

CLANBOOK

LASOMBRA

5th EDITION







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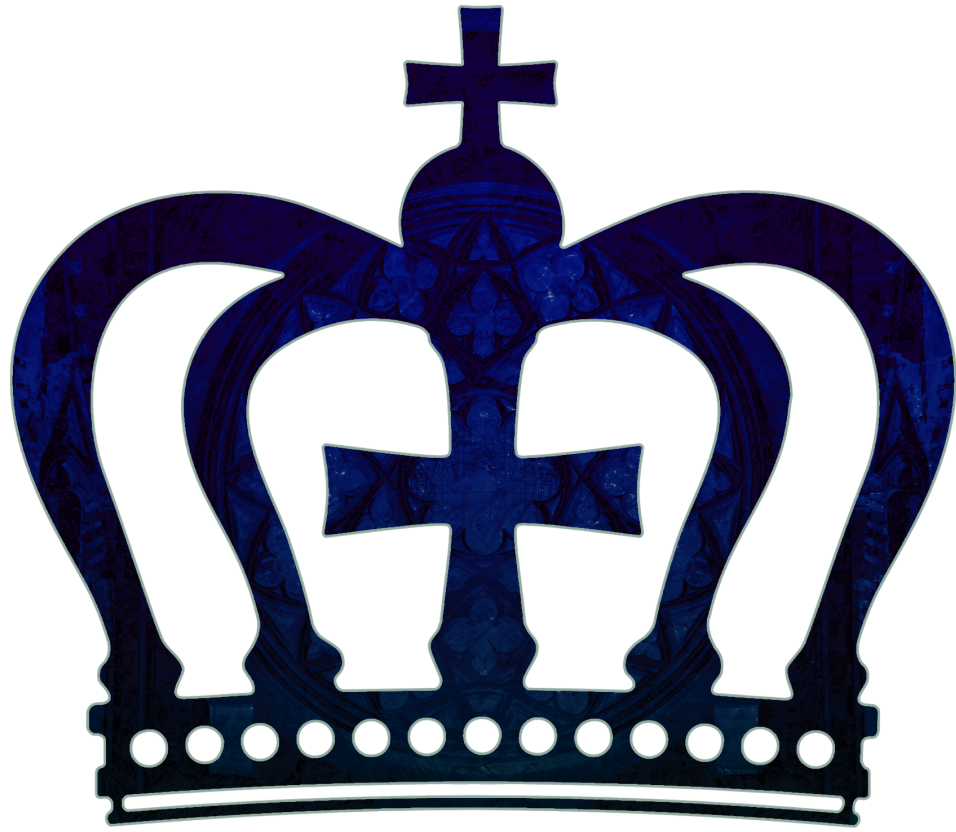
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TABLE OF CONTENTS

WHO ARE THE LASOMBRA?	3	Progeny of Gratiano	69
Additional Archetypes	5	Ascetics of the Dark	71
Whispers from the Void	10	THE LASOMBRA IN MODERN NIGHTS	72
DISCIPLINE POWERS	11	Carved into Purpose	73
Auspex	11	The Taker's Knife	74
Dominate	13	Politics of Dark Souls	75
Fortitude	14	Ethos, New & Old	76
Potence	15	The True Clan of Faith	77
Oblivion	16	THE ABYSS & OBLIVION	103
Oblivion Ceremonies	21	Oblivion	104
NEW PREDATOR TYPES	38	Death and Darkness	105
OPTIONAL ADVANTAGES	41	The Nothing Ocean	105
Bestial, Feeding, & Bonding	41	Other Dark Children	108
Looks	42	DARKNESS IN YOUR CHRONICLE	110
Vendetta	42	Tension	111
Psychological	42	Chronicle Hooks for a Deeper Darkness	112
Mythic	43	TOOLS	122
Haven Merits & Flaws	44	Animalia Vacua	123
Mawla	44	Mortals	125
SABBAT	44	Cainites & Kindred	129
Amercements	45	Things from the Deep	133
LORESHEETS	46	ARMORY AND ARTIFACTS	141
Beneath no Shadow	47	HORRORS OF GEHENNA	144
The Ductus and The Pack	48	WEIRD OBLIVION PHENOMENA	145
NULL	49		
Sword-Seraph Malchus	50		
The Hadals Companies	51		
Liminal Space	52		
Vanta Capital	53		
Pupil of Professor Vidar	54		
Qabilat al-Khayal	55		
Edge of the Sword	56		
Abyssal Mystic	57		
Les Amis Noirs	58		
BLOODLINES	59		
The Weirdling Kiasyd	61		
Ombre di Cristo	63		
Angellis Ater	65		
Drowned Knights	67		





LASOMBRA

Who Are the Lasombra?

"Every Lasombra understands that one's only worth comes from what they can do. We will not suffer the weak, the broken, or the foolish in our clan. Ours is a Clan of victory. Each obstacle before us exists only to prove our superiority. And the purpose of the frail in this eternal night is to serve or die, and the purpose for the strong is to lead and survive. This existence defines itself, without need for posturing or threat, because our strength is self-evident. Others may hate us for this. They might rally against us, beg for mercy, or proclaim our qualities as evil. Unfortunately for them, we are an evil as necessary as Caine's slaying of his brother. That's why before Gehenna's end we will overshadow everyone and everything."

—Salazar, Friend of the Night



The Clan of Shadows are in many ways untethered. Their solidarity among clanmates is non-existent and stands in stark contrast to the Ventrue. They share no common cause or belief, but while lesser Clans may experience such realities by necessity or circumstance, the Lasombra strip the inconsequential from their lives until they are left with a single immutable truth: you win, or you die.

The Lasombra are willing to do whatever is necessary to secure victory, adopting whatever means serve them best. During the Dark Ages, while their rivals, the blue bloods, fixated on flawed mortals with influence and a crown, the Lasombra went higher, pulling their strings through the voice of God in the Church. When faith no longer compelled armies, and merit could no longer be denied by caste or tradition, they created the Sabbat to wage war against rivals who huddled amongst themselves for protection. Now that the Sword of Caine has served its purpose, the Clan of Shadows seeks a new path as the world begins to shift. Many flock to the Camarilla, now deprived of much of its vitality and strength, inhabiting its darkest corners as enforcers and puppeteers, exercising power from the shadows while their rivals try to keep them in check. But the ceaseless appetite of the Lasombra will not be denied for long. The Clan of Shadows casts its influence across all sects, driven only by ambition and aided by its most cunning and ruthless peers within the Amici Noctis.

Other Kindred are suspicious and deeply wary of the Clan who wields darkness in the night and seem rejected by the world. And yet, despite that, the Lasombra persist and thrive. Simply put, they are too competent and too tempting an ally to be refused. For their part, the Lasombra will pay any price: betray a clanmate, feign loyalty, serve dutifully, gift a cause, or offer absolution in faith. In the end, all who oppose them will suffer the woe of the vanquished.

The Lasombra in Play

The Lasombra are a Clan that uses a combination of intimidation and efficiency to do what is necessary to win. Lasombra tend to deny and suppress their sentimentality as much as possible, especially among other Kindred. However, it is important to note that it is still there.

While the Lasombra can be standoffish and callous, those that antagonize or indulge in casual cruelty will quickly find themselves cast aside or destroyed. The Lasombra are, if anything, calculating, willing to switch tactics to get the job done, whether through charming shadows, using a proxy to circumvent the Prince's authority, or through brutal intimidation. Often it is a mixture of both.

The Clan of Shadows are fueled by ambition and a drive to outdo their peers and certainly their rivals. They are the consultant willing to do whatever it takes to retain a perfect success rate, the abyssal mystic willing to delve deeper and further than any other occultist in search of enlightenment, the lone Sabbat soldier who continues his fight against the sects despite his pack being long gone. Yet all of this takes place against the tide of the entropic apathy of the Abyss and the erosion of their Humanity. For all their talk of rejecting sentimentality, it is held all the same. Even if they claim it is purely a weakness or means it feels no less real.



Additional Lasombra Archetypes

PENITENT FAITHFUL

"There is a higher power, and I have wronged it."

Devoutly religious in life, in death these individuals follow strong convictions of their faith. They believe their existence as Kindred goes beyond mere damnation, but is actually a form of purgatorial perpetuation, an extension of time in which they can repent before they meet their Lord. In many cases what they do, they do out of reconciliation of their own nature. A moral debt to an unseen power, one that usually grows faster than can be paid.

SUGGESTED CONVICTIONS:

- *Salvation lay in repentance.*
- *Suffer no murder, and no murderer.*
- *Leave the world better than you found it.*

ROLEPLAYING HINTS:

- Self-righteousness comes second to charity and almsgiving. You see pain and make efforts to absolve it, or teach people how to bear it.
- Trials and tribulations are meant to be taken in stride. God is testing you in a way you can dislike, but it is a burden that is meant to test you in some way, even if you don't understand it.
- This un-life is your second chance, any wrong doings must be reconciled and repaid.

SUGGESTED TOUCHSTONES:

- Someone you consoled and helped overcome hardship in life. Their continued endurance in the face of adversity, as something physically weaker than you, but spiritually stronger, is what keeps you humble.
- An essayist who offers sharp insight into what this culture means and what it should become. They may critique opposing movements or reinterpret works as actually being of your ideals or aesthetic all along.
- Someone in direct opposition to everything you stand for. And yet, maybe it is their vigor or the earnestness of their belief. You find yourself respecting them deeply. You enjoy every moment spent sparring with them.

CORSAIR

"It's not stealing if you weren't strong enough to keep it."

A moniker from a time when many Lasombra sailed as pirates, the Corsair is more than a modern-day brigand. You thrive not by creating, but by exploiting. You take whatever you can get your hands on, but also sell those same things to interested parties and individuals. In the modern night, your tools have changed—planning heists, coordinating kidnappings, leading ghouls or hacker-coterie through data theft and corporate sabotage. Some Corsairs still board ships under cover of fog and moonlight, taking from the sea as their ancestors did. But the principle remains the same: savvy charm and intimidating force are the tools of success.

SUGGESTED CONVICTIONS:

- *If they can't keep it, they don't deserve it.*
- *Atrocity is worth only its potential for value.*
- *What the buyer does with what I sell is their fault.*

ROLEPLAYING HINTS:

- Be mindful of what something's value may be. Atrocity is pointless if there's nothing to be gained.
- Spectacle for its own sake is a waste of effort. Only go as far as you need to make a sale. Don't waste resources on being flashy unless it's an investment.
- Charm is equal only to fear. Try to make a lasting impression, and in situations where that doesn't work make sure you have a back up that keeps others off-balance.

SUGGESTED TOUCHSTONES:

- Your supplier. Someone that you speak with regularly and is nearly as ruthless as you. You're a pawn in their game, and they're a cog in your machine.
- A dirty cop or gang leader. Someone in a position of power that misuses it and never deals with the consequences, manipulating everything around them well enough to stay under the radar.
- Someone who sells and trades a commodity, but does so with ethical practices. They're an example of how you *shouldn't* conduct business.



VENGEFUL SURVIVOR

"You took everything from me and now I shall return the favor piece by piece"

These Kindren were broken. Perhaps by a rival or someone they trusted. Usually even by their own Sire. Within the Lasombra they're especially common, as it's the Embrace that breaks them. So great was the thoroughness and precision of their fall that when it was done, they were maimed, but reset. Like a bone that's healed stronger, more suited to bear the weight of spiteful work. The scars of the past still run ragged in your memories, and there must be a price to pay for all you've lost.

SUGGESTED CONVICTIONS:

- *Never let anyone stand between you and your revenge.*
- *Justice must be absolute, mercy is a luxury.*
- *Take from those that take from you.*

ROLEPLAYING HINTS:

- When you make your mind up in regards to someone's moral character, be exceptionally stubborn when it would come to changing it and always try to be the odd one out when it comes to trusting others.
- Revenge is the end-all, it's the greatest motivator and it's likely all that keeps you going in the night. Your Beast might have aims similar enough to the extremes you're willing to go to, so when it comes to it, it might be best to indulge and ride the wave.
- You didn't survive hell to be pitied, but what was lost can be a good way to gain the empathy of others, or manipulate them in a way that ensures assistance.

SUGGESTED TOUCHSTONES:

- A police officer who once had a family like you. Their family was targeted and murdered. The killer was never found. They now stalk the streets dispensing their own justice. Their drive reminds you of your own.
- The orphaned child of someone you killed in the past. They resent their parent's murderer, and though you try to do right by them any time you can, they are a reminder of your hypocrisy. One day you quietly hope that they will stand over your broken body and find peace.
- A therapist who teaches others to let go of pain. Their soft words, their fragile optimism—it disgusts you. Maybe, one day, you'll convince them they're wrong. Maybe one day you'll see things their way.

HOLLOWED SEEKER

"Anything could be hidden in the darkness, I need to know it."

Even in life these Kindred had a spiritual longing that no earthly achievement or knowledge would placate. The Embrace merely gave them a new perspective. To you there is a void within that can only be filled with knowledge, A hollow lined with teeth. There is no revelation too great, no truth too grim, no understanding too deep. The Abyss, and all its metaphysical nature is the truth behind reality. You wade through trepidation, use it, drown in it, and are empowered by it. Enlightenment hardly compares.

SUGGESTED CONVICTIONS:

- *Seek truth and accept it no matter how terrible it is.*
- *There is no cost too steep for power.*
- *The cold of the dark brings clarity—never let emotion cloud your purpose.*

ROLEPLAYING HINTS:

- You have been touched by the abyss and thus experience a certain cold detachment. You speak calmly, even when your world is breaking around you. Finality fascinates you.
- You pursue and document the Abyss and other secrets of this world with a hunger that rivals your need for blood.
- Others see sorcery as power to be wielded. But the Abyss is no servant. The paradox is this: those who try to command it are consumed. To master the Abyss, one must submit—become its vessel without losing the self entirely. Form without ego. Power without control. That is the path of the night.

SUGGESTED TOUCHSTONES:

- A blind person who speaks in lightless wisdom with a knowing, but soothing, tone.
- The sole survivor of an expedition, into the darkness of a cavern or diving into the deep sea. They came back frightened to their core, but knows what lay in the darkest depths of the world, and fearfully respects such things.
- An academic who has made it his life's work to understand metaphysics either through esoteric occultism or theoretical dark matter. He flirts with a truth that you already know. You don't know if you should warn him or watch him fall deeper.



DIGITAL EXILE

"They deleted me, but I'm still here. I'm just rewriting myself, one fragment at a time."

An architect of digital exploits. In life they were a master of modern technology, but as a Shadow their blood roils against itself paradoxically. Digital Exiles are usually accomplished "security experts" that knew the ways of a digital landscape better than the physical one. In life they saw the system as an oppressive enemy that would never be beaten, only weakened. In death the curse of their blood and the nature of other Kindred doesn't seem much different. The world *deserves* to be better, and these Kindred are ambitious enough to try.

SUGGESTED CONVICTIONS:

- *My curse will not doom me.*
- *Information should be free, especially to expose evil.*
- *The only authority you should trust is yourself.*

ROLEPLAYING HINTS:

- Be only as monstrous as you need to be. Unlike other Lasombra, your drives likely aren't aimed at being purely ambitious. Your enemy is the curse in your blood and your Beast.
- Maintain secrecy when you're able, information is power after all. However, giving others the knowledge and skills they need to find their own answers is something you should always do.
- Be scrappy and useful. If arrogant, back it up with capability. When able, refrain from atavistic tendencies and rely on well-thought solutions.

SUGGESTED TOUCHSTONES:

- Someone that you used to "work" with. Likely still a contact, though it's unlikely that you meet face-to-face these nights. Their struggles against the system reminds you of the constant struggles you dealt with in life; Food, water, shelter, and comfort.
- A server admin that was always there when you needed them. They'd set up temporary nodes to keep people's digital footprint off the grid, and they'd usually do it without asking too much in return.
- A nocturnal introvert. The type of person that lives and works at night and rarely goes out to see anyone other than close friends. Though they were difficult to see in life, their nocturnal operating methods line up with yours so well that you've likely grown closer.

BLACK HAND DUCTUS

"The war will not end. It can't end. Not until the Sword of Caine has fallen upon the miserable throats of the enemy."

You were Sabbat before the Beckoning came—before the Gehenna Crusade burned its way across the globe and the hungry ancients rose against the holy blades of your Sect. Though the Final Nights are here, and the end war burns bright in the night, the fact of the matter is that the servants of the old ones have taken hold everywhere. You're a part of one of the packs that tears across the night in the Sabbat's former holdings. You wet your teeth on the throats of the Antediluvian's vassals, and take back all in the name of Caine.

SUGGESTED CONVICTIONS:

- *My pack comes before everyone else.*
- *Those who serve the Ancients are already lost.*
- *Half measures will doom us all.*

ROLEPLAYING HINTS:

- Play combat efficiently and pragmatically. Cunning is key now that the ranks of the Black Hand have vanished. Always try to think outside of the box, whether that's planning ahead or thinking of tactics in the moment.
- Don't mourn your losses or setbacks. Weaponize their memory to galvanize your followers and take lessons from their fall for the next fight.
- You're a soldier first and foremost. You focus on achievable battle goals in your city. Practicality must come before debates of ideology.

SUGGESTED TOUCHSTONES:

- A member of a radical secessionist group. The world hates them. Their cause is riddled with infiltrators and traitors. And yet, they persist. You don't share their ideology, but you admire their resolve, their refusal to break.
- Urban combat expert. You watch his debates, read his essays. He has no idea how close his strategies come to those used by Kindred like you.
- A survivalist who believes a civil war is coming and is preparing to face it headlong. He writes detailed manuals, trains others, and theorizes about conflict with terrifying clarity. Most dismiss him as a crank. You know better.



OPPORTUNIST

"If you want to win the jackpot, you have to make the money to play the game."

A predator of systems, thriving in environments where ambition outpaces ethics. Driven by a relentless hunger for success, you weaponize charm, data, and desperation to climb the ladder, regardless of who you need to step on to get there. To you, all morality is transactional and empathy is a shackle. Your gaze is always fixed on the next opportunity. The world rewards those who act, not those who wait for it to, and sometimes it just needs a great big push. It is here you thrive where others fall.

SUGGESTED CONVICTIONS

- *Success is earned through relentless effort, not inherited privilege.*
- *Information is leverage; always be the most informed person in the room.*
- *Morality is a luxury—results are what matter.*

ROLEPLAYING HINTS:

- Speak in rehearsed, motivational platitudes that sound like they came from a self-help seminar. Even if they're annoying, use that energy to disrupt others and take control of a conversation.
- Everything is a transaction. Always ask what's to be gained, and what leads to greater control.
- Keep level-headed, to the point of being somewhat unsettling. Detachment is your sword and your shield.

SUGGESTED TOUCHSTONES:

- An ambitious go-getter with limited empathy, whether by choice or pathology. He's willing to do anything to get ahead in life, has broken the law more than once, and speaks in a blend of corporate jargon and life-coach platitudes.
- A person dealt a poor hand from birth, orphaned, raised in the system, and then thrown into an urban life that's taken far more than it ever gave. Yet persists. Deep down lives a survivor, waiting only to be shown how to claim what's owed.
- A rival who was always a source of envy and competition since youth. He "won" that race long before he knew he was even running it, at least until your Embrace. Since then he's fallen behind, shackled by ethics you abandoned. Still, there's a bond between you, perhaps so you can lord your victory over him, or perhaps because he reminds you there's something beyond winning.

THE RIGHTEOUS

"The world is full of unnecessary people. It's not my decision that I fight. It is a purpose chosen for me."

A zealot cloaked in righteousness, who sees suffering as sacred and apocalypse as purification. Whether a priest of the Lord, the Left hand of Lucifer, or some other higher power, these Kindred believe the world is irredeemably corrupt. Only divine rebirth—through pain and sacrifice—can cleanse it. Faith is not a gentle guiding hand; it is a hammer that can fix a broken world. You are both tragic and terrifying, a Cainite who clings to belief so tightly that it strangles everything human within. Devotion is absolute, and mercy in extremis.

SUGGESTED CONVICTIONS

- *Suffering is holy —It is preparation for change.*
- *The world is tainted. Destruction is purity.*
- *Doubt is weakness, faith is strength.*

ROLEPLAYING HINTS:

- Maintain intensity. When possible, speak your wisdom and proclamations as if they were scripture.
- No one is greater than your mission. Others are vessels or obstacles that can be used or discarded. The end-goal of what you believe is the ultimate fate of the universe, and people like you are needed to get it there.
- Religious metaphors are important to justify every action you take. When questioned, appeal to a higher power, or a grander purpose than what can be fathomed by others.

SUGGESTED TOUCHSTONES:

- A non-believer. Someone who even pushes against your beliefs (probably unknowingly) and forces you to question them.
- A fellow believer that is educated in the same beliefs, but goes about them in a different way. They're an example of someone with knowledge but lacks understanding.
- A common person that goes about their business unaware that the earth is a spiritual battlefield. They're a symbol of the exact type of individual your efforts are trying to change the world for.



Disciplines

DOMINATE: Lasombra pride themselves on their drive, their resolve, and more importantly their ability to force their wills onto everything around them, altering the very shape of any scene they're in. Another grim fact of the matter is that many Lasombra rely heavily on this mental power of enforced obedience, as their other Disciplines and methods tend to be ruthlessly attention-drawing, making this ability to force others to get their hands dirty, or forget what they saw at all.

OBLIVION: The Clan of Shadows has their title for a reason. Their mastery of Oblivion tends towards casting a wide net into deep darkness, dredging black waters of their aphotic mysteries. While the typical Lasombra cares little for the processions of the Abyss, they will readily employ the powers of Obtenebration that come naturally to them, channeling wicked writhing Abyss. In contrast, the more occult-inclined put their mind and soul on the line, tapping into powers beyond the ken of mortals and immortals alike, assuming the impressions of the dark, silhouetted in the orchestrations of Ceremonies, to slice into the depths of reality, allowing the Abyss to pour through.

POTENCE: Brute force. When mental will, and the silhouettes of the vast unknown fail, or are simply unneeded, the raw strength of the blood can leave as great an impression, and accomplish the task as handedly. Long have the Lasombra relished the ability to physically overpower their adversaries, going hand-to-hand with Brujah upstarts, while ripping the limbs from those that think them equals.

NEW COMPULSION: HOLLOW HEART: A sinking feeling, cold comfort, numbness. Your Beast drowns in the nihilism of the void. There is an inevitable nothing that will forever be empty, a hole that can't be filled with an ocean of emotion, wealth, praise, or success. Your attention and determination is eroded by waves of cold detachment. Your Stamina, Resolve, and Composure pools suffer a -2 penalty until the end of the Scene, or someone rouses you from this stupor by getting a Critical Success against you.

NEW COMPULSION: RIGHTEOUS INDIGNATION: The only anchor in your life is steady adherence to values that keep you steady amidst the uncertainty of the night. This compulsion manifests when you fail to operate on this personal code and your Beast is quick to steer that moral compass against you. You get a -3 dice penalty on all pools that don't directly act out one or more of your Convictions, as well as your pools to resist Frenzy. This lasts until you successfully win a Test of any kind with an aggressive action, or until you Frenzy.



Whispers from the Void

The Lasombra use parlance and words in relation to their circumstance. Whereas many occult-inclined Clans believe that power comes from a name, the Lasombra apply little care or attention to such concepts. Words have only as much power as their use, invoke only as much fear as they can threaten with, and titles are only as respected as the authority of the individual that has them.

ABYSS Also called the *Far Shore*, the *Deep*, or *Tehom*. It is a metaphysical realm of primordial dark that predates the universe. The Lasombra hold a vestige of the Abyss within their blood and soul from the moment of their Embrace, and it is from this alien plane that their Discipline of Oblivion draws its power. The Abyss exists at the farthest reaches of Oblivion, in the aphotic depths where no life or energy survives, but harbors a dreaded will all the same.

SHADES Things that pour out from the realm of death and darkness and into our reality. Shades differ from Wraiths in that they were never human at all. They are the mere reflection, or expectation, of sentience that is cast by the void itself.

OBLIVION | OBTENEBRATION The name for the plane of reality, a transitory land of lifeless darkness where dead things linger. The Discipline in 5th edition takes its name from this place, however many Lasombra refer to their mastery and techniques as Obtenebration, with only the very old and very young using the term Oblivion. Many Lasombra purists, especially Abyss Mystics, are vehement that the nature of their power differs vastly from the Necromantic aspects of the Hecata. Regardless, Obtenebration and Necromancy both rely on realms beyond, where lightlessness and lifelessness are ubiquitous.

NULL Modern Lasombra that were exceptionally accomplished in software and digital technology (usually hackers or software engineers of some kind). They have undergone a punitive Embrace that is meant to destroy their talents, not unlike the Nosferatu who Embrace the beautiful and the vain. Few NULLs are ever able to fully overcome their Bane and operate as efficiently as they did in life, however there is no greater motivator for talent in the Clan of Shadows than insurmountable obstacles and raw spite. It should come as no surprise that NULLs find comiseration with the Nosferatu.

SABBAT Also referred to as The Black Hand and the Sword of Caine. Violent, bestial, hungry, and above all else, *powerful*. This Sect refuses the convention Traditions of the Camarilla, and believes with no small amount of fervor that they are fighting an end war to not only save themselves, but prepare the way for Caine's return. Headed by the Lasombra and Tzimisce, from their wills it was able to wage a six-hundred year war with the Camarilla using "Packs" of Cainites. Much of this Sect has mobilized to a Gehenna Crusade that spans the globe, leaving remnants of their Packs to hold down old territories. This book provides basic information and Backgrounds to help playing as a former or current member of the Sabbat. However it is not meant to be exhaustive. For that we recommend [THE BLACK HAND: Playing the Sabbat](#).

DUCTUS & PRIEST Leaders of the Sabbat's packs. The Ductus has little formalized authority, and instead leads via charisma, sheer dominance, or intimidation. The Pack Priest serves as the cultural "heart" and spiritual fulcrum of their pack, when they themselves aren't the leader, the Priest is unofficially the second-in-command. Those Sabbat who are a part of the Gehenna Crusade frequently merge both roles, as they regard the war with the ancients as a holy one.

RITAE, VAULDERIE, AND VINCULUM Ritae are processions of the Sabbat's religious culture. Few of them survive in these tumultuous times. The *Vaulderie* is a Ritae wherein multiple members pour their blood into a Chalice, a Pack Priest blesses and mixes it, then each participant drinks. This creates a community-bond that ensures cohesion, and ties the fate of a pack with a single, bloody, thread. A *Vinculum*.



DISCIPLINE POWERS



Auspex

A power that's uncommon within the Lasombra, found only natively within the Kiasyd and Ascetics of the Dark. Those Lasombra that do have a talent in this Discipline usually use its extra-sensory powers to pierce the veils of both darkness and the obscuring effects of the unknown.

Level 1

TYPHLOTIC WITNESS

Amalgam: Oblivion 1

A power employed quite commonly amongst the Ascetics of the Dark. Developed in their compulsions to seek out a deepest darkness, this power uses the dark itself as a form of sensation without reliance on light and even in the total absence of eyes.

Some consider this ability Malison, which is a type of cursed knowledge that confers negative effects by merely knowing it. This power thwarts one's eyes and incurs a terrible sensitivity to light. This forces many to wear blindfolds, or in more ritualistic cases, excise their eyes each night.

Cost: Free; One Rouse Check

Dice Pools: Wits or Resolve + Auspex

System: The user suffers no vision-based penalties due to darkness, supernatural or otherwise. Even without eyes or other light-sensitive organs, the user can "see" in a cone-shaped space typical to that of one's normal vision. This form of sight can see even through thin barriers, such as masks, blindfolds, and fully blacked out glasses. Whilst in a supernatural or otherworldly darkness this sense is bolstered further, adding a +2 Dice Bonus to vision-based pools.

However their vision struggles to perceive brightly lit objects and spaces, suffering penalties not unlike those normally imposed in darkness. Dim light imposes a -1 penalty, while bright light inflicts a -3 penalty or total blindness. Sudden bursts of intense light, such as a flashbang cause a point of Willpower Damage.

The user can make a Rouse Check to push this supernatural perception through mundane barriers and "see" darkness on the other side. This usually requires a Resolve or Wits + Auspex Test; Difficulty 3, which may be contextually increased if the user is trying to perceive through particularly dense substances (stone, lead, etc.), or things warded against Auspex or Oblivion.

Duration: Passive; One Scene in regards to peering through dense barriers.

Dependants: [GLASS EYE](#) (●)

Level 2

DREAM DOMINEER

Amalgam: Dominate 2

This tightly-woven power of Auspex uses rudimentary telepathy to communicate with those in a lower state of consciousness, usually while they sleep, though any state of being unconscious usually suffices. Modern Malkavians are known to frequently employ this power, however it is the Kiasyd who claim its creation.

Cost: One Rouse Check

Dice Pools: Manipulation + Auspex vs Resolve + Wits

System: The user can speak telepathically with those who are unconscious or asleep and are in their line of sight. Communicating this way allows the user to implant subtle ideas into a victim's mind, and they can use Manipulation + Auspex to change a Mortal's Resonance. Two Successes change it to a Fleeting, four or more to Intense. A Critical changes it to Acute.

Victims do not immediately wake, unless their mental state is greatly disrupted, whether due to threats, or the probing for information, in which case victims may pass a Willpower; Difficulty 3 Test to wake.

The user may also employ other Dominate powers through this power. In these cases, such powers always require a Test of some kind, usually a basic Contest between the user and the victim. This is due to the sleeping mind not processing information in the same way as a waking one.

On a Win, the user's command is usually carried out within a moment and in a half-waking state, not unlike when a person experiences somnambulance. In the case of delayed powers, such as with submerged directive, those powers trigger as normal.

Duration: One Scene



Level 3

SIPHON THE MIND

Amalgam: Dominate 3

A power of the Kiasyd that allows them to pierce into a victim's mind and rip out their skills and mastery, granting it to themselves. Though created by the Kiasyd in the distant Dark Ages, where they used it to dreaded effect, in these modern nights it has become an equally devious tool amongst Malkavians, who are quick to use it as a punitive measure, or to teach a harsh lesson about how fragile one's memory can be.

Cost: One Rouse Check

Dice Pools: Intelligence + Auspex

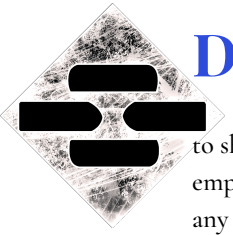
System: The user meets the eyes of their target, chooses a Mental Skill, and then activates this power, rolling Intelligence + Auspex vs the victim's Intelligence + Resolve. On a Win the victim's rating in the chosen Skill is reduced by an amount equal to the margin of successes, down to a minimum of 0, and that same Skill for the user is increased to the amount the Skill was reduced by. A Critical Win causes the victim to lose any Specialties they had in that Skill, and grants them to the user.

This does not add to the user's Skill, it simply *increases* it to that amount, i.e. if the user 'steals' 2 dots of Academics from a victim, but already has 3 dots in it themselves, it will remain at 3 and go no higher.

This power does not grant the user any knowledge of what Skills the victim has, or what their ratings are. Such information must be gained through trial and error of the use of this skill, or through some other means.

Duration: One Scene.





Dominate

The Clan of Shadows is quick to wield their wills to shape the actions of others, and so Dominate is employed as a tool of power, sometimes greater than any supernatural strength or dark can muster.

Level 1

ADMONISH SNARE

Amalgam: Potence 1

A tyrannical power that turns the possibility of punishment into an actuality, should those commanded go against the user's wishes.

Cost: Free

Dice Pools: Charisma or Manipulation

System: When the user meets the eyes of another and Wins a Contest using Charisma or Manipulation, they may choose to *ensnare* their opponent. The next time a victim *ensnared* by the user refuses to carry out an action that the user commands, or they successfully resist one of the user's powers of Dominate, the user may release the Character from *ensnarement*, inflicting Superficial Health Damage equal to the user's Potence.

Duration: Victims remain *ensnared* for up to a week. If they are Blood Bound to the user, they're *ensnared* until the bond is broken.

Level 2

OBNUBILATION

Amalgam: Oblivion 1

Created by a Lasombra who was directly inspired by the dementations of a Malkavian. This ability clouds the mental acuity of the victim, ensuring their pliability, and punishing them for anything mentally taxing.

Cost: Free

Dice Pools: Manipulation + Dominate vs Resolve + Intelligence

System: The user meets the eyes of the target and mutters a phrase of unintelligible words, loud enough that the target questions what the user said.

Unprepared Mortals cannot resist this power, while other Characters require a contest of Manipulation + Dominate vs Resolve + Intelligence.

Successfully afflicting a victim with this power reduces their Intelligence Attribute by 2.

Any attempts by the victim to remember specific details from Scenes during which they were affected by this power must first win a Test of Resolve + Intelligence; Difficulty equal to the user's Dominate. This effect is not additive with other Discipline powers that reduce Intelligence.

Duration: One Scene. Poor memory caused by this power lasts forever.

Dependants: [SUBJUGATING CONCATENATION](#) (●)

BREAK THE WEAK

Amalgam: Potence 2

Breaking the mind is a process that normally requires patience and consistent effort. However the Clan of Shadows sometimes punctuate their commands with intense physical action. This power manifests from those actions, placing violence even in their mental manipulations.

Cost: As with power used.

Dice Pools: --

System: Whenever the user successfully uses a power of Dominate on a victim, they may make a threatening gesticulation (i.e. throwing an object, grabbing the victim's arm, smashing a surface). That victim takes Superficial Willpower Damage equal to the user's Potence in addition to any other effects of the power used. Additionally, Weak and Average Mortals who are mentally impaired will even lose self-preservation while carrying out a command from the user's Dominate.

Duration: Passive

Level 3

LULL

Amalgam: Auspex 2

A power of the Kiasyd, who are more likely to concern themselves with that of sleep and dreams due to their alleged ancestry. By meeting the gaze of another, the user can utter a command for them to sleep. For Mortals this will likely cause them to lose consciousness for at least a few moments, while Kindred simply became lethargic.

Cost: One Rouse Check

Dice Pools: Manipulation + Dominate vs Current Willpower

System: Upon meeting their target's gaze, the user utters a command for them to "sleep" or something similar, then rolls their Manipulation + Dominate vs the victim's Current Willpower. A Win for the user causes the victim to suffer a -2 Dice Penalty to their Stamina and Resolve pools. At the end of the victim's next turn, if they're Mortal they'll fall asleep, while Kindred will enter a daysleep-like state only on a total failure to resist.

This power can be used in tandem with other powers of Dominate that might delay the effect, such as

SUBMERGED DIRECTIVE.

Duration: One Scene. If a Mortal was already exhausted they will sleep until rested as if they had fallen asleep naturally. This sleep follows the particulars of natural sleep, meaning that victims will wake from anything that typically wakes them; Loud noises, pain, a sense of danger, etc.





Fortitude

Despite their tenacity and drive for independence, the bolstering powers of Fortitude are rarely found within the Clan, with only a single Bloodline harboring any talent in it. The Knightly Orders of Lasombra even forgo this durability.

Level 2

SOMBER OBLATION

Amalgam: Oblivion 2

Used prevalently by those in the *Ombre di Cristo*, this technique entwines the pangs of Oblivion's soul-withering influences as a kind of oblation. An act that miraculously mends one's flesh, restoring constitution above their blood's normal efficacy.

Many in the *Hecata*, also know of this power, but observe it warily. Soul-suffering for the sake of earthly constitution is a dangerous sacrament, after all.

Cost: As needed for damage mended.

Dice Pools: --

System: When the user gets a 1 or a 10 on a Rouse Check to mend health, they gain a Stain, then Mend an additional point of Superficial Health for each Stain they have.

If the user is Rousing the Blood to Mend Aggravated Damage and have three or more Stains, they may choose to Mend an additional point of Aggravated Health Damage.

Duration: Passive





Potence

The power of brutality manifests as a tyrannical talent in the Lasombra, who employ it to viciously admonish their ghouls, and crush opposing Kindred.

Level 1

MERCILESS SWAY

Amalgam: Dominate 1

The Lasombra are nothing if not pragmatic to the point of unfairness, exploiting every path to dominance and power. This power, developed by especially tyrannical Sires, imprints the fear of physical might into the Lasombra's commanding powers of the blood, allowing one to be inhumanly strong of arm and authority, even when their talent in dominating the will in others is lacking.

Cost: As with power used.

Dice Pools: --

System: When using Dominate on a victim that has been damaged by the user, the user may roll their Potence in place of Dominate for any needed pools.

Duration: This power works on victims until the Health Damage has been healed.

Level 2

DROWNED KNIGHT'S DEVESTATION

Amalgam: Animalism 2

An old power of the blood. Created by the Knights of St. Adjutor long before they swore their oaths of civility. In the oldest records of the Drowned Knights this technique is recorded as having been learned by the bloodline's earliest forebears who sought to imitate the crush tides of the sea upon fleeing ships and eroding shores. During the Dark Ages, amongst Knights this technique became known as proud and relentless, requiring opponents to fight earnestly in open combat. The Drowned Knights have only vitriol for cowards.

Cost: One Rouse Check

Dice Pools: --

System: While active, the user adds half their Potence in bonus dice (rounded up) to Strength-based attacks made in contest with those rolling to evade the user. If those attempting to evade the user have added a Discipline to their pools to do so, the user instead adds their full Potence in bonus dice.

