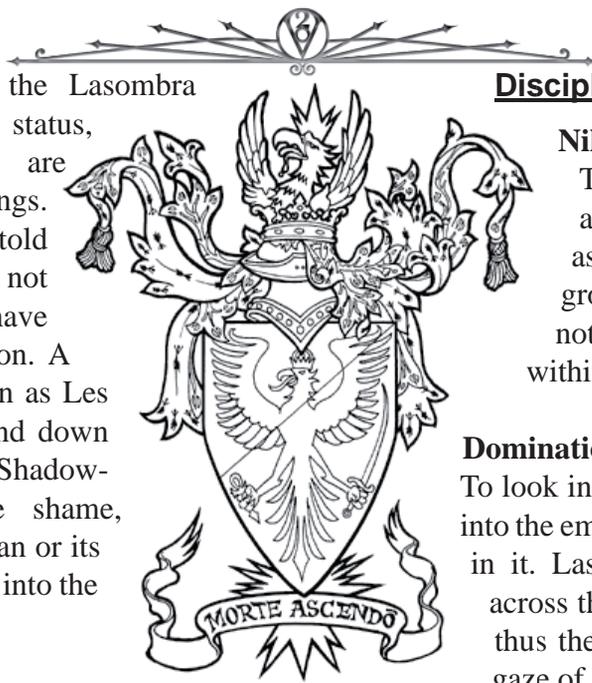


conventicles, serve to keep the Lasombra informed as to each other's status, and blood-drinking rituals are performed at these meetings. While no Lasombra is ever told "You may not do that" (at least not publicly), almost all Shadows have a profound respect for tradition. A secret Lasombra coterie known as Les Amies Noir is rumored to hand down "death sentences" on those Shadow-vampires who bring undue shame, attention or ignominy to the clan or its members by pulling them back into the void.



## Disciplines

### **Nihilistics**

The living darkness within a Lasombra first manifests as control over shadows, but grows and becomes evoking the nothingness, which emerges from within their body.

### **Domination**

To look into a Lasombra's eyes is to look into the empty darkness and lose yourself in it. Lasombra can channel their will across the void and fill you with it, and thus they wield a hypnotic controlling gaze of Domination.



### **Potence**

Inhumanly strong, the Shadow vampires can crawl on any surface, up walls and across ceilings, with ease.

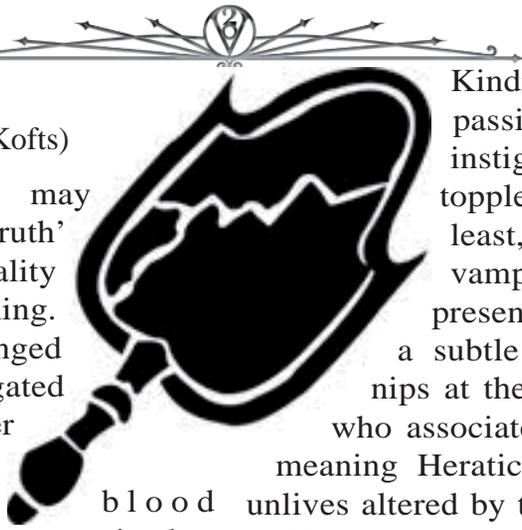


### **The Abyssal Curse**

Shadow vampires cast no reflections. They cannot be seen in mirrors, bodies of water, reflective windows, polished metals, photographs and security cameras, etc. This curious anomaly even extends to the clothes they wear and objects they carry. Born of the blackness of the Abyss, the primordial darkness, the Shadow vampires are even less tolerant of Sunlight than other Kindred. Lasombra burn twice as quickly in the solar rays and thus take an extra level of damage from sunlight each turn of exposure.

