

DARK TIMES LATE SUPPLEMENT - GUIDE ON THE SABBAT

When dealing with members of the Sabbat, there are a few things you must take into account. Firstly that members' of such group always work and move in packs much like our coteries. There hierarchy is similar to that of the Catholic Church in which it goes:

Pack member - sister/brother
Priest- Minister -Reverend sir/madam
Ductus - Lord/lady
Templar/Paladin - Sir
Bishop (much like our princedoms controls a city) - Deacon/High Father- His Excellency
Archbishop - His Excellency
Cardinal (Always related to a specific region) - High Lord- His Eminence
Regent - Our Most Distinguished Excellency

Unlike within our own society most of those who are within high positions lose touch with the younger brethren and such the lower classes generally have a larger sway over what happens. As I mentioned before much of the organisation of the Sabbat shadows that of the Catholic Church and much of its rituals follow the same line often mentioning god and the use of Catholic Prayers. The way they wage war is also similar to that of the crusades in which they embark on the greater jihad, and such attack cities in force using Brujah Antitribu and Caitiff (also known as panders) as frontline troops. They often send City Gangrels and Nosferatu Antitribu to disrupt leadership and control before invading cities.

The known Clans of the Sabbat are:

Brujah Antitribu
Gangrel Antitribu
Malkavian Antitribu
Nosferatu Antitribu
Panders (Caitiff)
Toreador Antitribu
Ventrue Antitribu
Lasombra
Tzimisce

Warning many Sabbat packs use spies to locate specific areas of interest such as chantries, training grounds and Elysium sites so that the rest of the pack have an idea where best to strike to destroy the cities leadership as well as catching any predominant members of the area. If any elders are caught then they will be ritually diabolised by the pack.

Thank you for your time and good hunting.

Israel Tompson

Scourge of Glasgow