Duration: One Scene.

Level 3

MORTAL REMINDER

Amalgam: Oblivion 3

While anyone with a talent in Potence has inhuman strength, this technique calls on the inhumanity of Oblivion itself. Strikes imprint a terrible realization into the victim's very flesh, reminding them that one day they will die, and all the strength they call upon to buy themselves more time will amount to failure in the end. It should come as no surprise that the Lasombra love to employ this power, but are loath to be a victim to it.

Cost: One Rouse Check

Dice Pools: Variable

System: When the user deals Health damage through a direct physical attack, they may activate this power. All characters damaged by that attack Mend half as much Health Damage (rounded down) as they normally would from any source. If a Character would originally only Mend a single point of Damage via Rousing the Blood, they must make an additional Rouse Check to do so.

Powers and effects from sources other than the victim, (such as **VALEREN** (*Vampire the Masquerade: Player's Guide*, Pg. 75) fail outright unless they get a Critical Success, in which case they are half as effective, or require the victim to make their own Rouse Check should such effects Mend only a single point of damage.

Mortals and other individuals that heal automatically simply heal half the amount they normally would, rounded down.

Duration: One Attack; The detrimental effect to mending lasts until dawn or until the victim becomes fully healed, whichever occurs first.



Oblivion

Depending on the clan and tutelage, Oblivion manifests in varying ways and appearances. When the **Hecata** use this Discipline, they tend to channel the entropic nature of the Shadowlands to cast aside the natural order of life, animating dead flesh, putrefying biological matter, enslaving the souls of the dead, and creating dark Ceremonies that allow for powerful spellcraft. The **Lasombra** instead use Oblivion as a liminal space to dredge up the depths of the Abyss, and allow it to seep in through via the powers of their blood.

In recent nights old truths and new methods have shown that the line between Necromancy and Obtenebration may not be so defined as once thought. Kindred Blood shifts in strange ways, and the realm of Oblivion reveals itself to be truly unknowable.

As a reminder, getting a 1 or a 10 on a Rouse Check for any Power or Ceremony of Oblivion inflicts a Stain on the user, as glimpses of vast terrible uncreation rake their soul in flashing fits of misery.



Level 1

ANKYRA FAMULUS

Amalgam: Animalism 1

Prerequisite: Bond Famulus

Created by the Lasombra in the late Bronze Age, when they preferred the company of animals that could readily assist in their hunts at sea. This power empties the natural spirit of a Famulus, infusing them with a gift of their master's shadow. This altered nature changes them into an anchor of the Abyss, for gain and ill of such qualities.

Cost: Free

Dice Pools: --

System: The Famulus' Resolve and Stealth both increase to 3 (mark these as Exceptional Pools if necessary). Ankyra gain one or more eyes somewhere on their body that bear the unnatural look of deep-sea creatures, borrowing features beyond their original species—examples include the milky gaze of an anglerfish or the gold-and-blue ovals of a Pacific octopus.

Ankyra gain the Lasombra's Bane at Severity 1 (This occurs even if the user isn't Lasombra). They are also deeply photophobic; should they be forced into light, they suffer 1 point of Superficial Willpower Damage per turn of exposure. Ankyra possess perfect vision in darkness (including supernatural) and can use their Awareness to detect entities and powers of Oblivion—including Wraiths. They can also submerge seamlessly into their master's shadow and vanish. While submerged, their master gains +1 bonus die to their Oblivion pools.

When rolling to communicate with or understand their Famulus, the user may substitute Oblivion for Animalism and Occult for Animal Ken.

If slain or destroyed, the Ankyra rises anew from their master's shadow the following night, fully restored. This resurrection inflicts non-halved Superficial Willpower Damage to their master equal to the Ankyra's base Health tracker (excluding bonuses from powers or effects like Toughness or Enduring Beasts). This occurs regardless of their master's wishes, and if the inflicted damage escalates to Aggravated, the user gains a Stain, as the Abyss exerts crushing pressure upon their very soul.

The only way to permanently annihilate an Ankyra Famulus is to expose it to direct sunlight, destroy its master, or if their Master completely drains them.

Duration: As long as the user has a Famulus.

Dependants: [HADOPELAGIAN FAMILIAR](#) (●)



LAMBENT DARK

Amalgam: Auspex 1

An odd and somewhat rare technique of the Pilgrims of the Dark as well as certain Abyss Mystics. This power empties out the darkness itself, producing a kind of nonsensical false-light that can only be seen through powers of Oblivion.

Cost: Free

Dice Pools: --

System: Upon activation, the user radiates lambent dark from anywhere on their person. Lambent dark appears as pale light that can only be seen by the user and those with Oblivion-based powers of perception (such as [TYPHLOTIC WITNESS](#), [OBLIVION'S SIGHT](#) or [THE BINDING FETTER](#)—*Vampire the Masquerade Player's Guide*, Pg. 85 or [CROWN OF THE LOST CLAN](#)—*Clanbook Baali 5th Edition Deluxe*, Pg. 11), as well as certain denizens of Oblivion and the Abyss, such as Wraiths and Shades. Lambent dark also differs from typical light in that it works even in supernatural darkness, does not disrupt the powers of Oblivion and is not bright enough to blind others that can see it.

Duration: One scene or until deactivated.

Dependants: [POET'S PROSE](#) (●), [ANXIOUS DESIGNS](#) (●●) [THE CIRCUMSCRIBED VOID](#) (●●●)

Notes: Also present in *Clanbook: Toreador 5th Edition Deluxe*.

WILLING VESSEL

This technique is seen primarily amongst the occult-inclined practitioners of Oblivion that wish to open themselves up as vessels for Oblivion itself.

Cost: As with *Blood Surge*

Dice Pools: --

System: When the user *Blood Surges* a pool that includes Oblivion, they add an additional bonus die, on top of any other bonuses, however a 1 or a 10 on the Rouse Check made to Surge that pool inflicts a Stain.

When you learn a Ceremony of Oblivion, you may use this power as the Prerequisite in place of another if you haven't done so already. Should that Ceremony require the use of a power you don't know, you can use that power as if you had it, but only in regards to performing the Ceremony.

A Critical Win on a Ceremony Test grants you that Ceremony's normal Prerequisite for the remainder of the night, so long as you have the Oblivion Level required for it.

Duration: One turn; One night.

Additional Notes: Many groups have House Rules that extend the benefit of a *Blood Surge*. In these cases it's recommended that this power affects only the first roll, and then the typical benefits of the *Blood Surge* linger as per individual House Rules.

RAPACIOUS COMMUNION

This power fosters a connection beyond the shroud, into the depths of the Abyss or other realms of Oblivion and beyond. While typical Lasombra would rather have access to more immediately useful abilities, the ability to commune with wills and powers beyond opens the blood to many Ceremonial performances. The *Angellis Ater* and *Abyss Mystics* frequently employ this ability, rather than other foundational powers of Oblivion.

The exact nature of what the user is connected to may be left up to the Storyteller and the Player. Lasombra and Hecata might be connected to an alien will, an ancient wraith, or perhaps some darker eldritch being.

Cost: Free; One or more Hunger

Dice Pools: --

System: When the user slakes at least one Hunger and would gain a Resonance from doing so, they may offer that Hunger and the Resonance to the void. If they do this, the Resonance of that vessel is also removed, as the emotion within their blood is also taken as an offering. If the offered Resonance was Intense, or had a Dyscrasia, the user gains a paradoxically "intense" lack of Resonance (Also called a "Null Resonance"), conferring a bonus die to their Oblivion pools.

Additionally while the user holds no Blood Resonance, they can see in complete darkness without penalty, though this confers no further effects as with powers of [OBLIVION'S SIGHT](#) or [EYES OF THE BEAST](#).

Duration: Passive.

Dependants: [AVE SANCTE KHOHFSHIEL](#) (●), [HANDS OF THE FAR SHORE](#) (●), [AVE SANCTE CRATAEGUS](#) (●●), [KENOMIC BINDING](#) (●●●), [VOICES THROUGH THE VOID](#) (●●●●), [SILENT HUNGER](#) (●●●●●), [ABYSSUS ABYSSUM INVOCAT](#) (●●●●●●)

Notes: Also present in *Clanbook: Baali 5th Edition Deluxe*.



WILTING LEAMHAN

Amalgam: Dominate 1

A power of the Kyasid. Those educated in the fringes of the occult are quick to remark its similarity to a gnawing power of Dark Thaumaturgy, and even some Abyss Mystics regard it with a wary contempt.

When used, this technique tugs at the edges of Oblivion and presses it into glamoured shapes of black-winged butterflies, or perhaps moths, which form shadowy dances as they carry out the will of their conjurer.

Cost: One Rouse Check

Dice Pools: --

System: The user pays the cost and conjures a Leamhan Eclipse from their own shadow. These moths will obey the telepathic intentions of their conjurer to the best of their ability, however they have the mental capacity and instincts of typical moths, causing them to ignore complex commands.

Duration: Leamhan Eclipse last forever until destroyed.

Dependants: [DEVIL'S TOOTH](#) (●●), [CORRUPT SENSORY OPTICS](#) (●●●), [SIOFRA'S SPRING CROWN](#) (●●●)

NOTE: Statblocks in this book include Abilities, which serve as one or two word names for effects and qualities that character has. The mechanical effect of abilities is defined in the Tools section, and every instance of an Ability on a Statblock will always hyperlink to its associated section in the book to allow for quick reminders.

In general these Abilities are somewhat self-explanatory. Abyssal creatures take damage in direct light, Insubstantial can only be directly effected by other insubstantial or supernatural effects, and Minions are immune to commands of any kind save from their masters.

LEAMHAN ECLIPSE

GENERAL DIFFICULTIES: 2 / 1

A group of moth-like insects, transfigured from the dark of Oblivion and into substantive matter with spurious life. Unlike the insects they mimic, these moths are energy vampires, lightly siphoning it from whatever they flutter around or land upon.

A group of moths is referred to as an *eclipse*, due to their instinct for blocking out lights.

Standard Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 1, Bane Severity 1

Skills: Athletics 4, Stealth 4; Awareness 4 (Lights)

Abilities: Abyssal, Minion

Special: Though fairly harmless in combat, these moths sap energy from characters and objects they surround. This quickly dims lights, snuffs small flames, and weakens electrical currents, but also confers a -1 die penalty on the supernatural abilities of those they swarm.

Despite taking damage from them, Leamhan Eclipses will fly into bright lights if left unattended, usually destroying themselves if their ability does not dim the source quickly enough

Additional swarms do not accumulate dice pool penalties, but can drain more energy from electrical powers or snuff larger fires



Level 2

DREAD ROIL

A power of abyssal mysticism that pressurizes the density of a shadow, then releases it as a wave of darkness that travels along surfaces in a fixed trajectory, leaving a trail of abyssal dark in its wake. This wave ignores the effects of gravity, and will travel up any surface unhindered, ignoring even bright light. Those it passes through are metaphysically drenched by this dark, causing them to leave a similar trail for a short time.

Cost: One Rouse Check

Dice Pools: Resolve + Oblivion

System: The user concentrates on a dark spot in their line of sight for a full turn, then activates this power, sending a two-dimensional wave of pitch-black darkness flowing in a straight line. This wave is 2 yards/meters wide, and can travel a distance of up to three times the user's Oblivion rating in yards/meters before vanishing. If used as a ranged attack, the user rolls their Resolve + Oblivion, and it follows the rules typical to a ranged attack, however it can flow over or under cover at the Storyteller's discretion.

Characters that come into contact with the wave become drenched in darkness, chilling them to their core and conferring a -2 die penalty to their Stamina pools. Drenched characters also leave trails of shadow behind them as they move. If a Drenched character is struck by this power, or another "chilling" effect, they must make a Stamina + Resolve; Difficulty 2 Test else they take two Superficial Health Damage. A total failure on this Test also freezes the vitae in a Kindred's veins and Stuns them for a turn, while Mortals become hyperthermic.

This power is extremely conspicuous and easily noticed when employed in a well-lit area.

Duration: Trails and drenched effects remain on surfaces and characters respectively for a maximum of one Scene. Bright light burns away all effects of this power within a turn.

Dependants: [FALSE COMFORT](#) (●●●●), [THE POET'S TORMENTORS](#) (●●●●●)



LEGION

Amalgam: Dominate 2

This signature power of the *Angellis Ater* allows them to momentarily rip open the separating shroud between the earthly realm and a hellish one. While this tear lasts only the briefest of moments, it allows a creature of the Abyss to erupt into our world and exact a terrible, alien, violence upon the night.

Cost: One Rouse Check

Dice Pools: Intelligence + Oblivion

System: When activating this power, the user chooses a shadow in their line of sight and rolls their Intelligence + Oblivion. The user then chooses a creature of Oblivion (such as those listed in the "[Things from the Deep](#)" section) whose greater of the two General Difficulty ratings is equal to or less than the number of successes on the roll.

The chosen creature then erupts from the chosen shadow to perform a single action of the user's choice, using its own Stat Block. After this it immediately disperses back into the Abyss.

Duration: Summoned entities last one turn maximum.

Dependants: [AVE SPONSA SATANAE](#) (●●●●), [AVE SANCTE IOUDAS](#) (●●●●●)

GNASHING OF TEETH

Amalgam: Animalism 2

This technique uses Hunger as a fulcrum to conjure a fragment of the Grand Maw to viciously masticate victims. Circumventing the traditional powers of the Abyss entirely, this power is found across both the Hecata and Lasombra, and much more rarely in especially Bestial Bloodlines that pursue a talent in Oblivion.

Cost: One Rouse Check

Dice Pools: Wits + Oblivion

System: Upon activation, the user chooses a shadow at least 2 yards/meters across and rolls their Wits + Oblivion to manifest a huge shadowing maw with a radius of 2 yards/meters. Victims may roll their Dexterity + Athletics to evade. Anyone bitten by these teeth take piercing Superficial Damage equal to the user's current Hunger and are immobilized for the rest of the current turn. Victims can attempt to free themselves with a Test of Strength + Brawl; Difficulty equal to the user's Hunger.

On a Critical Win, victims take a point of Aggravated Health Damage instead of any Superficial and one of their limbs (usually a calve) is mangled beyond use (*Vampire the Masquerade Core Book Pg. 303*).

Those killed by this power are swallowed into Oblivion, leaving no body or Wraith.

Duration: --

Dependants: [HUNGER OF AHRIMAN](#) (●●)



Level 3

QUEEN'S REACH

Amalgam: Potence 2

An advanced form of Abyssal manifestation that conjures sinuous tendrils of dark from the wielder's arm. These tendrils erupt outwards in a chosen direction and adhere to whatever they impact, then pull taut. This allows them to function like a rope or grappling hook.

Cost: One Rouse Check

Dice Pools: Resolve + Oblivion

System: The user projects a sinuous tendril of darkness that sticks to the first thing it hits. This tendril's maximum range is twice the user's Oblivion rating in yards/meters. Immediately after impact the tendril will pull tight, pulling the user to any object with a greater weight than theirs or pull an object with a weight lower. The user can attempt to pull objects heavier than them with a Feat of Strength (*Vampire the Masquerade Core Rulebook, Pg. 411*).

Using this power on another Character is counted as a Wits + Oblivion ranged attack. On a successful hit, the characters enter into a Strength + Athletics Contest, with the loser being pulled to the winner.

Duration: The tendril lasts briefly enough to move the user. It can't serve as a rope or bridge.

Dependants: [THE CIRCUMSCRIBED VOID](#) (●●●)

Level 4

DRAUGHT OF ENTROPY

Amalgam: Dominate 2

Some Lasombra's blood runs so deep with dark that it confers a talent in such powers to those who drink it. Though this a considerable boon to those who partake, there's no denying the slow hollowing of the powers of darkness.

Cost: One Rouse Check

Dice Pools: --

System: Drinking a Rouse Check's worth of Blood directly from the user gifts the drinker with temporary Oblivion equal to half the Oblivion dots (rounded down) of the donor. Drinkers also lose, and cannot gain, Blood Resonance of any kind. If a drinker would gain a Stain from a 1 or a 10 on a Rouse Check, they gain an additional Stain, as the alien powers of infinite nothing wrack their unprepared souls.

Unlike other "Draught" powers, Draught of Entropy allows the drinker to choose their own powers of Oblivion up to the gained level when they partake from the donor.

The donor also gains the ability to manipulate the drinker's shadow through their powers of Oblivion as if it were their own.

Duration: One night; For vampires until their next feeding or they reach Hunger 5.

Level 5

DELUGE

Expertise in Oblivion such as this is wielded by masters of Obtenebration and Old Mortis both, and has long served as an example of those Discipline's convergent powers over the waves of the far shore. When used this power uses those waves to beat upon the crumbling beaches of reality, calling forth a deluge from the primordial Abyss or a screaming black sea of death. What difference is there to those drowning?

Cost: Two Rouse Checks

Dice Pools: --

System: The user must be completely concealed by darkness to activate this power. Upon activation, every shadow within 30 yards/meters of the user takes on the properties of three yards/meters deep water. While large structures and buildings remain stable, smaller objects may sink or bob on the surface depending on their buoyancy.

Characters must swim through this liquid darkness as if moving through a body of water, forcing them to make basic Stamina + Athletics; Difficulty 2 Tests as needed. Shadows on sloped or curved surfaces will "flow" with a current, though they will only flow to the edges of their typical borders before stopping abruptly.

Those who can't swim will sink to the bottom of a shadow, where they will remain until the effect ends or they are lent assistance by another. If a shadow is moved due to bright light, those submerged (including the user) are violently ejected and take three Aggravated Health Damage.

Those who are assisting others who can't swim do their own Tests as Called Shots with a penalty equal to the number of individuals they're assisting.

Those submerged in the liquid darkness suffer a -3 penalty to their perception pools and Mortals take a point of Superficial Health Damage each turn. Powers that allow one to see in, or through, darkness remove this penalty from sight-based rolls and most entities of Oblivion suffer no sensory penalties.

Those with this power, or other abilities of water walking, can walk upon the surface of the liquid-dark without issue.

Duration: One Scene.



Oblivion Ceremonies

While it's true that the Lasombra prefer overt and readily exploitable powers over the dark. There's many within the Clan of Shadows that have crafted processions of a deeper darkness, whether out of necessity, faith, or simply blind attempts at a greater understanding.

As a reminder, **getting a 1 or a 10 on a Rouse Check for any Ceremony of Oblivion inflicts a Stain** on the user, as glimpses of eldritch wills and distant darkness rakes their soul and psyche.

Ceremonies of Oblivion tend to have a prerequisite Discipline Power, which may be used as part of the procession, or simply creates the right properties in one's blood that allows them to successfully perform a Ceremony. The exception to this is the Oblivion power, **WILLING VESSEL**, which can be used in place of any power as the prerequisite.

Additionally, not all Ceremonies of the Lasombra are universal, some are more frequently learned and practiced by various denominations or Bloodlines, usually having altered properties. To better organize these rites, they have been divided up into sub-sections based on practitioners and themes.

NOTE: Past and future products may contain Oblivion Ceremonies and Powers that complement those presented here. This book presents required powers, however a Storyteller is encouraged to freely change prerequisites that they believe would fit better. Prerequisites when given for Ceremonies in this book require powers found here, or in the *Vampire the Masquerade Player's Guide* and present multiple options for prerequisites that are thematic to the Ceremony. Certain Ceremony Prerequisites might also call for powers outside of Oblivion in rare cases.

Unless otherwise noted, performing a Ceremony requires a Rouse Check, five minutes per level to cast, and a winning a Test of Resolve + Oblivion. The Difficulty of the respective procession tends to be its level + 1.

Ceremonies usually require additional ingredients or sacrifices to mingle the caster's vitae with. Unless otherwise stated the caster can only perform beneficial effects of these processions on themselves. In the case of Ghouls and Thin-Bloods, as well as other sources that might provide them, temporary dots in Oblivion do not provide the ability to learn or perform Ceremonies.



Obtenebration

Ceremonies that are historically tied to the discoveries and rites of the Lasombra. While they are most closely tied to Abyss Mysticism, these Ceremonies have been somewhat normalized within the Clan of Shadows (at least as normalized as a strange quasi-religious procession of the Abyss can be) and are frequently learned across multiple Lasombra creeds, cultures, and bloodlines.

Level 1

HADOPELAGIAN FAMILIAR

Prerequisite: [ANKYRA FAMULUS](#)

A Ceremony for use with a bound familiar, allowing the creature to swim through shadows as if through water. Though usually employed by *Drowned Knights*, it's not uncommon to see this Ceremony amongst any user of Oblivion that has a Famulus.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

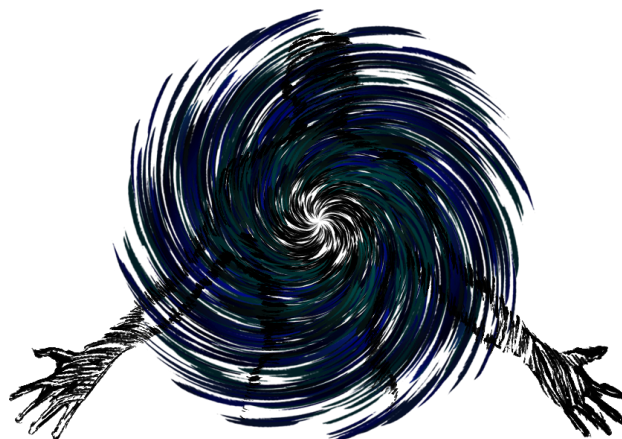
Ingredients: Black vinegar, raw fish; A famulus

Process: The caster seeps the raw fish in black vinegar and their own vitae, making their Ceremony Test.

System: A Win imbues the raw fish with abyssal properties, and when fed to the caster's Famulus, allows that Famulus to sink into any shadow as if they were a pool of water roughly 5 yards/meters deep. This allows the Famulus to 'swim' through shadows, even up vertical surfaces that they'd otherwise be unable to traverse. Moving in this manner counts as swimming, and the mobility of the animal should be treated accordingly.

Affected creatures can also spend a point of Willpower per turn to completely submerge themselves. While submerged, the Famulus is undetectable by anything but supernatural means. If the shadow is removed by light while a Famulus is submerged within it, they are violently ejected and take three points of Aggravated Health Damage.

Duration: One scene.



SUBJUGATING CONCANTENATION

Prerequisite: [OBNUBILATION](#) (Dominate 1)

A rite that allows one to overwrite the conjuring and animating force of Oblivion, binding it to their own will. Some Lasombra claim this Ceremony was created in response to Monçada's death at the hands of his own manifestation, while Harbingers within the Hecata claim it was crafted long before to turn the minions of the *Infiores* against their masters.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Variable Difficulty)

Ingredients: A yard/meter of iron chain, a small stone taken from a place of worship

Process: The caster places the stone in their mouth and grips the iron chain as tightly as possible, imprinting their will upon the length of the chain.

System: The caster must place the stone back in their mouth and swallow it, then throw the length of chain at a manifestation of Oblivion (such as a Shade), or a creature animated by it (Such as a *Mindless Corpse*). This may require a Dexterity + Athletics throwing Test. If the chain connects with the creature, the caster makes their Ceremony Test; Difficulty equal to the creature's highest General Difficulty. On a Win the creature is wrapped in the length of chain, even if they are insubstantial, and they will obey the caster until the end of the Scene.

Duration: One scene; Chains remain usable for a single night.



Level 2

GLASS EYE

Prerequisite: **SHADOW PERSPECTIVE** or **TYPHLOTIC WITNESS** (Auspex 1)

By removing one's eye and imbuing it with an abyssal resonance, it can be used as if it were still attached, so long as the caster's other eye is closed or blinded.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 3)

Ingredients: The caster's eye, black tea

Process: The caster removes their eye and seeps it in the tea, then makes their Ceremony Test.

System: On a Win, the eye becomes encased in a chilled near-solid gel. It can be thrown at any solid surface, causing the gel to adhere to the surface and become a glass-like shell that the eye is encased in. Throwing the eye may require a Test at the Storyteller's discretion.

Once adhered to a surface, the caster can make a Rouse Check to peer through the eye at any time.

Duration: So long as the cast's removed eye remains unrestored.

Level 3

CORRUPT SENSORY OPTICS

Prerequisite: **WILTING LEAMHAN** or **SHADOW CLOAK**

This rite creates a disrupting field that severs an area from electronic observation. Especially occult-minded hackers claim it creates a field of digital emptiness, and that the Ceremony might even leave behind psychic residue from the void.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4+)

Ingredients: A cracked screen from a surveillance device, 1 yard/meter of fiber optic cable tied into a noose, a drop of Vitae mixed with powdered graphite, a blueprint (or well-made map created via an Intelligence + Craft; Difficulty 3 Test) of the area. Large or complex structures (such as office buildings exceeding 5000 Sq. feet/460 Sq. meters) increase this Difficulty by 2 or more.

Process: Lay out the blueprint and set the shattered screen at the center. Place the loop of the noose around the screen and draw a spiraling sigil outwards from the loop with the graphite and the cable itself. Lastly, make your Ceremony Test. Again, large or complex structures (such as office buildings exceeding 5000 Sq. feet/460 Sq. meters) increase this Difficulty by 2 or more.

System: On a Win, all electronic sensors within the looped area on the blueprint are affected. Alarms fail to trigger, cameras loop feeds, and biometric locks register false-negatives, motion sensors register no movement.

A Messy Critical manifests Fadeouts in the area.

Duration: Twenty minutes or two hours on a Critical.

Level 4

VOICES THROUGH THE VOID

Prerequisite: **RAPACIOUS COMMUNION** or **SHADOW CAST**

A Ceremony of the Les Amis Noirs (also known as the Friends of the Night). This strange procession imbues a Chess set to serve as dropstones in the void, allowing those that have them to commune with one another through the Abyss across vast distances.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5)

Ingredients: A black candle, a chess set carved from obsidian or ebony, sea water; For subsequent use: A candle made from black beeswax or ambergris and a checkered surface.

Process: The caster leaves the chess set in freezing sea water placed in a lightless room for three nights. Near dawn on the third night they drip a Rouse Check worth of their blood into the water over an hour, then make their Ceremony Test.

System: A Win primes the pieces for use. Anyone given a piece from the set can light a candle in an otherwise completely dark space, then set their chess piece down in a way that the candle casts its shadow onto a wall and make a Rouse Check. Others who have done this will also have their pieces cast from the board onto the same wall. Each participant may communicate with another as if they were in the same room. If a piece's shadow is disrupted (either by powers that affect shadows or by bright electrical light,) the link is severed.

Duration: Chess pieces stay primed for use until they are destroyed or they're exposed to direct sunlight. Communication lasts as long as the piece remains on the board and the candle burns, or until the piece's shadow is disrupted.



Level 5

SILENT HUNGER

Prerequisite: [RAPACIOUS COMMUNION](#)

This rite allows one to become a radiating beacon of the raw hunger of the dark, making every shadow a masticating infestation that chews flesh and drains blood. Rare in modern nights, the effects of this Ceremony are obviously supernatural.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 6)

Ingredients: Four dozen fangs from various predators.

Process: The user makes a circle of the fangs with the points facing outwards, then kneels in the center and makes their Ceremony Test.

System: A Win infests every shadow within thirty yards/meters of the caster with the hunger of the void. Each turn Mortals within infested shadows are bitten and chewed by countless tiny mouths that deal a point of Aggravated Health Damage, while vampires take a point of Superficial Health Damage.

The caster also slakes 1 Hunger for each Mortal that dies due to the consuming effects of this Ceremony. This can reduce their Hunger to zero.

Duration: As long as the caster remains in the circle.



Abyss Mysticism

Quasi-theological processions that allow one to gain understanding via descent into the metaphysical realm of the Abyss. Each of these Ceremonies confers a permanent 'Vestige' of the Abyss upon the Mystic. Originally meaning "to offer up", *Vestige* would later be associated with things that were to be destroyed in the name of God, connotating a negative and adversarial meaning. While other occultists regard the Anathemas of these Ceremonies with distance, Mystics view them as evidence of their mastery and understanding of the dark.

The effects of any listed *Vestige* are *always* permanent, and cannot be removed under any circumstances. Ceremonies of Abyss Mysticism also have steep costs and requirements, but usually provide powerful and long-lasting effects.

Level 1

HANDS OF THE FAR SHORE

Prerequisite: [RAPACIOUS COMMUNION](#)

Mystics know that the strength of the flesh is weak and inconsequential, only the strength of the dark matters, and so use this power to suffuse their own physical body with the cold brawn of the Abyss.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

Ingredients: A lightless room, one pint (two liters) of blood, four pints (eight liters) of pitch resin

Process: The caster must be at Hunger 0 to perform this Ceremony and have no Blood Resonance. The pitch must be brought to a boil and the Mystic soaks the lower half of their body, and their forearms into it, causing a point of Aggravated Damage. The Mystic then makes their Ceremony Test.

System: A Win causes the pitch to dye the caster's skin, and allows those areas of flesh to be used as if they were shadows in regards to other powers.

The user also adds Oblivion to their Feats of Strength and pools to maintain a Grapple. This appears in the form of writhing tendrils and hands that rise from the pitch-stains on their body. This bonus is disabled in bright lights.

Duration: Pitch stains are permanent, as are their quality of counting as shadows; Strength-bolstering effects last one night; A Critical Win causes the effect to last for a week.

Vestige: The pitch stains are icy-cold to the touch of still-living things and vampires with Blush of Life active, and will even condensate beads of water. Blush of Life does not mitigate these effects.



Level 2

HUNGER OF AHRIMAN

Prerequisite: [ARMS OF AHRIMAN](#) or [GNASHING OF TEETH](#)

One of the oldest rites of Abyssal Mysticism that allows one to use their ruinous powers of Oblivion to feed with. Though this may be less conspicuous than a direct bite, the bruising left on victims is evidence enough at times. This rite finds wider appeal amongst the Clans of Oblivion, regardless of creed or faction.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 3)

Ingredients: The caster's vampire fang, a tool to pull out the caster's fang

Process: Upon waking from daysleep, the caster extracts a fang and drops it into their shadow. They must maintain an uninterrupted focus on it for fifteen minutes. At the vigil's end, they spit a Rouse Check's worth of blood onto the fang and make their Ceremony Test.

System: On a Win, the fang and blood sink into the shadow. Thereafter, for every 3 Superficial or 1 Aggravated Damage their Oblivion powers would inflict, the caster may instead drain 1 Hunger from the victim, applying the effects of a direct bite. Blood gained this way carries no Resonance. Victims' flesh appears desaturated; mortals are left heavily bruised. **Duration:** Until the user has used it to slake an amount of Hunger equal to the number of Successes on the Ceremony Test, or three nights on a Critical Win on the Ceremony Test..

Vestige: Ripples, lines, and spirals of crimson, like blood in water, slowly dance through the Mystic's shadow while at Hunger 4 or higher.



Level 3

KENOMIC BINDING

Prerequisite: **SHADOW SERVANT** or **RAPACIOUS COMMUNION**

A binding rite of Abyss Mysticism that uses the Mystic's own will as a catalyst for conjuration from the dark. Despite lending mastery enough to control manifestations from the Deep, the tumultuous Abyss takes on volatility as well. When the user's blood roils with the seeping emptiness of the Abyss, it pours out into the mundane realm as unexpected things.

Cost: Three Rouse Checks

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4)

Ingredients: A basin full of coagulated blood, black salt, six talons from a bird.

Process: The caster must have no Blood Resonance to perform this Ceremony. The caster must down the coagulated blood, which requires a Resolve + Stamina; Difficulty 3 Test without the Iron Gullet Feeding Merit.

The talons are hooked into the caster's webspace between each finger and makes their Ceremony Test.

System: On a Win, the caster gains the ability to make a Rouse Check and rip one or more talons from one hand and throw them to the dark, making a Resolve + Oblivion; Difficulty 7 Test. The Difficulty of this Test is reduced by the number of talons ripped free. A win manifests a Talon of Ahriman that obeys the caster's mental commands.

Duration: Talons of Ahriman last until dawn or until the Ceremony is performed again. Embedded talons stay primed for use until pulled free or the Ceremony is performed again.

Vestige: Whenever the Mystic gets a 1 or a 10 on a Rouse Check that would inflict a Stain (even if that Stain is prevented) they immediately retch up a Rill. This Rill does not obey the caster.

TALON OF AHRIMAN

GENERAL DIFFICULTIES: 3 / 1

Appearing not unlike fractured obsidian. These beings have long served as both killers and couriers for Mystics dating back to the nights of the Sea of Shadows.

Standard Pools: Physical 3, Social 1, Mental 2

Secondary Attributes: Health 3, Willpower 6, Bane Severity 2

Exceptional Pools: Athletics 6, Brawl 7, Stealth 6; Intimidation 6; Awareness 7

Abilities: Abyssal, Distorted, Insubstantial

Special: Talons attack with their Brawl, dealing +2 piercing and slashing damage. They deal non-halved damage to Wraiths and other insubstantial beings.

Talons can spend a point of Willpower to assume an avian shape, allowing them to fly in three-dimensional space to cross greater distances during their limited duration.

Mystics can whisper a single sentence to a Talon, which it can relay to another by merging with their shadow.

RILL

GENERAL DIFFICULTIES: 4 / 2

Rill are lamprey-like manifestations that sap warmth as sustenance. Hecata consider them manifestations of the Grand Maw, Lasombra consider them a nuisance.

Standard Pools: Physical 2, Social 1, Mental 0

Secondary Attributes: Health 2, Willpower 0, Bane Severity 2

Exceptional Pools: Athletics 6, Stealth 6; Awareness 5

Abilities: Abyssal, Distorted, Insubstantial

Special: Rill seek lightless warmth above all else, sapping it until the source is left freezing cold. They are largely uninterested in vampires who aren't under the effects of the Blush, and will swiftly seek nearby mortals to latch onto.

Rill latch onto mortals and siphon heat from them, dealing a point of unpreventable Superficial Health Damage each turn. When the Mortal's Health Tracker becomes fully marked, they will become hyperthermic. If a Rill kills a Mortal this way, it splits into two copies of itself.

Rill last until dawn, vanishing even if they are shielded from sunlight.



Level 4

WRITHING INNARDS

Prerequisite: **ARMS OF AHRIMAN** or **GNASHING OF TEETH**

The chambers of the heart, the hollows of the stomach, the sinuses of the skull, and the cavities of bones.

Mystics learned long ago that the dark within each person is some of the deepest there is. This primordial Ceremony floods those lightless spaces within the bodies of others with a predator's intent.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5)

Ingredients: Ground omomi herb, the blood of a canid slaughtered by the caster, a pint of fresh blood from the intended victim.

Process: The user grinds the herb and mixes it with the blood. Then invokes the Abyss and their own Beast. The mixture is brought to a sunless place and cast into the dark.

System: For the remainder of the night, the next time the Mystic's eyes meet another, they may make their Ceremony Test (The Difficulty of which is increased by 1 for each victim beyond the first). A Win inflicts the victim with a predatory shadow within. Those with **PREMONITION** or similar abilities will immediately sense something is "wrong" inside of them.

For the duration, whenever the Mystic fails to resist Frenzy, has a Messy Critical, or a Bestial Failure the bestial darkness within their victim is provoked, causing non-halved Superficial Damage equal to the Mystic's Bane Severity.

Should the victim's Health Tracker become fully marked, their wounds erupt with writing masses of dark, dealing one point of Aggravated Health Damage and stunning them for one turn. If a victim dies while afflicted with this power, an **Asterius** (p. 131) rips free from their body.

Victims whose center of mass is in bright light cannot be damaged by this power.

Duration: One night.

Vestige: The user's eyes become deep crimson from sclera to pupil causing them to appear like orbs filled with semi-translucent blood. Their coloring only changes when using other powers of Oblivion, such as

OBLIVION'S SIGHT.

Level 5

ABYSSUS ABYSSUM INVOCAT

Prerequisite: **SHADOW SERVANT** or **RAPACIOUS COMMUNION**

The deep calls unto the deep. Through this rite, the Mystic confronts the raw, unfiltered essence of both their Beast and the more mortal instincts of their lingering unconscious humanity, known as their Shadow. Both archetypical reflections of the Mystic, these two other aspects are drawn into meditative confrontation through this Ceremony, leading to a descent into internal Abyssal truth.

Others see this rite as the grandest and most final act of an Abyss Mystic, however Mystics themselves know it is only another threshold passed unto greater revelations, emerging unified in their self-division, becoming both their shadow and the shape that casts it.

Cost: One Rouse Check

Dice Pools: Remorse Test.

Ingredients: A lightless space, enough sea water to completely submerge the Mystic, a full-length mirror,

Process: The user places the mirror directly above them, then submerges themselves in the sea water within a lightless space. They descend into a near-torpor for thirteen nights. Each night the caster takes a Stain. If light touches the caster at any point during this time they wake and must Test for Fury Frenzy, and the Ceremony must be started over.

On the thirteenth night the Mystic awakens and makes their Remorse Test. Regardless of the outcome, their Humanity is then halved (rounded up).

System: Upon completion, the Mystic's Shadow becomes a distinct character, controlled by the same Player and capable of detaching into three-dimensional space. It shares the Mystic's Character Sheet—excluding Health, which uses a separate tracker—and inherits the Lasombra Clan Bane, though its severity is doubled for relevant rolls.

