

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

# THE BLACK HAND

PLAYING THE SABBAT

THE CHAINED HEART EDITION



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*To bridge an abyss, a sword is required.  
But nothing is gained without leaving something behind.  
If the prize is everything..  
How much of yourself would you cut away?*



# VAMPIRE

THE MASQUERADE

## The Black Hand: *Playing the Sabbat*

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# Introduction

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

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

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

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

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

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



## Themes and Goals

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

In short, you cannot escape the Sabbat.

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

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

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

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

## Styles of Play

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

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

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

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

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

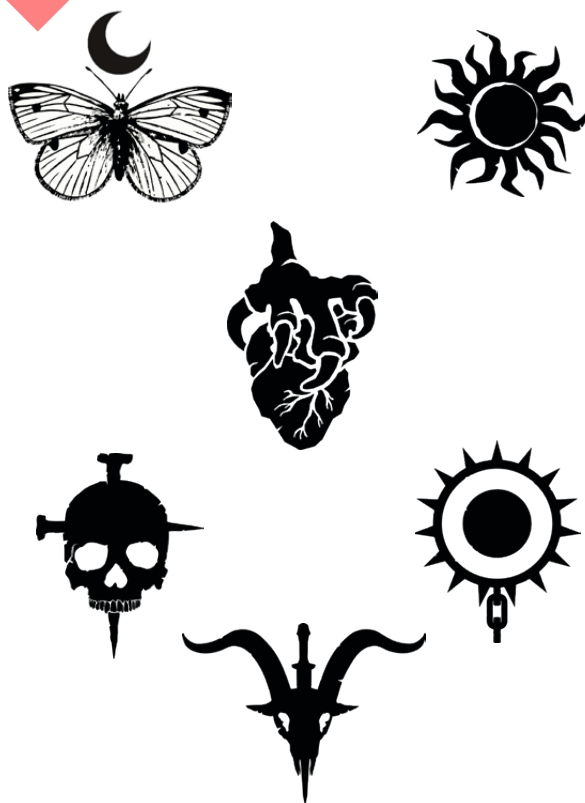
**The Removers:** The player characters are specialists called upon by a Seraphim or other Sabbat leader. These Packs come from a mix of Clans and Paths, but are often dominated by members of the Path of Caine and the Banu Haqim. These Packs are temporary and formed for the sole purpose of accomplishing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

### YOUR TABLE, YOUR SABBAT

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

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

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



# Sabbat Lexicon

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sample file

# *Chapter One:*

## CREATION RITES

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

— FRANZ KAFKA, THE METAMORPHOSIS

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

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

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

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

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

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

## The Last Bridge Over the Abyss

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

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

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

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

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

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

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

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

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

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

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

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

#### NO PATH RATINGS

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

## Sabbat Tenets

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

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

#### LAWS OF WAR

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

#### CODE OF THE JYHAD

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

#### CULTIST CREED

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

### IN ENEMY TERRITORY

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

### GOTH CLUB

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

## Touchstone Ritae

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

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

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

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

### PLAYING PRIESTS

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



# Walking the Path

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

— MAHMOUD DARWISH, WHO AM I, WITHOUT EXILE?

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



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

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

## Path of Caine

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

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

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

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

**Nicknames:** Devourers, Noddists

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

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

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

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