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## Lhaka

In the Final Nights, more and more oddities rise within the world of vampires. One such change from the normal is the vampires of the Bahari. Believing that Gehenna is near, a small group from within the greater Cult of Lilith have petitioned the Sabbat for membership. Taking the name Lhaka to distinguish themselves from the greater Bahari, these vampires prostrate themselves before the Sword of Caine in hopes of finding allies in the coming end times.

During the 2022 Ecumenical Council of the Sabbat, the Lhaka made themselves known to the Sword of Caine. Petitioning the council; these vampires sought to be declared not heretics and given a chance to prove themselves worthy of Sabbat membership. As a result, the council agreed to a probationary status for the cult for one year. During that time they would be tested and tried against the beliefs of the Sabbat. Should they survive and prove worthy the following Ecumenical Council would decide their fate.

The Lhaka themselves are something of the Black Sheep of the greater Cult of Lilith. These vampires all follow an ancient variant of the Path of Lilith, called the Path of the Red Midwife. They focus more on the fact that Lilith is the mother of all monsters and they find that there is no greater monster than the Sabbat.

These vampires find no need in their path to insult Caine and revere Lilith above him. Rather they view Lilith and Caine in equal reverence - they are the Dark Mother and the Dark Father. Two equal halves of the same whole. Only together were they able to birth the Children of Caine. The Lhaka believe strongly in the Book of Nod in all its chapters. They are quick to point out that it was Lilith who

awakened Caine to his power, and that it was Lilith who gave Caine shelter and purpose. You cannot have the Caine be so revered by the Sabbat without Lilith.

To almost all other Bahari the Lhaka are sacrilegious. They are heretics who have warped Lilith's teachings and lost their way. They forget that Caine was a bastard to be punished; not an equal to the Dark Mother. The Lhaka for their part believe the other Bahari are fools who will bend a knee to Antediluvians when Gehenna arrives. They see the Sabbat as their only hope to preserve true freedom and fight against enslavement of any kind.

The Lhaka abhor any form of enslavement and are outright hostile to any vampire who sells their soul to a demon or swears themselves to an Antediluvian. They believe the Vaulderie is the one tool that can protect all of the Children of Caine from Gehenna. The Lhaka promote the Book of Nod version of events over the Revelations of the Dark Mother. Though some still view the Revelations of the Dark Mother as a piece of Noddist Lore; they often agree that the stories are heretical and not accurate when compared to the core Book of Nod itself. Many of the Lhaka are also nomadic. They tend to forsake the gardens of traditional Cult of Lilith members and prefer the open road of the world.

While the Lhaka are hated or barely tolerated by most of the Sabbat, for the time being they endure this pain. The Lhaka do not strike back against Sabbat who strikes them. They simply turn the other cheek. They offer their wisdom and abilities to the Sword of Caine freely. They know they must suffer in order to grow stronger. For that is the way of Lilith. In the end they know if they are able to endure this trial they may yet prove themselves to the Sword of Caine and be welcomed not as heretics but as brothers and sisters. Only then might they avert Gehenna together.

#### Nickname

Forsaken

#### Symbols/Iconography

A Branch that turns into a Scythe with a single blood drop.

#### Role Within the Sabbat

The Lhaka walk a dangerous line within the Sword of Caine. They are not yet fully accepted, guests at best and targets at worst. They may not participate in Sect Ritae, but are not to be killed on sight as they try to prove themselves. The vampires of this cult endure the pain they may suffer to have a chance to prove themselves and grow stronger.

Within the Sabbat, the Lhaka are more than happy to help any brother or sister that asks for it. They are renowned Noddists; happy to share their wisdom and practice ancient secrets that they claim come from the time of Enoch. They teach how even Caine had a Temple to Lilith in the First City. Among all else they offer their skills and abilities in combating Demonic entities for the Sabbat. It seems they alone have potent blood magics to combat the forces of Hell. However, the Lhaka do not teach their secrets to outsiders. Only those among them can ever hope to learn their secrets.

#### Prerequisites to Join

In order to join the Lhaka the vampire must be on the Path of Enlightenment known as Path of the Red Midwife (A Path of Lilith Variant). Only those who walk this Path of Enlightenment may be inducted into the Lhaka by a Herald member. However, any vampire of any clan or bloodline are welcome to join the Lhaka.

#### Chorus Advantages

Vampires who join the Lhaka are initiated into the Chorus ranks and may purchase the Combination Discipline Seek Torment as presented below. Chorus vampires also enjoy one bonus trait on all defending Occult Ability challenges.

