
Inheritors of Fury

A Treacherous Legacy

A genre and resource guide for Salubri and Salubri Antitribu in One World by Night

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Origins of the Antitribu

The Salubri Antitribu are a recent development, with a previously unknown Cainite approaching the leadership of the Sabbat in 1999, seeking to join them. That Cainite was Adonai, who finally chose to bring himself and his small brood out of anonymity and hiding. The true reason for why he made his move after so long spent lurking in the shadows is unknown. What is known by all is his hatred of the Tremere - the Clan that nearly drove his to extinction so long ago that most Cainites had forgotten such a Clan even existed.

The Antitribu, as they are known, are a wholly different breed from their parent Clan. No longer split into the Castes of Warriors and Healers, this new breed possesses a strange, twisted amalgamation of the powers proprietary to their parent Clan. They are creatures of anger and passion with a burning desire for vengeance, earning them the moniker of Furies within the Sword of Caine.

The Choir

The Choir is Adonai's creation, intended to provide unity and a sense of organisation to the Salubri Antitribu. The Choir is made up of Furies from all over the world, though you will not find those with Adonai's Disgrace or those who have undergone the ritual Bleeding. While Adonai has not sought to wholly cast them off, he will not tolerate their presence within his Choir. Any member who is discovered to be afflicted with Adonai's Disgrace is summarily ejected from the Choir with their deficiency announced. Any member who is found to have undergone Bleeding by the Code or who is actively pursuing such is also summarily ejected from the Choir, with their status made known to the entire Clan.

RANKS:

The Lightbringer

At the top of the Salubri Antitribu hierarchy is the founder of the line, Adonai. It was he who brought them back from the brink of destruction and it was Adonai who brought the Salubri Antitribu into the fold of the Sabbat, while continuing his crusade against the Tremere. None can imagine where the Clan would be tonight without him. The Salubri Antitribu look to Adonai for guidance, and he is the final authority on all matters having to do with the Salubri Antitribu. The Lightbringer is the official title for the highest ranked member of the Salubri Antitribu.

Cherubim

The Cherubim are the eldest Salubri Antitribu and serve as a council who advises the Lightbringer on all matters pertaining to the clan. There are only ever five Cherubim at any given time. The Cherubim is the highest rank within the Choir a Salubri Antitribu PC may obtain. They have a direct connection to Adonai himself, which in turn gives them authority and power within the Salubri Antitribu.

- *Cherubim are mentors and leaders for the Salubri Antitribu to go to on a national level.*
- *Cherubim may take the Lightbringer as a Mentor.*
- *Cherubim who are Priests (Pack or Ordained) may purchase Salubri Antitribu Riteae.*
- *Cherubim may purchase the Combination Discipline Greater Inspire Greatness.*
- *Cherubim may send out a call for aid to the Clan and expect response on a national level. This is not to be used for personal gain, but for the betterment of the Clan and the Sect. If a Cherubim is found to be abusing this authority, they will have to answer to the Lightbringer directly.*

To become a Cherubim you must meet the following requirements:

- *Possess the maximum Reputational Status allowed within the Sabbat.*
- *Defeat one of the current Cherubim in a challenge overseen by the Lightbringer.*
- *Be acknowledged as one of the Cherubim by the Lightbringer.*

The rank of Cherubim requires Salubri Coordinator Approval.

Ophanim

The Ophanim are often the highest ranking Salubri Antitribu within a given region. Unlike the other ranks within the Choir, they hold specialised roles, playing to their strengths to better serve both the Clan and the Sabbat. All Ophanim are well established within their chosen roles within the Sabbat and hold positions of power so they may aid with guiding the Sect's direction and purpose.

- *The Ophanim are mentors and leaders for the Salubri Antitribu to go to on a regional level.*
- *Ophanim who are Priests (Pack or Ordained) may purchase Salubri Antitribu Ritae.*
- *Ophanim may purchase the Combination Discipline Eye of Unforgiving Heaven.*
- *Ophanim may send out a call to the Clan and expect those within their region to come to their aid. This is not to be used for personal gain, but for the betterment of the Clan and the Sect. If an Ophanim is found to be abusing this authority, she will almost certainly find herself back amongst the ranks of the Archangels.*

To become an Ophanim you must meet the following requirements

- *Possess four Reputational Status within the Sabbat.*
- *Hold the position of either Templar, Paladin, Bishop or higher; or be Nationally Important within your Faction at the time you are appointed to this rank; or perform an exceptional service to the Clan on a national level.*
- *Complete the challenge set forth by the Cherubim to be appointed to this position.*

The rank of Ophanim is Salubri Coordinator Approval.

Malachim serve as tacticians and military leaders within the both Clan and the Sabbat. They lead in times of war, more often seen on the front lines fighting alongside those they command than from the safety of the rear of their force. Seeing a Malachim serving as a Templar or Paladin to a member of the Clergy is not uncommon.

- *Malachim may purchase the Combination Discipline Inspire Greatness.*

Mercurians serve as politicians, mediators, and diplomats within the Clan. Younger Salubri Antitribu often seek their aid when trying to navigate the politics of the Sabbat. They are often looked to for aid in settling disputes, both within the Clan, and in the Sabbat at large. You are far more likely to see a Mercurian holding a high ranked position within the Clergy of the Sabbat, and also within their Faction.

- *Mercurians may purchase the Combination Discipline Peacemaker.*

Kyriotates serve as keepers of Lore and other obscure knowledges. They also put their talents to use for interrogation and investigation, turning up secrets and information that would be missed by those who are less perceptive. Within the Sabbat at large, the Kyriotates are perhaps the most diverse in terms of position and role served, but even amongst the Sect, they are often known for their propensity to collect all manner of information.

- *Kyriotates may purchase the Combination Discipline Psychic Double.*

Archangels

The Archangels make up the bulk of the Salubri Antitribu. No longer new to the embrace and the ways of the Sabbat, they hold a measure of respect within their home Diocese and have begun making a name for their self. While they may have an idea of what direction they wish to take within the Sabbat, they have not yet become known on a wider scale and do not possess the level of skill required and expected of an Ophanim.

- *Archangels are mentors and leaders for the Salubri Antitribu on a local level.*
- *Archangels who are Priests (Pack or Ordained) may learn Salubri Antitribu Ritae.*
- *Archangels may learn the Combination Discipline Penitent Resilience.*

To become an Archangel you must meet the following requirements:

- *Possess at least three Reputational Status within the Sabbat.*
- *Hold a position either within their Pack or within the Sabbat.*
- *Complete the challenge set forth by the Ophanim to be appointed to this position.*

The rank of Archangel is Salubri Coordinator Notify.

