



Kickstarter Manuscript Preview #2B:
Kindred Religions –
The Bahari, Children of Lilith

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Kindred Religions

“Every methuselah is capable of shepherding a flock of devotees, convincing them of miracles of the Blood, and forcing them to supplicate before an almighty leader. Every methuselah is a god just waiting to take on the title.”

— Shrug, Nosferatu Mistress of Cardiff

Undeath causes many a crisis of faith. The devout Christian might cease to believe in the sanctity of life and the forgiveness of God Almighty. The Muslim might fail to reconcile their own experience with the Qur'an's teachings on death as a long night of sleep, where upon dying, the individual immediately discovers their destiny in heaven or hell. The Hindu waits for their atman to be reborn in a new body, only to find themselves locked in their own damned, unliving shell.

It is enough to drive one away from faith entirely, and yet, vampires discover new beliefs. There will always be great mysteries in the world, and faith has provided millions, perhaps billions of humans with answers, and comfort where there are no answers to be found.

Vampirism is a terrifying state in which to find oneself. It's only natural that Kindred flock together to find meaning, purpose, and sometimes, salvation in communal struggle. Sometimes it comes in service to a higher power, other times it comes through examining the Beast within, and rarely, it leads to transcendence beyond a vampire's base instincts.

The religions presented in this chapter all exist within the World of Darkness, with some as prominent vehicles of vampire faith, and others merely existing on the fringes of Kindred society. In your chronicle, these might act as backgrounds, support networks, the sources of powerful Mawlas, or the font from which to draw horrifying antagonists.

The Bahari, Children of Lilith

“The Dark Mother suffered in the wastes. When we follow in her blood-stained footsteps, we are the children she lost, born anew to make her enemies pay for what they've done.”

— Sophie Maïga, Priestess of the Garden of Storms, La Balize

Who was Lilith? Few ask the question, mortal or not. Some say she was the haughty first wife of the first man, who took off to consort with demons because of a conflict rooted in a gendered and sexual inequality. Or, she was the victimized first wife of the first man, who ran to the darkness beyond Eden for safety.

In the medieval period, new versions of her story leapt into being, with one among others capturing the imaginations of many. Created by the debates of holy men and a satirist, it would prove to be the one that dug deepest. Lilith was the first wife, and Eve was the second. Lilith and Adam quarreled from the day they met, and Lilith grew tired of it. She used a secret name of their Creator to whisk herself away to safety. When mothers put amulets on their babies to ward off Lilith, they were warding off a woman whose rage was eternal, who would take all children in the night, and leave them dead. To kill the children of Adam and Eve was to strike back at their shared Creator, to unmake parts of a world that had been set in motion long, long ago. Despite the powers ascribed to her, there was almost something human to her pain and hate. In other tales Lilith is confronted by angels and stakes her claim on the lives of newborns. She becomes a consort of the Angel of Death, and evolves into a figure of powerful evil, one connected to a violent, roiling world beyond that of the average mortal; one that was terrifying, but perhaps necessary for existence to have the meaning that

it does. Perhaps, if Lilith sits upon her throne, she will not come down into the night, and take more than just newborn babies. In each myth, intermixed, the smallest seeds of the truth can be found by the determined reader. There is something almost human to her pain, and hate, but also to her love, and her grief. She does not simply access a world beyond the mundane human reality, she is part of it. For a time, she was the lover of an angel. In all her grief, she has had only herself to rely on.

Lilith is loyal to herself. She is self-assured, she is above human morality, and she possesses a power and sexuality utterly alien to many, even some of the Bahari. She is self-sustaining and resists heaven, Caine, and humankind, century after century. She is power, and knowledge. And she is a scapegoat, for humans and Cainites alike, for their fears and their desires. Her story has been passed back and forth between the children of Adam and Eve, and her own children. It is not pure, nor is it untouched by the hands of men, uninfluenced by those who do not know her revelations. Those who follow her know that without question, they will die. They will know fear and be forced past it, their bodies sent past the breaking point. They will suffer greatly for understanding and to protect each other. They are dedicated to bringing about the goals of the Dark Mother, and these are their reasons for living.

What is Lilith, is the most important question. She is the voice heard in the dark apartment, when no one else is present. The fragment of a song that obsesses but seems to come from nowhere. Dreams of blood-filled trees or the full to bursting belly gorged on food and blood, before the bed is ripped apart. The mother wailing and rocking the bodies of her dead children. A woman whose garden has been burned to the ground. All of the Bahari must know loss in their time. Physical and psychic pain. The role of a feast in the night. The role of *being* the feast in the night. To worship her is to be a fragment of her, to feel pain and crave vengeance.