Knowledge, Compulsions, senses, and contextual Merits are shared. Any Merits, Flaws, or effects that impair control over their Shadow are suppressed while the Mystic has at least 1 unmarked Willpower.

The Shadow may only slake Hunger via Oblivion powers (typically Hunger of Ahriman), and Resonance bonuses (except Null Resonance) become penalties. If destroyed, the Mystic suffers 3 Aggravated Willpower Damage and must repeat the Ceremony Test to restore it upon waking.

If the Mystic suffers Final Death, the Player may continue playing as their Shadow,

Duration: Until the End of Time.

Vestige: While the user casts no shadow (such as in well-lit rooms), or their Shadow has been destroyed, their pools suffer a Dice Penalty equal to their Bane Severity, as they feel incomplete.



Dark Graces

Sacraments of the especially devout, most usually amongst those Lasombra who are of Abrahamic faiths. While exact beliefs may vary according to Sect, culture, or geography, most who practice the Dark Graces believe that God was the primordial dark that spoke the phrase אור 'ה' ("Let there be light") and cut creation from the dark, shaping the world.

Many *Ombre de Cristo* and *Drowned Knights* practice the Dark Graces, as do the *Hecata*. Whether these Ceremonies draw on a higher power or one's own conviction is indiscernible, but such is the nature of faith. Like the belief in creation from nothing, these Ceremonies require no prerequisite power.

Effects of these ceremonies are closely tied to Humanity, and tend to thwart the powers of sorcery and darkness.

Level 1

KYROS' SHROUD

Prerequisite: NONE

One of the first Dark Graces, this Ceremony conjures a facsimile of an ancient shroud that would guard against the charms and minions of Misbegotten Khofilim and Typhonous Serites, though as Kyros' heart darkened, his paranoia turned towards shadow spies and threats from Oblivion.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

Ingredients: A beeswax candle, holy water or oil, a length of fabric that is large enough to wrap about the shoulders

Process: The performer takes the linen and folds it tightly around a bundle of hyacinth. They then pray for protection and strength against the darkness repeatedly for five minutes, before making their Ceremony Test.

System: A Win causes the fabric to become pitch black.

HUMANITY 6+ The cloak turns blood red when someone nearby activates a power of Presence and you always have the option to resist such powers, no matter how subtle they are.

HUMANITY 5- The fabric turns a deep purple while in the presence of a Wrath, or conjurations of Oblivion, such as Shades, adding +2 dice to any pools to perceive such entities.

Duration: One night.



Level 2

SIN SEEKERS

Prerequisite: NONE

A Ceremony that imbues projectiles with banishing powers much unlike those typically found in Oblivion.

Across the world, many religious and martial orders revere archery as a discipline that requires focus, patience, and virtue. This Ceremony has thus become common amongst those who hunt and banish the dark and the inhuman.

Owing no specific origin in any given creed, many Lasombra Knights consider it a sole creation of their faith in God, and yet the wintry Kin Eaters of the Americas remember the burns of darkly blessed arrows as painfully as the Dirt Spiders of Japan.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 3)

Ingredients: Something blunt that will be launched or thrown as a projectile, gold, something that can melt the gold.

Process: The caster melts the gold and then dips the blunt tip of each projectile into the liquid metal, speaking expelling words of faith and protection. They then make their Ceremony Test.

System: A Win imbues a number of projectiles equal to the margin of success plus one. When used as attacks against mindless undead, manifestations of Oblivion, infernal entities, or vampires in Frenzy or with four or lower Humanity, any resulting damage is converted to Aggravated *after* halving and any other preventative effects.

Duration: Projectiles remain blessed until used, or two nights. A Critical on the Ceremony Test imbues them permanently until they're destroyed.



Level 3

SHIELD OF THE INSOLENT

Prerequisite: NONE

This rite imbues a surface, traditionally a shield, with a sheen of murky darkness, allowing it to act as an impediment to the insubstantial matter of Oblivion and the Abyss. This Dark Grace was re-discovered rather recently when a Hecata Grave Warden was roused from torpor, however in the distant past it was rather prevalent amongst knightly orders who combated infernal bloodlines.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4)

Ingredients: Something metal that can be used and held as a shield, holy water or oil, a symbol of one's faith.

Process: The caster douses the metal surface with the oil, brandishing their symbol with the other hand, whilst praying for protection. At the end of the prayer the caster makes their Ceremony Test. This Ceremony is quick to perform, requiring only a single prayer.

System: A Win imbues the shield. While imbued, the caster can roll their Stamina + Oblivion to resist attacks from Blood Sorcery or Oblivion powers, causing the shield to take the damage in their place. Shields imbued by this Ceremony have a "Health Tracker" equal to the caster's Humanity.

Duration: One night.

Level 4

HALLOWED GROUND

Prerequisite: NONE

A Ceremony that consecrates the very ground with dark grace, preventing the soil from being disturbed by defiling acts of grave robbing, as well as the powers of Koldunism and other earthen manipulations. Though the Lasombra and Cappadocians of old were infrequent allies, the Clan of Shadows were quick to spurn grave robbery under the decrees of Pope Gregory X, who emphasized the sacrality of funerary rites and consecration. To the Lasombra's pleasant surprise, this Ceremony also thwarts the attempts of sorcerous powers over the earth, as well as attempts to use the hallowed ground as an earthly escape.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5)

Ingredients: Holy water or oils, purifying fragrances and incense, a place with the remains of at least 12 individuals

Process: The performer walks the area and splashes the earth with holy water or oils whilst also wafting purifying fragrances. They may pray aloud or quietly to a greater power. After circumnavigating the area three times, they make their Ceremony Test. The remains of every 12 individuals beyond the initial dozen in the area increases the difficulty of the Test by 1.

System: A Win saturates the ground with forbidding dark, blanketing it in a preternatural fog and chilling the air. Those that attempt to exhume remains, or who manipulate the earth through powers of Blood Sorcery and Protean, find that their attempts take four times as long to complete or perform. Examples of this can be grave robbers struggling with keys to a mausoleum, shovels flounder to move earth that feels much heavier than it should, and raising a coffin from the ground taking hours of hoisting or leveraging.

Powers over the elemental earth and water in the area struggle to manipulate the ground with any sort of quickness and pools to do so are done as -2 Called Shots. Supernatural abilities that allow one to move into, or through, earth (such as Earth Meld) fail outright.

Duration: One month. This duration is renewed each time new remains are added to the area in proper funerary fashion.



Diabolica

Infernalist Ceremonies of the *Angellis Ater*. Much of these processions were created from the inversion of early Christian Rites, either as a resenting form of *Black Angels*' own resentment for their perceived damnation as Cainites, or to simply rebel against the burgeoning influences of the Catholic Church.

Though mortals may be quick to equate these rites with LaVeyan Satanism, they pre-dated it by some centuries and operate more as worship of Satan and idolatry of his canon. Despite this, many modern day *Angellis Ater* are Embraced from such ranks, and use Diabolica in line with their beliefs of self-strength and defiance.

Level 1

AVE SANCTE KHOHFSHIEL

Prerequisite: [RAPACIOUS COMMUNION](#)

Unholy prayer that calls upon the intercession of Khohfshiel, Saint of Liberation. It's uncommon that the *Angellis Ater* develop the technique of the Baali's "inner voice". However this Ceremony was created by a Misbegotten as an luminary gift, so that the *Black Angels* might liberate themselves from tribulations via knowledge. In return the *Black Angels* canonized the Misbegotten's ancestor, and believe that Saint Khohfshiel's shines white-gold at Satan's side as a misguiding light.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

Ingredients: [Prayerbook of the Pit](#), a satanic rosary, a knife or dagger, a candle made from subcutaneous human tissue, an altar to Satan.

Process: The caster speaks the full rosary before an altar to Satan. After this they take their knife and wrap the rosary around its hilt and hold the blade over the lit candle before pressing it into their own skin. They then make their Ceremony Test.

System: A Win allows the caster to automatically pass a single Insight, Academics, or Occult Test with a Difficulty lower than the number of Successes on the Ceremony Test.

Duration: One night; One relevant Test.



Level 2

AVE SANCTE CRATAEGUS

Prerequisite: [RAPACIOUS COMMUNION](#)

Unholy prayer that calls upon the intercession of Crataegus, Saint of Conquest. Having been canonized during a prophecy in 1995, Crataegus is the most recent of Satan's Saints. Deemed a form of Infernal Necromancy, this Ceremony causes a corpse to become a conduit to Crataegus, causing it to whisper combat tactics in real time. It's not uncommon that young *Angellis Ater* who use this Ceremony strap the corpse to their back and wade into combat with its hellish direction.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 3)

Ingredients: [Prayerbook of the Pit](#), a satanic rosary, a knife or dagger, an altar to Satan, a (very) fresh corpse.

Process: The caster speaks the full rosary before an altar to Satan. After this they take their knife and plunge it into the corpse, before making their Ceremony Test.

System: A Win causes the corpse to whisper tactics and strategy in real time. For each success on the Test, the corpse can Teamwork on a non-attack combat roll, increase the bonus provided by a maneuver by 1, or provide a strategic insight (i.e. she's hiding a knife, this would be a good spot for an ambush, watch for a flank).

Duration: Variable



Level 4

AVE SPONSA SATANAE

Prerequisite: [LEGION](#)

An unholy prayer invoking the Black Bride of Satan, Saint of Hellfire and consort-to-be of the Infernal Throne. The *Prayerbook of the Pit* speaks of a Lasombra violinist whose melody seduced Satan himself. In return, he poured into her heart black flame and vowed they would one day rule Heaven and Hell as King and Queen. Through this rite, the Bride is called to fill the celebrant's heart with her monochrome flame wielded as a black blade of death.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5)

Ingredients: [Prayerbook of the Pit](#), a satanic rosary, a knife, an altar to Satan.

Process: The caster speaks the full rosary before an altar to Satan. After this they take their knife and wrap the rosary around its hilt before plunging it into their own chest, causing a point of unpreventable Aggravated Health Damage that cannot be healed until the knife is withdrawn.

System: When the knife is drawn from the user's chest, they may make a Rouse Check and their Ceremony Test. Win or lose, the knife's blade alights with Black Flame, changing its damage modifier to +1 Aggravated Health Damage (regardless of what it was previously). Those struck by Black Flame become ignited with it, taking a point of unpreventable Aggravated Health Damage each turn until they're extinguished. Those with True Faith take non-halved damage while ignited.

If the Test was lost, the user must make a subsequent Test for Fear Frenzy provoked by fire as normal.

Individuals that die while ignited by black flame are wholly consumed by it, leaving no corpse or Wraith.

Duration: The knife remains alight for a number of turns equal to the successes on the Test. Should it leave the caster's hand the effect ends immediately. Those ignited remain so for a single scene or until put out.

Level 5

AVE SANCTE IOÚDAS

Prerequisite: [LEGION](#)

Unholy prayer of the *Black Angels* that calls upon the intercession of Judas Iscariot, betrayer of Christ. A controversial figure, even amongst the *Angellis Ater*. Judas is prayed to only by the most accomplished Infernalists, who call upon him for the powers of his treacherous Kiss.

Cost: Two Rouse Checks

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 6)

Ingredients: [Prayerbook of the Pit](#), a satanic rosary made of onyx and iron, a knife or dagger, thirty silver coins.

Process: The caster must have their rosary, prayerbook, and knife on them. When the Satanist feeds directly from an individual, Mortal or otherwise, they must place the thirty silver coins into their hand, then make their Ceremony Test.

System: For a number of nights equal to the Successes on the Test, the victim will be overcome with an irrational need to betray everyone they know and love. The caster and Storyteller should work to decide what forms this betrayal will take and make sense for the victim, but examples include spreading secrets or rumors to ruin reputations, fabricating evidence to authorities, maiming and killing them, and orchestrating increasing ploys that ruin their lives.

Supernatural characters can attempt to end this curse at dawn each day (or in the case of vampires when they enter day-sleep) with a Resolve or Intelligence + Occult Test; Difficulty 5. A Win ends the effects of this Ceremony immediately.

When the effect of this Ceremony ends, victims immediately snap back to their normal mental state, usually taking numerous Stains in the process due to their actions. It is not uncommon for the mounting guilt to irrevocably ruin their Humanity and will to live.

Duration: A number of nights equal to the Successes on the Ceremony Test.



Apothecia

Kiasyd-made processions that ritualize the mixing of odd ingredients. These weird Ceremonies were frequently mistaken for Alchemy in distant ages when the Weirdlings were still a young Bloodline. The reasoning of the mistake is obvious enough, in that they seem to use Oblivion as a facilitating agent as a way to perform necromantic or biological alchemy.

Apothecia is horticultural in nature, requiring the growth of herbs and fungi, or including rotting ingredients, which can be mixed or matched to tailor the outcome's effects or traits. This makes Apothecia especially complex and somewhat modular. Practitioners are called Apotecaires, and are sometimes familiar with Cappadocian Necromancy (known as **Old Mortis**), as well as old-world magickal rites.

Level 1

LIVING FAE RING

Prerequisite: None

Many of the Kiasyd's Ceremonies lend themselves more towards a fairytale quality, somehow altering the nature of Oblivion in a way that bends and alters life, in this case, turning the power of their Vitae towards proliferating flora. Most Weirdlings who have even a bit of knowledge about Oblivion know this Ceremony, as it requires no special talent in any specific power of the blood other than Oblivion itself.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

Ingredients: A mushroom.

Process: The caster places the mushroom in moist earth and drips Vitae on it. Over the next three nights additional mushrooms will grow until they create a ring.

System: Plants and fungus within the ring require no water or sunlight, and grow quickly enough that they can be used as ingredients for Rituals and Ceremonies every other night at midnight.

Duration: Requires a Rouse Check of Vitae every 24 hours, or it, and the plants within, wither and die.



Level 2

DEVIL'S TOOTH

Prerequisite: [WILTING LEAMHAN](#)

Using a strange conflux of rot and cursed blood, this Ceremony creates a fungus that is not unlike *Hydnellum peckii* which can be consumed by Cainites to slake their thirst. However there's a price to pay for trying to trick a Cainite's nature.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4+2 for each 'plot' of Devil's Fungus the caster has)

Ingredients: Any tooth fungi spores, a rotten log or a *Siofra Gardener*, a gallon of coagulated blood, a pound of still-warm human skin.

Process: A patch of the log (or *gardener*) is coated in the coagulated blood, and the skin is draped over it. The spores are then placed across the skin and the user makes their Ceremony Test. On a Win, fungus will germinate and grow across the flesh and blood as it rots. This fungus reaches maturity in four nights, becoming the titular *Devil's Tooth* fungus.

System: Mature *Devil's Tooth* discharges crimson semi-opaque syrup that can be consumed to slake up to two points of Hunger each week (*effectively counting as Herd* (●●)). However, for each Hunger Slaked from *Devil's Tooth*, the user must make an additional Rouse Check upon waking the subsequent night, which can quickly lead to dependency on *Devil's Tooth*.

In addition a Hunger's worth of *Devil's Tooth* syrup can be used in place of a Rouse Check's worth of vampire Vitae should it be a requirement in Thin-blood Alchemy, Ceremonies, and Rituals, making it a valuable reagent.

Duration: *Devil's Tooth* lasts until it is exposed to direct sunlight or destroyed.



Level 3

SIOFRA'S SPRING CROWN

Prerequisite: [WILTING LEAMHAN](#)

This Ceremony requires deep knowledge of poisons, herbs, and the subtle art of soul manipulation.

Developed from incomplete fragments on a record of [Old Mortis](#), with the gaps in information being filled by more modern Samedi Necromancy and certain west-european folk rituals, this procession is rather new, yet has roots in old world magicks that span the globe.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4)

Ingredients: The caster's ghoul, Death Cap, crushed Datura or fly agaric, dew collected from berry bushes, numerous long flexible leaves

Optional Ingredients: Dead Man's Fingers spores, Actual Fingers from a Dead Man, [Devil's Tooth](#), [Living Fae Ring](#)

Process: The apothecaire grinds up any fungal or plant ingredients along with the dew water. They then place a single drop of the mixture into the eyes and mouth of their Ghoul, as well as the belly button.

The Ghoul will enter a trance-like state as their metabolism slows to a crawl. The caster then wraps the mortal tightly in the long flexible leaves, wholly encasing them, then buries the Ghoul in rich garden soil, or within a [LIVING FAE RING](#). Upon waking the next night, the Apothecaire makes their Ceremony Test.

System: A Win causes the Ghoul to rise from the ground as a *Siofra Gardener*. Based on the ingredients used, the *Siofra Gardener* gains the following traits:

DEAD MAN'S FINGERS SPORES Unarmed attacks can strike insubstantial targets, such as Wraiths or shadowy constructs of Oblivion.

ACTUAL CORPSE FINGERS Gains 1 base Armor.

DEVIL'S TOOTH Gains the Blood Sorcery power,

CORROSIVE BLOOD.

LIVING FAE RING The ring and everything growing inside of it will now grow on the body of the *Siofra Gardener*.

A Kindred can only have up to two of these *Siofras* at a time.

Duration: The *Siofra* lasts forever, but must be fed a Rouse Check worth of vitae once every lunar cycle.

SIOFRA GARDENER

GENERAL DIFFICULTIES: 4 / 1

Siofra Gardeners are half pharmacology and half supernatural reanimation. Semi-living beings that exist in a chemically-induced state, wherein their metabolism has slowed to the point of near-death, these poor souls cannot survive without Vitae, and have little in the way of will or self-preservation.

Siofra is a misnomer, with it being Gaelic for "bright" or "spirit". In the early nights of the Kiasyd's existence, the first iterations of these creatures were decorated with bioluminescent fungal growths, leading mere mortals and younger Weirdlings to think of them as ghosts.

Standard Pools: Physical 5, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 0

Skills: Brawl 8, Stealth 6, Survival 6; Intimidation 4

Abilities: Minion

Special: Require no organs to see, hear, or feel and are immune to mental powers and influences. They obey only their creator. They take damage as a Mortal does and keep any power granted to them by their master, as with typical Ghouls.

Per their name, they are excellent gardeners, and will autonomously ensure plants, even exotic ones, are well-kept so long as they have access to the means to do so.

Unlike typical reanimated corpses, the Siofra have the ability to think and solve problems independently, though they lack the complex thought required for speech outside of one or two words.

When left idle without instruction, the Siofra will revert to old habits it had from before its current state that didn't require too much thinking or problem solving.



Level 4

FALSE COMFORT

Prerequisite: [STYGIAN SHROUD](#) OR [DREAD ROIL](#)

A Ceremony that calls upon an Effigy from the Abyss and imprints it with the appearance of a Mortal, for use as comfort, coercion, or cunning. Though it originated from Ascetics who sought to fashion comfort from absence during their pilgrimages, it was soon viewed too indulgent an act. Yet it found its way into Weirdling minds and libraries, who have altered it with their own formulas. This Ceremony has added credence to tales of changelings in relation to the Kiasyd's history, which few elders of the Bloodline daign to deny.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5)

Ingredients: Reflective shard of a broken mirror, a gallon of ink made from squid or cuttlefish (or made via the [POET'S PROSE](#) Ceremony.) A drop of blood or lock of hair from the subject.

Optional Ingredients: Moonmilk, Salted Bone Dust, Devil's Tooth

Process: This Ceremony requires the user to have a Melancholy resonance. Using the ink, the caster paints three concentric circles, the smallest and inner-most circle being two yards/meters across. The user places the blood or hair and the mirror-shard in the middle circle, and sprinkles their own vitae in the outer circle.

After this the caster repeats three facts about the individual and then three falsehoods, repeating this as a kind of mantra for at least twenty minutes, then makes their Ceremony Test.

Based on the ingredients used, the *Human Effigy* gains the following traits:

MOONMILK Bane Severity reduced to 1.

SALTED BONE DUST Gains a Dominate 1 power the caster knows.

DEVIL'S TOOTH Needs to feed half as often.

System: A Win conjures a Human Effigy. However the Ceremony alters it to take on the appearance of the subject specifically, rather than of its own volition.

Duration: Until the Human Effigy is destroyed.

HUMAN EFFIGY

GENERAL DIFFICULTIES: - / -

A mere effigy of humanity, one that rises from the dark of the Abyss and assumes a fleeting form of life. Human Effigies are most commonly conjured by Lasombra, but can also be found in thin or liminal spaces. Though they tend to pose little physical danger to Cainites, like their usual conjurers, they are vampiric in nature, requiring blood to sustain their substantiality.

Human Effigies gain not only the appearance of what they mimic, but also their mannerisms, skills, and talents. In many cases an Effigy will forget its true nature, living as an unknown reflection until revelation reverts it to nothingness.

Standard Pools: Human Effigies have the same Attributes and Skills as the individual they're mimicking.

Secondary Attributes: Bane Severity 2

Abilities: Abyssal, Distorted

Special: When first seen, the Effigy mimics someone important to the observer. This illusion lasts until its Willpower is fully marked with Aggravated Damage, at which point it dies. Anyone who knows the original can attempt a Resolve + Insight Test (Difficulty 2) to see through the mimicry; the Difficulty increases by 1 for each full scene spent with them, capping at 7, beyond which the Effigy is indistinguishable. If mimicking a vampire, it only reflects memories and mannerisms from their mortal life.

Effigies rarely know their true nature. They must feed on blood (or Vitae) every new moon or they will wither and disperse. Physical damage cannot permanently destroy them, though most Effigies will rationalize their injuries or their miraculous return away.



Ars Poetica

Exceptionally peculiar rites. Much of these processions were obsessively gleaned from the fragmented passages of the Scrivener's Manuscript, the record of a Toreador poet who through his obsessions with the unknown, stumbled upon the farthest depths of the Abyss. There he was beset by a voice from deeper still, which in madness he recorded.

These rites tend toward using the Abyss as a watery surface that distorts or reflects emotion and absence back at itself, or at the performer, to manifest change. The most basic example of this power is *Lambent Dark*, which cozens lightless light, by paradoxically emptying the dark of its darkness.

Level 1

POET'S PROSE

Prerequisite: [LAMBENT DARK](#)

A simple procession which informs how one can use the deepest darkness to signpost their passage, inscribing their path to keep from getting lost, and leave written words for those that might follow, which can only be perceived through the use of Oblivion.

Despite its uses, it is rare for anyone outside of the Ascetics of the Dark, or the descendants of the Scrivener, to know this Ceremony.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

Ingredients: A small sharp implement that can be used to write.

Process: The writer takes their sharp implement and presses it through their skin, allowing vitae to coat the tip, then makes their Ceremony Test.

System: Whether the Test is passed or not, vitae coating the end of the implement will begin to shine with *lambent dark*, which can then be applied to most any surface to leave secreted messages, unseen directions, or provide decorative ambience. When applied to a surface, the intensity of the *lambent dark* is diminished to that of mere fluorescence, not unlike certain colors or materials under blacklight.

As with the power [LAMBENT DARK](#), the pigment and the light it casts can only be seen by Oblivion-based powers of perception, excluding even powers of *Auspex*.

Duration: Twenty-Four Hours on a failed Test or forever on a pass; Direct bright light, or sunlight of any intensity, will burn away the *lambent pigments*.

Notes: Also present in [Clanbook: Toreador 5th Edition Deluxe](#).



Level 2

ANXIOUS DESIGNS

Prerequisite: [LAMBENT DARK](#)

A tutelary rite that inscribes a Ghoul with occult knowledge and rites. There are tales of ancient ghouls inscribed via this Ceremony with even older rites, kept alive in the monasteries of the Bloodlines of Death and Darkness, awaiting a time of revelation.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 3)

Ingredients: Lead and cinnabar-based ink, or ink made via the [POET'S PROSE](#) Ceremony. A tattooing implement.

Process: The caster selects either:

- A Ceremony or Ritual they know
- An Academics or Occult Specialty they possess, along with a dot rating equal to or less than their rating in the associated Skill

The caster enters an Extended Intelligence + Academics Test with a difficulty equal to twice the chosen Procession's level (or the selected Specialty's rating), tattooing the information into the flesh of a Ghoul. Once the Extended Test is complete, the caster makes their Ceremony Test.

System: On a Win processions recorded on the Ghoul can be performed by others that have the Ghoul readily available to read from as if they knew that rite themselves, and can learn them as if they had a teacher.

If a Specialty was chosen, the Ghoul counts as a Library with a number of dots equal to the Rating chosen in regards to that Specialty.

The total dot-ratings of processions and Library on a Ghoul cannot exceed their Stamina. (i.e. a Ghoul with 3 Stamina can have three 1-dot Ceremonies or a 2-dot Library + Specialty and a 1-dot Ritual, etc.)

Duration: These tattoos are permanent. If the skin is excessively damaged or removed, the effects may become illegible.



Level 3

THE CIRCUMSCRIBED VOID

Prerequisite: [QUEEN'S REACH](#) or [LAMBENT DARK](#)

This procession increases the reach of the void to that spoken of in legends, a unique act that demonstrated mastery and sovereignty.

In that distant era, the Ascetics would record their divinations onto whale bones, writing in ancient scripts that few but the educated or the mad could read.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 4)

Ingredients: Fish or whale oil, octopus ink, a sharp bone

Process: The caster chooses one of their Powers or Ceremonies of Oblivion, then mixes the oil and ink in an inkwell, then uses the sharp bone to tattoo a glyph of the Abyss on the back of their hand, then makes their Rouse Check.

System: As long as the caster has the tattoo on their hand, whenever they use the chosen Discipline Power or Ceremony its range and/or radius is doubled. Casters can perform this Ceremony on themselves for each hand they have.

Duration: The tattoo vanishes during daysleep as normal unless preserved by another trait.



Level 4

EVULSION PRINT

Prerequisite: [RAPACIOUS COMMUNION](#) or [TOUCH OF OBLIVION](#)

Ostensibly this procession protects a mortal, though perhaps not in a kind enough way that one might expect or prefer. Kindred who bite Kine imprinted with this rite will find their fangs ripped out by tenebrous tendrils that erupt from deep within the wound.

Ascetics value what little time they may share with their mortal stock, especially those important to them. Even more so their disdain for covetousness sometimes leads them to using this rite as a lesson against such acts.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 5+)

Ingredients: Squid ink or ink made via the [POET'S PROSE](#) Ceremony.

Process: This Ceremony requires the caster to have a Phlegmatic Resonance. The user feeds a Rouse Check of their blood to another directly from their wrist, then covers one of their palms with the ink, then presses it against the bare flesh of the vessel they're feeding from, making their Ceremony Test. The Difficulty of this Ceremony Test is increased by 1 for each Mortal the performer currently has marked with the use of this Ceremony.

System: A Win stains the handprint of ink into the flesh of the victim. Whenever anyone (or anything) other than the Ceremony's performer bites the subject, Kindred or otherwise, strands of tendinous Oblivion burst forth and wrap around the biter's fangs. The biter must make a Stamina + Resolve or Fortitude; Difficulty 4 Test. A failure rips the biter's fangs out, also causing a point of unpreventable Aggravated Health Damage.

Vampires only regrow their fangs upon healing the damage, while other Characters or animals simply lose them forever unless they can grow them back due to their individual nature or ability. This Ceremony does not prevent any damage that a Mortal would suffer due to being bitten.

Duration: The mark lasts one week, or one month on a Critical Win on the Ceremony Test.



Level 5

THE POET'S TORMENTORS

Prerequisite: **STYGIAN SHROUD** OR **DREAD ROIL**

This ancient Ceremony of Oblivion calls upon things that live deep in the black seas of the Abyss. Though supposedly originating from the Scrivener's Manuscript, accomplished Abyss Mystics know this procession as well. Due to their unpredictable nature, many Lasombra refuse the practice of this Ceremony, or outlaw it at times.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 6)

Ingredients: Nothing.

Process: Performing this Ceremony requires the caster to first scout out the area in which they wish to summon *Blatherskites*, with a Wits + Survival (Rural areas) or Streetwise (Urban areas); Difficulty 3 test, each success beyond the margin allows the caster to identify, or create, a spot dark enough for a *Blatherskite* to emerge.

System: A Win on the Ceremony Test causes a *Blatherskite* to emerge from each dark spot identified or created with the scouting roll.

Duration: Blatherskites last until destroyed.

BLATHERSKITE

GENERAL DIFFICULTIES: 5 / 2

Figments of thought and will from the deepest fathoms of the Abyss. *Blatherskites* babble incoherent truths that sew chaos and drive listeners mad. With no small amount of uncertainty, many Mystics conclude that the Poet of Ascetic myth was possessed by these entities, and not beset by some greater voice in the deep. As if their vain hopes could reduce the void.

Standard Pools: Physical 8, Social 0, Mental 4

Secondary Attributes: Health 8, Willpower 0, Bane Severity 6

Skills: Stealth 10; Intimidation 10

Abilities: Abyssal, Distorted, Insubstantial

Special: Mends 2 Superficial Damage each turn while in total darkness. Blatherskites attack with their **Intimidation** pool, using incomprehensible appendages, errant static, or blades of shame. Damage is dealt as Superficial Health or Willpower, whichever has a smaller tracker. A Critical Attack inflicts a Compulsion, usually a Fear of the Dark.

Victims can resist these incomprehensible attacks with **Resolve + Composure**. Malkavians add their Bane Severity to resist attacks from Blatherskites, and will innately know when one is near even without Premonition.

Blatherskites will indiscriminately torment or attack anyone they see, including the caster, though they will prefer victims that don't have Oblivion first.



New Predator Types

Hunting amongst the Keepers differs primarily in that many see it as an opportunity to assert their superiority over others. Mortals are usually treated abysmally and become unwitting symbols of their authority, be it through Obtenebration, faith, competency, or simply their will.

Alû

The Alû was a faceless spirit of Sumer that would drape itself like a shadowy cloak over its victims, overwhelming them with paralyzing fear while it sapped their health. Whether the Lasombra inspired the myth, or the thing itself inspired them, is a moot point to you and your prey.

- Add a specialty: Stealth (Those Slumbering) or Awareness (Entry Points)
- Add one dot of Oblivion or Obfuscate
- Gain the Feeding Merit: Alû (●●) - Even when a victim wakes, they're unable to act, as per your namesake.
- Gain the Mythic Merit: Asneisen (●) - Your shadow is a thing as devious as you.
- Lose one dot of Humanity.

Predator Pool: You either seek out domiciles where everyone inside has gone asleep and walk the rooms to find a suitable meal with Dexterity + Stealth, or you scope out a place's weak points to gain safe entry to the vulnerable that rest inside with Resolve + Awareness.

Broker

While others hunt in business and institutions that they "own", you've built something better: a reputation. You get things done: quietly, cleanly, effectively. You solve problems for Kindred who can't, won't, or don't dare to fix them themselves. In return? They pay in blood; access to their herds, feeding rights in their Domain, or a sampling of their favored vessel. A corpse here, a secret there, and you get to drink without ever leaving your reputation at the door.

- Add a specialty in Investigation (Fuck Ups) or Awareness (Complications)
- Add one dot of Auspex or Obfuscate
- Spend two dots across Fame and Status
- Gain the Psychological Flaw: Blood Broker (●) - You treat the term blood money rather literally, and prefer it.

Predator Pool: Resolve + Fame or Status to sell your reputation and your "rates". Wits + Investigation or Awareness to resolve the issue well enough to get payment in blood.

Caballero

Though associated with chivalric connotations in Mortal society, amongst the Sabbat the Caballero is a hunter of their own kind. Unlike the Blood Leech, however, these Kindred are usually unconcerned with protecting humans, and instead hunt the Children of Caine who they perceive have broken laws or committed wrongs. These perceived wrongs can be due to Religious, Sect, or personal beliefs. In modern nights, Caballeros who have joined the Camarilla are quick to earn the title of Scourge, while the few Sabbat hardliners who remain hunt by their own codes as Caine's punisher.

- Add a specialty in Melee or Firearms (Heavy Weapons) or Streetwise (Non-Mortals)
- Add one in Animalism or Potence
- Gain the Psychological Merit: Self-Righteous (●●) or Aeneas (●●) - You hold fast to a certain value, especially when they're wielded in the name of violence, or to push your will past its limits.
- Gain the Haven Merit: (●) or the Hidden Armory Haven Addon (●) - You have a small safehouse somewhere in a dark corner of the city, or you keep some weapons under your pillow.
- Lose one dot of Humanity. Though you hold fast to your convictions and righteous methods, it's no surprise that your brutal methods have also broken them more times than you'd like to admit.

Predator Pool: You primarily hunt those you perceive as criminals, especially other Kindred, in a rather violent and punitive fashion. You overwhelm your inhuman prey with martial ability going in with all guns blazing, using Composure + Firearms, assailing them with a colossal weapon using Strength + Melee, or relentlessly hound them with Resolve + Streetwise. The Caballero always hunts at +1 Difficulty or more, depending on their mark.



Confessor

A once-common method among the Lasombra with deep roots in the Catholic Church. From the shadows of a confessional booth or behind the guise of the clergy, the Confessor draws in sinners seeking absolution. Through whispered guilt and murmured shame, a rapport is built. Some offer a “private penance”, a moment of prayer behind closed doors where the Kindred feeds in hushed silence.

Most Confessors use this method cynically: a hunting ground dressed as holy ground. But a rare few do so in earnest believing that those seeking absolution can do so with a price paid in blood.

- Add a specialty in Academics (Theology) or Insight (Assuage)
- Add one dot of Dominate or Presence
- Gain the Tithed Bibitor (●●) or Pack Priest (●●) background. Vitae offered freely causes no bonding effects, or you're the spiritual anchor of a Pack that likely takes a few extra drinks during the Vaulderie and other ritae you officiate.
- Gain the Psychological Flaw: Religious Prohibition (●) - Over-indulgence is a poor way to win people's trust, and in life you were likely taught better.

Predator Pool: To solemnly lend liturgical comfort to others with Charisma + Academics or glean how to solve their guilts with Resolve + Insight.

Gamemaker

A possible hold-over from the Sabbat (or simply a Ritae for those still in the Black Hand). The Gamemaker has a group (a pack) they organize hunts with, creating bestial hunts that require teamwork and cruelty, all to secure to a “trophy vessel”.

- Add a specialty in Awareness (Victims) or Leadership (Cruelty)
- Add one dot of Potence or Protean
- Gain the Sabbat Background: Pack Tactics (●●).
- Gain the Bestial Merit: Cruel Slice (●) - There's satisfaction in violence.
- Lose one dot of Humanity.

Predator Pool: Seek a “trophy” with Intelligence + Awareness, or create and organize the cruelest possible form of competition amongst your peers with Wits + Leadership. These Quick Hunts can be done solo, but someone else has to choose your trophy for you. In anycase, the Difficulty of these hunts can't fall below 3.

Hector

A form of feeding that was ostensibly practiced by Lasombra who claimed to be brave and noble, but were actually domineering and brutish. These Cainites feed on those that depend on them, and who they depend on. Ostensibly even claiming this as a form of testing others to see if they're strong enough to survive, though the reality is usually that a Hector merely wants to feed from those they know.

- Add a specialty in Brawl (Allies, Contacts, or Retainers) or Intimidation (Allies, Contacts, or Retainers).
- Add one dot of Dominate or Potence
- Gain the Feeding Merit Machiavellivore (●●) - You exploit those who are also your resources as food. If they suffer, they should be strong enough to overcome that suffering.
- Gain one dot in Contacts or Retainer.
- Lose one dot of Humanity.

Predator Pool: You brutalize or coerce those present in your Backgrounds with Strength or Manipulation + Brawl or Intimidation. It's easy to find targets, but hard to keep from damaging them. The Hector's Quick Hunts are done at -1 Difficulty (to a minimum of 2) and instead severely damage those Backgrounds on a Failure or a Messy Critical until the end of the current Story.

Piscator

Once a simple form of hunting for sailors at sea. The centuries have slowly warped the Piscator into being a form of feeding that feeds through the use of abyssal powers. These nights it has become one of the primary methods of feeding amongst Abyss Mystics and other more occult-minded Kindred.

- Add a specialty in Occult (Sacrificial Rites) or Occult (Eldritch Powers)
- Add one dot of Oblivion
- Spend two dots across Ceremonies of Oblivion.
- Gain the Feeding Merit: Cyclical Offering (●) - The Abyss grants you some small favor of the dark.
- Gain the Mythic Flaw: Inner-Void (●) - Numbing darkness is soothing.

Predator Pool: You feed via strange rites, using Resolve + Occult. If you have powers or Ceremonies of Oblivion that allow you to feed through them, you may make a Rouse Check and roll Oblivion + Occult instead. When done in haste, increase the difficulty of quick hunts by 1, as a ritualistic feeding is always harder to prepare quickly, or clean up well.



Teardown

For you, feeding is a social tool to break the proud or the accomplished just as much as it is to slake your hunger. You target those with power—corporate climbers, gang lieutenants, petty lords, and self-styled sovereigns. You strip them of their illusions and confidence to ensure they know exactly where they belong: With their throat in your mouth.

- Add a specialty in Insight (Insecurities) or Persuasion (Belittle)
- Add one dot of Presence or Oblivion
- Gain the Feeding Merit: Prey on the Proud (●) - The most confident are the best to feed on, their blood resonating in yours.

Predator Pool: You pick apart a victim's insecurities with Wits + Insight or convince them of their own weakness with Manipulation + Persuasion.



