


SHARDS, SHADOWS, AND SACRIFICES



OWBN GUIDE TO CLAN LASOMBRA



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AN OWBN GUIDE TO CLAN LASOMBRA
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INTRODUCTION

The clan of shadows has held sway over the Sabbat since its formation. The Lasombra clan makes up nearly one third of the entire sect. Born in the fires of revolution, the clan went from being Magisters to Keepers overnight. The Lasombra have always been a clan clouded in mystery. Wielding the bizarre arts of Obtenebration and delving in the forbidden mystery that is the Abyss has only made the clan appear stranger to most of the Kindred world.

To be Lasombra is to be heir to a great legacy. Even among the clan's antitribu, they hold their lineage and past in the highest regards. From their ancient beginnings in Africa, to their migration to Spain, and finally the settlement of Mexico, the Lasombra have only ever grown and evolved.

The defining moment for the clan was when it was broken in half. The modern Lasombra were birthed from the events of the Anarch Revolt. Refusing to bow before anyone (especially the Ventrue) any longer, they chose to make their own path. As a result, tonight the Lasombra are looked to for leadership and guidance. Much of the clan holds very high positions in the Sabbat. Their monopoly in the Sword of Caine is only equally challenged by that of Clan Tzimisce, their allies and often enemies.

Lasombra are fiercely predatory creatures and the Lasombra mindset is defined by an enthusiastic embrace of Social Darwinism. The Lasombra firmly believe that power is best held by the worthiest and that the

primary test of worthiness is acquiring said power. As a result, they are predatory, backstabbing, power-hungry, and unapologetically arrogant about their position. Needless to say, Lasombra and Ventrue despise each other.

Historically, the two clans have sought out parallel dominions — the Lasombra focused on the Mediterranean, the Ventrue on Germany. The Lasombra went to the Church, the Ventrue went to the state. The Lasombra went to the Sabbat, the Ventrue to the Camarilla. And finally, the Ventrue deduce their claim of rulership over all Cainites through their lineage from the first of Third generation, while the Lasombra claim leadership over them as the Clan who first managed to slay their Antediluvian founder. That stated, as the ruling clans of their respective sects, they are naturally prone to come to loggerheads.

Lasombra pride themselves on doing things with style and elegance. That doesn't mean they all dress alike, act alike or furnish their havens the same way. Almost anything can be elegant. One of the classic Lasombra virtues is the gift of exposition, allowing one vampire to explain to others why this particular choice is in fact elegant. The clan favors its members who can articulate their preferences in persuasive manner. The clan frowns on efforts to shock — unless they work. Managing to introduce something so unfamiliar that it tramples on existing assumptions and yet, with explanation, manages to fit clan imperatives is one way to win a great deal of honor.

That stated, the Lasombra embrace of the Mediterranean and the Church has left odd marks on their clan culture. Many Lasombra are drawn to the sea, and the majority of antitribu are sailors. Even now, the Lasombra are prone to some ancestral Catholicism, notable figures such as Archbishop Ambrosio Luis Monçada viewed the world in Catholic terms even in modern nights — they believe in God and their own damnation with equal certainty. Elder Lasombra in particular place a strong emphasis on confession, although without redemption.

Since their beginning, the Clan has extremely strong ties to the sea; some speculate that this fascination stems from the Antediluvians experience of the Deluge and marks his beginning of fascination with the Abyss. The compulsion to spend time around dark tides comes even at many generations' removed from the Antediluvian. It is not uncommon for Elder Lasombra to resettle to the coastlines and one day to venture into the flood and to never reemerge from it.

The Lasombra are also noted for a strong fascination with Chess; the game serves as a metaphor for Vampiric existence (or at least, as the Lasombra see it), and consequently any Lasombra who plans to get anywhere in the clan is proficient in the game.

Finally, something must be said about the impact that the lost visage has on the Lasombra. The clan weakness makes it impossible for a Lasombra to ever see his own image again — mirrors, photography,

and other reflective media fail; the Lasombra react to this problem in a variety of ways. Clan culture places a strong emphasis on not overreacting to this problem — it is generally acceptable to sit for a portrait every few years, but extreme reactions (such as hiring a Tzimisce to fleshsculpt a ghoul) is considered a breach of good taste and grounds for diablerie.

What you will find below in this genre guide is a collection of helpful tips and information for playing Lasombra in *One World by Night*. Much of this information was taken from various wikipeidias from around the Internet and compiled into one document. It as well contains information that can found spread out across the Vampire the Masquerade game line.

HISTORY

From the very beginning, the Lasombra have been tied to the sea. Sicily, where Lasombra had his lair, was the center of the Clan, from which they inserted themselves into various seafaring cultures that arose. It is said, that after the eruption of Thera, Lasombra began various lengthy travels, leaving his progeny free to discover the world around them. Reveling in piracy and the freedom of the sea, most Lasombra fought against both Greeks and Romans, refusing to accept the feeding rights of any Cainite overlords. Others traveled to Iberia and the lands of the Roman Republic. Some particularly adventurous even traveled so far as China, where their broods still survive, secluded and hidden away from the wrathful Cathayans. Together with the Ventrue and Malkavians, the Lasombra clan ruled over the Roman Empire until it dissolved. While the Ventrue left for the North and the Malkavians were seen with suspicion and fear now, the Lasombra remained.


In medieval times, the Lasombra were centered around the Mediterranean, in the feudal realm of the Sea of Shadows as one of the High Clans, headed by their Antediluvian himself. The Lasombra were heavily involved with the religious constitutions of this age, particularly the Roman Catholic Church and Islam, leading to an internal conflict between the two factions within the Clan. This resulted in the Shadow Reconquista in Spain, where both sides battled against each other for control over the peninsula. Most Lasombra had

strong ties to the clergy and nobility and were able to utilize them to their own ends.

The Arabian Lasombra, or Qabilat al-Khayal were notable among their Islamic kindred counterparts in that they were one of the few bay't to be majority Christian. Islam took hold in a few places in the clan, especially Iberia, and caused major rifts in the bay't. Those Christian Lasombra in Qabilat al-Khayal lands felt trapped and torn by refusing to adapt to the Islamic religion there. The Islamic Lasombra, however, were some of the most devoted to Islam's cause.

According to clan legend, Lasombra's last childe, Gratiano de Veronese, was the one who slew the Antediluvian with the aid of a coterie of Assamites, instigating the Anarch Revolt and the resulting chaos (although many Tzimisce challenge this claim). Many Lasombra flocked behind Gratiano, hoping to overthrow their scheming sires and gain their power. Most among them refused the Convention of Thorns, seeing it as submission to the despised Ventrue and the kine without even proper negotiations.

During this time, the influence of the Church upon people's lives declined. As a result, Lasombra influence became more indirect as the years progressed. Like many other clans, the Lasombra began to influence the bourgeoisie, where most of the world's finances now flowed from. Unlike other Clans who had previously infested religious organizations, the Lasombra did not turn away from churches — indeed, the Lasombra are infamous even in the modern



nights for their powerful grasp in religious circles, particularly the Catholic Church.

During this Age, many Lasombra sat down to codify the ancient Roads and clan-specific traditions into proper Paths of Enlightenment, to create substitutes to Humanity within the Black Monastery. In the New World, various Sabbat Civil Wars threatened the rule of the Clan over the Sabbat and forced them to restructure the sect several times. The Purchase Pact defined the enemies of the sect to end various infightings (Antediluvian catspaws, Infernalists, and Camarilla pawns) while the revised version of the Code of Milan formalized a more structured approach to internal control. In both cases, the Clan was heavily involved into the revisions.

Whether they approve or not, Clan Lasombra has changed with the times. Where once the elitist ideals saw that only those of certain lineages, ethnicities, or religions were embraced, the Clan now recruits from all walks of life. Financial influence is now increasingly important to them due to the establishment of a global economy, and the Lasombra are the clan mainly responsible for bankrolling much of the Sabbat's operations in modern nights.

For more detailed information on the Lasombra clan history please see the White Wolf book Clanbook: Laosmbra (Revised).

MODERN NIGHTS


In the Final Nights, the hold of the Lasombra over their sect continues to remain strong. Despite several civil wars and conflicts with the Tzimisce, the Lasombra have persevered. Much like the Tzimisce, the Lasombra clan is a mixture of the old and the new. Those elders who remain since the times of the revolt are set much in their ways and traditions. The younger Lasombra tend to come from all walks of life. The Keepers in this way have become extremely diverse in the modern nights. Where once there was always an exact method of embrace among the clan, tonight many Lasombra trace their roots to shovel parties or from the urban gang culture of the modern world. While the clan itself is deeply rooted in Hispanic culture, it is not exclusive to it. Many Lasombra can be found from all walks of life and culture. The one thing that ties all Lasombra together is the overwhelming desire for total control, either of themselves or others.

In what are considered the Modern Nights, the Lasombra clan has seen much tribulation, much like many other clans. Individual Lasombas' power can rise and fall in a night. With the coming of the Red Star and the Year of Fire, the clan finds itself uneasy about the future. The Sabbat was created in part by the Lasombra to face Gehenna. Some are beginning to wonder if the sect is truly prepared for its coming, and if the guidance of the Lasombra can once again lead them to victory. For their part, the Lasombra simply point to their past as being the first to slay their clan founder and claim

that the events of the Final Nights are simply proof of everything the Sabbat and clan has claimed for centuries. With renewed vigor, the Keepers can move onward with the Sabbat in hopes of leading the sect to final victory.

For the Lasombra Antitribu, the Final Nights have seen their rise and fall from stature. Where once members of the bloodline would openly and casually assume public leadership positions within the Camarilla, it is no longer the case. With the power of the Lasombra on the upswing, the Lasombra Antitribu were quickly reminded as to why they do not publically expose themselves. The Herald of the Lasombra Antitribu was killed by the Lasombra, and many more of the public members of the line were similarly hunted down and destroyed. Clan Lasombra, it seems, has launched its own internal crusade to wipe out what remains of their Antitribu cousins. For their part, the Lasombra Antitribu remember why they lurked in the shadows in the first place. Now many of the Antitribu resume their place and curse their brashness for forgetting how hunted and hated they truly are by their 'parent' clan.

Lasombra naturally seek positions of power and authority. As a result, they form the bulk of the Sabbat's administrative offices — ducti, prisci, and the like. Tzimisce are more likely to be pack priests, while the Lasombra focus on the practical matters of administration and leadership. The Lasombra operate under the metaphor of 'shadows'. They do not stand in the limelight, preferring to manipulate others to their own ends, while doing as little as



possible to make themselves a target. This is not done solely out of fear but because many Lasombra have domineering and superior personalities that necessitates having someone beneath them. This role is usually filled by mortals. For example: though they are not quite as adept at manipulating the living world as the Ventrue are, those cultures that still revere the Catholic Church often have several generations of Lasombra pulling their strings. Those who find themselves under the control of a Lasombra can expect a demanding and unrewarding experience. Their domitor will use any and all tools available to ensure loyalty, such as the Blood Bond, coercion, physical intimidation, and an unapologetic use of Dominate. The wise Lasombra will judge just how much of this force is necessary; too little, and the servant is untrustworthy — too much, and the servant is spineless and afraid to act when they need to act.

Still, much tribulation faces the Keepers in the Final Night. Milan remains lost to the clan and the Traitor Prince still walks the night. The Sabbat itself stands on the verge of yet another painful civil war and things long forgotten to the clan whisper from the shadows. The long thought dead Cardinal Moncada's return was welcomed by some in the clan, and spoken in whispers by others of things yet to come. Some of the Mystics of the clan claim the Abyss stirs and things long since lost to the clan are making their return as Gehenna nears. For their part, the Lasombra stay the course. Even as diverse the clan is, the Lasombra remain unified and carry on.

BLOODLINES

The august blood of Lasombra is among the oldest and most diverse of all clans; so, it should follow that there are plenty of facets to the clan of the night. Below are listed some of the different choices to explore and develop ideas from. It is reminded, of course, that the descriptions detailed below are by no means complete and you are encouraged to read the White Wolf supplements for more information and details when conceiving your character concept.

LASOMBRA

The Heart of the Sabbat, the Lasombra clan is ruthlessly efficient, elegantly aloof, monstrously powerful, and, perhaps most of all, dangerously capable. Whatever the sphere of influence they come from, be it a charismatic member of a local street gang or a polished jet-setting corporate shark, they inevitably climb their way to the top. That it is so often over the countless corpses of unlucky friends and foolish foes alike, they think, should never come as a surprise.

Social Darwinists to the core, they know their place at the head of the Sword of Caine to be a matter not merely of heritage but of ability. Their view of the Sabbat places them at its head due to worth, with the unworthy condemned to dwell in obscurity beneath them. Such is the way of things and those not of the blood who would seek higher station often go to great lengths to ally themselves with the clan.

Driven as they are to seek, claim, and maintain power, The Keepers regularly hold positions of authority as ducti, prisci, bishops, and the like within the Sword. Their approach to leadership is often one of subtle complexity, with plans and contingencies for any foreseeable scenario. It is with this precise, exacting tendency that they have come to and maintain the power they have in the ranks of the Sword of Caine.

Many (but not all) Lasombra of the Sabbat prescribe to the Catholic faith. Indeed, some of the clan's greatest leaders within the Sword are largely defined by their religious connections and practices.

Playing a Lasombra of the Sabbat requires ST approval.

LASOMBRA ANTITRIBU

One might think that the Lasombra of the Camarilla might be quite unlike their Sabbat-born brethren... and they would be wrong to do so. Those Keepers who followed Montano and not Gratiano to the Camarilla during the Anarch Revolt found a place within that society but are still, to this very night, cut from the same dark, elegant cloth.

Eschewing the Sabbat's practice of mass embrace as disgusting and wasteful, they carefully hand select their progeny from the finest mortal stock and spare neither time nor effort in grooming and training them, oftentimes taking decades both before the embrace and then again afterwards but prior

to acknowledgement. This, along with the Sabbat Lasombra's penchant for hunting down their Antitribu, has left them small in number. However, those who continue to survive are indeed among the most shrewd and hard to kill kindred in the world.

Cold, calculating, and masterful in any endeavor they engage in, they are among the fiercest and most devastating opponents to the Sabbat the Camarilla can claim. Many of them are quite old and have had centuries to accumulate and build a power structure for themselves within the walls of the Ivory Tower, through prestatation and deft political maneuvering. They are even more dedicated than their erstwhile Sabbat brethren to claiming victory in the great Jyhad and they are savants at wielding the might of the Camarilla to that end.

Oh, and never call a Camarilla Lasombra an Antitribu. Too many of them, the wayward brethren that joined the Sabbat are the traitors and they do not suffer insult well at all. Others still pay no regard at all to sect affiliation when considering their clan, instead viewing the clan as a single family of lineages.

While many Lasombra of the Camarilla go out of their way to remain attached to their humanity, they are far better known for piracy than the religious faith of their Sabbat counterparts.

To play a Lasombra Antitribu requires Lasombra Coordinator Approval.

ANARCH LASOMBRA

Beyond the blade of Blade of the Sword

and outside the walls of the Ivory Tower exist the extremely rare Anarch Lasombra. While the Antitribu of the Camarilla are scarce, there is only a bare handful of the clan that finds a home in the Movement. Most that exist in the movement are runaway Sabbat shovelheads that managed to slip their nooses, post-mass embrace, and stumble upon a free-state or wandering Anarch willing to take them under their wing and show them the beauty of Libertas. While runaways are the most common contingent found amidst this rare lot, there also exist a few members of the movement that found their way there from the ranks of the Camarilla. Fiercely independent and deserving souls that they are, the time required by a Lasombra antitribu's accounting is simply insufferable to some. The rarest of the Anarch Lasombra come from long lines of Lasombra who joined neither the Sabbat nor the Camarilla (and, in this sense, neither Gratiano nor Montano), but remained amongst the Anarchs after the end of the Anarch Revolt and it is these Lasombra who most fiercely espouse the beliefs of the Movement.

These Lasombra tend to bear few of the ingrained traits known to be hallmarks of their Camarilla and Sabbat cousins. In fact many of them actively work against exhibiting them so as to distance themselves from their ancestry. But make no mistake: they are still, at their core, Lasombra.

To play an Anarch Lasombra requires Lasombra Coordinator Approval.

QABILAT AL-KHAYAL

The Lasombra of the Arab world, the Qabilat Al-Khayal (Literally “Clan of Shadows”) are in modern night known for their devout faith, one and all. In times of antiquity, the Qabilat Al-Khayal were once mostly of the Christian faith within the Ashirra (the sect of Islamic Kindred), being a large minority. However, in modern nights and coinciding with the rapid growth of Islam, the Muslim members of the Qabilat Al-Khayal have grown in numbers, power and prominence within the Ashirra. Frequently, far more invested in their humanitas than their more western counterparts, they are no less driven and capable in their quest for power and dominance. In the Muslim world, with church and state being inseparable concepts of theocracy and where Shari'a reigns supreme as a means of governance, so too do these religious keepers find an avenue to political conquest and control. Nevertheless, they are most fiercely devoted to their faith in Allah.

In terms of the embrace, they are no less particular and exacting than the most demanding of their western brethren. Though they embrace usually from the social elite, they put just as much weight into mortal lineage and breeding as they do in capability.

Many centuries ago, the Lasombra clan fought a bitter civil war amongst itself. The clan was torn along its Catholic and Muslim lines, a war from which the clan never truly recovered. As a result, the Qabilat Al-

Khayal went their own separate way from the main body of the clan. Tonight, the Qabilat Al-Khayal are found almost exclusively in the Middle East among the Ashirra. They have their own separate clan structure and order and do not get along well with their western brothers.

To play a Qabilat Al-Khayal requires Lasombra Coordinator Approval.

KIASYD

More of a bloodline than a branch of the Lasombra clan, the origin of the Kiasyd lineage is shrouded in well-kept mystery. Some educated Cainites tend to believe that their existence is a product of the mingling of the blood of the Lasombra with the blood of either the Fae or possibly even demons. However, few if any can say for certain anymore.

What is known is that all Kiasyd demonstrate both powers and characteristics that set them apart from the main bulk of the clan. Their physical stature upon embrace becomes elongated, often leaving even the most formerly diminutive embraces standing between six to seven and a half feet tall. Their skin becomes powdery white (and sometimes even tinted slightly blue) and their facial features become quite Fae-like in appearance.

Beyond their bizarre appearances, the Kiasyd are well known in the Sabbat for their studious natures. The libraries they keep are immense, diverse, and viciously guarded. Rare is the occasion that a Kiasyd

will venture outside of their haven; if they do so, it is usually to hunt down new lore and knowledge to take back with them and study upon return.

On the exceedingly rare occasion that one should choose to embrace, it is without exception that they choose one from the world of academia. Scholars, researchers, and historians of the most gifted caliber are the sort of mortals they target and they frequently watch the work of their prospective childer years before approaching them.

To play a Kiasyd requires a 2/3rds Majority Council Vote.

XI DUNDU

From the Dark continent of Africa, the Xi Dundu have a reputation as skilled hunters and masters of intrigue among the Kindred of the Ebony Kingdom. As legend has it, they originally hail from the Congo but have also extended their holdings to the East and South. This legacy of Lasombra's brood excel at blending into the mortal populace in dress, language and affect as well as spreading stories of their fearsome power to quietly control the mortal populace and cement their places as the rulers of Africa's night.

One distinguishing trait of the Xi Dundu that sets them apart from other Lasombra is their loyalty to one another. In a continent as vast as Africa with legacies such as the Gurohi vying for control, they have little choice but to band together to guard and foster their influence and power.

This communal understanding and interest also colors their embrace practice. While shrewdness and prowess are highly valued, first and foremost they look for individuals who will strengthen the legacy as a whole.

To play a member of the Xi Dundu Legacy requires Anarch Coordinator Approval.

ANGELLIS ATER

The Lasombra clan strive to become masters of the darkness within... Some go too far, some never come back. The Angellis Ater, also known as the Black Angels or sometimes the Azaneali, are a rare few Lasombra that descend from a Lasombra turned Baali apostate named Azaneal. The story of how this came to be is shrouded in ages old obscurity, and all who know any of this bloodline agree that it's better left that way.

The Angellis Ater are extremely rare, made even worse in that their vitae is infertile and they are unable to produce childer. Rumored to only ever be thirteen of them in existence, including Azaneal himself, all of them are thought to be extremely old and absurdly powerful.

To play a member of the Angellis Ater Bloodline requires Demon Coordinator Approval.

RAMANGA

As the Ramanga would tell their story, their bloodline began on an island off Africa's South-Eastern coast. On this island lived a

woman called Ramanga and her brother Rafazi. In this time, the ancestors of the Vazimba people, to which Ramanga belonged, were patriarchal. While Ramanga was the oldest child of the king and exceedingly smart as well as ambitious, the younger Rafazi was marked as heir.

Unwilling and unable to accept a secondary role, Ramanga made sacrifices to the spirits of her people to bribe them into raising her above Rafazi. When that did not work, she began sacrificing to increasingly darker spirits until one of them finally answered her call. The spirit offered to lift Ramanga up if she would only sacrifice the sun inside her as payment. Heart already burdened by the unfairness of her situation and envy towards her brother, Ramanga willingly agreed. During the course of seven nights, the dark spirit initiated Ramanga in its heritage of shadows and illusion, showing her that real power lay not in giving orders, but in making them. Outward power might lie with the king, but real power lay with his advisors, the spirit said.

Taking these lessons to heart, Ramanga returned to her people to ostensibly support her brother, even while she deftly manipulated him to do only her bidding. Cementing her control over Rafazi and his children with the power inherent to her sunless blood, Ramanga directed the future of the kingdom from that night onward. Her influence was even so great, that the Vazimba came to favor queens over kings, though it is not known if Ramanga deliberately manipulated this development,

or if her mere presence instilled a sense of female rulership in the land.

To play a Ramanga requires Anarch Coordinator Approval


MAEGHAR

The Maeghar were never a bloodline. Most share no common ancestry with each other, and many do not even hail from the same Clan. They are merely a collection of accidents, a mixture of blood and fae-blooded wyrd that should never have been possible, effectively a specific kind of Caitiff. There is no kinship here, no sense of shared destiny.

