy Warrior

**General Difficulties:** 5 / 3

The larger religions of the world have always known, or at least suspected the existence of insidious supernatural entities, especially Vampires. The Holy Warrior is a hunter from such sects, a veteran mortal that moves against the night with more than just standard weapons and indirect pressures from mortal institutions. These soldiers of faith wield that faith as an arsenal against the night and everything in it.

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

**Secondary Attributes:** Health 8, Willpower 6

**Exceptional Dice Pools:** Athletics 8, Melee 8, Survival 9 (Supernaturals); Animal Ken 6 (Trained Animals), Leadership 6 (Squad Tactics), Intimidation 6, Performance 5 (Pre-Combat Rites); Academics 5, Awareness 8, Investigation 9 (Supernaturals), Medicine 8, Occult 8.

**Special:** Holy Warriors are an indirect part of the SI, specialised and prepared, they come with equipment that can combat supernaturals openly, such as armored vests, snakewood stakes, Dragon's Breath shotgun rounds, silver weapons, and blessed blades that can even harm ethereal Wraiths. Most importantly, these individuals have at least one dot in True Faith.

## Raqi Perfumer

**General Difficulties:** 5 / 3

Scholarly spiritual warriors of Islam that have historically rooted out the presence of Cainites since the middle ages. They employ ruqya, the practice of using Islamic prayer, Qur'anic recitations, and rituals of their faith to drive out evil and provide spiritual guidance. They are highly regarded as pivotal warriors in the battle against otherworldly evils, sometimes even by other Cainites.

They carry with them a daily-blessed Gada, a type of traditional heavy mallet. Modified to house a censer chamber within the head of it, from which burns the purifying incenses of frankincense, myrrh, and camphor. These Gada are made from reinforced steel, and plated in gold, featuring floral and sweeping arabesques that portray the beliefs of creation's eternal and beautiful nature.

**Standard Dice Pools:** Physical 7, Social 2, Mental 5

**Secondary Attributes:** Health 7, Willpower 6, Armor 2

**Exceptional Dice Pools:** Athletics 9, Melee 9 (Blunt Weapons), Intimidation 8; Academics 5, Awareness 8 (Fire Hazards), Investigation 6 (Infernalism), Occult 8 (Exorcism, Demons)

**Special:** The Raqi Perfumer always has at least one dot in True Faith, and adds their True Faith to their attacks against Infernalists. Their purifying perfumes and incense make them completely immune to the effects of Rituals and Ceremonies.

**Equipment:** +4 Gada (Heavy mace). This weapon destroys constructs of Oblivion outright, regardless of their Health tracker. Attacks made with this weapon that have a margin of five or more Successes on the roll inflicts a Crippling Injury.

Raqi Perfumers also carry blessed oils, water, and ground seeds that automatically heal two Aggravated Damage caused by Infernalist powers.

# Manifestations of Oblivion & the Outer Dark

Creatures and people that are usually created, summoned, or conjured by infernalists or are a result of other supernatural circumstances. Some of these beings are even the result of a sliver of lucidity from things Sleeping in the earth, the pitch of their nightmares bleeding into reality from the Outer Dark and the Abyss.

This section is divided into lesser and greater manifestations of the Outer Dark, as well as a third section for Marked Ones, a type of Ghoul that has been utterly twisted by the powers of Infernalism. Lesser manifestations tend to be temporary incursions of hellish power, while greater are much more powerful or permanent aspects of hell on earth.

## Lesser Manifestations

### Balefire Hellion

**General Difficulties:** 3 / 2

**Standard Dice Pools:** Physical 2, Social 0, Mental 0

**Secondary Attributes:** Health 8, Willpower 0

**Exceptional Dice Pools:** Brawl 6; Intimidation 4

**Special:** Balefire Hellions are semi-physical beings wreathed in Balefire, which follows the System for its damage listed under **BALEFIRE IGNITION (Pg. 19)**. They take damage as vampires do, and count as having the Baali's Clan Bane at Severity 3.

Though they have an appearance that varies widely, all Balefire Hellions can move unhindered up sheer surfaces, are immune to fire, and can spend a point of Willpower to burn their way through any mundane matter, regardless of its resistance to heat. Disciplines used by the Balefire Hellion are not Vampiric in origin, and should be treated as demonic equivalents that are activated by it spending Willpower in place of Rouse Checks. At the Storyteller's discretion, a Balefire Hellion may have additional demonic traits or Disciplines based on their summoner's Demonic Patron.

### Barghest

**General Difficulties:** 4 / 1

Regarded as a perfect guard: ever vigilant and supernaturally attuned. They will never attack their master, and will refrain from attacking others that their master doesn't consider a threat. Their animalistic instincts allow them to follow simple commands and use pack tactics in combat and to solve problems

**Standard Dice Pools:** Physical 6; Social 2; Mental 1

**Secondary Attributes:** Health 8, Willpower 0

**Exceptional Dice Pool:** Athletics 8; Intimidation 4; Awareness 7

**Special:** Barghests take Superficial and Aggravated damage in the same way as vampires, except they are immune to sunlight. They cannot heal or mend damage. They cannot be mentally dominated or influenced as they are bound to their master. They do not need eyes or ears to perceive everything around them as someone with unimpeded vision and hearing might, and they can see Wraiths and their associated Fetters. If a vampire corpse is used, their Bite inflicts +2 Aggravated Health damage, and if the vampire used knew Protean, the Hellhound gains the effect of Feral Weapons.

### Cold Shear

**General Difficulties:** 7 / 3

A shadow that has sheared itself away from an Infernalist to become its own being. They frequently attach themselves to other's shadows, or become servants to the Azaneali.

**Attributes:** Strength 4, Dexterity 4, Stamina 4; Charisma 1, Manipulation 1, Composure 4; Intelligence 2, Wits 4, Resolve 4

**Secondary Attributes:** Health 8, Willpower 8

**Skills:** Athletics 3, Brawl 3, Drive 4, Larceny 2, Stealth 5, Survival 2; Insight 2, Intimidation 3, Persuasion 1, Subterfuge 2; Awareness 5, Investigation 1, Occult 2

**Special:** These shears passively chill everything within five yards/meters of them. Drinks quickly cool, open flames slowly wither, and others feel a cold draft. On a physical attack, they do no damage, but those struck instead must make a Stamina + Resolve; Difficulty 3 Test. Failure causes two Superficial Damage from sheer cold.

## Diseased Corpse

**General Difficulties:** 3 / 2

**Standard Dice Pools:** Physical 2, Social 0, Mental 0

**Secondary Attributes:** Health 8, Willpower 0

**Exceptional Dice Pools:** Brawl 6; Intimidation 4

**Special:** Diseased Corpses take Superficial and Aggravated damage in the same way as vampires, except they are immune to sunlight. They cannot heal or mend damage. They cannot be mentally dominated or influenced as they are bound to their master. They do not need eyes or ears to perceive everything around them as someone with unimpeded vision and hearing might. Diseased Corpses rapidly decay, taking one point of Superficial Damage each turn, and decay to nothing at the end of the scene.

## Hive Queen

**General Difficulties:** 4 / 1

Roughly the size of a fist, Hive Queens require the blood of a host to survive and lay their eggs. They attempt to burrow through flesh or crawl into any orifice, then lay eggs inside of a host for a Vile Swarm.

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

**Secondary Attributes:** Health 6, Willpower 0

**Exceptional Dice Pools:** Brawl 8, Survival 5; Awareness 7 (Ghouls, Kindred)

**Special:** Hive Queens burrow into flesh with their Brawl, dealing 2 Aggravated Health Damage in the process. Once inside it will lay enough eggs for a Vile Swarm every three nights. Hosts can have a number of swarms incubating within them equal to their Stamina.

Removing a Queen requires a Resolve + Medicine; Difficulty 6 Test. Failing causes Aggravated Damage equal to the margin of failure. Hive Queens add two dice to resist the commands of non-Infernalists.

## Huitzilin

**General Difficulties:** 3 / 1

Regarded as the agents of Huitzilopochtli, these black, red, and teal hummingbirds serve as his eyes and ears, and are sent to assist and watch his descendants.

**Standard Dice Pools:** Physical 1, Social 1, Mental 4

**Secondary Attributes:** Health 1, Willpower 1

**Exceptional Dice Pools:** Athletics 4 (Dodge), Brawl 2, Survival 6; Insight 4; Awareness 5, Occult 3

**Special:** This creature has the Baali Bane at severity 1. It is immune to fire and powers of Animalism, including Bond Famulus. It communicates telepathically in Nahuatl and most contemporary languages..

## Vile Swarm

**General Difficulties:** 4 / 1

A group of demonic insects that work and count as a single cohesive unit. Vile Swarms can be made up of any type of insect, but are most frequently made of a highly mobile mass of flying or crawling creatures, and tend to be mutated or impossibly hybridised in some way.

**Standard Dice Pools:** Physical 1, Social 1, Mental 1

**Secondary Attributes:** Health 5, Willpower 0

**Exceptional Dice Pools:** Athletics 8; Intimidation 2; Awareness 3

**Special:** *Vile Swarms* take Superficial Damage from blunt attacks and Aggravated Damage from Fire and Insecticides, and they have the Baali Bane at Severity 1. *Vile Swarms* make no direct attacks, instead using their Athletics to engulf a target, reducing their pools by -2 and dealing 1 automatic Superficial Damage to them each turn. They add +2 Dice to resist commands from non-infernalists.

## Blessed Tick

**General Difficulties:** 4 / 1

A mundane Tick that has gorged itself on the profane blood of the Lost Elk and grown to the size of a melon, having fallen from its host under its own weight. These parasites are revered by the Supplicants of the Lost Elk, who search the deepest darkest forests for them, and either affix them to themselves out of reverence, or extract the blessed blood for use in their rites.

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

**Secondary Attributes:** Health 2, Willpower 3

**Exceptional Dice Pools:** Athletics 3 (scurry), Brawl 4 (bite), Stealth 8

**Special:** An engorged tick can be drained to completely remove Hunger and gain an Intense Animal Resonance, however the drinker also gains a Stain. The Tick's blood can also be drained and used in processions or Alchemy formulas, adding three automatic successes to the associated rolls, however the resulting effects will be identifiable as demonic.

Despite being ticks, they will not actively seek to bite anything that isn't the Lost Elk or a Vampire with Blood Potency 4 or higher. They can still be affixed to a host however if their mouth is pressed into cold flesh.

## Greater Manifestations

### Adversary

**General Difficulties:** 6 / 3

A chosen human that has become an Avatar of a Child of the Outer Dark. These champions of the fitful sleepers from beyond are a near-pure expression of their intentions and power, funneled through the lens of a mortal's mind and body.

**Attributes:** Strength 5, Dexterity 4, Stamina 5; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 2, Resolve 3

**Secondary Attributes:** Health 8, Willpower 5

**Skills:** Drive 5 (67 Impala), Melee 4; Academics 5, Awareness 4, Investigation 3, Occult 5

**Disciplines:** Blood Sorcery 4, Oblivion 4

**Special:** The exact nature and appearance of the Adversary should be altered depending on the Child of the Outer Dark that they serve as. It's recommended that the Storyteller give them at least three [Demonic Endowments \(Pg. 37\)](#).

