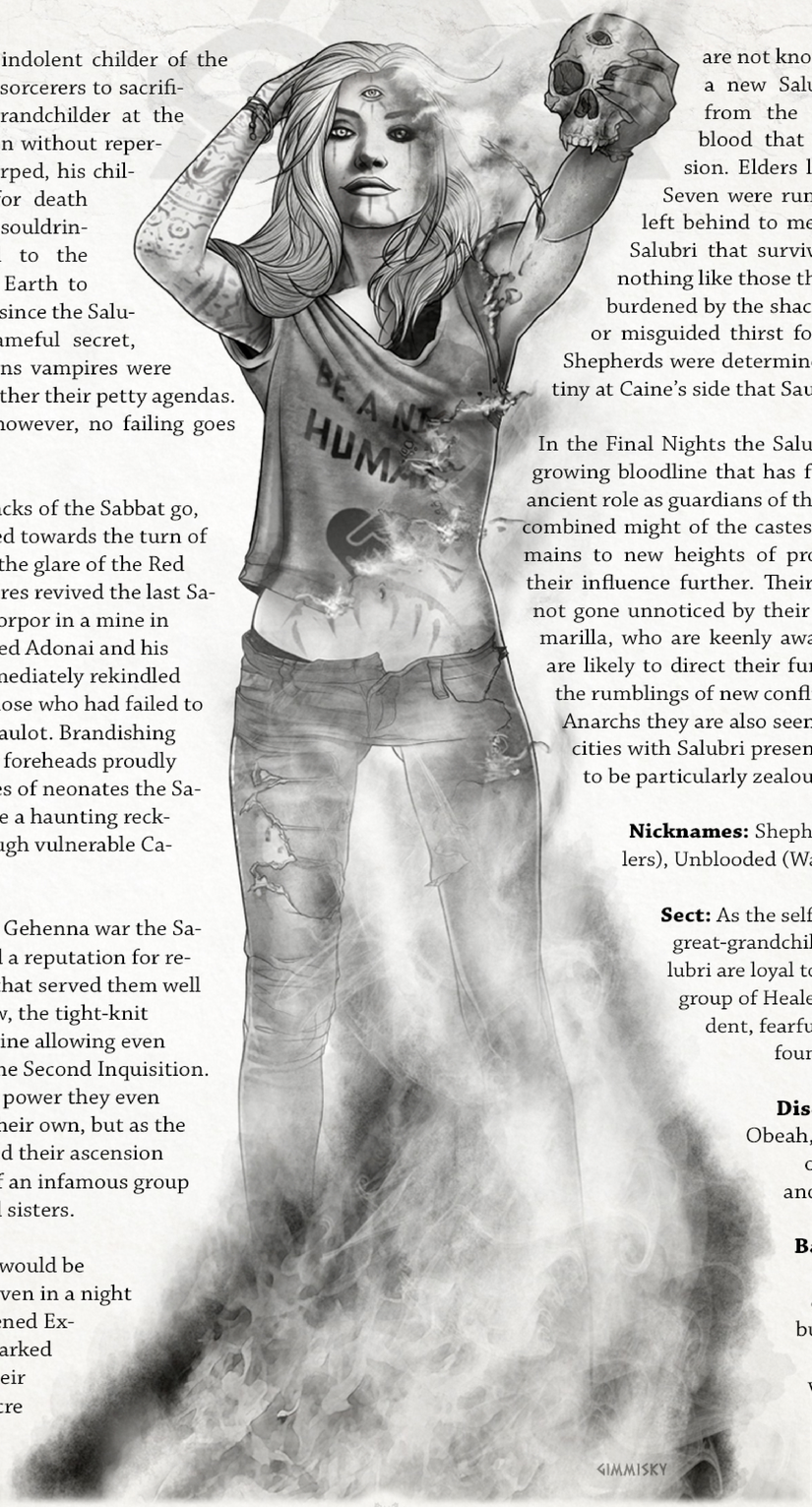
SALUBRI

"I will be your shepherd in the night."