Angels

The Angels are Salubri Antitribu who have accepted the way of the bloodline fully into their unlives. They may be recently embraced, or simply those who have not yet started to make a name for themselves, most often holding no positions within either Pack of Sect, and having few distinctions other than being True Sabbat behind their name.

- *Angels can expect to be supported by the Celestial Choir as well as their fellow Brother and Sister Furies. Their voice matters and they have a say in the Choir. Angels can expect guidance and support from those above them.*
- *Angels who are Pack Priests or Ordained priests may purchase Salubri Antitribu Ritae.*
- *Angels may learn the Combination Discipline Glare of Lies.*

To become an Angel you must meet the following requirements:

- *True Sabbat, bearing the Status of Initiated.*
- *The Angels are officially inducted into the Celestial Choir by either a group of Angels (minimum of three) or any other higher ranking members of the choir.*
- *This position is suitable for starting PCs.*

The rank of Angel is Salubri Coordinator Notify.

The School

This was a project undertaken by Jamie Acosta and Mathew St. Hubert of the Salubri Antitribu, and Kurt Mehmet, an Assamite. Their goal was to provide resources to those of like mind to be better able to hunt and kill the Tremere and the Baali. Since then, the School has grown into something more, the breadth and depth of information brought by those who have chosen to involve themselves expanding it into an asset to both Clans, as well as to the Sabbat.

This project has drawn Adonai's attention, potentially even his blessing, as he has tasked one of his Childer and Cherubim, Yael, to serve as a Steward for the Kansas location.

OBJECTIVE

Provide a Training and Resource Facility run by members of our Clans in the following areas:

- Martial Capabilities
- Research
- Spirituality
- The Tremere
- The Infernal

The School is based upon the ideals shared by both Clans. It is to be overseen by 3 Stewards from each Clan. Each location may have permanent residents, or overseers as well.

"The concept of this is not only for our Clans, but for any Sabbat, with an invite from the School's leadership. The School itself is politically null - this is not for any political or social objective. This is a resource run by our Clans, for our Clans and the Sabbat. To stress again - this is about being Cainites, our Clans, and the Sabbat - no political affiliation is at play here. The School is for the good of ourselves and the Sect. It should be regarded similarly as sacrosanct as the Riteae." - Jamie

Why this does not interfere with the Inquisition's Business:

"The Inquisition focuses on Heresy. Not just flat out dealing with the infernal. It has been said many times, even by the Inquisition itself, that it is all of our duty to fight the infernal where it may be. Otherwise the Inquisition would have been the only ones at the Baali fights, the fight against the former Southern Cardinal, etc. Also nobody said anything about sole - it's a resource, nothing more. We have no agenda other than to be a resource." - Kurt

Why this does not interfere with the Black Hand's Business:

"The School does not replicate any Black Hand training or duties. Our Clans have members of the Hand and the Inquisition as well. The idea of this project is for the Stewards and Deans to oversee, not make it a full time job. This is not a military membership, just training options." - Mathew

LOCATIONS

Each facility has an underground location accessible by Keycard access. The structures are 100% soundproof and Puissance resistant. Local mortal Security has Dominate Commands, and the areas are easily moved in and out of.

Montreal: McGill University [Sabbat Coordinator Territory]

The City of Black Miracles hosts the first school created with the blessing of the Black Hand Archbishop Ezekial. The facility itself is located below the Medical Department of McGill University, as part of Montreal's ancient buried underground city. The location boasts the equivalent of three full Occult Libraries, and has been utilized to research Noddist artifacts and infernal hunting methodology. Access to the University facilities is available through the school's caretakers, and feeding is restricted to the University area. Visiting Cainites are requested to pay homage to the city's resident covens when Esbat is called.

Manhattan, KS: Kansas State University [Salubri & Assamite Coordinator Territory, Joint Control]

A centralized US location, Kansas State University's History department in Eisenhower Hall hosts this school's facility. Caretaker by the historian Yael of the Salubri Antitribu, it is a new facility still being supplied by both clans. Yael plans to specialize this facility in the history of the Clans and their enemies, teaching combat methodology. Access to the University facilities is still in process, but access and feeding is plentiful throughout the city. As Manhattan is not a Cainite stronghold, there are no social or political obligations for the area.

Rize, Turkey: Rize University [Salubri & Assamite Coordinator Territory, Joint Control]

While researching information on the Byzantine period, notable historian and researcher of the Assamite Antritribu, Kaliel unearthed information far much older in Rize, Turkey. A cavern unearthed under Zilkale castle produced evidence of a group of 5 Cainites of the Assamite and Salubri clans dating back to 700BC. Arriving with the Medes, the 5 scourged the Baali that were entrenched with the Saka who ruled the area. Artifacts are still being studied, but (NPC) related that the 5 were "Mountains of lightning that healed the dying, whose mere gaze would cause the servants of hell's blood to explode." A school facility has been created below the Theology building that overlooks the Black Sea at Rize University. Feeding, and access throughout the area is unknown at this time.

SECTIONS

Section 1 - The Body

- Dojo
- Firing Range
- Acrobatics Room
- Security Room (Half the size of the other rooms)
- Miscellaneous, full concrete room

Section 2 - The Mind

- Giant 20 ft. Tall Ceiling Library (Occult, University, Law, History, Noddist, Lores)
- 3 Private Studies (Physical Lock)
- Specialized Tremere Study
- Specialized Infernal Study
- Board Room (Has interactive maps, etc)

Section 3 - The Soul

- Religious Study Room (Multiple religions, books, scrolls, etc)
- Path Study
- 3 Meditation Rooms
- 10 Hotel Rooms with individual Keycard Access

Section 4 - Resource Vault

Front office behind a vault door.

- Front Office has records of the resources - Including Discipline teachers and other resources that cannot or should not be inside the school.
- Vault 1: Armory
- Vault 2: Cash and Mundane Items
- Vault 3: Magical Items

TRANSPORTATION

A private charter company complete with ghouled pilots and jets has been made available for ease of transportation. Stewards and location specific overseers may schedule flights at any time.

The Salubri

HEALERS

The Healers were the original Caste of the Salubri, following Saulot's peaceful, scholarly ways, and for centuries made up the bulk of the Clan. After their progenitor was diablerised by Tremere, the vast majority of the Healers refused to fight, as they always had, holding staunchly to their pacifism, and Saulot's final request, even unto the point of death at the hands of the Usurpers. However, their refusal to resort to violence does not mean that they simply allowed themselves to be taken.