#### Chorus Disadvantages

Members of the Lhaka who join with them are not fully accepted into the Sabbat. They gain the flaw Probationary Sect member which they may not remove. They may not enjoy the benefits of Ritae during this time nor hold any sect position. While they are tolerated and not killed on sight they are highly distrusted and can fall victim to "accidents". Be warned, any player who chooses to play a member of the Lhaka risks character death in the Sabbat simply by playing one.

#### Prerequisites for Advancement to Lilu

Those who wish to rise in the ranks of the Lhaka to that of Lilu must first establish themselves upon the Path of the Red Midwife up to level 4 at a minimum. They must also have established themselves as committed members to Lhaka and may only rise to the rank of Lilu when two or more members of the cult that are of the Herald rank approve of such an ascension.

Becoming Lilu Rank Requires Sabbat Coordinator Approval.

#### Lilu Advantage

Those of the Lilu rank may purchase the Combination Discipline Pain for Pleasure as presented below. Additionally, Lilu vampires may use the Ability, Lore: Bahari to rest any Ritae or Ritual Challenge instead of the Rituals or Occult ability.

#### Lilu Disadvantage

The Heralds of the Lilu suffer the same disadvantage as those of the Chorus rank. In addition they must maintain a path rating of 4 in the Path of the Red Midwife. Should they fail to do so they have three months to regain their morality to that level.

#### Prerequisites for Advancement to Herald

Vampires of the Lhaka are only considered for elevation to the rank of Herald once they have become paragons of the Path of the Red Midwife (They must have a morality rating of 5 in this path). Besides their Morality requirement; only those who have truly stood out among the Lhaka in leadership roles are only ever considered to join the ranks of the Heralds. The Heralds themselves are only awarded such rank and title by the Lasombra Nazanin Khani Herself.

Becoming Herald Rank Requires Sabbat Coordinator Approval.

### Herald Advantages

Members of the Lhaka that reach the rank of Herald may purchase the Blood Magic Dur-An-Ki with Assamite and Sabbat Coordinator Approval. Additionally they may take Blessings of the Great Dark Mother path as their primary path in Dur-An-Ki. Finally, the Dur-An-Ki ritual Lilith's Vengeance may be purchased at storyteller approval if they are approved for Dur-An-Ki. All other Paths and Ritual rarities and approvals follow the Dur-An-Ki packet.

### Herald Disadvantages

The Heralds of the Lhaka suffer the same disadvantage as those of the Chorus rank. In addition they must maintain a Path Rating of 5 in the Path of the Red Midwife. Should they fail to do so they have three months to regain their morality to that level.

### Lamashtu

The undisputed leader of the Lhaka is also its founder, Nazanin Khani. The ancient Lasombra was the first among the Lhaka and paragon of the Path of the Red Midwife. All choices and directions for the cult come from her. It is near unthinkable any vampire could ever replace her. The Lamashtu is a Sabbat Coordinator controlled NPC.

### Suggested Paths of Enlightenment

Path of the Red Midwife. The only path of Enlightenment allowed among the Lhaka. This path can be found in The Black Hand: A Guide to the Tal'Mahe'Ra page 74.

Rating	Sin
5	Feeding immediately when hungry, Pursuing temporal wealth or power
4	Failing to attend a nearby birth or Embrace if other assistance would not be forthcoming, Feeling remorse for bringing pain to someone
3	Failing to participate in a Bahari Ritual, Shunning inhuman or monstrous creatures
2	Killing a living or unliving being, Hindering your Childe's search for gnosis and power
1	Failing to dispense pain and anguish, Shunning pain

While this path comes from the V20 Tal'Mahe'Ra book, the Lhaka are not part of the Tal'Mahe'Ra and have no origins among them.

### Suggested Abilities

Torture, Vamp, Medicine, Occult, Survival, Lore: Noddism, Lore: Bahari

### Suggested Backgrounds

Cult, Occult Library, Herd, Retainers

## Suggested Merits and Flaws

Merits: Pain Tolerance, Calm Heart, Iron Will, Friendly Face

Flaws: Enemy, Smell of the Grave, Vulnerability to Silver, Driving Goal, Lunacy, Sire's Resentment, Dark Fate

## Combination Disciplines

Pain for Pleasure (Auspex 3, Fortitude 3)

The Lhaka possess this ability to turn pain and suffering into a strength rather than a detriment. By heightening their senses and resolving their Stamina they can find a new inner strength to their actions. However, the vampire must remain wounded for this power to take effect. A vampire not in pain or hurt cannot call upon the strength of it.