### Eagle Knight

**General Difficulties:** 6 / 3

Eagle Knights are the greatest, most loyal, members of Huitzilopochtli's army and serve as direct enforcers of his will. They have no singular origin, and the rank and powers of them are instead granted to anyone, or anything, that proves themselves powerful enough for the position. In most cases however, they appear to be corrupt Werewolves.

**Attributes:** Strength 5, Dexterity 4, Stamina 5; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 2, Resolve 3

**Secondary Attributes:** Health 8, Willpower 5

**Skills:** Athletics 4, Melee (Mutual Combat) 5, Stealth 2, Survival 3; Insight (Baali) 3, Intimidation 4; Awareness 4, Investigation 3, Medicine 3, Occult 3

**Disciplines:** Animalism 5, Auspex 2, Blood Sorcery 3, Celerity 3, Fortitude 5, Obfuscate 1, Potence 3

**Special:** Eagle Knights take damage as vampires do, and count as having the Baali's Clan Bane at Severity 5. They have no defined appearance or origin, and come from a wide variety of supernatural creatures, though Werewolves are most common. Disciplines used by the Eagle Knight are not Vampiric in origin, and may be treated as demonic equivalents that are activated by it spending Willpower in place of Rouse Checks.

### The Lost Elk

**General Difficulties:** 6 / 3

A massive creature of primordial origins, who gorged itself on the remains of some unthinkable thing. The Lost Elk is a monstrous entity, suffused with the flesh and blood of the Outer Dark, and has become an infernal object of worship itself. Per its name, the Lost Elk has been hunted relentlessly by various groups who seek to cleanse it from the earth, and yet it ever becomes the hunter, rather than the hunted.

**Attributes:** Strength 5, Dexterity 5, Stamina 5; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 5, Resolve 3

**Secondary Attributes:** Health 12, Willpower 6

**Skills:** Athletics 4, Melee 4, Survival 3; Intimidation 4; Awareness 4, Medicine 4, Occult 3

**Disciplines:** Animalism 4, Celerity 4, Fortitude 4, Protean 4

**Special:** The Lost Elk suffers no minor action penalty when closing distance. The Elk's attacks with Antlers or Hooves deal +3 non-halved piercing Superficial Health Damage. Each turn the Elk heals 3 Superficial Damage, or 1 Aggravated.

### Overblesser

**General Difficulties:** 5 / 2

The ultimate creation of worship amongst the Chernobites, these living altars of flesh are made from ghouls force-fed vitae, and shaped by the hands of the Chernobite and the Outer Dark into a mangled place of crawling, ambulant, worship.

**Attributes:** Strength 4, Dexterity 3, Stamina 4; Charisma 1, Manipulation 1, Composure 1; Intelligence 3, Wits 2, Resolve 3

**Secondary Attributes:** Health 15, Willpower 6

**Skills:** Athletics 2, Melee 4, Survival 2; Intimidation 4; Occult 2

**Disciplines:** Protean 3

**Special:** This creature moves slowly, all minor action penalties to move into range of a target or place are doubled. While its creator is in its presence, their powers of Protean are free to use. Additionally this mobile altar can be used as a location for **Dark Sacraments**, by anyone, so long as the Overblesser's creator allows it.

## Marked Ones

While a typical Ghoul is little more than a thorn in a Cainite's side, one "marked" by the will or name of something beyond the veil is much more unpredictable and dangerous, and has access to powers that can rival even a trained Cainite combatant.

Typically created by Infernalists through various rites or powers, a "Marked One" is not just a shock troop or distraction but can be an antagonist all its own that can sew enough chaos to keep a Coterie, Infernalist or otherwise, on its toes from scene-to-scene and night-to-night.

## Anchor Ghoul

**General Difficulties:** 6 / 3

A large and shambling creature, just as much insubstantial shadow as it is physical flesh. Per its namesake, the ghoul's flesh has been immersed in the Abyss, causing it to take on the appearance of a bloated, drowned, corpse. It is a walking catalyst for the deepest, farthest, darkness.

**Attributes:** Strength 4, Dexterity 1, Stamina 5; Charisma 1, Manipulation 1, Composure 1; Intelligence 3, Wits 4, Resolve 5

**Secondary Attributes:** Health 10, Willpower 6

**Skills:** Brawl 1, Firearms 3, Melee 4, Stealth 9 (Darkness); Intimidation 5; Awareness 4

**Disciplines:** Fortitude 2, Oblivion 2

**Special:** Their unarmed attacks deal +4 Bashing damage, however their low Brawl pool makes consistent hits unlikely. If using a weapon they will prefer large bludgeoning tools, such as sledge hammers. They can only be harmed while under direct, bright white light, by fire, or through other insubstantial powers, such as those manifested by Oblivion. Those who created the Anchor Ghoul can manifest their own powers of Oblivion from it, as if it were their own shadow.

## Blooded Ire

**General Difficulties:** 6 / 3

A horrible Ghoul that has been given a bloodied weapon that has killed dozens, and has become blessed by a Child of the Outer Dark. These ghouls lose themselves to the will of their violent implement and throw themselves headfirst into any violent confrontation with an aptitude beyond the ability of any mortal, and even most immortals.

They always appear to be sweating from exertion, and their muscles tense with anticipations of utter brutality. In combat they fight so recklessly that they willingly push their body beyond its limits, tearing their own tendons or twisting their own bones to break if it means inflicting ever-greater agony upon victims.

**Attributes:** Strength 5, Dexterity 3, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 2, Wits 4, Resolve 2

**Secondary Attributes:** Health 8, Willpower 6

**Skills:** Athletics 5, Brawl 4, Firearms 2, Melee 4; Intimidation 3 (Physical Threats); Awareness 4 (Combat)

**Disciplines:** Potence 3, Celerity 3

**Special:** Blooded Ires are unaffected by impairments and do not slow down, even when losing copious amounts of blood. They can push themselves to the limit, taking 2 Superficial Damage to add +2 to any pool used for destruction or inflicting damage. They feed off of the pain they cause, mending a point of Superficial or Aggravated Health damage whenever they deal damage.

## Breachlight

**General Difficulties:** 6 / 3

These semi-living engines of wrath keep their aptitudes from when they lived as accomplished Faith Hunters or SI Agents, but their minds have been so thoroughly broken and altered by an Infernalist that they see their old beliefs as heavily flawed, and must stamp them out. These Marked Ones are most frequently created by the Knights of Teeth or the Khofilim.

**Attributes:** Strength 4, Dexterity 4, Stamina 4; Charisma 2, Manipulation 4, Composure 4; Intelligence 4, Wits 4, Resolve 5

**Secondary Attributes:** Health 7, Willpower 6

**Skills:** Athletics 4, Brawl 4, Firearms 3, Melee 4; Insight 4 (Sins and Vices), Intimidation 4; Academics 3 Awareness 4, Occult 4

**Disciplines:** Potence 3, Celerity 2, Oblivion 3

**Special:** Breachlights are tactical and intelligent, adding an additional die to any pools to teamwork or provide protection, like coverfire. Unlike other Marked Ones, the Breachlight does not suffer from the Baali Clan Bane. Breachlights will usually keep their extremely deadly weapons from when they were vampire hunters, such as military-grade firearms, specialized ammo, and equipment to deal with the supernatural.

## Devourer Ghoul

**General Difficulties:** 5 / 3

A ghoul that has been thoroughly changed by the supernatural entity within them. This marked one can stretch open its mouth to completely devour an entire human, and digest them over the course of a day in a profane method not unlike the typical large boa. Furthermore, devourers are always hungry, and will consume nearly anything into their gullets in an attempt to satiate that hunger.

**Attributes:** Strength 4, Dexterity 4, Stamina 4; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 2, Resolve 4

**Secondary Attributes:** Health 7, Willpower 6

**Skills:** Athletics 5, Brawl 4 (Swallow Whole), Stealth 4; Insight 4 (Sins and Vices), Intimidation 4; Awareness 3, Occult 4

**Disciplines:** Auspex 3, Potence 3, Protean 2, Fortitude 3

**Special:** As a vessel for demonic power, the Devourer Ghoul suffers from the Baali Bane at Severity 3. Disciplines they use are demonic in origin, and should have slight changes to reflect that. On grappling, the Devourer Ghoul can roll Strength + Brawl to attempt to consume a person whole, resisting victims may contest this with Strength + Athletics. Once consumed individuals take two non-halved Superficial Damage per turn from digestive acids.

## Expectorate Ghoul

**General Difficulties:** 4 / 2

Marked One with a roiling and churning inner tract. The Expectorate can expel viscous acids and mucus, as well as other vulgar fluids, from its mouth in a pressured stream. Preferring mid-range combat, there's usually very little left of their victims after prolonged encounters, and even the durable dead flesh of Cainites eventually gives way to their caustic liquids.

**Attributes:** Strength 3, Dexterity 5, Stamina 3; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 4, Resolve 3

**Secondary Attributes:** Health 6, Willpower 6

**Skills:** Athletics 3 (Spitting), Brawl 2, Stealth 3; Insight 4 (Sins and Vices), Subterfuge 4 (Appear Innocent), Intimidation 2; Awareness 4, Occult 4

**Disciplines:** Blood Sorcery 3 (Corrosive Vitae, Scorpion's Touch), Fortitude 2

**Special:** As a vessel for demonic power, the Marked Ghoul suffers from the Baali Bane at Severity 3. Disciplines they use are demonic in origin, and should

have slight changes to reflect that. The Expectorate can spew acidic or sticky fluids to harm or hinder opponents with a Dexterity + Athletics roll, which can be dodged as a ranged attack. Acid attacks deal +3 non-halved Superficial Damage, while sticky sludge will root enemies in place and require a test of Strength + Athletics; Difficulty 3, to pull free from.

## Ianus Malignancy

**General Difficulties:** 4 / 2

A ghoul that grows one or more additional faces on its body, and usually appears to have a rather malignant appearance per its name. It has historically been created by Chernobites, but other entities, such as the Lords of Red, have fielded such creations in recent nights as well as their mouths can speak multiple incoherent babbles at once.

**Attributes:** Strength 1, Dexterity 5, Stamina 2; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 3, Resolve 2

**Secondary Attributes:** Health 5, Willpower 4

**Skills:** Athletics 3, Survival 2; Insight 3, Subterfuge 4

**Disciplines:** Dominate 3, Obfuscate 3

**Special:** At least one other face on its body that is capable of speech and sight, allowing it to use its powers of Dominate on multiple separate targets at once. This creature also employs **DEMENTATION** in conversations.

## Looking-Glass-Skin

**General Difficulties:** 3 / 3

Marked Ones of the Nameless Baali. They move about unnoticed, but if someone who has seen them is questioned, they can't remember any specific features. In reality these creatures have the appearance of a smudged or blurred individual with semi-translucent or mirror-like skin.

**Attributes:** Strength 3, Dexterity 3, Stamina 3; Charisma 3, Manipulation 3, Composure 3; Intelligence 3, Wits 3, Resolve 3

**Secondary Attributes:** Health 6, Willpower 6

**Skills:** All Skills at 3

**Disciplines:** Oblivion 3, Obfuscate 3, Presence 3, Protean 3

**Special:** When attacked, the skin of these creatures cracks apart and shatters like glass, causing them to take Aggravated Damage from blunt attacks. They can use their powers of Presence and Obfuscate to appear like others, or fuse multiple individuals' appearances to conjure illusions of terrible fears in the target.