Optional Advantages

New Merits, Bloodlines, Loresheds, and Flaws that Players and Storytellers can use to build their characters. Many of the Advantages here are designed with the Clan of Shadows in mind, with many being callous or Abyssal in theming. However it is ultimately up to the Storyteller, and the Player who wants to use them, to decide if they fit into the character they're creating.

Storytellers and Players are encouraged to think about the whys and hows of these Merits, and consider what events may have lead to a character having them, and how they will affect the character scene-to-scene, as they are stand-out ways to help define characters, both Player and otherwise, and add stronger context and story.

Merits & Flaws

BESTIAL Merits that delve heavily into the desires and influences of the Beast on the Kindred's psyche, physicality, and spirit. Many Lasombra are quite prideful of their inhumanity, their callous ability to crush everything in their way without guilt.

(• to •••) **CRUEL SLICE** Your Beast revels in especially gruesome destruction. Your *Messy Criticals* that inflict physical harm to others restore an amount of Superficial Willpower equal to the dots in this Merit.

Flaw: (••) TEMPESTUOUS TEMPERAMENT This odd quirk of the Beast, is found in those who spend a great deal of time near the sea or in particularly storming areas of the world. While it's raining your difficulties to resist Frenzy are increased by 1. During especially bad storms the severity of this increase is doubled.

BONDING A tool that the Lasombra employed extensively whilst in the Sabbat, despite the irony of the Sect proclaiming monikers of freedom. Both now and then, the Blood Bond was viewed as just another tool in a Cainite's repertoire. The Clan of Shadows as a whole has little moral concerns in regards to bonding others, but has quite a few against personally being bonded, especially outside of the Vinculum.

(•) **TITHED BIBITOR** An oddly specific circumstance of the blood that is rarely seen outside of Lasombra faithful. When you drink Vitae that is offered specifically to you consensually, it cannot bond you.

FEEDING The methods and predilections of drinking and hunting are as vast and numerous as the creatures in the night. Some have exceptional tastes, or niche requirements. These are center on altering the way a Character feeds, especially in regards to particularly cruel or occult methods of feeding. Players and Storytellers should think long and hard about these Merits, as Feeding preferences and restrictions can lead to unforeseen difficulties.

(•) **CYCLICAL OFFERING** When you feed using a Power or Ceremony of Oblivion (i.e. *Rapacious Communion* or *Hunger of Ahriman*) your Ceremony Tests have their Difficulties reduced by 1 for the remainder of the night.

(••) **ALŪ** When you feed on a sleeping victim, your bite induces sleep paralysis that lingers for a few hypnagogic moments afterwards. Even if victims wake, they will be in a hypnagogic and post-euphoric state. Their attempts to remember your features require a Resolve + Intelligence; Difficulty 3 Test. They remember one feature, such as skin or hair color, for each success beyond the margin. Egregious damage or significant pain, such as from a messy feeding will break the effects of this merit. Hecata cannot purchase this Merit.

(••) **MACHIAVELLIVORE** You can convert your dots in Contacts, Retainer, and Allies into an equal rating of Herd. Feeding on Background converted this way damages them until they convert back at the end of the Story or until enough time passes that they are restored, as with normal Herd. While damaged they may be too weak or uncompliant to use.



(••) PREY ON THE PROUD When you slake at least 2 Hunger from someone who has no marked Willpower Tracker, you always gain an Intense Choleric Resonance.

Flaw: (••) RAPACIOUS APPETITE Your Beast wants to hunt, feed, and hunt again. You cannot reduce your Hunger to zero the first time you feed each night. This supersedes any other effects and traits that would allow you to reduce your Hunger to 0.

LOOKS The Clan of Shadows has little direct interest in physical looks, instead they regard their appearance merely as another tool for their ambitions. However, many amongst the Lasombra tend to have an impressive presentation, their appearance a product of their standing, rather than their standing being a product of their appearance.

(• or •••) SCOTOMIZATIC CONTOUR Your outlier physicality is strangely at odds with the divinations of others. Add half your positive ratings in your other Looks Merits (rounded up) to your pools to resist supernatural perceptions, such as Auspex. Noferatu must take this Merit at three dots, and instead add their Bane Severity (unhalved and unrounded) to such pools.

VENDETTA Lasombra strive for their rivalries and need for constant competition. Arguably the most goal-oriented Clan, they form mental marks on certain individuals, pinning them as an obstacle to overcome, a rival to best, or an enemy to destroy. Vendettas were inspired by the Obsession Merits found in *Blood-Stained Love* on Pg. 151 and were first featured in [Clanbook Toreador 5th Edition](#), which features additional such merits. A Player works with their Storyteller to pick a Storyteller Character for their *Vendetta* and can normally only have one at a time, though other Backgrounds may modify this. Players with *Vendetta* Merits may choose new *Vendettas* at the start of each Story, or if the associated character dies. *Vendettas* should always be a Character that the Player is actively working to undermine or directly harm.

(•) BEHOLDING AFFLICTION Whenever one of your Rituals or Ceremonies negatively affects your *Vendetta* directly, you innately know their direction for the remainder of the night.

(•) CRUSHING ABASEMENT Whenever a Storyteller Character is introduced or revealed to be the leader of

several other Characters, you may immediately mark them as your *Vendetta*.

(••) BLOODY ERRANCY You cannot be Bloodbound to your *Vendetta*. If you're already bound to a *Vendetta*, that bond's strength cannot increase.

(••) MASTICATING FOE If your *Vendetta* Surges their Blood to bolster an Attribute, the next time you make an aggressive roll against them in the same Scene, you may pin one of your Hunger Dice to a 10 and set it aside.

(•••) SPITEFUL EMBRACE If you Embrace your *Vendetta*, they immediately enter into a Level 3 Blood Bond with you. However this bond will always break within a month and you can never bond them again through any other means.

(•••) BITTERSWEET TOOTH Add one bonus die to any pools made whilst Diablerizing your *Vendetta*. If your Humanity is 3 or lower, double this bonus.

(• to •••) BITTER CAMPAIGN When you launch a Project to damage your *Vendetta's* Backgrounds, you may add this Background to the Stake in addition to any others used. If you do, each time you make a Project Roll for that Project, you restore an amount of Superficial or Aggravated Willpower Damage equal to the number of dots in this Background.

Flaw (••) VINDICTIVE FEED You can only reduce your Hunger to zero by feeding on and draining your *Vendetta*.

Flaw (• to ••) NEMOMANIAC While your *Vendetta* is in the scene, your Discipline Pools suffer a penalty equal to this rating when they don't include or affect your *Vendetta* directly and immediately.

PSYCHOLOGICAL The Lasombra have long had a self-contested frame of mind, both amongst one another as a Clan, and internally. Many Lasombra, especially Elders, were Embraced from Christians that directly served their faiths with fervor, others were borne out of the destruction of their lives before being raised in death, while many more altered their morals and ideologies in death to become completely inhuman—In a bizarre attempt to maintain control over their Beast. All of this on top of all the other psychological turbulence that afflicts the common Kindred, leading the Lasombra to have no small amount of altered mindsets, especially in regards to conviction and drive.



(•• to •••) AENEAS Your tenacity compounds upon itself when contested. When taking this Merit choose one of your Convictions. Whenever you roll your current Willpower, add a Bonus die to the roll if it's made in the name of one of your convictions. If taken at three dots, double this bonus.

(••) WHAT MUST BE DONE When another Kindred would take an action that you know would give them a Stain, you can choose to take that action in their place, gaining the Stains they would. Should one of your convictions guard against those Stains, they guard against an additional Stain.

(••) SELF-RIGHTEOUS Choose one of your Convictions. When you Blood Surge a pool to attack a Storyteller Character in the name of that Conviction, add an additional die to the pool. However if that roll fails you gain a Stain. If it's a Bestial Failure you gain two Stains instead.

(••) VINDICATED Choose one of your Convictions. It shields against an additional Stain, however when it does, that Conviction cannot shield from anymore Stains until the end of the Story or you spend an extended period, usually most of a night, with the associated Touchstone. Whichever happens first.

Flaw: (•) FAILURE INSTINCT Your mind sometimes struggles to recover. Perhaps due to a particularly traumatic Embrace, or the simple fact that you can't regain forward momentum. When you fail a roll in the presence of another Kindred, you suffer a -1 die penalty to the next roll you make until the end of the Scene.

Flaw: (••) RELIGIOUS PROHIBITION You do your best to refrain from feeding, fasting for as long as you can. You cannot do Quick Hunts unless at Hunger 3 or higher, and all other rolls made towards hunting while at Hunger 0 to 2 suffer a -2 die penalty.

Flaw: (•) BLOOD BROKER You regard blood as the only true currency. Accepting payment in Boons or Backgrounds (such as Status or Resources) inflicts 1 point of Aggravated Willpower damage. If offered Vitae, you must take 1 point of Aggravated Willpower damage to refuse it. This does not necessarily indicate addiction beyond that of a typical vampire, it merely reflects your belief that blood is worth more than favors, titles, or wealth.

MYTHIC Merits that are the result of strange quirks in the blood, dark hexes, or some other circumstance of one's nature. Within the Lasombra these tend to manifest due to having to close a relation to the Abyss, though certain Bloodlines, like the Kiasyd, seem to have them due to their odd heritage.

(• to •••) DEACON OF THE DEEP When you get a 1 or a 10 on a Rouse Check as part of the cost for a Ceremony of Oblivion, add +1 Bonus Die to your Resolve pools until dawn. This bonus cannot exceed the dots in this Merit.

(•) ASNEISEN Your Shadow is an extension of, hopefully, your will. When you get a 1 or 10 on a Rouse Check, your Shadow can be mentally commanded to make a brief, simple, interaction with anything it's cast over. Examples include opening a door, pressing a button, or pushing an object. It can do this a number of times per night equal to your Bane Severity.

Flaw: (•) TIMOROUS When you get a 1 or a 10 on a Rouse Check, you suffer a -1 die penalty to your Composure pools for the rest of the scene.

Flaw: (•) INNER-VOID When you get a 1 or a 10 on a Rouse Check, you lose your current resonance, including intensity.

Flaw: (•) MIRROR IMAGO When you get a 1 or a 10 on a Rouse Check, a nearby reflective surface cracks, shatters, or vibrates loudly enough to draw attention..

Flaw: (••) ANNULLED ASPECT When you get a 1 or a 10 on a Rouse Check, you become a deeper darkness. For the rest of the Scene you take Superficial Willpower Damage equal to your Bane each turn while in direct bright light.

Flaw: (••) WEIRD BANALITY Your blood is amalgamated with one or more otherworldly substances, giving you a bizarre weakness to wrought-iron. Touching the metal inflicts a point of Aggravated Health Damage, and damage from such weapons are dealt as Aggravated. As long as Aggravated Damage from such a source remains, you also suffer a -1 die penalty to your Discipline Pools.

Flaw: (•• or •) EXANIMUS You're especially warped by the touch of the void, thinning your presence in mundane reality. You gain the **Lasombra's** Bane at Severity 1. Only **Lasombra** may take it as a two-dot flaw and when they take it, it instead increases their Bane Severity by 1.



Backgrounds

HAVEN MERITS AND FLAWS Additional Addon Merits that help create and build out a Haven for the Kindred who needs to take their show on the road, or provide a good social scene.

HAVEN ADDON (•) MOBILE SHELTER Your haven is mobile, allowing you to take it with you in some way and still remain secure. A one dot Haven is small and portable, like a Sunbag with some camping amenities, a two-dot would be something like a small car or pop-up shelter, while a three-dot would be a large van or RV. The security of a Mobile Haven's base rating is gained primarily from its mobile nature, rather than being as secure as an equivalent structure.

HAVEN ADDON (• to •••) HOUSE OF LEAVES Your Haven is a space with impossible geometry, rooms vanish and appear as needed. Perhaps it rests on a spiraling leyline, in a place that was never fully created, or simply borders on the reflective nothingness of the Abyss.

Once per Session, your Haven functions as if it had an equal number of dots in this Background in either Cell, Library, or Hidden Armory. These spaces last until a new room is manifested, at which point any Character or animate thing within is ejected from the front door and any inanimate objects are lost until the room is made to re-appear.

MAWLA Lasombra rarely seek outright aid from other Kindred, rather these connections are usually forged amongst the tribulations of the night, the bonds of pack mates during their time in the Black Hand, or due to being exceptionally reliable. Rarely certain Lasombra gain patronage from their own kind, but in most cases this is a tenuous assistance in the best of cases.

Flaw: MAWLA ADDON (• to ••) ABUSIVE SIRE Some Lasombra continue to test their Childer even after the Embrace and while most Kindred have little love lost for their Sire, yours is especially cruel and demanding. Your Sire adds dice equal to the dots in this Flaw to any Manipulation or threats against you or your Touchstones.

SABBAT The Sabbat was as strong as its *Packs*, ergo many of the Backgrounds here are specific to being a member of a *Pack*, or having *Packmates*. Players should work with their Storyteller to establish their *Packmates*. Much like *Vendetta*, the designation of *Packmate* has no mechanical benefits on its own (much as being in a Coterie has no base mechanical benefits), it is merely a designation that certain Backgrounds may use.

(• to ••••) DUCTIS The leader of a Pack. Your *Packmates* who want to contest your leadership with a Social Pool must beat this Background's rating as a Difficulty. Even if they do, you may spend Willpower to still Contest their roll normally. Only one *Pack* member may possess this Background.

(• to ••••) PACK PRIEST The spiritual anchor of a Pack. At the end of each session, *Packmates* may come to you for guidance in resisting the pull of their Beast. You may remove a total number of Stains, up to your rating in this Background, divided among any who seek your council. For each Stain removed, the recipient suffers one point of Aggravated Willpower damage. Other members of your *Pack* may spend experience to buy dots in this Background for you. Only one *Pack* member may possess this Background.

(• or ••) PACK TACTICS When you successfully Teamwork with a *Packmate*, or they with you, you both recover a point of Superficial Willpower or if taken at two-dots, you can choose to instead recover a point of Aggravated Willpower. This cannot recover an amount of Willpower greater than your Bond Strength to that *Packmate* each Session.

(•) VAULDERIE RITAE Usually taken by the Pack Priest. This Background means you know how to properly perform the Vaulderie. This ritae requires each member of a *Pack* to spill their blood into a sacred chalice (or any liquid-tight container large enough). You then bless and mix the vitae. Finally each participant drinks, increasing Bond Strength by 1, up to 3, amongst all who participate. Characters with Occult 3 or higher who are in a *Pack* can take this Background for free at the Storyteller's discretion.



AMERCEMENTS A set of Background Flaws that designate specific costs and restrictions imposed upon Kindred as part of their entry into a Domain, as well as stop an individual from climbing the rungs of power within that Domain.

In the modern nights these are primarily enforced by Camarilla Princes upon Lasombra seeking membership in the Ivory Tower. Most Domains impose a standard set of costs or restrictions, though some Princes issue arbitrary and personalized edicts.

While these nights such penalties are used most commonly on the Lasombra, forms of systemic discrimination against undesirable clans are hardly a new concept for Kindred, and amercements have long been used on anyone a Domain finds offensive or undesirable, an example being the branding of Thin-bloods.

Somewhat unlike other Flaws, amercements can sometimes be ignored if an individual is cunning enough to keep their crime from being discovered. However Storytellers are encouraged to impose steep penalties and terrible threats upon such Characters. Examples include the damaging (or total loss) of other Backgrounds (Such as Fame, Status, or an important Haven or Retainer), or under especially restrictive cases the calling of a Bloodhunt.

Flaw (• or ••) AMERCEMENT OF PROSPERITY Your total Resources cannot exceed three dots. If this flaw is taken at one dot your Resources cannot exceed two dots.

Flaw (• or ••) AMERCEMENT OF LINE You bear a visible brand or symbol of your subservience to the Camarilla (Or whoever placed this mark on you). Those who belong to the group that marked you add this Flaw's dots to their Status in regards to Social pools made against you.

Flaw (•) AMERCEMENT OF BOONS You cannot hold or keep Major or Life Boons of any kind. Even if one is offered to you, it will not be kept or respected.

Flaw (•) AMERCEMENT OF INNOCENCE You are forbidden from using, performing, or assisting with the Powers and Ceremonies of Oblivion.

Flaw (•) AMERCEMENT OF VALIANCE You have been given a specific area of the Domain to keep safe for Kindred. This usually requires you to deal with Hunters, Anarchs, Sabbat, or other creatures. You're given little support or assistance for this job.

Flaw (• or ••) AMERCEMENT OF BLOOD You are given a Herd (•). You are only allowed to feed from this designated Herd, and possibly those outside the boundaries of the city's Domain. If this Flaw is taken at two dots you are banned from feeding within city limits outright.

Flaw (••) AMERCEMENT OF POWER: You cannot gain Status except in regards to those outside the local Domain, with others who have this Flaw, or with similar Flaws, such as Pariahs.

Flaw (••) AMERCEMENT OF DUTY You are assigned as a personal servant to another Kindred. Once per Story, they may require something of you and you must obey.

Flaw (••) AMERCEMENT OF COLLECTIVE You are held responsible for the crimes of all Lasombra in the domain. You suffer a two dice penalty to shift blame away from yourself, and a three dice penalty to shift blame away if it's due to the actions of another Lasombra.

Flaw (••) AMERCEMENT OF MENIALS You cannot have or keep blood-bound Ghouls and the only Retainers you have are blood-bound Ghouls provided by the local authority of the Domain (such as the Sheriff, Primogen, Prince, etc.)

Flaw (••) AMERCEMENT OF SHACKLES You must drink directly from a designated member of the court once per week, usually resulting in a full Blood Bond. This Flaw is not mutually exclusive with other Merits that affect Bonding, such as Unbondable. However, keeping up the charade would be wise.

Flaw (••) AMERCEMENT OF DOMAIN You may not hold Domain. Claims to Domain, even if won or taken, are given directly to someone else who *may* allow you to use it at their discretion.

Flaw (••) AMERCEMENT OF CONGREGATION: You cannot have Lasombra Mawlas and any attempts at communication with another Lasombra must first be approved by a member of the local authority of the Domain (such as the Sheriff, Primogen, Prince, etc.).





LORESHEETS

Like many Clans of the night, the Lasombra have carved out their own identity through the ages. Each bloody success and hollowing loss a path that led them here, to the Modern Nights. Never truly concerned with tradition or structure beyond their own, personal, self-preservation, they have nonetheless ensured that methods and beliefs that keep them in control, have persisted by natural outcome. In the Clan of Shadows, respect for a method isn't as important as its results.

Presented here are several Loresheets to help exemplify the identity of the Lasombra and individual Player Characters. Though each sheet has been built to be as self-contained as possible, the [Lasombra in Modern Nights](#) section provides additional information and inspiration should the Player or Storyteller wish to build them outwards into their own Chronicle. First and foremost, these Loresheets are meant to complement playstyle through a narrative lens, providing history, ethics, and details on the Clan of Shadows in the World of Darkness.

BENEATH NO SHADOW

As the Sabbat shed its structure and splintered into War Packs, many Lasombra awoke from what felt like a dream. Their packs abandoned, bonds shattered, old allies turned traitor, selling loyalty for a place in the Ivory Tower, even as the Inquisition's fires consumed the rest. As the rites faded and individuality reasserted itself, that dream of cause and kinship turned into a nightmare.

Confusion turned to hatred, mourning to disgust. They saw themselves for what they had been: pawns to those at the head of the sect. Their crusades for "liberation" and "war against blood gods" had only ever served another master.

These once zealots rejected the idea of fighting for a cause ever again, preaching a creed of radical egoism: never again to fight for anything beyond their own sovereignty. These Lasombra found a home within the Anarchs, becoming a small but militant movement in their cities, known as Beneath No Shadow. They pursue strength, ambition, and self-governance above all. While this aligns directly with many Anarchs, their anti-authority stance brings them into direct confrontation with Barons and other Kindred who attempt to assert centralized power. Though independent from one another, their pursuits often overlap when their sovereignty is threatened. They focus their might on eradicating any such threat, within or beyond the Unbound, uniting only long enough to ensure that no one else writes their fate.



←→ LORE ←→

● **Total Autonomy:** Whenever you roll a pool that includes bonus dice from another character's effects, including Teamwork, you gain a Stain. Whenever you could teamwork a roll to improve *another* Character's pool that is larger than your own, but instead roll it yourself, add two dice to your pool. If that roll fails you gain the Compulsion *Debilitated*, which confers a two dice penalty to your Dice Pools until the end of the Scene, or you Critically Succeed.

●● **Will of Liberty & Ability:** You have learned that the best path towards personal freedom is ability. You gain six free specialties in separate skills. However your powers of Dominate and Presence that affect others cost a point of Willpower in addition to any other costs.

●●● **Free Home:** Your ambitions and resolve to remain free have carved out a small portion of land. On this spot is a Haven (●●) with enough nearby sources of food to count as Herd (●). You also gain a free dot in Security, Ward, and Location. Once per Story, while defending this Haven from others, double its rating. However this spot used to be a common feeding ground for a group of Anarchs who strive to take it back for the "common cause". This group counts as a constant Adversary (●●), but Once per Story they attempt to poach any Herd you have in this area or may compromise one of your other backgrounds (*Contacts, Retainer, other Havens*)

●●●● **No Control But Mine:** Those that seek to undermine your will are the greatest threat to it. Whenever someone uses the powers of Dominate or Presence on you, your very blood automatically writhes to resist and despise them. They become an additional *Vendetta*. You can have up to three additional *Vedettas* gained this way and all of your *Vendetta*-based Merits affect each of them. You also gain three dots to spend across *Vendetta* Merits.

●●●●● **Egocentrism:** Everything you do, you do because it is your will. Even your own morality cannot bend or break the mettle of your soul. You cannot gain Stains from acting in your own best interests, even if such acts go against your Convictions or harm those closest to you.



THE DUCTUS AND THE PACK

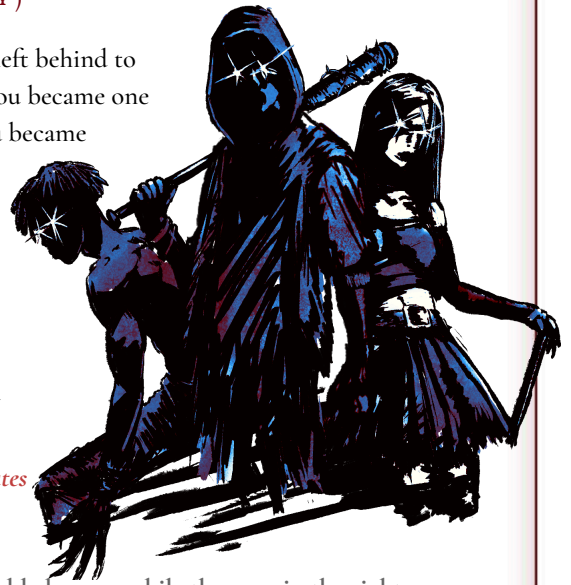
(SABBAT CHARACTERS ONLY)

The sect's wars became crusades, but you and your pack were left behind to hold the line. The Sword of Caine demands sacrifices, and you became one of its chosen. Through strength, cunning, or sheer terror, you became Ductus, leader of faithful remnants of the Sabbat. You forged your Pack in battle.

Leadership is not your burden; it is your prize, seized in blood and proven every night since. You lead the pack not only with violence but with conviction, driving them to the throats of the servants of the ancients who would shackle all to their will. Caine's Sword is yours, and your Pack goes wherever you draw the blade. If death is certain, you will die for your Pack. But if victory comes, it comes through your will.

Work with other Players and your Storyteller to decide who is a *Packmates* makes in your *Pack*. *Packmates* can be Player or Storyteller Characters. Each member of your pack is in a mutual level 1-to-3 bond with each other member. Backgrounds in the left and middle column are purchasable by you, while the ones in the right column can be purchased by your *Packmates*. Your *Packmates* can still take their own Loresheets as normal.

Also each time you take a background in this Loresheet, you gain a free dot in the [Ductus Sabbat Background](#).



● **Pack Duties:** At the start of each Story you may assign a specific duty to each of your *Packmates* (*Find out what that Primogen is up to, rip off that Ghoul's head and bring it to me, find us a place to lay low for a few nights*). Upon fulfilling their assignment, a *Packmate* recovers one Superficial or Aggravated point of Willpower.

●● **Zealous Frenzy:** The savage nature of the Gehenna War now boils in the Sect's blood, indoctrinating the very Beasts to the Black Hand. When you, or a *Packmate* would enter Frenzy of any kind, you may choose to take a point of Aggravated Willpower Damage to stoke their Beast towards zealous wrath, causing them to enter a **Zealous Frenzy**. While in this Frenzy a Cainite will attempt to carry out the beliefs of themselves and their *Pack* at all costs, ignoring even their own self-preservation, they will also attack their *Packmates* last. The total Stains gained while in a **Zealous Frenzy** are reduced by 1 when it ends.

●●● **Lead by the Sword:** When you lead the charge, your *Packmates* add a bonus die to their first roll in the Scene. Once per Story, you may automatically settle any internal dispute within your *Pack*.

●●●● **Blood of the Father:** The blood of the entire pack flows through each member's veins. You and each other member of your *Pack* chooses a Discipline known by another member of the *Pack*. Each gains it as an in-Clan Discipline. If they have no dots in it, they gain one dot.

●●●●● **Reforged Blade:** The efforts of you and your *Pack* will bear bloody fruit. Once per Story you may pick any Cainite, regardless of Sect. The chosen Cainite becomes an additional *Vendetta* for you and everyone in your *Pack*. Whilst working against this *Vendetta*, the numerical effects of every other Background on this Sheet are doubled, and any Teamworked pools add two additional dice.

● **Pack Troth:** While with at least two other *Packmates*, add a die to resist Dominate, Obfuscate, or Presence powers from non-*Packmates*.

●● **Sympathetic Frenzy:** When a member of your *Pack* enters into **Frenzy**, you may enter into the same **Frenzy** in solidarity. When the **Frenzy** ends, you restore Willpower equal to your Bond Strength to them.

●●● **Blurred Strands:** Once per Story, you may automatically ignore the effects of a *Packmates's* Blood Bond, regardless of Strength.

●●●●● **Caine's Warcry:** When you activate a Discipline Power that bolsters you in some way and has a duration of One Scene or less, you may make loud battle shout and another Rouse Check and choose a *Packmate*. If they also make a Rouse Check, they gain the same effects of that power, using your rating. (Examples include powers like Eyes of Oblivion, Prowess, Fleetness, or even Feral Weapons.)



NULL

:/> lasombra, characters, only </:

In the Modern Nights, some Lasombra Embraces are punishment, not privilege. NULLs were legendary hackers—Masters of phishing scams, penetration testing, bug hunting, cryptography, and confidence tricks. In life these NULLs sold zero-day exploits, scrapped financials off of unpatched legacy servers, and blackmailed companies into compliance. They didn't do it for money; it was all about the thrill. Such exploits catch up to most mortals eventually, but for a NULL it wasn't the law that caught them, it was something far worse.

You exploited the wrong weakness, drew attention from inhuman eyes, and saw data that revealed a world of darkness that no one with a pulse was meant to see. You were Embraced into the Clan of Shadows, as both punishment for your audacity and to strip away everything you had ever lived for - Replacing it with a thousands year old curse that would prove the ultimate test of your expertise.

You won't be broken by a petty monster, however. There are others like you out there. Digitally inclined undead, ready to rebuild a new digital frontier, and you've got the talents to be a trailblazer.



-----LORE-----

● **BANEWARE:** Your very presence disrupts digital tech, and you're slowly learning to control this corruption. When touching a piece of modern technology you have a Specialty associated with, you can make a Rouse Check and make a Bane Severity + Technology; Difficulty 3 Test. A Win disables the tech for a number of minutes equal to the Successes on the roll, while a Critical fries it, requiring it to be repaired before it can be used again. Once per Story you may count your Bane Severity as one lower in regards to modern technology.

●● **Digital Entropy** Your body bleeds static that slowly withers your secondary digital footprint, as if your mere presence is becoming void. Once per Story you can choose to be treated as Zeroed (Vampire the Masquerade Core Rulebook, Pg. 192) in regards to online data for a single night. Your face will be gone from online photos, records about you will feature corrupt data, and posts on social media simply won't load.

●●● **Undead OPS (Choose One):** You've been invited to join a Cainite hacker group. You gain one group as a Mawla (●●●) along with their benefits. But the others become Adversaries (●)

NEONBYTES Working for the Camarilla, they maintain the Masquerade and have a ledger of inter-Domain Boons. You can transfer your Boons between cities using NeonBytes and once per Story they transfer a free Minor Boon to you. This boon is on a Character of the Storyteller's choosing, however.

404_PUL#3 107 FOUID A frenetic and disruptive group, who seems to live for causing chaos. When staked in projects for digital espionage, add three additional dice to the launch roll. They're also a good way to make connections with Anarch VIPs.

TOR_AnTuLA A group that steals data to blackmail Kindred. When using digital means, add a bonus die to investigate Kindred and their Mortal-facing organizations or groups.

●●●● **Cyber-Syndicate:** Your time as a cyber specialist (hacker) garnered you quite the following and respect. You gain two Retainers(●●) that assist in digital endeavors, becoming your hands. You can always Teamwork with their tech-related pools, even if their Skill rating is lower than yours, and when you do, you add two dice instead of one.

●●●●● **Legacy Exploit:** You've got the critical knowledge of zombie code, backdoors, automated breaches, and other exploitable avenues. Once per Story you can automatically breach any piece of digital security, even ignoring your Bane. This results in you gaining classified or sensitive data that can be blackmailed or sold for Major Boons and Backgrounds, or set up another Kindred for failure. Backgrounds gained this way are permanent and usually (●●) or more.

SWORD-SERAPH MALCHUS

(SABBAT CHARACTERS ONLY)

With the Regent slain, the Sabbat's war packs now look to the Seraphim (The Sect's warlords and spiritual exemplars) for both salvation and strategy. Though few in number and young compared to the ancients that preceded them, many Seraphim were born on the killing fields of the Gehenna Crusade, their ability tempered by endless slaughter.

Malchus, known as the Sword-Seraph, was once a War Priest who led a doomed Crusade and shattered an Antediluvian cult. His ascent was fueled by revelation and heterodoxy, leading to his fusion of Abyssal rites and the sacrament of Diablerie. By convening his obtenebrous talents with this predatory act, Malchus realized that the consuming of the unworthy's heart's blood is merely the first step of a greater path to power. The truest act of strength is filling the absence left by the eaten with one's own will, overwriting the essence of what was taken with your own purpose. Those were bound to his Host, whether by vinculum or imitation, learn fragments of this power.

His creed is as feared as it is enticing: Freedom is an illusion granted by the strong to the weak, and only through relentless pursuits of strength can one be truly free. "What is killed," he preaches, "finds worth only in its death to the killer; what is eaten finds worth only in being consumed." This brutal logic has made him divisive even amongst the Seraphim. Yet to his Host, his is a gospel of vicious hope, in a Sect that now knows only war.



● **I Am Wielded:** You bear ritual tattoos of Malchus' Abyssal power as jagged lines etched across your neck, shoulders, or chest. This marks you as a weapon of the Blade-Seraph's Host, resolute beyond mortal limits. You are always aware when someone uses Dominate or Presence on you. While committing Diablerie, add one die to Blood Surge rolls. If the Rouse Check for the Surge results in a 1 or 10, gain a Stain and add two dice instead.

●● **Empty Conviction:** Mortals are fragile and weak, suitable only as food. Your connections to them as anchors of your morality is a hindrance to your drive. If you commit harm against an innocent Human, reduce the Stains incurred by one for each Touchstone you lack beneath the standard limit of three. If you have no Touchstones at all, Once per Story, at the end of a Session, you may convert your Stains into an equal amount of Aggravated Damage.

●●● **Crown-Splitter:** While in the olfactory range of a Character, you can make a Resolve + Awareness; Difficulty 3 Test. On a Win you know that Character's Blood Potency and you may make them your *Vendetta*. Add one die to any Mental pools made in Contests with a *Vendetta* that has a stronger Generation or Blood Potency than you.

●●●● **Taken Prince:** You've learned a Rite of Diablerie from Malchus or one of his Blade-Priests. Once per Story you can choose one Cainites you've Diablerize, raising your Hunger by 1 and vomiting out ink-black ichor that forms into a *Taken*. This Taken obeys only your commands. At the Scene's end, it violently rebinds to your soul, inflicting 1 Aggravated Willpower damage.

●●●●● **Via Laminarum:** Malchus preaches that any being that *can* be cut down, *should* be cut down. That a soul holds worth only in its ability to preserve itself. This morality serves to vindicate any and all actions one performs to destroy the weak, and preserve their strength. You do not suffer an automatic loss of Humanity for committing Diablerie, however a portion of the power you take is fitted to this path's creator, the Blade-Seraph, reducing the total Experience gained from Diablerie by 10, down to a minimum of 5.



THE HADAL COMPANIES

The Sabbat packs left behind called it the Great Disillusionment. As their Sect marched toward the Gehenna War, some were ordered to stay, others were too entrenched in their nightly existence to leave. They watched their once-grand Sect collapse.

Les Amis Noirs butchered their own in service of the Ivory Tower. Bonds frayed, packs dissolved, and those who remained came to a grim realization: the old ways of the Sabbat were dead. From this wreckage emerged the Hadal Companies, a Kindred private military force. Led by ex-Ducti, these mercenaries sell hardened soldiers and ruthless solutions to those willing to pay. Their members are varied in Clan, though the leaders are most often Lasombra, and more varied still in purpose. Some drift through conflicts hollow and unmoored, while others cling to the company like a lifeline, desperate for meaning after losing the Sabbat they once knew. Whatever their motives, their leader offers work, shelter, and passage, securing allegiance through a purpose and boons. The Hadal serve their employers well, though many of their leaders are quick to seize real power when the opportunity arises. Too many forget an old lesson from Machiavelli: mercenaries are a dangerous tool at best. Yet desperation leaves little room for better choices, and monsters loyal only to payment are often mistaken for dependable, sometimes even trustworthy in their betrayal. Or so the arrogant choose to believe.



LORE

● **Cynical Merc:** You've heard it all before. The call to a cause, the rousing speech, the charismatic appeals. They ring hollow. You're a professional first, not an idealist. Add a bonus die to any pools made towards negotiating a price for your services and to any pools made to resist the idealist rhetoric of a cause.

●● **At Any Cost:** Once per Story, when you use one of your applicable Backgrounds to quickly solve a problem, you can roll an appropriate Skill + that Background's rating against a Difficulty set by the Storyteller. You can always Succeed at a Cost on this roll, however the dots in the Background used will be damaged by the margin of failure until you take action to repair them.

●●● **Soldier's Fortune:** You have your own Company. Each member is willing to fight —As long as they're paid of course. You gain three one-dot Mawlas. Work with your Storyteller to build each of them as Neonate with the Specialist Skill

distribution. Add an additional die to Leadership rolls in regards to your Company. You can call on them to assist you, however they will always require compensation in the form of Boons, Backgrounds, or some kind of loot. Other Player Characters can take the place of one of these Neonates in your company if the two of you agree. That Player gains two free Specialties, one in a Skill of your choice, and one in their own choice.

●●●● **Deep Debts:** Work with your Storyteller to choose a powerful or influential Storyteller Character. At least Once per Story they require your services. If you succeed in solving their problem, they pay you in Boons, or in two dots of Backgrounds. Should you succeed in solving their problems twice in a row, they become your Mawla (●●●). However their enemies will offer rewards in the form of two dots of backgrounds, adding an additional dot at the start of each Story. Should the indebted Kindred die by your hand, they're yours for the taking.

●●●●● Mercenary's Gambit :

The time to play your hand is now. Other Hadal Companies, who operate under their own lieutenants have arrived in the city. Once per Story, you may call any number of their members to assist you. When doing this, the other Company counts as a Mawla (●●●●) until the end of the Session. You can maintain them each Session thereafter, but doing so requires them to be paid in a cumulative upkeep of five dots of Backgrounds, increasing by two additional dots each Session. These dots are unusable while committed. As soon as you dismiss these companies, those backgrounds return.

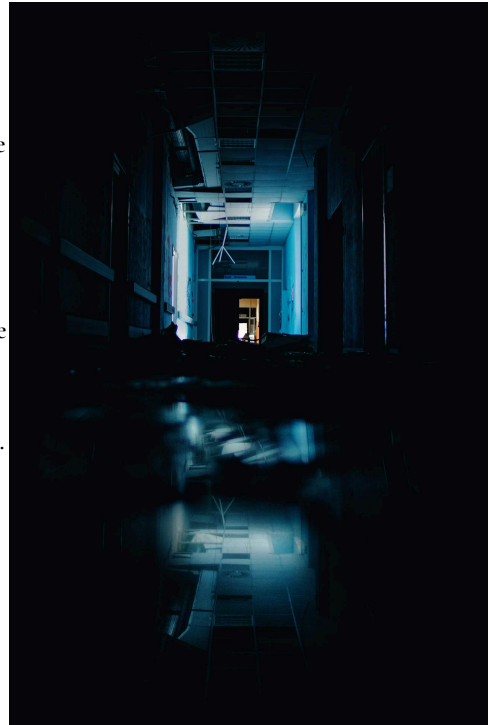


LIMINAL SPACE

Throughout history there have been spaces with a foreboding feel. An uncanniness, or underlying sense of unapparent danger or mystery. Usually abandoned by people, time, and sometimes even sense. They carry change, but caution certainty. That alone creates an unsettling feeling, with even the mundane becoming a threshold that leads to the surreal. This creates a spatial metamorphosis that's never meant to complete, and like a moth trapped in its cocoon, the unnatural nature of such places seems infinite in eventuality, but never holds any kind of final fixed state.