Originally, the Maeghar were called Kiasyd, a collection of isolated accidents that appeared when a Cainite tried to inflict his curse on a being with fae-blood. When the Middle Ages drew to a close, the Renaissance picked up, and the Kiasyd began disappearing as one of their lot sought to rule alone, they did not fight back. They did not speak out; they did not resist. They simply packed their belongings and left both disputed territory and their old name behind.

In the modern nights, Maeghar are solitary wanderers who travel from place to place, having no real ties to mortals or Kindred. They avoid the Sabbat and Marconius' Kiasyd brood. Typically, they will have a single prized, and disturbing, collection of some small item like children's teeth, finger bones, or broken dreams.

To play a Maeghar requires Sabbat and Lasombra Coordinator Approval if they



Mytherceria. If the Maeghar has Necromancy they must obtain Sabbat and Giovanni Coordinator approval. If one of the Maeghar's other two chosen Disciplines (inherited from the sire's Clan) includes a proprietary Discipline, then the appropriate Coordinator's approval shall be required, in addition to Sabbat Coordinator Approval or the approvals specified in items a and/or b above.

FACTIONS

Lasombra consensus holds that overly rigid structures turn childer on their creators. Thus, the institutions within the clan operate flexibly and with substantial local autonomy. These informal distinctions are just as deadly earnest as anything chartered and codified, but they are much more lethal for being open to interpretation like any Court of Blood can prove.

Most of the Lasombra subcultures have no organization or even a well-known name. They're outlooks rather than institutions. A group that became organized enough to challenge the courts would be co-opted and folded into the Friends themselves or destroyed, depending upon how well the group's leaders pled their case.

In *One World by Night*, to join any of these factions among the clan require just Storyteller Approval. It is recommended for those Lasombra players who are interested to contact the Lasombra Coordinator for more information on how to get connected with the rest of their faction within the clan. Please see *Clanbook: Lasombra (Revised)* for more information.

FACTIONLESS

The Factionless are those Lasombra that have not yet found an overlying purpose within the history of the Clan and give more regards to their sect than their heritage.

THE CRUSADERS

The Crusaders view the Sabbat as a religious and military organization almost to the exclusion of the Sabbat as an ideology of freedom. They have often strong ties with the Ultra-Conservatives within the Sabbat. To be a Keeper among the Crusaders means to be called that greatest warriors of the clan. They live only for the next conquest and Sabbat Crusade. Born in the fires of battle these Lasombra see themselves as above other members of the clan in the martial arena.

Many of the Crusaders rally around each other and have respect for one another. They can often be seen fighting together and also trying to outdo one another in a battle. They have a certain honor among warriors with each other. Though they are still Lasombra always competing with one another as well.

To the rest of Clan Lasombra the Crusaders can be seen arrogant and always looking to pick a fight. They are always the first Lasombra to answer the call of a war party and try impress on their fellow clan members the philosophy of might makes right. Among the Crusaders there is a system of renown based on the battles fought and crusades they have partaken in.

By far the most famous member of the Crusaders is Cardinal Greyhound. Greyhound champions what he calls "the rational existence". Shunning and refusing to master the arts of Obtenebration, this warrior Cardinal instead sought to become the strongest in the clan both physically and

mentally. He often rides off into battle wearing little to no clothes. Wearing instead only the blood of his enemies. It is even rumored he takes the Tzimisce Zulo form in battle rather than the arts innate to his blood. Because of his prowess in battle there are many among the Crusaders who seek to gain the same honor and glory as he has achieved. An audience with Greyhound is to set at the feet of one of the greatest warriors of clan Lasombra.

Known Members: Greyhound

THE FAITHFUL

The Faithful draw their traditions from the once strong hold of the Lasombra within the Catholic Church. Ardent followers of God and believers in their own damnation alike, these individuals seek to fulfill the will of God in the Final Nights.

To the Lasombra of the Faithful they seek to retain the position, skills and mastery the Lasombra of the Long Night once held as Magisters. During the Dark Ages no other clan in the world had as much sway or involvement with the Catholic Church as clan Lasombra. Though originally viewed as a tool for control; no too few members of the clan actually started to become believers in the faith.

These very same Lasombra would go on to start and fight the Shadow Reconquista. A civil war among clan Lasombra launched by the Faithful against their Islamic Lasombra brethren in Iberia. Officially, the Amici Noctis declared neutrality in the event, but lead by Moncada the faithful were

successful from driving the Islamic Lasombra from their lands.

Tonight the Faithful are the legacy of those Lasombra. They are pure Catholics in nature. These Lasombra attend mass, believe in the resurrection and the purity of the Church. They are completely and truly Catholic Lasombra.

Though they may be members of the Catholic Church by no means does this make them nice Lasombra. They are still just as cruel and ruthless as any other member of the clan. Most, though not all, members of the Faithful follow the Path of Righteous Night. Much of their cruelty and viciousness is simply done in the name of god.

Among the faith, the most famous member among them was Cardinal Moncada. Often view as first among them he has since met his final death. In his place Eliser de Polanco has risen to take the mantle. A master of intrigue and political games, the Cardinal of Spain is often sought out by members of the Faithful wisdom and guidance. It is even said he himself holds mass for members of the Faithful.

Known Members: Elieser de Polanco

THE BLACK ANGELS

Also called Angellis Ater, these Lasombra revel in their state as servants of Satan and enemies of God, practicing Satanism and other socially (and often religiously) repulsive acts.

The Lasombra who call themselves Black Angels embody the modern ideals of Anton laVey Satanism. They hold the Satanic bible to their chests. Those outside the Black Angels view them as possible Infernalists. This misconception is prevalent among the clan, just as it is the mortal world. When in fact The Black Angels view the ideas of Infernalism just as disgusting as any other faith.

To them the modern iteration of Satan is a role model, not a deity for worship. He is the ultimate rebel, refusing to bow down before any god. In this the Black Angels seek to emulate. They will bow down and serve no god. They are their own gods worthy of worship.

Most members of the Black Angels follow the Path of Night. Indeed its very core ideals and ethics promote the concepts of Anton LaVey Satanism. They refuse to apologize or be anything other than truly free and their own masters. As equally unshockingly many members of the Black Angels tend to gravitate towards the Loyalists of the Sabbat.

A dark truth; however, is that are whispers that some Infernalists have wormed their way into the heart of the Black Angels. Using their practices of Satanism as a good cover for their own demonic operations. Among the Black Angels their most renowned and feared member is one Francisca Santos dos Rodriguez. Known to have run ins and become the mortal enemy of the Camarilla Brujah Justicar she holds a special place among the Black Angels for having the gall to challenge the most

obvious and direct authority of a vampire trying to assert control over others. A Camarilla Justicar.

Known Members: Francisca Santos dos Rodriguez

THE ABYSS S CHILDREN

The Children of the Abyss follow the ancient traditions of Abyss Mysticism, paying often only lip services to the Sabbat, but staying in line as the sect provides them with the means to pursue their arcane art. The Abyss Mystics of the clan have always been viewed with an air of suspicion and mistrust from the rest of clan Lasombra. Unlike the rest of the clan, they spend all their time trying to unravel the mysteries of the Abyss and seek knowledge long hidden and forgotten.

The Abyss' Children walk a dangerous line. Seen as more of a cult of the clan than a proper faction they keep to themselves for the most part. Many of them only interact with other members of the Abyss' Children. The mistrust from the main body of clan Lasombra is not unwarranted. In the history of the clan, it is known that more than once the clan has had to unite to stop an Abyss Mystic who went too far in their studies and decided to try unleash the Abyss on earth.

It is because of this reason the Abyss' Children are reflection of what they once were. Their cults and most powerful members either consumed by the clan for their arrogance or lost to the Abyss itself forever. Tonight, as has been in recent memory, the Abyss' Children are a scattered

bunch centered around their own cults they lead and their studies. Though it is quite common for members of the Abyss's Children to come together to compare notes and perform more powerful magic as a group.

The Abyss's Children gain access to Abyss Mysticism.

Among the Abyss's Children there is one name tonight that stands out amongst others. Its name is Mysancta. A Cardinal of the Sabbat this elder member of the Abyss's Children rarely, if ever, leaves Tenebrous form. It is said that Mysancta is the eldest and most powerful Abyss Mystic still among the clan tonight. She even gathers other Mystics to her and offers to teach them the very secrets she has uncovered.

Known Members: Mysancta

THE KINGS AND QUEENS OF SHADOW

The Kings (and Queens) of Shadow take part in mortal institutions, exerting influence, gathering resources, and in general keeping the mortal population unaware of the vampires among them. Most have distanced themselves from regular Sabbat activities to maintain their Humanity. The Lasombra members of the Kings and Queens of Shadow are those Keepers who seek to become the power players and masters of the mortal world. They exalt wealth, power, and play at king making. They move through mortal society always unseen. A new mayor, a new Silicon Valley billionaire, new CEO? These are all play things for the Kings and Queens of shadow.

These mortals are playthings in an elaborate chess game.

Need the police off you tail when you killed someone? Need Church Hunters to stop antagonizing a diocese? Need to fund a private army? The Kings and Queens of Shadows are the ones all other Lasombra turn to. The Sabbat is notoriously weak in the realm of mortals. Seeing them as little more than food the Sabbat tends to disregard any value of them. For the Keepers of the Kings and Queens of Shadow they aren't simple cattle. They remember the damage mortals can do from the nights of the Inquisition. And the next one, they seek to the hand behind.

The Keeper known as Claudius Eugenio is known among the clan as a Lasombra Bishop within the Catholic church. While this was once true, Claudius like to some many others were forced from the ranks of the church during the Inquisition. As a result, he sought to control from the shadows. Tonight it is said among the Kings and Queens of shadow he has fingers in pope himself and has had a hand in appointing the last three. He is an ideal to point to when the Keepers of the Kings and Queens of Shadow need an example of the power of the mortal world they control at their very fingertips.

Known Members: Claudius Eugenio

THE CORSAIRS

The Corsairs are Lasombra that have answered the call of the sea that seems to be inherent to their blood. They spend most of

their time on the waves, often masquerading as pirates, and some never come on dry land. Clan Lasombra as always had a mystical tie to the oceans and seas. Some say this tie is a link between the nature of Obtenebration and the Abyss. Others claim it is from the mysterious Sea Peoples that their very clan founder was embraced from. Regardless of the truth, the Corsairs of clan Lasombra are those of the blood who feel the call of the sea and must answer it.

Every single Corsair as a captain of their own ship. In nights long past the Corsairs had a veritable fleet of the pirate ships and their own code of pirate justice. They are even rumored to have had their own pirate king. The times of the high seas and piracy were an era of glory and supremacy in those nights. Lasombra and Lasombra Antitribu corsairs battled each other over the high seas. The fight between the Camarilla and the Sabbat was not just fought on land.

Tonight it is hardly the golden age of piracy it once was. Still, rather than old pirate boats many Corsairs find themselves obtaining new vessels such as submarines to captain. Indeed, the Sabbat's fleet is lead and operated solely by the Corsairs of clan Lasombra. They sail and travel the oceans endlessly. Even the Camarilla has their own fleet of ships run by the Lasombra Antitribu Corsairs that meet the Sabbat ones in the open seas for battle still.

The Devil of the Deep is the most famous among the Corsairs. An ancient Lasombra who has sailed the seas since the times of the clan founder. She hunts the Antitribu of the clan and takes great pride in destroy their

Corsair vessels. None have been able to capture her vessel and none have survived her attacks. She is a pirate legend. For a corsair to gain an audience with the Devil of the Deep would be an honor even among Keepers.

Known Members: Esperanza Lucifer

THE TRANSHUMANISTS

Transhumanists revel in their predatory nature and seek to perfect their undead state. Transhumanists quantify their various powers, work out taxonomies and otherwise seek to reduce vampirism to data. Many have a keen interest in mortal technology, particular in, those that augment the human body, while others seek a perfect state without reliance on external tools.

The cyber punks of the Transhumanist Lasombra see technology as the next stage of evolution for the world and clan Lasombra. For a clan based on Darwinian practices they claim their clan must be first among vampires to achieve it.

Most Transhumanists have various forms of bio-mods grafted into their bodies and are experts at all modern technology and computers. It is said they are rivals to part of the Tzimisce clan that seeks the same goal. Evolution through technology. These keepers believe that everything can be broken down in its core element to raw data. The secrets of the universe and true power are held within it.

CIA web servers? The Dark Web? These things are the playground of the

Transhumanist Lasombra. They argue the very concept of the Dark Web is tied to the Abyss. They claim the Abyss itself as leaked onto it and speaks to those who will listen. By becoming one with the machine they join with the every powerful god machine that they believe the abyss to be.

The disabled Lasombra Andrew Emory is at the forefront of the Lasombra Transhumanists. Paralyzed from a car crash in life Andrew learned to call upon Obtenebration to learn to walk again. Seeking to rise above his immortal state he speaks with and coordinates with other Transhumanist Lasombra to unlock the secrets of modern technology and rise above all other vampires to become the first in the next stage of their evolution.

Known Members: Andrew Emory

THE FATALISTS

Fatalists are those Lasombra that have stopped to believe in the freedom of will. Many claim that their blood ties them directly to the Elders and Methuselahs of their Clan and these beings are in charge of the destinies of their progeny.

It is not so much that the Fatalists worship the elders and ancients of the clans as gods or are their obedient slaves. Rather the Lasombra among the Fatalists have seen enough of the history and the Jihad to know there is no point trying to fight against it. To them they would rather be a knight or a rook than a pawn.

The Fatalists have seen little actual change in how clan Lasombra still works since the

acts of Gratiano. The Friends of the Night are still an old boys club manipulating the clan from the shadows. If you can't beat them, then it is better to join them the Fatalists would argue.

Though Fatalists see the system and status quo of the clan as unchangeable they are not mindless slaves to it. They seek to work within the system and support the Friends of the Night and indeed any elder of the clan. They seek to become powerful and useful tools to these elders. So, when the time comes, they call on them to aid. If they have value then they won't be so easily sacrificed the next time a cataclysmic event occurs to the clan.

If there was a leader among the Fatalists it would be Cardinal Timofiev. Ally and with close ties to the eldest and most powerful members of clan Lasombra it was who called for judgement upon Lucita. To use the system to acquire another pawn. He assumed his place in the hierarchy of the clan that they claimed to have cast aside. Obviously, Timofiev is a piece of another Lasombra elder's chess pieces but he would certainly never let you know who.

Known Members: Timofiev

THE DOOMED

The Doomed are an exhibitionistic lot among the Clan that don't believe in the value of secrecy and aim to gain immediate and direct control of their environment, often without concerns to the kine. Many Lasombra kill these clanmates on sight. These Lasombra rage against the lies and secrets of the vampire world. They claim

the Lasombra have lived in the shadows for too long. These secrets need to be known for all to be truly free. The Doomed love to steal the secrets of members of their clan and release them to all they know.

Many members of the Doomed are Lasombra who have experienced the manipulations and viciousness that clan Lasombra has to offer and came up on the short end. Rather than accept their loss it consumes them. They feel cheated by their own and clan and everyone should know.

The Doomed argue they are seeking to prevent the same fate to any other member of clan Lasombra. To expose the lies and games the clan plays. Unshockingly, the Doomed are despised by most of the clan. If there is anything more a Keeper hates, then years of work in the shadows ruined in a moment by one of the Doomed few know.

The most notorious member of the Doomed is Marcus Vitel. The once proud Lasombra has since gone mad after the clan burned him one such machination. To hear it from Marcus he will tell you the Lasombra clan will turn on you in a moment for one of the elders to gain a slight edge. That he once had the world in the palm of his hand, the true vampire master of all. However, it was unjustly plucked away from him. Now on his quest to reclaim his power he will expose each every Keeper who dared to cross him. Of course the Lasombra clan itself maintains the position that Marcus Vitel is quite clearly very insane.

Known Members: Marcus Vitel

PRIESTESSES OF ERESHKIGAL

It is recorded in Lasombra clan history that the Founder never embraced a woman childer. Many of the clan find this statement odd as the founder went out of his way to make sure of this note in history. The long lost truth of the matter is Lasombra only ever has one female childer. She was the goddess Ereshkigal. Torn from the underworld Lasombra embraced this goddess and made her his consort in exchange for power and the secrets of Abyss Mysticism. While torn from her home in the underworld Ereshkigal turned the tables on her would be sire. Seducing the Antediluvian she manipulated and played clan founder to her own whims. Eventually, though Ereshkigal grew bored of Lasombra and found a new consort in the Vampire Nergal.

Once a goddess of the underworld, Ereshkigal took many young female Lasombra under her wing. Instructed them in the rituals and practices dedicated to her, and in return rewarding their faith with the secrets of Aka Mainyu. Her priestesses joined their goddess and forged great temples in her name. Scorned by his former lover, Lasombra turned on Ereshkigal and surrendered her back to the Abyss where she came from.

The Priestesses of Ereshkigal gain access to Abyss Mysticism and indeed some long forgotten methods of this art known only to them.

To join the Priestesses of Ereshkigal requires Lasombra Coordinator Approval.

Known Members: Ereshkigal

VICTORY CORPS

The Victory Corps were an elite group of Lasombra trained and created by Montano during the height of the Roman Empire. Montano was known for assembling an elite legion of powerful warriors called the Victory Corps and led skirmishes and political maneuvers against other vampire clans, shaping European history even amongst the mortals. They were so successful that they received the reputation of being fearsome "night-dark troops," spreading a far-reaching spy network across the Roman Empire.

These warriors of clan Lasombra were the only ones trained by Montano himself in the arts of forgotten Abyss Mysticism. Each was instructed in this ancient true art of Abyss Mysticism. Though life among the Victory Corps was short and dangerous, Montano was always quick to replace fallen legionnaires. Instructing them in the ancient traditions of his people, the Victory Corps became vastly more successful than any other group on Lasombra clan history.

After the collapse of the Roman Empire the Victory Corps collapsed with it. As the clan spread throughout Europe no longer unified by the Roman Empire the Victory Corps faded from memory and even most of the clan's history. In the modern nights, however, the Victory Corps started to make a subtle return. Seeing the new threat of the

Baali and the Daeva Montano has started to select young Lasombra Antitribu and train them once again. As he feels the Camarilla, the Clan, and the world itself needs to the Victory Corps once more.

Members of the Victory Corps gain access to Abyss Mysticism and indeed several long forgotten ways performed in the art by themselves only.

To join the Victory Corps requires Lasombra Coordinator Approval

Known Members: Montano

LOCATIONS

CASTEL D' OMBRO

The Castel d'Ombro, or Castle of Shadows as it is commonly called, resides on the coast of Sicily near Syracuse as dark and foreboding now as it was when it was first built by the Lasombra Antediluvian. For countless centuries, the castle was the center of Clan Lasombra, through the Antediluvian himself and his childe Montano that also roamed the Castle. It was there that the Eldest spent much of his days in torpor while contemplating the dark secrets of the Abyss. During the Dark Ages, the Castle was a main focus of Lasombra activity, as the Courts of Blood were in upheaval over the Shadow Reconquista happening in Iberia and the Crusades in the Holy Land. Pilgrims of Clan Lasombra traveled wide distances in order to gain an audience with their founder or one of his childer.

All of this changed in 1405, when the castle was attacked by the Anarchs with the aid of some Assamites, led by the Antediluvian's own childe Gratiano. It is widely believed that Gratiano was able to diablerize the Clan founder.

After this, the Castle of Shadows has fallen into disuse. It is rumored that the occasional Court of Blood is still held there.

THE ABYSS

The Abyss is an otherworldly realm of shadows, known mainly as the source for the manifestations of Obtenebration, the signature Discipline of Clan Lasombra. To many Lasombra neonates, the Abyss is little


more than a metaphorical conceptualization of their mastery of darkness, but experience quickly teaches them of the undeniable reality of the Abyss: a literal place, an endless void of eternal night. The chill darkness of the realm extends beyond the visual and physical and into the spiritual; long-term habitation of the Abyss is dangerous even to the Cainite psyche.

Nevertheless, elder Lasombra occasionally use the Abyss as a neutral meeting place, outside the scope of their enemies' and rivals' prying eyes. In particular, the most secretive meetings of the Friends of the Night are sometimes called into session here.

PETRA, JORDAN

Swallowed in mystery and darkness, the ancient city of Petra has but a few legends tying it to the clan of shadows. What few records remain, speak of the city as a center for the clan in ages long since past. Some claim that it was in this now forgotten city that the clan settled after leaving the Second City. Those who have traveled to Petra seem to find only little evidence of the Lasombra being there. Those that do claim the city as part of the clan's history point to forgotten symbols and words carved into the stone that few understand. They claim the city was not only a center for the clan at one point, but it also housed the clan's most powerful mystics who practiced arts now long since forgotten.

There are even signs that the Lasombra Antediluvian himself once called Petra home. Though there is no concrete proof to



back up these claims, the mysteries of Petra have called more than one Keeper to her door.

IGLESIA DE SAN NICOLAS DE LAS SERVITAS

The Church of St. Nicolas was home to Cardinal Ambrosio Luis Monçada. Since his death, the Cathedral has become something of a holy site to clan Lasombra. When he was alive, many members of the Sabbat would travel to the church of Monçada to ask for confession and have the ear of the Cardinal. Once word of Monçada's death began to spread, the site became a place for many Laosmbra to make something of a holy pilgrimage to. The cathedral did not fall to disuse after Monçada's death.

Rather, the Order of St. Blaise made it one of their headquarters and many of Monçada's loyal followers still call it home. It is said that the Cardinal himself often dwelt within the catacombs below. Rumors speak of a powerful link to the Abyss in that place, but few dare enter. Since his return from death, Monçada has been quick to reclaim his home.