The many Gardens of the Bahari have their own feelings about what parts of the scriptures or satires or scholarly treatises of mortals have captured an inkling of the Dark Mother. Each Garden has as many opinions of the *Revelations* and rituals as a pomegranate has seeds.

Stories about the Dark Mother are like holding a fistful of writhing snakes. The observer may see the storm, air, flight, angels, night, light, lovers, loss, desert, birth, sea, thorns, violation, magic unimaginable — and by that point they will be bitten and die.

[LAYOUT: A HANDWRITTEN NOTE]

Overly Devoted Scholarship

I'm feeling confused, and... upset, and angry, maybe betrayed, not sure yet. These self-actualization classes have been getting pretty weird, and some of it is good weird, but I have questions I'm afraid to ask there. When Taylor started telling me about Lilith, the ways I could live my life without fear or shame, that sounded cool. But the longer we talk, the more I've been digging. Lilith, the sexytimes demoness who kills children and fucks men for their "seed" and queen of evil shit, she's not from antiquity. I mean. She, Lilith, the Dark Mother, Queen of Night, what we know her as is... new. The first time it's explicitly stated she's the first wife of Adam, that she's got freaky powers and left the Garden and etc. etc. etc. is this misogynist satirist's book (that praised scriptural heroes for evils that never happened!) written sometime during the Geonic period. Maybe. There are even multiple versions that managed to limp to the present day, and I'm not sold on their accepted state as one large body of work. And then it's off to the races, with somebody, everybody and their mother (ha) making new stories about Lilith, casting her as cosmic evil, people making amulets to protect new mothers and infants from her left, right and center. Men are supposed to pray before sex with their wives to save themselves from the "liliths."

Point is, she's not from scripture, everyone who says she is, is making a point of extreme conjecture, and in some stories she's been replaced by a different demon, or a bad angel, but then another version says it was her. Taylor has been teaching me pieces of the word of Lilith, but it sounds like it was written by a man. She says there's nerds like me out there among the other followers, but if they have seen what I saw in my research, are they still followers of the Dark Mother?

Men cast her as a symbol of evil. And Taylor says she is evil, in her way, but that it's okay. And honestly, like, I'm not sure if I necessarily care if she's evil or not. But I want to know. I want some fucking answers. If we're following something so old and powerful that it transcends our understanding and presumably hasn't been seen by her followers, her children since... a long, long time ago, Taylor hasn't taught me those sorts of verses yet, not more than a few lines.

If nobody knows where she is, and they buy a version of her word that sounds like it was based on the words of men who cannot give two shits about a woman, and all the stories are much newer than antiquity and say she can be bound, or at least sent away, and none of them agree about where she is and what's she's doing... what is her word? Her real word? Her true name and purpose? Because whoever her enemies are (and I can piece together that a mainstream deity is up there), do we really know the whole story? Do they believe she can be sent away with the names of angels? Because if that sort of object or power is in the world, wouldn't her enemies chase it? Seek to lure her out? Shouldn't her followers know either way? Does someone protect her interests, or is everyone too busy having sex in the back of a bookstore and cutting each other up and... that's it? I know Taylor says there's "greater mysteries" and they've got a system, clearly, of when someone is ready, just...

If I'm going to die for an ancient Goddess, I want to know the people next to me in the metaphorical pew have my back and an equal investment in the truth behind our mother. I know when Taylor gets off shift, and I also know that you're not supposed to fear death if you worship the Dark Mother. I have a gun. I will get answers. And if those answers say try again somewhere else, I'll do that.

May the Garden be watered with blood. I will grow her a damn grove of manchineel if I have to show people I'm serious about this.

[LAYOUT: NOTE ENDS]

Lilith the Baby-Snatcher

The personality and actions of Lilith herself are less important than those of her followers, or those who follow the legends surrounding her. Among the most deplorable of her purported activities was the stealing of infants from unworthy parents, or as sacrifice to ensure the fertility of others. The majority of Kindred harbor severe misgivings about replicating this ceremony, and most Bahari cells do not encourage the kidnap of children. Ethics play a part, of course, but police scrutiny comes into play when children go missing.

Sadly, this practice is not entirely foreign to the modern Bahari. Some followers of the Dark Mother believe they have the ordained right to decide who must parent and who must not, and others at the cult's hard core believe no blood tastes sweeter than that of infants. Whether through a combination of bitterness at their cursed state, fanatical belief in Lilith and an attempt to emulate their Goddess, or simply as an act to terrify local kine and Kindred alike, fringes of the Bahari have and will continue to terrorize children and new parents.