Then there are places even thinner. Closer to fiction than fact. Where unreality feeds the uncanniness, and causes these Liminal Spaces to fold in on themselves without regard for the mundanities of geometry. Dream-like in their fleeting constancy. An alien nothing devoid of reason. All of which you've stumbled upon. These Liminal Spaces are both haven and hazard. Avenue and destination. Constance and conversion. Something enticing and foreboding. Something you long to understand or utilize, but also longs to understand and utilize you.

Examples of a Liminal Space are long hallways with adjacent rooms, train stations with empty tunnels and offices, huge parking lots with isolated maintenance buildings, or wilderness paths that twist through acres lined with abandoned cabins and caves. Navigating them is difficult at the best of times.



● **Heterotopia:** You gain a **Heterotopia**, a type of Liminal Space, as a Haven (●). Others who enter this Haven must make a Test of Resolve + Awareness (Interiors) or Survival (Exteriors); Difficulty equal to the Haven's Rating, else they become lost for an hour. Each other Background you purchase on this sheet increases the rating of this Haven provided by this Background by one, and you need no justification for purchasing Haven Addons for it, as they seem to simply exist.

●● **Skeined Meandering:** Your understanding of liminal spaces has altered your understanding of space itself. Add three dice to any navigational pools to escape a place or location (supernatural or not) and add that same bonus when attempting to lead others into a place they'll get lost in. Malkavians and Lasombra add five dice instead.

●●● **DOP:** Sometimes things go missing. Objects vanish from usual places without cause or people get lost in a part of town they swear they know. You've found a pocket, where such things and people vanish too. Once per Story you can will yourself into a place full of lost things. When you do, roll your Willpower; Difficulty 2. For each Success beyond the margin, you gain an equal number of dots to spend across Resources or Herd. These backgrounds are once again lost at the end of the Story.

●●●● **Transcursion:** Thresholds are the divide between two places. Any two if you move the right way. Once per Story, you can make a Rouse Check and a Resolve + Awareness or Survival; Difficulty 3 Test as you pass through a doorway or another threshold, and out of sight. A Win causes you to simply vanish and reappear in another location within

fifty yards/meters adjacent to the one you were in. A 1 or a 10 on the Rouse Check inflicts a Stain, and a Bestial Failure releases an **Asterius** from the place you would've appeared.

●●●●● **Failure of Presence:** Liminality is not merely the place of in-betweens. It's a time. A moment where the predictive state of a location is disconcertingly incorrect. Empty malls, vast abandoned rooms, a beach town in the midst of Autumn. Once every other Story you can take a point of Aggravated Willpower Damage to enforce a *Failure of Presence* at a location for a single Scene. During this time the location will be populated only by you and those you bring with you or allow, as well as aspects and conjurations of Oblivion. This place also counts as a **Heterotopia** with a five dot rating for purposes of escape and navigation.

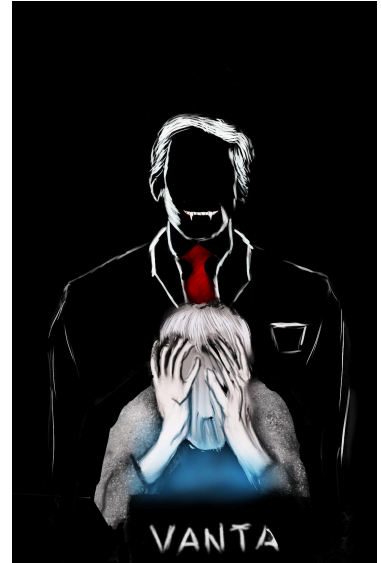


VANTA CAPITAL

(LASOMBRA CHARACTERS ONLY)

Vanta Capital was founded in the 1960s by Alarico Varez and soon rose to dominate both mortal and Kindred finance. When Alarico vanished under federal scrutiny, presumed dead, the firm was dismantled and sold off. Kindred elites swarmed the carcass, but a shadowed figure seized control, to the Ventrue's lasting outrage.

Since then, Vanta has drawn ambitious financiers like moths to a flame. Most burn out. You did not. When promotion came, you accepted without hesitation, only to spiral through betrayal, collapse, and dread. Yet you endured. And when death came, revelation followed. The truth of Vanta was laid bare: it is the domain of the Clan of Shadows. Alarico still reigns from the top floor, very much alive. He and the board expect loyalty, initiative, and ruthlessness. Always. You now oversee a regional branch, directing Vanta Capital's night-to-night operations, acquiring controlling shares, expanding influence, and crushing rivals. To the mortal world, Vanta is a corporation. To the Kindred, it is a weapon, a financial apparatus used to choke competitors and manipulate entire domains through debt and dependency. One thoroughly under the auspices of the Clan of Shadows, and one that straddles the line between being too powerful to be lost and too influential to exist.



● **Night Shift:** Employees fear your authority, even if they secretly conspire to take your position. Gain a Retainer (●), Contacts (●), and Herd (●) which symbolize those that work under you. If you falter or show weakness, a subordinate will seize their chance becoming a secret (●) Enemy until cowed or replaced. Once per Story you can make Quick Hunts within your own office, however a failed hunt attracts the Board.

●● **Performance Review:** Your department heads claw for your approval even at the cost of one another. Create three departments that you oversee. Each is concerned with a Kine or Kindred operation (i.e. Legal & Compliance, Investments & Acquisitions, Relations, Blood Assets, Boon Auditing, or Risk & Analytics). Each Story one of these three departments outmaneuvers the other two, granting you Influence (●●●) associated with that department. This influence is lost at the end of the story.

●●● **Shadow Ledger:** Your time at the company, both mortal and immortal, has allowed you to carve out a covert reserve in the form of hidden acquisitions, shell companies, and ghost assets. Gain four dots to distribute between Contacts and Resources, neither of which can ever be tracked or found by other Kindred unless you reveal them. Additionally, Projects made to increase the ratings in these two backgrounds have their base difficulties decreased by one. You must always stake these backgrounds in such projects.

●●●● **Purchased Services:** Vanta Capital isn't just a business for Kine affairs, it manages Kindred ones too —And it does it so well that it's frequently hired to attack other Kindred. Every other Story someone hires Vanta to deal with another Kindred in your area, and the order has been passed down to you. You can choose one of two paths:

FOLLOW ORDERS: You execute the plan given to you. You gain a

permanent dot in Retainer, Contacts, Influence, or Herd as payment.

UNDERMINE THE OPERATION: You warn the target and ensure they can counter Vanta's move and they give you two Major Boons. Add two dice to any pools made *against* Vanta for the remainder of the Story. This includes projects made for the **Shadow Ledger** background.

●●●●● **Play for the Crown:** You've uncovered a devastating blackmail in regards to the founder and the board of Vanta that might even result in their destruction if it came to light. Once per Story, you may leverage this to demand four dots in a Background of your choice. You can also use Vanta Capital itself as a Stake in launched Projects, where it counts as five dots. Those projects also finish in half the time they'd normally take due to Vanta's connections. However you gain Alarico Cardenal and the Board as Adversaries (●●●), though they won't move against you openly.



PUPIL OF PROFESSOR VIDAR

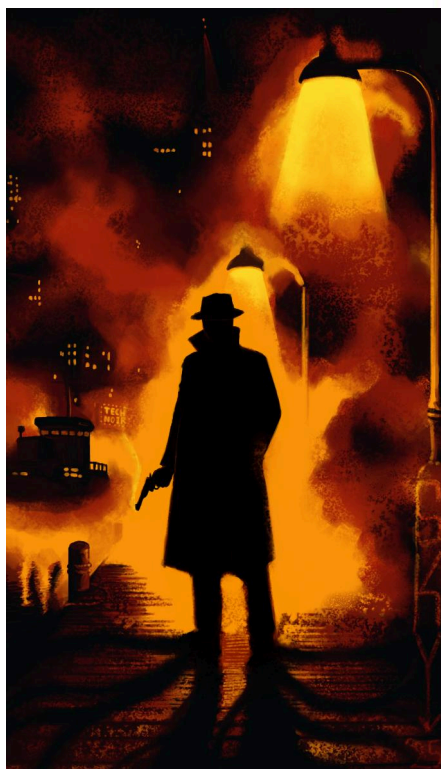
PUPIL OF PROFESSOR VIDAR

Treachorous is the tale of Professor Walter Vidar, whose mortal life as an immigrant scholar in Los Angeles was stripped away and replaced with the cold ambition of the Clan of Shadows. Cloaked in the prestige of his academic post, Vidar draped himself in civility, even as his pulse vanished and his hunger grew. Within years, he forged a ruthless empire of racketeering and smuggling, stretching from the Anarch Free States to foreign Domains, leaving Kindred corpses in his wake and whispers of his reach in ports across the continents.

These ambitions for an empire of crime was eventually his doom. When it was discovered that the Professor had been trading secrets and favors with the Sabbat and Camarilla alike, using the power to make a quiet play for the Free State of Venice, hunted down by the local Reeve and the Baron's hounds. Some say he escaped, but you know better.

At the height of his power, you were his favored pupil, the one he taught in shadows and silence. Now, in his absence, you inherit the bones of his empire. His wealth, his methods, his enemies. They're all yours. But if you were once ready to kill him for the crown, what will you do now that it rests in your hands?

Taking this loresheet grants you the Status Flaw: Suspect (●). This Flaw pertains to local (Anicilla or older) Kindred that personally knew Walter Vidar. This may count towards the required Flaws taken at character creation.



LORE

● **Magister's Strings:** Part of your Sire's front was as a professor, and he was a good one at that. He's taught you quite a bit in the ways of protecting your tools and assets. When someone tries to investigate your Allies, Contacts, Retainers, or Mawali, their difficulties to do so are increased by 1. If they fail their roll you're tipped off by the end of the night, though you may not know who it was.

●● **The Blue Dahlia:** The Professor's empire began as a small smuggling operation using his own small yacht. As his influence and power grew, he left it moored. You've found it, and even though it's nearly eighty years out of date, it still runs quick and quiet as ever. Gain it as a Haven (●) with the Mobile (●) and Armory (●) addons. Tests to spot it at night have their difficulties increased by its Haven rating.

●●● **Shadows of the Past:** When making connections or working with the underbelly of the Domain's criminal world, you can make the claim of being the Professor's legacy. You may purchase criminal Contacts at a rate of two Experience per dot, rather than three. However those Contacts know your affiliation with Vidar, and might use it as leverage should they run into trouble with the law.

●●●● **Horrors of a Lawful Rat:** A relentless hunter, a loose end, a problem. The Nosferatu Reeve that hunted down the Professor has an heir of her own, but times are tough, and the Domains are rife with conflict. The new Reeve connects you to an old Sabbat Ductus and a Camarilla mainstay. Gain each as a Mawla (●●). Once per Story the Reeve or one of these Mawlas will have a task that you need to solve which doesn't benefit

you. If you pull this task off three Stories in succession, you gain the Reeve as a Mawla (●●) that'll look the other way or speak to Barons on your behalf.

●●●●● **The Eternal Empire of Want:** You've cast a wide enough net that you now have connections that supercede Sect allegiance. You know what every Kindred in the city wants, and in the rare cases that you don't, you know who can get you that information. When you want to find out what another Kindred wants or how to get it, you may make an Intellect + Contacts; Difficulty 5 Test. You've also secured the empire of your predecessor so well, that even if your Character suffers Final Death, you can choose your next Character to inherit up to ten dots of your Backgrounds for free at creation of your new one.



QABILAT AL-KHAYAL

(LASOMBRA CHARACTERS ONLY)

الوفريخيوف

Though the vast majority of the Ashirra is composed of the Clan of the Hunt, the Sect itself has numerous Clans, (referred to as *bay't* within the Sect itself). In fact the beginnings of the Ashirra hold their origins in a Lasombra named Suleiman ibn Abdullah, who converted to Islam and brought its teachings to many Cainites, spreading it quickly enough that the core tenets and beliefs formed the Sect itself.

The Qabilat al-Khayal harbor more genuine believers in God's existence than any other *bay't*, and many of these Lasombra are Christian or Muslim. Referred to by the Ashirra as "The Faithful", regardless of their religious practices or beliefs, these *bay't* have long ensured that the Friends of the Night have connections within the Ashirra, and that the Ashirra have friends in places across western Europe, as well as the new world of the Americas.

Using the Odense Pact and the Vermillion Wedding, many Qabilat al-Khayal now find themselves easy entry into the Camarilla Domains, and able to hold prestige and title without the shackles and requirements of payment that their Sabbat cousins are required of. Additionally they're quick to use their connections within the Ashirra to bolster their political positions and become indispensable members of the Ivory Tower.



● **Dual Allegiance:** The Ashirra is defined by its strong communal ties within both Islamic society and their role within Cainite politics. Your Fame and Status in the Ashirra also applies to the Camarilla, as well as the reverse.

●● **Mercantile Nights:** The Ashirra's power as a Sect was largely hinged on its vast network of trade. The Qabilat al-Khayal were key figures in founding this trade, and unlike their cousins in the Sabbat, held structure and organization in higher regard than personal success. Greatness in Status earned, rather than taken. Once per Story you can locate an Ashirran Merchant who will give you a free item worth Resources (●). You and those who arrive with you can purchase additional items from this seller. Examples of such Ashirra Merchants can be found on Pg. XX.

●●● **Aptitudes for Greatness:**

Members of the *Qabilat al Khayal* are Embraced for talents in politics and combat, and they're usually taught such things in regards to Cainite society and inter-Sect conflicts. You gain the free specialty '*Enemies of the Ashirra*' in Stealth, Subterfuge, and Politics. You can also purchase this same Specialty in any other skill. The first time each Story a pool that includes a bonus from that specialty critically succeeds, increase the associated Skill by one, up to a maximum of four, as you are struck with a more broadly applicable knowledge of that skill.

●●●● **A Scorching Fast:** Fasting and mental Discipline, regardless of religious affiliations, has always been a part of the Ashirra and their tenets. When you roll to resist Hunger Frenzy, it is always done at Difficulty 2.

●●●●● **The Shadow's Head:**

The Ashirra has designated you as a high-value member of the Sect. In most matters of local governance and politics, your judgement and direction is taken into account and will be backed by the Ashirra and its members so long as it doesn't undermine them. This is also respected by the *Les Amis Noirs*, who may even move their Blood Courts to support appeals of Bloodhunts and other events. You also gain Status (●●●●) with the Ashirra, and a Lasombra Mawla (●●●) who has direct connections with *Les Amis Noirs*, ensuring open communication between you and them. All of this also makes you the definitive avenue of communication between the Ashirrah, the Camarilla, and the greater interests of the Lasombra in your city.



EDGE OF THE SWORD

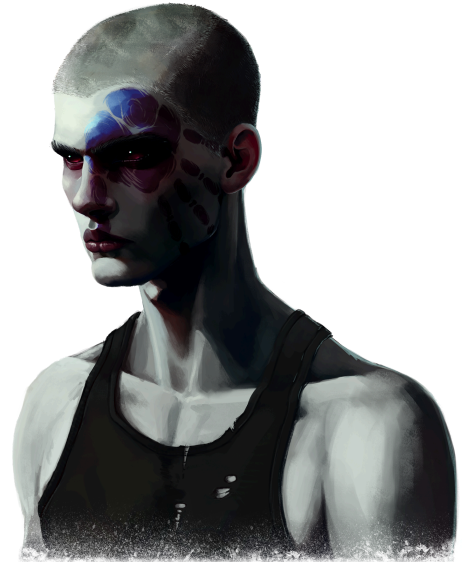
(SABBAT CHARACTERS ONLY)

You were hardly a shovelhead when the warcries sounded to beckon the Black Hand to war. While the faithful marched to wage their Gehenna Crusade against the Blood Gods, you were left with your pack to act as a vanguard to ensure the enemies of Caine would be softened for slaughter. Yet without a greater Sect to support your objectives, and the rise of Blood Cults, new Sects, and the threats of the SI, your losses were swift and terrible, leaving only you to press on.

Amidst this isolation. You evolved. You adapted. You survived. No longer bound by the failed tactics of the Black Hand, and alone to pursue your monstrous ideals without the patronage of a tottering Pack Priest or an egotistical Ductus clinging to temporal success. You know this isn't a Sect conflict. It's a war of belief. The breaking of hope is the ultimate goal. You do everything in your power to remove the certainty of safety, to bring cultists and the idols of their Blood Gods to heel.

Only when the city burns red-hot will your righteous ideal be brought to fruition, and no one, not Camarilla, not Anarch, not Hecata, and not even the Sabbat themselves will stop your personal crusade. Strife continues with you, and it will not stop until the Final Nights beckon the Dark Father home.

When taking this Loresheet, you gain a Mask (●●) that allows you to blend in with a Sect of your choice. However you also gain the Suspect (●) flaw.



←→ **LORE** ←→

● **Mark of Caine:** Using a blade, you can etch, or carve, your personal symbol into a place, object, or person. Those that see this symbol become wary of you, feeling it in their very Beast. They add one die to their Awareness pools, but you add two dice to your Intimidation pools made against them until they leave the mark behind.

●● **Every Arsenal, a Home:** You have waged this war long enough to know that belief alone cannot defend your holdouts, but weapons are. Lots of weapons. You gain a Haven (●) and each one of your Havens also has a number of dots in Hidden Armory equal to its rating for free.

●●● **Shovel Party:** Not true soldiers, but weapons to be wielded in a war that never stops. Once per story, you may take two Stains and perform a Mass Embrace, creating a *Pack* of shovelheads (Mawla ●●●) under your command. Confused but fanatical, they serve as disposable shock troops. Add two dice to any pools made to command them, and for the purpose of Merits and Backgrounds, they count as your *Pack*. They are destroyed or scattered by the end of the Story if you don't purchase them with Experience, however doing so costs 2 Experience per dot, rather than 3.

●●●● **In his Image:** Fear is the strongest weapon in your arsenal. When you brutalize a Mortal to within an inch of their life, you may leave them for others to find. One or more Kindred connected to that Character will be frozen to inaction

for the remainder of the story and refuse to make any moves at all.

●●●●● **The Fire Rises:** A cadre of Cainites, disillusioned and unstable, adopt your methods, and commit violence in your name. As a result, tracking your movements or identifying your direct involvement is always done as a -2 Called Shot. Additionally, you gain Fame (●●●) with this group of disillusioned outcasts as your myth spreads among the angry and forgotten. Once every other Story you can incite a violent uprising using this group, which will distract any Sect or Mortal institution until the end of the night.

ABYSSAL MYSTIC

ABYSSAL MYSTIC

(CHARACTERS WITH OBLIVION ONLY)

Part philosophy, part esoteric practice, the path of the Abyssal Mystic is concealed behind metaphors of watery depths and complex hues of morality. While some mock the Mystics as Infernalists, there's little credence to such simple accusations, and some Mystics are even devout to anti-Infernalist faiths.

Following in the wake of the first Lasombra, who plunged into the deepest darkness to wrest the secrets of the Abyss and returned each time further changed, those who follow his practice are feared and kept at arm's length, even by their own clan, who find their knowledge far too disturbing to embrace, yet too potent to deny entirely.

The purpose of a Mystic's aims are hardly uniform, even if their methods achieve similar ends and powers. Some seek the forbidding dark to achieve apotheosis, others use its cold Embrace to shed earthly attachments, while others still use it to seek answers to the nature of their existence. The Lasombra's blood opens this path more readily than most. Others with knowledge of Oblivion may follow, but few survive the descent. Fewer still emerge unchanged.



LORE

● **Distant Heart:** The Abyss numbs the mind and weakens the body via their attachments to the physical. (When you take this Background, you may reduce your Stamina by 1 if it is 2 or higher. If you do, increase your Composure by 1 (This affects their associated Trackers). A 1 or 10 on a Rouse Check that would grant you a Stain recovers 3 Superficial Willpower or 1 Aggravated Willpower (This occurs even if that Stain is prevented). However you no longer recover Willpower in regards to your Ambition, Desire, or Touchstones.

●● **Drown the Beast:** The inclinations of your Beast are an aberrant influence. Once per Story, when you Frenzy you may roll your Resolve + Oblivion in place of the typical pool to resist Frenzy. On a Win, you cast your Beast into your shadow causing it to Frenzy in your place. While in this Frenzy it gains your powers of Oblivion and can even detach to sew chaos elsewhere.

●●● **Ex Nihilo:** Before the beginning there was nothing. No division of light and dark, warmth and cold, reality and illusion. Yet from this nothing everything was made. You can take Oblivion powers without their Amalgam requirements. If they require a rating in a Discipline you don't have in order to function, use your Occult rating instead.

●●●● **Oubliette:** Mystics inevitably pursue a deeper darkness, a departure from reality, a place where they can be forgotten by mundanity and meditate away from the disruptive forces of creation. You have such a place, where light never shines and cannot shine. This Oubliette counts as a Haven(●●●) and while you dwell there you cannot be found or affected by supernatural forces outside of it, such as Wraiths, Sorcery, or Auspex. This place can still be found, however.

●●●●● **Via Negativa:** The Abyss is beyond all categories, attributes, or names. It is a thing that refuses the limiting attachments to definition and the chains of reality. Therein is the revelation that the Abyss is not mere darkness. It is a predecessor beyond both light and dark, that it can't be known, because it is unknowable. To achieve true ascendancy requires the self to be unmade with ontological vulnerability. Your Oblivion pools suffer no Dice penalties of any kind from anything. Ever. Add a bonus die to your Oblivion and Occult pools for each of the following:

- Your Health is fully marked (*Injury nears insubstantiality*).
- Your Willpower is fully marked (*Exhaustion is emptiness*).
- Your Hunger is at 0 (*A Beast as silent as the void*).
- Your Humanity is 4 or lower (*Hollow soul, hallowed soul*).

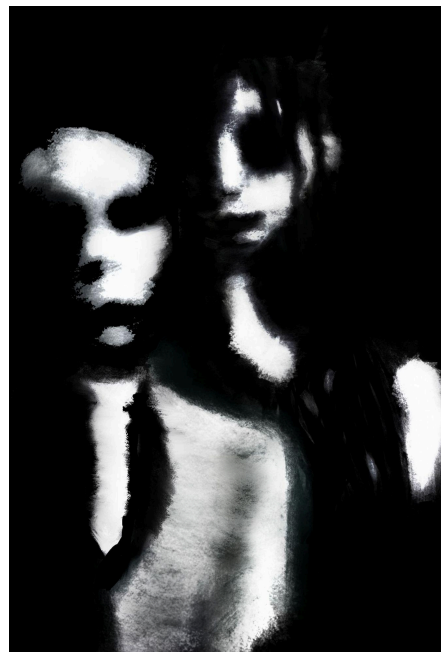


LES AMIS NOIRS

(LASOMBRA CHARACTERS ONLY)

Over the centuries, the Friends have gone by various names: Fratres Noctis, Amici Noctis, Les Amis Noirs, or Asdiq al-Lail. Though their name changes with the common tongue of their time, their aim remains the same. The Friends of the Night have steered the Clan in ways that ensure its survival and prosperity. Consisting entirely of Lasombra, the Friends of the Night offer membership only to those who truly embody the ideals of their Clan.

In the Modern Nights, this society orchestrated the Lasombra's abandonment of the Sabbat and forged inroads with the Camarilla. Having operated with and against each other through ruthless social and political maneuvering for the better part of a millennium, the Friends were willing to pay any price, no matter how steep or how egregious, to avoid being dragged down by the Sabbat's self-destructive war. You are one of hundreds of Lasombra being watched, weighed, and quietly judged for an invitation into the Friends of the Night. Should you prove yourself, you will become part of the hand that prunes the Clan's weak, a silent force that shepherded the Lasombra into the Camarilla, sacrificing their own blood to open the gates. Great influence comes to those who impress them, and greater cost to those who disappoint.



LORE



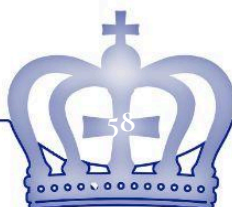
● **Relentless Drive:** Under the watchful eye of the Friends of the Night, failure cannot be an option. Once per Story when you choose to spend Willpower to re-roll up to three dice, you may take a point of Aggravated Willpower Damage instead. If you do, add two additional dice to those that are re-rolled.

●● **A Friend in the Night:** An unknown benefactor within the Friends watches your actions closely, taking a grim interest in your victories and failures. You gain them as a Mawla (●●●). Once per Story they will grant you access to Allies (●●●), Contacts (●●), or Resources (●●) at a moment's notice. However, whenever you suffer a clear failure to achieve a goal, especially in regards to your personal ambition, the Mawla, and any background they provided, vanish until the end of the next Story.

●●● **Blood Judge:** Within the Friends of the Night are the Courts of Blood. These judiciary courts are as ancient as the Clan itself, and serve as a way to pass judgement over the worthiness of the members of the Clan of Shadows, deciding whether they should exist, or be diablerized. Once every-other Story you are invited to sit in, or perhaps even judge, a fellow Lasombra. One that you may or may not know. Their failures are laid bare, and you may openly argue for their salvation or destruction, making a Series Test requiring three separate Social Tests at Difficulty 4. Should you win each Test the court will side with your argument. Additionally being someone who has been invited to a Blood Court grants you Status (●●) and Fame (●) with the local Court. Increase your Fame by one more each time you attend such courtly matters.

●●●● **Night's Mandate:** You've been handed genuine authority by the Friends in order to test your resolve. Choose a grand, but attainable, goal. All Lasombra in the city must work towards that goal. Those that fail to advance it are brought to the Courts of Blood for summary judgement.

●●●●● **Friend of the Night:** You are a full member of the Friends and the avatar of the group's will in your city. Add three dice to your Leadership, Politics, and Intimidation pools. Other prominent Kindred outside your Clan value (or fear) your actions and judgement and will refrain from openly moving against you, and more readily offer and accept your boons as forms of payment or placation. When you interact directly with Lasombra, regardless of Sect, your Status is treated as one dot higher than there's, so long as they themselves are not also a Friend of the Night.



BLOODLINES

Lineages within the Lasombra are hardly as concerned with the origins of any given member's ancestors as most other Clans. Repeatedly expressed is their desire for individualism, and that too extends to judgement without regards to one's Sire. This Clan culture stems both from the Shadow's origins as Anarchs and their eventual founding of the Sabbat as the antithesis of the ancients themselves. Yet with much of the Clan, the psychology of caring little for lineage goes deeper still, to the distant forgotten nights when they first woke to conquer the dark.

Yet, try as one might, few can escape the circumstances of their birth, or re-birth, and even in the Lasombra's case the blood echoes in their veins is none-the-less a part of what shapes their talents, edges in their arsenal, compulsions in their Beasts. These divergences are substantial enough to set any given Lasombra apart from their peers, and yet they play a small part in the culture of the Clan, to the point that many aren't even acknowledged as existing at all, no matter how unconventional they may be.

Bloodlines are intended to be taken separately from Loreshets in order to help create a more unique Character with a stronger tie to the setting, whilst also setting them apart from the other Characters within it, even if those Characters are the same Clan.

A Strange Seeming

"You'd think being the Thin-blooded Childe of a Kiasyd would be tough, or strange, or –Well weird, I guess. It's really not bad though. I keep to my business and she keeps to her's. Just have to run a lot of errands and sometimes keep her shop open during the day, but other than that I've got no complaints. The only thing you gotta really mind is your Ps and Qs, both my Sire and her 'immediate relatives'—They're no good when you're rude, like 'take off an arm' kinda no good. Sometimes I think they're more Tzim than Lasombra, but don't tell them I said so. Please."

–August Ochoa, Duskborn Alchemist

To say this bloodline is weird would be doing them a disservice. Purportedly descended from a 5th generation Lasombra named Marconius, who consumed a tincture mixed from a plethora of strange ingredients, one of which may have even been from a hellish god of outer Oblivion. The effects of this tonic altered Marconius' nature as a Kindred, turning him entirely unnatural. Attestations of the time tell that he grew to a thinning height and his skin became as moonlit snow, while his eyes were not unlike depthless dark pools into the Abyss itself —Or perhaps some farther darkness. Marconius' Childer inherited his strange seeming in their blood, the apparentness of which thinned as their Potence did.

For the majority of their existence, the Kiasyd, would be content to haunt and curate the vast liturgical halls of the Lasombra's holdings or spend their time in distant isolation, where they would pour over their personal collection of oddities. Rarely involving themselves in the Clan's politics, the Weirdlings instead involved themselves in largely academic or arcane pursuits, which even included the development of their own odd form of Necromancy.

These nights the Kiasyd are quick to abandon the Bestial Sabbat, a Sect they had hardly any interest in, and trade tomes and knowledge with others to garner good will, Sect membership, or simple neutrality. As Kindred connections break down, Domains become more isolated in the face of the SI. The older Kiasyd's alien visage keeps them sequestered in their havens forcing them to change the way they interact with the outside world.

This alteration comes in the form of their Embracing methods. Having once exclusively Embraced scholarly mortals, they now Embrace those who can go out into the world and accomplish tasks in their Sire's place. This has created a new generation of Weirdlings who come from a variety of backgrounds and have talents or expertise in numerous fields that their Sire usually needs to survive, or at the very least, unlive comfortably.

Their appearances in Domains have given rise to mortal bouts of sleep paralysis, claims of shadow peoples at the edges of vision, and urban legends of virgins having been drained dry. Though whether these predilections are needed by the Weirdlings or not is unlikely, they have quickly become affiliated with other half-cryptid creatures of the night, not unlike the wintry Kin Eaters or the desiccated Unhudo.

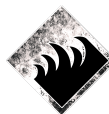
Optional Discipline Spread



AUSPEX Weirdlings tend to fixate on the accumulation of information, and this Discipline has no equal in such regards. Where they managed to cultivate it within their blood so naturally is unknown even to them, but at least some fringe scholars hold their mastery of this power as a heritage from their supposed infernal origins.



DOMINATE The powers of Dominate serve as a quick way to ensure a Kiasyd's anonymity, even when they appear strange and unsettling as they move through the night. When woven with their mastery of Oblivion, this power allows them to exist as terrifying, nearly-forgotten, fever dreams in the minds of mortals.



OBLIVION Unlike many of their cousins, the Kiasyd prefer the processions and occult-aligned interests of Oblivion, not even limiting themselves to the prospects of Abyss Mysticism. Unique to this Bloodline is a pursuit of necromancy and all its consequences, which they quickly enact in their own defense, or to assail their enemies. The fondness of their research into this Discipline is rivaled only by their wickedness in employing it.



THE WEIRDLING KIASYD

(LASOMBRA CHARACTERS ONLY)

Kiasyd have a long history of being associated with fae-creatures, infernal gods, or some cryptid of the dark. One thing is certain, these Weirdlings live up to their name in more ways than not, with the older of them being tall and as thin as a rail, with glowing skin, and pitch-black eyes.

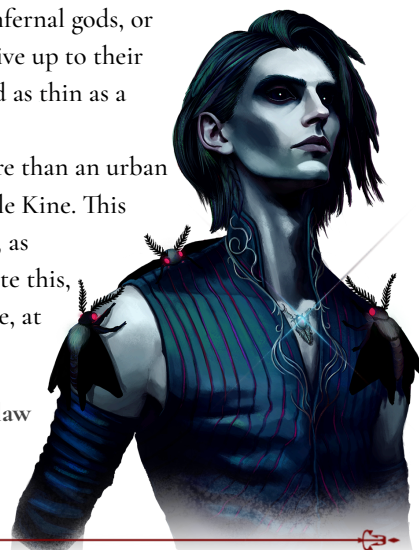
Though more frequently heard of in modern nights (usually as nothing more than an urban legend), older Kiasyd have begun to Embrace from resourceful and more sociable Kine. This method of Embrace is due to the loss of several Sabbat and Lasombra networks, as well as the sudden rise of the SI severing the threads between old friends. Despite this, Kiasyd still expect their Childer to be intelligently astute, and consciously polite, at least in the presence of their own kind.

Taking this loresheet grants you the [Mythic Flaw: Weird Banality](#) (●●). This Flaw may count towards the required Flaws taken at character creation.

Optional Discipline Spread: *Auspex, Dominate, Oblivion*



LORE



● **Fictional Accounts:** You carve fact from fiction on a somatic and instinctual level. Whenever you're in conversation with someone who knows they're consciously lying, you suffer a point of Superficial Willpower Damage. This can manifest in a number of very uncomfortable ways, such as a ringing in the ears, an ice-pick headache, or your hands cramping. You can choose to disable this effect at any time, preventing the ability to detect lies, but also the resulting damage.

●● **Off-Seeming (Choose one or More):** Older Kiasyd were known for several strange and horrible qualities, and though these have diluted with generations, they still present themselves in you:

BAOBHAN SITH Your hair is raven black with a subtle iridescence and feathery pinions have grown from your scalp, you can extend black talon-like claws that count as +1 Brawl weapons. When dug into flesh they can be used to feed, conferring the effects of your bite.

BLACK-EYED CHILDE Your eyes are pitch-black, from sclera to pupil, and you gain the Folkloric Block Flaw that requires you to spend a point of Willpower to enter a home uninvited. However your vision-based Resolve pools suffer no penalties due to darkness and you add two dice to your Intimidation pools made whilst in other's homes.

ZEERNEBITE Infernalism flows strong in your heritage. You may learn Blood Sorcery at out of Clan costs without a teacher, however you must spend willpower equal to your Bane Severity to keep from being repelled by holy iconography, and your [Weird Banality](#) Flaw also triggers when touching such objects.

●●● **Arcane Alignment:** You operate as a courier or go-getter in occult matters for other Kindred. Once per Story you're given a task to find an occult-related object or rite, usually by your Sire, but also from others in the city. This has made you well-connected in the local occult and collector scenes. Spend four dots across Contacts and Mawlas that are related to those subcultures.

●●●● **Riddle Phantastique:**

Your mind works in twists and turns, spirals and knots. Once per Story you can make a Rouse Check to tell a captivating riddle or conundrum and roll your Intelligence + Manipulation; Difficulty equal to any listener's Willpower. A Win forces those who heard the riddle to contemplate it for the rest of the Scene. Non-mortals can end the effect early by spending Willpower equal to the margin of Successes on your roll.

●●●●● **A Fool's Trick:** The elders of your Bloodline were said to mold the nature of their seeming by weaving a glamour so grand it could fool reality. Even using it to forget their nature as a Kindred. Once per Session, for a single scene, you can become a Thin-blood, reducing your Blood Potency to zero, losing all but one dot in a single Discipline, and gaining the Lifelike Thin-blood Merit. You may even be able to learn Thin-blood Alchemy, and it's learned as an in-Clan Discipline for the purpose of gaining and advancing it, and it only works while you're Thin-blooded



The Pennitants of Kyros

"He entered once for all into the holy places, not by means of the blood of goats and calves but by means of his own blood, thus securing an eternal redemption"

—Hebrews 9:12

Within the Clan of Shadows exists the apocryphal account of Irenaeus, which is only half-spoken of with any legitimacy, and is frequently lambasted by much of the Lasombra. Irenaeus' account records the wandering of his Lasombra Domitor, Kyros who kept the company of a Misbegotten Infernalist and Typhonist Setite, and their happening upon a starving Shepherd in the desert. Watching from a distance, the Misbegotten said *"This good shepherd is of a profound spiritual will."* The Typhonist responded *"I heard of this one, He that claims to be the Son of the God of Abraham."* And so the three agreed to make a game of this man's spirit.

Drawing up a black cloak, the Misbegotten went forth, presenting himself from the dark with eyes alit with dying gold. He said *"If thou is truly the Son of God, then command these stones to be as bread, and starve no more."* The Shepherd responded in earnest, resisting the first temptation.

The Typhonist drew up the black cloak, and with gleaming eyes of Eden's serpent, followed the Shepherd into the mountains and said to him *"All the powers of the world I can give thee, and all the glory of them, for that is what your God hath delivered under me, so that I might give it to you. You need only drink of my body, and worship at my feet until the final nights, and all shall be thine."* But the Shepherd rebuked the Typhonist with the old accusation of Shaitan, and invoked the name of his Father. The Typhonist recoiled and fled the mountain to leave the Shepherd in peace.

Lastly, Kyros took the shawl and wrapped it about himself, along with the darkness of his heart as bulwark, and seeing the failure of his company, went forth to Jerusalem, finding the Shepherd praying at the pinnacle of the temple there. Kyros said to the man. *"If thou art truly the Son of God, cast thyself hence, and His angels will be charged to keep thee from dashing against the stone below."*

The Shepherd turned to Kyros with solemn eyes, and said *"Thou shalt not tempt the Lord, thy God."* Kyros did not recoil, instead he clutched his face in shame, for in his mortal days he had worshipped in the Temple of Jerusalem. He once held the convictions of the man before him, but had since lost his way to the same temptations issued to the shepherd by him and his peers.