As with their Warrior brethren, the Healers sought out those courts that had been friendly and open in the past, seeking safe haven amongst their old allies, though eventually most were forced to flee, even those who had remained or sought shelter in the relative safety of Outremer and the courts of the Ashirra, as the lies of their infernalism and ties to the Baali grew more and more widespread.

The largest numbers sought to hide what they were, concealing themselves amongst as members of other Clans, most often the Malkavians and Cappadocians due to the roles they had played as advisors and sages, but also because those two Clans often remained sympathetic due to their strong ties and the unique skills the Healers brought to bear.

A tiny group of Healers, chose to turn exclusively to the wisdom of the Malkavians, as Saulot is said to have done with his brother, Malkav. Perhaps because of too many encounters with those who were utterly mad, or perhaps the aftershocks of their progenitor's death, this group of seven abandoned all else save the search for Golconda. They believed that all of Saulot's line should seek Golconda as he did, and then embrace a Childe who would be instructed to carry out the diablerie of their Sire.

Salubri Healers require a 2/3 Majority Vote.

WARRIORS

The Warrior Caste was created by Samiel, with the blessing of his Sire, Saulot. Samiel aided those who sought to join him in his more martial ways, training them and helping them to develop the Warrior Path of Valeren. Like their counterparts, they too had a prohibition against causing harm, though theirs was quite different, requiring them to offer aid to those who sought it from them. This allowed them to hunt down and kill the Baali that their line fought against for centuries. When Christianity was introduced, many Warriors joined that cause, no small number following the Archangel Michael with a fervor that was nigh unto heretical.

When Saulot was diablerised, many of the Warriors refused to offer the other cheek, refused to simply allow themselves and their brothers and sisters amongst the Healers to be summarily slaughtered and fought back against the Usurpers and those who would ally with them. There are even rumors of a small group who cast off their angelic names and took on those of angels who fell alongside Lucifer, turning to darker means to avenge the wrongs done to their Clan.

As with their Healer brethren, there were others amongst the Warriors who sought a more discrete path to vengeance and survival. When seeking the shelter of courts that had been friendly and full of allies was no longer an option, they would masquerade as other Clans, oftentimes posing as Brujah, a Clan they had long been close with and fought alongside.

Salubri Warriors require Salubri Coordinator Approval.

THE BLOODED

A practice that used to be commonplace amongst the Salubri Warriors of old was extensive mentoring and training, sometimes at the hands of their Sire, sometimes at the hands of an elder Salubri Warrior of like mind. They would spend years under the tutelage of the Warrior, as well as any other teachers seen fit - Brujah were often seen in such a role. This extensive training was designed to test the prospect physically, mentally, emotionally, but also morally, as they process of undergoing the Blooding, as laid out by Samiel meant taking on not just the name of one of the Heavenly Host, but also the patronage of their namesake. Not every Warrior was fit for such a duty, not every Warrior who was tested succeeded. The vast majority of those Warriors who underwent the process followed the Road of Heaven or one of its variant Paths; the Path of Tears having been created by Salubri Warriors. Those few who do not follow the Road of Heaven or its Paths walked Humanity, or in some rare cases, the Path of Chivalry off Road of Kings.

With only scant rumours about what became of the Code of Samiel and the majority of those few Blooded Warriors who survived the Baali and the Tremere lost to torpor in unknown locales or hiding their true nature, this practice is all but gone from the world in modern nights. There are rumours of individuals who have found a way to undergo a proper Blooding and reap the benefits of such, but there is little to substantiate them.

Even rarer are rumours of a corrupted and twisted version of the Blooding, though those have almost nothing to substantiate them.

It is possible for a PC to seek out and follow this path, however, it is not one that is typically compatible with the Sabbat, given the nature of the Salubri Warrior Clan Flaw, and more so, having tied oneself directly to an agent of the One Above.

Those few who do manage to function within the Sabbat as a Blooded Warrior are extremely unlikely to hold any position outside their Pack and are often looked down upon for their inability to refuse aid to any who request it, even when it may interfere with Sect practices.

Characters who have undergone Blooding by the Code require Salubri Coordinator approval.

THE WATCHERS

Only rumors perpetuate of a fabled third Caste of Salubri. Even at the time of the purges, they were never more than whispers or rumors, with neither Warriors nor Healers seeming to know anything of them. Theories have circulated that perhaps they became the Antitribu, were utterly destroyed, or have fallen into hiding and from there into the sleep of ages. Rarer still are rumors that they may not have all been Salubri, but simply Cainites given some great task by Saulot.

Saulot's Other Broods

There are rumours whispered that Saulot was looking for something specific, though what that was is yet unknown. It is believed that led him to create a multitude of broods throughout the known world, only to abandon them all in the end.

AL-AMIN

Closest to the main line of the Salubri, the al-Amin are more the byproduct of cultural differences, hailing from the lands now known as the Middle East. They fought on the front lines against the Baali, organising and leading the Clans who reside in that region against the infernal Cainites, striking them down. Some of al-Amin did aid their European brethren during the purges, working alongside the Banu Haqim, who had long been their closest allies. Others of this line saw it as a trap, a means to draw them forth so that they too could be slaughtered.

For more information on the al-Amin, please see *Veil of Night*, p. 110-111 and *Player's Guide to the High Clans*, p. 134.

al-Amin require Salubri Coordinator Approval.

NKULU ZAO

A minor line of the Laibon, they were one of Saulot's many broods, their name meaning "dead souls of Zao-lot" in Bravili. They are so few and so secretive no one knows the true numbers of this obscure line. The damage done by the Usurpers was enough to remove trust in any other Cainite, even those of their own Clan, and embraces are exceedingly rare. In their desperate bid for survival, the Nkulu Zao have become rampant diablerists, consuming the soul of any who threaten their safety, earning them the moniker of "Soulsuckers". The third eye that has become so iconic for Saulot's progeny has nearly completely disappeared in this bloodline.

For more information on the Nkulu Zao, please see *Kindred of the Ebony Kingdom*, p. 200-201.

Nkulu Zao require a 2/3 Majority Vote.

WU ZAO

Perhaps the bloodline of Saulot's that has fared the best, they were the byproduct of his journey East, to the lands of the Kuei-jin. They possess two Castes, that of Thief and Scholar, and nearly always travel in pairs, much as the Warriors and Healers of the main line were wont to do centuries ago. The exceptions to this are those of the bloodline who reside in India, where the pairings are uncommon. The Kuei-jin hunt them for the thefts committed over millennia as the Wu Zao seek to uncover all manner of information and knowledge regarding the impending Age of Darkness.

For more information on the Wu Zao, please see *Wind from the East*, p.54-55.

Wu Zao require Salubri Coordinator Approval.