LES AMIS NOIRS

He had received the call from the Archbishop Lucita and he dwelled on the thoughts that had been brought up by the conversation, with one that had at one point been so hated by the entirety of the clan. One who, had it not been for the power her sire held, Cardinal Monçada, would have been placed on trial decades ago. And now she was one of them, one of the Les Amies Noir. He held no spite for this, it would be a waste of energy to be angered by this fact. Lucita had definitely proven her worth many times over since coming to the fold within the Sword.

And he redirected his thoughts back to the original train of thought. The young Keeper, Angelique, wanted to ask for a trial against her rival. At least, that's how it was put to him. He knew the both of them, even if they did not know of him, and with what he already knew, the case had merit; the young Keeper may very well be coming into her own. It may be time that he brought his grandchilder into the fold, if she presented her case well.

JOINING

How do I join the Friends of Night? This is not a question you ever ask a fellow Lasombra; it will most assuredly result in you never getting the audience of a Friend of Night. The Les Amies Noir is the ruling body of Clan Lasombra and is very specifically invite only. It is different for each Keeper in how they get their invite, what steps that they have to do for their final consideration for the elite ruling body of

Clan Lasombra. There have been those who have claimed to have undergone a final interview, while there are those who have been given a test, still others who have been abducted by other Keepers, and left alone in darkness to contemplate their place in the night.

Typically speaking, they look for Lasombra who have proven their worth to the clan, in one fashion or another, as well as loyalty to the clan. You can be an Archbishop, be owed favors from Cardinals and Prisci, you could have lead the campaign that regained a major and important claim for the Sword of Caine — but if your loyalty to the clan is in question, you will never be admitted to the upper echelons of the clan. The Friends of the Night never induct or work with the Lasombra Antitribu or Non-Sabbat Lasombra.

For the Lasombra Antitribu, they have started to create their own order of the Friends of the Night among themselves. These two groups are indeed separate and never work together. The hatred between the Lasombra and the Lasombra Antitribu is far too fierce to ever let such an event occur. The only exception to this rule is ancient elders of Clan Lasombra who claim no membership in any sect and rarely leave their homes. Such elders like Zarathustra are an example of this. Regardless of that; *Non Sabbat Lasombra may not join the Friends of the Night for them, and Non Lasombra Antitribu may not join their version of the Friends of the Night as well.*

With all of that said, if this is something you would like for your character to be a part of,

talk to your STs first, let them know this is something that you would like to set as a goal for your PC. Then, if this is something that your STs would like to pursue further, they can talk with the Lasombra Coord. If you want to talk to the Lasombra Coord on your own, you are welcome to but be respectful of your STs and keep them looped in.

Being a member of Les Amies Noir requires Lasombra Coordinator Approval.

NIGHT-TO-NIGHT

The night-to-night life of anyone within Les Amies Noir is not that much different than your unlife before joining their ranks. The primary duty of Les Amies Noir is to determine the direction of the clan, which honestly you were probably already doing before they invited you into The Friends of Night.

In addition to this, occasionally you will be called upon to sit in judgment of other Lasombra during a Court of Blood. There are some Friends who have never sat on a single Court, while there are rumors of at least two Lasombra that have sat in judgment on at least three Courts. Typically speaking, you will only ever get the chance to sit on one trial.

The Friends of Night are also the only ones that can convene a Court of Blood. Younger Lasombra will only ever be able to petition for a Court to be called; it is up to Friends of Night to determine whether or not the limited evidence brought before them would be worth convening a Court or if it would be a waste of the Friends of Night's time.

Rarely does an actual member of the Friends of Night get brought before a Court of Blood. However, if you were the Amiscus that convened a Court of Blood that would wind up being a waste of time, it is almost assured that your trial will follow the one you convened, immediately.

THE COURTS OF BLOOD

The room was dark; sitting here waiting for the first voice was the worse torture most could imagine. Unfortunately for Anthony, sitting there, he could imagine so many horrible and awful things. In recent memory, he could only think of just one other Lasombra that was informed they were being brought in to be tried and that had everything to do with who her sire was. Maybe that meant the trial had already happened and he was found worthy of his blood.

She sat there concealed in darkness, watching him from her corner. Calling for this was possibly the biggest risk she had ever taken. However, royalty ran through her blood, was her blood, and power never comes without risk. If this went well, she could be Bishop; but first, she had to convince them he failed the clan in such a way that keeping him alive would be an even greater embarrassment to them than he, it, already was. She was going over the evidence once more in her head. She had gotten through the first piece when the far end of the room had grown dark, and then a booming voice came out, shocking everyone to attention.

The Amicus noticed the two sitting there waiting. He pulled the door open as the shadows began to pour forth from him and his fellow Amicus walked out behind him. They all noticed Angelique drop her concealment and then Anthony noticed her for what seemed the first time as his face fell. That sealed his fate. The decision was

made before any more evidence was presented against him... How did this waste of resources ever make it to the level that he did other than the family blood within his veins?

HOW TO USE THE COURTS OF BLOOD

The clan does not usually openly speak of the Courts, but everyone knows of them. To kill another Lasombra without going through the proper channels is a surefire way to have a trial called upon you. It is one of the greatest sins within the clan to kill your fellow Keeper without consent from the elders of the clan. This is where the Courts come in.

Walking into her sire's haven, Angelique was ready. The time had come for her to come into her own. While she had distinguished herself from the other Cainites of the city, that was different, expected. Now she moved to separate herself from the other Lasombra. She had spent a fair amount of resources on discovering Anthony's secrets, his embarrassing moments, his failures. If it were anyone else, she would just kill him through Monomacy and take her rightful place in his position. Her sire would want to know why she was asking for contact with the Friends of Night, but she no longer needed him to speak for her, she only needed him for the introduction, the rest she would handle on her own.

There is only one ruling body of Clan Lasombra and that is the Friends of Night, and it is through them that one can call for a

Court of Blood. The first step is finding out who is a Friend of the Night. The next step (and perhaps the most important of all) is determining which Friend of the Night will be sympathetic to your claims. You typically only get one chance to present your case and if you go to a Friend of Night to present a case against one of their pawns you have just alerted them to the threat you are to their plans.

Once you have found a member of the Friends of Night, you must present your reasoning for wanting to reclaim the blood of your fellow Lasombra. This is where things become a bit tricky. Sometimes you have simply but to ask for a Court and it will be granted; you may take this to mean that the odds are in your favor or you could be dead wrong. If you ask and are immediately granted your request without you offering any explanation as to why you are making the request, it very well could mean that the Elder you just petitioned is already aware of the failings of this individual and is glad to see someone take the initiative. However, it could also mean that the Elder is wanting to set you up to fail. After all, your tests from the clan do not stop after your embrace, particularly if you are the rare shovelhead that survived the campaign you were embraced for.

Usually though, you need to prove to the Elder you are petitioning why he should take time from his unlife (as well as disturbing two to twelve other members of the Friends

of Night) to conduct a trial so that you can reclaim the blood of a fellow Lasombra. He is not going to want to hear of this individual's failings within your sect unless they are a poor reflection on clan Lasombra.

So, if you mention that he failed to perform an Ignoblis Ritae, no matter how strong of a case you have, your request can be denied. When you present your initial findings, it should be clear and concise, and tell the one you are presenting your case to why this person is a failure and an embarrassment to the clan.

She sat there before Lucita, the most feared and respected member of her clan. While many others were feared, many others were respected, very few had equal claims on both as the Cainite before her. She waited patiently to speak on the issues that brought her here this evening. The Archbishop received a call just as she sat down and Angelique ran one last time the things she was to say. When the phone was sat back in its cradle, the word, "Speak," cut through the air.

"I seek to reclaim the blood of Anthony, Bishop of Tijuana for his gross failings to represent the clan properly," Angelique spoke calmly.

"You have my attention, now impress me," Lucita replied. "While he has had some failings as a Bishop, his biggest failing in that role is failing to properly lead his people in spiritual matters. He has allowed at least one other clanmate fall to the Beast forever, ordering a Brujah of all things to kill her. Instead of keeping it within the clan, he allowed an outsider to see one of us fall

from grace. After that, he had that Lasombra made an example of, publically, dragging our clan's name through the mud in the process. While this is bad, at least in my opinion, his greatest embarrassment to the clan is his failure to be a leader. The Archbishop tasked him with several militant tasks over the last six months. All but one of them failed, all because of his poor planning and leadership." She stopped, and waited. The wait seemed to be forever as the one before her sat weighing the facts just laid before her.

Finally, Lucita spoke, "You will be contacted, you will be given a time and a place. If you are not there, we will consider your blood forfeit for wasting our time. Now leave."

Once you have been granted the privilege of speaking before a Court of Blood you will be contacted with the time and place of the Court. As you can imagine, this will take precedence over anything else you have going on in your night-to-night existence. Not showing is a guaranteed way to shorten your lifespan, as you have just wasted the time of three or more of the most dangerous members of the Keepers.

In most cases, you will never know who it is that is sitting on the Court, as the often heavy use of Obtenebration masks the identities of the sitting members of the Friends of the Night. Only in very rare cases is it known by anyone (other than those sitting in judgment) who is deciding the fate of individuals being brought forth for judgment.

When you stand before the judges to present your case, it is best to be clear and to the point. You will want to go into more detail than you did when asking for the trial. The trick at this stage is to know when to shut up. You can very easily talk yourself right out of the verdict you want. It is best to keep your sect's politics and positions out of this section as much as possible; while it is possible to think that it will lend credence to your case that they have failed in such a role, it usually has the opposite effect. If they hold a position of power within your sect, it shows a strength worthy of keeping their blood. Focus on their failings as a Lasombra, show them how they fail at leadership, manipulations, planning, etc.

Sometimes if you are the one being judged you get to go before the Court. If you are fortunate enough to be given this chance, now is the time to shine. While you will most likely not know what the charges are being brought up against you, when you first discover that a court has been called against you, take a fair amount of time to think through all of your possible failings. You should know what they are; plan a defense against all of them. If you had a mission plan go awry, did you eliminate an enemy of yours or the clan's in the process? Show the court how the plan was deliberately a failure so that you could eliminate a threat to your power. This is a perfect example of how to turn that negative into a positive. Keep in mind though, while they may not use powers of the blood, the Elders of Clan Lasombra can smell bullshit a mile away. Keep your defense simple and always filled with half-

truths, so as to not actually be caught in a lie.

WHEN TO USE THE COURTS OF BLOOD

This is a simple yet very complicated question to answer. The simple answer: when you know you are in the right. The most important thing to remember with the Courts of Blood is that to ask for Court of Blood is serious. Many times, the punishment (whether for the accused or the accuser, when the accuser is found wanting) is death. However, sometimes the punishment for the accused is not Final Death, but the stripping of everything they value and have and being forced to start from scratch. Sometimes their punishment will be a mission for the clan that is almost assuredly a death sentence.

However, the punishment for wasting the time of the Friends of the Night (by not having a clear case) is most certainly death. If you are going to call for a Court of Blood, you need to be prepared to risk your very unlife. Using the Courts of Blood is not something to take lightly. With as much pomp and circumstance that surrounds the Rite of Monomacy, there is even more of this with a Court. You are tired of being kept under heel by your fellow Lasombra who just happens to be Bishop?

The Court of Blood is not your answer. This will actually be your downfall within the clan if you try to call for a Court. You are tired of being kept under heel by your fellow

Lasombra who is a Bishop and you think he is infernal? Still not the time. Tired of being kept under heel by your fellow Lasombra Bishop and you KNOW he is infernal. Call that Court of Blood as fast as you can. Do it before the Inquisition can find out he is infernal. You will prove that he is an embarrassment and a PR nightmare for the clan. You will be able to show that you are capable of dealing with it internally and gain even more power for the clan by the removal of this one Lasombra.

Another thing to keep in consideration for using a Court of Blood: the clan will not just hand over the guilty to you. Once again, you will put your very unlife on the line once a guilty verdict is handed down. You will be given leave to kill your fellow Keeper but YOU will have to kill him. There are very few predators in the World of Darkness as fierce as the Lasombra and arguably none more deadly. When the verdict is handed down, occasionally it will come with other provisions — i.e., “You must kill all of his ghouls before you kill him”, “You must eliminate all of his influences in this area first and acquire all of his influences for yourself in this area” — and there is almost always a time limit placed on these. All of these things need to be taken into account before you call for the Court. If you are unable to or unwilling to take these steps to kill your intended prey, you have just wasted the time of some very powerful predators.

Ultimately, the right time to use a Court of Blood is sparingly. However, if you can prove that someone is a failure to the clan’s ideals, an embarrassment to the clan, and how the clan will gain more power in

allowing you to take the heart's blood of another Keeper, then it would be an appropriate time to use the Court of Blood.

Using the Courts of Blood is Lasombra Coordinator Notify.

ASDIQA AL-LAIL (THE ISLAMIC COURTS OF BLOOD AND FRIENDS OF THE NIGHT)

Many believe the Asdiqa' al-lail to be a thing of the past, something that died with the birth of the age of Renaissance, or that it died at the fall of Constantinople. This couldn't be farther from the truth. While they were more widely known in the time of the Dark Ages, in particular before the fall of Constantinople, the Asdiqa' al-lail lives on into the modern nights.

While it is a closely guarded secret of the clan's that they hold trials in the shadows, it is an even more guarded secret that the Islamic Keepers will also place a fellow Keeper on trial for not adhering to Islamic law. This almost always only applies to fellow practitioners of the Islamic faith; however, in truly extreme cases, they will place a Heathen on trial for their gross violations of Islamic law. A good example of this would be the soiling of an Islamic woman.

If you are playing an Islamic Lasombra, you should already have an understanding of the basics of Shari'ah. In case you don't, Shari'ah is considered the frame work for ultimate reality and ultimate truth. It was

passed down from Allah to man, through Muhammad. Even the basics of Islamic laws have taken up chapters of books, if not entire books themselves; so, if you want a beginner's guide to Islamic law I suggest checking out this website:


<http://www.islamicity.com/politics/shariah.htm>

LASOMBRA ANTITRIBU (THE ROGUE COURTS OF BLOOD AND FRIENDS OF THE NIGHT)

The Lasombra Antitribu have created their own version of the Friends of the Night and the Courts of Blood. These are separate from the main body of the clan; as the Lasombra and their Antitribu are prone to kill each other on sight.

The Lasombra Antitribu version of the Friends of the Night and Courts of Blood attempt to keep the traditions and history of the clan alive from before the diablerie of the Lasombra Clan Founder. Membership is offered to all elders of the bloodline and they follow a much older code of conduct than their Sabbat brethren. While they look similar; the Friends of the Night for the Lasombra Antitribu seems to more focused on the concepts of Nobility and right to rule; age matters most in prestige and ranking. Their Courts of Blood tend to more dignified affairs rather than blood thirsty violent endeavors.

While the Lasombra Antitribu's Friends of the Night and Courts of Blood serve the same purpose of as the main body of the



clan; their version is a far more refined and dignified presentation from an age long past.

NOTABLE LASOMBRA

GRATIANO DE VERONESE

The Lasombra Antediluvian's last childer, Gratiano is a legend among the clan. Gratiano de Veronese was a master politician and tactician second to none. It is Gratiano who led the Anarch Lasombra, in alliance with clan Assamite, to attack and ultimately destroy the Lasombra clan founder. It was Gratiano who broke the traditions and ways of the Lasombra and reformed the clan into what it is tonight. Shockingly to many, Gratiano did not claim the title as the new Eldest of the Clan.

Rather, he said all Lasombra were now free of such ancient and antiquated traditions. As a key figure in the formation of the Sabbat, it comes as a shock to many in the sect that, after the formation of the Sabbat, he did not take a position of authority. Gratiano could have held any position in the Sabbat had he so chosen. Rather, he "retired" to being an Archbishop of a city in South America. Many wonder why the legendary Lasombra would simply settle for the mere position of Archbishop for someone of his stature. For his part, Gratiano has never really talked about the subject, content as he is to spend his years in solicitude.

GREYHOUND

The Cardinal of Scandinavia is something of an enigma among his clan. Lord Greyhound practices something he calls "the rational existence". The Cardinal seems to have little

to no mastery of the clan's art of Obtenebration.

Rather, Greyhound makes it a matter of point that others know his mastery is in both physical and mental strength. In addition to this, Lord Greyhound is known to be a master shapeshifter of clan Lasombra. Something of a primitive, Greyhound often appears in nude, only ever wearing the jewelry of his fallen enemies. Many suspect Greyhound was an embraced Viking, others claim he has simply spent far too long in the wilds of Scandinavia. Either way, none ever make such claims when he is around. As Cardinal, Greyhound often forces his beliefs on those who serve underneath him. Those who object often have their jewelry added to his collection.

AMBROSIO LUIS MONCADA

The Cardinal of Spain is among the most famous of Lasombra. Monçada was a spiritual anchor for both his clan and the Sabbat as a whole. Ruling from his cathedral in Spain, many Sabbat would travel across the world to take confession from the Cardinal. While known mostly for his faith and prowess in the Sabbat, Monçada was also known for his massive support of the Crusades in the United States. During the crusades of the late 90s, it is said that Monçada was slain by assassination by an Assamite. With his death, Spain fell to chaos and infighting sprung amongst the Sabbat.

Shortly after his death, Monçada's infamous childer Lucita joined the Sabbat, attempting

to take over her sire's position. Monçada's death seemed to be something the Sabbat was unlikely to recover from any time soon. Then suddenly in early 2014, he returned. It seemed the Cardinal was not as easily killed as many had suspected. Rather quickly, Monçada reclaimed his power as Cardinal and head of his Legion.

The returned Moncada was quick to take part in the 4th Sabbat Civil War. Declaring himself Regent and all those who would not follow traitors to the Sword of Caine. The first to rise up and oppose him were the Cainites of the Boston Diocese. In short time the would be new Regent ejected the cities archbishop Alvara Sforza D'Aragnese Devareaux from the Sect and claimed the entire diocese to be in open rebellion against the Sabbat. Moncada himself declared he would personally lead an army against them to crush the traitors.

In the end, the returned Moncada was revealed to be nothing more than a great beast from the Abyss. Defeated and banished to hell itself by the very archbishop of Boston who dared to oppose him.

The Following is the Out of Character story written for this event and is presented here as a part of OWBN History. Please do not assume to take all this information In Character.

THE SIGN

"A Darkness Rises!"

"Doctor!"

The Nurse yelled and with a loud crash, the door to the psych ward flew open as Dr. Melliot ran into his patient's room. He looked at the madman strapped to the bed ranting and raving. Sweat covered the doctor's brow. He was nervous and...scared. Dr. Melliot quickly produced the powerful sedative from his pocket to inject his patient. As the drug entered his system the mad patient didn't seem to calm down one bit. The good doctor leapt back in horror. Looking at the nurse all he could do was stutter.

"It's happening again..."

Bunker Hill, it was a fitting place for a battle for Liberty. The irony was not beyond Ecaterina. She and her childer, Wilhelm, had traveled a long way to see what would happen. Sent by the Archbishop of New York, the Priscus had come to see and report in case they had failed; as surely New York was next. Though in truth, as a scholar, she could not imagine not witnessing this event in Sabbat history in the making. She soaked in the night sky as the cold winter wind of New England traveled through her hair. Closing her eyes, Ecaterina could almost feel the anticipation in the air.

"Sire, do you think it will start soon?"

Ecaterina looked to the night sky as she opened her eyes once more. The Red Star burned bright in the heavens and suddenly the wind stood still. An eerie calm fell over childe and sire.

"Yes, Wilhelm...I believe it will."

At Boston Massachusetts Hospital, nurses and doctors traveled their halls tending to their patients. In the emergency room, Nancy--a nurse just coming off duty--made her way to the employee lounge. Sighing from exhaustion, Nancy ventured to the refrigerator to reheat some leftover Chinese food from the other night. As she watched the seconds tick away, other nurses entered to enjoy their own breaks.

“It was a miracle really. I mean the man was literally shot through the heart. He should be dead. One lucky guy.”

“You don’t say. This girl came in from a car accident. I mean mangled to bits, spine broken the whole nine. I mean her chance of survival was almost nothing, but ya’ she pulled through. I guess they were both blessed really.”

Nancy’s ears perked at their conversation. She spun on her heels staring at the two nurses chatting. Looking at them with a slight look of confusion and almost horror on her face, this simple nurse had an epiphany.

“I also had a guy come in who by all rights should be dead...Come to think of it have either of you had any patients die in the last couple of days?”

To the horror of everyone; no one could think of anyone who had died in the hospital in some time.

THE KING IN SHADOWS

The army of resistance had gathered. Those who stood in defiance or rebellion of the one calling himself Monçada gathered for the coming battle. Bunker Hill had been fortified to the best of their ability. This tyrant had caused forces of the Sabbath to unite as such as they never had before. Ultra-Conservative stood with Loyalist. Ecclesiastical Sabbath prayed with Order of St. Blaise. The gathered Sabbath reveled in blood and fire, their horde worked into a frenzy. For weeks they had waited with baited breath for this very night.

The so-called Regent heard his power challenged and said he would answer such a call with no mercy. He would crush all those who opposed him and finally unite the Sabbath under his banner, to lead the Sword of Caine into a new golden age against its enemies. Only these rebels stood in his way. So, these would-be rebels stood waiting. Telling stories, sharing blood, and making bold boasts of past deeds. In this controlled chaos stood the Black Hand. The ones who drew the ire of Monçada.

The Archbishops gathered and made their final preparations, but in truth there was little left to do but wait. Alvara, Jorska, Eidolon, Carmitru, and Fergus chatted, surrounded by their brothers and sisters. They spoke across a fire as the leading Black Hand member, Antonio Devareux quickly joined them. They could hardly wait and would rather get this clash of the Sabbath and their battle in this Civil War over with. Then their moment came as the wind died and the sky darkened.

Ecaterina knew the moment had come. Monçada had arrived.

“Father Admari?” the young priest said inquisitively.

“Yes Father De Luca?” the older priest replied huddled over the old tomes of the Catholic church. His work in restoring some of the old tomes of the Vatican library had taken much of his time, but it was truly his own passion next to god. Though the voice of his fellow priest and friend caused him to pause from his work and look up smiling.

“What can I do for you?”

“Have you noticed anything odd lately?” Father De Luca could only ask nervously.