A millennia ago the indolent childer of the clans allowed mortal sorcerers to sacrifice Caine's favored grandchilder at the altar of their ambition without repercussion. His clan usurped, his children were marked for death and besmirched as souldrinking devils, hunted to the edges of the known Earth to near extinction. Ever since the Salubri have been a shameful secret, proof of transgressions vampires were willing to allow to further their petty agendas. As the Jyhad goes, however, no failing goes unpunished forever.

As stories between packs of the Sabbat go, when the world rushed towards the turn of the millenium under the glare of the Red Star, a cadre of vampires revived the last Salubri Warriors from torpor in a mine in Prague. The reanimated Adonai and his Warrior brethren immediately rekindled their crusade upon those who had failed to avenge their father, Saulot. Brandishing the third eye on their foreheads proudly and Embracing masses of neonates the Salubri antitribu became a haunting reckoning, reaping through vulnerable Camarilla holdings.

Throughout the False Gehenna war the Salubri antitribu earned a reputation for reclusion and violence that served them well as their numbers grew, the tight-knit nature of their bloodline allowing even some reprieve from the Second Inquisition. At the height of their power they even boasted a Seraph as their own, but as the bloodline soon learned their ascension had drawn the eyes of an infamous group of seven brothers and sisters.

The Salubri antitribu would be approached by The Seven in a night posthumously christened Excision Mass, which marked the first time since their ill-fated reunion in Acre when the Salubri clan was ever whole. The precise details are not known by outsiders but a new Salubri bloodline rose from the pile of ashes and blood that crowned the occasion. Elders like Adonai and the Seven were rumored to have been left behind to meet the sunrise. The Salubri that survived the purge were nothing like those that came before: unburdened by the shackles of human faith or misguided thirst for revenge, the new Shepherds were determined to fulfill the destiny at Caine's side that Saulot had refused.

In the Final Nights the Salubri are a small-but-growing bloodline that has fully embraced their ancient role as guardians of the flock of Caine. The combined might of the castes propels Sabbat domains to new heights of prosperity, expanding their influence further. Their rise, however, has not gone unnoticed by their enemies in the Camarilla, who are keenly aware who the Salubri are likely to direct their fury against now that the rumblings of new conflict arise. Among the Anarchs they are also seen with distrust, as in cities with Salubri presence the Sabbat tends to be particularly zealous.

Nicknames: Shepherds, Orphans (Healers), Unblooded (Warriors), Soulstealers

Sect: As the self-proclaimed favorite great-grandchilder of Caine, the Salubri are loyal to the Sabbat. A small group of Healers remains Independent, fearful of their clan's newfound place in the night.

Disciplines: Fortitude, Obeah, Presence (Healers); or Auspex, Fortitude and Valeren (Warriors)

Background: Salubri of both castes are drawn to passionate but voiceless mortals. The abused and the victimized, believers and dreamers, all prized by the Shepherds. Once a Salubri has selected their prospect has only a few scant nights before the process of dehumanization begins, starting with ghouldom. Familial connections and religious beliefs are the first to go, but are never stripped by force. Shepherds vary wildly in how they break down a childer-to-be's bonds, some choosing systematic and brutal rethoric while others prefer fire and pain. In the end the candidate must give up humanity before receiving the holy gift of Caine's blood. The broken mortal is Embraced into the bloodline surrounded by her new peers who will be her mentors and teachers for all things moving forward, from Cainite politics to the Roads they are expected to follow.

Organization: In the Final Nights Shepherds more often than not walk in pairs almost like the two castes are afraid to go their separate ways again. Although the Healers tend to provide guidance and spiritual leadership to their Warrior counterparts that is not always the case and in mixed packs the Salubri join they do not eschew from leadership roles. In the Sabbat the Shepherds are known to keep the blood flowing, protecting the herd with crook and bite, healing sickly humans and keeping them plentiful and docile with their dark gifts. Unlike the Sabbat domains before the Second Inquisition descended upon the sect, territories where the Bishops allow the bloodline to play their part (or are Salubri themselves) tend to be eerily orderly, the apparent materialization of Caine's dream for the First City.