Out of the Desert

From Canaan, Babylon, and Israel, the myths of Lilith traveled from people to people, carrying with them both error and truth about her and the Bahari alike. Even then, the cult carried within it a mix of Lhaka, humans, and mages. When the Babylonians said the night-demons of the air were women and men, once human, angry at the living, they were unaware of how much truth was in their belief. In this period of human and Cainite history, the recruitment of new Cainites was rare compared to later periods, and the Lhaka of the time were frequently of lineages that, while not old enough to have come from the Garden over which Lilith wept when it was destroyed, were still old. Those among the Bahari of antiquity who may have sprung closer to Lilith's blood kept their own counsel, and no oral or written documentation of their number has been found. While Jewish folklore was early to adopt discussion of Lilith, this pursuit of understanding her nature and binding her power made its way to Christianity. Where lilins once skated under the notice of Greco-Roman mystery cults and the Cainites haunting the halls of Greek and Roman power, the rise of the Christian Church brought a new threat to their nights. Where the children of Caine represented both danger and secret enmity, the Christian empire brought with it fervent prosecution of witchcraft, and a weaponized fight against demons.

Beliefs

The Bahari believe that Lilith, the Dark Mother, would have been the greatest gardener of Eden, if not for Adam and the human God. She had three Gardens; Elona, the Garden of Hope, D'hainu, the Garden of Renewal, and Bahara, the Garden of Suffering. Whether the Gardens were each a physical place or a metaphor is of some debate, but their names and the events surrounding them are without question part of Bahari belief and what one could call their liturgy.

In one of the few ways the Bahari have always been united, they are intent on forming new gardens of paradise (or their interpretation of what paradise is) around the globe. Historically, the Bahari named the city of Jericho their new Garden of Renewal, where between the 9th and 14th centuries CE, Kindred could find sanctuary, succor, and time to pacify their Beasts. The Inquisition of the time routed the domain, but for a time it was one of the Bahari's strongholds. Likewise, a powerful Bahari cell declared Oslo their Garden of Suffering in the 19th and early 20th centuries CE, but that group disappeared almost overnight prior to the start of the Second World War, leaving other Kindred to discover the domain had been used for the imprisonment, torture, and diablerie of countless vampires for over a century. None of the Oslo cell have re-entered society under the same names since that time.

The superiority of Lilith to Caine is a vital part of their belief structure, and the hate of Cainites is not something open to interpretation, let alone something to be approached with passivity or without violence. Cainites, down to the very last one, will either become Lhaka in the Garden, or die. The religious opinion that all supernatural creatures in the world are the children of Lilith is widespread, but not required. In the end, beneath any poetry, sin within the Bahari comprises a spectrum.

Bahari Convictions

Lilins frequently gravitate toward the following Convictions, their belief helping to justify their actions:

- **Always correct the false myths of Caine when you hear them**

To destroy Caine, one must destroy his myth. To elevate Lilith as she deserves, one must destroy Caine in every way.

- **Never feel remorse for serving Lilith**

The Bahari cannot afford to dwell in remorse, because remorse is the thread by which self-doubt and artificial morals are sewn to the soul. Remorse creates hesitation.

- **Always participate in Bahari rituals**

The personal feelings of a Ba'ham do not matter in regard to ritual. Whether they wish to be elsewhere, or believe the Garden they have entered is not worthy of their presence, worship of the Dark Mother and her wisdom supersedes personal preferences or politics.

- **Never show fear in the face of death**

Lilith did not show fear at any point after her creation, nor should her children.

- **Only kill in sacrifice to Lilith**

Killing is made sacred by being part of worship, learning, and growth. Sacrifice can be about holy vengeance. Sacrifice can mean volunteering your body to be the feast, to die in the hands and mouths of other Bahari. All deaths must have meaning to the Dark Mother.

- **Never fail to dispense pain and anguish to Lilith's enemies**

Bringing discomfort to the comfortable is not just a pithy saying, but a necessary component of bringing someone into the Dark Mother's embrace as well as destroying her enemies in a manner she would find pleasing.

Organization

Members of the Bahari start somewhere on the outskirts of someone else's Garden. As they embrace the lessons of the Dark Mother, they progress in acceptance, and education, before they can stand in the Garden with their fellow worshipers — or be buried in it, depending on how far they get in their time as a newly minted Ba'ham. But none should be afraid of watering the Garden.

A Garden is led by at least one person, frequently two. The number of Bahari in the Garden's grasp is limited only by the goals and resources of the group. In cities where initiates may draw attention to the Garden, their number is tightly controlled, and replaced only as needed. When an initiate is human, with no supernatural gifts, their study before their ritual of initiation delivers only basic information about Lilith, focusing primarily on lessons of pain, the extinction of personal fear, and the necessity of blood sacrifice. Would-be initiates drawn from the ranks of mages and the psychically gifted have more openly supernatural discussions during their early studies, while Cainites receive formidable and painful deprogramming about the mythos of Caine, and indoctrination into the story of Lilith.