Irenaeus records that Kyros abandoned his poor company, and followed in the wake of the Good Shepherd, who he came to know as Jesus of Nazareth. Living as close to His teachings as a cursed thing could. When Jesus would be scourged and condemned to crucifixion, Irenaeus woke his Domitor from his daysleep, and in panic and haste, Kyros rushed from his Haven, drawing the same black cloak about him. He fled into the day to save his Lord, and so Irenaeus claimed that the sky was darkened by God so that Kyros could see the crucifixion with his own eyes.

Assailed by grief and guilt, Kyros fled into the dark, returning after three nights of turmoil. In Irenaeus' final and most controversial account, he records that Kyros went to the tomb of Christ, shattered its seals and threw aside the rock, and Embraced Him so that He might become an eternal guide for the lost. From this act was born the Ombre di Cristo —The Shadow of Christ.

Optional Discipline Spread



FORTITUDE Many claim the powers of bodily and mental adamance exist in this Bloodline due to their incorruptible flesh and conviction, resisting earthly and spiritual ruin both.



POTENCE Irenaeus' account claims that Kyros' used the unholy strength in his blood in a selfish attempt to resurrect Christ. Because of this there's varying opinions on the Discipline within this lineage, yet their inhuman strength has been used to bear tragedy and destruction against others all the same.



OBLIVION The Ombra di Cristo bear their powers over the dark as a burden, rather than purely a tool. Many view the great dark that permeates their existence as their own cross to bear, their own eternal sin, which they must not revel in. Their Ceremonies are referred to as "Dark Graces", and they hinge on Conviction and Humanity.



OMBRE DI CRISTO

(LASOMBRA CHARACTERS ONLY)

Some Lasombra claim that their Clan Embraced Christ himself after his crucifixion. Those of this line record that a repentant Methuselah named Kyros was the most likely, in no small part due to the apocryphal Gospel of Irenaeus. When Kyros went on to Embrace others, vestiges of Christ's blood was passed onto his descendants as well. The veracity of such claims are rather controversial within the Clan of Shadows, yet there's a certain quality of selflessness and conviction in this line's blood that lends some credence to such blasphemous declarations.

The majority of this Bloodline are Embraced specifically from those who have lost everything, but keep their faith strong. Once Embraced they use their beliefs as a cornerstone for their actions, sometimes as acts of selfless good, but other times as righteous acts. Regardless of their claims, and supposed lineage, these Shadows tend to be haunted by their state as a Cainite, and can be quick to become self-made martyrs or self-righteous zealots.

Optional Discipline Spread: *Dominate, Fortitude, Oblivion*



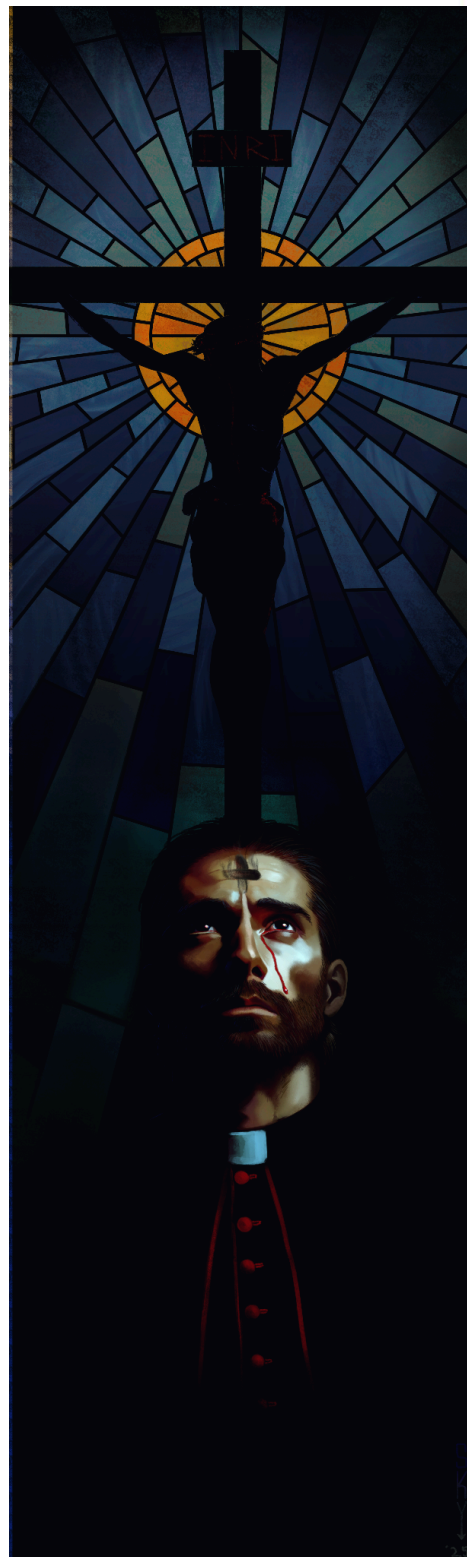
● **Sanguis Convictionis:** When a Mortal drinks a Rouse Check of your Vitae directly from the vein, choose one of your Convictions. It heals them of a chronic condition or permanent impairment (i.e. diabetes, blindness, or even a missing limb) for up to one month. However if they don't act in accordance with the chosen Conviction, their afflictions return by the end of the Scene, usually with increased severity, and they must drink from you again. You can cure a condition or impairment for each Conviction you have with additional drinks.

●● **Venia an Damnatio:** When someone lashes out against you for the first time each Story, you may choose to forgive or condemn them. If you forgive them you may roll your Humanity when resisting their Discipline pools in place of other stats. When you condemn them you may roll your Stains and unmarked Humanity in place of an Attribute when using your Disciplines against them.

●●● **Incorruptibilis:** Your Vitae cannot be changed into another substance and can't be used as an ingredient in Alchemy, Ceremonies, or Rituals. You are also immune to any effects that would rot or decay your flesh while under the Blush of Life.

●●●● **Timor Reverentialis:** Your close affiliation with religious institutions grants you nine dots to spend across Allies, Contacts, and Herd from that group. However you gain a group of deadly SI mortals as an Enemy (●●●) that know you're a Blankbody.

●●●●● **Zelus Renatus:** Whenever you fail a Remorse Test, you may choose to have a crisis of Conviction, removing one of your Convictions until the end of the Story, but preventing the loss of Humanity. At the start of the next Story, the Conviction returns, but takes on a more inhuman and rigid theme, such as "*Salvation lay in repentance.*" becoming "*Salvation lay in suffering.*" or "*Leave the world better than you found it.*" becoming "*Remake the world better than you found it.*"



Satan's Fallen Host

"There's a genuine misunderstanding of Satan as he appears in Christianity. Obviously in no small part due to fear-mongering clergy. Most believe that the devil is an all-powerful adversary who wishes war with God. But, Satan can't meet God on equal terms. He tried that once already, and we all know how that ended. And if I've read the Apocalypse of John, then so has Satan. What the Devil wants is for others to suffer like he does. To inflict pain upon God by taking what He loves and twisting it until there's nothing left for Him to love. He wants Black Angels that will torture and damn others."

—Dustin Romero, Harbinger of Ashur

The *Angellis Ater* began as a group of Lasombra faithful who saw themselves as impossibly damned, their existence irredeemable in the eyes of the Lord. This twisted into resentment, and many took to mocking the early rites of Catholicism. As the wrath of the faithful fell upon them, their resolution of blasphemy fulminated into total worship of the adversaries of God.

These Lasombra would come to be known as the *Angellis Ater*, or *Black Angels*, and would go on to build a moral philosophy and religion around the hellish damnation they thought themselves destined for. Forming sacraments of their own and establishing a church to the fallen angel, Satan. Within the walls of their secret cathedrals, their Black Mass extolled their powers of Obtenebration as manifestations of Satan himself on Earth. These gatherings saw the attendances of the Baali, an ancient Clan of Infernalists, and the two groups were quick to trade thoughts and beliefs, as well as methods and myths. The most prominent (and powerful) of these attendees was Azaneal.

A creature of incredible darkness, Azaneal and the *Black Angels's* beliefs and teachings complemented one another so well that when Azaneal called for an "Unholy War", many *Black Angels* were quick to rally to his crusade. This created a split in the *Black Angels*, with a third of them leaving to join Azaneal's unholy war, and the remainder assisting from a distance, or washing their hands of him entirely. When the dust had cleared, Azaneal and his Lasombra adherents had been felled by a separate Bloodline of the Baali, and left to rot in an ancient tomb below Knossus.

The spotlight Azaneal brought upon Infernalism to the then-modern Kindred society forced the *Black Angels* to alter their tactics. As the Knightly orders of Kindred grew in popularity, and the Inquisition burned through Europe, the *Angellis Ater* ran a campaign of obfuscation. Of how they were destroyed with the Baali in Knossus, how their traditions of Black Mass were snuffed by Sabbat Inquisitors, and that what few of them remained were mere Christian rebels. This has lasted to contemporary times, where in modern nights the *Angellis Ater* are treated as urban legend, unlikely myth, or more contemporary LaVeyan Satanists.

Tonight, these Lasombra have become a single, well-connected Bloodline who hold organized gatherings of their Black Mass. Though their concepts of Satanism differ heavily from LaVeyan Satanism, they none-the-less support such movements of self-liberation.

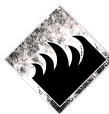
Optional Discipline Spread



DOMINATE Whole doctrines of the *Angellis Ater* have been etched into the minds of their flock by the use of this power, washing away their mortal hesitancy and replacing it with a road of the devil's make. Outside of this, the obvious use to command obedience, and erase their existence, makes Dominate a natural talent in the *Black Angels*.



POTENCE or PRESENCE The *Angellis Ater* have long shared their blood with the Baali during their profane Eucharist, resulting in some of these Lasombra taking on an inborn talent for emotional manipulation rather than raw physical brawn. Those who preach tend towards Presence, while those who crusade tend towards Potence.

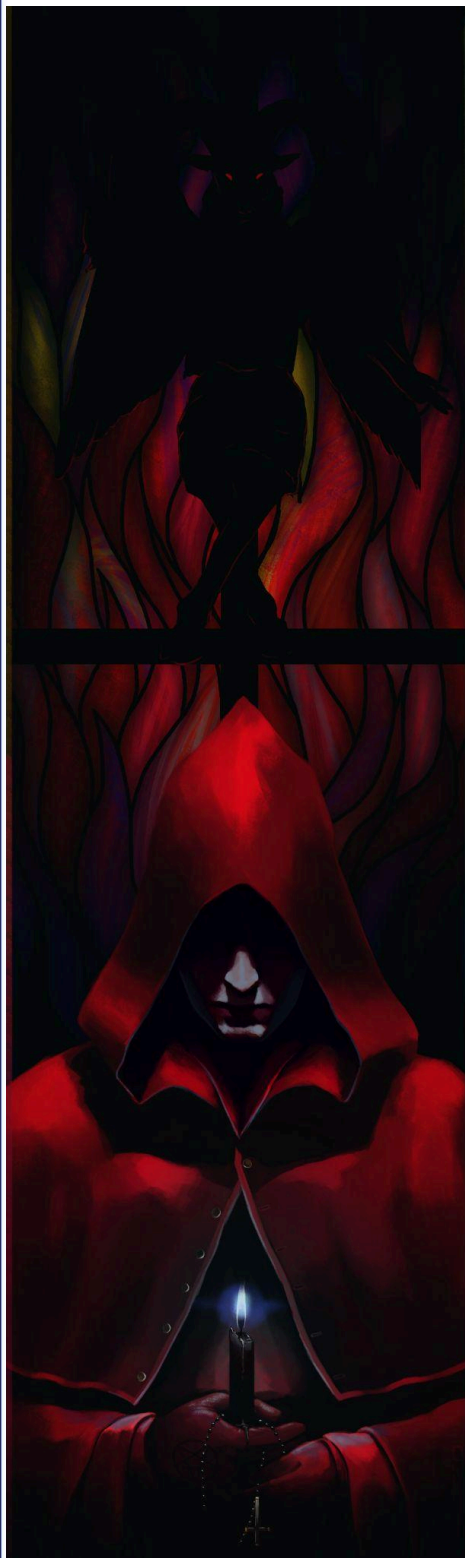


OBLIVION Wielding the dark of the Abyss as their hellsent inheritance from the devil himself, their faith and mastery of Obtenebration results in destructive powers unrivalled by others. *Black Angels* have been known to even conjure gouts of black flame.



ANGELLIS ATER

(LASOMBRA CHARACTERS ONLY)



A Bloodline of Satanist Lasombra, who have taken the beliefs and sacraments of their Catholic Clanmates and twisted them into acts of rebellious infernalism. These "*Black Angels*" believe that Obtenebration's power comes from Satan himself. Their ultimate aim isn't necessarily to bring about an Apocalypse, as many in the *Black Angels* are confident that will occur inevitably. Instead they shake the foundations of order itself, and wage a quiet war against Abrahamic faithful.

Unlike many other Lasombra Bloodlines, the *Angellis Ater* are tightly organized and quick to form Nests or Flocks of five or more members consisting of themselves and other occult-minded Cainites (especially Infernalists). Though many *Angellis Ater* appear as modern interpretations of false "Hollywood Satanism", a motif that other Infernalists recoil from, these *Black Angels* embrace it with affection, using it as both social deflection and genuine iconography in equal measure.

Optional Discipline Spread: *Dominate, Potence or Presence, Oblivion*

◀ ———▶ **LORE** ◀ ———▶

● **Guiltfeeder:** You are an agent of Satan, with a thirst for corruption as much as Blood. Whenever another Character receives one or more Stains in your presence, you restore an equal amount of Health or Willpower, Superficial or Aggravated.

●● **Demonic Tutor:** The Black Church has long held an audience for any profane soul, however none were as unholy as the Baali, an ancient Assyrian Clan. You know of a Baali who is willing to teach you a deeply Infernal form of sorcery, allowing you to learn Blood Sorcery Powers and Rituals as Powers and Ceremonies of Oblivion instead. However the Baali will require you to do some hellish work that usually results in a Stain as payment.

●●● **Infernal Scarring:** Ornate scars are marked across your upper back and down your spine. When you fail a Ritual or Ceremony Test, you may take Aggravated Health Damage equal to the margin of Failure to pass the Test, as your hellish Beast splits open the scars.

●●●● **Profane Prayers:** Once per Story you may pray to Satan and beg him to grant you power. The response wracks your soul with torment beyond even your imaginings, filling your unmarked Humanity Tracker with Stains. However his demonic providence allows you to use another background you have access to with a "Once per Story" maximum use effect an additional time this Session.

●●●●● **Damnation:** It is your unholy calling to bring about the ruination of all that is right and just. Your black faith in the Prince of Lies makes any form of truth a mere falsehood of an oppressive divinity. Once per Story you can completely ignore the effects of True Faith for a Scene. While under this effect, blessed liquids boil, candles snuff, holy objects flash-heat to cherry red, and places of worship collapse to ruins as you manifest the wrath of Hell.



Paladins of the Deep

"We Knights of the Drowned are saviors and damners both. Pulling the dead from the swallowing peace of the Abyss, breathing a tempest into their hearts, a thirst for action in their minds, and a hollowness in their soul. Our Order was founded in the name of conquest more than Christ, and we were originally people of the sea, born from storms on the horizon. Syncretism made us who we are today, as we refused to abandon what we revered to become what we were told to revere. So we Drowned are both feral Beast and noble Knight. Strong in the eldritch dark of the Abyss and the God of Abraham that wrought the flood. Dredged from the waters of our death and Embraced in the Abyss of our undeath."

—Sir Castillo of Andorra, Knight of Saint Adjutor

A Bloodline of Shadow-Knights whose devotion to the sea as God was syncretized with Catholicism under the patronage of St. Adjutor. The order's founders identify St. Adjutor as the foremost Saint within the church, usually to the chagrin of other Christian Lasombra. Their origins lay in the sea-faring peoples of antiquity, such as Phoenician navigators, Punic traders, Carthaginian mystics, and Egyptian naval soldiers. Embracing from those early explorers and warriors who died at sea, the Bloodline revered the sea itself as their eminent deity; A sentient expanse of water, giver and taker of life, who could never be conquered by mortal or immortal wills.

Previous to, and in the early nights of the dark medieval age they were known as the *Alatisménoi*, an odd name having origins in the Greek word for "Salted Ones". It was during this time they battled Sects and Clans without interest in politics or Jihad, attacking the Setites and Lazarines of Egypt, the Baali and Brujah of Carthage, and pillaging the Toreador's temples in Crete. However their leader kept a competitive spirit with their shadowy Clanmates, and some would even have membership in the Friends of the Night.

During the nights of the First Crusade, some within the Bloodline claimed to see the miracle of St. Adjutor of Vernon, as he escaped Saracen capture and quieted the tumultuous Sea with prayer and the offering of his shackles. These acts were mythologized by the *Alatisménoi* as a sign of his holiness. As the Shadow Reconquista intensified, and the Catholic Lasombra called upon their able kin to take back the Iberian Peninsula, the *Alatisménoi* were nearly purged by members of the Shadow Inquisition. However their associations with the recently dead St. Adjutor altered the Inquisition's thoughts on the Bloodline, and they were subsequently ordained as a maritime monastic order aptly called *The Order of St. Adjutor*. Which was tasked with the protecting of ships and sanctuaries of Christdom (and the Lasombra specifically), and the retaking of the Mallorca and the surrounding islands.

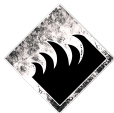
Their success granted them permanent praxis over the Balearic Islands, independent of the demands of Sect politics and their greater Clan. Through history they remained largely independent of the Sabbat, a position which the Friends of the Night quietly ensured. As the Lasombra move into the tumultuous age of the new millennium, the Drowned Knights find themselves in a unique position. Few claim allegiance to the Ivory Tower, and instead find themselves as martial defenders of the waterways, paid in blood and Domain throughout France and Spain. Though more trusted than the rest of their Clan, they're still treated with a wary distance, even by Montano's line, for their Bestial might and eldritch rites making the Bloodline a line of odd arcane knights.



ANIMALISM Fighting with a Bestial nature and calling upon the monstrous fathoms of the sea. Archivists of the Knights cite records of their alliances and diableries of ancient sea-dwelling Gangrel as the reason for their primal preference of Animalism in place of the more civilized Dominate.



POTENCE To many Knights, Potence is as sacred as Oblivion, like a wave crashing upon the shore. Even before their formation as an order, they wielded huge weaponry to crush foes and shatter hulls. As Knights this Bloodline became more tactical in their combat, but still traditionally wield massive Montante into combat.



OBLIVION All Knights are Embraced from those who first drowned. In ancient times they viewed this as being reborn from the sea, but their Christian beliefs now also liken it to a post-death baptism within the Abyss. Because of this, the eldritch rites are likened to christian ones. Oblivion as a sacred expression of their beliefs



DROWNED KNIGHTS

(LASOMBRA CHARACTERS ONLY)

No small number of Kindred militant groups rose out of the Shadow Reconquista when it carved its way across the Iberian Peninsula. One such group, the Order of Saint Adjutor, patrolled the shores and waters from Montpellier to Barcelona. Though few in number, they were quick to prove their capability when they sailed south and exploited the in-fighting of the Ashirra who held Mallorca and the surrounding islands.

The Drowned Knights moved their holdings to Palma, the largest city on the islands. As the Lasombra's power structure shifted over the centuries, along with its allegiances, the Knights of Saint Adjutor remained steady. Keeping an iron hold over the Balearic Sea and waging a quiet conflict with the infernalist Knights of Teeth and the Church of Set. In Modern Nights they're close allies of the Courts of Love.

These Knights have slowly skewed their beliefs throughout the ages, infusing their Christian rites with their sea-based religion, worshipping the Sea as God. These nights their Crusade runs cold, and though their oaths and loyalty are fast-held, many of the other Knightly orders view these Drowned Knights with a wary eye.



Optional Discipline Spread: *Animalism, Potence, Oblivion*



LORE



● **A Knight's Menace:** Before they became a group of Knights, your Bloodline was coldly composed in social engagements and vicious in conflict. While outside of physical combat your difficulties to resist Fury Frenzy are reduced by 2, but in combat they're increased by 2. Your shadow manifested by Oblivion always appears "wet" or "drenched", leaving behind dark moisture and sublimating with thin mist. Whilst in Fury Frenzy your shadow flickers and flashes, like clouds in a thunderstorm.

●● **Tempestarii:** Mortals that first became your Bloodline were tied directly to the Sea itself. When they became Christian Knights, this connection became the belief in a direct tie to God. A descendant of those [Tempestarii](#) has sworn an oath to you. They count as a Retainer (●●) that has a supernatural sense for storms and will perform a Ceremony that affects you as if you performed it.

●●● **Old Remembrances:** The forebears of your lineage warred with civilizations since their dawn, and held weighty blades of near-inhuman size. The remembrance of their blood awakens in you while you hold similarly large and normally unwieldy arms. Choose a level 1 Animalism, Potence, or Oblivion power. While wielding a heavy melee weapon you gain that power as if you know it. Your level is treated as 1 for that power in regards to pools and ratings if you have no levels in it.

Heavy melee weapons are Strength-based implements with a Damage Value of +4 or higher. Examples include sledgehammers, gas-operated chainsaws, steel beams, or the traditional Montante used by your order.

●●●● **Thou Shalt Not Relent:**

Your order was formally founded as part of the Shadow Reconquista, which was a relentless crusade across the Belleric Sea and the Iberian Peninsula to reclaim land. While in an enemy Domain, your Composure and Resolve pools are increased by 1 and Havens and Portillon ratings within that Domain are both treated as one lower for you.

●●●●● **The Salted:** Your order has a long history of defending their holdings against all manner of Abyssal threats and Sorcery. Any Domain you're currently in, or defending, counts as two dots higher in its Portillon rating. This benefit is added even if the rating of an affected Background is already at its maximum rating. Additionally you gain five dots in Warding to spend across any Havens, even ones that aren't yours. You can redistribute these dots once per Story.



Prisoners of Legacy

The descendants of Gratiano often know much of their legacy—or at least are aware of it. Had they been born into a Clan like the bluebloods, they'd likely have been handed power, seen as heirs to a noble lineage, and enjoyed privileges denied to others. Alas, the Clan of Shadows has no patience for nepotism. Many Amici Noctis go out of their way to treat them harshly, making a show of it to demonstrate the clan's Darwinian ideals.

Some Lasombra actively target these descendants, seeing them as political stepping stones or status trophies. Those who survive long enough while openly claiming their bloodline have proven themselves beyond question.

Among the sects—and especially among other Kindred—it's another matter. Many enjoy the idea of rubbing shoulders with Gratiano's blood, and more than a few of his descendants have used that fascination to their advantage. Even amongst the Camarilla those whose legacy can be proven may find themselves welcomed or given preferential treatment, their inclusion seen as a way to demoralise the sabbat sect. But this notoriety carries its own dangers. Some view them as living symbols of the Sabbat. Those who attempt to join the Camarilla or other sects often find themselves first on the chopping block, as if their defection stings the movement more deeply.

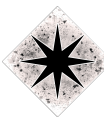
Gratiano's descendants, for their part, are keenly aware of the double-edged nature of their lineage. Some hide it, modeling their lives on the lessons of their infamous forebear—shadowed, strategic, unseen. But many are more than willing to leverage it openly: gaining introductions, currying favor, or playing the role of servant to influential Kindred who enjoy the thrill of keeping Gratiano's blood on a leash.

There are disturbing rumors, too—whispers of Antediluvian cults led by abyssal mystics who believe that by systematically offering every drop of the betrayer's bloodline to the Abyss, they may one day resurrect their founder. And so the handful of his descendants prefer to only reveal their lineage when the time is right. Seeing their namesake as a mere tool to be discarded when it no longer benefits them.

Optional Discipline Spread



DOMINATE: The descendants of Gratiano often feel compelled to rewrite the memories of others, ensuring their lineage remains hidden until the time is right. Their name is a tool—used to open doors, sway decisions, or command respect. But once that door no longer serves their purpose, they prefer their bloodline remain unspoken. After all, there are always those eager to make a name for themselves by extinguishing a legendary one.



PRESENCE: Gratiano de Veronese was no brute; he was a courtier, a diplomat, and a manipulator par excellence. His descendants often favor Presence over raw force, using it to build quiet coalitions, bind allies, or sway sect politics behind closed doors. Most never advertise this preference.



OBLIVION: As with any typical Lasombra, they show great interest in Oblivion. Rumors abound that those descended from Gratiano hold great power over the Abyss—a mere fraction of what the Antediluvian once commanded. Some descendants delight in manipulating shadow with overly theatrical flair, using it to impress or intimidate impressionable younger Kindred.



PROGENY OF GRATIANO

(LASOMBRA CHARACTERS ONLY)

Few Cainites have had as an impactful life as Gratiano. Born into the wealthy Veronese family of Italian nobility, Gratiano was quick to ambition, and quicker to wresting victory and power from the jaws of impossibility. Selling out his own family when they proved to be his betrayers, he created alliances with his own political enemies, brokering peace and wealth in his own interests. All of these before his heart even stopped beating.

After his Embrace by Lasombra himself, Gratiano played the role of dutiful son, immediately earning his Sire's favoritism and trust, all the while plotting his destruction. Gratiano's chance came when approached by a cadre of Anarchs, who broke his bonds to his Antediluvian Sire, and allowed him to put into place all the pieces needed for Gratiano to take his place via Diablerie.

This altered the path of the Clan of Shadows irrevocably as part of the Sabbat, and Gratiano himself would become the Archbishop of Rio de Janeiro up until his recent disappearance. Many claim his Diablerie may have been a long con, or that his attempt was unsuccessful, and that in the end the Antediluvian's deceptions have played out in some grander scheme. Others whisper that he oversees the theatre of Gehenna as one plays a game of chess, making moves against the ancients on equal intellectual terms.

Though Gratiano never believed in legacy or lineage, you and Gratiano's other descendants carry his blood and no small degree of his talents for political upheaval and power.



Optional Discipline Spread: *Dominate, Presence, Oblivion*



● **Tongue of the Courtier:**

Gratiano played the role of the dutiful son before he committed patricide. Add a die to your Manipulations and Charisma pools made in regards to those whose authority or Status exceeds your own when showing obedience and concealing any true motives. When you betray a character you were previously obedient to, they become your *Vendetta*. When you defeat your *Vendetta* in Social Combat in a scene, you deal an additional point of non-halved Willpower Damage.

●● **The Rebel's Call:** Though the Lasombra hardly respect lineage or title, your blood gives you a gravitas that many Lasombra lack. You gain four dots to spend across Status and Mawlas in regards to Sabbat and Anarch Cainites, however you have an Adversary (●) in the form of a Lasombra seeking to take your head to buy their way into the Ivory Tower.

●●● **Fresh Opportunity:** Like your line's progenitor, you not only seek out ascension, you act on it with a sharpened clarity. When a political position opens, or the chance at leadership presents itself, you may add four dice to the first pool you make to convince others that you're fit for the role.

●●●● **A Certain Mastery:**

Gratiano was self-assured, even in the face of his elder siblings, and even in regards to his Sire. His mastery of the mental powers of manipulation gave him insights to thwart such powers as well. Like your ancestor, you are completely immune to the effects of Dominate and Presence powers you know.

●●●●● **Unfinished Legacy:**

Your blood carries a fragment of Gratiano's will—the iron resolve of one who defied the Lasombra Antediluvian and devoured him. You and those that taste your blood add two bonus dice to their Strength and Resolve Tests made towards Diablerie until they feed or reach Hunger 5. However those that successfully Diablerize you suffer an additional automatic Humanity loss.



Pilgrims of the Dark

"It tells me the past never dies. It tells me that life and light were a mistaken utterance. It tells me that the great violence that birthed it all is blasphemy incarnate. It tells me that what we experience isn't reality and that we know only the repulsion of energy that has been expelled from substance. It tells me all I know is fabricated by lightning arced through my head in waves. It tells me that love, color, sound, taste, and even where I think I am is a crude attempt of unreliable organs to inform me. It tells me I'm nothing more than an insect that's spent its entire life buried in flesh. It tells me that I have always been here. It tells me I am an abscess in the nothing of the universe. It tells me that even when I flee, it will always be telling me."

—*The Scrivener's Manuscript*

An especially ancient Bloodline within the Clan of Shadows who traces their lineage to the early nights of the Lasombra's formation. Most Ascetics know in the black antrums of their unbeating heart that the ruthless pursuits of their Clan to exercise control over their environment is only a vain attempt to satiate a long-forgotten truth: That within the Lasombra's blood is an eldritch hunger that will never be sated. An empty vortex that seeks any attempts at change and victory over the natural realm to fill itself. According to this Bloodline, the only way to fill this metaphysical hollow within, is to return to it.

Every Ascetic feels inexorably drawn to the Abyss, both within their blood and otherwise. This calling to Oblivion grows stronger as their Humanity wanes and the decades march on, and by their second century, many Ascetics prepare themselves for the ultimate pilgrimage—one not of travel to any earthly location, but into the Abyss itself. To stand on the black beach of the far shore. Scholarly Ascetics refer to this place as *Ādima Tamaḥ*.

Over the centuries of their lineage, the Bloodline's foremost fixation became the *Scrivener's Manuscript*. A mythical record carved into hematite tablets by a Toreador poet. If the *Manuscript* is to be believed, this Poet was once stranded upon the distant shores of *Ādima Tamaḥ* as a lone witness to the endless void. Yet the void held a will that blessed him with understanding. To the Ascetics, his words are divine, promethean, wisdom that are meant to guide them to that same shore. In modern days the Scrivener's bloodline lingers as Toreador with grim fixations, and who sometimes pour out this same wisdom in their art.

Embraces within the Ascetics tend toward academics. Specifically those who learn and study under duress or a deep longing, who can master knowledge in the face of adversity and use that knowledge to succeed against insurmountable odds. Add to this their metaphysical pull towards the Abyss and their eventual need to master occult knowledge, and most Ascetics become quite acquainted with the ceremonies of their Clan.

Perhaps the most peculiar irony is that the *Scrivener's Manuscript* is deeply poetic, even emotionally romantic in its descriptions of what the poet encountered. This has given rise to an unusual form of Abyssal Mysticism, wherein the Scriveners cast their emotions into the void to give it shape from nothing, to contrive conjuration, or even to amplifying it. In these nights of chaos, the Bloodline persists, though rarely recognized, for their Elders take pilgrimage into Oblivion nearly as quickly as they are born. Leaving both neonates and Ancilla to scour the occult underworld, desperate to recover remnants of the Scrivener's lost verses, seeking wisdom that, like their lineage, is forever slipping into oblivion.

Optional Discipline Spread



AUSPEX Many Ascetics dubiously attribute their powers of Auspex to having convened their blood with Scrivener or his Childer, however others see this power of supernatural insight as a connection to the dire will of the Abyss, that whispers the true nature of all things into their minds, giving them knowledge of the unknowable.



POTENCE Physical strength is hardly foreign to the Ascetics, whose appearance usually lends to slighter or less athletic builds due their scholarly pursuits. However physicality belies their inhuman ability.



OBLIVION Ascetics practice an altered, or as they might claim, intended form of Abyss Mysticism. Many such powers manifest the abilities of the Abyss in paradoxical ways, such as in the form of Lambent Dark, and due to their reliance on the Scrivener's Manuscript, usually use tattooing and writing as processions of power.

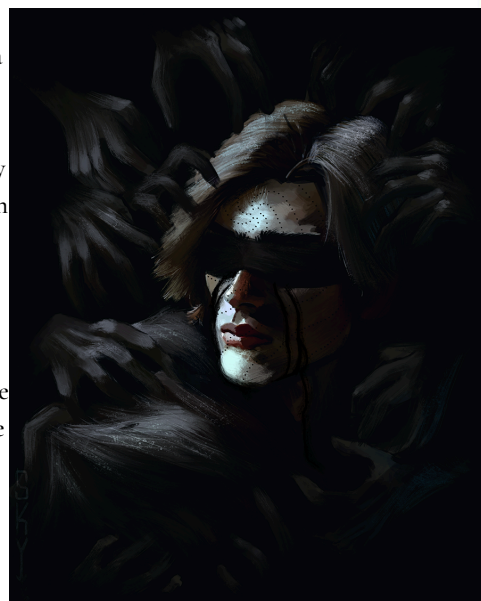


ASCETICS OF THE DARK

(LASOMBRA CHARACTERS ONLY)

An Abyssal Bloodline with an anxious longing spiralling through their veins. These apophatic Kindred descend from a group of unknown methuselahs, accounts of which tell that they were Ascetics who believed they could become tutelary deities via abstinence from light and warmth. Some accounts claim that they were the direct Embrace of the Antediluvian, and that they were told by him to make pilgrimage to the *Ādima Tamah*, the Primordial Dark. Those that descend from these Ascetics find a similar pull in their blood, eventually making their own Pilgrimage.

The Lasombra of this line are usually Embraced to inherit their Sire's collection of occult information on the Abyss. This information comes in the form of ways to understand and prepare for other's inevitable travel, because of this the Clan makes quick allies and Embraces of scholarly and well-information individuals, and as Kindred they tend to work with, or become Abyss Mystics themselves. Outside of their occult fascinations some Ascetics



Optional Discipline Spread: *Auspex, Potence, Oblivion*



LORE



● **Tutelary Rites:** In life the Ascetics would travel abroad to freely teach their methods and masteries to others. This tutelary talent runs strong in your blood. You can teach Ceremonies you know to others, and when you do they learn them twice as fast and their costs to purchase with Experience are reduced to two per dot. Additionally you learn the Oblivion Ceremony [Poet's Prose](#), even if you don't have the required Oblivion or the prerequisite power.

●● **Beyond the Horizon:** The pull of the unknown is constantly at the edge of your mind, you can open yourself to the whispering silence to drown out distractions and keep your mind steady. Your concentration cannot be interrupted as long as you wish to maintain it outside of provocations of Frenzy or if the interrupting effect is from a Critical.

●●● **Pilgrims of the Dark:** *Ādima Tamah* will be your final destination, and perseverance and survival on that journey requires physical and mental constancy that you've trained to endure. Once per Story, you may take a point of Aggravated Willpower Damage to pin a non-Hunger die to a 10 on all Willpower, Stamina, and Resolve Tests for the remainder of the Scene.

●●●● **Nightless Night:** The Abyssal depths boil within your skull. When you roll a pool that includes Auspex or Oblivion, you may pin one of your Hunger Dice to an automatic 10 and set it aside before rolling the rest of your pool. A Bestial Failure on the roll causes the Abyss to spring forth into reality, manifesting as a dark doppelganger that actively works against you. This dark twin has all your Attributes, Skills, Disciplines, and Secondary Stats, however as a manifestation of Oblivion it suffers Aggravated Damage from direct bright light, and Superficial Damage from other light sources.

●●●●● **Poets and Elder Gods:** You've come into contact with a descendant of the [Scrivener](#), who you gain as a Mawla (●●●) that has three pages of the Scrivener's Manuscript. They will trade you a page in return for payment, usually in the form of at least one dot of Backgrounds or if you perform certain Powers or Ceremonies of Oblivion to help them, possibly even in combat. You can study a Manuscript Page to divine information that allows you to automatically pass any Resolve or Intelligence Test related to Oblivion. Each time you do this, the page becomes inert, and will offer no insights for the remainder of the Story.





THE LASOMBRA IN MODERN NIGHTS

“The true price of success is what someone is willing to pay for it.”

The Clan of Shadows is feared among the Kindred. Seen as vicious bullies who use casual cruelty and force to get others to submit. A Clan that excises sentimentality and will turn on each other at the first sign of weakness. An uncaring, implacable foe that can step from any dark corner and take everything from and of you if you do not submit.

It is an image that the Lasombra projects into the night. However the Lasombra are more sophisticated than this projection. Their ruthlessness is real, but it is only a method. One that once suited those who carried the Sword of Caine. For many, that time has passed. The Lasombra have their passions and their pursuits. They even have their loyalties. But in each of them, there is a dark pit that has existed since their Embrace. Some reach into it to call upon the Abyss, their signature power that makes even the monsters fear the dark. It is the reason why the world seems to recoil as reflections and electronics alike distort around them.

Every Lasombra feels it. A cold and hollow absence, as if their Embrace has severed something essential. They are untethered from the world. They may care. But if that emptiness inside them is denied for too long, then no price will be too great for victory.

That is what makes them truly feared. Not their power over the shadows. Nor their influence over the sects.. But their need to be victorious. Every time.

Carved into Purpose

"Truth be told, we've had a rather tumultuous existence as a Clan. We have only ever sprinted towards the certainty of our ambition, giving not even a sliver of ourselves to any other purpose. We instead slice away the purpose of all others until it's in a shape we control wholly. We let nothing alter the geometry of our state or the curvature of our want. We are the contours of ruthless individuality. To think we've made it so far in unison when we are so unconcerned with the sentimentality of unity, that we have so thoroughly preserved our line despite having not cared for one another's preservation. In truth the design of the Lasombra has only ever been one of victory, of success, of ambition. Each of us is driven enough to ensure the Clan's delineation, even when separated from the whole. This is what makes us like a shadow. Each of us is cast in isolation, but each of us is the silhouette of our purpose. Cast together we are darkness, all encompassing, victorious in totality. Each success the shape of us cast over others. A vast mass —all consuming, unrelenting, inevitable. In this way we have each held a patient blade, one that carves through eternity. In this way, our Clan is sovereign."