## Melted Melange

**General Difficulties:** 6 / 2

An especially grotesque Marked One that is made from the still-living bodies of humans and animals wrapped tightly around a balefire furnace that burns inside.

These creatures hail from the days of the First Tribe, who would create them out of the still-living sacrifices they would toss into their pits. As Baali, they were able to infuse them with Vitae, which allows the creatures to go into a kind of stasis-like Torpor that makes them effectively immortal and immune to the passage of time. Because it has been infused with a great deal of Vitae, it has access to demonic mockeries of vampiric Disciplines, and can even perform basic Blood Sorcery.

**Attributes:** Strength 3, Dexterity 3, Stamina 10; Charisma 1, Manipulation 1, Composure 1; Intelligence 2, Wits 3, Resolve 1

**Secondary Attributes:** Health 13, Willpower 6

**Skills:** Athletics 2, Brawl 2 (Grapple), Larceny 7, Stealth 5; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

**Disciplines:** Blood Sorcery 3, Potence 2, Fortitude 2

**Special:** As a vessel for demonic power, this creature suffers from the Baali Bane at Severity 3. At the end of its turn the Melted Melange may spend two Health to release an expanding ring of lime-green cinders. All Canites within ten yards/meters of it must evade by making a Dexterity + Athletics; Difficulty 3 Test, or suffer a point of Aggravated Health Damage. If total Aggravated Damage dealt from this ability exceeds a Cainite's Resolve or Composure, whichever is higher, they must Test for Terror Frenzy; Difficulty 3. This baleflame does not otherwise provoke typical Frenzy.

## Swarm Host

**General Difficulties:** 4 / 2

Usually employed by those of Nergal's bloodline, the Hive is a being that is very clearly unwell and suffering under the influence of its possessing force, having boils and contusions that burst with grotesque swarms of the insects that nest within its flesh. These marked ones rarely go undetected for long as they leave traces of their infestations in their wake.

**Attributes:** Strength 2, Dexterity 5, Stamina 2; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 2, Resolve 1

**Secondary Attributes:** Health 5, Willpower 4

**Skills:** Athletics 3 (Climbing), Brawl 2, Stealth 4; Animal Ken 5 (Insects), Insight 4 (Sins and Vices),

Subterfuge 4 (Appear Innocent), Intimidation 3; Awareness 4, Occult 4

**Disciplines:** Animalism 4, Auspex 2, Potence 2, Protean 2

**Special:** As a vessel for demonic power, the Marked Ghoul suffers from the Baali Bane at Severity 3. Disciplines they use are demonic in origin, and should have slight changes to reflect that. Swarm Hosts expel a *Vile Swarm* (Pg. 137) when dealt four or more Superficial Slashing or Piercing damage, and can spend a point of Willpower to expel a *Vile Swarm* from their body.

## Warden's Gullet

**General Difficulties:** 5 / 2

Taut-skinned and skeletal in appearance, these Marked Ones are covered in occult sealing tattoos and ritual scarring. These creatures are said to be agents of the supposed Marquis of the dead, Nebiros. Despite being definitively infernal, they have been employed by Cappadocians and other members of the Hecata during times of desperation, especially when dealing with powerful Spectres.

**Attributes:** Strength 3, Dexterity 2, Stamina 4; Charisma 2, Manipulation 3, Composure 2; Intelligence 3, Wits 2, Resolve 4

**Secondary Attributes:** Health 8, Willpower 4, Armor 2  
**Skills:** Athletics 3, Brawl 4, Melee 4, Stealth 3 (Wraiths); Insight 2, Intimidation 4 (Wraiths), Subterfuge 3; Occult 3

**Disciplines:** Fortitude 3, Oblivion 3

**Special:** This creature can make a Strength + Brawl attack to attempt to consume a Wraith whole. Once consumed the Wraith cannot escape until it critically succeeds on a Resolve + Wits Test. The Warden's Gullet can spend a point of its own Willpower to deal a point of Aggravated Damage to the Wraith it confines to mend itself for three points of Superficial, or one point of Aggravated, Health Damage.

## Web of Lethargy

**General Difficulties:** 5 / 2

Appearing to be a human that has been slowly stretched out like puddy. Exuding an aura of lethargy, this Ghoul saps the passion and heat from the world around them. Hope is a distant dream to this poor soul.

**Attributes:** Strength 1, Dexterity 1, Stamina 5; Charisma 1, Manipulation 1, Composure 5; Intelligence 1, Wits 3, Resolve 5

**Secondary Attributes:** Health 8, Willpower 4, Armor 2

**Skills:** Brawl 5, Melee 4, Survival 2; Intimidation 3; Occult 3

**Disciplines:** Presence 3, Oblivion 3

**Special:** Anyone in the presence of this creature that wishes to perform any action that would require a Dice Pool to succeed, must first spend a point of Willpower.

## The Black Skulls

**General Difficulties:** 4 / 2

A group of four demonic Bikers who roam the outskirts of society, running down cars and brutally attacking travelers. Legend has it that they originally worked as a drug running group for the Thin-blood that created Blackburn, but when they became too violent, too demanding, that Alchemist cooked a special batch of Blackburn that shattered their minds and bound them to a set of stone flutes conjured from the realm of Abraxas.

**Attributes:** Strength 5, Dexterity 5, Stamina 5; Charisma 1, Manipulation 1, Composure 3; Intelligence 1, Wits 3, Resolve 5

**Secondary Attributes:** Health 8, Willpower 4, Armor 2

**Skills:** Athletics 4, Brawl 4, Drive 4 (Chase), Melee 4, Survival 2; Intimidation 3; Occult 3

**Disciplines:** Auspex 3, Clarity 2, Fortitude 2, Potence 3

**Special:** As a vessel for demonic power, the Black Skulls have the Baali Bane at Severity 4. Disciplines they use are demonic in origin, and should have slight changes to reflect that. Because they are almost always on heavy drugs, they feel no pain, and are unaffected by Impairments.

**Equipment:** The Black Skulls wear heavy leathers and have gloves embedded with razors, steel nails, and twisted metal that deal +2 Piercing damage on Brawl attacks. They wield heavily modified +4 Heavy Melee weapons, like serrated axes and spined bats, as well as double-barreled shotguns. Each of them has their own heavily modified motorcycle which can cover off road terrain.

## Cainites

Though thwarted by faith, the divine, and other supernatural beings, they truest enemy of the Baali has always been their fellow vampires. History has taught the Children of Caine that they are their own greatest adversaries. Infernalist or otherwise. This section includes a number of vampire foes you can use for any Chronicle, one that features Infernalist players, or not.

### 9th Circle Cleric

**General Difficulties:** 4 / 3

This Cainite relishes in their own rotting organ pits, and fosters disease. Though weak on their own, they tend to cause spreading diseases and sightings of walking corpses in their areas that attract the CDC and SI to the city in which they fester.

**Attributes:** Strength 2, Dexterity 2, Stamina 4; Charisma 2, Manipulation 2, Composure 1; Intelligence 3, Wits 2, Resolve 3

**Secondary Attributes:** Health 7, Willpower 6, Humanity 5, Blood Potency 2, 12th Generation

**Skills:** Athletics 2, Melee 3, Stealth 3, Survival 4; Insight 2, Intimidation 3, Leadership 3 (Flock), Persuasion 1, Subterfuge 3; Medicine 3 (Disease)

**Disciplines:** Celerity 3, Oblivion 1, Blood Sorcery 2

**Notes / Other Traits:** Usually comes complete with a small group of Ghouled vagrants. If they have been present in a location for long, they may have created an [Expectorate Ghoul \(Pg. 140\)](#) or a [Swarm Host \(Pg. 141\)](#).



## Angellis Ater

**General Difficulties:** 4 / 3

Also known as a Black Angel. These are Satan worshiping Lasombra, who have taken the beliefs and gospels of their Catholic Clanmates and decided to rebel against them. These Cainites have a zealous passion for what many believe today as typical portrayals of "Hollywood Satanism" found in films from the seventies and eighties. Due to this, many Baali tend to regard them with little respect, however there's no doubt that they're knowledgeable and dangerous, even compared to Infernalists.

Almost a thousand years ago many of them aligned themselves with Azaneal, and were merged into his Bloodline via a procession gleaned from Namtaru's dreams of Abyssal depths.

**Attributes:** Strength 3, Dexterity 2, Stamina 4; Charisma 1, Manipulation 4, Composure 2; Intelligence 2, Wits 3, Resolve 4

**Secondary Attributes:** Health 7, Willpower 6, Humanity 3, Blood Potency 3, 10th Generation

**Skills:** Brawl 3, Stealth 2; Etiquette 2, Intimidation 3, Streetwise 1, Subterfuge 2; Academics 2, Awareness 3, Medicine 1, Occult 3 (The Abyss), Politics 2 (Infernalists)

**Disciplines:** Dominate 2, Potence 3, Oblivion 3

**Equipment:** These Cainites usually carry ceremonial athames or blades of some kind.

**Notes / Other Traits:** This vampire does not suffer from the Baali's Clan Bane, despite being an Infernalist. They sometimes even carry religious iconography, notably the inverted cross, which might repel some Baali, as in the tradition of the Petrine Cross.

## Bestial Ritualist

**General Difficulties:** 4 / 2

A Cainite who calls upon their bestial and primeval natural to wield the powers of nature against their foes. These individuals frequently come from clans outside of those that typically have Blood Sorcery, and are more physically and pagan-minded practitioners. They have a very slight overlap with House Carna at times, but in many cases they run with Gangrel or Sabbat packs.

**Attributes:** Strength 1, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 3; Intelligence 4, Wits 3, Resolve 2

**Secondary Attributes:** Health 5, Willpower 3, Humanity 5, Blood Potency 2, 13th Generation

**Skills:** Craft 2, Brawl 4, Survival 3; Animal Ken 3 (Famulus), Insight 3, Intimidation 2, Persuasion 3, Subterfuge 2; Academics 2 (Paganism), Awareness 2, Medicine 4, Occult 3 (Elemental Gods)

**Disciplines:** Animalism 2, Blood Sorcery 3, Fortitude 2, Protean 3

**Notes / Other Traits:** These Cainites employ Rituals more than direct forms of Blood Sorcery when they practice their craft. They also come with an [AGATIYON FAMULUS](#) (Pg. 18) that takes on the appearance of one of the animals in the Animalia Diabolica section.

## Blasphemous Infernalist

**General Difficulties:** 5 / 3

Likely a member of the Molochim, or someone that follows their old order's beliefs. This Infernalist tends to work against other, more ambitious Infernalists, squelching the powers of the Outer Dark.