Outside coven-scale organizations, regions of Bahari will from time to time work in concert on large-scale rituals, or to coordinate the destruction of influential Cainites standing in the way of Bahari goals. When traveling to new cities, a Ba'ham may find some or all of the local Bahari customs quite alien on their face, with only the essential elements of the Dark Mother's wisdom (blood and creation) recognizable. The oldest Garden still in existence — the Garden of Hope in Budapest — is a place of holy pilgrimage, and echoes of their liturgy have been carried piecemeal through centuries of Bahari immigration to other places, seeded into daughter-Gardens over time. Not every Garden is modeled on Lilith's three, but undoubtedly, the Bahari would love to bring them back to life.

Modern Nights

The need the world has for the Bahari is ever-growing, at least according to the lilins.

For every pain someone suffers, there is the chance at renewed purpose, or deep insight. There is no fear of death, or final death. In a world that seems increasingly desperate and chaotic, the bloody hand that tilts up someone's chin to tell them the suffering are seen is a powerful one. The lilins spread a truth craved by those paralyzed by grief and pain. In the beginning, Lilith was there, and Lilith was repeatedly betrayed, and they can attain vengeance for Lilith. The suffering that lilins spread feels like a substitute for the justice they will never have. To the new Bahari of the brutal modern world, the worship of Lilith is not only transgressive, but serves as a shadow faith against all human faith, a shadow nation against the children of Caine. It is an unholy time, and the Bahari of the world walk through blood and thorns on their way to the ocean, to hasten the waters' rise.

They are playing a dangerous game in war zones around the world, operating under the noses of thrill-seeking members of the Camarilla and their enemies, seeking to both lift up would-be lilins from the bloodshed and strike down the children of Caine.

Spirals of Vengeance

Some lilins try to act with all humanity and use their gifts to do nothing but help the victims of abuses, tortures, and harsh lives.

These lilins are, however, in the minority.

Lilins are not "good vampires" and they are not "Kindred angels," nor are they more interested in equality, fairness, and justice than they are in blood, righteous mandate, and punishment. The Bahari are more than happy to cultivate their image as avenging angels, and some only feed from abusers, target awful men, and persecute the patriarchy associated with worshipping Caine. However, when the survivor who pointed the lilin at their abuser thanks the vampire, the vampire is inclined to take that mortal as a retainer, a blood doll, or just drop them without future aid, now their task is done. When they target awful men, ripping them to shreds in an alley, they enjoy the pain they mete out, relishing the bloodshed and tortured cries. When they attack Cainite worship, they suggest a replacement: Lilith worship. Neither is truly better than the other.

Some Bahari come face-to-face with their hypocrisy and walk away from the cult. Others embrace it and use it to elevate themselves. Others deny the hypocrisy and genuinely see themselves as deliverers, righteous in their actions. Very few Bahari ponder the idea that abuse begets abuse, or how the spiral of vengeance becomes all-consuming until scores of innocents fall due to their supposed moral crusade. Examining their actions might give one a crisis of faith, and denying Lilith's way is a good way to find oneself excommunicated from the Garden, or lashed to the old Judas tree and burned to ash.

Recruitment

Among mortals, promising future Bahari are often sought out among survivors of abuse, crime, and events involving substantial fatalities (natural disasters, bus crashes, and the like). Mortals going through intense periods of grief (someone who may have lost all immediate family within a brief span of time, survivors of war) and those who take care of them are of particular interest. The *Revelations of the Dark Mother* — a text of importance to the lilin, though its authorship is disputed within the Bahari's scholarly circles — have much to say about grief and betrayal, and that's what they look for; people still within the gravity well of a grief that threatens to destroy them, down to their soul. These are the people crying in the

waiting room or a parked car, unmoving at home, putting on a strong face at work. They give their mourning to pets, doctors, volunteers, other survivors, bar tenders, social workers, their dealer. Even when they give their grief to the right people, they're still drowning in it. A Bahari working in any of these roles is introduced to a sea of faces, constantly moving, and if she, like Lilith, is meant to move within a sea... she'll have a mortal in her talons with only a modicum of effort.

Among the children of Caine, Bahari still seek out those with broken hearts and broken will, but they also seek out those who have been deprived justice, as Lilith was. Mortal acolytes who have known injustice are plentiful in every era. But among the children of Caine, the rage and pain of a child taken from them in antiquity, or the husband lost to the hardships of life in a company town — immortality gives these agonizing abuses of an unfair system the chance to become a frozen tableau in what Kindred might call their soul; memories they can't pry out of their minds, because half a world away — if not closer — are the people who orchestrated their agony. They might even ask them about it, from time to time, over the centuries. That painful wrath is Lilith's wrath, and the Bahari will court one of the vampires outside the Garden for as long as it takes to bring that anger to the Dark Mother.