# the Heretical (Mal-Kofts)

The Heretical Damned each may have seen something, some 'truth' or some horror underlying reality at the moment of their Becoming. This knowing has left them changed forever, shattered souls segregated from the world. Even other Damned fear the Mal-Koft (the wrong-headed). The cursed blood of their clan has polluted their minds, with the result that every last Malkavian across the world is incurably insane. What's worse, they see this infectious insanity as a gift of insight, and seek to inflict it on the world. A Malkavian's madness can take nearly any form, from overpowering homicidal tendencies to



Kindred society with their mad passions. Although the clan has instigated no great wars nor toppled mortal governments (at least, to the best of their fellow vampires' knowledge), the very presence of a Malkavian works a subtle change on a city. Chaos nips at the Lunatics' heels, and those who associate with even the most well-meaning Heretics often find their lives or unlives altered by the Kindred's madness. The Malkavians as a clan have an... understanding... with the Camarilla. They also populate the Sabbat in lesser numbers, where they frighten even their packmates with their psychotic displays. But when it all comes down to it, their true loyalties likely transcend sects. In the end, nobody can say for sure where the Malkavians will stand.

The hierarchy of the Malkavians, if it exists at all, defies description. Most are usually content to let one another do as they like from night to night. But now and again, in times of great need, Malkavians demonstrate an uncanny ability to act in unison, even without any apparent leadership - and sometimes even without any apparent communication. As one, they arise from their desolate haunts; as one, they fall on the problem at hand. And when it is a problem no longer, they drift back to their usual routines. If the Malkavians indulge in any form of machinations as a clan, they are incomprehensible to outsiders - which may be a blessing.

## Disciplines **Dementation**

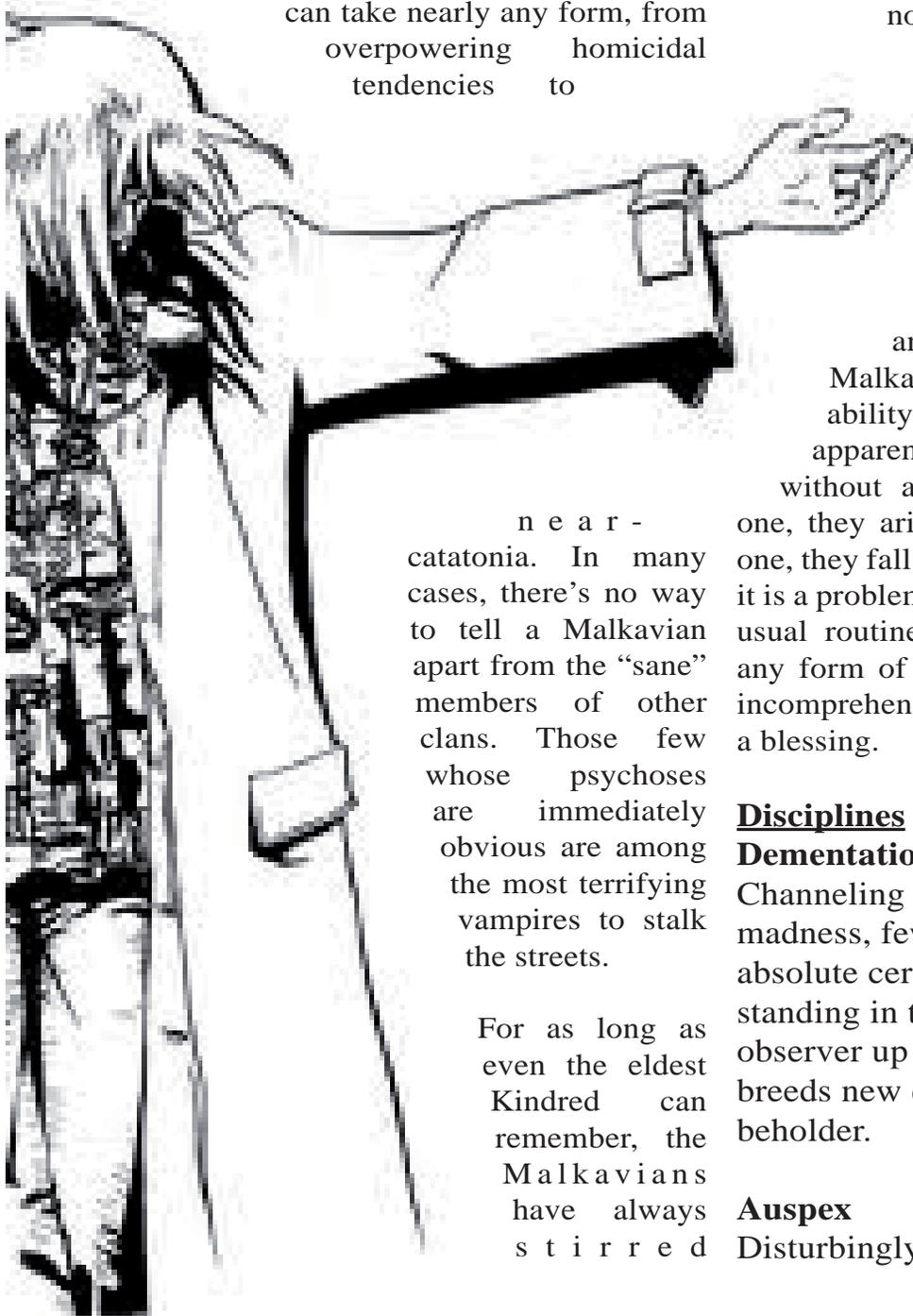
Channeling the power of their infectious madness, few can say anything with absolute certainty about the Heretics, as standing in their presence sweeps any observer up in the Lunatic's dilutions or breeds new dilutions in the eye of the beholder.