“No, I am afraid my work has kept me rather busy. What do you speak of?”

“I have noticed that more and more priests of International Association of Exorcists have been arriving daily?” The young priest spoke softly and his voice was clearly troubled.

Father Admari smiled warmly as he motioned for the young priest to sit with him.

“I hadn’t, but I would not worry about it. I am sure there is a reason for such a thing.” He quickly returned to his ancient book he had been attempting to translate as Father De Lucas took a nervous seat. “See now this is truly interesting. This text is nearly as old as the church itself, and I have no idea what it says.” He laughed amused by the challenge. “It could be insight into the

creation of the church itself or maybe it’s just someone’s ancient shopping list.”

Father De Luca still nervous was barely paying attention.

“Yes, interesting, but Father these exorcists seem to be meeting with members of the church I have never seen before and...” The older priest raised a finger to silence him as politely as he could.

“I told you, Father De Luca, I wouldn’t...” Before he could finish his thought, all the lights in the library suddenly burst and went out. The book before Father Admari burned slightly as the ink from the pages started to pool together. In shock, the priests gazed upon the pages of the books as the ink swirled before finally forming words.

“The Darkness Rises and the End Begins.”

Parley, Ecaterina could not believe her eyes. Just moments ago upon burial hill just opposite to Bunker Hill, Monçada and his army instantly appeared from the shadows. She had expected Legionnaires, Fabians, various other Sabbat, and even the Abyss spirits, but two things stood out that she had not expected. Two packs of well-trained vampires dressed in military fatigues and armed with the best modern technology had to offer seemed to be with Monçada. They bore the mark of the crescent moon. Had the Black Hand broken into a Civil War of their own that she did not know about?

However, what was far more disturbing was the figure that rode with Monçada. Her words could only describe it at best as Death

itself. It rode a pale horse and all around it seemed to simply rot and die. Still in these moments before the coming war, Monçada sent his rider under a flag of parley, as if this was some ancient battlefield of old, the thought of which brought a brief smile to her veiled face.

Antonio, Leanna McShay, and Micheal Jones of the Nightfire pack walked across the battlefield to meet under his banner. Though Ecaterina could not hear their words, she knew it would not end well. Monçada remained calm as he exchanged words with Antonio. The moment was not to last; it was after only several minutes that the sides returned to their forces. As the rebel or--as they believed--loyal Sabbat stood ready for their assault, Monçada smiled.

Ecaterina blinked and it had begun. Monçada's forces leapt into the shadows of burial hill only to appear a moment later behind the forces on Bunker Hill. Striking from the back, the Sabbat of the New World were caught off guard. And as Ecaterina watched, she held her child's hand as Darkness concealed a smiling Monçada.

"Does he have any chance? What have the stars told you?" Corvus looked to his fellow Seraph, Dastur Anosh, hoping for some insight he was missing. A wise tactician and master manipulator, Corvus was hardly the Cainite of prophecy. That honor belonged only to the First Seraph himself.

"Sati and the Weeping Master believe so." The ancient Seraph finally spoke, sitting in

his stone throne in the White Mausoleum's Seraphim chambers. "He has not failed us before, and if he does not end this here, his sacrifice will not be in vain. Caine's promise protects us."

Corvus glared daggers at the ancient Assamite with a look of some concern on its face.

"Is it as he says? Is it Lasombra?"

Dastur finally turned his head and looked upon his fellow Seraph.

"Not anymore."

The words caused even Corvus to shudder for a moment. The rest of the Black Hand however, stood ready and waiting at the White Mausoleum to finish what Antonio had started, if necessary.

The meat grinder of the battle had begun. It went much as Ecaterina had suspected it might. Monçada and his guards stood behind a thick, impenetrable wall of shadow. The main bulk of his forces engaged in battle for him. Sabbat Brother struck and shot at Brother. The Legionnaires swarmed the assembled masses, forming a massive shadow wall. It was if the air itself has become a black ocean full of killer sharks. Arms of the Abyss covered the field of battle as far as the eyes could see. Monçada's Black Hand forces laid down mortar fire and anti-aircraft support for the attack helicopter assumed by the opposing forces. Sunlight itself seemed to pour from many of the Sabbat of Boston's weapons. Fire burned all around them, hoping to push

back the onslaught of shadows. The battle itself quickly turned into a slaughter.

Ecaterina watched waiting. Upon a hill in the distance stood other Sabbat. Some of whom she recognized. It seemed others had come simply to watch, but unlike her had likely ulterior motives. It was hard to tell whom was fighting whom at times. Ecaterina quickly took out her leather-bound book to record this historic event and to have notes of what was coming next for New York if it all went wrong.

She watched as the Inquisitor Grendel was thrown into the sea of Legionnaires' shadows time and time again only to emerge as if he was drowning. She watched the duel between Antonio and some other Black Hand agent that for a moment she thought she recognized as Aidan Malone. The Eidolon and his pack wrathfully threw themselves into the heart of the battle. The Black Hand descended upon their enemies as a vengeful blade. Acton, Alice, Min and the others worked in perfect unison striking down enemies with each blow from their blades and hail of bullets. Nikolai commanded others as they attacked the other Black Hand forces loyal to Monçada upon the field. The Priscus had not seen a battle of Cainites such as this since the War of Princes. In a small part of her, it brought some warmth to her dead heart that such passion and fire still existed among the Sabbat.

Rocks flew, bombs thrown, and hell itself was unleashed. No matter though, the force they brought down upon the globe of darkness upon where Monçada stood

seemed to do nothing to penetrate it. The shadows that should have been banished by fire instead remained firm as ever. It was as if something greater was forcing them over the flame. Unable to strike their enemy who waited with reserves, it seemed as if the battle might be lost for the Sabbat who had come to Boston. Even if they defeated Monçada's main force there was still the beast himself to contend with and what would likely be his most elite units on the field.

In this moment of desperation, Bishop Jorska of New York emerged from the earth. The great Koldun held before him a lantern. As the Tzimisce smiled his lantern ignited, burning with the fury of the sun itself. Turning it upon his enemies, many Sabbat vampires fell before their eternal bane. Finally the Bishop pointed the lantern directly on the shell that held Monçada.

"Look out!" Ecaterina shouted, but her voice had no chance to reach Jorska over the chaos of battle. In a moment, Monçada's Leviathan, a towering and legendary creature of the Abyss itself, appeared behind Jorska. It encased him in shadows and then, as quick as it had arrived, both it and the Bishop were gone. Ecaterina looked in shock as she felt the tide of battle had turned for the worse.

"Tonight we strike down our enemy once and for all! Too long has the tyranny of the Ultra-Conservatives oppressed us, the free and loyal members of the Sabbat. Tonight, the Loyalists and Brutes take back what was ours. What we started!"

The assembled group of Sabbat loyalists and Brujah antitribu erupted into cheers. Cardinal Dark Selina had always had a way with words. The Amazonian warrior had let out a rally cry for those loyal to what she believed was the true purpose of the Sabbat, to join her in striking at Mexico City. Monçada's forces weren't simply in Boston, but they also rode here as well. It also provided the perfect chance to make an advance in the Civil War.

As the crowd fire-danced and feasted on blood before their great campaign, Dark Selina remembered her nights of old, when she rode with great warriors of an age past. How these young Sabbat gathered with her kept her beliefs and traditions alive. It brought a smile to the often hard warrior's face, a smile that was quick to fade as she held her head.

“What the...it can't be...” The Cardinal quickly cast her gaze right in the direction of where Boston lay.

Trapped and alone in the shadows with Monçada's forces, Jorska had little other than his lantern to help him see, though even this seemed little better than a flashlight in the overwhelming darkness before him. He could hear however. The laugh of Monçada that echoed all around him. Knowing he was before his enemy, the Koldun smiled as he reached within himself crushing a ghoule he concealed. Chanting ancient words taught to him by mighty Velya himself, the Tzimisce Bishop called upon his ancient pacts with the land, to force all gods to reveal themselves and be forced into his

chosen vessel. As he crushed the ghoule's neck the ritual was complete, and his own plan enacted.

The Shadows guarding Monçada and his forces fell. All stood in a moment and stopped to simply watch. Monçada's smile faded as his body shuddered. Holding his throat a cloud of pure shadow poured from his body as if it was a snake shedding its skin. Hitting the night sky, rain began to fall upon the battlefield. Thick black rain. Soon the shadow fell from the sky and poured itself into the mouth of Jorska's ghoule. Contained in a much weaker vessel, the creature calling itself Monçada was now trapped. Or so Jorska and the others had hoped.

It was not long before the ghoule started to tear and rip, unable to hold whatever power it sought to contain. Pushing Jorska and all others back, the ghoule erupted with shadows from all orifices. Slowly it began to take shape. It stood perhaps twelve or more feet high--it was hard to tell as it quickly grew. It formed into the shape of a man with glowing yellow eyes, taloned hands...and a crown upon its head. Its featureless face seemed to smile as words echoed throughout all the shadows upon the field. And all Sabbat who wielded the arts of shadow fell over in pain holding their bodies as they were torn apart from the inside.

Ecaterina watched in complete horror. She heard some members of the Sabbat yell “Lasombra!” and she knew they did not mean the clan. The King in Shadows had finally been revealed.

A DARKNESS RISES

Kitchi's claws bit deep into the shadow creature as it collapsed around him. It had only been months since they had reopened the Sept of the Lost Arrow. Now these shadow creatures from the Abyss seemed to pour out from every dark place. Their Wyrms stench overwhelmed the sept. Its thickness forced the Garou to act. Gaia cried out in pain and her warriors responded the only way they knew how. With violence.

"Grace-Seals-the-Way, watch your back!" Shouted Jarek as he unleashed a bolt of mystical lightning into the shadow creature about to strike his packmate. The mighty Shadow Lord Konrad fought nearly five at a time of the creatures. "Is there no end to them!" he shouted in the tongue of the Garou from his crinos form.

The pack Echoes of Rage had been at it for hours. Their meager caern had nearly exhausted their resources fighting back the night itself. Kitchi watched as his pack fought on against the never ending horde. He paused in the fighting to gaze upon Luna, hoping she would renew and guide him. Instead, he looked upon in horror as he realized she was nowhere to be seen.

She couldn't move. The Priscus was locked in fear at what she was watching. Whatever this creature was, its power was undeniable. Was this an Antediluvian or (to her horror) something far worse. It didn't matter. All around her, the great battle of the Sabbat paused, lost in the moment of what was happening. Some fell to their knees in

agony. Other simply fled in terror. Almost none could find the strength to move. This creature or god spoke straight into their minds. Speaking of their foolishness and how now all hope was truly lost and that the fool Jorska would be the first to feel the wrath of the old ones.

Its massive shadow hand reached down and swallowed Jorska whole. It crushed the massive Bishop, his fortitude unable to protect him. Soon, the fighting resumed. The remaining of Monçada's forces seemed to be possessed and attacked wildly. The free Sabbat in Boston dug deep within themselves and rallied what little they had left and renewed their assault. If all hope was lost, they would go down swinging.

In those few seconds of rallying, Jorska, crushed under a mighty grasp, collapsed to ash. Knowing they could not survive another assault upon their bodies by whatever this creature was doing, several of the Sabbat hesitated, desperately wondering whether they should flee or stay and die. Gazing upon his enemy, a finally revealed Antonio Devareux shouted to the assembled Sabbat to flee as he unfurled his black fathered wings from his back, taking to the sky to engage the King in Shadows himself.

As the others attempted to recover from the last assault upon their bodies by the Obtenebration they wielded, another wave grew again. The angered god commanded the darkness within all those before them to consume them whole. Ferghus ran to his packmate Eidolon after quickly applying his mystical Recure of the Homeland to avail himself of some of his wounds. Eidolon felt

the same assault as the others. Ferghus reached his brother as he looked upon him. In horror, Eidolon looked at Ferghus and spoke simple words of comfort to his brother as the second assault upon their bodies began. In that moment, Ferghus collapsed as Eidolon's body exploded from the shadows granting him the final death. Quickly, the remains of their pack gathered and Ferghus heeded Antonio's words, knowing if they stayed they would suffer the same fate as their brother, even though their hearts compelled them stay.

Elsewhere on the field, the Black Hand had just finished their battle with their traitor brethren. Acton and Alice stood back to back with swords in their hands. Though she was badly wounded from the assault by the King in Shadows upon her, Alice hid her pain. From the fallen, a single traitor of the Hand pulled himself up at Acton in a mad rush to commit suicide and take Acton with him. Just as he was about to fall upon Acton and take him to hell with him, Alice moved quickly, protecting her comrade and splitting the Cainite in two with her blade. As the blade finished cutting through the air, she turned to her friend and brother smiling. Closing her eyes Alice's body exploded with shadows as she died defending her brother in arms.

All around the battlefield, Cainite after Cainite simply dropped dead, the King in Shadows laughter echoing around them all. Monçada's Legionnaires stood and faced their master. They turned and rushed mad long at the man they once served, realizing the horrible mistake they had made. In that moment, the creature called the return of the

blood of all Lasombra. Many Lasombra died instantly as their blood erupted and filled the creature. It was in this moment Antonio landed his blows on the creature.

The King of Shadows wrapped itself in darkness to conceal itself from the rain of fire and sunlight being brought down upon him by Antonio and Leanna. Antonio and the nightmare shared words, daring one another and abruptly The King of Shadows closed its distance and the two went back and forth exchanging blows.

Antonio shouted for a final warning to those who remained.

"I can't keep this up much longer. Leave now or make your peace!"

He drove the golden spike into the King of Shadow's neck, finally causing a significant wound. Resolved to die fighting, Antonio continued his relentless assault upon the creature. Angered by this mere vampire, the King in Shadows fought back, though he was shocked by the might of such an ant. Seeing one last golden spike, Antonio dove for it, hoping to take it from Leanna who held it out for him. Within a foot of reaching the weapon he needed, King of Shadows caught his wing and launched him with its impossible strength into blackness. Antonio simply vanished into a sea of shadow as a single black feather fell upon the ground. None remained to face the King in Shadows. None except Michael Jones.

The Templar stood his ground with his sword ready. He faced death itself, but against this god he stood little to no chance. As the creature reached for him, a simple

armored vehicle arrived driven by Nikolai and Theseus. Just as it arrived the tentacles of the creature ripped into the vehicle tearing it to shreds and tossing Nikolai to the ground. Broken and beaten, Nikolai picked himself up as the god descended to meet him. Smiling, the creature spoke that he was impressed. In that moment of final hubris, a simple urn bounced off of his head. Looking confused, the creature turned and saw Archbishop Alvara. The Archbishop of Boston stood beaten and wounded, yet full of strength from his brothers and sisters who had fallen. Many had forgotten the Archbishop as he had waded head first into the heat of battle, leading from the front. Smiling, Alvara simply spoke.

“See you in hell.”

Confused, the King of Shadows reached to smite the man who had started all this. As he did so the urn opened and powerful winds picked up. Though no others seemed effected by it, it pulled upon the King in Shadows. He clawed with all his might but it was to no avail. Soon, he was quickly sucked into the urn itself. Content at having saved the Sabbath and those he cared dearest about, Alavara held his arms open as shortly after he too was pulled into the urn. In the few seconds after, the urn itself collapsed and shattered into a hundred pieces. What few Sabbath remained on the field looked upon what had happened stunned.

Ecaterina fell to her knees, sobbing, moved to tears by the actions of so many.

“We did it, my sire.”

“Yes, Wilhelm, but at what cost?” was all the words Ectarina could muster.

BROKEN SEAL

“The King in Shadows has fallen, my liege,” the ghostly spirit of a long since deceased Spanish man spoke to his ethereal master. Si’Djeha gazed upon on Roderigo with a fiery intent.

“And our forces?”

The Lich could only shake his head.

“Irrelevant; there are always more. Besides we got what we needed.”

Lilith’s Patron moved from her seat almost in an instant to the front of the Lich of the Dead City.

“And what was that exactly?” Her voice was full of command but in truth knew who in the room had the power.

“It was not as we suspected.” Roderigo held his head thinking, seemingly lost in thought as to the next course of action. His gaze quickly fell upon a nearby chess board as he rubbed his nonexistent chin.

“What is the next move then?” Si’Djeha seemed to demand yet with a respectful connotation.

“I have heard tales that Lucian is in Africa. I believe you know something of the Ebony Kingdom?” His gaze fell upon her once more.

All Lilith’s Patron could do was smile.

LUCITA DE ARAGON

The most infamous Lasombra to walk the night, Lucita de Aragon was a thorn in the clan's side for centuries. The wayward childe of Cardinal Monçada, Lucita's hatred for her sire is well known. Since the formation of the Sabbat, Lucita claimed allegiance among the clan's antitribu. Not out of any allegiance to Montano, however, but rather for her disdain of her sire. With Monçada's death in the late 90s, Lucita no longer had a reason to fight against the sect her clan helped create. Hoping to capitalize on her sire's death, Lucita quickly joined the Sabbat and made a bid for power in Spain. Expecting a quick victory, Lucita was shocked to be defeated from seizing her sire's power base. Instead, Lucita became Archbishop of her home city of Aragon. She is a known walker of the Path of Night and still seeks to consolidate her sire's former power base.

MYSANCTA

The enigmatic Lasombra elder Cardinal of Sicily, Mysancta is a mystery to many. Some claim that Mysancta is a woman, but the truth is hard to garner. The Cardinal seems to never leave the shadow form of the clan. When Mysancta does appear to interact with others, she has a frame of silver pushed around by shadow pawns upon which sit the robes of a Cardinal. On to the top of her shadow head sits a crown of glass and this is often the extent one can know Mysancta. The Cardinal is also known to be an extremely adept and powerful Abyss Mystic of the clan. Her true age, generation, origins,

or even appearance seem to be known by no one.

MENUVEN

Who or what the Cardinal of Portugal is, is unknown to all. Some claim Menuven was a Lasombra who has ascended to be nothing more than an Abyssal intellect. Such rumors are spawned from the fact that the Cardinal only ever appears as a group of chosen Templars and pack priests from his area. These attendants are trepanned at the start of their year of service and carbon rods are inserted into their open brains. From these rods are nothing more than shadowy tendrils. The attendants all speak in perfect unison, a whispered tenor. The group of vampires that seem to represent Cardinal Menuven often display terrifying mastery of Obtenebration, only for it disappear a moment later. The truth to who or what Cardinal Menuven is, is likely only known to a few of the clan's eldest members.

TIMOFIEV

Often considered by many Lasombra to be the unofficial head of clan Lasombra in the Modern Nights, the Cardinal of Italy is well known for his organization and execution of the Courts of Blood in the clan. Timofiev has taken on the role of the clan's historian among the Friends of the Night and organizer of all dealings among the clan. The Cardinal spends much of his time overseeing the affairs of Italy, an often touchy subject when the actions of the Traitor Prince are raised. Timofiev spends

his nights delving into the affairs of clan Lasombra and coordinating their efforts. Many suspect he will use such influence and prestige to organize the crusade on Milan.

NAHIR

The Lasombra elder, Nahir, is much like other Noddist elders: elusive at best. She is known largely among the Lasombra and the annals of Sabbat history. Nahir signed the original Purchase Pack and supported Regent Gorchist. Since that time, she has faded into the stories of Sabbat history. In truth, Nahir is ranked among the top Noddists of the World of Darkness. Like many others, Nahir is difficult to find and prefers written correspondence with other Noddists she views as worthy of her attention.

DON MEDINA SIDONIA

The famous Admiral of the Spanish Armada, Don Medina Sidonia was well known before he was even a vampire. Embraced into the clan of shadows, Don Medina quickly proved the failure of the armada did not lie with him. Don Medina is perhaps the clan's greatest strategist and tactician to ever be embraced. Cardinal Polonia himself is said to be a student of Don Medina. As a mentor to many Lasombra, it is considered a matter of high renown to be a Lasombra who has studied under Don Medina. Tonight, the old admiral is a Priscus in Spain, advising the Cardinal. It is said that Don Medina is so in favored to many of the Sabbat, that should he call in

what he is owed to reignite what he started with the armada, a good portion of the sect would respond.

TALLEY, THE HOUND

The Hound of the Sabbat serves in the unique position as Templar to the Sabbat. Talley the Hound, as he is often called, is a short tempered, insulting, cockney-speaking British Lasombra. Some in the Camarilla call Talley "the Theo Bell of the Sabbat." Oddly enough, some Sabbat refer to Theo Bell as the Tally of the Camarilla. Talley was once the close confidant and enforcer of Cardinal Monçada. Since the Cardinal's death, Talley became something of a free agent. His skills and prowess were well-known enough among the Sabbat, so much so that he earned the backing of the Consistory to carry out their will if called to do so. For his part, Talley remains nomadic, doing as he pleases for the betterment of the sect as a whole. When Talley comes to town, the Sabbat usually know something big is up.

ZARATHUSTRA

The ancient Lasombra Zarathustra is among the members of the clan in a unique position. Some claim Zarathustra rode with Alexander or the Prophet with whom he takes his name from. Rumors even speculate that the Lasombra ancient is indeed the prophet himself. Tonight, Zarathustra continues to rule over what was once known as Antioch. It is unclear whether Zarathustra is a member of the Sabbat or not, or if even

sect means anything to such an ancient creature. What is known is that Zarathustra keeps detailed records of the lineages of clan Lasombra, many of whom descend from himself. It is not unheard of for Zarathustra to sit in on a Court of Blood and many Lasombra travel to his domain to seek him as a mentor. For his part, Zarathustra is kind to those of his blood, so long as they obey his word and laws.

MONTANO

The eldest child of the Lasombra Antediluvian is also the first among the clan's antitribu. The ever loyal Montano did his best to try to protect his clan from the machinations of Gratiano, his brother. When the anarchs confronted the clan founder, Montano was there in the end.

With a sigh, all he could say was "I cannot stop you." And with that, he faded into the shadows.