System: The character spends 1 willpower point to activate this power for the next scene or an hour. During that time the character enjoys two bonus traits on all challenges as long as they have suffered one or more levels of damage. If the character heals all of their health levels this power ends.

XP: 6

Seek Torment (Presence 3, Dominate 3)

The Lhaka have developed the means to break past a person's fight or flight response to fear. They can force a person to face their greatest threat or phobia. In doing so those who undergo this power find their own courage bolstered for a time.

System: The character can use this power on any target within her view. For the duration of the effect, the subject becomes drawn to situations and settings which would normally elicit a high degree of mental aversion due to their latent fears and phobias. For instance, a shy target may inexplicably volunteer to be the one to give an important speech in the next few moments, a normally spider-averse individual may decide to hide out the approaching dawn in a claustrophobic attic filled with obvious webbing or a weak-willed neonate may champion an audience with an elder. The character engages in their target in a contested Social Challenge retested with Intimidation. If they succeed the target will volunteer to face their greatest fear and enjoy two bonus traits to all courage challenges for the rest of the night.

XP: 6

## Rituals

Cloak of Night (Basic Dur-An-Ki Ritual)

Those followers of Lilith who know the tale of her return to the Garden, speak also of her affair with the Lightbringer. The once beloved of the Creator met her with compassion and gifted her the ability to take to the night's sky. Reenacting this tale through a complex ritual enables the vampire a minor boon, much like the one granted to Lilith by her former lover.

System: The player must perform this ritual in an area of unobstructed moonlight. Once performed, for the next scene or an hour, the vampire may spend any number of blood points to later activate the effects of this ritual. For each blood spent, the vampire may levitate ten feet upward or descend slowly ten feet downward, directly above a solid, horizontal surface roughly parallel to the earth's surface. For instance, a vampire standing on the roof of a skyscraper may

freely use this ability. The vampire cannot move vertically using this effect, but may push themselves in a direction once levitating to achieve the desired result. The vampire remains levitating in place until she expends another blood point to descend to a flat surface. It is possible a vampire expends more blood points to ascend than she has remaining in order to safely descend to a flat surface, in which case she remains hovering until dawn, at which point the effect ends immediately. A vampire may also end this effect any time by expending a single blood point. If the vampire runs out of blood or the effect ends prematurely some other way, she immediately falls according to gravity's effects. While levitating using this effect, the vampire's hair turns silver and her eyes glow with a soft pale light.

#### Mask of Entrancement (Basic Dur-An-Ki Ritual)

This Ritual has the ability to draw forth the form of Lilith herself, gracing a vampire with a potent reflection of the first woman's beauty and vitality.

System: This Ritual requires the dancer to don a mask made of clay or some other earthenware she crafted with her own hands. It requires two hours of gradually more complex movements that culminates by melding the mask with the vampire's visage for the Ritual's duration, altering her form in the process. At the performance's conclusion, the vampire must spend a single Willpower point to complete the ritual. Thereafter, the character gains three appearance related traits for the remainder of the night. This attribute may be raised even if a feature or effect would limit it from normally being able to be altered. This may result in an exceedingly high rating, which would indicate a vampire's Appearance becomes so astoundingly beautiful mortals are unable to keep from staring or a Charisma so convincing the local Sheriff has no choice but to believe your every word.

#### Defy Bonds (Intermediate Dur-An-Ki Ritual)

The vampire who performs this ritual taps into the irrepressible free-spirit of Lilith's nature, making the caster incapable of being contained by mundane or even supernatural means.

System: The vampire must spend three blood points to draw out a rough circle upon the ground at the beginning of this Ritual's casting. Her performance thereafter requires her to repeatedly cross this blood barrier throughout the ritual's gesticulations. Afterwards, any time the vampire becomes restrained, for instance through being handcuffed, a simple grapple or being tied up by any other mundane means she may spend a blood point to instantly free herself. This effect may cause handcuffs to suddenly snap open, a creature's grip to falter or a rope to unravel. In addition, after performing this ritual, the vampire cannot be denied entering any space or area protected by magical means, such as wards or other forms of supernatural protective barriers. This ritual lasts a scene or an hour.