**Attributes:** Strength 2, Dexterity 2, Stamina 4; Charisma 3, Manipulation 2, Composure 2; Intelligence 1, Wits 3, Resolve 2

**Secondary Attributes:** Health 7, Willpower 4, Humanity 4, Blood Potency 3, 11th Generation

**Skills:** Athletics 3, Melee 2, Larceny 3, Survival 4; Etiquette 2, Insight 2, Intimidation 2, Persuasion 2 (Seduction), Subterfuge 3; Occult 4 (Infernalism)

**Disciplines:** Blood Sorcery 1, Oblivion 3, Presence 3

## Carna Theatric

**General Difficulties:** 4 / 3

An unlikely middle-ground between Clans Tremere and Toreador. These Cainites treat the advancement of Blood Sorcery as something akin to fashionable or artistic expression, and make flagrant and extravagant demonstrations of their power whenever the opportunity arises. When a Bloodhunt is called, they tend to be confident and vicious in hunting their prey.

**Attributes:** Strength 2, Dexterity 4, Stamina 2; Charisma 4, Manipulation 2, Composure 3; Intelligence 3, Wits 2, Resolve 2

**Secondary Attributes:** Health 5, Willpower 5, Humanity 6, Blood Potency 2, 12th Generation

**Skills:** Athletics 3, Drive 2, Larceny 2, Melee 3, Stealth 1; Etiquette 2, Insight 2, Performance 3 (Killing Blow), Persuasion 2, Streetwise 3; Academics 3, Awareness 1, Occult 3

**Disciplines:** Auspex 2, Blood Sorcery 3, Dominate 2

**Equipment:** Theatrics carry vials of blood, as well as sealed containers full of Ritual ingredients.

**Notes / Other Traits:** These individuals can form any available source of blood into a 1 yard/meter long geometric spear that they can then throw as a Blood Sorcery + Athletics ranged weapon that has a +3 piercing Superficial Damage modifier.

## Duskborn Domspeaker

**General Difficulties:** 3 / 2

A Thin-blood with a penchant for preaching the end times. Their visions are fueled by a constant supply of Blackburn.

**Attributes:** Strength 1, Dexterity 2, Stamina 2; Charisma 3, Manipulation 2, Composure 3; Intelligence 4, Wits 3, Resolve 2

**Secondary Attributes:** Health 5, Willpower 3, Humanity 5, Blood Potency 1, 13th Generation

**Skills:** Athletics 2, Firearms 3, Larceny 3, Stealth 2; Leadership 2, Performance 4 (Preaching), Streetwise 3, Subterfuge 2; Academics 1, Awareness 3, Medicine 2, Occult 2, Science 1 (Drugs), Technology 2

**Disciplines:** Thin-Blood Alchemy 2

**Notes / Other Traits:** They always have at least two doses of Blackburn on them and access to a Resonance-based Discipline at Level 1.

## Khofilim Trailblazer

**General Difficulties:** 4 / 2

Member of the Misbegotten Khofilim, who claim to be the descendants of some kind of offspring of a demon and a human. These Trailblazers move through Cainite society extolling the virtues of being self-governing, to foster confidence and assurance in oneself, and to stray from any perceived destiny or cosmic task.

Trailblazers usually find themselves in good company with the Ministry and Brujah, and even the Salubri have historically rubbed shoulders with them at times, unbeknownst to any of them, this is largely due to Khofilim having words of well-intention upon their lips, and their powers appearing divine, rather than overtly demonic. But the hellishly gilded light they project is Infernalism all the same.

**Attributes:** Strength 2, Dexterity 3, Stamina 2; Charisma 4, Manipulation 1, Composure 2; Intelligence 3, Wits 3, Resolve 5

**Secondary Attributes:** Health 6, Willpower 6, Humanity 6, Blood Potency 2, 12th Generation

**Skills:** Athletics 3, Survival 1; Animal Ken 2, Insight 3, Leadership 3, Persuasion 3 (Seduction), Streetwise 2, Subterfuge 2 (Seduction); Academics 2 (Luciferianism), Awareness 2, Occult 2

**Disciplines:** Auspex 3, Oblivion 2, Presence 4, Celerity 2

**Equipment:** A journal that extols personal freedoms.

**Notes / Other Traits:** Khofilim manifest much of their infernal powers with an appearance that is attributed to something more Angelic by most modern society. Their Balefire burns while-gold, and they tend to have a halo when using **CROWN OF THE LOST CLAN** which they consider a signature power of their Bloodline.

## Knight of Teeth

**General Difficulties:** 5 / 2

A member of the Knights of Teeth, who go to battle against the agents and evidences of a benevolent divinity. These Cainites are righteous in their wrath and militant in their tactics.

**Attributes:** Strength 4, Dexterity 2, Stamina 4; Charisma 2, Manipulation 2, Composure 4; Intelligence 3, Wits 2, Resolve 3

**Secondary Attributes:** Health 5, Willpower 3, Humanity 4, Blood Potency 2, 12th Generation

**Skills:** Athletics 3, Brawl 2, Drive 2, Melee 4; Insight 2 (Religious), Intimidation 3, Leadership 4 (Military Tactics); Academics 3 (Theology), Awareness 2, Investigation 3, Occult 2

**Disciplines:** Oblivion 3, Potence 3, Presence 2, Fortitude 2

**Equipment:** +3 serrated scythe, lined with Vampire Teeth. Deals a flat 2 Aggravated Damage on a Critical Hit and raises a Cainite victim's Hunger by 1 as it rips Vitae from their veins.

**Notes / Other Traits:** Knights of Teeth fight against agents of the SI rather fearlessly and fervently, many Cainites, regardless of Sect or beliefs, will sometimes herald them as heroes, despite their Infernal nature.

## Nomad Apostate

**General Difficulties:** 3 / 2

An infernalist Cainite who stalks the edges of town, moving from place to place and staying only long enough to sacrifice a few hapless mortals in the name of a forgotten god. Though not a city-ending threat, these insidious wanderers can arrive unannounced to cause any number of masquerade breaches that draw the eyes of a Prince or Baron, sometimes even blowing the cover of a Coterie of Baali themselves.

**Attributes:** Strength 2, Dexterity 4, Stamina 3; Charisma 3, Manipulation 2, Composure 3; Intelligence 4, Wits 3, Resolve 2

**Secondary Attributes:** Health 6, Willpower 6, Blood Potency 1

**Skills:** Athletics 3, Firearms 4, Stealth 3, Survival 4; Animal Ken 3, Insight 2, Intimidation 3, Persuasion 2, Subterfuge 2

**Disciplines:** Blood Sorcery 2, Presence 2, Obfuscate 3, Protean 2

**Humanity:** 6

**Notes / Other Traits:** These Cainites are usually from self-sufficient Clans that can wander vast stretches of space unassisted; Gangrel, Ravnos, and Nosferatu.

## Pyramid Bloodweaver

**General Difficulties:** 4 / 3

A non-infernalist that works as a trader of Occult goods, usually ones self-made. Bloodweavers are rare Cainites who specialize wholly in the manipulation of Blood as an element. They tend to be haughty, and hold their mastery of their craft over the heads of other Sorcerers.

**Attributes:** Strength 2, Dexterity 2, Stamina 3; Charisma 3, Manipulation 4, Composure 3; Intelligence 1, Wits 3, Resolve 3

**Secondary Attributes:** Health 6, Willpower 6, Humanity 5, Humanity 5, Blood Potency 4, 11th Generation

**Skills:** Athletics 3, Drive 2, Larceny 2, Melee 3, Stealth 1; Animal Ken 4, Etiquette 2, Insight 2, Persuasion 2, Streetwise 3; Academics 3, Awareness 1, Occult 3

**Disciplines:** Blood Sorcery 5, Dominate 1

**Notes / Other Traits:** Spend six dots across any number of Rituals that the Bloodweaver knows.

## Red Malkavian

**General Difficulties:** 4 / 3

A Malkavian, Apostate or otherwise, that can hear the humming of the Lords of Red. Though they may appear rather innocuous, they negatively impact the mental health of those around them by spreading compulsions. In extreme cases they can be prone to violent sacrifice, abruptly and without warning.

**Attributes:** Strength 2, Dexterity 2, Stamina 4; Charisma 3, Manipulation 4, Composure 1; Intelligence 1, Wits 3, Resolve 2

**Secondary Attributes:** Health 7, Willpower 6, Humanity 5

**Skills:** Athletics 2, Melee 3, Stealth 3, Survival 4; Animal Ken 4 (Chosen Pack), Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3; Occult 3 (Undead),

**Disciplines:** Auspex 2, Dominate 3, Obfuscate 2, Oblivion 1

**Notes / Other Traits:** The Red Malkavian can spend two turns speaking random words, inflicting a Compulsion if they remain uninterrupted.

## Warborne Fury

**General Difficulties:** 5 / 2

The surge of the Gehenna War and the subtle return of the Baali has also seen the resurgence of Salubri Warriors, who go out into the night and cut down their enemies with a fury and wrath unrivaled even by the powers of hell.

**Attributes:** Strength 4, Dexterity 5, Stamina 4; Charisma 2, Manipulation 2, Composure 2; Intelligence 3, Wits 4, Resolve 3

**Secondary Attributes:** Health 5, Willpower 3, Humanity 4, Blood Potency 2, 12th Generation

**Skills:** Athletics 4, Drive 2, Melee 4; Insight 2 (Religious), Intimidation 2, Leadership 2; Academics 3 (History), Awareness 2, Investigation 4, Occult 2 (Infernalists)

**Disciplines:** Auspex 3, Celerity 2, Dominate 3, Fortitude 2

**Equipment:** +4 Heavy sword, fully automatic Firearms, Stakes

**Notes / Other Traits:** The Fury can sense who is the most damaged and closest to death or torpor. While at least half of their Health Tracker is marked, all damage they do is increased by 1 Superficial.

## War Pack Apostate

**General Difficulties:** 4 / 2

Former member of one of the Sabbat packs that stayed behind in Mexico, this Cainite has since been re-Embraced as an Apostate for Huitzilopochtli.

**Attributes:** Strength 3, Dexterity 2, Stamina 3; Charisma 3, Manipulation 2, Composure 2; Intelligence 3, Wits 1, Resolve 2

**Secondary Attributes:** Health 6, Willpower 6, Humanity 5

**Skills:** Athletics 4, Melee 3, Stealth 3, Survival 4; Animal Ken 4, Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3; Occult 3 (Cryptids),

**Disciplines:** Celerity 3, Oblivion 1, Blood Sorcery 2, Protean 2

**Notes / Other Traits:** These Apostates usually come from Tzimisce, Brujah, or Gangrel Clans. Some of them come with a macuahuitl, a +3 Heavy Sword that pins a Hunger Die to a 10 when used in attempts to decapitate others.

## Things in the Dark

There exists other dangers in the night, attack from without vampiric machinations. Wraiths, natural spirits, or mortals with supernatural talents beyond the understanding of most Cainites.

### Broken Wraith

**General Difficulties:** 4 / 2

Souls of Infernalists who, in life or undeath, gave their soul as payment to the Outer Dark. These shattered barely-sentient things have been pulled from their eternal hell in the Outer Dark to the skinlands for some awful purpose. Broken Wraiths are barely sentient, Spectre-like creatures, that amount to little more than being the manifestation of a concept or emotion that's been warped by the Outer Dark and its denizens. Despite this, they frequently know terrible truths unattainable to the living and unliving.

Though the ability to bring them forth into the earthly realm was once thought impossible, new blood within the Hecata has brought about old dark Rituals that can call them forth, so that knowledge and wisdom can be picked from the vestiges of their suffering minds.