—Mayaken, Prince of Morelia

There are but two constants throughout the history of the Clan of Shadows: Struggle and success. The Clan as a whole, regardless of if they're mindful of it or not, perpetuate this duality through time. Amongst the majority of the Clan, the only worth one has is the worth they achieve, and in most cases, worth they take from others. Within the Sabbat this was twisted, no longer a mere need for victory, but for their competition to fail, and know the grave consequences of that failure.

This wide-spread culture within the Clan, within their blood, makes them some of the most ruthlessly capable, most resourceful, and most talented Kindred (or Cainites) that walk the earth. Even their very Disciplines show the evidence of these preferences; Dominate over the minds of others, Potency over the bodies of the weak, Oblivion to the souls of the defeated. The Clan of Shadows break those who would oppose them and ensure total dominion over whatever that falls under their shadow. While this isn't to say that every Lasombra strives for utter tyranny over everything around them or the matters that concern them, it does make them naturally

aspirational. This, more often than not, leads them to a level of competency that grants them positions of leadership.

The Lasombra find aspirations in any interest, from taming the beasts of the wilds, subjugating the Kindred of a city, mastering the strokes of a brush, or even attempting to regain their proficiency in modern technology. The exact configuration of their methods are sometimes abstract, sometimes obvious, but in any such case, the end result is usually apparent: Success and mastery, at any cost.

This philosophy of excellence is one that eats the weak in a way no other Clan does. While every Clan claims that it is discerning in its Embrace, in its membership, the Lasombra are the only Clan that keeps their discerning eyes fixated on the capabilities of their peers at all times. Within the Clan of Shadows, respect is earned with greater difficulty than any other. A finite transference, where the Shadow must take, and others must be taken from. Those who are too weak to earn respect are frequently rewarded with scorn and their eventual destruction.

Those who were Embraced, and survived, in the early nights of the Clan would quickly realize that such a disparate collection of ambitions would quickly lead to conflict, and to the destruction of the Clan as a whole. From this was born a consensus, not one that was created immediately, or purposely, but simply grew within the Clan of Shadows organically, as an emergent preference. That even apart from one another, even with each individual having their own aims, their mutual perseverance ensures the capability and success of the Clan and their prospective Childer. So as one, they weed out the weak, abandon the failing, and press onwards in the dark.



The Taker's Knife

"The truth is, when I was alive I didn't really have a lot to live for and I didn't have much perspective. Back then I just did what I did because that was life. Get the best grades. Score the best track time. Win a scholarship. Secure the promotion. Take the lead. I did it all because I was expected to do it. I thought of life as a game. One I just played, even if I didn't care to win. In a way I just happened to be accidentally good at it.

"The first time I lost it all I simply worked to get it back. I got it once, so getting it again was just the same goal with extra steps, really. I thought it was a more novel challenge than what had come before, but that's all it was. Novel.

"Then I lost it all again. More, this time. Friends, my spouse, immediate family. It mattered this time. Those were things I enjoyed in life. I earned those people, I earned their time. I loved many of them. As someone who cares so little, that means a lot. More than I really knew.

"That second time was a turning point. Like I'd been broken from a stupor, somehow. I suddenly had an ambition —To find out why I lost them. I put my drive towards something in earnest, and I quickly found what little I loved wasn't lost —It was taken. The thing that took from me, offered me eternity as a reward. He said it was 'a new life as an apex predator', one that fit my talents. He was arrogant, and he thought I was too.

"I took his gift. Then I took his life. In death I broke open, and the retrospect of all that came before poured out. The ease of my successful youth came at the cost of others. I had taken the dreams of those who pit themselves against me. I just did what was natural to me, without ever caring about what I was doing. There was little in winning at their cost. In truth it made me hate how apathetic I was when I was alive. How totally unappreciative I had been of others.

"Now I have a new nature. One that grants me a power to take from others who don't deserve what they have. It's stupidly ironic, really. Poetically ironic, even. That in death I'd have a raison d'être: To take."

—Ahmir, Friend of the Night

Death's Other Kingdom

"Success begets success, or so they say. No one mentions the price exacted. The payment in blood, in people, sometimes even in the quality of our character. Bridges burned, communications severed, heads sent rolling. We left the Sabbath because it's an abject failure —and we'll not be in the company of failures. Such greatness has a steep cost, but it's one we'll pay. More than once if necessary, and with no regret. That's what makes us what we are. The necessity. The Need. Against all odds and costs. We will not fail."

—Kai Song, the Great Lakes Smuggler

Being an unnatural thing that feeds on blood and lives forever is a withering experience in the best of cases. Being such a thing that has to constantly prove oneself erodes the ego, the mind, even the soul.

In their constant struggles to succeed, Lasombra lose many things that make them what they are, or at least what they were. Shadows strive under the ethos of their Clan, sharpening their edges against it like a whetstone. Morality, vulnerability, sentimentality, and humanity are all eventually ground away to sharpen their Beast, to hone the void that will never be filled. Victories bore a hole in them as a cost, a mounting loss from success as ambition builds a debt that can't be paid.

Even camaraderie exists in the Clan only for the drive to ensure the Clan remains strong. Weakness is excised, dependencies are severed, and egos are flensed. All in the name of strength and control. While some Lasombra keep a tight grip on compassion, loyalty, warmth, and morality, it's only the most cunning and careful who maintain that grip. Even so, it's hard for such individuals to justify keeping such things close to their chest, when their blood, Beast, and the entire Clan is looking for one's weakness as a default operating method.

The Clan isn't necessarily wrought with paranoia. Every Lasombra knows the score, and those that don't are unlikely to last long. If anything this constant threat, the looming possibility of being outlasted or outplayed, is a kind of comfort for each member of the Clan of Shadows. When there's no pretense of mercy or care, one is free to do as they wish to their peers, as they know it will be done to them.

It requires a steady mind, with strong convictions, to keep from becoming consumed by the constant costs of one's success at the expense of everything else.



Form Prayers to Broken Stone

Seba made the sign of the cross as he sat in the confession booth, a ritual-motion that he had repeated since his childhood, back when his blood ran warm. "Bless me father, for I have sinned. It has been seventeen years since my last confession, nearly the number of years I have been a Cainite.

"I have been underhanded in my ambitions as a Cainite. I have lost the moral adherence to the commandments found in Exodus. I have been blinded by a need for personal control, I have coveted the success of others, and I have murdered the innocent... I have forsaken the morals and ethics of my living days... Truly the worst sin of all is that I hardly care, and that I'm not even here in confession for such transgressions.

"I feel myself slipping. Pulled into the tide of darkness that lives in my blood. I know —Pray even, that you understand what I speak of. That I don't mean the Beast and her whispering vices, or even the needs of my heart's blood. I speak of something colder. Something slower. The all-consuming black seeded in each of us. A pit. Rooted deep, draining the last remnants of light and strength from within.

"I find that each victory tastes of ash to me, Father. Every triumph, a fleeting distraction from our hollow state. God's creation rejects me as I sacrifice for conquest. Do you feel it, Father? The way the air grows colder when I enter a room. The way colors darken at the edges. And it's not just me. I feel now that it's us. As a Clan. That even in our humors, we are incomplete." The confidence poured out of him now, a levee that he had built, overflowed in the presence of one that would listen. He felt blood well in the corner of his eye.

"I fear I am slipping away, that I'm only partially here. That's why I cast no reflection. That's why these modern marvels—screens, cameras, sensors—deny my presence. I am condemned to hollowness. And so I take. I take from a world that would deny me—to fill what can't be filled. To silence the void for just a few nights. My drive, my pride, my victories, even my neglected faith—all secondary to the hunger behind the hunger. I feel now that part of me was ripped away that night. That I wasn't made stronger by my Embrace, but that I was wounded. And in that wound the Abyss rests. A pit.

"I feel the dread rising, and I wonder how much longer I can resist. How many more sins must I commit before I relinquish my mind to the pit? Please father, tell me, what penance is there for the Sins I've committed? For the countless more I will commit to feed the dark?"

Lost; Violent Souls

*"Those who have crossed
With direct eyes, to death's other Kingdom
Remember us-if at all-not as lost
Violent souls, but only
As the hollow men
The stuffed men."*

TS Eliot, The Hollow Men

Many would be forgiven for assuming the Lasombra, who are perceived and present themselves as ruthlessly efficient and willing to pay any price to secure control and victory, would have little room for morality, for humanity. However such needs are relatively universal within the hearts and minds of Cainites, some are merely better at riding down the spiral of their loss than others.

Never openly exposed within the Clan of Shadows is the truth. That the Beast and the void conspire, even compete at times, to hollow them out entirely. To leave only a monster or the husk of a thing in their place. An inhuman sentience that supplants the throne of their mind.

In deep conversation with Sires and philosophers of the Clan of Shadows, it's commonly spoken of as only the weak losing to their Beasts and to their hollowness. That these inner turmoils, they say, must be used as any other tool, and that true strength is resisting their governance. In these same conversations, many arrive at the consensus that a Shadow must find strength wherever it may be, to board up their defenses against the hungry Beast and the scratching dark that seeks to rid them of their faculties.

Utilitarian views, discussions, and presentations conceal the simple fact that, despite all the vaunted superiority of their state as Cainites, the morality of the Kine might be more important than a Shadow would admit and many Lasombra would bother to respect. Despite this, touchstones provide the best defenses against becoming a Wight or a husk. Touchstones are found even more commonly in the modern nights amongst younger Lasombra, who have never known the Sabbat, and have little idea of the Paths of Enlightenment, or even that they exist.

Yet it's also a grim truth that no small number of Lasombra, who have endured rigorous training, life-ending upheavals, and the ideological shifts that define their unlife in the Clan of Shadows feel alienated from the people of their former lives. Such people would hardly recognise them, and in turn such Lasombra can hardly feel attached to them. Some cling



to the memory, the nostalgia, of a person once important. A hollow semblance of an idea for a person who was drowned out long ago.

Distant Touchstones

"I won't pretend like I have any wisdom. Humanity is something we were taught to value little, and so we valued the humans that were close to us even less. But I find myself nostalgic now that the pack is dead. I find the old memories of my youth toiling like rotten coals, beginning to smolder with renewed appreciation. I traded my ties to my life with ties to my Pack, but now I see new ties with clearer eyes. Faces and people not unlike the ones I've lost. Kindling in my darkness."

—Mejia the Lonesome

In the cases of most Lasombra who have left behind their life entirely, or have had it taken from them, they seek out new attachments. These are frequently those Mortals who struggle and succeed, or persist at the least. The son with no living parents and no safety net who strives in pursuit of knowledge, the ambitious sister who organises great charity for her ailing sibling, and the physically maimed who ignores their agony to seek their dream without pause. Like the Lasombra who has lost their attachments and strives against such loss, these Mortals persist in a world, in a state, of seeming damnation. Their struggle is the humanity the Shadow needs in times of a trying conscience.

Others take a different path. They seek out Kine who desperately need the lessons the Lasombra have learned to help themselves survive. These vampires become silent magisters, intervening from the shadows for a human's "benefit," paying a steep price so that others can live naive, pure lives.

Individual Lasombra are particularly wary of their own kind discovering such attachments of any kinds. Many adopt the practice of using decoy Touchstones, positioned to draw the attention of rivals or predators via the use of false ties meant to protect the real ones. Meanwhile, the Lasombra moves in silence, maintaining contact with those few mortals they truly care for. From the shadows. ■



Politics of Dark Souls

"Few of us consider others, especially outside our Clan, as equals. This complicates matters of trust and camaraderie, obviously. It doesn't just make us come off as condescending, but it stokes unwarranted arrogance. There's no quicker way to one's Final Death than the weakness of ego. One can be reliable and ambitious at the same time. Dying alone in the dark, that's not exactly a mark of a winner."

—Sir Castillo, Knight of Saint Adjutor

As individualistic as the Lasombra tend to be, they will work with others towards a greater purpose, for even the most capable knows that the world cannot be changed by the whims of a single undead thing. Ironically, fellow Lasombra are rarely considered for alliances outside of Clan-specific matters. Far too much competition exists between multiple Shadows cast over a single Coterie. Instead, such Lasombra seek Kindred whose ambitions are easy to read, whose ruthlessness has limits. Placing themselves as a solution, a blade in the night, that can be wielded against their ally's enemies. This manipulation is a strong one, and regardless of Sect, is a proven way for the Lasombra to not only show their worth, but provide for their peers.

Once a part of a group, a Lasombra proves incredibly useful, usually so much so that they become indispensable to that group. They work hard to achieve their goals and if the group's goals align with their own, it means they'll work hard to achieve those as well. Amongst those outside of their own Clan, Lasombra enjoy a kind of refreshing simplicity. There's no need for constant games, no need to always operate at maximum efficiency, and they find other Kindred more appreciative. Having others to look to for camaraderie can be a warming, cathartic, feeling for the cold nature of a Shadow that walks the high-cost path of success and sacrifice.

Few Kindred readily admit it openly, but a Lasombra is someone they tend to need, which is why they're so readily forgiven in the modern nights for their old sins. It's why Anarchs look to the looming strength and stability, why the Ivory Tower rattles their sabres with idle costs of entry, and why Lasombra that head out into the night are sought out by the lost and damned as a beacon of strength in the maelstrom of uncertainty.

The Friends of the Night

"Les Amis Noirs, or the Amici Noctis, have been with the Clan since its founding. While the weaker clans may not withstand even a single Lasombra in direct confrontation, when those same Clans organize, we are vulnerable. Thus, we were forced to organize in turn. Unified under individual ambition, and testing one another through comparison."

"Alas, our superiority makes us ill-suited for cooperation. So the Amici Noctis was created to regulate our kind and align the Clan's survival and interests with the ambition of those who would lay claim to the night."

Friends of the Night, more commonly known as *Les Amis Noirs*, *Amici Noctis*, or in older nights as the *Brether Nokw* and *Asdiqa al-Lail*, are a shadowy circle of Lasombra operatives working behind the thrones of Archbishop and Prince alike. They pull strings, broker deals, and guide the course of Clan Lasombra, safeguarding its existence and supremacy, even as individuality and ambition threaten to unravel it.

They are the counterbalance to the organized Clans, especially their rivals the Ventrue, and the ever-vigilant Nosferatu.

The Friends understand the importance of these tumultuous nights: That if they play wisely, sacrifice carefully, and control the board, the Clan may dominate the next century. If not, the Lasombra risk being relegated to a Bloodline eaten by something greater, not unlike the Salubri and Cappadocians.

Grounded in pragmatism, *Amis Noirs* have never pledged loyalty to any one Sect. Their gatherings remain neutral spaces where Lasombra from across factions, be it Camarilla, Sabbat, Anarch, or Ashirra, exchange information, trade boons, and explore mutual interests. They pull strings from all directions.

In these nights, their efforts center on consolidating influence within the Camarilla while cutting direct ties to the Sabbat. Amercements levied on Lasombra seeking Camarilla entry are now of prime concern, exacting costs and rigid protocols demanded of any would-be member. While most Clans would balk at such terms from an ancient enemy, many Shadows—including the *Amis Noirs*—see it as a challenge that will sieve the strong from the weak. Their night-to-night operations revolve around ensuring that this financial bloodletting binds the Clan together rather than breaks it, transforming the ordeal into a weapon against former allies still clinging to their packs in the Sabbat.



BY INITIATION ONLY

"Belief in rule by an elite is no better than bigotry when ability is not the sole basis for admission to the circle of the elect."

— William A. Henry III

The *Friends of the Night* are an elusive and extremely exclusive group of immortals. Membership is not something one can actively work towards, instead it is something that one gains via invitation. To even be considered, a candidate must be sponsored by an existing member, a feat that demands either significant political capital or a list of feats so impressive that they cannot be ignored.

Ruthless success, singular ambitions, or acts that alter entire Domains are examples of what might bring an individual under the notice of the *Les Amis Noirs*. Once a candidate is formally acknowledged, an observer is dispatched to shadow them. Their role is simple: determine whether the Kindred has truly earned a place. But the methods are anything but simple.

In a manner reminiscent of the Lasombra Embrace, the observer begins to methodically dismantle the candidate's life. Rivals are empowered. Hunters receive critical intelligence. Assets vanish. Allies disappear. Every failure is arranged, every fall carefully staged, a gauntlet of crises designed to separate the worthy from the expendable.

Sires within *Les Amis Noirs* can sometimes sponsor their own Childer in an attempt to foster greater prestige and influence within the group, such Childer usually face tests of competency that far exceed that of a typical consideration. Some members of the *Amis Noirs* may attempt to manipulate the process by stacking the courts of the Friends of the Night to aid in a Childer's induction. Such schemes, however, are almost always uncovered by Elder members. When discovered, the punishment is absolute: the Childer is destroyed without hesitation, and the Sire is sentenced to Diablerie by order of the Courts of Blood. The failure of both parties to conceal their transgressions is enough to warrant their complete removal.

There is, albeit rarely, another path: inheritance by destruction. If a Kindred orchestrates the downfall and destruction of a sitting *Amis Noir* and survives, they may claim their position. But only through a Court of Blood, judged by their would-be peers. Such trials are particularly hard, and fellow friends of the night are informed almost immediately of any petition against them.

THE COURTS OF BLOOD

"Marcus. What a surprise, bumping into you here of all venues. Come, let's sit. The private booth, yes. Much more... Appropriate for what our topics will concern."

"Oh? You don't think we have anything to talk about? A mutual friend tells me you're planning to advocate for our Scourge's destruction in a Court of Blood."

"Now don't look so tense, Marcus."

"Our friend knows I have some experience in these matters and fortunately for you, his dislike of the Scourge rivals your own. And as a favor to him, I'm here to share a few hard-earned insights."

"First of all, you'll need to prepare your "evidence" long before you petition the court. Ideally, you provoke—or manipulate—your target into decisions that support your narrative. Lay the groundwork. Document it. Selectively, of course, you want to win, don't you?"

"That will make the outright fabrications far more palatable."

"And do it with style. Concisely, yes—but with flair. A bored judge is a dangerous judge. Entertain them. Reinforce our values, whether or not the judge personally abides by them. They'll still want to appear principled amongst peers. No one wants to be the next one on trial."

"Now—judges. The Friends of the Night, or Amis Noir as you continue to call them, will select judges. Expect three to thirteen, usually the most influential Lasombra in the area—but not always mind you. It's best to find out who's likely to be tapped and secure leverage in advance. A boon. A favor. Even a well-timed compliment, if nothing else."

"There will be outsiders, too—Cainites with no stake in your quarrel. Those require bribes or persuasion. Show them how a guilty verdict serves their interests. Subtlety, Marcus. Always subtlety. Surreptitiousness is paramount, of course. The Friends don't care for interlopers, and care less for ones who don't have the decency to keep from getting caught."

"And when you petition them—show some respect. Follow their words to the letter. No more. No less."

"Finally, the right to petition a Court of Blood is not an invitation to run wild. That kind of disruptive greed is how you end up accused yourself—like my poor sire. The Amis Noirs are a busy bunch, especially these nights as the Clan moves into the Tower. They do not appreciate distractions."

"And if you fail? Well... out-of-court settlements are notoriously messy."

"You know... With my experience, I'm more than likely to be appointed as a judge."

"So tell me, Marcus, what exactly are you offering to make your version of the truth worth believing?"

—Elyse Durant



One of the greatest methods of addressing the price of entry into the Ivory Tower is convening Blood Courts. An ancient method of arbitrating disputes and eliminating problematic individuals within the Clan of Shadows that keeps outsiders from meddling in their affairs, these Blood Courts now serve as a definitive method of who might be a stand-out Lasombra that would make a good impression on the Camarilla, and address the incredibly steep prices that may be the cost of their membership.

While these Courts cannot manage the entirety of the vast world of darkness it can none-the-less serve as some organizing factor in these nights of uncertainty. To this end, Les Amis Noirs have embedded operatives in many of the most powerful cities to oversee Lasombra integration and influence. In many cases these individuals are secret even from the local Sect, serving as a quiet observer and confidant. Their primary purpose is to funnel ambition through proper channels. The Anarchs and other independents, have sometimes petitioned Les Amis Noirs as neutral arbiters capable of enforcing rulings. This recalls the early nights of the sect wars in America, when both Camarilla and Anarch domains lacked the stability to police themselves and had to rely on outside adjudicators. For their part, the Amis Noirs are happy to oblige in these uncertain times. Many Kindred remain wary of allowing their influence, but many more have no choice or face a blood alternative. Some Kindred, ever opportunistic, have begun to specialize as litigators and advocates within the Blood Courts, turning disputes into opportunities for power and boons.

DARK CORNERS

In ages past, when the Antediluvian still walked openly among them, they met at his retreat in Sicily, at the now-fallen Castel d'Ombro. With the destruction of the Vienna Chantry, Les Amis Noirs now avoid any large-scale gatherings whenever possible. Their meetings have become decentralized, operating in localized cells known as salons. Typically such gatherings are linked through their individual mastery of Obtenebration, which allows communication and surveillance via summoned shades or literally whispering between one another's shadows. Once treated as dangerous curiosities, Abyssal Mystics with mastery over these powers now hold new prominence and practical value within both the Amis Noirs and the wider clan.

These salons vary in style and setting. They are rarely opulent like the gatherings of the Ventrue or Toreador and instead favor function over display. Often held in remote ruins, abandoned offices, empty liminal spaces, or forgotten properties. Entrance is restricted to Amis Noirs, and each salon is overseen by a keeper. Less strict cells may bring other Lasombra as guests, though a misstep by a guest can mean summary execution for both parties.

These spaces allow Lasombra to speak freely, even amongst those who publicly appear antagonistic toward one another in Camarilla cities. Many Princes outright ban Lasombra assemblies, fearing precisely this kind of organized subversion. Which, of course, is why such places are hidden, and all the more necessary.

GREAT CONSPIRACIES WITHIN, WITHOUT

"Your Childe's appointment to the Ivory Tower should be finalized by week's end. The Primogen was... Most agreeable once I mentioned the recovery of his great-granddaughter. He was so willing. It was almost pathetic."

"They always are, when reminded of their sentimentalism... The Sabbat loyalists are still reeling from our "betrayal." They're restless and organising."

"Of course they are. They can smell their extinction. The death of relevance has a stench even the worst can recognize. Let their final screams of rage vanish into the Abyss of ages. A warning to those who still put Sect above Clan."

"My assets have already begun redirecting their agitation. The Ventrue board members pushing for heavier amercements are now... Indisposed. Without them, the vote will fall to the moderates."

"Good. Let the blue bloods do what they do best: compromise and react. Their reprisal—"

"—their reprisal will be guided by my intelligence. The packs still operating in Lansing will be utterly destroyed and those who do flee will be hunted down by your Hadal companies."

"Then let this serve as a lesson to those still sympathetic to Caine's cause: A broken sword draws more blood from its wielder than from any enemy."



The *Amici Noctis* are anything but unified. Lasombra factions, each envisioning a different future, operate in secrecy, undermining one another with surgical precision. Those who endure this shadow play often wield more knowledge and influence than any Lasombra outside the circle.

Ego and pride frequently fuel conflict, pulling assets into quiet opposition. These rivalries unfold through proxies; open infighting through unofficial channels would demand expulsion or final death, not for the betrayal, but for the failure to remain unseen.

Yet, collaboration isn't uncommon. When interests align, these shadow puppeteers readily join forces to enrich themselves and "advance the Clan's future," often at the cost of those deemed unworthy of their ranks.

Anarchs

"Lasombra were the first Anarchs. We rallied Clans in unison against the tyranny of fools. We preached of Caine and his expectations of excellence. We threw down inhuman ancients and ate their souls to ensure they were dead forever. We looked to the night sky and saw in the heavens all the heights of being one's own master. We are the gospel of freedom, the testament of agency, the clarion call of rebellion against the tyrant."

—Uria, the War-Priest

In the early nights, before even the Sabbat had any real name, the Lasombra saw the individual as the ultimate governance of their own will. Ambition to carve out one's place, control to maintain it, and the capability to do it on one's own terms. In these modern nights, as the Shadows cast themselves from the Sabbat, looking to greener seas, the Anarchs have become an obvious choice for many that leave the Sabbat to shred itself to ribbons.

Amongst a clan of the hyper-competent, why wouldn't a Lasombra take the helm of rebellion, steering the hearts and minds of the downtrodden, the oppressed, and the easily manipulated, towards a greater purpose? There's no better motivator, no greater spark in the hearts of the oppressed, than a champion that will bring the change they hunger for.

While many of their Clan seek refuge in the safety of the Ivory Tower, there are nearly as many who refuse to bend the knee to their former enemies. Former Bishops reform their Domains as Baronies as those who oversaw them march towards the promise of a Methuselah's neck below the sand. These "Barons" are quick to deal and compete for resources with younger

upstarts, already well acquainted with ravenous rebels. Other Lasombra, more recently Embraced and who have cut themselves free from their Sabbat blood-ties, and seek not the chains of the Ivory Tower, are quick to forge Baronies of their own. They frequently create Domains where might makes right. Where the ability of one's worth is equal to how much one takes from others.

Many Lasombra Anarchs become champions of their causes, and are quick to rally those in need of a savior amongst their own movement. While this can lead to points of contention between the other Anarch Clans, such as the Gangrel and the Brujah, these Lasombra are quick to pit their own ability against others, for they are nearly equal to the Ferals in Bestial savagery, and able to rival the physical might of the Rebels in brutality. Outside of mighty conflict, many Anarch Lasombra are quick to point to the ideals of individual freedom and self-governance in the face of oppressive Princes and monstrous Barons. However, the fact of the matter is that when one looks to the root of their participation in the movements, the Clan of Shadows rarely seeks co-existence in the same way as their Sect's peers.

The greatest strife between Anarch Lasombra and other Clans is an obvious one. Few Lasombra aim to upset the status quo, when it serves their purpose. In their heart of hearts, will is greater than change and their control is more important than others' freedom.

BENEATH NO SHADOW

"They call us traitors for turning our backs. Untrustworthy. That's the word your so called "thought leaders" spit at me. Who are they to lecture me on trust ! I who gave everything to the cause only to be tossed aside when convenient. I who besides countless brothers and sisters in arms, all of "equal". All Equally blind, all equally dancing to the strings of those higher up. Rise high enough and a leech is a leech be it a Prince or an Archbishop, they are all the same.

When the bond broke and I was left to die, one truth remains: Every cause is just a fence, built to corral and keep us obedient. I see it all around kindred dying for causes and abstractions like "justice" and "faith".

This is my Free State. No spook, no cause, no master will cage me again."

—Russel, the Unbound



Within the Unbound movement, the Lasombra are rarely motivated by ideology or cause. There is, however, a small but growing group of militants known as Beneath No Shadow or the Shadowless.

Founded by ex-Sabbat members betrayed by peers who sought Camarilla admission and abandoned by a Sabbat that no longer had use for them once the war shifted, this faction's zealotry curdled into righteous indignation and hatred for any cause. To them, causes are nothing but tools to cajole and control. They believe only in themselves, and in radical liberation through refusing to bow to abstract ideals or collective banners.

Following a creed of radical egotism, they pursue a doctrine of self-belief, striving to weaken the hold of abstractions or ideals over themselves and others. Many reject their clans entirely, denying any sense of belonging. Some go further, turning to abyssal mysticism and using Oblivion to dull the pull of the Beast and emotions entirely. Others attempt to resist the need to feed, thinking will alone is sufficient, with predictably messy results. Politically this resembles small, heavily fortified domains or spheres of influence that are theirs and theirs alone.

In theory, any Kindred may become Shadowless, as membership is recognition by peers rather than formal admission. Recognizing only those who have the strength or will to follow their own "sovereignty," some take it upon themselves to recruit others to their belief for strength in numbers, though uncommon.

A double-edged sword for the Unbound, the Shadowless are the first to strike, organizing rapid and brutal actions against anyone who would infringe on their "personal sovereignty." Yet they are just as quick to rouse against barons or larger forces attempting collective action within the Unbound, creating conflicts that require careful navigation to avoid instability.

They usually work separately, pursuing their own interests, joining forces only when threatened by the Unbound movement itself or an outside power. Their tactics are as varied as the individuals that comprise this loose group, though almost always brutal and chaotic: assassinations, targeted brutality, and chaos reminiscent of their Sabbat past. Each usually strikes out on their own rather than following an overall strategy. One may attack finances, another physically, others all targeting the same person.

The Shadowless movement has found that if each member brings their weight to bear down on a single target who, intentionally or not, disrupts their way of unlife, then others will stay clear of them. Even when

not a dominant force they form an intimidating bloc that can at the very least drag someone else down with them, forcing anyone with ambitions that involve the Shadowless to either be incredibly prepared or trick someone else into being the target of their ire.

The Shadowless pursue only what serves them, making only the smallest effort to avoid interfering with another's sovereignty, and often that courtesy is extended only to fellow Shadowless. The one rule they share is mutual aid. If one of them can be bound or constrained, what prevents the same fate for the rest?

Brujah and Ministry alike condemn them as selfish wreckers and clash with them frequently, but they find allies among the third pillar of the Unbound: the Gangrel. The feral clan respects their autonomy, and many a political animal has leveraged this kinship to gain the Shadowless support in exchange for greater independence.

NOT SO FREE STATES

"We should keep an eye on those Lasombra pouring out of the old Sabbat Domains. They're with us, but they're not, you know? They didn't join some movement because the rules of their old Sect were unjust —They joined us because they reject being ruled. I can appreciate that, but I can appreciate that it's gonna cause all sorts of problems too."

—Ravager Meryl

Anarch cities are fertile ground for Lasombra ambition. Fragmented, unstable, and riddled with baronial squabbles, they offer the perfect stage for Kindred who crave power without the suffocating chains of the Camarilla or the Sabbat.

Those with guile present themselves as "moderates": the dutiful lieutenant to a baron or other prominent figure who delivers stability, whispers caution, and poses as a counterbalance to the idealism of their supposed peers. A baron can rely on them when a problem needs to be resolved by any means, while keeping their own hands clean. But Anarchs who rely too heavily soon find themselves isolated, their reputations tarnished and their allies alienated, until they are dependent on the Lasombra alone and most likely their puppet.

Then there are those who want it all: the would-be tyrants. Where the Brujah rouse crowds with fiery visions and half-baked ideologies, the Lasombra cut through the noise with a simpler offer: order. They prey on grievances, promising the dispossessed that chaos and patchwork rule only breed abuse. "Better one hand



on the reins than a dozen pulling you apart.” And if that hand happens to be theirs, so be it.

Many fail, torn down when cities descend into civil war. But those who succeed crown themselves the central authority of their domains, ruling as princes in everything but name. These Lasombra make a show of rejecting the traditions of the Camarilla even as they quietly replace them with their own. They balance factions and stoke rivalries, insisting that only their tyranny can protect the Anarch dream from itself.

OPPORTUNISTIC VANGUARDS

"I've been to Anarch Domains that, up until a decade ago, were so disorganized they embodied the concept of Anarchy entirely. Then a former Sabbat Ductis rolls in and the tune of the whole town changes. My cousins do good work, but that makes my job that much more satisfying when I get sent to wipe them out."

—Archon Noah Breaker, *Lasombra Antitribu*

Lasombra within the Anarch Movement tend to be uneasy fits. Their long history of manipulating wide-sweeping religious institutions, coupled with their self-motivated nature, makes them particularly wary of the rebranded Ministry and the cults of supposed faith that now populate many Anarch cities across the world.

With many having once been a part of the Sabbat. This makes them deeply skeptical of any so-called “greater cause,” especially those of a spiritual nature that romanticize the Anarch dream.

Most Lasombra don't necessarily reject these ideologies outright. Instead, they exploit them. They position themselves as the vanguard of whatever movement offers the greatest advantage; typically one aimed at dismantling a rival's sphere of influence.

During such schemes, a Lasombra will readily adopt the rhetoric of the movement, reshaping its message to suit their own goals and improve their image in the hearts and minds of true believers. Even without the Ministry's powers of Presence, there's no denying the influence of a leader who promises salvation and change.

At the same time, these master manipulators are already building their exit strategy. They prepare to abandon a failing cause or redirect it entirely—altering its course toward a mindset that ensures their own rise and their enemies' decline.

When executed well, it appears as though the Lasombra had always been in the right—or that their judgment call beneficially redefined the ideals of an

Anarch Domain, allowing it to expand and claim territory in the name of the Sect.

Unlike the Brujah, whom the Lasombra often regard as consummate losers, they are quick to abandon a dying gambit if it no longer serves them. This lack of passion, this absence of genuine ideals, is perhaps their greatest strength.

A SHADOW OF A LIGHTER HUE

"Those who gaze too long at the abyss become monsters. But nobody speaks of those of us who shut our eyes when it was our turn. We were hunted, discarded, and abused. I drifted from place to place, waiting to die — until I found the rarest of things here, among the Unbound: hope."

—Paloma, *Unbound Lasombra*

Not all Lasombra are made for the clan's brutality and cold efficiency. Some want something else, a chance to step free of the shadow of their past and blood.

These Lasombra are often runaways, cast-offs from ruthless “vetting” processes, deemed too soft-hearted to kill but too weak to survive the clan's hierarchy. Some were spared execution out of pity or shame and quietly exiled to fringe collectives. Others were mistaken Embraces, born of weakness the clan could not afford, sent away to live a life that, while not safer, gives them a chance.

They gather in small, tight-knit groups of those they feel they can trust, or linger as guarded individuals at the edges of the Unbound. Quick to aid others of their blood who genuinely seek escape from the clan's legacy, they nevertheless test the conviction of every would-be ally. Too many have been burned by false hope and betrayal before. The coteries that do form are made of fellow rejects or outcasts distrusted even by the Unbound. All the while, the rest of the clan looks down on them. Some cling to atonement for the horrors they once committed. Others just want to forget. The Ministry, ever opportunistic, coils into these communities, whispering salvation while drawing them into cults or offering them the means to bury their memories. The Brujah, meanwhile, see in them a reservoir of disenfranchised recruits, lost souls who only need the right rhetoric to be galvanized to their cause.



Autarkis

"I ripped throats from the necks of Primogen, impaled a Sheriff with his own femur. I once helped a Tzimisce fold a Prince into her own suitcase. I did what I did because I believed in the work. But those good nights have passed, and I'm old enough to know the stories of how it all started, but young enough to see that it won't end well. My pack is dead, so why stay? I've only ever been on my side anyway."

—Anjelita Vah, former Templar of the Sabbat

Self-determination is one of the highest-valued traits amongst the Lasombra. The ability to pull one's own weight, to shape the world, and to make a grand difference with only the tools that blood has gifted you. The entire Clan tends towards these values, so independence from the wills and needs of others is a natural conclusion.

Lasombra who adhere to no movements, nor establish their own, refuse to join the Ivory Tower with their peers, or go down with the burning ships of the Sabbat, take to neutrality. They live on the fringes of mortal and immortal society, usually as mere rumors or legends. The Lasombra who do continue to engage in politics do so with utmost pragmatism, trusting no one, making only temporary alliances, and playing any side that ensures their survival (and success). To many of these Shadows, idealism is death, and authority is damnation. Drive and purpose is wholly self-motivated, and never refrained from in the name of others.

Others hold no such lofty concepts of independence, instead preferring their pursuits at the expense of ever ingratiating themselves with others. These isolated Lasombra tend to be occultic, frequently being found in the Kiasyd or Ascetic Bloodlines, with both too consumed by the dabbling in high concepts of darkness, or dredging ancient mystery from the Abyss. Kindred such as these usually have few friends, but still have powerful allies or supporters, as they are too useful, too knowledgeable, and too resourceful, to be lost by others. Even Les Amis Noirs regard these hermits as valuable members of the Clan and they shouldn't be lost without good reason. Despite rarely involving themselves in their affairs, many Sects and individual Kindred know a scholarly occultist is good to have during a certain kind of apocalypse. After all, should one look deeply in the histories of the Clan of Shadows, it was the Abyss Mystics who brought about the end of infernalists, securing the modern nights as they are now. Or so many older Lasombra might claim.

HADAL MERCENARIES

"My Sire was a Sabbat hardliner. Even after they abandoned her. She'd claim life was better when the Black Hand was in open war with the Cam, when Mexico City was totally under their thumb. Nostalgia and loss made her weak, easily manipulated, and now her pack bends the knee to a Fire Priest. She abandoned reason for hellfire and human sacrifice, even though there was always a better, smarter, war to fight."

—Michel, Hadal War Dog

While there are many Lasombra who remain independent for various political choices, convictions, or ambitions, there are those that simply do it for the ultimate pragmatism, rush of combat, and payment. The Hadal Companies are the Kindred equivalent to a private military. Born from several extremely accomplished Lasombra Ducti who saw no future in a single Sect, and were unwilling to go to the Gehenna War on anyone else's terms. Instead they have organized themselves into loosely affiliated militant cells who are willing to put their talents behind the ambitions of the highest bidder. Clients include those in the Camarilla, the very Sabbat they abandoned, or even Anarchs who are especially connected and influential.

Hadal Companies aren't ubiquitously known, but every city has a Primogen, Reeve, or Bishop, who knows someone who hired them and got results. This of course leads to inter-company fights, as enemies in a single city might both hire different cells, but these militants are quick to adhere to these tests of competitive conflict. The strongest that survive only make the Hadal Companies more capable, and prove their willingness to do anything, for the right price.

These companies are hardly just Lasombra, nor are they merely ex-Sabbat. In the last two decades many have joined their ranks as the most deadly and capable Kindred of the new millennium, ignoring any stigma or status. In the true Lasombra way, only strength and ability matter to these Mercenaries.