Merits & Flaws

As most merits and flaws specific to the Salubri do not possess MET write ups, these are suggested conversions, based on the mechanics used in their tabletop forms, however they are not binding.

Blooding by the Code [7 point Merit; Clanbook: Salubri, p.47]

This merit means that your PC has undergone the ancient rite created by Samiel, the first of the Salubri Warriors. You have undergone tutelage and training with a Salubri Warrior, either one of old, or one of the Antitribu who has undergone this grueling and trying process as well. Not all who attempt such a path succeed, and much will be required of you before your mentor will aid you with the final steps required to take on the name and mantle of one of the Heavenly Host.

Whether you were a simple Fury possessing the modern night's version of Valeren, or had some of the old ways come out in your blood and possessed the Merit: Born Again Warrior, you now possess Warrior Path Valeren, as well as the Warrior Clan Flaw, rather than the Salubri Antitribu Clan Flaw.

This Merit requires Salubri Coordinator Approval.

Disciplined Eye [3 point Merit; DA: PGttHC, p.205]

Spend a blood and a willpower to force your third eye closed for a scene or hour, whichever ends first. It will not open, even if you use Valeren or Obeah.

Scent of the Other [1 point Merit; Clanbook: Salubri, p.47]

Use as printed, no MET conversion necessary.

Sight Beyond Sight [5 point Merit; Clanbook: Salubri, p.47]

Whether this Merit allows a PC to see into other realms, see the true form of the Fae, or makes them better able to see through Chimerstry and Obfuscate, is at ST discretion.

Odd Eye [1-2 point Flaw, Clanbook: Salubri, p.47]

Use as printed, no MET conversion necessary.

Stubborn [1-3 point Flaw; Clanbook: Salubri, p.47]

Use as printed, no MET conversion necessary.

Visible Eye [5 point Flaw; Clanbook: Salubri, p.47]

Use as printed, no MET conversion necessary, however it would be inappropriate for a PC or NPC who has found their way into the Sabbat.

The **Protected** and **Warrens** Merits, as well as the **Unblooded** Flaw from *Clanbook: Salubri* are not appropriate in modern nights.

Custom OWbN Merits & Flaws

The following Merit and Flaw have been created to better represent Salubri Antitribu genre as it has developed in OWbN. Both are binding in terms of mechanics.

Born-Again Warrior [2 point Merit]

This merit is only found amongst the Salubri Antitribu, where something in your embrace has invoked the original powers of the Warrior bloodline. Because of this, instead of having the modern versions of Valeren 2 & 4, you manifest the original versions of this power; Morphean Blow and Armour of Caine's Fury, respectively. Both Morphean Blow and Armour of Caine's Fury are treated as in clan for you, and as such, anyone who learns those levels of Valeren from you learns Morphean Blow and Armour Caine's Fury. Should you ever acquire the Merit: Blooding by the Code, this Merit ceases to function, as you are considered to be a full-fledged Salubri Warrior, with all that entails. Refund of points spent on this merit is at ST discretion.

This Merit requires Salubri Coordinator Notification.

Adonai's Disgrace [5 point Flaw]

For some reason, your blood does not reflect the changes that have bred true in the line of the Antitribu, but rather harkens back to the Healers of old. Because of this, you have not manifested the powers of Valeren, but rather Obeah. This is purchased at in clan costs, as you are considered to have Obeah as an in clan discipline. However, unlike a true Healer of old, you may not teach Obeah to others, and you may never learn Valeren. In addition, you possess the Salubri Healer Clan Flaw (see Faith and Fire, p. 75) rather than the Salubri Antitribu Clan Flaw, and if your affliction is known, you possess the negative Sabbat Status trait of: Disgraced.

This Flaw requires Salubri Coordinator Approval.

Disciplines

Healer Path Valeren and Obeah

Healer Path Valeren no longer exists as a Discipline, it is now Obeah, which can be found in *Laws of the Night: Revised*, pages 158-160. The second Intermediate of Healer Path Valeren, Shepherd's Watch, as written in *Faith and Fire*, has been converted into a Combination Discipline that is available for PCs who have Obeah, should they find a teacher.

Mechanical Changes: Healer Path Valeren is not available for PCs or NPCs.

Warrior Path Valeren

Warrior Path Valeren is defined as the version written in *Faith and Fire*, pages 212-213.

The powers of Morphean Blow and Armor of Caine's Fury, second basic and second intermediate respectively, are only available to Salubri Warriors, Salubri Antitribu who possess the Merit: Born Again Warrior, and PCs and NPCs who have learned their Valeren from a character possessing this version of the Discipline.

Modern Nights Valeren

The version of Valeren practiced by the majority of Salubri Antitribu seems to be a strange merging of the Warrior Path and the Obeah, with Ending the Watch seeming to be an extreme take on the mental peace that Healers can offer with Mens Sana.

Any Salubri Antitribu who does not possess the Merit: Born Again Warrior has Modern Nights Valeren, as written up in *the Laws of the Night: Sabbat Guide*, pages 131-132.

Any PC or NPC who learns their Valeren from a character possessing the Modern Nights Version also learns that version of the Discipline.

Mechanical Changes: Ending the Watch may be used on supernatural creatures (Vampires, Ghouls, Changing Breeds, etc) provided, as with an ordinary mortal, the target is willing.

The version of Valeren that you start learning is the version that you must continue to learn. You may not start your instruction from a PC or NPC possessing Modern Nights Valeren and switch to instruction from a PC or NPC possessing Warrior Path Valeren, or vice versa.

Combination Powers

The conversions of tabletop mechanics into MET mechanics are suggestions.

Anything that is listed as a requirement for purchasing/possessing a Combination Discipline is binding; powers that have been converted into Combination Disciplines (Peacemaker, Shepherd's Watch, and King David's Blessing) may only be purchased as Combination Disciplines, they are not available as alternate levels of Valeren or Obeah.

Consuming the Wayward Soul [Fortitude 2, Ending the Watch, Packet] Cost: 10xp

Perhaps out of a sick sense of irony, or perhaps a desire to throw the rumours spread about his Clan in the face of the Tremere, this controversial technique was created by Thomas the Angry.

The Fury using this power must use Ending the Watch and then making a Static Mental Challenge vs. 8 plus their Morality Traits. If successful, the Salubri Antitribu consumes the soul as it is released from the body of the target of Ending the Watch. The character making use of this power regains a number of Willpower equal to their level of Fortitude. This power may only be used once per night.

Glare of Lies [*Auspex 2, Valeren/Obeah 1; DA: PGttHC, p.168*] Cost: 7xp

Adjust mechanics as follows:

Make a contested Mental vs. Social challenge, with the respective retests of Empathy and Subterfuge. The player using this power adds ½ their combined levels of Auspex and Valeren, rounded down.