**Standard Dice Pools:** Physical 4, Social 4,

Mental 3

**Secondary Attributes:** Health 12, Willpower 4

**Exceptional Dice Pool:** Three Skills at 8; Occult 6

**Disciplines:** Auspex 4, Dominate 3, Oblivion 3

**Special:** Suffers from the Baali Bane are Severity 4.

There is no set function or purpose of a Broken Wraith, Storytellers are encouraged to make them strange and unique with their three level 8 skills. Use of other powers of Necromancy on them are always -2 Called Shots if the performer doesn't have an *Infernalism* or *Broken Wraiths* specialty in Occult. Broken Wraiths can use **POSSESSION** (*Vampire the Masquerade Core Rulebook, Pg. 251*) on a Mortal, turning them into a *Marked One* for the remainder of the Scene or until they're expelled, whichever comes first.

### Burning Wraith

**General Difficulties:** 4 / 2

The wraiths of humans that were burned to death. In previous ages they were often conjured from the ashes of those persecuted by witch hunters. In modern nights they're more likely to be victims of a fiery disaster.

**Standard Dice Pools:** Physical 4, Social 4,

Mental 5

**Secondary Attributes:** Health 7, Willpower 4

**Exceptional Dice Pool:** Brawl 6, Drive 7, Stealth 6; Insight 7, Intimidation 6, Persuasion 6, Subterfuge 7; Awareness 6

**Special:** The Burning Wraith cannot exist without an accelerant to keep it anchored to the world of the living, and cannot move beyond the source of such an accelerant without finding something new to burn. It can leap from fire to fire, attempting to burn everything in its path. This fire provokes Terror Frenzy in Cainites, and deals Aggravated Damage as normal.

### Pyrokinetic

**General Difficulties:** 4 / 2

A mortal with supernatural talents for igniting targets through sheer will. Uneducated, or foolish, Infernalists tend to conflate them with Pyromaniacs, but the truth is that few with the gift of fire suffer from such a pathology.

The source of their abilities is vague, though associations with hellish Witchcraft are common throughout history. The Baali remain ambivalent, with some Infernalist cults attempting to create Revenant-like lines of Pyrokinetics to use for their Embrace or as specialized vessels. Success in these endeavors usually ends in catastrophe for the Infernalist themselves if they don't have some ability to resist fire.

**Standard Dice Pools:** Physical 3, Social 4, Mental 6

**Secondary Attributes:** Health 6, Willpower 7

**Exceptional Dice Pools:** Athletics 4, Brawl 4, Firearms 6; Awareness 4

**Special:** Pyrokinetics can concentrate on a target for a turn and spend a point of their Willpower to ignite that target for 2 Superficial Health Damage, or 2 Aggravated to Cainites. If the Pyrokinetic is an Infernalist, they may ignite Balefire instead.

## Armory and Artifacts

This section contains weapons and objects. Many of these unique objects are definitively Infernal in theme and use, meaning that many Baali or Infernalist Cainites will likely want access to them. Non-Infernalist Cainites on the other hand seek to destroy them, or may simply use them without even knowing their infernal nature.

### Weaponry

Implements wielded by Cainites, new and old, in the name of their own ambitions or that of a long forgotten deity. These weapons frequently carry some blessing or aspect of the Abyss, Oblivion, or the Outer Dark that gives them a miserable effectiveness.

### Bone Needle

Needle made from the bones of some extinct animal, it was once used by Necromancers to sew up corpses in the time of Cappadocias, or so the legend goes.

**Weapon Modifier:** +1 Piercing

**Special:** This weapon only ever inflicts a single point of damage, regardless of the margin on the attack. When a Cainite attempts to mend damage dealt by this weapon, they must spend a point of Willpower for each damage mended, in addition to any other costs. Mending Aggravated Damage dealt by this weapon requires gaining a point of Aggravated Willpower Damage.

### Tecpatl

Wielded by the Fire Priests of Huitzilopochtli in their rituals of sacrifice to their Cainite deity. The daggers are made of obsidian glass caked with layers of crimson, and are sharper than a razor's edge.

**Weapon Modifier:** +3 Slashing / Piercing

**Special:** When used, lowers the Difficulty of any Ritual or Ceremony that requires a Mortal's death by 1. On a Critical Hit the victim must Test for Terror Frenzy; Difficulty 4, as the feeling of their flesh searing assaults their senses. This weapon does not dull or break in combat.

### His Brush

A very heavy custom pistol with a burned off Ventrue Clan symbol on the hilt. The barrel and slide looks as if it has been caked with thick red and black paints.

**Weapon Modifier:** +1 Aggravated

**Special:** Smoldering black and red rose petals burst from bullet impacts fired with this weapon. A Critical Attack summons a [Balefire Hellion \(Pg. 136\)](#) made of burning briars.

### Macuahuitl

A huge wooden sword with chunks of sharp obsidian along the edges. Wielded by the Eagle Warriors of Huitzilopochtli in combat, serving as a ritual implement to kill others in worship of their Cainite deity.

**Weapon Modifier:** +4 Slashing / Piercing

**Special:** When used to attempt to decapitate another supernatural creature, the attacker may pin one of their Hunger Dice to an automatic 10. A Messy Critical completely breaks the weapon after the attack however.

### Teeth Ripper

A weapon that's used by the highest ranking Knights in the *Ordo Consolationis Dentium*, more widely known as The Knights of Teeth. These scythe-like weapons appear entirely impractical, and yet are wielded with deadly efficiency by those who have them.

Fashioned in the shape of a goat's mandible, they feature no traditional edge, and are instead lined with the teeth of Cainites.

**Weapon Modifier:** +3 Slashing / Piercing

**Special:** On a Critical Win, the attack counts as if the wielder had bit the target directly, dealing a maximum of 2 Aggravated Damage in place of the margin of success and allowing you to instantly slake a point of Hunger from the victim. This also confers all typical effects of a bite, such as gained Resonance, steps towards a Blood Bond, or even allowing the activation of a power such as Lingering Kiss or Brutal Feed.

### Chime Staff

A heavy pewter and tungsten staff with an iron bell hanging in a loop at the head. The bell simmers in cold air, sublimating wisps from it like human breath.

**Weapon Modifier:** +2 Blunt

**Special:** When the bottom is tapped to the ground twice in quick succession, the wielder can make a Rouse Check and steady themselves for a turn to conjure a twisted barricade of shadow embers that will block the effects of any effect that includes Blood Sorcery or Oblivion in its pool for one turn.

## Devil's Nails

An over/under shotgun that has no identifiable manufacturer. It features grooved scratches along the entire weapon that shimmer silver against its ruddish metal.

**Weapon Modifier:** +4 (Melee Range) or +2 (Far Range)

**Special:** As long as the wielder is at Humanity 5 or lower, this weapon has infinite ammunition and never needs to be reloaded.

## Luz Maldita

Weapons that are made from pieces of scrap metal welded together using Balefire. They feature twisted edges that carve flesh, even that of undead, rather gruesomely.

**Weapon Modifier:** +3 slashing damage

**Special:** These weapons have a slight glow when in the presence of Cainites who have no powers of Oblivion or Blood Sorcery.

## Artifacts

Objects of Infernalism, either called from the dark, or with a history of awful deeds that surrounds them. These strange and frequently bizarre objects are focuses of powerful Sorcery, and confer both blessings and curses.

### Blossoming Eye Talisman

A rudish talisman featuring the sigil of the Blossoming Eye. In the lore of the First Tribe, Blossoming Eyes grow slowly out of bloody soil and atop graves. Unimpeded by all but fire. Their infernal biology replaces that of natural fauna, until all that remains is red.

**Special:** While worn, this talisman makes the user invisible to Wraiths and reanimated undead. However they cannot use Blush of Life and their eyes gleam red.

### Capraedan Crown

A pair of spiral boney horns affixed to an iron crown. Said to have been ripped from the head of a Baali, or perhaps a demon, by a rather accomplished Salubri. **Special:** When set on the head of an individual, the crown will fuse to their flesh and bone. They can then purchase three dots of Demonic Endowments that have no downsides. Removing the crown first requires the removal of the wearer's head.

### Flesh of the First Tribe

A skin-bound Grimoire that carbon dates to thousands of years ago. Some Baali revere it and claim it was made by The Three from the skin of their brothers and sisters of the First Tribe,.

**Special:** Spilling three Rouse Checks of vitae on the pages fills in a random page for the night, which details

how to perfectly perform a completely random 1 to 3 dot Ritual. While the book is held open and readable to the user, they can perform this Ritual so long as they have the necessary levels in Blood Sorcery.

### Hama Scroll

A rolled up scroll written on white paper with gold ink. The text on the interior appears to be similar to sanskrit, however it has diverged in some ways to appear not unlike enochian.

**Special:** Single use. When unrolled and held out for a Demon, Marked One, or Wraith to read, it causes a point of Aggravated Willpower Damage and expels the creature back to its plane until the end of the scene. In the case of Marked Ones they regain their previous, human, mind for the duration –Though this scroll doesn't restore their form in any way.

### Holda's Oven

An atomic-age oven that supposedly belonged to a witch, though such claims remain quite dubious.

**Special:** Shoving an entire human into the oven and baking them for three hours will produce a perfectly cooked meal, such as a turkey, roast, or even pizza. It otherwise serves as a well functioning oven, though the pilot light burns green.

### Loser's Stone

A small red stone with "Loser" etched into it.

**Special:** The user thinks of a person and throws the stone upwards as hard as they can. It will land a few feet in the direction of the thought-of person. Doesn't work if the thought-of person doesn't want to be found.

## Malachit Lantern

Wrought-iron lantern of indiscernible age. It features a Victorian flourishing style, but also has symbols dating back to ancient Persia. It is small enough to tie to a belt.

**Special:** By pressing one's finger into a small hole at the base, the Lantern will sap a Rouse Check's worth of blood. While lit it adds +2 dice to resist the powers of Blood Sorcery and Oblivion from other Baali, however the creator of the lantern can snuff the bale flame within at any time with a simple snap of their fingers. Can serve as an anchor for Broken Wraiths.

## Obsidian Orb

A cold black orb of semi-opaque glass that gleams red under direct bright light. Mortals who touch it will feel a chill, and may tremble.

**Special:** While cradled against the chest, the user can conjure an imp-like spirit, shifting their perspective to it. All damage dealt to this spirit is dealt to your Willpower, and all pools it creates for any roll are done with your current Willpower. Its teeth and claws count as +1 piercing weapons. Those with **SENSE THE UNSEEN**, **OBLIVION'S SIGHT**, and **CROWN OF THE LOST CLAN** can see a trail of ethereal footprints left behind by the Imp that will lead back to the user. The user can do nothing else while controlling the Imp.

## Golden Strix

A small golden owl statue. It can pass for a basic paperweight or a simple collected antique. However it once belonged to a sagely occultist and is an object of power. Those with Occult 4 or higher will see that it is an Owl of Athena that has since been baptized in Abyssal waters.

**Special:** The user can pour a Rouse Check worth of their Vitae into the statue to immediately manifest a shadowy Strix (Pg. 131) that the user assumes the perspective of and can control, this Strix has access to level 1 Blood Sorcery and Oblivion Disciplines known by the user. It is a construct of Oblivion.