Since that time, few have seen Montano or heard from him. His actions caused a few members of the Lasombra clan to join him in the Camarilla. Rumors persist about the eldest Lasombra. Some claim he knows mastery and arts of Obtenebration that none but himself know and his sire knew, that he could bend the Abyss itself to his will. Those who have claimed to have seen Montano say he walks as a broken man with a heart full of rage and sorrow.

IBN ABDULLAH SULEIMAN

The Lasombra who would go on to create

both the Ashirra and the Qabilat Al-Khayal part of the Lasombra clan was a Cainite who started out trying to take advantage of a new cult called Islam. Ibn Abdullah Suleiman spent many nights stalking the prophet Muhammad with plans of making him his slave, so that he may make use of the Prophet's "cult."

Much to the Lasombra's surprise the Prophet knew who and what exactly he was. Taken aback by the words of the Prophet, Ibn Abdullah Suleiman became the first vampire disciple of Islam. Since that time, the elder Lasombra has been spreading the faith to the damned of the Middle East. Ibn Abdullah Suleiman helped create the Ashirra sect and, to this night, he is still considered one of its most prominent and important members.

During the Shadow Reconquista, Ibn Abdullah led the Qabilat Al-Khayal in war against their western Addbrethren. When the war ended, the clan was split and each went their own way. Ibn Abdullah Suleiman became the clan's leader in the Middle East, a position he enjoys to this very night.

ALEJANDRO KLEIST

Former Archon and Captain Alejandro Kleist cut a striking figure, particularly in the midst of a typical tourist crowd. His ancestors had been Spanish and German, and he showed features from both sides; he wore his long black hair in a platinum ring decorated with the badges of half a dozen patron saints. He looked out at the world

through piercingly sharp blue eyes tinged with silver.

He is the first Lasombra given his own ship to operate as a pirate against both the naval extensions of the Sabbat and the rising threat of the Kuei-jin in the Pacific. His work to represent the minor bloodlines within the Camarilla and strengthen the ties between the sect and the antitribu has been vital for future treaties between both groups and he is held in high esteem by most Elders. His current whereabouts are unknown to the public.

Known as a master of Obtenebration and swordsmanship, he has also served as a champion in duels between the Ventrue and the Toreador. His ship, the Black Aegis, is the first of a building fleet under the direct control of the Camarilla, manned by ghouls and directed by him and his assistant and Executive Officer Randall Thomas.

Alejandro is the current Herald of the Lasombra Antitribu to the Camarilla.

GIANGALEAZZO


Giangaleazzo was Embraced in the 1400's by a Lasombra monk, who admired his resourcefulness and willpower. Soon after his Embrace, Giangaleazzo prospered among the undead, reveling in his new state as one of the dark lords of the night. His sire took him to the Convention of Thorns, where Diego was one of the few Lasombra who supported the Camarilla, thanks to an unpleasant encounter with a witch-hunter who had burned his face into a black ruin. After the formation of the Sabbat, Giangaleazzo played both sides cautiously

against each other, trying to maintain his neutrality.

After he betrayed his sire to the Sabbat, he was accepted into the sect and was crowned Archbishop of Milan, opening the city as a refugee for many European Sabbat who were on the run from the elders. For a time, Giangaleazzo believed in the Sabbat's creeds of freedom and warfare against the Antediluvians. Milan became a center for the Sabbat and many important sect meetings, like the one that formed the Code of Milan, were held in his domain. Alliances with the surrounding Camarilla and Giovanni domains, who did not want to challenge him, allowed Giangaleazzo to live his unlife in bloody debauchery.

In the 20th century, however, Giangaleazzo became disillusioned with the sect's simplicity and carnage, yearning for the machiavellian complexities of his life time. After a secret exchange of messengers with the Inner Circle, Giangaleazzo invited all Sabbat Kindred into his mansion for a wild rite. After unfolding the last original copy of the Code of Milan, he declared that Milan would answer to the Camarilla from now on. Igniting the document and throwing it down to the howling mob, Giangaleazzo left his mansion while it was locked up and set on fire, effectively destroying the whole Sabbat population of the city. An extended Blood Hunt through the city purged nearly all remaining branches of the sect's influence, leaving Giangaleazzo to start anew.

By now, Giangaleazzo strives to build his city into a shining example of a Camarilla city, supported by a full cadre of Archons



and war coterie that protect the city from angry Sabbat assaults. He allows Kindred of every Clan within his city, as long as they keep the Masquerade and answer to the Camarilla.

PATHS OF ENLIGHTENMENT

While many Lasombra walk a variety of paths in the Sabbat, it is the Path of Night which the clan can claim sole responsibility for creating. Below, you will find the common variations and paths of clan Lasombra in the Sabbat. It should be noted that Lasombra outside of the Sabbat on these paths should be extremely rare. Finally, these are the printed variations and paths listed for clan Lasombra. Players and Storytellers are encouraged to create their own variations to the Path of Night. For more information, please see Clanbook: Lasombra Revised page 68.

PATH OF HOT NIGHT

This is the default version of Path of Night found in Chaining the Beast, page 69-74. It uses the Virtue traits of Conviction and Instinct.

PATH OF COLD NIGHT

This variation of the Path of the Night uses the same hierarchy of sins as the Path of Hot Night. The interpretation of the path, however, is the main difference. The Path of Cold Night focuses on the actions of the path with emotionless detachment and calculating action. As a result, the Path of Cold Night uses the virtues of Conviction and Self-Control. See Clanbook Lasombra (Revised), page 67, for more information.

PATH OF LIGHTLESS NIGHT

The path of Lightless Night focuses on the literal darkness and shadows as the true place of the Cainite. This path uses the virtues of Conviction and Self-Control. For more information, see Clanbook: Lasombra (Revised), page 68. Hierarchy of Sins

Hierarchy of Sins	
Rating	Moral Guideline
5	Relying on Sight, Allowing Light to Strike oneself
4	Conducting you depredations in Light, Asking aid of another
3	Accidental Killing in Light, Bowing to another Kindred's will
2	Intentional or impassioned killing in Light, Aiding another
1	Accepting the superiority of another, Repenting your behavior

PATH OF RIGHTEOUS NIGHT

This path of enlightenment was developed by Cardinal Monçada. It blends the beliefs of the Path of Night with the religious dogma of the Catholic Church. The Path of Righteous Night has the virtue traits of Conviction and Self-Control or Instinct. For more information, please see Clanbook: Lasombra (Revised), page 68. Hierarchy of Sins

Hierarchy of Sins	
Rating	Moral Guideline
5	Killing a mortal for food (unless it is to strike the fear of God into another), Acting in the interests of another
4	Conducting you depredations in Light, Asking aid of another
3	Accidental Killing without striking the fear of God into the victim, Bowing to another Kindred's will
2	Intentional or impassioned killing without striking the fear of God into the victim, Aiding another
1	Accepting the superiority of another, Repenting your behavior

PATH OF ALLIED NIGHT

This variation on the Path of Night focuses on clan Lasombra, as a whole, over the individual. Many Mystics among the clan walk this path; still others, who wish to impress upon the clan as a whole, have chosen it as well. The Path of Allied Night uses the virtues of Conviction and Self-Control or Instinct. For more information, please see Clanbook: Lasombra (Revised), page 68. Hierarchy of Sins

Hierarchy of Sins	
Rating	Moral Guideline
5	Killing a mortal for food, Acting in the interests of another clan
4	Failing to be innovative in your depredations, Asking aid of another vampire of another clan
3	Accidental Killing, Bowing to another Kindred's will who is not of the clan
2	Intentional or impassioned killing, Aiding another not of the clan
1	Accepting the superiority of another clan, Repenting your behavior

PATH OF THE ABYSS

The Road of the Dark Ages has been kept alive and reforged into the path it is tonight by the Mystics of the clan. This path is the path of the Abyss Mystics and many of them are on it. The Path of the Abyss uses the virtues of Conviction and Self-Control. For more information, please see Vampire the Dark Ages 20th Anniversary Edition page 442. **Note:** The Old Path of the Abyss previously used by OWbN before it was officially printed by White Wolf/Onyx Path is still valid for use in OWbN should a game desire to use the old version of this path.

ABILITIES

SHADOW CRAFTING

The ability to shape and warp shadow itself using the arts of Obtenebration. Shadow Crafting is a skill a few Lasombra have learned. With it they can call forth shadows and form them into objects or creatures. Similar to the Tzimisce art of Body Crafting; the Lasombra have taken to the ability to create elaborate objects and creatures out of shadow itself. This ability is used to give any such creature object a rating to its quality and retests to from such objects and creatures.

LORE: LASOMBRA

Lore: Lasombra x1:

You know that the primary Lasombra Disciplines are Dominate, Potence and Obtenebration, and that Obtenebration is unique to their Clan. (LotN [Rev]: 43; VtM [Rev]: 85)

You are aware that the Lasombra are traditionally associated with darkness, with a lust for power and with the sea. You have heard that the Clan first originated somewhere in the Mediterranean and know that they have had heavy ties to Italy and Rome. (CbL: 16-17; CbL [Rev]: 11-19; LotN [Rev]: 42; LS1: 13-14; VtM [Rev]: 71)

You know that the Lasombra have heavy historic ties to the Roman Catholic Church. You know that their oft-used nickname "Keepers" comes from the story of Cain in

Genesis. (CbL: 17; CbL [Rev]: 28-29, 41; PGtHC: 34)

You know that the Lasombra cast no reflection in mirrors or reflective surfaces, and that their association with darkness leaves them somehow more vulnerable to the sun and to fire. (LotN [Rev]: 43; VtM [Rev]: 85)

You have heard of the Clan Antediluvian, and know that it is never given a name or gender when mentioned. You also know that the Sabbat Lasombra claim that it has been destroyed. When referring to it, you have heard it given the titles "The Shadowed One," "The Dark Father," "The King of Shadows" or "The Eldest". (CbL [Rev]: 16-18; PGtHC: 33)

You know that the Clan is often credited with the foundation of the Sabbat, and that a sizable portion of high-ranking positions within the Sect are held by Lasombra.

You know that the Lasombra, like many Sabbat often eschew "Human" morality, and that they have developed within the Clan the Path of Enlightenment known as the Path of Night, which argues that it is the place of Cainites to embrace their dark nature and to embody evil. (CbL [Rev]: 47-49)

You know that there are some Lasombra not allied with the Sabbat known as the antitribu, who claim allegiance to either the Camarilla or to no larger political entity.

You have heard of the Courts of Blood, a mysterious organization which provides some sort of traditional structure through which Lasombra may seek sanctioned

diablerize their Clanmates. (CbL: 40-42; CbL [Rev]: 51-52; LS1: 15)

You know that there exist within the Clan several factions, the most notable and deep-rooted being the Les Amies Noir, who are comprised of the eldest and most respected members of the Clan. (CbL: 40-42, 43-47; CbL [Rev]: 52-53; LS1: 15)

Lore: Lasombra x2:

You have heard stories that the Lasombra Clan curse originates with the Christian Devil, who punished all of the Clan of Night for their vanity in daring to call on a power darker than his own, and hence stole all of their reflections. (LS1: 19)

You have heard the story of Gratiano de Veronese, a Methuselah and direct childe of the Antediluvian. You have also heard of his successful destruction of the eldest in his Castle d'Ombro in Sicily in 1483 AD, and how he then proved instrumental in the foundation of the Sabbat. (CbL: 17-18; CotI: 38-41; CbL [Rev]: 21-23, 38-39; PGttHC: 35)

You have heard of Montano, a Methuselah and direct Childe of the Antediluvian who remained loyal to his Sire up until it's death. You know that he escaped Gratiano's raid in Sicily, and that he now counts himself now among the antitribu, still claiming to act in the Eldest's best interests. (CbL: 17-18; CbL [Rev]: 38-39; PGttHC: 35)

You have heard of Cardinal MonÇada, the chief proponent of the darkly religious ideology espoused by the Path of Righteous Night and formerly one of the most esteemed Arch-Bishops in the history of the

Sect, owing to his contributions to its foundation, and his instrumental role in the Age of Exploration. You know that he has recently met his final death and that his

haven is now a site of pilgrimage for many of the devout. You have also heard of Lucita, his infamous antitribu childe who is wanted for his destruction. (CbL: 20, 66-67; CbL [Rev]: 96-97)

You know about a lot of the early migratory shifts in Lasombra culture, and are familiar with the dispersal of many of the Clan's Methuselah's following the volcanic eruption on the isle of Thera in 1627 BC. You have heard that this event coincided with the appearance of Lasombra in Africa and interior Asia. You also know that a similar diaspora occurred around 69 AD, following the eradication of Mediterranean piracy by Pompey. You have even heard fanciful legends of older exoduses, tying the Lasombra to the mythical figure of Aeneas in his flight from Dido's Carthage. (CbL [Rev]: 19; LS1: 19; PGttHC: 34)

You know that Lasombra, due to their affinity for water often traveled in the company of pirates, raiders and explorers and furthermore that the "Eldest" is universally agreed to have come from the Mediterranean region in life. You have heard legends of sea-dwelling peoples who prayed to Laza Omri Baras (The God of the River of Darkness) and mentions of the name Lau-Som-Bheu cropping up in classical Thebes. You also know that there is a number of Lasombra dwelling in Asia which seems uncharacteristic for Western

vampires, particularly in China. (CbL [Rev]: 17-19, 30-32; PGtHC: 33-34)

You know that the Lasombra were heavily enamored with Christianity in its nascent stages and have heard that Montano was an active proponent of its spread through Rome. (CbL: 17; PGtHC: 34)

You know that the Clan often takes credit for early myths regarding Gods of darkness, such as Ahriman, Artemis, Ereshkigal, Hina, Inguma and Tezcatlipoca. You have also heard of the settlement of Catal Huyak (the earliest known site of human civilization), and know that it had many statues of a black volcanic Goddess figure, which some attribute to Lasombra influence. (CbL [Rev]: 11-16)

You are aware of the heavy Lasombra influence on the Spanish Reconquista and know that members of the Clan were involved on both the Moorish and Christian sides of the conflict, resulting in an unseen conflict dubbed the Shadow Reconquista. (IbN: 84; LS1: 16-17; PGtHC: 35)

You know that the method of Lasombra Embrace involves a very long period of observation and testing of a prospective mortal. You know that the Sire of a Lasombra to be often goes to great lengths to alienate the mortal from society, ruin various aspects of his or her life and may even go so far as killing the candidates family or loved ones to test their reactions. (CbL [Rev]: 42-44; LS1: 23-24)

You know that there are actually numerous branches the Path of Night and that in addition to the common "Hot" Path there is

also the Path of Cold Night, which advocates calm detachment over indulgence and sensation, and the Path of Righteous Night, which couches the Path in Catholic religious terms and posits that vampires ultimately serve a religious function in challenging those who are genuinely pure by acting as demons of wickedness. (CbL [Rev]: 67-69)

You know that a Court of Blood is a formal gathering of anywhere from three to thirteen members of Les Amies Noir, who meet in complete darkness to hear cases. You further know that any Lasombra of any rank or age may appeal to a Court of Blood to demand the right to destroy a Clanmate whom he/she feels has wronged him/her. You know that only the Les Amies Noir (also Brether Nokw, Amici Nocti or Friends of the Night) may serve on a Court of Blood, and that most Lasombra who survive for a century or so are likely to be asked to join and serve. (CbL: 40-42, 43-47; CbL [Rev]: 51-53; IbN: 85-86; LS1: 15)

You know of some of the informal factions within the Clan, such as: The Crusaders, who support the Ultra-Conservative faction within the Sabbat and believe that the Sect should focus foremost on the war with the elders; the Faithful, who often follow the Path of Righteous Night and believe that vampires are a portion of God's great plan; and the Kings and Queens of Shadows, who deal heavily with mortal contacts. (CbL: 65-66; CbL [Rev]: 47-49)

You know that the Sabbat Lasombra embarked on a massive campaign to wipe out the major collections of Lasombra

antitribu from Spain in the 15th century and that very few antitribu survive in the modern nights. (CbL: 22-23)

You know that approximately two thirds of the Lasombra antitribu who have survived, claim alliance with the Camarilla, and that the majority of these do not focus their efforts on the war with their Sabbat counterparts. You have heard, however, of a faction known as the "Distinguished" who dedicate themselves to anti-Sabbat war efforts, usually through means of influence and subtlety rather than direct combat. (CbL [Rev]: 55-56)

You have heard the phrase "Morte Ascendo" (I rise through death.), and know that it was once held as the motto of Clan Lasombra. (LS1: 1)

Lore: Lasombra x3:

You know much of Gratiano's personal history, namely that he was originally a 12th Century Italian nobleman and that he caught the Antediluvian's attention through attempting to orchestrate an partial overthrow of German authority over Northern Italy, and that it was only after he was imprisoned and tortured that he consented to the Embrace.(CbL: 18; CbL [Rev]: 21-23; CotI: 38-41; PGttHC: 35)

You know much of Montano's personal history, namely that he was originally a young boy in the region of modern day Ethiopia or Kenya in approximately 4,000 B.C. You have heard stories that he made a pact with the Eldest, agreeing that he would be Embraced if the creature would stop

tormenting his people. (CbL [Rev]: 21-23, 38-39; PGttHC: 35)

You have heard of the "Victory Corps" employed by the Eldest during the years before his death and know that Gratiano and Montano both held high positions in them. (CotI: 38-41)

You know that the Lasombra in China went through several periods of isolation from their Western brethren, and that while they are not a separate bloodline by any stretch of the imagination, they are noted to be "peculiar" in their outlook. You are aware that Chinese Lasombra were allegedly heavy proponents of Confucianism. (CbL [Rev]: 30-32)

You know the sea-loving Lasombra were heavily involved in the conquest of the Americas, and that the destruction of the Aztec civilization was one of the few historical events which the Clan actively helped to bring to fruition. (CbL [Rev]: 26-27)

You have heard that Lasombra clergy were an important part of the initiative to Christianize the Vikings in the 9th century. (WotS: 26-27)

You are aware of the existence of Abyss occultism, a course of study which seeks to explore the source from which the shadowy art of Obtenebration draws its power. You know that some Lasombra (called The Abyss' Children) actively seek to explore further the realms they claim are opened to them by the Lasombra signature discipline. (CbL [Rev]: 48, 63, 72-73)

You have heard of the Black Angels or Angelis Ater, a faction stemming from a medieval group of wanton antagonizers and infernalists who claim to be agents of the devil and hence enact violence and depredation without law or reason. You know that the Angellis believe that Obtenebration is an art stemming from Lucifer himself, and that all Lasombra are inherently linked to hell. (CbL [Rev]: 48-50; LS1: 22-23)

You are intimately familiar with all of the variants of the Path of Night, including the more obscure Path of Allied Night, which argues a collective Lasombra oneness in the Abyss and is often favored by occultists and Abyss mystics; and the Path of Lightless Night, a rare and esoteric Path which focuses on total immersion in actual physical darkness. (CbL [Rev]: 67-69)

You have an idea as to what the initiation into the Les Amies Noir entails, and have heard that it involves a full fortnight of isolation in a state of sensory deprivation. You further know the all of the necessary etiquette to present a case before a Court of Blood, and what to say or not say should you make a petition. Lastly, you are able to identify at least one of the Les Amies Noir in your region. (CbL [Rev]: 51; IbN: 85-86; LS1: 15, 24)

You know of some of the less popular or immediately visible factions within the Clan, such as: the "Corsairs," who take to sea-faring unlives as pirates or explorers; the "Transhumanists," who claim that Cainites should constantly seek to evolve and expand themselves, and who often prove close

bedfellows with the Tzimisce as a result of their shared interests; the "Fatalists," who believe that their position in society is immovable, and that more powerful elders with always have control in spite of the Sabbat's best efforts; and the "Doomed," who refuse to acknowledge any Masquerade by openly and sometimes suicidally flaunting their vampiric nature. (CbL [Rev]: 48-50)

You have heard of the enigmatic Kiasyd, as Bloodline of strange seldom-seen scholars who have a nominal alliance with the Sabbat. You know that the Lasombra have some connection to them. (LS1: 28-289)

You know that some Lasombra antitribu, rather than holding to the Camarilla, believe themselves to be agents of the Antediluvian itself, and claim that the Eldest still lives. These "Radicals" are often extremely inhumane and brutal and claim no Sect alliance. (CbL [Rev]: 56)

You are aware that the Lasombra have been credited with Embracing such historical figures as Don Alonso Pérez de Guzmán el Bueno, Duke of Medina Sidonia. (CbL: 65-66)

You have at least heard, in passing, of famous Lasombra such as: Giangaleazzo, the "Traitor Prince of Milan", who originally claimed the city as Bishop but later defected to the Camarilla in 1997; and Francisco Domingo de Polonia, a former Cardinal of the New York Sabbat, who has recently been killed and investigated on accusations of infernalism (UnMasqued canon only). (CotN: 23-24, 63-64)

Lore: Lasombra x4:

You know a little more about Gratiano's machinations to destroy the Eldest, and that he sought to create an atmosphere of paranoia by having prisoners with layers upon layers of false memory implanted in them by Assamite allies to indicate that Montano was an Anarch sympathizer. (CotI: 38-41)

You know that Montano was born to the Masai near Kilimanjaro, and that his original name was Ontai. You know that he was, in fact, selected from a young age to be the apprentice to the "pale visitor" and that it was only after the threat of his people's destruction that he swore loyalty to the Eldest. You know that even now, Montano still considers himself under oath to the Lasombra Antediluvian, and that his current actions to this night are informed by what he considers his master's best interests. (CotI: 46-49)

You know that before the foundation of the Sabbat, consent was an imperative part of any Lasombra Embrace, and that the majority of the Clan found the idea of Embracing an unwilling mortal completely abhorrent. You are painfully aware that the marital realities of the modern clan have caused this tenant to fall out of practice, although some elders and most antitribu still hold to it. (LS1: 23-24)

You know have heard some Lasombra historians attempt to claim credit for the Hyskos-controlled Dynasties of Egypt, although the majority of Setite scholars with dispute this vehemently. (PGtHC: 33)

You know that the Lasombra entanglement in the Reconquista led to a great deal of

veneration for Rodrigo Dìaz de Vivar (El Cid), and have heard rumors that he was offered the Embrace. You are aware of the bygone tradition in medieval Spain for Christian Lasombra to keep vigil over the bones of Rodrigo Dìaz de Vivar (El Cid) at their resting place in Burgos Cathedral near Valencia. You also know that the politics of the Shadow Reconquista briefly caused a phenomenon in which the Les Amies Noir (called the Amici Nocti at the time) essentially split into two separate bodies in the region, with the Moorish Lasombra taking council from the Asdiqa' Al-Lail (IbN: 84-86; LS1: 17)

You know that the reason for the Lasombra backed destruction of the Aztecs was that they hoped that by ceasing blood sacrifices to the Aztec god Huitzilopochtli, they might actually prevent the sun from ever rising again. (CbL [Rev]: 27)

You know that a group of sea-faring Lasombra have seized a Soviet Kilo-class sub from Iran known as The Black Fang, and that they now conduct raids on Camarilla-based shipping from it. You have even heard that the Les Amies Noir have even granted them permission to kill fellow Clanmates who interfere with their operations. (CbL [Rev]: 59)

You have heard some rumor of Lasombra mystics being able to summon creatures from the Abyss, or being able to physically travel into some sort of Abyssal realm. You have even heard rumor that such powers were incidental in MonÇada's destruction and have heard whispers that the art of Obtenebration in some way links to the world of ghosts and the restless dead. (CbL: 35; CbL [Rev]: 73, 96)

You know that amongst the upper levels of the Les Amies Noir, Sect has become less of a concern and you have even heard of antitribu who serve upon or who invoke

Courts of Blood. You are also able to identify a sizable portion of Les Amies Noir in your region. (CbL [Rev]: 53)

You know that the Kiasyd are a Lasombra bloodline and are aware that they were created through some manner of experimentation involving both the fae and the Abyss. You know that the Kiasyd are consummate scholars and that there have apparently been some interactions with their parent Clan regarding the trade of information and books. (LS1: 28-29)

You have heard of Zarathustra, an ancient Lasombra who inhabits and watches over Antioch and who has largely remained distant from the tumult of Clan politics. You do not know if he bears any relation to the legendary Zoroaster from whom he takes his name. (CbL [Rev]: 97)

You've heard of some of the fairly obscure Lasombra of note, such as Alfonso Lopez, an infamous antitribu who escaped the purges of the 15th century; Black Wallace, one of the more feared Inquisitors since the late 18th century; Leila Monroe, a hopeful self-declared Priscus who has been struggling to tip the balance of Los Angeles in favor of the Sabbat; and Lisette Visquel, an extremely young initiate into the Les Amies Noir who was placed in charge of a series of raids in Miami and the Florida keys. (CbL: 67-68; CotN: 18-20, 26-27)

Lore: Lasombra x5:

You have heard several theories as to why the Eldest let Gratiano destroy him, and some suspicions of your own. You might even have an inkling that Gratiano was not 100% successful.