## **Auspex**

Disturbingly, the Heretics are deeply

near-catatonia. In many cases, there's no way to tell a Malkavian apart from the "sane" members of other clans. Those few whose psychoses are immediately obvious are among the most terrifying vampires to stalk the streets.

For as long as even the eldest Kindred can remember, the Malkavians have always stirred





psychically aware, sensing repressed and unseen truths, reading thoughts and conversing with the spirits tongue.

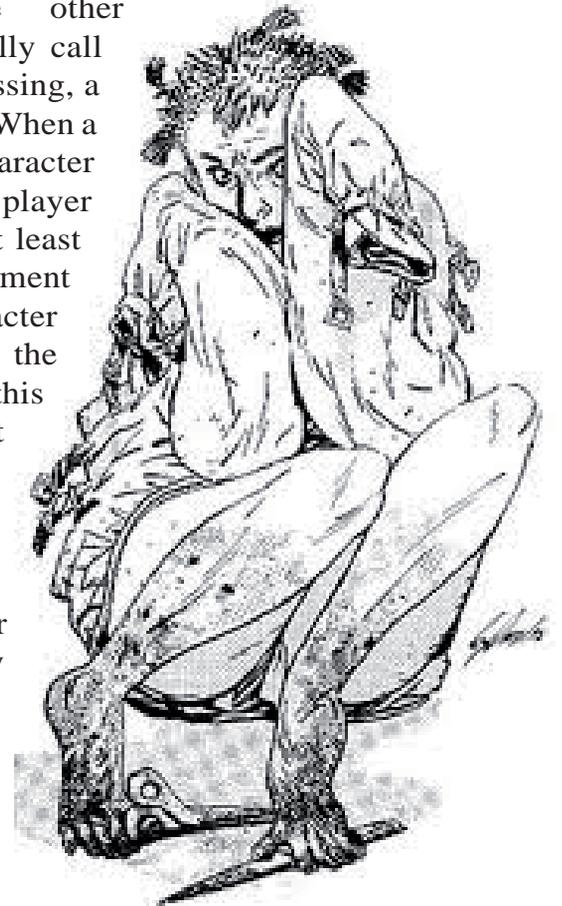
### **Corpus**

Falling out of being into the nowhere netherworld, the Lunatics spend most of their time incorporeal, intangible and unseen; emerging from nowhere to manifest before others.



### **Malkaft Curse**

Every last vampire of Malkaft's blood is irredeemably insane in some form or another. Some attribute this to a curse of the blood, while other Lunatics actually call it a special blessing, a gift of insight. When a Malkavian character is created, the player must choose at least one Derangement for that character at the time of the Embrace; this Derangement can be temporarily fought with Willpower, but can never be permanently overcome.