#### Touch of Knowledge (Intermediate Dur-An-Ki Ritual)

This ritual imbues the vampire's touch with a connection to the fabled Tree of Knowledge. Like the myth, the ritual opens the eyes of those she touches to certain truths. Unlike the actual Tree, the truths revealed by this ritual are those kept hidden from the subject not through divine means, but through Kindred powers.

System: The vampire spends a Willpower point at the conclusion of this ritual's performance. For the remainder of the scene, the vampire may touch an individual and expend a blood point

to restore any memories altered by a Kindred power such as Dominate. The target is instantly aware of these memories, which immediately replay in their mind's eye. If a target has not had any memories affected by a Kindred power, the ritual has no effect on them.

#### Mother to Monsters (Advanced Dur-An-Ki Ritual)

This ritual is both feared and coveted by followers of Lilith. It imbues the vampire with the ability to gestate and birth monsters from their own undead form and vitae. Because of this Ritual's effects, generally only the most inhumane vampires perform it, though perverse followers of the Dark Mother have been known to raise fanatically loyal spawn who burn with a hunger to destroy the offspring of Caine.

System: This Ritual takes nine hours to complete and must be performed beneath the unobstructed light of a full moon. At the Ritual's conclusion, the vampire expends nine blood points, all of which must have been consumed and drunk from the bodies of inhuman mortals (the criminally insane, murders, etc). Once performed, the vampire births from their own flesh a creature they call Lilim. The vampire suffers five levels of aggravated damage during the process. These creatures appear in a variety of nightmarish forms. Some have four arms and are covered in black scales, others have no legs and take on a worm-like appearance. What form the monster takes can change with each use of this ritual but they never look mortal and are absolutely breaches of the masquerade. Regardless of what form the monster takes they all have the following game statistics:

Lilim

Nature: Monster

Demeanor: Monster

Creature Type: Ghoul

Physical: 14

Mental: 10

Social: 6

Abilities: Animal Ken 3, Brawl 5, Dodge 4, Survival 4

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

Morality: None

Blood: 10/1

Willpower: 4

Health Levels: 10

These creatures are considered to be fully blood bound to you and require 1 blood trait a month to sustain them. Additionally you may have a number of Lilim active at a time equal to your permanent health levels.

#### Known Members

Artakama Shiri

Legend says in her mortal life, Artakama was the forced bride of one of Alexander the Great's Generals. The records of Alamut make no mention of this vampire of their blood. Either she is unknown among them or is such a mistake to them she was erased from history. Regardless of

the truth, Artakama clearly hails from Persia and is a very old vampire. It is only among the Cults of Lilith is her name truly known. Among the Bahari is known as the Bride of Lilith. They pass stories of her past as a daughter to a Persian noble given to Alexander's generals as a prize when he conquered Babylon. They say that Artakama suffered greatly at the hands of her would-be husband. They claim that as a mortal she was the one to poison Hephaestion; to inflict the pain upon Alexander that she had inflicted upon her. After the deed was done she sought to end her own life but was taken in the night by an ancient vampire -a woman, and some claim to have been Lilith herself. She was born again on the night of a full moon as a vampire. Since the moment of her rebirth she has dedicated her life and soul to Lilith.

It was this Assamite ancient who represented the Lhaka at the Sabbat's Ecumenical Council and successfully petitioned their right to prove themselves among the Sword of Caine. Since then, she continues to lead the Lhaka in New York at her holy temple as a Herald of the cult. This NPC is controlled by the Kings of New York chronicle.

#### Nazanin Khani

If there was an official leader of the Lhaka it would be Nazanin. This elder Lasombra was one of the first followers of the Path of the Red Midwife in ancient Persia. In the shadows of the world she has slowly been cultivating and growing the cult. As a prophet of Lilith, it was Nazanin who foresaw the signs of Gehenna and that time for drastic change was needed if they were to survive. It was Nazanin who decided the Lhaka should attempt to join with the Sabbat in the face of the time of judgment. Nazanin has always had an antagonistic relationship with the greater cult of Lilith. She believed the reverence of the Dark Mother over their own creator Caine as a mistake. She has always viewed both as equal importance to the Children of Caine. Tonight she remains in the shadows leading the Lhaka as they proceed forward with the Sabbat. Nazanin plans to have her cult accepted among the Sword of Caine. To that end she has commanded her cult to endure the pain the Sabbat requires and support the Sect in any way she can. It is only among the Consistory does she meet and known to exist beyond the Lhaka themselves.