It's rare to have a chance to recruit a mage, or eat a saint, but these delicacies take effort, as does killing the last mortal descendants of a self-important beast who knows his lineage back to Caine. It's possible that if that death rends his heart and brings about his sympathy to the ravages of grief, he could be opened to the truth.

Purists — traditionalists among the Bahari, if one can be described as such — say that initiations and offerings alike don't have to be made, you simply have to pay attention to where the Dark Mother directs you. For those who approach things with the swift and raging sensibility of the modern era, there isn't enough time left to waste on looking around. It's an unpopular sentiment, and in antiquity it smacked of laziness. Those who believe in this Burke-and-Hare shovel discount on observing the teachings and sacrament of Lilith will become the bloody rags and picked-over bones that fertilize one of her beloved Gardens. What the Bahari do with these new recruits is funnel much of their energy into directed violence toward Cainites. The Bahari have no inner circle of any kind to direct any Ba'ham as a puppet, and they rely on a cell-structure for their outward-facing activities, much like those used by terror groups.

The Bahari are an emulation cult, and any individual with a similar tale of woe is a healthy bud waiting to be nurtured into full bloom.

Bases of Operations

The Bahari are a globe-spanning cult, and have tended Gardens in some places for hundreds, if not thousands, of years. Generally, the Gardens have been located somewhere with fertile land and privacy, two things rapidly vanishing in the modern nights. Climate change has killed a number of Bahari, be they unwilling to move a Garden, unable to leave their Garden, or perhaps caught unawares by the shift of time and tide. There has been unease among their number at the increase in groups seeking to build Gardens beneath the waves, where Lilith is said to have lived among the dragons of the dark. Those seeking to nurse poisoned wastes into beauty once again have all died, save but a few known groups whose final fate no one has been able to confirm, including those who chose to go into the Zone Rouge in France after the Great War. Throughout their history, some Ba'ham who sought to heal the Earth did so to heal a measure of the Dark Mother's unimaginable agony from when Caine sullied her Garden and killed her children. They are permanently at odds with the Bahari who prefer a technological and accelerated end to the planet, who will go to their starving, choking deaths

with a smile after they have killed every descendant of Adam and Eve, and all of Caine's as well.

In any part of the world, as long as a Ba'ham has a pot of earth (or silt, if the sea-seekers are still alive and well), she is one of the most dangerous things beneath the sun or moon. It doesn't take a forest or a private park to make a Garden, it's simply powerful, and frequently aesthetically pleasing.

Garden of Hope: Budapest

These nights, the greatest Bahari-led domain is in Budapest. For nearly a millennium the lilin worked in the background of the cities that led to Budapest's formation. In the present era they believe they have finally cultivated the domain into Lilith's new Garden of Hope, and only in the last decade have they emerged at the forefront of domain politics. With the Beckoning calling away so many of Prince Laszlo's allies, the city's Bahari drove the Prince underground and seized the city for their own.

For centuries, the cult influenced the city's Kindred to abide by many of Lilith's precepts, manipulating vampire culture so the Kindred of Budapest were unafraid of death and pursued Golconda without fear, indulged in masochistic activities to prove themselves to each other, and restricted the murder of Kindred and kine to only great sacrificial purposes. Though Prince Laszlo didn't know it, the reason he changed domain laws over the course of the 20th century to suit the ways of the Bahari was because their voices filled his court. He even encouraged feeding from men above all other vessels, though he couldn't explain why.

Steadily, Budapest became the Garden of Hope. Its natural beauty plays a part, the glorious Danube cutting through it like a life-giving vein. Over the years, more Bahari traveled to the domain, reinforcing the cult's rites around other Kindred of the city until these became as natural as the Camarilla Traditions in any other domain. Whenever a Bahari needed to rest for an extended period, they would sink to the bottom of the Danube and bury themselves deep in the riverbed, giving their life to the city and taking the city's life in return upon awakening.

Importantly, as a symbol of the city's role as a domain of hope, the Bahari dedicated much of their time to giving Kindred reason to exist, reason to rise above the Beast's primal needs, and a channel into which they could pour all their anger and self-loathing. For years, unknown to the Prince, the Bahari pursued the path of avenging angels, visiting pain and sometimes death on every abuser named in a newspaper or brought to their attention through anecdote or rumor. The cause became less about justice and more about catharsis, with some Bahari finding their own hold on Humanity slipping, but the fact a domain existed where vampires could exorcise their guilt and hatred filled many with hope that with guidance, eternity needn't be so cruel.

Now, the domain's leader is a Nosferatu named Natali Tarr, though she goes by the title "Anya," meaning mother. She's the latest in a line of lilin to have led the cult in Budapest, but easily the most ambitious, reaching out to the until-recently torpid Vencel Rikard for assistance in ousting Laszlo. Rikard called in some favors to aid the cult in removing his usurper, but had no ambitions of claiming the domain for himself, content to just damage Laszlo's pride.