Eye of Unforgiving Heaven [*Auspex 4, Valeren 4; DA: PGttHC, p.166*] Cost: 14xp

Adjust mechanics as follows:

Spend a blood trait and a willpower. The light has the same effect as as direct sunlight, dealing 3 levels of aggravated damage to any within the character's gaze. The character wielding this power is also affected, to a lesser degree, suffering 3 levels of lethal damage that manifest as bloody tears from their third eye. The effects of this power last for one turn, unless maintained each subsequent turn by the expenditure of a blood trait and a willpower.

To utilise this power, the character must be on a Path that espouses Conscience.

Eye for Weakness [Auspex 1, Valeren 5; Packet] Cost: 10xp

Building off of Vengeance of Samiel and their gift of heightened sight, the Fury learns to utilize some level of that power at range. Spend 1 blood and chose a single target to activate this power for a Round. The Fury's eye flares open as if using Vengeance of Samiel and fixates on the target. Any ranged attacks you make on that target gain High Caliber for the round, or an additional level of damage if the weapon being used already has High Caliber.

This power may only be learned by PCs who do not possess the Merits: Born Again Warrior or Bleeding by the Code. It also may not be learned by Salubri Warriors, as their blood is not the right temperament.

Fight Through the Pain [Fortitude 4, Anesthetic Touch; Packet] Cost: 9xp

Once learned, this power is always active. The Salubri Antitribu has learned how to use the soothing powers of Anesthetic Touch on herself. By combining this with her supernatural powers of Fortitude, she

has no problem shrugging off massive amounts of damage. By spending a Physical Trait, the Antitribu automatically wins tests of Fortitude 3 and 4. This does not grant the ability to also attempt to test down further levels of damage.

Inspire Greatness [*Fortitude 2 or Potence 2, Presence 3; DA: RoK, p. 72*] Cost 21xp

Adjust mechanics as follows:

Storytellers should consider making the mass Social challenge required to activate this power a mass Static Social challenge against all targets involved. Each Trait of Blood spent during the activation will equate to one level of Fortitude or Potence (and Physical Traits for Mortals) that the recipient of this power receives, up to the maximum. This power lasts until the deed is completed or the scene, whichever is shorter.

Greater Inspire Greatness [*Inspire Greatness, Presence 5; DA: RoK, p. 72*] Cost 14xp

Adjust mechanics as follows:

With both versions of this power purchased, every individual past the first who gains the benefit from this power requires the Scion to spend a Social trait, to a maximum of 5 (which will allow the Scion to affect everyone he wishes who is in his immediate vicinity). This power lasts until the deed is completed or the scene, whichever is shorter.

King David's Blessing [*Presence 3, Obeah 4; Clanbook: Salubri p.45-46*] Cost: 6xp

Adjust mechanics as follows:

This is no longer an alternate power for Valeren 4, but rather a Combination Power.

The player makes a Static Social Challenge, difficulty 10, retest Performance (either singing or the appropriate instrument). If they are singing to the accompaniment of another, both must make the test. If the accompanist fails the test all bonuses have 1 less Trait.

If the Salubri uses this power prior to mundane healing or Mens Sana, they are up 2 Traits to do so. If they use it prior to Corpore Sano, the target will heal an additional wound level of the appropriate source (lethal for lethal, agg for agg).

If the Salubri is working in conjunction with a doctor, another Healer, psychologist, etc. they may spend 1-5 Social Traits to grant their partner an equal number of bonus traits on the challenge.

Penitent Resilience [*Fortitude 3, Valeren 4; DA: PGtHC, p.169*] Cost: 14xp

Adjust mechanics as follows:

The character will reflexively spend a trait of blood for each point of damage suffered from exposure to sunlight. All else remains the same.

To utilise this power, the character must be on a Path that espouses both Self Control and Conscience.

Psychic Double [*Auspex 5, Obfuscate 3; LotH, p. 140*] Cost: 12xp

Adjust mechanics as follows:

There is no chop for projecting to a location, this is handled as per the MET rules for Astral Projection. In order to manifest with the appearance of another individual costs 1 Mental Trait, as with Mask of 1000 Faces. To manifest with a generic Mask of 1000 Faces has no cost, as per the MET mechanics.

Peacemaker [*Presence 3, Valeren/Obeah 3; Clanbook: Salubri, p. 44-45*] Cost: 6xp

Adjust mechanics as follows:

This is no longer an alternate power for Valeren 3, but rather a Combination Power.

Anyone who wishes to insult someone or give in to bad temper while under the effects must make a Static Willpower Challenge, difficulty 8.

Reach the Breaking Point [*Auspex 4, Ending the Watch; Packet*] Cost: 6xp

By combining their Clan's signature Discipline with the ability to pierce minds, the Fury has found a way to cause extreme emotional and mental anguish in a target.

Establish physical contact with your target, which may require a Physical Challenge, and make a contested Mental Challenge versus any target you have hit with Burning Touch in the past 5 minutes, retest Torture. Success causes a flood of emotional anguish to wash over the victim as you pull memories of the deaths of loved ones to the surface.

Anyone affected by this power suffers the negative Traits of Callous x1, Cowardly x1, and Witless x1 for the next Scene or hour, whichever is longer.

Shepherd's Watch [*Presence 5, Obeah 4; Faith and Fire, p.211*] Cost: 9xp

Adjust mechanics as follows:

As Healer Path Valeren in modern nights has become Obeah, this is now a Combination Discipline.

PC Made Combination Powers

All Combination Powers listed here were made by OWbN PCs. In order to learn any of the following powers, you must be able to trace it back to the original creator. In order to know about any of these powers, you must have found out in game; no level of any Lore will cover knowing about the existence of these powers as they are too new.

Echoes of the Past [*Auspex 3, Valeren 1; created by Mathew St. Hubert*] Cost: 6xp

By combining two of the innate disciplines of the Salubri, the user of this power can gain even more insight about a specific scar, tattoo, or other bodily change that has befallen the subject.

By making physical contact and spending up to three mental traits, the User may get glimpses of who caused the damage/alteration, their mental state(s), and sometimes even flashes of the scene itself.

Realm Sight [*Auspex 2, Valeren/Obeah 2; created by Jamie Acosta*] Cost: 5xp

Drawing upon the origination of the Salubri Clan's third eye, Realm Sight allows a Salubri to see into other realms with just their third eye.

By spending 1 Willpower, the Salubri with this power may see into one extra realm of their choosing (Astral, Umbra, Shadowlands) for one scene or hour, whichever ends first.