Bane: Once a Salubri would only develop their ***third eye*** upon learning Obeah or Valeren, but ever since the False Gehenna it appears as soon as the Embrace is concluded. Often the Salubri have some control over it and while the Independent remnant of the bloodline might have issue with how it weeps blood upon any use of the Shepherds' signature disciplines of Obeah and Valeren, exposing them as childer of Saulot, the Salubri of the Sabbat are far less worried about such displays of Cainite prowess. This third eye is not always quite human in origin, and while it may be physically covered, such as with a hood, it is always present, and no supernatural power can obscure it.

Where the third eye affects both ends of the bloodline is that, at times, it seems to possess a will of its own. Whenever a Salubri is in a heightened state of emotion the eye will try snapping open to seek the source of that distress, compelling the Shepherd to act on it. To some kinder Salubri that means healing those that need their help despite any danger to themselves, but to others it might signify engaging an enemy that challenges them openly no matter the odds. In game terms this means any time a situation aligns strongly enough with a character's Desire or Ambition they must check Willpower with a penalty equal to their Hunger level. In case of failure their third eye will reveal itself and the Salubri will move into action. Some whisper that the third eye reacts even if the Salubri herself is torpid, and that an icy gaze was the last thing Tremere saw before he diablerized Saulot.

Compulsion: Multilayered Paranoia. When under a Compulsion the Salubri sees the threads of the Jyhad everywhere and in everyone. Centuries of being hunted and lied to have warped the Shepherds senses and the Beast preys upon their fears. Anyone can be an agent of Saulot's, a servant of the Tremere, a member of the Second Inquisition, a corrupted ally of the infernal or a bought and paid for pawn of the Ventrue. Nowhere is safe, and if the Salubri dares to open her third eye during the Compulsion her paranoia expands to all realms she can perceive. All actions not directly taken to avoid all things until the Salubri is in utter solitude are penalized.

Stereotypes:

Baali: We are ready for another dance.

Banu Haqim: When we were broken you took us in. When we were afraid you protected us. Don't worry. We remember. We remember everything.

Brujah: The only way to win the game is by not playing it. Have you learned nothing?

Hecata: Tell the others we will join them in the shade, but not until until we are done. Not until there is work to do.

Lamiae: We have seen the face of your mistress. We understand your loyalty, but you will burn all the same.

Toreador: The Muses are the real power behind the Camarilla. Their honey deceives others but truth will always come out under the scrutiny of our eyes.

Tremere: Why the long faces, little brothers? We haven't forgot about you. We will be together soon enough.

Tzimisce: They saw sin for what it was and we will not forget that. Visionaries.

Ventrue: Real kings don't pawn off their crowns.

Anarchs: I understand their plight, I do, but in the greater scheme of things their fight is meaningless and their efforts wasted.

Camarilla: I see ivory towers and I smell fear. I see their hatred and I sense guilt. I hear them pleading and I feel nothing. Time for regret is over.

Sabbat: Vicious and dark, but justice is seldom pretty. We are what you turned us into.

Salubri Loresheets:

The Salubri that inhabit the Final Nights are in a fiery struggle to escape ancient webs of deceit woven all around them and their loresheets represent that burgeoning identity as well as ties to the esoteric history of their clan.

Blooded by the Code: One of the very last Salubri to receive the eucharisties as written in the Code of Adonai before it was burned, you secretly enjoy its benefits and its dubious setbacks.

Eye of the Soul: The vampires of the East speak of Saulot as a traitor and thief of their arts. You give credence to such claims, for your third eye displays strange powers that go beyond Obeah or Valeren.

False Golconda: After the Embrace you were made to diablerize your sire. Now, generations of Salubri sleep within you and their previous attempts to reach the Golconda curse you with unearned sainthood.

Prodigal Blood: Embraced during the chaos of the False Gehenna your sire was not Salubri, but a Tremere. You survived and joined your bloodline but have since developed a deep connection to Thaumaturgy.

Watched: You have been approached by who you are sure are vampires of the unknowable Inconnu. They have guided your steps until now, and seem willing to keep doing it, for a price.