The Budapest of tonight is one where at least 60% of the Kindred present are Bahari, with more joining the cult each month. In this domain, Natali's lilin peers have built up a trove of texts in the library of Wenckheim Palace, forming the most complete record of Lilith and her most acclaimed followers' exploits. Natali sends out feelers to Bahari in other domains, inviting them to the Garden of Hope to contribute their experiences and lessons.

The Bahari believe Budapest is heavenly, but as with every domain, vampires on the wrong side of the religious or political divide suffer horribly. The lilin carefully ration feeding grounds for non-believers, deny them the right to Embrace, and persecute them mercilessly when they cross the cult. Likewise, the kine have experienced a rise in sudden deaths via heart attacks, aneurysms, and hemorrhages, knife crime is apparently on the increase, and blood conditions such as anemia have shot up. These issues seem to affect men while non-males appear exempt. The city's Bahari don't hate all men, but if they're to hold to their ideal of avenging abuse, they would argue that male hands commit the vast majority of assaults and violent crimes. Some newcomers to the domain take a pre-emptive stance and beat, mentally crush, or just kill men they suspect might one day engage in harmful behavior, with this practice extending to sires who have abused their childer.

The Camarilla are interested in observing how long Budapest can remain a Garden of Hope now that the Bahari are in charge. It could be a case where now that the cult holds power, they don't know how to control it. Or, the Bahari may cement their grip, find a balance between catharsis and purpose, and through Budapest form a paradigm for future domains. Until then, the Kindred of Budapest follow highly modified variants of the Camarilla Traditions and form a bulwark against outside attempts to change their domain structure.

Goals

The Bahari seek to destroy the Kingdom of Caine, make the world Lilith's, and bring her pain to the living and the dead. How these things are accomplished varies between Gardens, countries, Lhaka, mortals, and the supernatural creatures who have been drawn into the cult. Despite the prohibition against killing, in contrast to sanctified death, there have been lilins throughout history who felt engineering mass casualty events was perfectly acceptable when it allowed for the progress of the cult's goals. New generations of Bahari who subscribe to the permissibility of violence have embraced the new era's methods of death, from car bombs and train derailments to chemical attacks and drone strikes. Their approach to violence shares much with Bahari who seek to destroy the world Cainites inhabit, and that the God so many love created, through pollution and accelerationism. Some target the billionaires seeking to build climate-change-proof bunkers, pledging that their last nights will be spent bringing pain to whoever seeks shelter in such shrines to the denial of death. Others go after small-fry but no less horrible abusers, whether society deems them reformed or not.

To the Gnostics of the Church of Caine in particular, the Bahari vow to systematically destroy their power, comfort, and belief in order to honor the pain of Lilith and achieve vengeance against those who claim Caine as their forefather. The psychological cataclysm of such a process has resulted in almost as many conversions as it has deaths.

Due to the Bahari's size and uncoordinated nature, any given Ba'ham might pursue personal agendas against solitary targets in emulation of Lilith's lust for vengeance (or justice, if you were to ask the lilin), just as easily as one might be on the verge of founding a doomsday cell entertaining the notion of destroying the local dam and flooding the town so life can grow again from scratch. These vampires believe they are working in Lilith's name to make the world a better place, but if the Bahari have one commonality among them, it is that their ambitions inevitably lead to violence.

Those Ba'ham who cleave deeply to Lilith's role as gardener in a literal sense seek to make the world into one giant Bahari Garden, reversing unsustainable farming and pollution to restore it to a natural state, terrorizing all humans and Cainites left within it until they too either become sacrifices or Bahari themselves, giving Lilith a planet to rule and proving neither the children of Adam nor the Cainites were victors in the end. A minority splinter

group believes the planet must be completely covered in water to bring about Lilith's return to the Earth from her throne in darkest night, interpreting the waters' rise in the most literal of senses. These Bahari are in the minority, but they exist, and while a number of them wait for the rest of their cult to catch up with their way of thinking, others are prepared to launch full-scale disasters to start the wheel turning.

Rites and Rituals

There are all manner of rites and rituals performed by the Bahari, some as frequently as several times a night, others perhaps only once every millennium. The Bahari are an oral tradition by pride and preference, written rites being exceedingly rare. Even the most devoted and murderous lilin looking for surviving written works are lucky to find even fragments of such past worship. Winter is a cherished time for rites that mourn and reflect on Lilith's pain, leaving blood and entrails to steam on the snow before they freeze. Spring is as vicious as the birth pangs felt by the Dark Mother, but any season and nearly any sacrifice can be made within, or to start, a Garden of one's own. At the most basic level, the rites and rituals of the Bahari should contain or celebrate pain, water, death, fertility, sex, excess (particularly of food, blood, etc.), fury, and grief. Marking someone or something for suffering and death would be particularly apt.