## Singed Mandible

A rather large goat's mandible, which is strangely lined with human teeth.

**Special:** While holding the mandible, the user has and can use **DAIMONION** even without access to the required Disciplines.

## Warding Egg

A goose egg boiled in blessed oils and then meticulously painted with beautiful black and red geometric patterns. It is most likely of Haqimite make.

**Special:** While held, the user's Blood Surges to pools made against powers of Oblivion from Lasombra or Azaneali are boosted by an additional +3 dice. Spoils and becomes useless the dawn after it is used.



## Demonic Entities

Vast are the powers of the Outer Dark, of those bound to the earthly realm, and the sleepers that tremble and contort in their violent dreams. These entities are just some of the infernal masters, old gods, and celestial lords who are beseeched by the Baali

### Fearful Reflection

When Absimiliard first gazed into his bent and broken reflection in a lake's waters, his twisted image stoked a spiritual fear within him, dreading that his eternity would be marred by ultimate repulsion. His misery and terror pulsed outward through the lake, creating a wave of darkness that rippled along the lakebed, awakening a slithering entity. This creature emerged onto the shore, drawn to the agony that had summoned it, but the Nosferatu Antediluvian had already fled in terror.

Among the local mortals, the lake soon gained a reputation for being terribly cursed. The forsaken bent themselves upon the shore, their cries echoing back as Absimiliard's had before them. Gripped by fear, they began to worship the entity weeping in the lake and carved black stone idols, naming it Shummuru.

**Domain:** Fear & Isolation

**Mark:** Once per scene, a marked person can manifest a victim's fears in reflective surfaces to startle them. Cainites who have this Mark add an additional two Dice when they Blood Surge pools for the use of Fear-inflicting powers, such as **DAUNT**, **DREAD GAZE**, **NIGHTMARE THEATRE**, or when an Intimidation pool receives a flat bonus from a power, such as with **EYES OF THE BEAST** or **SHADOW CLOAK**.

**Manifestation:** This entity manifests in any and all reflective surfaces as glimpses of terrifying scenes or things, inflicting the Paranoid Compulsion until they leave the area it has manifested it. Shummuru can briefly lunge into physical space to attack any victim with the Paranoia compulsion, dealing 2 Superficial Health and Willpower Damage, both non-halved.

**Déchéance:** Those in the vicinity have their pools to resist Terror Frenzy reduced by an amount equal to the Déchéance rating.

**Associated Marked One:** [Looking-Glass-Skin \(Pg. 140\)](#)

### Web of Lethargy

This spider-like entity spins webs to drain the will and vitality of those around it, feeding on their squandered potential. It was said to be worshiped in a monastery in Byzantium, where it resided in a stagnant pool of water at the center, causing the inhabitants to slowly waste away. Its worshippers would also attack one's resolve, driving people to surrender to the futility of life and luring them into decay. People offered tributes, hoping that the apathy of its mental poison would snuff their pain and passions alike.

Eventually, the cult and the demon's corporeal form scattered as the entity grew too large, swelling with each person drained of vitality. Some infernalists claim that a cult dedicated to it still resides in deep temples, where large stagnant pools hold a hideous spider-like aspect of the demon. Others question whether this is a true demon or if it is a truly omnipresent manifestation of a natural phenomenon.

**Domain:** Apathy & Sloth

**Mark:** Once per scene, the marked person can prevent a target from spending their last Willpower for the remainder of the night.

**Manifestation:** A spider-like creature with human features, but countless legs emerging from its torso, tangled and hampering its own languid movements. As a physical manifestation, it requires a Marked One prepared, or some other kind of vessel. The vessel it inhabits gains the Special effects of the Web of Lethargy Marked One, and increases their Attribute pools by 2.

**Déchéance:** All those in the area are lethargic, barely able to perform the minimum to stay alive. When something requires the expenditure of Willpower, an amount of Willpower equal to the Déchéance rating must be spent instead.

**Associated Marked One:** [Web of Lethargy \(Pg. 142\)](#)

## The Lords of Red

During the 1940s expansion of the Red Line subway tunnels, a strange 'sound' was discovered. Workers, deprived of sunlight for days, began describing an ambient hum or hiss. Like an earworm, the most affected workers would hum along to this low tone. Many casually attributed the sound to the Lords of Red, claiming it was their distant cacophony of voices creating the hum, as if such a claim was at all normal.

When a small nest of Baali formed in those tunnels, feeding on, and Embracing from, workers, they began to commune with the Lords of Red themselves. Several theorized that it could be a Child of Malkav who ascended to demonhood, or that the amalgamation of shattered psyches of several Malkavians had seen too far into the Outer Dark, creating a crimson reflection in the void that now shouted back at them.

Since the modern discovery of the Lords of Red, it is said that their infernal servants produce a low ambient hum emanating from their nests, spanning entire towns.

**Domain:** Madness & Sound

**Mark:** The marked can speak an incantation of babbling nonsense, driving those who hear it into a compulsory madness, sometimes causing them to begin speaking random words as well without even realizing it. They can also discern otherwise imperceivable qualities of a person from listening alone.

**Manifestation:** A storm-like cloud of thick red that chaotically vibrates with faces. Conjuring requires the blood of someone on the drug Blackburn, or a schizophrenic who can see into realms beyond.

**Déchéance:** Kine in the Domain will slowly become less coherent, and take on verbal tics. Everyone else tends to hum idly to themselves in varying off-beat tones.

**Associated Marked One:** [Janus Malignancy \(Pg. 140\)](#)

## Marquis of the Dead

Glimpsed by Wraiths and those Hecata who once wandered the lands of the dead for centuries before their return to the land of the living. Many claim Marquis Nebiros to be a jailer of damned souls touched by Infernalism in life, amassing them in some grand labyrinthine prison-palace on the precipice of Oblivion's Grand Maw.

In the Shadowlands, many Wraiths call to the Marquis for protection from fate, becoming his agents and jailers as their passions wane and the call of the Grand Maw beckons. When these same Wraiths were conjured by seers and oracles during the time of the Holy Roman Empire, they misled Necromancers into believing that Nebiros' damned souls could be redeemed of their Heresy by serving devout purposes. However these miserable dead wretches served only as Infernal instigators, spreading profanity, and ensuring that the Marquis would have a constant supply of souls for whatever purpose he contrived them for.

It's also said that there exists every day mortals who are called upon by the Marquis to subdue and kill Infernalists, preparing their bodies as part of a ritual that empties their soul, and allows another to fill its place later.

**Domain:** Death & Damnation

**Mark:** The marked are rewarded for finding Infernalists, and add three dice to any pools made towards detecting Infernalism. Should they deliver such a soul to the Marquis, he rewards them with constitution, mental focus, or an unearthly charm.

**Manifestation:** A roiling, levitating, mass of black cloth and iron chains ending in shackles. They lash out to bind any Infernalists who come near, sometimes even those that summoned them. Though they sound beneficial, manifestations of Nebiros are not above using innocents, such as Touchstones or useful contacts, as bait to draw out Infernalists.

**Déchéance:** The veil thins considerably, and sightings of wraiths pour through into the land of the living in larger and larger numbers.

**Associated Marked One:** [Warden's Gullet \(Pg. 141\)](#)

## The Many Anguish

Certain myths tell of a Child of the Outer Dark, whose frenetic kingdom is built on the battlefield. A war-torn misery screaming across the untold aeons of nothing that bleeds out into the most terrible and miserable warzones. In the ancient days, at Knossus and Chorzin, many Baali cried out the half-formed names of this sleeper when they channeled boughs of balefire, and screamed raging swarms into being. The Many Anguish thrived on such worship, growing stronger in the realm of the living, the bloodshed of its dreams overlapping with that of Cainites.

His influence has fluctuated with the scale of violence ever since, prospering in Rome as they pushed outwards, and called for more and more gruesome gladiatorial combat. However the insightful of Rome saw the Infernal influence for what it was, and when they began to hunt the faithful of the Many Anguish, these Infernalists would resist by martyring themselves in the most violent manner possible.

Despite being purged from the falling empire of Rome, bloodsports have become part of the Many Anguish, and his presence remained in the presence of agony and violence made for show. In the modern nights it is said that Huitzilopochtli and his growing army sometimes speak rites to this entity, calling for blessings of war.

**Domain:** Wrath & Bloody Spectacle

**Mark:** When someone lands a Messy Critical attack on the marked, they immediately enter Fury Frenzy, and the marked chooses the target of their Frenzy.

**Manifestation:** The many Anguish manifests as the image of what the surrounding populace most closely affiliates with violence or war, almost always a person with charred skin drawn tight over muscle and bone. The manifestation makes no sound, instead constantly chattering its teeth, and manifesting weapons iridescent with a baleflame glow.

**Déchéance:** Those that die in that area come back as vengeful wraiths. The damage of all attacks is increased by +1, and Messy Criticals deal non-halved damage.

**Associated Marked One:** [Blooded Ire \(Pg. 139\)](#)

## His Black Tongue

Revered since Babylonian times, where it was known as Z'quarth, its summoning was taught through ancient texts filled with lies, luring the ambitious and foolish to call upon it. In ancient times, entire libraries were built around the knowledge it provided in exchange for the tongues of those who spoke lies. However, truth and falsehood became indistinguishable, and soon the libraries turned into chaotic blends of both. As liars grew scarce, worshippers created environments that thrived on deception to survive.

Truth is fickle, and many lies held truths, so inevitably, these cults fell to their own deceit, as a single grain of truth woven into their web of lies unraveled their entire foundation. Meanwhile, His Black Tongue learned more about this world with each manifestation, using infernal knowledge to test new inhuman theories and experiments, eager to see how this realm reacted to its dark secrets.

**Domain:** Knowledge & Deceit

**Mark:** Those marked by this power gain the ability to offer the tongues of liars and scholars. Offering the tongue of a liar allows one to learn a level 1 Ritual with all the typical constraints needed to learn it. Offering the tongue of a scholar grants the marked a black tongue, that if swallowed, allows them to tell a single lie to a single person, which will be believed until definitively proven wrong.

**Manifestation:** A mass of writhing dark tongues, tightly bound together. If compelled to speak, it will speak a true secret of someone present, usually the one it converses with, however it will then give true information about nearly anything, so long as it moves those present towards a disruptive purpose.

**Déchéance:** People are more candid with private information. Two bonus dice are added to any pools made to get information from someone.

**Associated Marked One:** [Janus Malignancy \(Pg. 140\)](#)

## The Light of Splendor

Said to be the living embodiment of divine resentment, The Light of Splendor was cast away along with its kind. It thrives on spreading heresy and instilling pride in its creations, turning them against the divine and ultimately betraying themselves. In ancient times, it was venerated as a messenger, convincing priests they were demigods or even the one true God. This entity became particularly prevalent in Egypt under the guise of Ra-Hotep, though Baali operating in the area would refer to it as Helel. Its influence and form were shattered only when the Setites mobilized for war, and a priest of Set struck it down—though at great cost.

More than any other demon, it has repeatedly returned to power. It lured Christians into believing they were saints while posing as a divine messenger and sowed chaos during the French Revolution by convincing bloodthirsty revolutionaries they embodied the "will of the people."