You have heard old legends that claim Montano coerced a Ravnos into creating an illusion of the Chi Ro over one of Constantine's battlefields, in the hopes of deliberately pushing the Roman Empire toward Christianity. (CbL: 16; LS1: 38-39)

You have heard that the Lasombra, particularly those affiliated with the ancient goddess Ereshkigal, were at one point instrumental in the destruction of the infernal Cainites known as the Baali and the binding of their Dark Gods forever beneath the earth in one of their ancient cities. You have further heard that the powers they summoned from the Abyss to achieve this, are far beyond the kenning of any Cainite that still walks the earth. (CbBaali: 19)

You know that the Kiasyd were first engendered when a triad of Lasombra obtained an alchemical potion which purported to be the blood of Zeernebooch (a Teutonic God of the Underworld) and mixed with it the blood of a true fae. You know that the potion, once imbibed, transformed one of them, known only as Marconius, into a strange creature, altering his physical makeup and granting him strange powers. While legend has it that Marconius was abandoned after the change, it was later found that he and his progeny later resurface around the 12th century in Strasbourg, and have had occasional relations with the

Lasombra and the Sabbat every since. You further know that the Kiasyd have strange powers from the fae blood they are imbued with and possess a strange Discipline known as Mythreceria. (LS1: 28-29)

You know who is among the Les Amies Noir and who is not. Period.

LORE: ABYSS

Lore: Abyss x1:

You are aware that the Abyss exists and that the Lasombra art of Obtenebration draws its powers from it. You are aware of the Abyss' Children and other Lasombra groups who endeavor to study the mystery behind their powers. (CbL [Rev]: 48, 63, 72-73)

You know that the Abyss does not operate along principles of human logic or reasoning and that those who attempt to comprehend the Abyss often suffer ill-effects from extended study. (PGtHC: 175-176)

You understand that the intelligences existing within the Abyss are alien and do not hold to human custom or manners, and that attempts to reason with any entities springing from the darkness are generally futile. (CbL [Rev]: 73)

You are cognizant of the idea that the Abyss, in obliterating the senses, allows an initiate to divine extra-sensory truths as they comprehend the deeper meanings of the void. You are familiar with the ritual Pierce the Murk. (PGtHC: 176)

You have heard rumors of rituals that will allow you to call things from the Abyss into

physical reality, although you are uncertain of how this might be accomplished without calamity. (PGtHC: 177-179)

Lore: Abyss x2:

You know that the Abyss has been interpreted as many different things. Most frequently it has been interpreted as hell, although you also have heard stories that indicate that the Abyss was the raw primal substance which existed before God invoked creation. You know that Abyss connects in some way to the spiritual processes of death. (PGtHC: 175-176)

You know that initiates into Abyss mysticism eventually seem "off" to all those not inducted into the mysteries, given the somewhat alien aura that exude as a result of their studies. You also know that the Abyss can have lasting physical effects on its students, and that long-time devotees have had their sclera darken, their skin grow progressively more ebon and their blood run black. (PGtHC: 177-178)

You know that the Lasombra of the Abyss' Children often adhere to a Path of Enlightenment know as the Path of Allied Night, which holds that all followers are unified in a combined collective of darkness. You have also heard of the Road of the Abyss, a now forgotten path which was practiced in the dark ages that preached sublime meditative detachment as one contemplated the nature of the darkness. (CbL [Rev]: 67-68; PGtHC: 176)

You understand the theories of communication to the things that lie in darkness and know how to cater to their

strange desires. You are familiar with the rituals Calling the Thing in Darkness, The Shadow of Hands that Serve, The Heart that Beats in Silence and Calling the Hungry Shade. (CbL [Rev]: 73; PGtHC: 176-179)

You further understand how to meld portions of the Abyss with the frail material form, allowing an acolyte to preserve and augment their body through the substance of oblivion. You have also heard of the ritual Drinking the Blood of Ahriman and Transubstantiation of Essence. (PGtHC: 177-178)

You have heard rumors of rituals that allow adepts to subsume their being into the void and unify with it, hence allowing them to seek the wisdom of whatever lies there. (PGtHC: 179-180)

Lore: Abyss x3:

Note: At this level of Lore: Abyss and higher, the character must possess the Flaw Nightmares.

You know that the Abyss is felt more palpably in the lands of the dead, and you have heard tale of ghosts and demons who venerate it as a source of anti-creation, calling it Oblivion. You know that some circles have it that the Eldest among the Lasombra claimed to be the incarnation of the Abyss itself, harbingering the return of the forces that reigned before creation. (CbL [Rev]: 72-73; DS:ItL: 95)

You understand how one can give their being to the void to become imbued with things previously though unknowable. You are familiar with the rituals Reflections of Hollow Revelation, and Whispers in the

Dark. You have heard that any question can be posed to the consciousnesses that lie within the Abyss, but that it will take its time to answer. You've heard uncomfortable tales of Lasombra's first child who remains forever trapped in darkness after asking how he might slay God. (PGtHC: 179)

You know that once enveloped in the Abyss it might be possible to travel from one place to another in the realm of materials through means of the void. You are familiar with the rituals Into the Chasm and Descent into Darkness. (CbL [Rev]: 73)

You have heard of rituals that allow their users to fill themselves full of the substance of nothingness and to use it to fling their foes into the cold reality of Abyssal madness. (PGtHC: 181)

Lore: Abyss x4:

You have begun to comprehend the things born of the Abyss and know that it spawned terrible creatures that were never born into the created world. You have heard whisperings of entities such as Rabark, the black tree that blossoms inward; and of Zyras, the angel who waits to consume all things. (DS:ItL: 96, 100; DR:S: 25)

In your dreams, you can see the twisted and obscene passages in the dead material that overlies the threshold of the Abyss. Your mind can begin to decipher the mysteries of this "labyrinth" and you possess strange insights as to the ties that bind you to the Abyss' more proximate followers. (DR:S: 21)

You know how to harness the fury of oblivion and how one might cast down their

foes with it's powers. You are familiar with the rituals Evocation of the Oubliette and Ahriman's Beckoning. (PGtHC: 181) You know how to harness the fury of oblivion and how one might cast down their foes with it's powers. You are familiar with the rituals Evocation of the Oubliette and Ahriman's Beckoning. (PGtHC: 181)

You have heard of ways to blot out the sun itself with the power of the void. (PGtHC: 181-182)

Lore: Abyss x5:

Note: At this level of Lore: Abyss, characters gains a permanent Derangement.

The ultimate mysteries of the Abyss are unveiled to you! Your mind lies naked before them!

You have heard of the Grandmother, and know her sweet caress. (Orph[6]: 18, 31-32)

You understand the ritual The Cry that Slays Light. (PGtHC: 181-182)

KIASYD ALCHEMY

Lore of the Bloodlines page 61

The Kiasyd have mastered an ability to make potent elixirs by using rare ingredients and the blood of other supernaturals. Well these alchemical potions provide a benefit they also provide a draw back. How potent each elixir is dependent on how skill they are in this ability. Please see Lore of the Bloodlines page 61 for more ideas and information on Kiasyd Alchemy.

Kiasyd Alchemy requires Lasombra Coordinator Approval.

COMBINATION DISCIPLINES

Below, you will find the printed White Wolf Lasombra Combination Disciplines. What is contained below is their locations in various White Wolf Books and their suggested MET rules mechanics. By no means are these conversions binding or required to be used; they are simply suggestions. Also note, all accept Tenebrous Veil, are Storyteller Approval to purchase. Tenebrous Veil on non-Anarch Vampires requires Anarch Coordinator Approval. Storytellers should note that Lasombra are not very likely to teach these arts to anyone outside their clanmates and packmates.

CLARITY OF EMPTINESS (AUSPEX 1, OBTENEBRATION 2)

Player's Guide to the High Clans page 165

System: The player makes a Static Mental Challenge (difficulty 7 Traits) retest Occult. Success adds one Mental Trait per level of Obtenebration known by the character to the next Mental Challenge the character makes. Unfortunately, this otherworldly stifling of passion gives the user of this power the Negative Social Traits of Inhuman x2 for the rest of the scene. These penalties are cumulative with each activation of the power during the scene. If you ever have more Negative Traits than normal Traits, your character instantly falls into torpor.

Xp Cost: 7

INSTANTANEOUS TRANSFORMATION (CELERITY 2, OBTENEBRATION 5)

Archons and Templars page 143

System: The player must make a Simple Physical challenge—retest Survival—and spend the normal cost associated with the shift (three blood for Tenebrous Form). If successful, the change takes only a single turn, rather than the three normally demanded. Failure indicates that the shift takes the standard three turns.

XP Cost: 12

SHROUD OF ABSENCE (DOMINATE 3, OBTENEBRATION 3 -OR- OBFUSCATE 3, OBTENEBRATION 3)

*Clanbook: Lasombra Revised page 72 and
Lore of Clans page 123*

System: See Clanbook: Lasombra (Revised), with one addition. As a Dominate-based combination power, this technique automatically fails against those of lower generation than the user. The Obfuscate version of this power does not have this restriction.

XP Cost: 9

WITNESS OF AHRIMAN (DOMINATE 3, OBTENEBRATION 3)

Player's Guide to the High Clans page 170

System: The player spends one Willpower point and makes a Social challenge—retest Occult. Success means the target begins seeing disturbing flickers of darkness at the

edge of his vision and hears whispers he cannot make out. For as long as the phantoms last, the victim adds 2 Traits to the difficulty of all Willpower challenges and 1 Trait to all Virtue challenges. The victim effectively gains the Haunted Flaw at 3pts. Once each day at dawn, the victim's player may attempt to throw off this spectral haunting with a Static Willpower challenge (difficulty of the user's Occult plus the two Trait penalty imposed by the curse). For each day that the target does not throw off the curse, the difficulty of the challenge rises by one (to a maximum of 9 Traits).

XP Cost: 11

ARMORY OF THE ABYSS
(FORTITUDE 3 OR POTENCE
3, OBTENEBRATION 3)

Player's Guide to the High Clans page 163-164

System: The player spends one blood point and makes a Static Social challenge (difficulty 6 Traits)—retest Crafts. The item takes one full turn of concentration to form and solidify. If the vampire is disturbed during this period, his player reflexively makes a second test. Failure abruptly ends the power and dissipates the half-formed shadow creation. A disturbance may include any violent physical contact, sudden loud noise or similar stimulus. At the end of the turn, the weapon or armor completely hardens. Weapons appear in their owner's grasp, while armor forms around its creator. Weapons may take any form and cannot add more total Traits than their creator's Obtenebration rating—thus combination of multiple weapons or a weapon and a shield

will still add at a maximum 5 Traits. Shadow armor adds the character's Obtenebration rating in Armor Health Levels but provides no protection against sunlight or fire. Objects created with this power last until the end of the scene or an hour, whichever is longer. Characters who learn the Fortitude-only variant can produce only armor, while those with exclusive Potence can fashion only weapons. Vampires with Fortitude 3, Potence 3, and Obtenebration 3 may learn a version that can provide attack and defense. Every use of this power requires a separate activation.

XP Cost: 11

TENEBOUS VEIL
(OBFUSCATE 1,
OBTENEBRATION 1)

Laws of the Night: Guide to the Anarchs page 65

System: See Laws of the Night: Guide to the Anarchs

XP Cost: 3

Approval: Non Anarchs: Anarch Coordinator Approval, Lasombra learning from another Lasombra: Lasombra Coordinator Approval

SHADOWED EYES
(OBTENEBRATION 3, AUSPEX
3)

Libellus Sanguinis 1 page 33

System: The user expends up to 5 Social Traits to summon the Abyssal Ichors and makes a Physical Challenge, retest Occult. If successful, the target is blinded for the

duration of the power—see chart below to determine the duration. The enveloping shadow cannot be removed by anything short of plucking out the effected eyes. The personal use of this power grants the user the additional Social Traits: Intimidating x2 and the Negative Social Trait: Inhuman.

Traits Spent	Time
1	one turn
2	one Minute
3	five minutes
4	30 Minutes
5	one hour

XP Cost: 6

ECHO OF THE SUBTLE VIZIER (DOMINATE 2, OBTENEBRATION 2)

Player's Guide to the High Clans page 165

System: The player spends 1 Blood Point and engages in a Static Social Challenge, retest Empathy, versus the target's Willpower. Success allows the vampire to suspend a Dominate power for up to 1 hour, though this power must be immediately activated, with expenditures and challenges. The target resists as appropriate. Regardless of the results, the target does not remember the brief exchange and nothing actually happens until the duration of the suspension passes.

XP Cost: 7

EMINENCE OF SHADE (DOMINATE 5, OBTENEBRATION 5)

Player's Guide to the High Clans page 166

System: The vampire assumes Tenebrous Form, spending an additional blood to transform than required by Tenebrous Form. The vampire is then free to roam around and hunt for a host. In order to successfully enter a host, the vampire must successfully grapple the host for 3 consecutive turns, after which the vampire then pours into the host, who can only writhe in agony. From within, the Vampire may attempt to suppress the victim's soul by use of the Dominate power: Possession. If the Vampire fails this challenge, they are forcibly ejected from the host as the host vomits the shadow they swallowed before, at which the Vampire is forced to revert to normal form and is stunned for 3 turns. If the Vampire strips away all of the host's Willpower, they gain full control and may take and relinquish control at will. This allows the vampire to slumber during the day and take control during the night. The only restriction to how long a vampire may stay in a host is their blood pool, which diminishes at its normal rate each evening and which is spent to activate powers as normal. If the blood pool is drained, then the vampire is forcibly ejected as outlined above. The host gains the ability to soak lethal providing that the vampire has some protection while using this power. The pupils of the host also will appear to become bottomless pits and are only noticeable with a static Mental chop against 9 traits, retest Occult.

XP Cost: 18

ARMOR OF DARKNESS
(FORTITUDE 2,
OBTENEBRATION 4)

Dark Ages Companion page 87

System: The player spends two blood and a Willpower and makes an extended Willpower challenge against 4 Traits and they may test a number of challenges equal to their Obtenebration rating. Each successful challenge grants the player a health level which may only be used for damage from sunlight or fire; it provides no benefit against other sources of damage. The Cainite must concentrate to keep this power active, even while doing other tasks, causing the player to take a 1 Trait penalty against all challenges. If the Armor takes more damage from fire or sunlight than it has health levels, the player must resolve the remaining damage as normal and then suffer a Rotschreck Test. Normally, the Armor is formless, however a Simple Social Challenge, retest Crafts, will allow the Cainite to mold the Armor to their liking.

XP Cost: 8

SMOTHERING DARKNESS
(OBFUSCATE 1,
OBTENEBRATION 2)

Libellus Sanguinis 1 page 33

System: The player engages in an Extended Social Challenge, retest Occult, against any number of light sources he wishes to douse. Each successful challenge will summon a shadow which will flutter over to the desired source and douse a source of light no bigger than a torch. Anything larger will require more than one summoned shadow to put out.

At ST discretion, this power may be used on light bulbs.

XP Cost: 5

**DARK STEEL (POTENCE 3,
OBTENEBRATION 3)**

Libellus Sanguinis 1 page 33

System: Using Dark Steel requires a Simple Social Challenge, retest Occult, and the expenditure of 2 Blood Traits and any number of Social Traits. Each Social Trait spent summons a Dark Steel tentacle from nearby shadows. The Tentacles are 8 feet long and have a number of Physical Traits equal to twice the user's Obtenebration rating. They deal two lethal damage, have six health levels, and take damage from normal attacks, fire and sunlight. The player may "feed" the tentacles by expending blood traits, granting the arms 1 Physical Trait for each blood spent. As with Arms of the Abyss, the tentacles may be used in conjunction with the player's Potence and Fortitude, but only one at a time.

XP Cost: 9

EMPOWER MINION
(DOMINATE 3, POTENCE 3)

Lore of the Clans page 125

System: Use as Printed

XP Cost: 9

FEAR OF THE DARK
(DOMINATE 2,
OBTENEBRATION 2)

Lore of the Clans page 12

System: Social challenge against the target retested with Intimidation. If successful the target must make a Courage test at difficulty of 4 or flee.

XP Cost: 6

MIND STRIKE (DOMINATE 2,
POTENCE 2)

Lore of the Clans page 125

System: Engage the target in a Social Challenge retested with Intimidation. If successful the target suffers a number of Bashing Damage equal to the users Potence rating.

XP Cost: 6

SHADOW MARK (DOMINATE
3, OBTENEBRATION 6)

Lore of the Clans page 125

System: Use as Printed

XP Cost: 14

**VICENTE DE LAS NAVAS DE
TOLOSA'S HOLY SHIELD**
(FORTITUDE 1,
OBTENEBRATION 2)

*Vampire the Dark Ages 20th Anniversary
edition page 317*

**This power is Lasombra Coordinator
Approval**

System: Rather than needing to score a minimum number of successes, the user of

the combo is up a number of traits equal to their Obtenebration rating. The target of this combo must bid an additional number of traits equal to the user's Path rating.

XP Cost: 4

DARK FATHER'S STIGMATA
(OBTENEBRATION 3,
VICISSITUDE 3)

Tome of Secrets page 89

System: When attacked and the Vampires spends 1 Blood Trait make reflexive Physical Challenge retested with Brawl against the person who struck the vampire in brawling or melee combat. If successful the target suffers 2 levels of lethal damage. Additionally each use of this power after the attack challenge is resolved grants the wearer one level of armor.

XP Cost: 10

GAZING INTO THE ABYSS
(AUSPEX 1, OBTENEBRATION
2)

Darkening Sky page 108

System: Use as Printed

XP Cost: 3

SHADOW LOOKING GLASS
(AUSPEX 4, OBTENEBRATION
2)

Darkening Sky page 108

System: The player spends 1 blood and makes a Static Mental challenge retested with Occult at difficulty of 8. When using

the vampire is down two traits on all challenges directed at him involving their physical surroundings. Otherwise use as Printed.

XP Cost: 9

SOUL STAIN (DAIMONION 2, OBTENEBRATION 2)

Darkening Sky page 109

System: Targets must make a Self-Control/Instinct Challenge at a difficulty of 4. If the victim fails they are down one trait in all Willpower challenges. Successive uses of this power gives the user 1 Bonus trait for each time they have successfully used it on the same target. Otherwise use as printed.

XP Cost: 6

FIRES OF THE ABYSS (DAIMONION 3, OBTENEBRATION 3)

Darkening Skies page 108

System: Per arms of the Abyss accept they now do Aggravated Fire Damage to a victim.

XP Cost: 9

COMPELLING DARKNESS (OBTENEBRATION 2, PRESENCE 3)

Dark Ages 20 Companion page 86

System: This power requires a Social Challenge retested with Subterfuge. Otherwise Use as Printed.

XP Cost: 11

OBSCURITY OF SHADOWS (OBFUSCATE 2, PRESENCE 1)

Dark Ages 20 Companion page 87

System: Characters wishing to remember the user from a declared scene must defeat them in a contested Mental challenge retested with Subterfuge. The amount of time altered is one scene. Otherwise use as Printed.

XP Cost: 7

SHADOW COMMUNION (OBTENEBRATION 2, PRESENCE 4)

Dark Ages 20 Companion page 88

System: This power requires a static Mental Challenge retested with Occult as a difficulty of 9). Otherwise Use as Printed.