Due to the Salubri's attention being split between two realms, they incur a 1 trait penalty to all physical actions. The eye glows with a black color while this power is in use.

Non-Salubri Clans and Bloodlines may not learn this Discipline, as their lineage does not descend from Saulot.

Blooding Rituals

To have these rituals, the Salubri or Salubri Antitribu must have the Merit: *Blooding by the Code*, which requires Salubri Coordinator Approval. Each Ritual also requires Salubri Coordinator Approval to purchase, including custom Rituals created by a PC or NPC. Traditionally, *Blessing of the Name* is the first power that a newly Blooded Warrior learns, as it signifies the tie between Warrior and Angel.

Blessing of the Name [*Blooding by the Code; Clanbook: Salubri, p. 44*] *Cost: 12xp*

Adjust mechanics as follows: This ritual is activated by spending two willpower and making a social test with a difficulty of 10 minus the character's current morality rating. Should attackers win the test (follow the same process for breaking Majesty), they still suffer a one-trait penalty to ties to take aggressive actions against the user. At ST discretion, if the Salubri was particularly inspiring in invoking the name of their Angel, their allies are granted a two-trait bonus to combat tests for the remainder of the scene.

Additionally, should the user of this power attack someone, their effective Majesty is broken to the person they have taken the aggressive action against, and no one else. Anyone else wishing to take an aggressive action against the Salubri who has not broken his Majesty must test as per normal.

After the end of the scene, treat all hunger frenzy stimuli as one trait higher for the next scene or hour.

Tracker's Mark [*Blooding by the Code; Clanbook: Salubri, p. 44*] *Cost: 8xp*

Adjust mechanics as follows: This does not require a full blood trait to utilize, merely a drop will suffice. The player makes a Static Mental Challenge, difficulty 8, retest with Awareness. They may spend up to 5 mental traits to gain information about their target.

In order to track the target using the blood, the player makes a Static Mental Challenge, difficulty 8, retest with Survival, with the number of mental traits spent (up to 3) indicating how many hours they may track the target before testing again. For each generation better than 8th that the target is, the difficulty of the test drops by 1 (7th generation is a test against 7 traits, 6th is against 6 traits, and so on).

Shattering the Chains [*Blooding by the Code; Packet*] *Cost: 10xp*

The children of Saulot are the masters of both body and soul. His beloved Healers learned to mend the scars of a hard life, his most trusted Warriors learned to heal the scars of a tragic fall.

After centuries spent countering the efforts of the Unholy Host on earth, some Warriors sought a way to assist those who came to regret the choices they had made. In time, by studying the craft of their brother line, the Warriors of Saulot learned to take another's soul into themselves and to use their own purity of purpose to make it whole again.

The infernalist lays down on a stone slab while the Warrior bathes them in holy water, causing 6 Aggravated wounds to the recipient. The Salubri then takes the spirit into his own and casts his will against the bonds held by his patient's demonic master in a ceremony that takes one hour. The Salubri player makes a Simple Test that they must Win. If successful, the ritual is completed and the recipient's connection to that Demon is forever shattered, causing him to lose all the benefits of his Pacts. If the Test results in a Tie or Loss, the Rite fails and the recipient's soul is immediately pulled into Hell by their Demonic Master, their body crumbling to ash. Should the Warrior be so blessed as to have a Healer with Obeah 5 aiding them in this process, they are granted 1 free retest.

The recipient cannot become an infernalist for a year and a day after the use of this ritual, and will forever earn the enmity of the Salubri should he betray the trust they have shown him.

At ST discretion, both the Salubri and recipient may suffer the Flaw: Demon Hounded.

This power can only be used on a willing infernalist. The Storytellers of the Characters involved must contact the appropriate Coordinators, as breaking Infernal Pacts is Demon Coordinator Approval.

Guard Against the Adversary [*Blooding by the Code; Packet*] Cost: 14xp

Created as the avengers against the Infernal, the Warriors of Saulot have mastered the ability to shake off the effects of hell upon themselves and those with them. Calling upon god for divine protection in their holy crusade against the denizens of hell, the Warriors of Saulot are granted a Blessing from the forces of Heaven in their Crusade.

Mechanically this ritual functions exactly like the Merit "Blessed" from Sins of the Blood (having it twice does nothing). However, in addition to being immune to all Dark Thaumaturgy, a Salubri with this ritual may extend this protection, to a degree, to any of his allies in line of sight. The Salubri spends 1 Willpower Trait per person on whom wishes to bestow this benefit. For the next scene or hour, the recipient receives one free retest against all Dark Thaumaturgy Challenges thrown against him.

Samiel's Disdain [*Blooding by the Code; Packet*] Cost: 10xp

After Mastering the art of Samiel's Vengeance, many Salubri Warriors found that their prey would often flee from them after such a mighty blow (should they survive it). With the power of the Bleeding Ritual, the Salubri Warriors were able to create a method to extend the advanced power of Warrior Valeren to circumvent such an obstacle.

The Salubri must possess the power *Vengeance of Samiel* to gain the benefits of this Ritual. To use this ritual, the Salubri must first successfully use *Vengeance of Samiel* against a target. After successfully striking, the Salubri may then engage the victim in a Mental Challenge, retested with Awareness. Should the Salubri succeed in this Challenge, he may then expend one willpower per hour he wishes to be able to track his target. The willpower must be spent when this power is activated, it may not be spent each hour to extend the duration.

Should he fail this challenge the victim is immune to further attempts for the remainder of the scene. This method of tracking is automatic, if successful, and requires no other expenditures or concentration. The Warrior Salubri knows the precise location of their target for the allotted amount of time. Even mystical forms of hiding or travel into another plane of existence do not help; the Salubri always know where they are, though they may not be able to reach their target.

Protection of the Name [*Blooding by the Code; Packet*] Cost: 14xp

Names have power. The Bleeding allows a Salubri warrior to share in their Patron's power by taking on said Patron's name. Salubri who take it one step further, casting off their old name and using their Patron's name as their own can enjoy protection from those who would use their name against them.

The Salubri must use their Patron's Celestial name as their own for no less than a year and a day before purchasing this power. Once purchased, anyone seeking to use a supernatural power which requires the Salubri's name must use the True Name of the Salubri's patron (which is not the same as the Celestial Name used by the Salubri) or the power fails. The Salubri's old name no longer carries any ties to him. Using the True Name of a powerful Celestial being risks its ire, at ST discretion. The means by which a PC or NPC would obtain the Patron's True Name is at ST discretion, but should be suitably challenging.