Its influence is pervasive even in modern nights. Though its cults are diminished, they still operate today usually under the misguided members of the Molochim or Khofilim Baali, who both believe it is an agent of graceful divinity that brings sleep to its brothers, preying on their ambitions and pride.

**Domain:** Pride & Heresy

**Mark:** Those with Splendor's Mark add three additional dice to any Willpower pools made to resist the effects of True Faith. However if such a pool fails, the Marked takes a point of Aggravated Health Damage as the Light of Splendor is burned from their being, and the Mark is lost.

**Manifestation:** A crowned figure made of cold golden light, riding a winged steed. It holds a gleaming bow in one hand, and the black reigns to its steed in the other. Looking directly at it causes a point of superficial damage each turn, and so most are forced to bow their heads to avert their gaze.

**Déchéance:** People within its presence begin to feel religious ecstatic experience that pushes them towards acts of pride, as they believe they are the divine manifestation of a supreme power. Those who have no True Faith will actively begin to malign those that do, working against them and adding 1 Die to any aggressive pools made against such individuals.

**Associated Marked One:** [Breachlight \(Pg. 139\)](#)

## The Root of Hunger

Said to have originated from the rotten remains of the forbidden apple from the Garden of Eden, this malevolent entity was first summoned into the lush garden of a wealthy noble by an Infernalist. Its corrupt fruit, appearing deceptively enticing, was unknowingly consumed by the unsuspecting aristocracy. This insidious act twisted their hearts and minds, allowing the cunning infernalist to manipulate them with effortless ease.

The demon, driven by an insatiable desire to spread its corruption, seeks out the most gluttonous of beings to feast upon. As it devours their souls, it grows in power and hunger, creating an ever-increasing need to find new victims to consume its tainted fruits. Its influence spreads like a dark plague, leaving a trail of debauched and twisted souls in its wake, all bound by the demonic entity's unholy appetite.

Whispers of its presence linger in the shadows, tales of its cursed fruit and the downfall of those who dared to taste it, echoing through the ages. The demon's legend serves as a grim reminder of the dangers of unchecked ambition and gluttony, and the horrific price one might pay for succumbing to such vices.

**Domain:** Hunger & Virulence

**Mark:** Cainites with this mark add a number of bonus dice to their Bite attacks equal to their Hunger.

**Manifestation:** The summoner must plant a seed into the entrails of a gluttonous man. After conducting the binding ritual the seed will begin to grow at incredible pace, becoming a large gnarled root like plant that seems to produce these large bulbous fruits that reek like rotting flesh.

**Déchéance:** Those within the area consume excessive amounts and Cainites must spend a point of Willpower to stop feeding. Hunger Frenzies have their difficulties set to 4

**Associated Marked One:** [Devourer Ghoul \(Pg. 140\)](#)

## Old King Chaos

Unlike other creatures of the dark, it does not need sustenance; its sole desire is destruction and death. According to legend, it was once a king whose ambitions were only matched by his love of life. Spurred by the insidious whispers of an infernal advisor, he was tricked into embracing demonhood, losing himself piece by piece in the Outer Dark until he forgot his identity entirely.

Some infernal scholars, however, believe it to be an apex predator from the Outer Dark, a malevolent force of pure instinct. Others speculate it could be the remains of the first serial killer, twisted by centuries of relentless torture and driven to an existence of perpetual carnage.

Its story is whispered in hushed tones, a cautionary tale of ambition gone awry and the unfathomable horrors that lie in wait beneath the surface. Those who dare to speak its name recount how it haunts the deepest, darkest places, its malevolent presence a constant reminder of the thin line between ambition and madness.

**Domain:** Chaos & The Hunt

**Mark:** Those marked by the Old King are ignored by the demon's relentless hunts, but must also hunt in turn. Those with its mark add two additional dice to their Quick Hunt pools, but they must hunt every night, even if they aren't Hungry, else they suffer a point of Aggravated Willpower damage when they enter daysleep.

**Manifestation:** A worm must be submerged in the blood of a sacrificed innocent soul, where it will begin to cocoon and morph at an alarming pace. By the next night it will have manifested as a large millipede-like creature with the crowned head of a newborn. It drags itself on two spikes, the millipede body too large to ambulate on its own.

**Déchéance:** Unlike the other entities this one does not supernaturally affect its environment. However it burrows and explores the undercity freely causing a surge in disappearances in both kindred and kine.

**Associated Marked One:** [Melted Melange \(Pg. 141\)](#)

## Scarlet Muse

The Scarlet Muse is an entity obsessed with sharing the intense sensations of the Outer Dark, beckoning those who have become numb to this world to join her. She drags the psyches of Kine and Cainite through the Outer Dark as far as she can, allowing them to experience the fever-pitch intensity of its rippling passions. Many pleasure cults have sprung up around her various names in every decadent empire, however their excess and hedonism quickly turn to wanton displays of torturous ecstasy, blurring the line between pleasure and agony, until they crave only sensation with no distinguishing between the two.

These cults often mask their devotion behind facades of luxury and high society, such as exclusive high-end clubs or lavish penthouse parties. Many who dare to tread her path, knowingly or not, find their psyches shattered and addicted to the experiences she offers, leaving them numb to the rest of the world. They become willing to carry out the cult's and the demon's goals with a cold, detached apathy, driven only by the hope of feeling something as intense as what she can provide once again.

**Domain:** Sensation & Addiction

**Mark:** Taking Superficial or Aggravated Health or Willpower Damage, instantly mends the same type of damage in the other tracker.

**Manifestation:** A pale faceless thing whose skin hangs off of it like sheets of billowing, weightless, cloth. It radiates a constant smell of perfume that pervades the air with a scent so sweet it's sickening.

**Déchéance:** Those in the area become numb to all but the extremes of sensation. They lose dice to their Insight pools equal to the Déchéance rating of the area. Any sensation of pain or pleasure is made more extreme, especially the act of drinking blood.

**Associated Marked One:** [The Black Skulls \(Pg. 142\)](#)



## 20 SINNERS

### 01 Pyromaniac

**Name:** Ariel Calderon , Gunner Mcgrath

**Who they are:** An otherwise normal looking person if not for a strange glimmer in their eye and the fact they constantly play with their lighter.

**What they want:** A nice large and dry target to set alight

**Sin and resonance:** Lust for flames and Choleric.

### 02 Serial killer

**Name:** Sean Neal, Jordan Wallace

**Who they are:** An immaculate and modestly dressed man of middle age. An otherwise nice enough man but something about him seems a bit off

**What they want:** The filth to finally come out

**Sin and resonance:** Wrath and Sanguine

### 03 Abusive spouse

**Name:** Amari Mitchell, April Stein

**Who they are:** It was love to start with but now it has become something much darker. A forced smile betraying a deep resentment.

**What they want:** To inflict their issues unto their subservient

**Sin and resonance:** Wrath and Phlegmatic

### 04 Vigilante

**Name:** Lincoln Brady, Samantha Juarez

**Who they are:** A strong sense of justice and an unwillingness to compromise. Dressed in street clothes and a hoodie and mask to hide their identity.

**What they want:** For their justice to

carry the day

**Sin and resonance:** pride and Choleric

### 05 Predatory priest

**Name:** Jacob Hoffman, Declan Marmion

**Who they are:** Dressed in the garbs of his religions. A quiet genial man with adults, becoming particularly jolly when talking to the young

**What they want:** To indulge in forbidden desires

**Sin and resonance:** Lust and Sanguine

### 06 Degenerate politician

**Name:** Leanna Hickman, David Henderson

**Who they are:** Well dressed in a nice suit, such splendour only hides the rot that is within. Having a sense of untouchability and access to anything he wishes.

**What they want:** Looking down at the plebs they claim to represent, this politician indulges in new unforgivable vices just because he can.

**Sin and resonance:** Greed and Sanguine

### 07 Angry drunk

**Name:** Jady Contreras, Kolby Austin

**Who they are:** Simple clothes and fat in body, holding a bottle tightly in one hand and bloody knuckle in the other.

**What they want:** For another chance, for his mistake to be forgiven

**Sin and resonance:** Wrath and Choleric

### 08 Promiscuous clubber

**Name:** Riley Cabrera, Morgan Owen

**Who they are:** Parading in the streets slightly drunk with revealing clothing and makeup

**What they want:** Looking for a hookup for the night

**Sin and resonance:** Lust and Melancholic

### 09 Unhealthy slob

**Name:** Andrew Rogers, Janet Burke

**Who they are:** wheezing and thoroughly out of shape, grease and the smell of hash browns clings to them

**What they want:** More food, more sugar, the corn syrup must flow

**Sin and resonance:** Gluttony and Phlegmatic

### 10 Vindictive believer

**Name:** Erick Irwin, Darien Dixon

**Who they are:** "I heard your mother killed herself ...such a shame that she will burn in hell now"

**What they want:** To put others down and flaunt their supposed moral superiority

**Sin and resonance:** Envy and Choleric

### 11 Obsessed fan

**Name:** Gina David, Rebecca Hall

**Who they are:** A wide smile and even wider eyes, adorned with the regalia of their chosen icon. A certain nervous insanity in their body language.

**What they want:** To be the sole possessor of the thing they love

**Sin and resonance:** Envy and Phlegmatic

### **12 Isolated loner**

**Name:** Sean Terrell , Kyan Frey  
**Who they are:** Pale, unkempt and with an empty look in their eye. Constantly avoiding eye contact and moving around like an apprehensive dog.  
**What they want:** To be the most important person if only for an instant  
**Sin and resonance:** Envy and Melancholic

### **13 Deconstructionist academic**

**Name:** Avery Kirby, Eladimere Castrino  
**Who they are:** Pompous and filled with arrogance, a life dedicated to abstraction within abstractions.  
**What they want:** For his work to come to pass no matter how unviable  
**Sin and resonance:** Pride and Melancholic

### **14 Political crusader**

**Name:** Issac Patel, Shaun Ali  
**Who they are:** "Get it through your head! We are fighting against an existential threat to our society. They are not doing this out of ignorance but malice! We need to fuck em up"  
**What they want:** To utterly destroy their ideological foe by any means necessary  
**Sin and resonance:** Wrath and Sanguine

### **15 Empty youth**

**Name:** Madeleine Silva, Isla Barker  
**Who they are:** A broken creature looking sickly with black rings around his eye. His will to live is completely absent.  
**What they want:** A spark, something to give their life meaning and if not that at least sleep  
**Sin and resonance:** Sloth and Melancholic

### **16 Hate filled cop**

**Name:** Curtis Bowers, Janice Ranger  
**Who they are:** "Listen here you little shit, I am going to bust your fucking head in if you don't open this door right fucking now"  
**What they want:** To have them out of the city  
**Sin and resonance:** Wrath and Choleric

### **17 Consumer collector**

**Name:** Rich Lynch, Curt Reynolds  
**Who they are:** "I was just going out to buy the last Marvel funkopop to complete my collection, when I saw these little guys on sale too... don't tell my wife"  
**What they want:** More product to fill the void  
**Sin and resonance:** Greed and Melancholic

### **18 Sociopathic charity worker**

**Name:** Wendell Coyle, Marion Pratt  
**Who they are:** Smug smile and complete disinterest for those she claims to help, constant selfies to give the image of being virtuous  
**What they want:** To be perceived as moral person and to have more followers  
**Sin and resonance:** Pride and Melancholic

### **19 Deceiving journalist**

**Name:** Ella Gittleman , Natasha Lamb  
**Who they are:** Taking shortcuts and willfully reframing stories to make a better story, no matter what the consequences are for the person being reported on.  
**What they want:** An easy paycheck and the approval of their colleagues  
**Sin and resonance:** Sloth and Phlegmatic

### **20 Delusional storytellers**

**Name:** Sky Bradley, Henry Langdon  
**Who they are:** Insomniac and delusional they believe their works are great regardless of huge amount of feedback claiming otherwise  
**What they want:** For Carson Jarl to admit they were wrong for rejecting their application to Black Dog publishing.  
**Sin and resonance:** Pride and Melancholic

## 20 TEMPTATIONS & LIES

**E**ven nightly trounces through the local familiar scene can have a sudden revelation, an infernalist uttering one liners and platitudes, meant to alter the mood, and shift aims. Below are a number of simple lines that can be spoken, by players or otherwise, to possibly add a degree of severity to any infernalist.