Among intrepid lilin who focus their attention on the seas are rituals like the Dark Fall (a sort of whale fall, albeit conducted with a chained Camarilla elder in torpor rather than a deceased cetacean, to bring prey to the denizens of the ocean floor), the Memory of Storm (a dusk-to-dawn vigil in honor of lilin lost in hurricanes), and Deep Songs (a marathon rite praising the creatures that live in the deep trenches, with continuous singing until the rite is done; the first three lilins to falter in the song are sacrificed at sea). These arcane practices have no material benefit, but provide a spiritual calm to the participants, reassuring them that they're following the correct path.

Those preserving the land and the followers who dwell on it have the Song of Poison Gardens (for places poisoned by war or industry, to bleed away the poison and make them worthy of Lilith), Blood and Roses (sacrifices are killed in ghost forests or copses of trees to keep the Garden fertile), and Night of Shadow (lilins who were taken into the Bahari due to exceptional grief are imprisoned in a place of death or sorrow during the Winter Solstice, either to confront their grief and rise above it to serve Lilith, or be sacrificed to keep their Garden untainted by their past).

A lilin is not unmoved by life, or the dictates of their heart. Love, hate, grief, joy, sorrow, all expressions of feeling have their place in the Garden of Lilith. Their depth of feeling keeps them from falling prey to purposeless sadism, dangerous sorrow, or profane lust that would take them away from their purpose. As long as Lilith is first in their lives, and their Gardens second, any and all love, rivalry, or other attachments are treated as natural parts of existence. Whether one of the Bahari is human or something else, an empty heart is an invitation for the wrong things to take root within it. The pride, pointless violence, egotism, abuse, politics, and purposeless lives of the Camarilla and much of humanity are a threat to the purity of Lilith's truth. It is the denial of deep roots, and the disrespect for the fertility of life, that places so many beyond the reach of the Bahari.

Enemies

The Bahari list of enemies extends across the living, the dead, and plenty of entities who fit neither piece of taxonomy. Nearly all Kindred are potential future Lhaka, but all of them are enemies first, future coreligionists second, unless circumstances make it clear that a particular

Kindred could do very little to threaten the Bahari. Even then, someone unassuming could be someone else's catspaw.

Among Kindred, the Toreador and Nosferatu are still afforded a sentimental regard on the part of the Bahari. This can be as gracious as leaving them intact after metaphorically or physically slaughtering everyone around them, to as callous as a lilin saying they will be fair, and letting their quarry have a head start to run before being killed and eaten. The Bahari have their own reasons for long preserving the memory of the Toreador and Nosferatu progenitors' attenuated complicity in the destruction of Lilith's Garden and her children within it. Gnostics of any clan or sect have earned a special place in many Gardens as the centerpieces of sacrificial rites. There is no reason to try and convert a soul so thoroughly defiled.

Perspectives

Anarchs: *They're on the way to a certain form of wisdom, but that's what a lot of alcoholics say after their fifteenth shot. Yes, sometimes freedom for freedom's sake is a cause worth fighting for, and for that they have my respect. Other times, they rail, they swing, and they punch themselves in the face.*

Camarilla: *When I observe the Camarilla I see a two-edged blade. Wield it intelligently, benefit from its structure, and find that it's the greatest modern creation of Kindred thought. Rely upon it, forget that it's there, and you'll find yourself cut to ribbons by its politics, backstabbing, and imprisoning hierarchy.*

Church of Caine: *We have every reason to despise this group of Gnostic bastards. Even in their own legends, Caine is a murderer, a pig, and a coward. Yet they revere him? It is typical of patriarchal nonsense that this society of theirs would prefer to defer to a flawed man than a near-perfect woman.*

Church of Set: *We share some similar principles, and for that they are our kin. Of course, they see it differently, but Ministers, Setites, and the rest are easy to fool if you call Lilith "Sutekh" or another name that appeals to their sensibility. They want to follow, and we can lead them. You just need to apply the correct blinkers.*

Los Hijos de Si: *An interesting development none of our legends mention, yet one that grips me whenever I delve into their behavior. Watch and learn, and see if they are of the same or a different Garden as we.*

New Coterie Type

Though many coterie formed from religious Kindred emerge as blood cults (see **Vampire: The Masquerade**, p. 197), the Bahari have their own type of coterie formed through unity among the downtrodden, the marginalized, and the vengeful.

Nemeses

"Never again will we or you bend over for these motherfuckers."