Salubri Antitribu Ritae

The Ritae below are Salubri Antitribu created Ignoblis Ritae. To learn them you must seek out and find one who has it and convince them to teach you it. With Rituals x5 you may have heard of these Ritae, but you are not familiar with them, unless you have been instructed, witnessed, or participated in them.

Initiation of the Righteous

This can only be performed by someone of Archangel Rank or Higher. If the initiate frenzies, the ritus fails.

<The Initiate is blindfolded, his third eye uncovered as he is lead to the center of a large room.>

Archangel: Answer all of my questions with but one word. Child, you have come here today to join the ranks of the Salubri Antitribu Choir. Is this truth?

Initiate: ???

Archangel: Then you understand the sacrifices that you will make on behalf of the Fury of our Lightbringer?

Initiate: ???

Archangel: Why are you here?

Initiate: ???

Archangel: What brought you here?

Initiate: ???

Archangel: What will take you from this world?

Initiate: ???

Archangel: And who will you bring with you on your way out?

Initiate: ???

<Assuming answers were appropriate, the Archangel (or higher) and two other Angels (if possible, not necessary) approach from the outskirts of the room. They kneel in front of the initiate as he stands above them. Angel 1 will grab the initiate's legs.>

Angel 1: I am the failure of those before us. <<Burning Touch>> <<End Burning Touch>> Never forget.

Angel 2: <Angel 2 stands and grabs the initiates arms> I am the sacrifice of the Lightbringer. <<Burning Touch>> <<End Burning Touch>> Never regret.

<Archangel stands and places his palm on the initiates third eye> I am the Fury of our Blood! <<Burning Touch>>

All Three: Never relent!

<Archangel ends his burning touch and all three let go of the initiate.>

Archangel: Who are you?

Initiate: *Name*

Archangel: *Initiates Name*

Angel 1: *Initiates Name*

Angel 2: *Initiates Name*

Archangel: Do you swear that you will bring down the Usurpers or die trying?

Initiate: ???

Angel 1: Do you swear you will make our enemies feel the pain that you have felt?

Initiate: ???

Angel 2: Do you swear to uphold and support the goals of Clan and Sect?

Initiate: ???

(Assuming all were acceptable answers)

Archangel: Welcome, *Initiates Name*, we shall all witness your fury.

War Paint

This Ignoblis Ritae is an ancient practice of War Paint taken by the Salubri Antitribu and applied by ritual for battle. The Priest blesses those who partake in battle with prayers of the Dark Father and the Warrior legacy of the Salubri. When he is done is ritualistically covers the recipient in war paint made of blood. Those who participate in this Ritae gain one additional willpower trait for the remainder of any combat.

Test of the Righteous

This Ritus was created by Adonai, as a variation on Monomacy. It can only be cast by the Lightbringer, and is used when an Ophanim has challenged to take the place of one of the existing Cherubim. As with Monomacy, the fight need not be to the death, though the potential loss of face and rank may be more than the Fury may be willing to bear. All terms are overseen by the Lightbringer, as both the Priest officiating the Ritus, and as the final arbiter as the head of the Choir. As with Monomacy, the challenger sets the time and location, with the Cherubim challenged setting the rules on the weapons and other details.

Adonai's Grace

Adonai's Grace is known and performed by Adonai himself. It is a supplementary Rite performed every *Palle Grande*. Adonai calls all his Childer who are able to him. There he commands them to talk of their deeds they have done for the clan during the past year. Battles against the Tremere, unearthing hidden lore, fighting the infernal, or anything a Salubri Antitribu feels is of note is told in story. After all the tales are told Adonai chooses the Salubri Antitribu he feels has done the most for the clan in the past year. The winning Salubri Antitribu is given the right to instruction under Adonai himself for one year in one ability Adonai himself possesses. All other Salubri Antitribu who partake in the ritual are often awarded other gifts by Adonai. Additionally, all Salubri Antitribu who participate in this Ritus gain a free retest on all Courage checks for the remainder of the holiday.

Telling the Tale

Salubri Antitribu often like to tell tales of both their past deeds and the legacy of their Clan. This *Ignoblis Rite* is a variation upon Thanksgiving and Sermons of Caine. The Salubri Antitribu steps forward and tells a tale of something he himself has done for his Clan. After telling the tale everyone involved feels motivated by the Salubri Antitribu cause and plight. For the remainder of the evening all those who listen to the tale gains an effective Vinculum rating of 1 to the individual who told the tale. Should the participants already have a vinculum rating to the Salubri Antitribu, it is instead considered 1 level higher than normal.

Peacebond [created by Mathew St. Hubert]

While the *Vaulderie* adds bonds to the Sect, it does not always cool tempers. As diplomacy may sometimes serve as a better medium than violence, this ritual was created.

Mechanics: The caster takes a small blade, like a needle, and pricks the palm of each person who is going to take part of the ritual. Each drop of blood must be caught in a bowl, and then burned like incense. After speaking the words, "We are all equal in this pain, therefore we all come to this table equally to speak" and having everyone repeat them, for the next scene or hour, everyone who took part in the Rite would be considered up one Self Control or Instinct Trait, or one Trait up for controlling frenzy. This bonus does count towards the trait total against a source for Frenzy - if with the bonus they double the stimulus rating they need not test. However, if a participant commits an act of violence, including use of quieter powers such as Dominate but not defensive uses of Presence, then they immediately lose the benefits of the Rite and the smoke from the burnt blood rests upon them to mark them as the betrayer of the Ritus.

Blessing of Dark Father's Fire [created by Mathew St. Hubert]

Akin to other Ignoblis, this Rite is and foremost a speech. However rather than extoll Caine's wisdom and strength alone, the Cainite must state the goal of the gathered mass of Sabbat, and how each Cainite will lend their aid in the upcoming task. While each individual need not be named, the Ritualist must still speak of their pack and what they will do specifically. It is only by exciting the gathered Sabbat, but inciting them, by calling out to the shared Vitae in all their veins, that this Ritual is effective. This makes this a fitting Ritual to follow up a Vaulderie. At the end, the leading Priest must call out to the Dark Father, asking for his blessing, for his fervor, in order to complete the Ritual.

Mechanics: The difficulty of the Ritual is equal to to the number of participants. Only those who have a vaulderie rating to the Priest may reap the benefit of this ritual. If the leading Priest is successful, each participant gains one free retest (a Faith and Fire retest) on one test for the goal that the Ritualist has set forth. This retest takes the place of a normal ability retest. This Ritual can only be active once in a 24 hour period. If the speech is not inspiring, or there is chaos caused during the speech, the Priest may spend a Leadership or Expression ability in order to keep the Ritual going, otherwise, it fails.