**I** "Better to rule in hell than serve in heaven"

**II** "True heroes don't seek validation. You must accept the burden of leadership and the consequences. That includes their hate for what needs to be done."

**III** "If you are not capable of doing evil then you aren't good by choice, but by impotence. Do you believe kindness alone heals the wounds of this world? No only power can heal this wounded world."

**VI** "Desire is what separates you from the masses. Why suppress what makes you unique? Give in, and become who you truly are"

**V** "Even gods were once mortal once."

**VI** "Your kind are a rare one and envied. Your path is a lonely one, but do let stepping stones stop you from treading it"

**VII** "If you do not take this power, then someone else who is far less qualms will

take it with no hesitation. Only you can ensure it is not misused."

**VIII** "Their success is only because they cheated, and you're the only one honest enough to see it"

**IX** "They all speak behind your back and judge you harshly. They do not understand and know you like I do"

**X** "If they truly knew who you are, they would turn against you in an instant and betray you."

**XI** "You'll be a martyr for the cause. True leaders like yourself are never really alone, because they have their faith, like I do in you, to do the right thing. "

**XII** "You'll be a martyr for the cause. True leaders always walk alone"

**XIII** "God abandoned us, his love did not endure. But I know of a power that never abandoned us who still loves us and who we truly are in all the millennia that our kind has persisted."

**XIV** "You can't stay here. They'll never appreciate your sacrifices, and

eventually, you'll resent them for it. Better to leave now before the fruit of your labor turns bitter."

**XV** "Necessity demands that you take this action now, so why fight it? Fate has made the choice for you"

**XVI** "Why should you let yourself be judged and treated so harshly by the rules of lesser men?"

**XVII** "Mercy is a luxury for those with overwhelming strength, a privilege we cannot afford"

**XVIII** "Why do you insist on being a lamb in a world ruled by wolves?"

**XIX** "We can make a better world, one that goes beyond good and evil. Where pain and suffering are no more"

**XX** "The blood of Caine has constrained you for all your and all those of your clan's lives. I can offer you freedom, a way to untether yourself from his curse. I can make you whole again"

## 20 DARK RUMORS & TROUBLING TALES

Every Domain alights with hearsay, gossip, urban legends and supposed happenings. These manifest in everything from casual conversation, to galvanizing moments of action. The night is dark and full of all the things any given Cainite wishes it wasn't, and sometimes people create a tale or two about such things, and sometimes those things actually happen to someone they know.

**I THE DEMON'S KEY** There is an artifact deep beneath the city that is rumored to grant its possessor the power to ascend to demonhood.

**II A PARANOID PRINCE** The Prince has become increasingly reclusive and paranoid ever since his new Tremere advisor took their place at court.

**III ELYSIUM'S SHAME** Word is that the Harpy was beaten and broken in Elysium by a roving gang of bloodthirsty Anarchs.

**IV THE DAWN STEALER** Children have been disappearing in the surrounding area, and all the police have is the description of a twisted silhouette absconding with them just before dawn.

**V THE VANISHING MAGISTER** A respected Tremere Magister has gone missing, last seen frantically fleeing from an unseen threat.

**VI THE HELLFIRE BARON** A new baron has claimed territory, and while those who serve him are deeply afraid, they seem incapable of speaking of what it is they fear.

**VII THE SINISTER PLEDGE** A Nosferatu intercepted a message between an unknown Ventrue and a mysterious party. The letters spoke of pledges to be made in the coming nights in return for a crown. Shortly after, the Nosferatu and his haven were destroyed.

**VIII VOICES OF VIOLENCE** In one of the city's working-class areas, there have been reports of disembodied voices and a rise in violent crimes among both Kindred and kine.

**IX VENGEFUL NEONATE** A neonate has enjoyed a meteoric rise to power and now takes cruel pleasure in exacting revenge on everyone that belittled him. His viciousness is alarmingly out of character.

**X FLESH SIGNS** Several Kindred throughout the city have awakened with strange sigils burned into their flesh—marks that refuse to heal.

**XI OCCULT GRAFFITI** Strange symbols have begun appearing as graffiti across the city. Some Toreador praise its artistic novelty, but those with occult knowledge are deeply disturbed by its implications.

**XII THE ELUSIVE VENDOR** A mysterious vendor moves through the city, selling artifacts of power, secret knowledge, and even weapons—but he only appears to those in desperate need.

**XIII BLACK SHUCK** A large black dog with glowing green eyes has been terrorizing neonates and ghouls under the protection of one of the city's Primogen.

**XIV THE RESTLESS DEAD** The dead have become restless lately, lashing out in fits of rage that even the most skilled Necromancers struggle to control.

### **XV THIN-BLOOD FORTRESS:**

The Thin-Bloods have banded together to create a fortified Domain on the outskirts of the city. They've even begun sending missionaries to other cities, claiming their time is near.

### **XVI THE DEVOUT SENECHAL**

The city's Seneschal has bizarrely become a devout Christian, spending nearly all her nights in prayer at a local church.

### **XVII THE TASTE OF THE SEA**

Blood near the docks has a strange sweetness to it, almost *too* alive. Those who drink from this source find it hard to stop, as if it calls them back for more.

### **XVIII THE BOOK OF ASHES**

A well-guarded tome has surfaced, filled with dense, poetic verses that speak of "ascension through fire." Several Kindred have been seen lingering around it, strangely entranced, though none will speak of its true nature.

### **XIX THE PURGE OF THE**

**FAITHFUL** Someone has been systematically eliminating all the religious Cainites in the city, one by one, leaving no clues as to their identity or motives.

### **XX CORRUPTED KINE**

In various areas of the city, Kine have begun acting strangely. Their blood tastes off, wrong, as if something unnatural has tainted them from within.

## 20 FORBIDDEN MYTHS & BLASPHEMOUS TEACHINGS

**I** Since the nights of the children of the outer dark first scream, it was foretold that the Third Child of the pit would rise, concealed by many names yet answering the call of the one: Ashur. He shall emerge, uniting all of his blood beneath a single banner, and devour those who are beckoned. And from this feast a new order shall arise.

**II** Huitzilopochtli draws the remnants of the Sabba into his war, making of them soldier and sacrifice alike. He prepares a ritual war that will blot out the sun, so that its tyranny is replaced by his own.

**III** The first to step into the Outer Dark, shaped it as a reflection of his twisted soul. But his dominion is not eternal. A new god, hungry and ambitious, shall cast him from his throne, and in the wake of his fall and create a new paradise that shall swallow all of existence.

**IV** When the Baali's puppets turned against them, their true nature revealed at last, it was not mercy that greeted them but the curse of the Devils. The curse of vitae's hunger bore down on Alamut's children, those old enemies, breakable only by their own—The First Apostate; Ur-Shulgi.

**V** The prophet of the swarm shall crawl through the cities, breeding within the unworthy hosts. The hive shall speak and act as one, its voice a chorus of buzzing whispers, and its name shall be Beelzebub, Lord of Flies. Through our rites, the swarm shall be born, and all who oppose it shall be its host.

**VI** The Molochim know that the Nergali are not Orphans, for the armies of the Clans never struck the final blow. Nergal ascended, taking the place of Namtaru, and now the Heretics weave a tranquil atrocity across time to keep him sleeping.

**VII** In the final days, as the champions of light rise to challenge the children of

Caine, one shall fall—not by blade or fire, but by our works. He shall become a new champion, the Adversary—the very antithesis of the "True Faith" and its destroyer.

**VIII** The first attempt of creation, the First Tribe cast out and left to be destroyed. Their damned souls shall once again walk the earth once more under the skin of the dead.

**IX** The children of the Outer Dark lie in a restless slumber, gathering their strength in exile. Should they awaken too soon, they would be lost too blind by rage and ambition. But through our works, they shall grow strong, and when the hour is ripe, they shall rise for the final conflict, unbridled and unyielding.

**X** As our kind was put to the flame, they thought they had purged us from this world. But we returned from the flames of damnation, and from our blood, a new god was born—the unifying fire that shall unite the world. Humanity receives his blessing, and through the blood of Caine, they shall spread the flames.

**XI** The Children of God shall begin to think and dream as one mind, acting as one body. As that leviathan is born, it shall be corrupted by our hand through its pride, and with it, the new age shall dawn.

**XII** The blood shall thin and grow ever weaker, and the foes of our clan shall wither and die, their greatest beckoned into a conflict that will destroy them. From the blood of those no longer bound, we shall forge a new bond. The apostates of the dark shall grow until they outnumber the children of Caine.

**XIII** When the one who seeks the Tablets of Ma-Ri gathers them, the black demon shall bow to his command, a dark servant of his will.

**XIV** From the deepest abyss, the dark son of the Eldest shall rise, reborn

through the demon Kupala. His mark shall spread like a cancer across all living things and the world will be defiled.

**XV** The Mother of Many shall bind the works of the dead, the blood, and the first, and from this union, the path to victory shall be revealed.

**XVI** Tanith, keeper of secrets and sorcery will have her legacy defiled as one of her descendants shall use the sealed secret to become something akin to a god.

**XVII** Once, Carthage stood proud, a beacon of power, only to be crushed beneath the weight of history's iron heel. But the children of Troile shall not be denied. A new Carthage shall rise, dark and unyielding, and this time, history shall play out as it was meant to, ending in blood and glory.

**XVIII** The Beast, that dark hunger which stirs in the hearts of all Kindred, shall be fed and fattened, only to wither beneath our touch. From its emaciated form, a new essence shall be born, a pure and unbridled sin that shall beat within every heart, binding all Kindred under its sway.

**XIX** The living shadow of Chorazin shall stir, called forth by his children who feed his power. The beckoned shall be sacrificed, one by one, their lifeblood spilling to summon the shadow's return. In the end, Chorazin shall rise, and the world shall know despair.

**XX** When the crimson moon ascends and the stars turn away, a voice shall whisper from the void, uttering the true name of oblivion. Those who hear it will descend into madness, carving the sigils of the Abyss upon their flesh. And when the gate is thrown open, the First Sin shall return, dragging the world into its endless maw. As the heavens burn, we shall watch, and from the ashes, a new dark god shall rise, crowned with the screams of the damned.

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