XP Cost: 12

WEIGHT OF SHADOWS (OBFUSCATE 2, PRESENCE 5)

Dark Ages 20 Companion page 88

System: The player makes a Static Social Challenge retested with Subterfuge at a difficulty of 10. If they succeed they may spend 1 Social trait to reflect successes on the presented chart for duration. Supernatural creatures may make a Static Willpower Challenge at a difficulty of 7 to resist this power. Otherwise Use as Printed.

XP Cost: 18

WHISPERED PASSIONS (OBFUSCATE 2, PRESENCE 3)

Dark Ages 20 Companion page 89

System: This power requires a contested Social Challenge retested with Empathy. If

successful the user may spend Social Traits to reflect the Successes/Result chart presented. Otherwise Use as Printed.

XP Cost: 11

DREAMSTALKER (DOMINATE 2, MYTHERCERIA 1)

Lore of the Bloodlines page 60

System: This power requires a contested Social Challenge retested with Expression. If successful the user may spend Social Traits to reflect the Successes/Result chart presented. Victims must make a Static Willpower challenge difficulty 6 to remember his dreams. Otherwise, Use as Printed.

XP Cost: 5

SACRIFICE TO NIGHTMARE (MYTHERCERIA 4, OBTENEBRATION 3)

Lore of the Bloodlines page 61

System: The Nightmares tentacles deal 4 Lethal Damage. They still require a normal physical challenge to strike with them retested with Brawl. The bite of the nightmare inflicts 3 Levels of Aggravated Damage and requires the normal contested physical challenge retested with brawl. Otherwise Use as Printed.

XP Cost: 11

MERITS AND FLAWS

IMAGE OBSESSION (1-5PT FLAW)

Clanbook Lasombra 2nd edition page 33

This flaw represents a mental condition that some Lasombra may develop due to an inability to see their own reflection. At one point, this Flaw reflects that the Lasombra will constantly ask in conversation how she looks. Each point increase in the Flaw represents a level of intensity in the mental condition. The Lasombra becomes more and more obsessed with their appearance. At its fullest extent, the Lasombra will constantly surround themselves with a retinue of ghouls who constantly groom and attend to their appearance. A Lasombra this so far gone has her appearance as the first thought on her mind always. Players are expected to role-play this flaw accordingly and Storytellers should feel free to assign various penalties due to the distraction it causes.

FAINT REFLECTION (2PT MERIT)

Clanbook Lasombra 2nd edition page 33

This Merit allows a Lasombra to have a ghostly outline for a reflection. While still obviously a Masquerade breach as objects will pass through the reflection, it does allow the Lasombra to have some ability to look at themselves in mirrors.

ENMITY OF SHADOWS (4PT FLAW)

Clanbook Lasombra 2nd edition page 34

This flaw represents a Lasombra afflicted with the chance that her Obtenebration may attack her. When using Obtenebration Levels 1-3, the vampire with this flaw must make a Willpower challenge at a difficulty of eight each time he invokes the powers. Success means the powers function as normal. Failure means his shadows attack him instead, and he is thus inflicted.

STRENGTH OF SHADOWS

(4PT MERIT) *Clanbook Lasombra 2nd edition page 34*

This Merit is a supernatural ability for a Lasombra's shadows to be naturally stronger in sunlight than others. It takes sunlight nearly four hours of direct exposure to destroy Obtenebration created by a Lasombra with this merit.

CONTROLLABLE NIGHT SIGHT (2PT MERIT) *Clanbook Lasombra Revised page 63*

See Clanbook: Lasombra Revised.

PELAGIC HARMONY (3PT MERIT)

Clanbook Lasombra Revised page 64

See Clanbook: Lasombra Revised.

POSEIDON'S CALL (1PT FLAW)

Clanbook Lasombra Revised page 64

See Clanbook: Lasombra Revised.

UNCONTROLLABLE NIGHT
SIGHT (2PT FLAW) Clanbook
Lasombra Revised page 64

See Clanbook: Lasombra Revised.

PELAGIC COMPULSION (2PT
FLAW)

Clanbook Lasombra Revised pg. 64

See Clanbook: Lasombra Revised.

DEATH'S REFLECTION (3PT
FLAW)

Clanbook Lasombra revised page 65

See Clanbook: Lasombra Revised.

ANIMATE SHADOW (3PT
FLAW)

Player's Guide to the High Clans page 208

You must bid two additional traits on all Social Challenges with Lasombra who know of your affliction.

HARBINGER OF THE ABYSS
(5PT FLAW) *Player's Guide to the
High Clans page 209*

Whenever a small flame is present within two yards of the Lasombra with this flaw, they must make a static Social Challenge versus a difficulty of 8. If the Lasombra wins, the fire is snuffed out. Additionally, when this is portrayed properly, the Lasombra gains two bonus traits on all Intimidation challenges.

CLOAKED IN CHADOWS (4PT
FLAW)

Libellius Sangunis 1 page 29

Replaced with the Animate Shadows Flaw.

MARKED FOR DEATH (2-5PT
FLAW)

Libellius Sangunis 1 page 30

Use as printed

COURT FAVORITE (1-5PT
MERIT)

Lore of the Clans page 121

You gain a number of bonus traits equal to this merit in all challenges in a court of blood. Otherwise Use as Printed.

EYES OF SHADOW (1-4PT
MERIT)

Lore of the Clans page 121

You gain a number of bonus traits equal to the merit in all Intimidation related challenges. Otherwise Use as Printed.

BIGGER BOYS CAME (2PT
MERIT)

Lore of the Clans page 121

Use must make a Static Social challenge retested with leadership at a difficulty of 10. If you succeed the other vampires Contacts background fails to work. This counts as you using you Contacts background as well. Otherwise Use as Printed.

CALL OF THE SEA (2PT MERIT)

Lore of the Clans page 122

This is the same as Poseidon's Call

SECRET STASH (2-5PT MERIT)

Lore of the Clans page 122

Use as Printed.

AURA OF COMMAND (3PT MERIT)

Lore of the Clans page 122

You get two Bonus Traits on all Leadership related challenges. Otherwise Use as Printed.

KING OR QUEEN OF SHADOW (4PT MERIT) *Lore of the Clans page 122*

Use as Printed.

LONG TERM PLANNING (4PT MERIT)

Lore of the Clans page 123

Replace "Reduce the Difficulty by 2" with "Gain two Bonus Traits". Otherwise Use as Printed.

INSTRUMENT OF GOD (5PT MERIT)

Lore of the Clans page 123

You gain three Bonus Traits on all challenges to resist True Faith. Otherwise Use as Printed.

INSUBORDINATE (3PT FLAW)

Lore of the Clans page 123

Replace "Roll" with Check. Otherwise Use as Printed.

UNPROVEN (3PT FLAW)

Lore of the Clans page 123

You are three traits down on all Social Challenges with other Lasombra. Otherwise Use as Printed.

PRIZED COLLECTION (1-2PT MERIT)

Lore of the Bloodlines page 59

Use as Printed. This Merit is Kiasyd Only.

ALIEN PERFECTION (2PT MERIT)

Lore of the Bloodlines page 59

You gain 3 Bonus traits on any appearance related Social Challenges. Additionally those who met you for the first time must make a static Physical Challenge (difficulty of 8) retested with Survival, failure and they are driven away. Otherwise Use as Printed. This Merit is Kiasyd Only.

PARANORMAL LINK (2PT MERIT)

Lore of the Bloodlines page 60

Gain Three Bonus traits instead of reduced difficulty. Otherwise Use as Printed. This Merit is Kiasyd Only.

SKIN OF PORCELAIN (4PT MERIT)

Lore of the Bloodlines page 60

Make a Static Physical Challenge retested with Survival at a difficulty of 10. Success allows you automatically soak up to three levels of damage from fire only. This may be used once per scene. Otherwise Use as Printed. This Merit is Kiasyd Only.

VITAE MUTATION (5PT MERIT)

Lore of the Bloodlines page 60

This Merit is Disallowed for use in OWBN.

LIGHTWEIGHT (1PT FLAW)

Lore of the Bloodlines page 60

Use as Printed.

ILLITERATE (1-2PT FLAW)

Lore of the Bloodlines page 60

Use as Printed.

REFINED PALATE (1-3PT FLAW)

Lore of the Bloodlines page 60

Use as Printed.

DREADFUL MARA (4PT FLAW)

Lore of the Bloodlines page 60

The storyteller may call a forced retest against you once per night. Otherwise use as Printed.

ELDER DISCIPLINES

Below you will find a complete list of Elder and above Obtenebration powers. When MET conversions are needed, they have been provided. All MET conversions are suggestions only and are in no way binding. This is also the list of White Wolf printed Elder Level Disciplines and it should be remembered that Elder+ powers can be made up.

AEGIS OF SHADOWS (ELDER OBTENEBRATION)

Player's guide to the high clans pg. 156

System: Spend 2 Blood Points and make a static Social challenge, retested with Occult, at a difficulty of 9. If successful, for each Social Trait spent after the challenge, the vampire gains an equal number of health levels of armor. These Health Levels may not be healed and can soak any damage except from fire and sunlight. Additionally, the vampire gains three bonus traits on all Intimidation challenges. Normal mortals and animals flee the presence of the Lasombra while under this power. They must make a Courage test at a difficulty of 4 not to flee.

EYES OF THE NIGHT (ELDER OBTENEBRATION)

Laws of Elysium page 68

See Laws of Elysium.

SHADOWSTEP (ELDER OBTENEBRATION, LAWS OF THE NIGHT: GUIDE TO THE SABBAT PG. 120-121)

See Laws of the Night: Guide to the Sabbat

SHADOW PARASITE (ELDER OBTENEBRATION)

Clanbook Lasombra 2nd Edition page 34

System: Spend three Blood and make a Physical Challenge against your target. If successful, each round the target will take automatic levels of damage equal to the damage you would do with an Arm of the Abyss. This damage may only be resisted with Fortitude and like powers. While in effect, the vampire using this may only concentrate on this attack; the second he does something else, it will end.

THE DARKNESS WITHIN (ELDER OBTENEBRATION)

Laws of the Night: Guide to the Sabbat page 120

See Laws of the Night: Guide to the Sabbat

DARKSIGHT (MASTER OBTENEBRATION)

Clanbook Lasombra 2nd Edition page 34

See Clanbook Lasombra: Second Edition

FORTIFY AGAINST AHURA MAZDA (MASTER OBTENEBRATION)

Player's Guide to the High Clans page 157

System: Spend 3 Blood and make a static Social Challenge, difficulty 9. If successful, for each temporary Social Trait spent, this grants the user's Obtenebration one turn of immunity to sunlight. Otherwise, use as printed.

**SHADOW TWIN (MASTER
OBTENEBRATION)** *Laws of the
Night: guide to the sabbat page 121*

See Laws of the Night: Guide to the Sabbat.

**DARK HUNTER (ASCENDANT
OBTENEBRATION)**
*Libellus Sanguinis 1: Master of the State pg.
30*

System: The vampire performs a static Physical Challenge at a difficulty of 10, retested with Survival. If successful, the vampire must feed the Dark Hunter 5 Blood traits and a point of Willpower. The Dark Hunter must be given something of the target's to track with. Otherwise, use as printed.

**INNER DARKNESS
(ASCENDANT
OBTENEBRATION)**

Player's Guide to the High Clans page 157

System: The vampire must spend 10 minutes in concentration to use this power. After which, she spends 3 Blood traits and makes a static Social Challenge, retested with Occult, at a difficulty of 9. If successful, the vampire must spend a further Willpower point and engage in a Willpower

challenge at difficulty 11. Once this is done, the power lasts until sunrise and may only be deactivated with another Willpower challenge at a difficulty of 9. While in this form, the vampire gains the following benefits: Firstly, they may use the Obtenebration power Shadowplay without any cost. The vampire also gains three bonus traits on all Obtenebration related challenges. She may see through all forms of darkness, including supernatural, including Obtenebration up to the Master Level. Any time she is wounded, the vampire may immodestly gain a free attack as if using the discipline Arms of the Abyss. If someone drinks the blood of a vampire in this form, they will take 2 levels of aggravated damage, which may only be soaked with Fortitude (and similar powers). Finally, the vampire gains a two trait bonus to resist Frenzy and Presence. If a vampire fails the Willpower challenge to take control of the form, they must immediately throw two Simple tests. If both tests are lost, they are instead possessed by something from the Abyss and are taken over.

**NIGHTSHADES (ASCENDANT
OBTENEBRATION)**
Dark Ages Companion page 87

System: Use as Printed.

Night Shades have the following stats:

Physical: 10

Social: 0

Mental: 10

Virtues: Conviction 0, Instinct 0, Courage 5

Abilities: Athletics 1, Brawl 3, Dodge 1, Stealth 8

Disciplines: Obtenebration 3 (Nightshades are always in Tenebrous form, though it may attack and be injured)

Blood Pool: 0 Willpower: 5 Notes: See Write up of power.

OUBLIETTE (ASCENDANT OBTENEBRATION)

Laws of the Night: Guide to the Sabbat page 121-122

See Laws of the Night: Guide to the Sabbat

AHRIMAN'S DEMESNE (METHUSELAH OBTENEBRATION)

Laws of the Night: Guide to the Sabbat pg. 122

See Laws of the Night: Guide to the Sabbat

ENTER THE ABYSS (METHUSELAH OBTENEBRATION)

Player's Guide to the High Clans page 158

System: Static Physical Challenge to enter the Abyss at a difficulty of 9 (retested with Occult). Unwilling targets require an opposed Willpower challenge versus the target. Those who enter the Abyss for the first time must pass a Courage test at a difficulty of 5.

T'CHERNABOG (METHUSELAH OBTENEBRATION)

LibellusSanguinis 1: Masters of the State page 31

System: Use as printed.

SHADOW PERSPECTIVE (ELDER OBTENEBRATION)

Lore of the Clans page 124

System: Replace "Perception + Awareness Roll" with Static Mental challenge retested with Awareness at a difficulty of 11. Otherwise Use as Printed.

SHADOW LAIR (MASTER OBTENEBRATION) *Lore of the Clans* *page 124*

System: Replace "Dexterity + Occult roll" with Make a Static Physical challenge retested with Occult at a difficulty of 10. Otherwise Use as Printed.

SHADOW WATCHTOWER (ASCENDANT OBTENEBRATION)

Lore of the Clans page 124

System: Use as Printed.

ABYSS MYSTICISM

LEARNING ABYSS MYSTICISM

Simply possessing the discipline of Obtenebration is not enough to become an Abyss Mystic. A further understanding of what the Abyss is and what rules govern its behavior are also necessary. Gaining this understanding requires an exceptional investment of time and research or a capable teacher.

In order for a Lasombra, Lasombra Antitribu, or Kiasyd character to learn Abyss Mysticism the character must be submitted for approval to the Lasombra Coordinator per Character Regulation Bylaws. Once approval is granted, characters may be required to seek additional approval to learn Rarity 2 and Rarity 3 rituals.

Rogue Abyss Mystics (defined as not being members of Clan Lasombra, Lasombra Antitribu, or Kiasyd) fall under Coordinator Approval and must submit per the procedures required by Character Regulation Bylaws for out of clan blood magic.

To start, a would be Mystic should, at the very least, follow one of following Paths of Enlightenment: "Allied Night," "Lightless Night," or "Righteous Night." No Abyss Mystic may ever be on the Path of Humanity or variant of it. The truly alien nature of Abyss Mysticism quickly strips and shreds of Humanity from the would be student and likely inflicts horrible mental trauma to them

in the process. If they have found an experienced mentor to instruct them, they may be taught to walk the Path of the Abyss (formerly known as the Road of the Abyss), which is an ancient Path of Enlightenment exclusive to Abyss Mystics which also qualifies (see below for details).

Furthermore, an Abyss Mystic cannot learn a Ritual with a level rating higher than her current level of either Obtenebration (1-5 for PCs) or Occult ability (1-5 for PCs), whichever is lower (i.e., Shadow Play and Occult 1 allows for level 1 Rituals, Black Metamorphosis. and Occult 3 allows for level 3 rituals, etc). All level 1&2 rituals cost 2xp, all level 3&4 rituals cost 4xp, and level 5 rituals cost 6xp. Moreover, if a character does not have an Occult Specialization of Abyss Mysticism, they must bid an additional trait on all Abyss Mystic ritual challenges.

To note, any Flaws gained from side effects of these rituals do not give the character bonus experience points. For example, all Abyss Mystics have something undeniably wrong with their pupils. This is mostly a Role Play aspect, but it should be noted, they have stared into the Abyss and it has left its mark.

For more information on Abyss Mysticism please see "Players Guide to the High Clans", "Clanbook: Lasombra Revised", "Rites of the Blood", "Lore of the Clans", "Vampire the Dark Ages 20th Anniversary editions", and "Tome of Secrets"

There are rumors and stories among the elders of Clan Lasombra, that once long ago the art of Abyss Mysticism was a more fully established blood magic with its own paths. These elder claims that only the Priestesses of Ereshkigal and Montano's Victory Corps are the only ones who remain that may yet still practice this pure form of Abyss Mysticism. One with both Paths and Rituals. For more information on these stories, legends and truths please consult with the Lasombra Coordinator. Regardless it is important to remember all Abyss Mysticism is Lasombra Coordinator regulated and approval.

RARITY

Common (Rarity 1): Available with ST approval. These powers represent the basics of Abyss Mysticism and should be available to virtually all practitioners of Abyss Mysticism.

Uncommon (Rarity 2): Available to PCs with ST and SubCoordinator Approval. These powers represent mastery of the Abyss in secrets that are not parted with easily. Many of these powers allow an Abyss Mystic to seize control of another Lasombra's Obtenebration. Because of how powerful these abilities are, Abyss Mystics guard this knowledge carefully.

Rare (Rarity 3): Available to PCs with ST and Lasombra Coordinator approval. These powers are rarely seen outside of the secret strongholds of the Abyss's Children. While possessed by some Lasombra, they generally feel uncomfortable displaying powers this rare in all but the most secure of locations. The level of understanding needed to master

these paths is oppressive and should, at this point, be the main focus of anyone attempting to learn these powers, to the exclusion of almost everything else. Any Rituals not listed in this packet are considered Rarity 3.

PC Created Rituals: These fall under Rarity Level 3 and require Lasombra Coordinator Approval to create or possess.

ABYSS MYSTICISM BACKGROUND

Oubliette

For details on this Background please see Tome of Secrets page 32. For each night spent in the Oubliette the player must make a static willpower challenge difficulty of their own Willpower rating. Otherwise use as Printed.

PATH/ROAD OF THE ABYSS

Please see Vampire the Dark Ages 20th Anniversary edition page 442 for this Path of Morality. *This path is Lasombra Coordinator approval for Non-Lasombra.*

ABYSS MYSTICISM RITUALS

Each Ritual has a specific system and time required to cast them. Please consult the rituals below for that. For the full description of these rituals, please consult their appropriate books. What is provided below is the simple MET mechanics for these rituals. Please note, All Abyss Mysticism rituals have a side effect. If these have a mechanical effect, the MET conversion for that effect will be listed with the ritual.

PGtHC: Player's Guide to the High Clans

The Third Eye of Rickard Argentis	3	VtDA20th page 273
Talons of the Abyss	2	VtDA20th page 272

RITUALS

Abyss Mystics may gain the normal Abyss Mysticism rituals already available to them as blood magic rituals. Indeed these are the only rituals allowed to be used with Abyss Mysticism and they gain no other addition Blood Magic Rituals. See Rites of the Blood, Lore of the Clans and Tome of Secrets for Abyss Mysticism Rituals.

Rarity 1

Name	Level	Location
The Shadow of Hands That Serve	1	PGtHC Page 175
Transubstantiation of Essence	2	PGtHC page 177
Weight of Shadows	1	Rites of the Blood page 38
Abyssal Threads	3	Rites of the Blood page 38
Maw of Ahriman	4	Rites of the Blood page 38
The Abyss Knows	1	Tome of Secrets page 35
Locating the Oubliette	1	Tome of Secrets page 35
Angra Mainyu Consumes Spenta Mainyu	3	Tome of Secrets page 37
Rickard Argentis's Homunculus	5	Tome of Secrets page 116
Light within the Shadow	1	Lore of the Clans page 126
Pierce the Veil	1	VtDA20th page 271
Eyes of the Abyss	1	VtDA20th page 271

Rarity 2

Name	Level	Location
The Heart That Beats in Silence	2	PGtHC page 177
Pierce the Murk	1	PGtHC page 175
Calling the Thing in Darkness	5	Clanbook Lasombra page 73
Reflections of Hollow Revelations	4	PGtHC page 179
Feed the Darkness	2	Rites of the Blood page 38
Ahriman's Wight	5	Rites of the Blood page 38
Abyssal Blade	2	Tome of Secrets page 35
Implant the Bezoar	2	Tome of Secrets page 35
One With the Dark	3	Tome of Secrets page 36
Lord Aludian's Orifices	4	Tome of Secrets page 37
Boukephos' Gateway	4	Tome of Secrets page 37
Comforting Darkness	2	Lore of the Clans page 126
Claiming the Dark	3	Lore of the Clans page 126
Vision of Shadow	4	Lore of the Clans page 126
Balthazar's Revelation	3	VtDA20th page 272

Rarity 3

Name	Level	Location
Calling the Hungry Shade	3	PGttHC page 178
Drinking the Blood of Ahriman	3	PGttHC page 178
Caridad's Garden	5	Mexico City by Night page 115
Whispers in the Dark	5	PGttHC page 179
Zadkiel's Guardians	5	Mexico City by Night page 115
Into the Chasm	6	PGttHC page 180
Evocation of the Oubliette	7	PGttHC page 181
Cry That Slays Light	8	PGttHC page 181
Summoning the Blatherskites	3	Tome of Secrets page 36
Beckon the Ingurgitant	4	Tome of Secrets page 37
Boukephos' Chosen Oubliette	9	Tome of Secrets page 38
Commune with the Abyss	5	Lore of the Clans page 127
Subsume the Darkness	2	VtDA20th page 272
Lord Aludian's Claim	8	VtDA20th page 274
Descent Into Darkness	6	Clanbook Lasombra page 73
Ahriman's Beckoning	8	PGttHC page 181

LEVEL ONE RITUALS

Pierce the Murk

System: Upon casting this ritual, the player engages in three static Mental Tests, at a difficulty of eight traits. Winning at least two of the three tests allows the caster to purchase the Merit “Controllable Night Sight” at standard after creation costs. If all three static tests are lost, the caster of this ritual gains the flaw “Uncontrollable Night Sight” permanently. Failing to win at least two of the three tests, while not losing all three tests merely means the ritual fails with no other negatives.