Salubri Antitribu of Note

Adonai

History is unclear as to the origins of Adonai. There are recorded instances of a young healer named Adonai around the time of Saulot's fall but it is unclear if this is the same Cainite. Some claim that he is a pretender, a modern embrace who stole his power from his own elders, just as the Tremere he reviles so much. Whatever his origins, one thing is clear. He was the first of a new breed of Salubri. Salubri who carry the fury of hundreds of years of persecution and death within them.

Thomas the Angry

One of the loudest Salubri Antitribu, Thomas is childe to Adonai and a Cherubim of the Salubri Choir. His loyalty seems to lie mostly with the Clan, and most importantly Adonai. He was one of the original brood of Adonai and therefore he seems to hold the Sabbat in little regard. Vengeance is something that he lives by and reputedly he executes it well. It is rumored that he is Adonai's right hand, striking when Adonai is unable to get his hands dirty. Thomas seems to be sympathetic to the Warriors of the old ways, however his loyalty is very clearly to Adonai.

Yael

Purported to be another of Adonai's brood, she bears a striking resemblance to the fabled Warrior of old. Stubborn and driven, she has made it her purpose to collect information and intel on the Tremere and every stripe of infernalist, as well as to dig into areas of the Clan's history that others have been unwilling to touch. Most recently, she has agreed to aid with the School established, basing herself out of their Kansas location. In addition to the wealth of knowledge she has collected, she also has no small amount of martial skill, and a wealth of other academic knowledge.

Ioam "O Lobo Guar"

Ioam has all the Characteristics that would mark him as clearly Middle Eastern, however there is no accent at all. He usually dresses in urban clothes and speaks no more than is strictly necessary. In the last 15 years he has done a great deal in the name of the Sword in Brazil, earning the nickname "O Lobo Guar" thanks to his ferocious way of fighting and tracking his enemies. He usually believes that is his duty to take the front lines with his brother in arms and is rare not to see him doing so. Clearly he is not one you would like to call an enemy, as he is known for never give up in a hunt. Ioam can be a staunch and protective friend to those he holds dear, but to gain his attention requires a great deal of effort.

Arnold Edwards

Arnold was the Childe of Richard the Bold, the first Childe of Adonai. Richard was Adonai's right hand until his disappearance a decade and change before the clan joined the Sabbat. Richard's martial prowess was legendary, said to rival (and some dare say exceed) Adonai's. Arnold on the other hand was an insurance adjuster from Boston whose martial abilities are best described as...adequate. His recent appointment as Cherubim, presumably to replace his Sire has been met with hushed rumors of nepotism as many wonder what qualifies him for such a lofty position, let alone the embrace.

Israel

Brash and angry, perhaps more so than any of the other Cherubim, Israel is a walking stereotype. Quick to anger, far more likely to swing first and ask questions later, but there are few who can argue his physical prowess. He has spent the majority of his time learning to wield all manner of weapons proficiently, and when given proper direction, even has a sound tactical mind. He has recently been challenged for his position amongst the Cherubim - only time will tell if his training proves sufficient to hold onto his title, or if the Cherubim will be welcoming a new member to their ranks come January.

Kervos, the Lieutenant

Where his Sire, Thomas the Angry, is loud and brash, Kervos is known for his insight and subtlety. Rather than following in the footsteps of Thomas, he has taken a different route, and serves as a Knight Inquisitor. In an attempt to temper Mercy's tendency to kill indiscriminately, the two are frequently assigned together, working in concert with devastating efficiency. Kervos is also a member of her pack, the Talons. Unlike many of his Clan, Kervos does not wear his passion and fury openly, though his time with Mercy has stoked the hatred he bears.

Salubri of Note

Qawiyya el Ghaduba

The last Childe of Samiel, dubbed “the Lioness of Jerusalem”, she is rumoured to possess the only complete copy of his famed Code. It is also rumoured that she keeps watch over someone or something, in addition to the Code. For centuries she has remained in the city of Jerusalem, from where she launched a brutal campaign to drive the Tremere from the Holy Lands. Qawiyya has eschewed all Sects as they have risen, remaining independent and aloof, refusing to leave the city she has called home for over 1000 years.

Nuriel

Recently awoken, Nuriel is truly one of the Warriors of old. Little is known about him other than his hatred for the Usurpers and the followers of the pit. For reasons unknown, he seems to hold a connection with the Salubri Antitribu. The precise relationship between Nuriel and Adonai is unclear, though it is evident that the two are at least familiar with one another. Nuriel's goals seem to involve the Modern Warrior Salubri in some way, however he has not vocalized his intent. Otherwise he is focusing on familiarizing himself with the new world that was created while he was in torpor.

Mahtiel

Until recent nights, her name was lost to the sands of time, a Warrior who found her way to the castle known as Hunedoara not once, but twice, following the path of her lost love. She roused from her slumber for a brief period during the Year of Fire, but has since disappeared again, likely returning to her centuries long torpor, her spirit sometimes wandering, drawn to individuals and places who remind her of those lost so long ago.

Nahum ben Enosh

Childe of Saulot, Nahum was an old man when embraced, said to have been mourning the wealth of knowledge he would not have the opportunity to learn. During the Tremere pogroms, it is known he made his way to Jerusalem, and remained for a time, aiding a young Healer. He was tired, and directionless, and it is said he left the holy city around the turn of the 13th century, vanishing from the pages of history. Though it has been over 800 years since he was last heard from, it seems unlikely that the Tremere found him, for such a prize would certainly have been boasted of.

Rayzeel

This Childe of Saulot has not been heard from in more than a millennia, having vanished when Saulot fell to torpor for the final time, though her destruction was never one that the Usurpers bragged of. It was said she was a mortal slave that Saulot embraced out of love, a practice forbade amongst his broods. After the Baali wars, it is said only her songs could rouse him from his melancholy.

Coordinator Notify	Coordinator Approval	2/3 Majority Council Vote
Choir Rank: Angel	Choir Rank: Ophanim	Nkulu Zao
Chor Rank: Archangel	Choir Rank: Cherubim	Salubri Healers
Combination Powers or Discipline Techniques requiring Valeren or Obeah	Salubri Warriors (True, Modern, Non Warrior Salubri to Salubri Warrior)	
Non Salubri with Vengeance of Samiel	Non Sabbat with Valeren	
Merit: Born Again Warrior	Out of Clan Obeah	
	Merit: Blooding by the Code	
	Flaw: Adonai's Disgrace	
	Blooding Rituals (all)	
	Lore: Salubri	
	al-Amin (Healers & Warriors)	
	Wu Zao (Scholars & Thieves)	

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