Formed from the ranks of Kindred who were kept down in life or unlife, nemeses coterie exist to ruin their enemies and improve the lot of those who suffered like them. Far from altruistic, most such coterie behave in this way as a form of catharsis, often escalating until vengeance consumes them and all thoughts of questing for equality are long forgotten.

- **Domain:** Chasse (••), Portillon (•)
- **Contacts:** (••) (downtrodden kine)

- **Influence:** (••) (marginalized mortals)
- **Enemy:** (•) (a mortal who the coterie wishes to ruin)
- **Status Flaw:** (•) (Suspect)

Possible extras: Herd (survivors), Retainers (survivors)

New Rituals

The lilin teach each other uncommon powers, that while not exclusive to the Bahari, are rare beyond their ranks. When Bahari hear of other vampires practicing these arts of the Blood, they're quick to pay a visit to the Kindred involved and find out if they represent another chapter of the cult, or if they've stolen these gifts from a more worthy vampire.

Bahari Blood Sorcery exists in the form of Rituals, with the rolls required detailed on p. 275 of **Vampire: The Masquerade** and still requiring dots in Blood Sorcery, unless noted otherwise.

Level 1

Coax the Garden

This Ritual allows the caster to bring plant life, such as roots, grass, and tree branches to act in their defense.

- **Ingredients:** Human blood, poppy seeds.
- **Process:** The vampire casts a concoction of human blood and poppy seeds onto the earth, and in doing so rouses all plant life within a 5 yard/meter diameter. While these plants are rarely lethal in their attacks, they can successfully disable and alarm their victims.
- **System:** A successful Ritual roll following the casting of the Ritual ingredients animates the plant life. The affected flora causes -2 to all dice pools for those caught in the range of the Ritual, as plants trip and grip them. Victims who stay in the area for longer than a turn must make a Dexterity + Athletics roll (Difficulty 3) or be grappled and suffer one point of Superficial Health damage for each turn ensnared. If the caster achieves a critical win, the damage from plant attacks doubles. On a total failure, the plants attack the caster. The plants will target anyone who isn't the caster. They remain active until the end of the scene.

Level 5

Eden's Bounty

This rare Ritual allows a vampire to drain blood and energy from any living creatures in the nearby area, allowing the caster to stave off Hunger without even having to bare their fangs.

- **Ingredients:** A dead body, a living tree, one fresh apple, one rotten apple.
- **Process:** The vampire lays a dead body (age of the corpse is immaterial) at the foot of a tree and places the healthy apple in the corpse's mouth, followed by the rotten apple into the vampire's. If the apple does not fit in the corpse's mouth, the caster may hammer it in, dislocate the jaw, or otherwise rend the throat open, so long as it fits. As the body rapidly merges with the tree's roots and trunk, blood from mortals up to 1 mile/kilometer away drains into the earth and out through the rotten apple in the vampire's mouth, sating Hunger.
- **System:** The player makes a Ritual roll following the placement of the corpse and the apples. The vampire's Hunger reduces by one for each success. On a critical win, the Hunger

level drops to zero. On a total failure, the vampire falls into a Hunger frenzy. Depending on the number of kine in the Ritual area and the type of kine nearby, more Stains may accrue; vampires draining blood from children in a rural hospital will likely gain Stains, while practicing this Ritual in a park in the middle of a big city is less likely to have an ethical cost. A lot of blood is wasted with this Ritual, as all the mortals in the area lose a little blood to the earth, though the loss is not visible. For the remainder of the chapter, those kine suffer –1 die to all Physical rolls and 1 Aggravated Health damage.

What of Golconda?

Golconda is the semi-mythical state of enlightenment hundreds of vampires talk about, but nobody seems able to attain. In truth, some Kindred do reach a point where they exist more in harmony with their Beast, where they're capable of suppressing some of their curses, and where they can even pose as mortal without significant effort, but this heavenly state comes at great cost. For some, they must lose all mortal connection and become akin to a cold-eyed, hunting shark to find such peace. For others, they must diablerize their sire and study in the fallen vampire's wake, retrace their steps, and meditate until ready to feed their soul to their own childe. Beyond that, some Kindred find Golconda through being more human than human, abandoning Kindred society entirely, and existing as a paragon of good and joy until their inevitable fall.

Importantly, there is no single route to Golconda, despite what the adherents of the One True Way (see p. XX) believe. It is possible to attain Golconda as an adherent of the Church of Set, through liberation of Touchstones and Convictions, just as it is as a Bahari, through sacrifice of all enemies and those who might harm you and your loved ones. A Mithraist may find inner peace through commitment to law and hierarchy, while a Shalimite may find the same through the absence of all things. Golconda may be a perfect state for some Kindred, but to those not at that level, the vampire who has reached Golconda is often alien, detached, and terrifying.