# the Infernal (Baali)

The children of the demons of the inferno, the primordial Elder Gods (children of the darkness before the world, archons who hold humans in the cage of reality as slaves), or the secret horrors that underlie reality, the Infernal Damned are the most universally despised Kindred to ever walk the earth. While some of the most ancient of the Infernal call themselves “the First Tribe,” a people who learned to placate the sleeping horrors known as the Elder Gods, keeping them dormant but drawing on their power, most of the Infernal serve their demonic patrons, working to free them and open the way for their entrance into this world, rather than pacifying them into dormancy. These enslaved creatures are said to be Shaitans, seducers and pimps of desecration. Worst of all, many of the Infernal Damned hear the call of the Hive, an insect-like cacophony, buzzing and shrieking



and crackling underneath the day lit reality the rest of us perceive. These Baali, followers of the Lord of the Flies, Baal-Zebu, revel in the most brutal facets of life and death, their body playing host to a swarm of hellish insects from eggs laid in their atrophied guts, swelling as the birthing comes close, and pouring out of their orifices to descend like a plague, feeding and returning that blood they hold to their mother. These swarm mothers live in combed hives, growing so inhuman that even other Kindred question if they are sentient creatures at all. While



Shaitans are often Embraced in the process of a rite binding the Kindred-to-be to their demonic patron, the First Tribe and Baali drain their Childer-to-be, almost always a mortal devotee, and throw them into a corpse and organ filled flesh-pit, filling a human heart with their own Vitae and throwing it in, or just drizzling a bit into the pit. Only those with the inner strength to crawl through the flesh pit despite being exsanguinated, only those who'll embrace the brutal bloody heap (the true nature of life, so the Baali say) and find the Vitae that will transform them before they die will undergo the Becoming. The Baali and the First Tribe don't Embrace their Childer, their Childer wins the Becoming for themselves.

History is marked with periods when the Baali rise to epic proportions, swarming up as they threaten to overwhelm humanity and this world. In these periods, Kindred Kind (Notably, the Salubri, Assasmites and even the Followers of Set) have waged a series of crusades, pogroms to wipe these horrors off the earth through these periods, forcing the Baali back



into a season of slumber. Because of their universal persecution, the Baali do not reveal themselves, and instead remain unseen or impersonate other Kindred lines. Both the Cammarilla and Sabbat despise the Baali, the Sabbat going so far as to have organized an Inquisition to root out the corruption of Infernalism



Baali are linked to.

### **Presence**

Despite their disturbing air, the Baali seduce and intimidate with their otherworldly aura, holding sway over the lusts and fears of those around them.

### **Corpus**

From their form of creation into a netherworld of non-being, the Baali spend most of their time intangible, incorporeal and unseen. When they do manifest before an audience, it's to ply the devil's deal.

### **Baali Curse**

The major affliction that the Infernal suffer is their allegiance to their dark gods. They each carry the taint of their demonic patrons, a maleficent aura that even mortals can sense. This puts people at disease, making them prone to suspecting, fearing and loathing the Baali without knowing why. The Infernal Damned are affected by the symbols of divinity (crosses, stars, prayer and meditation beads, it doesn't matter what belief-system the symbol is associated with, nor if the Infernalist has ever seen it before), regardless of the piety of the wielder. Looking upon the symbol causes an Infernalist to lose 1 willpower point each turn, while touching it causes 1 level of aggravated damage as the Infernal spirit within flees their flesh.

from enslaving the Sect of freedom from within. Independants are no more excepting of the Baali, and thus, even the world of Kindred is turned against them. Though the Infernal are certainly not the only demons among Kindred Kind, no other Kindred seeks the Decent of the world so overtly.

### **Disciplines**

#### **Daimoinon**

The Baali can refine their Infernal aura, calling upon it as a link to their patrons or merely inflicting its taint on others, drawing forth fear and hopelessness, cursing or destroying outright with the horrors the