Side Effect: When the caster uses Controllable Night Sight obtained from this ritual, their pupils are covered with an inky blackness that expands to cover the rest of their iris and sclera (the whites of their eyes). Those that fail the three simple tests have their eyes blacked out for the rest of their existence...

Casting Time: 10 Minutes

The Shadow of Hands That Serve

System: The Mystic ignites and smother a candle, causing one level of aggravated damage and requires an immediate Rotschreck check at a difficulty of 2. If successful the caster then performs a Mental challenge retested with Occult at a difficulty of 8. The creature summoned lasts one night per Mental Trait expended at the time of casting. The creature serves with unquestioning but unimaginative fervor. It can communicate with material beings in images and emotional impressions, but only

while in physical contact. Casters may never summon more beings through castings of “The Shadow of the Hands that Serve, and/or The Heart that Beats in

Silence” than he has levels of the Occult ability.

Stats for an Eye of Ahriman:

Physical: 7

Social: 4

Mental: 8

Abilities: Alertness 3, Athletics 3, Dodge 3, Intimidation 2, Stealth 5 (+1 in Shadows)

Obtenebration: 1

Willpower: 3

Health Levels: 3

Notes: Eyes of Ahriman cannot engage in aggressive physical actions. They move at 30 yards per turn.

Fire or direct sunlight instantly destroy these creatures.

Side Effect: None

Casting Time: As long as it takes for the caster to burn the candle in their palm and drip the blood onto the ground.

Weight of Shadows

System: Static Social Challenge retested with Occult against a difficulty of 10. Otherwise use as printed

Side Effect: Use as Printed

Casting Time: 5 Minutes

The Abyss Knows

System: Contested Mental Challenge against the target retested with Awareness. Otherwise use as printed.

Side Effect: None

Casting Time: 5 Minutes

Locating the Oubliette

System: Static Mental Challenge retested with Occult at a difficulty of 8. Otherwise use as Printed

Side Effect: None

Casting Time: 5 Minutes

Light Within the Shadow

System: Static Mental Challenge retested with occult at a difficulty of 12. Otherwise use as Printed.

Side Effect: Use as Printed

Casting Time: 10 Minutes

Pierce the Veil

System: Static Mental Challenge retested with occult at a difficulty of 12. Otherwise use as Printed.

Side Effect: Use as Printed

Casting Time: 10 Minutes

Eyes of the Abyss

System: Static Mental Challenge retested with Occult at a difficulty of 8., The Courage tests are at Difficulty 4. Otherwise Use as Printed

Side Effect: None

Casting Time: 10 Minutes

LEVEL TWO RITUALS

The Heart That Beats in Silence

System: Same as The Shadow of the Hands That Serve (see below), except the creature has the following stats:

Stats for a Heart of Silence:

Physical: 8

Social: 4

Mental: 8

Abilities: Alterness 3, Athletics 3, Brawl 3, Dodge 3, Intimidation 2, Stealth 5 (+1 in Shadows)

Obtenebration: 3

Willpower: 5

Health Levels: 5

Notes: Unlike Eyes of Ahriman, Hearts of Silence may engage in physical challenges. To enhance one of their tentacles (to add traits, or increase the length) they must spend Willpower instead of Blood.

Side Effect: None

Casting Time: As long as it takes for the caster to burn the candle in their palm and drip the blood onto the ground.

Transubstantiation of Essence

System: The caster engages in a static physical challenge against eight traits. If the

test is failed, throw a second challenge. If the second challenge is won, the ritual simply fails. If the second challenge is failed, the caster takes one level of aggravated damage that may not be soaked with Fortitude. If the first challenge is won, the caster may expend as many blood traits as desired (exceeding generational limits). Each trait expended in this way heals two levels of lethal or bashing damage. When the caster next feeds, the Abyss will take an equal amount of vitae that the caster expended in the ritual. Until this debt of vitae is repaid, the caster will gain no sustenance from feeding. Furthermore, the caster can not successfully recast the ritual until their debt to the Abyss has been repaid.

Side Effect: After using this ritual the mystic's vitae will gain an unnaturally darkened hue. This effect is purely cosmetic, but is permanent after using this ritual.

Casting Time: 1 Full Round

Feed the Darkness

System: Static Social Challenge retested with Occult at a Difficulty of 8. Otherwise use as Printed.

Side Effect: Use as Printed.

Casting Time: 15 Minutes

Abyssal Blade

System: Static Physical Challenge retested with Occult at a difficulty of 9. This effect lasts a number of nights equal to the number of temporary Physical Traits spent at the time of Casting.

Side Effect: None

Casting Time: 10 Minutes

Implant the Bezoar

System: Static Mental Challenge retested with Occult at a difficulty of 10. Use as Printed. Stats for Bezoar are below:

Infantile Bezoar

Physical: 8

Social: 1

Mental: 7

Abilities: Alertness 3, Athletics 1, Awareness 2, Brawl 1, Intimidation 2, Subterfuge 1, Stealth 4, Survival 4, Occult 3

Disciplines: Fortitude 3, Obtenebration 2, Potence 1

Willpower: 3

Health: 4

Note: An infantile bezoar drains and immediately expends one blood point on the first night it attaches to a host, and a cumulative blood point for every night thereafter. It can drain a maximum of six blood points in one night; thus achieving this full amount on the sixth night.

Comforting Darkness

System: Static Physical Challenge retested with Occult at a difficulty of 10. Each Willpower spent at the time of casting allows the caster to spend 1 Blood Over their generational Maximum for the purposes of healing Damage (with a Maximum of 5). Otherwise Use as Printed.

Side Effect: Use as Printed

Casting Time: 10 Minutes

Subsume the Darkness

System: As Per Comforting Darkness

Side Effect: Courage test is at difficulty 3, Otherwise use as Printed.

Casting Time: 1 Round

Talon of the Abyss

System: As per Eyes of the Abyss. Talons of the Abyss have the following stats:

Talon of the Abyss

Physical: 8

Social: 4

Mental: 8

Abilities: Alertness 3, Athletics 3, Brawl 3, Intimidation 2, Stealth 5 (+1 while in shadows)

Disciplines: Obtenebration 3

Willpower: 5

Health: 7

Side Effect: None

Casting Time: 10 Minutes

LEVEL THREE RITUALS

Calling the Hungry Shade

System: The total number of participants may not exceed the highest Occult ability rating of the group. The Casting mystic makes an extended mental challenge retested with occult difficulty of 10, the

number of challenges made is equal to the number of participants in the ritual. These tests are made once every hour. Each Mystic must decide how many Mental Traits they wish to temporarily spend when the time for the test comes. The Storyteller should keep track of this number. At the conclusion of the casting, each Mystic spends one temporary willpower point. Each Mental Trait spent at the time of casting translates to 3 experience points that may be spent on the creation of the creature. The Hungry Shade starts at 0 in all Traits and abilities, and it does not have Virtue Traits, Backgrounds, or a Morality. Health Levels costs 2 experience points. Its Traits caps are 30, and may not have any ability higher than the highest level of the caster. The Hungry Shade starts with Obtenebration 5 and cannot exceed a rating higher than the highest level of Obtenebration known to the Mystics casting the ritual. Its Willpower is equal to double the highest Obtenebration rating of the mystics, and may be increased by 1 per 1 experience point spent, though this may not exceed double of it's starting Willpower rating.

The Shade may only possesses the following disciplines: Potence, Celerity, Fortitude, and Obtenebration. The Default state of the Hungry Shade is Tenebrous Form. It must Spend 1 Willpower per Turn to remain solidified. Once built, the lead Mystic must make an immediate opposed willpower challenge versus the shade, the vampire receives two bonus traits to this challenge for every Mystic assisting. Otherwise, use as Printed.

Side Effect: None

Casting Time: Hours

Drinking the Blood of Ahriman

System: During this time the mystic is down two traits on all challenges. At the end of the ritual, the caster performs a Social Challenge difficulty 10 retested with Occult. The Mystic gains a number of Physical Traits equal to his Obtenebration rating. In addition, he receives Two Bonus traits on all challenges dealing with Obtenebration (levels 13).

The Mystic also receives the Negative Social Traits Eerie x3 while under the effects of this ritual. The cost to awaken each evening while under this ritual is a number of blood points equal to the caster's Obtenebration rating.

Side Effect: While under the effects of this ritual, the caster's skin noticeably darkens and her eyes become the impossibly inky black of the Abyss. Once a vampire spends more consecutive days in this form than her highest Virtue trait, this change becomes permanent.

Casting Time: Half an Hour

Abyssal Threads

System: Static Mental Challenge at a difficulty of 10 retested with Occult. Otherwise Use as Printed.

Side Effect: Use as Printed

Casting Time: 20 Minutes

One with the Dark

System: Static Physical Challenge retested with Occult at a difficulty of 10. With a successful casting the user may spend up to 5 temporary physical traits for each secret they wish to gain. Additionally the Abyss Mystic Gains the Social traits Intimidating x2 while this ritual is in effect. Otherwise use as Printed.

Side Effect: If the caster is not on the Road/Path of the Abyss they permanently lose one level of Morality when this ritual is cast.

Cast Time: 1 Hour

Summoning the Blatherskites

System: To start the caster must make a Static Mental Challenge retested with Survival at a difficulty of 10. Once submerged in water the Mystic must make an extended Social Challenge retested with Occult at a difficulty of 12. Each challenge represents 10 minutes. The caster may choose to go for 5, 10, or 15 Successes. Otherwise use as Printed. Stats for Blatherskite are below:

Blatherskite

Physical: 9

Social: 2

Mental: 7

Abilities: Alertness 3, Athletics 4, Awareness 3, Brawl 3, Empathy 1, Intimidation 3, Subterfuge 3, Performance 2, Stealth 4, Survival 1, Investigation 5

Disciplines: Celerity 4, Obtenebration 1, Potence 2

Willpower: 4

Health: 6

Notes: Blatherskites commonly have a reserve of five blood points.

Side Effect: None

Casting Time: Minimum 50 Minutes

Angra Mainyu Consumes Spenta Mainyu

System: Static Physical Challenge retested with Occult at a difficulty of 12. The Tar remains in the body for a number of nights equal to Temporary Physical Traits spent at the time of casting up to a maximum of 5. To use the tar requires a Courage Challenge difficulty 3. Otherwise use as Printed.

Side Effect: None

Casting Time: 20 Minutes

Claiming the Dark

System: Static Social Challenge retested with Occult at a difficulty of 10. The user gains a number of Physical Traits equal to their Obtenebration Rating. All uses of Obtenebration up to Arms of the Abyss gain plus 2 bonus traits in all challenges directly related to Obtenebration. Additionally, the caster loses one appearance related Social traits while under the effect of this ritual. Otherwise use as Printed.

Side Effect: Use as Printed.

Casting Time: One Hour

Balthazar's Revelation

System: Anyone who touches the coin must make a Static Willpower challenge at a difficulty of 11 minus their Obtenebration Rating. Additionally the victim is down two traits on all Perception related challenges and also down two traits on all courage challenges. Otherwise use as Printed.

Casting Time: 20 Minutes

Side Effect: None

The Third Eye of Rickard Argentis

System: The user is immune to Surprise and may summon arms of the abyss instantly as a reaction to a surprise attack. Otherwise Use as Printed.

Side Effect: None

Casting Time: 10 Minutes

LEVEL FOUR RITUALS

Reflections of Hollow Revelation

System: Upon successfully casting this ritual, the Mystic creates a small globe which may then be used to scry on an individual or location. The caster must have met the individual before, or traveled to the chosen location physically. The target must also be within 10 miles of the caster.

Side Effect: For the rest of the Night the user is down two traits on all Challenges to notice or spot things in her immediate vicinity. Otherwise use as Printed.

Casting Time: 5 Minutes.

Maw of Ahriman

System: Use as Printed

Side Effect: Use as Printed

Casting Time: 20 Minutes.

Lord Aludian's Orifices

System: Static Physical Challenge retested with Medicine at a difficulty of 8. To notice this once effected by it the victim may engage the caster in a Contested Mental challenge retested with Awareness. Otherwise use as Printed.

Side Effect: None

Casting Time: 1 Hour

Boukephos' Gateway

System: Conviction Challenge at a difficulty of 4 to cast this ritual for the first part and then a Conviction Challenge Difficulty 5 for the second part. Otherwise use as Printed.

Side Effect: On a failure throw two simple tests. If both are lost follow the rules for a botch.

Casting Time: 1 Night

Beckon the Ingurgitant

System: Static Social Challenge retested with Occult at a difficulty of 8. Each Social Trait spent at the time of casting (to a maximum of 5) allows it to remain for 2 turns per trait spent. Otherwise Use as Printed. Stats for the Vortex are below:

Ingurgitant Vortex

Physical: 11

Social: 5

Mental: 10

Abilities: Alertness 2, Athletics 1, Awareness 3, Brawl 5, Intimidation 5, Expression 4, Stealth 1, Subterfuge 3, Occult 4

Disciplines: Fortitude 2, Obtenebration 5, Potence 4

Willpower: 5

Health: 20

Notes: The Ingurgitant Vortex commonly has a reserve of ten blood points

Side Effect: None

Casting Time: 1 Hour

Vision of Shadow

System: Static Social Challenge retested with Occult at a difficulty of 8. If the target has a means by which to detect scrying powers they may make a Contested Mental Challenge retested with Occult against the caster to notice they are being watched. Otherwise use as Printed.

Side Effect: The caster is down 2 traits in all Alertness related challenges for the rest of the night to notice things. Otherwise use as Printed.

Casting Time: 20 Minutes

LEVEL FIVE RITUALS

Calling the Thing in Darkness

System: The Mystic performs a Mental Challenge retested with Occult at a difficulty of 9. First they must defeat the Arm of the Abyss in Combat. The Arm of the Abyss has a total of twice the users Obtenebration rating in Physical Traits, Any and all Potence the caster has, and a number of Health Levels equal to the Casters Willpower. After defeating it the Caster must then consume it by defeating it a Static Willpower Challenge difficulty of 8. If they succeed the Abyss Mystic Gains 5 Additional Physical Traits and 5 Additional Mental Traits for the remainder of the evening. The mystic also gains the creature's derangement [which will manifest as the urge to commit a sin of the Mystic's Path of Enlightenment (chosen by the Storyteller at the time of summoning)] and may not spend willpower to resist this derangement. As a result they will throw at least 1 Morality test a night, and more if the Storyteller deems it so. Otherwise, use as printed.

Side Effect: If the Mystic attempts to defeat the summoned creature and is reduced to torpor, the summoned creature instead invades the Mystic's body and possesses him for the remainder of the evening. It will pursue completing its derangement (which is always a level 3, 4, or 5 sin on the Mystic's Path of Enlightenment, as chosen by the Storyteller). The invading creature can be removed by another Abyss Mystic reducing

the possessed vampire to torpor and casting this ritual over their body, at which point the creature is immediately expelled back to the Abyss.

Casting Time: 1 Hour

Cardad's Garden

System: Plants grown from the Abyss mystic's garden are imbued with the essence of the caster's vitae and the power of the Abyss, giving them supernatural qualities. Players are encouraged to work with their Storytellers to develop mechanics for other kinds of plants, as only the ones grown by the ritual's creator, Caridad de Flores, are listed below.

Ghoul Bamboo: The bamboo shoots grow three feet per day, and their Potence allows them to punch through inch thick wood or similar barriers (though this process is slow, and unlikely to work in any capacity as an attack).

Cainite Asphodel: The ghoul flowers grow and bloom in less than an hour, but only in the crumbling flesh of a destroyed Cainite. The flower has no other occult properties or powers.

Pomegranates of Persephone: If a mortal consumes one of these fruit, his next sleep becomes a vampire like torpor. Each day the mortal must make a Physical Challenge (retest Survival) against 8 traits. The mortal awakens after he succeeds on this challenge 6 times (which do not have to be consecutively). A mortal who is autopsied or embalmed is, of course, truly dead.

Detecting that a torpid mortal is actually alive requires a Mental Challenge (retest Medicine) against 12 traits. If a vampire feeds upon a mortal dosed with the magic fruit, she too will enter torpor. However, the character can awaken by succeeding on a Physical Challenge (retest Survival) against 6 traits, the next night when she would normally awaken. The vampire need succeed this challenge only once to awaken.

Side Effect: This ritual can only be taught by Caridad de Flores, a Coordinator level NPC (or by a PC who has been instructed by Caridad).

Casting Time: To prepare her garden, the mystic must spend one entire growing season (a minimum of 5 months) tending the garden by feeding her plants blood that has been darkened via the ritual “Transubstantiation of Essence” (this feeding must be done at least once a week). At the end of the season, the ground will become imbued with the power of the Abyss, and begin to produce the mystical crops. All crops require their normal amount of time

Whispers in the Dark

System: Upon successfully casting this ritual, the caster falls into torpor as her consciousness merges with the Abyss. The caster may then ask a question of the Abyss. The question may be as mundane or as arcane as desired. The Storyteller then assigns the question a rating from 1 to 10 based on complexity and significance. Truly impossible or momentous questions may even surpass 10, rising as high as the Storyteller deems appropriate (things like True Names of PC should be much higher than a 10). Each night,

the caster performs a Mental Challenge, difficulty 11 retested with Occult. Each success equals one victory against a total number needed equal to the rating set by the storyteller initially for the question (1-10+). Upon obtaining enough successes, the caster wakes from torpor knowing the answer to her question. If the caster fails the challenge, the interval between challenges increases to a week rather than each night, then a month, then a year. Otherwise use as printed.

Side Effect: The Vampire gains one bonus trait on all Intimidation related challenges, Is down one trait in all social challenges with non-abys mystics, and she also gains the flaw Nightmares permanently. Otherwise use as printed. Additionally the character gains a Permanent Derangement for every Week spend in this state.

Casting Time: Variable

Zadkiel's Guardians

System: Once the Mystic has successfully created her Abyssal pool, she may buy the abyssal entities from other rituals (such as The Shadow of the Hand that Serves or Calling the Thing in Darkness) as Retainers.

These Abyss entities will not return to the Abyss upon the Mystic going to sleep, as long as they return to the pool before sunrise. They will not leave the pool unless ordered to do so. If the pool is destroyed, the Mystic cannot gain the benefits of this ritual until she has successfully rebuilt it.

Side Effect: This ritual can only be taught by Zadkiel ben Aron, a Coordinator level NPC (or by a PC who has been instructed by Zadkiel).

Casting Time: The pool takes a full month to create. At the peak of each of the moon's cycles (New, Crescent, Half, Gibbous, and Full) the Mystic must spend the evening immersed in the pool in her Tenebrous Form, attuning it to her own dark energies.

Ahriman's Wight

System: Use as Printed

Side Effect: Use as Printed

Casting Time: 30 Minutes

Rickard Argentis's Homunculus

System: Static Social Challenge retested with Occult at a difficulty of 10 to cast. Otherwise use as Printed.

Side Effect: None

Casting Time: 30 Minutes

Commune With the Abyss

System: As per Whispers in the Dark

Side Effect: As per Whispers in the Dark

Casting Time: As per Whispers in the Dark

LEVEL SIX RITUALS

Into the Chasm

System: Casting requires a Static Mental challenge retested with Occult at a difficulty of 10. After stepping into the portal the caster performs a Static Social challenge retested with Occult at a difficulty of 10. Non Mystics who enter must make a Static Willpower challenge difficulty of 6 or gain a derangement. Upon exiting all vampires must make another Willpower

challenge difficulty of 6 or gain the flaw animate shadow. Otherwise Use as Printed.

Side Effect: None

Casting Time: 1 hour

Descent Into Darkness

System: Static Mental Challenge retested with Occult at a difficulty of 9 to cast. The challenge to avoid creatures in the abyss is a Mental Challenge retested with Occult at a difficulty of 10. Otherwise Use as Printed.

Side Effect: None

Casting Time: 1 Hour

LEVEL SEVEN RITUALS

Evocation of the Oubliette

System: Static Mental Challenge retested with Occult at a difficulty of 10 if disturbed. The actual attack is a Contested Mental Challenge retested with Occult against the target. This attack may not be dodged or parried.

Side Effect: Use as Printed

Casting Time: One Turn

LEVEL EIGHT RITUALS

Cry That Slays Light

System: Initial casting is a Static Mental Challenge retested with Occult at a difficulty of 10. Otherwise Use as Printed.

Side Effect: Conviction Test Difficulty 2 to use this ritual for each morality trait they possess. Success allows them to keep those

morality traits, otherwise they are lost permanently. Otherwise Use as Printed.

Casting Time: One Week

Lord Aludian's Claim

System: Every hour make a static Social Challenge retested with Occult at difficulty 10. Otherwise use as Printed

Side Effect: None

Casting Time: 1 Hour Plus

Ahriman's Beckoning

System: As per Evocation of the Oubliette but does not Require Line of sight. Otherwise use as printed.

Side Effect: Use as Printed

Casting Time: One Turn

LEVEL NINE RITUALS

Boukephos' Chosen Oubliette

System: Casting this ritual requires a Static Mental challenge retested with Occult at a difficulty of 10. A number of Mental Traits must be spent at the time of casting depending on the size of the target. 8 for a small community, 15 for a large community, and 22 for a huge population center. Those who are caught in the Oubliette must pass a Willpower challenge at a difficulty of 11 or gain Derangement. Otherwise Use as Printed.

Side Effect: None

Casting Time: 1 Night