The Camarilla

"It's a shame the Ivory Tower is quick to mark the Lasombra as enemies. Many of them had little interest in the Sabbat as an ideal to begin with. The Drowned Knights for example, first offered service to Barcelona, yet they were refused by the Ventrue Prince. A refusal that has given the Courts of Love an order of militants that keep our waterways safe. They're the dark of our hearts, and I adore such poetry."

—Fleur de Volgirre, King of the Loire

The dominion of the enemy, especially their most hated rival, the Ventrue. Draped in the robes of “respectability,” the Tower dressed the brutal reality of power in ivory sheen. Its pretended humanity, masking predation with etiquette.

But perhaps the Lasombra made their own mistake. The Sabbat forged creatures too brutal and full of zeal to be wielded properly. In hindsight, the Camarilla proved better suited to the new world: more adaptable, more insidious.

The Initiative is the latest move by Les Amis Noirs, part of their enduring goal to secure Lasombra supremacy. For too long, they watched the clan's vitality bleed into sect wars. The Sabbat was never meant to be a cause. It was a tool, a fire meant to rally other Cainites to their design. But the tool burned too hot, and those who cling to it will be seared for their misplaced loyalty.

Even within the clan, many see the shift with suspicion. Serving the blue bloods, once their rivals and now their patrons, reeks of weakness. Advocates claim access to Camarilla resources will restore their dominance in time. Others whisper that this is the beginning of the end. Because even if they win, what good is power, what good is domain, if their childer begin to swallow the nepotistic, decadent orthodoxy of the Camarilla?

The price of survival and influence has been steep. The Lasombra have fallen from rulers of their sect to beggars in another's court, a shame they neither accept nor forgive. Once enemies of the Ivory Tower, now they kneel in its shadow, biding their time until it bends to them.

AMERCEMENT

"I was dying. Cancer. He said he couldn't watch me fade, that he would do whatever it took. Apparently our kind aren't permitted to Embrace. The Prince made sure it was costly, and I think he did it to make the others of our kind turn on him. I didn't know then what it meant to be Lasombra. I still don't, not really. I hear the remarks: that we're traitors, that we have to make penance for some war. Maybe that's why they treat us differently. But I didn't choose any of this! When I ask others like me, they just tell me to keep my head down and be grateful. I didn't fight in their wars! I didn't betray anyone! It's not fair."

The first domain to accept the Lasombra was the Crown Jewel of the Sect itself: Chicago. The city had stood unconquered since the Tower's praxis, its wealth and influence unmatched. It set the standards other Princes imitated. So when Chicago opened its gates to the Clan of Shadows, others soon followed.

The price of admission was brutal. Any Lasombra seeking membership had to deliver an equally powerful Sabbat. Most clans would balk at such a demand. The Lasombra accepted it. They had always culled the weak, and this demand simply accelerated the process. The Friends of the Night in particular saw it as a useful way of culling dissent and discarding those who refused to adapt.

Both the Ventrue and the Lasombra saw advantage. The Ventrue welcomed the spectacle of Shadows thinning their own ranks before swearing loyalty. The Lasombra ensured only the strongest survived to attempt it. Better still, Chicago never specified that the heads had to be Lasombra. And so the Clan of Shadows turned on their former sect, headhunting across Sabbat ranks in a vast treachery to purchase tomorrow.

Following Chicago's lead, other Princes, especially Ventrue, set their own tolls. Some demanded service, others demanded blood. Restrictions multiplied: bans on domain, on status, on feeding, on the Embrace. Some demanded blood bonds. Others required lifelong boons of servitude. Many Lasombra became enforcers, bodyguards, or confidants. New pets for old players.

Some Princes went further, forcing Lasombra to bleed out their secrets: disciplines, rituals, tactics, all stripped away before they could grow strong. Others forbade them to gather or organize. Still others made them responsible for each other's failures, turning meritocratic pride into chains, keeping them too busy watching their own to claim real power.



And the Lasombra? They endure. They keep receipts. They count favors. They wait. Or they vanish, only to return through another door, as Anarch, as independent, or as something worse.

THE SHADOW OF THE TOWER

As entries into the Tower are approved for the Lasombra, they take positions of prominence as the right-hand of many Kindred. With the mentality to always do what's necessary, to take any change and justify any means, they find themselves as both scapegoat and soldier. Their power over the night is rather unique despite the sudden prominence of various cults and the sudden flowing of occult information. Part of that uniqueness is the fear it inspires in the unbeaten hearts of many Kindred to this very night. Thus they are an effective tool for many in the tower to have, and a weapon that can be wielded against others.

As newcomers, many Lasombra are treated as little more than sinister traitors, beasts in the dark, and like lost dogs leashed and made dependent on those who would hold that leash. Especially young Lasombra find themselves without a strong network of contacts, and with shackles that their peers and coterie mates don't need to struggle against. This lack of real connection with the broader Kindred society within the Camarilla makes Lasombra ideal servants for those in the tower with prestige.

All the same, however, the Lasombra are quick to find tools of their own that can be used to make their positions too useful to be rid of. Their sudden replacement of the Brujah might seem foolish to the eyes of others, but the High Clans of the tower are quick to remind others that the supposed Hellenics were hardly useful assets at their best, and in many cases they were just as volatile in their membership as the Lasombra will likely end up being, all without the unique occult powers and ability to properly command and sew fear.

As the definitive masters of Obtenebration, even a fledgling can prove to be an ideal weapon—one that unnerves others and encourages paranoia. The fact they must be indebted to influential Kindred means the Malkavians and Nosferatu must be cautious. But it is their connection to the Church, and their limited access to Second Inquisition intelligence, that makes them truly invaluable. That knowledge can mean the difference between the purge of a city and the maintenance of the Masquerade.

Their eagerness to prove themselves, and their mentality of doing what needs to be done, has caused unease among many other clans—especially the Nosferatu and Malkavians. The Toreador, for their part, play the game, ensuring the Lasombra remain divided and fanning tensions with the Banu Haqim.

Their doctrine of faith provides certainty and appeal. The Lasombra are more than willing to play the role of penitent priest—distancing themselves from the Sabbat's inhumanity and presenting a visage that at least appears to align with the Humanity so promoted within the Camarilla. Their occult mysteries and the esoteric knowledge of their elders remain outside the blood markets, forming cults that thrive amidst the Ivory Tower's spiritual vacuum. With the fracturing of the Warlocks, they offer an interesting alternative.

THE ODENSE PACT

Since the Vermillion Wedding, the Camarilla and the Ashirra have maintained a closer bond—more a strategic alliance than a genuine camaraderie. This détente allowed the Banu Haqim swift entry into the Ivory Tower with minimal conditions, as both sects took calculated steps to preserve the alliance while quietly harboring mutual distrust.

Though the Ashirra is predominantly composed of the Clan of the Hunt, it also includes others, notably the Qabilat al-Khayal—a group of Lasombra who diverged from the main Clan during the Crusades, when much of their peers were purposefully aligning with Christianity and waged an open war against the Saracens. These Islamic-aligned Shadows present a unique challenge for many Princes: they are Lasombra by blood, yet have never belonged to the Sabbat and have lived entirely within the Ashirra. Under the Odense Pact, they argue—often successfully—that they owe no amercements for their inclusion in the Camarilla.

Many Khayal have leveraged their ties to the Ashirra and the Banu Haqim to frame any demand for prestation as an insult, using diplomatic pressure to exempt themselves from tribute or obligation. Most Princes concede, given the Khayal's small numbers and the political risk of alienating new allies.

Yet the Khayal have offered little in return to their Western kin, remaining traditionalist, religious, and largely insular. Some even carry the memory of the Iberian division and the Shadow Reconquista with a quiet resentment, while most Western Lasombra



scarcely think of them—except when invoking the connection to curry favor with the Banu Haqim.

The Qabilat al-Khayal are moved to action only under the command of the greater interests of the Ashirra, sometimes making them nearly indistinguishable from their Haqimite peers.

Montano's Ivory Allegiance

In the nights following Gratiano de Veronese's supposed diablerie of the Lasombra Antediluvian, the Clan of Shadows cast their lot with the Anarch movement—one that would soon crystallize into the Sabbat. Yet not all among them were swayed.

Montano, the first Childe of Lasombra, found his siblings' designs crude, unaccomplished—some might even say weak. To him, true control was not found in surrendering to the Beast or cloaking oneself in darkness without discipline. Power, he believed, was not in its reckless use, but in its mastery. The dark must be brought to heel—not allowed to run amok in pursuit of fleeting dominance.

After long rumination and meditation, Montano reached a conclusion: the fate of the Clan did not lie in the chains of the vinculum, nor in the bestial urges of Elders who sought to rule a doomed rebellion. Instead, he turned his gaze toward the Ivory Tower.

In the early nights of the Camarilla's formation, Montano pledged himself—and any Lasombra he deemed worthy—to its cause. These Lasombra, set apart from their Sabbat brethren, came to be known as the Antitribu. Even the Camarilla adopted the term, though it carried the weight of betrayal. Yet Montano's chosen bore the name with pride, unashamed to be severed from the Sabbat's blood-soaked legacy.

Within the hallowed halls of the Camarilla, these Lasombra differed little in philosophy from their kin: capability and merit above title. But they possessed something their traitorous peers had long abandoned—loyalty. Among the Antitribu, structure was not a shackle but a crucible. Titles were respected, but only so long as they were earned—and kept.

SCEPTRES AND THORNS

The Ventrue and Toreador, founders and definitive High Clans of the Camarilla, have long worked to ensure the Lasombra keep positions of usefulness—more so than positions of power.

Strangely enough, this has worked to the benefit of Montano's ilk better than either the Blue Bloods or

Roses think it does to this very night. Many of Montano's Lasombra have no problem at all holding very few titles or being ignored for positions of apparent prominence within Domains. Instead, these Lasombra are content with manipulations from behind the throne.

It's not uncommon for Montano's lineage to be given the responsibilities of a Scourge, Sheriff, Hound, or even Archon, and yet lack all the prestige and authority that comes with them. In many cases, they are tasked with all the requirements and duties of these positions, and never granted title at all.

Lasombra Antitribu are some of the strongest load-bearing Kindred of a Domain, and they perform their tasks without pain of pity and without need of notice. If ever given an opportunity they rise through the ranks, staunch and stoic. Those who don't succeed even under these unfair circumstances are viewed as weak, and like their cousins in the Sabbat, the Antitribu are quick to rip bad weeds from their roots.

This makes them one of the proudest and most hardline members of the Camarilla, traits that make the more devious and cunning ploys of the other Clans glad that the Antitribu remain a relative rarity. This also sets them in direct odds with their traitorous cousins that seek membership. The Antitribu know the powers and ploys of their more bestial kin, and now train keen eyes on the former members of the Sabbat.

OLD COUSINS OF THE SWORD

The recent arrival of the Sabbat Lasombra, and their individual pledges across the Domains of the Camarilla has garnered no small amount of disdain from the Antitribu. Having proved themselves time and time again, Montano's ilk are some of the quickest to enforce the strictures of a given Domain that are held over their cousins.

Viewing the Sabbat, and the now-traitorous Lasombra as little more than big rats fleeing a sinking ship, the Antitribu are quick to cut down these former members of the Black Hand, even at the protests of the Amis Noir.

It's become a grim lesson for the Lasombra who have successfully arrived within the Ivory Tower after meeting all the demands of a Prince, that they must watch the shadows of Montano's Childer with a wary eye. Some Antitribu take this to an extreme, even orchestrating the downfall of their cousins, cutting them down with a righteousness no different than they would put down a rabid dog.



A Fifth Column

Some have begun to question whether the price the Camarilla demands of the Lasombra is too steep. But far more understand that the caution is warranted.

The Lasombra have not merely defected—they have brought with them a legacy of manipulation, ambition, and betrayal. Many who once championed the Sabbat's ideology now wear Camarilla colors, not out of loyalty, but out of necessity. For some, it is a matter of survival. For others, it is a calculated opportunity.

Among them are those who see their place in the Ivory Tower not as submission, but as infiltration. They seek to reshape the Camarilla in the image of something colder, more inhuman—or to quietly undermine it from within.

Though this faction may not be as large as some fear, it is certainly more substantial than the Lasombra themselves are willing to admit, and the risk of their influence may doom either the Ivory Tower itself, or the survival of the Clan should they be found out.



Those Who Remain in the Sabbat

"We are the blade in the night. The teeth that bury into flesh. We bring low the enemies of our Dark Father, and we pay Him patronage as His blade. The old gods wither in our gullets, and we grow drunk on their power, cycled from the eldest to the young. From thieves to reclaimers. From weak to strong."

—Forsell, Blade-Priest

The Shadows that remain in the Sabbat dwindle in these late nights. As Les Amis Noirs betray their kin with knives in the dark, and the Gehenna War itself serves to be equally lethal, as their numbers begin to dwindle. Despite this, those Lasombra who remain in the Sabbat are hardly losing sleep. Their convictions embolden, their talents become rarer and more specialized.

The Lasombra who remain in the Sabbat have thrown their fervor behind a war machine made of the teeth of monsters. Standing atop broken battlefields of their enemies, those Lasombra who fall are consumed by their comrades, while those who rise tremble with power victorious. These shadowy monsters hold high the Sword of Caine, their mettle unrivaled, in truth, even by their traitorous kin.

Despite nearly half of their kin leaving for other Sects, or going independent, the Lasombra that stay in the Sabbat remain in strong leadership roles. Steadfast in their convictions and certain of their wills, they lead the devolving war packs with a brutality unfathomable to the human mind. Lashing their packmates into frenzy, force-feeding the too-far-gone Wights their own blood to chain their Beasts. The remaining Lasombra play a short game with long ambitions, grinding the bodies of their soldiers to the rhythm of Gehenna's War drums.

Such Shadows hardly remain unscathed. The cost of victory against ancient foes, amidst Bestial packmates, is one measured in the weight of souls spent and sacrificed. Humanity falters in the theatre of battle; morality is abandoned when cruelty suffices. It is a cost the Lasombra are willing to pay, as they drown in the fostered ethos of their Clan and the ruthlessness borne in their blood: Victory, no matter the loss.

THE PRICE OF DEFECTION

"You betrayed the cause and traded freedom and power for leisure and comfort. Well, enjoy your gilded cage; you'll burn in it before too long. The Sword of Caine suffers not cowards."

—Ductus Ignacio

Traitors will never be forgiven by the Black Hand—least of all the Lasombra themselves. Even without the typical ties that bind the Clan of Shadows, the loss of so many capable leaders and warriors has left the Sabbat reeling. As the Sect slaughters its adversaries on the way to its perceived finish line, one question lingers: what could possibly have caused the ruthless to abandon what they built?

Many in the Black Hand consider the loss a matter of simple fear. Others postulate that Les Amis Noirs is an Antediluvian cult, being led in chains to its orchestrated position among the shackled in the Ivory Tower. Yet the Sabbat as a whole wastes little time philosophizing the “why” of these traitors, and instead fixates on how best to make examples of them.

Stained by the weakness of the kin who left, the Lasombra within the Sabbat will never forgive—or forget—how all they've fought for, bled for, sacrificed for, has been delegitimized in less than a decade. Taking ever-drastring measures, the Black Hand's Lasombra operate from the shadows, orchestrating the downfall of Camarilla defectors. Traitors who rise quickly or show promise within the Tower often find their rivals brutally removed, marked by Abyssal power, superhuman strength, and overt uses of Dominate. These acts draw scrutiny from Tower authorities, many of whom already seek reasons to purge these newcomers.

In especially extreme and fringe cases, some Packs even infiltrate the Tower itself. In a grim inversion, they present the heads of their perfidious kin as payment for membership, then begin the long, grim work of hunting down any additional Lasombra who seek defection. Such antics are gravely frowned upon by the Black Hand. The long cons of joining the compromised drudges of the Ivory Tower are a game that need not—and should not—be played.

But these Packs strive to ensure that the cost of defection is steep. Partially out of spite, but mostly to make an example of the traitorous Shadows, so that others will think twice before following them.



KEEPER OF THE BLADE

“We are the Keepers of the Sabbat. Without us, the Sect would have fallen to Tzimisce infighting and Brujah purity-spiraling. Never forget that the Sabbat is of our making, and that the others hold their place only at our discretion.”

Valeria, Ductus of the Night Monarchs

Though the Sabbat swells with the diversity of Clans, and in these late nights cares less and less for the divides between them –even recognizing the capabilities from Tzimisce to Caitiff with near-equality. The simple fact of the matter is that the entirety of the Sect was born from the ambition of the Shadows, who were first to strike down their Founder Antediluvian. Regardless of the Tzimisce's wealth, influence, and power, it was undeniable that the Lasombra had the tightest grip on the Sword of Caine.

In these late nights, however, the Sect is left staggering. Fighting across numerous battlefields, trying to hold old territories with miniscule skeleton crews, and a large portion of their power base defecting to the enemy has cracked the Black Hand like glass. Compromised, overwhelmed, and somewhat incompetent in this modern digital age, is it any wonder that the Sabbat have suffered so many setbacks?

From between the shards of this fracturing sect rise the Keepers of the Blade. A small splinter group of Lasombra who have always existed somewhat passively within the Sabbat. In many ways they acted as an unofficial Devil's Advocate to Les Amis Noirs, questioning a directive with concise and intelligent rationale, whilst also moving to employ that same logic. This ensured the Clan, even when grave mistakes were made by entirely competent members, maintained power. With the abandonment of the Friends of the Night, the Keepers of the Blade have flooded in to seal the cracks.

Taking upon them a solemn duty to ensure the Clan of Shadows remains the true governing power of the Sect, they believe that they are able to safeguard it from the too-covetous Tzimisce and the too-excitabile Brujah who are attempting to fill the vacuum left by the traitorous Les Amis Noirs. To support their ambition, the Keepers have begun a campaign of mass-Embrace from exceptional stock, even sometimes sabotaging the Embraces of other Clans within the Sabbat, and prospective Embraces of their traitorous kin in the Tower. Perhaps unexpectedly, this has been a

massively successful endeavor, and the Keepers grow in numbers and power enough to hold no small amount of influence within the Black Hand.

Seeing their role as stewards of the Black Hand, they populate affiliated packs almost entirely with Lasombra, ordain only their own Clan as Pack Priests, and support only Lasombra Ductis. They take key and invaluable positions in logistics and obsess over the creation of martial shock troops, even reinstating the Talons of Black Rage, a militaristic group of Lasombra Ghouls that act as mortal commandos of the Clan. Furthermore, these Keepers also seek to Embrace heavily from trained soldiers to field tactically intelligent Packs with unwavering loyalty to the Sabbat, and more importantly, the Keeper's ideals.

Rumors abound that the Keepers seek to establish a new capital of the Sect and place one of their own as the Black Hand's Regent. Many claim this is in response to the growing popularity of a new generation of Seraphs that the old powers can't control, such as the Patriarch or Malchus, or the return of the Tzimisce Prince Caspian that fields an endless army of Knights from Lyon. Even more prevalent rumors are whispered amongst nomad packs who hold old territories, and screamed as war cries on the fields of Gehenna, that a young Tzimisce Seraph has risen to claim Regency over the Black Hand, and the Keeper's ploys are only a weak maneuver in response.

Distrust brews between the Keepers and many other Cainites of power within the Sword of Caine. Those outside of the Keepers point to their methods as running perpendicular to the Sabbat's aims towards freedom, towards survival of the fittest. That the divides between Clan and Sect should be diminished in the eyes of Caine, not deepened to the point of exclusion. The Tzimisce especially look at the Keeper's rampant expansion and desperate reaches for power and stability as reckless and treacherous. However as the flames of the Gehenna Crusade burn blood-red, few Sabbat can deny allies of any kind.



THE SWORD OF SPIRIT

"To abolish the malignity of diverse heresies, which, of late, have sprung up in most parts of the world, we must be righteous and swift in our response to both the insolence and impertinence of these heretics; their false designs must be crushed by whatever method we deem fit, and Monçada's truth must illuminate all in the Sabbat. Offer redemption to those who would call heretics their ally, but if salvation is not forthcoming, then exact it through fire and blood."

III Decree of the Patriarch

Few Kindred embraced genuine faith like Monçada, a formidable Lasombra who held deep ties within the Sabbat and the Church. He believed that Caine was not in opposition to God but part of His great plan and design. His conviction was said to be so strong that it rivaled the True Faith possessed by the inquisitors of old.

Whatever the truth of this claim, his faith did not allow him to escape his final death at the turn of the Millennium. As with others of fierce conviction, Monçada's death awakened a fire in many. In his absence rose another figure, one who promised a new age written in gospel and blood.

A Seraph known as the Patriarch is said to still hear his words in the pitch-black depths of the Abyss. This figure remains elusive and constantly on the move, preaching the path to redemption. Some say he is a forgotten childe of Monçada; others believe he was the last Kindred whose confession Monçada heard before his demise.

The Patriarch travels the world surrounded by his templars, spreading the word of Monçada and his interpretation of Christian faith as it intertwines with the Sabbat cause. God does not tolerate heresies of false blood gods, whose very existence compromises the gift of free will. Caine and his children are to serve as His instrument in ridding the world of such heresies.

Occultism and infernalism, once closely kept secrets, have spilled into the world, unnerving many even amongst the Sabbat. The Sword of Light has taken it upon themselves to purge and destroy those practitioners who serve and spread the corruption of false gods. All the while, the Patriarch tolerates ceremonies with strong Abrahamic ties. He otherwise denounces rival rites and packs whose rituals do not resemble his own. His followers have taken on an almost inquisitorial role within the Sabbat, though only their strength gives them the legitimacy to seek out

"blood-god corruption" and "infernalism." Their efforts are greatly focused on Mexico at this time.

While many Sabbat have been foolhardy enough to face the Second Inquisition head-on, resulting in their destruction, the Sword of Light actively seeks to recruit from the Inquisition. They focus especially on religious orders or those scarred by the supernatural, who did not recoil but chose to fight. The Patriarch preaches that the rise of the Second Inquisition, as Gehenna draws closer, is no coincidence, proclaiming that "the flaming sword of Spirit must be turned to the dark and shatter the false gods."

The Sword of Light has many enemies, even within the sect, due to their witch-hunts against other packs and their constant confrontation with the Second Inquisition. Yet their conviction in the path of the Dark Father has never been in question. Despite their embrace of Caine as an instrument of God's will, they still revel in inhumanities that would disgust both Camarilla and Anarch. Many claim they do so to remind the world of the very real damnation and evil that exists outside the light of God.



BODIES FOR THE SWORD

“Look at you, drifting from place to place with nowhere to go. You act as if I’m taking your freedom, but what were you doing with it, if it can even be called that? Doing chores for a court that barely remembers you, so you can what? Feed on diseased bums and stray dogs. You should be rejoicing; I am going to give you purpose, comradeship, something worth fighting for, and, if you get lucky, the chance to drink the sweetest and purest of vitae. So get back here. It’s not like you’re going to get very far; all you’re going to accomplish is getting me to break your other leg.”

Rob the "Cainite Catcher"

The Gehenna War has gutted the Sabbat. Its endless maw devours shovelheads as quickly as it bleeds away talent. If final victory is to be secured, it must be with Cainites whose hearts, blood, and minds are trained for war. The Lasombra in particular have taken to ensuring that the war machine of the Sabbat constantly turns, even as they operate away from the battlefield, feeding a steady supply of bodies for elders and Blood Gods to choke on as their vitae is reclaimed.

These recruiter packs employ a wide variety of strategies. Some promise purpose and conversion. Others seek out the bloodthirsty and the disillusioned, Kindred weary of Camarilla games and Anarch infighting. Too late, these recruits realize how bloody the path of Caine truly is, as Sabbat rites bind them and brutal training breaks them.

Other packs scatter into isolated towns or cities. Some arrange for the mass release of prisoners, while others prey on veterans left abandoned in the streets, those who will not be missed. These unfortunates are dragged into “training pits,” remote compounds or abandoned city blocks where the Lasombra put them through merciless conditioning. Many break in fear, but a hardened few emerge as vicious Cainite soldiers, bonded by shared torment. These packs celebrate survival with final rites of blood around great bonfires before ceremoniously staking the recruits for transport. Shipped out like cargo, they are delivered to distant Ducti, ready to die in the cause.

A more feared method, particularly among the Camarilla, is practiced by Lasombra-led packs who kidnap ancilla or arrange the purchase of life boons. They target Kindred of potential or influence. Once captured, victims are reforged into Sabbat soldiers through Dominate, torture, blood-bond rites, and brutal practice. Entire packs have been created this way

and hurled into the Gehenna War. One favored tactic is reserved for elders. Those who return from the Beckoning find their once-loyal entourages twisted into Sabbat zealots intent on their destruction.

Recruiter packs have carved a ruthless economy. Casimir and Hadal companies thrive in this commerce of dead flesh, trafficking ancilla staked and stacked like cargo. Sold off at a premium, these captives are passed to Sabbat packs who grind down their individuality in rites until they march willingly into the Gehenna War.

THE ROAD TO GEHENNA

Others maintain key cities or territories, masquerading as Kindred to provide transport and safe passage between cities and countries. For many Kindred outside the Gangrel, this kind of travel is treacherous to say the least. The Sabbat, more than any other sect, are constantly on the move, their packs drifting from nation to nation, city to city, often spread far apart. These logistic packs facilitate this movement by owning or controlling small airports, transport businesses, biker gangs, or repurposed drug and arms trafficking networks.

These packs run their networks diligently and quietly, even specializing in forging papers, though more often with coercion and Dominate than with Camarilla bureaucracy. The more cunning among them even provide services to other Kindred, studiously ignoring the unimportant non-Sabbat neonates so that their services gain a reputation, only to conveniently devour elders and ancilla lured away by travel. After all, who will know? Thus, they serve as both the Sabbat’s arteries of travel and honey traps for the servants of the Blood Gods.

LONE WOLVES

“The war doesn’t stop. Not until I say it does. The others are gone. Just ashes. They came, they died. I stayed.

"I'm all that's left to follow the cause. To be the hand that wields the sword.

"The Code of Milan. The Path of Caine. No longer twisted to the purpose of sects and hypocrites. They serve only me now. I am his sword—and I will cut the rot out."

The Sabbat were decimated by the Gehenna Crusade. The sect’s most powerful packs were thrown at the eastern front, leaving only a few behind to hold the Sect’s territory or sabotage the “servants of the Antediluvians”. With the Gehenna Crusade devouring resources and leadership, these remnant packs were left



to fend for themselves—cut off from aid, hunted by the Second Inquisition, and shattered by attrition. Most were wiped out. Some lost their priests and ductus, and with them, the Vinculum that bound them together.

But a few persisted. Lone survivors. Veterans too committed—or too broken—to stop. These Kindred have nothing left but the war. Untethered by pack bonds, they've become lone agents of terror, waging guerrilla warfare from the shadows to keep the enemy bleeding. Glory is begotten in small, brutal, wins.

Many such Shadows keep the fanaticism of the Sabbat close, even if they might come to resent the Sect as a whole. They act out what's expected of them even without proper cause or direction. This makes these "Lone Wolves" some of the most viciously capable and zealous Cainites that plague a Domain. While most are too far gone, some manage to hold so tightly to their Convictions that the great work allows them to even join Anarch and Camarilla Coterie. Some twist the Coterie towards brutality and slowly mold them into a surrogate-pack, while others simply exploit their peers and the Status gained from the facade to better position themselves for their ultimate goal.

These Lone Wolves find it hard to resubmit to a hierarchy. Many begin to believe they are the only ones worthy of carrying the sword of Caine. Pride and fanaticism intermix. Targeting influential members of cities and defectors, they can put entire domains on edge and watch them claw at each other to feel safe again. Sometimes they will use mass Embrace tactics to cause havoc or stir fear—pushing others to embrace their vision of Caine knowingly or not. The mission is clear: prepare the ground for Caine's arrival, and prove that no one—be they prince, primogen, unbound, or pretender—is beyond the Dark Father's reach.

SABBAT COURT

A method used primarily by those Lasombra who follow the Path of the Inner Voice and desire control. These packs travel as a small group of trained warriors and specialists. They find divided cities with weak leadership or rulers with more ambition than sense. Aligning with those who would welcome a regime change, they forcibly take it over and declare praxis with their "allies," concealing their true nature. Once opposition is killed, they create a mockery of a court, with allies realizing too late and rarely having any choice but to play along. Such coups are possible only through their assistance or by burning bridges, softened by promises of power.

The court in the place is one where the Ductus becomes Archbishop, with other members of the pack becoming Templars and Bishops. Their allies are also given Sabbat titles whether they welcome it or not. The Sabbat pack doesn't intend to hold the city forever, only long enough to extract value: artifacts, secrets, and blood, with ever-demanding and increasing tributes. "Status" and "titles" are given generously to those who deliver potent blood to the "court," rewarded with symbolic positions in the hierarchy. For the pack, these trappings mean nothing, a subtle mockery aimed at Kindred who tear each other apart over illusions so fragile and false.

Those that cannot provide are devoured or diablerized. The allies benefit for a time, but the situation is untenable. Eventually, all Kindred have either fled or turned on each other under the pressure of extraction, or Archons or Justicars arrive. Sometimes that is very much the point, to lure potent blood into the open so the pack has the chance to kill or feed on Camarilla agents. However, most of the time the packs have achieved their purpose and it is time to abandon the city. Much to the chagrin of their allies, the pack departs before consequences fall, leaving those "allies" to face the aftermath or beg for a place in the pack. This is the inevitable price of craving power at any cost.

RETURNING FROM CONQUEST

Every Clan has their horror stories. Their urban legends, court rumors, aching whispers from war. The Lasombra are no different. From the shifting war at the end of nights, come those Lasombra who have survived the conflict, and now darken the doors of their old cities. Gorged on the vitae of ancients and packmates, these Lasombra are hardly human, even by comparison with their Sabbat peers, and they wield powers over the mind, strength of body, and the finality of the Abyss with a potency as inhuman as they themselves are.

These Lasombra are not unlike the blood gods of various kindred cults that grow increasingly common in these late nights. Darkening Domains, and sewing blood and terror, those who return from the Gehenna War are a mere shadow of what they were. Their humanity is a price paid for the potent vitae in their veins. What business they left unfinished, what grudges they held, and what territory they own, remain their only interests and ambitions. These creatures of the night are more Beast than person. More inhuman than even monsters. As they spread over their old haunts like a bleak cloud, they consume cities in the same chaos



that they survived. War breaks out in the streets, cities collapse into themselves, and the once usable supply of blood runs dry.

In these moments, when the night loses even its star light, and home feels as hellishly horrible as a nightmare, desperation sets in. Alliances are made across Sects, factions, and even supernatural species. All unite in need as they take affront to a lord of darkest night.

However The end of such aphotic prominences usually comes at the flaws of these dark deities and their inability to maintain their hold on their own minds, on their slipping humanity. In truth, ambition, will, and cunning will forever be attributed to one's humanity, and such accursed lords of night have hardly the concept to stand fast against those willing to pay any price for victory. Their power grows as their wills wane.

Then again, every lord's fall creates a vacuum. In this world of utter darkness, every throat can be fed on with ambitious fangs. Many Lasombra are hollow, empty, things at the best of times. Victory and power tend to be their greatest and most damning traits, and so power is frequently passed into the hands of those most willing to sacrifice for it. The heart's blood, down the gullet of a fool, who seeks to reign in the night. In these instances, such a cycle can repeat, even when the survivor of the Gehenna War is destroyed. A parasitic monarch, ruling parasitic serfs. ■



Ethos, New & Old

Despite their individualism, their value for self-actualization, and their iron resolve, the Lasombra as a Clan are somewhat of a monolith. Their individuality makes them consistent in their drives, in the culture of their Clan. While many Lasombra have aims that differ entirely from one another, they all have aims, and all of them will eventually do anything to achieve those aims.

Exceptions to these drives are rare, and that's because the shadows tend to weed out the less relentless, the less brutal. They tend to Embrace from Mortals in the mold of themselves, perpetuating a cycle of cutting away anything that isn't found to be pragmatic. They Embrace sociopaths, deviants with extreme idealism, rebels who are willing to burn down the world to make one they know they can't live in when all is said and done. Ascent in death is the aim of each Shadow, in some way or another. Rarely does one of these dark-souled Cainites remain content, with each achievement merely a stepping stone to some greater goal. A hollow that will never fill.

Crucible of the Embrace

"I saw potential in him. Not the potential he would have as a Cainite, or Kindred as the 'proper' term we use now. It was the potential for me to break him. The potential of all I could cut away. The potential of how much of him would be left for me to use."

—Malena, Ductis of the Recusants

The Lasombra view prospective Childer as tools for supremacy. By embracing from the strong, the unbreaking, they secure their Clan's existence. The Embrace is perceived as a means to an end. A tactic. A consolidation of power. A Childer is simply a sharper tool in their arsenal, albeit a double-edged one. If they falter, it reflects poorly on their sire, whose judgment will be questioned, and whose status may suffer.

To ensure this doesn't happen, the Lasombra Embrace in a rather infamous manner, taking only those who show that they can thrive under duress, succeed in the face of loss, and win at any cost. So the Lasombra test their prospective Childer. Mercilessly.

Prospective Childer have their life rent apart, piece by piece, down to the shape the Lasombra deems acceptable, which is usually until nothing remains. They sabotage careers, destroy relationships, orchestrate

downward spirals in their target's life—breaking them down to see if their will can survive the collapse of their whole world. Be it their career, their family, their friends—whatever must be taken to prove they have the will to keep going. Piece by piece, their life is turned against them or stripped away, as their prospective sire dismantles them in the name of due diligence—or simple pleasure.

More than one Magister has used these tactics as an excuse to indulge their Beast. To teach lessons of inhuman cruelty, and watch their pupil be cut apart as their life falls to pieces. Especially inhuman, or nihilistic, Lasombra sometimes go so far as to argue such methods are demonstrations of mercy. In their mind, a weak life is better lost than coddled or maintained. Better to kill the mortal life entirely. Only then can the Embraced rise—unburdened by the ghosts of the past, ready to be shaped into a victor.

Any Lasombra foolish—or sentimental—enough to Embrace someone lacking that edge must do so with discretion. To be seen as weak is dangerous; worse, it invites scrutiny not only from others of the Clan, but also the likes of Les Amis Noirs, always eager to purge the unworthy—especially such "sentimentalists" who would squander the gift of blood.

Still, rare exceptions exist. A Sire might hide their Childer out of want of preservation. Sending them into Anarch territories, or cast them off as Caitiff—a loose end veiled as mercy. The Clan as a whole has a long memory, however, and their need to cut the head from failure is ingrained into them from millennia of practice. Most sentimentalists end up where they belong: standing over the grave of the Childer they swore to protect, blade still warm, praying no one ever learns they hesitated.

To be Embraced into the Lasombra is to be condemned to a life of predation, where one must demonstrate strength or be destroyed. It's no surprise that the Clan of Shadows Embraces not out of any kind of affection, but merely as pragmatism. It's a curse and a gift, given only to those with the will and strength to endure.

EDUCATION BY ATTRITION

A Lasombra rarely considers their Childer a true progeny until they've proven themselves. A series of trials and tests ensures the fledgling can survive the nights ahead and embodies the traits of the Clan's values. These trials range from simple; Tracking their Sire as quarry, displaying fine-control over their



mastery of Oblivion, or managing to prove erudition on abstract and arcane topics. Sometimes a Sire will choose a more brutal approach; The destruction of one or more Touchstones, successfully diablerizing during a Bloodhunt, cutting down a dozen Mortals without leaving a trace, or betraying a close mentor. Some of these methods are newer trials, meant to test a Childer's ability to fit into the Ivory Tower, or show that they can infiltrate a less Sabbat-like Domain, where bestial violence is frowned upon.

One favored method is to gift the fledgling a ghoul shortly after the Embrace—a supposed ally, mentor, and friend. In reality, the ghoul has been instructed to work against them. The skilled detect the betrayal quickly and do what needs to be done, while those who fail the test have their ambitions quietly compromised. This usually plays out over months or even years, sometimes even long enough to foster trust—real attachment—before the betrayal is revealed, and the blade must fall. The Lasombra is expected to sever that bond without hesitation, a lesson that loyalty is a falsehood. In certain cases where such a Ghoul is able to out-manuever the Childer, the Ghoul is Embraced, and then immediately tasked with killing their former boss.

Fledglings are also given more responsibility, and garner more expectations, over time. These mount as more and more chances of failure. Those who fall short are either reduced to little more than tools, expected to die quietly, or destroyed outright.

Other Kindred wonder how the Lasombra still endure, or what could possibly incentivize them to create such ruthless Childer under such a Darwinian philosophy. After all, isn't such a Childer destined to challenge their sire? Isn't that a threat to their power? What the lesser clans fail to grasp is that the stronger the Childer, the more it reflects the strength of the sire. Remaining on top while your Childe thrives is undeniable proof of one's own supremacy.

Mentorship, sentimentality, emotional ties—these are earned. A Sire only bothers with such things once the Childe has survived enough ordeals to be worth the investment. If the Childe does rise far enough to become a threat, that bond may be the only thing that delays the kill or enough hesitation for the Sire to strike first.

Kindred-Cainite Relations

Lasombra claim exceedingly few equals amongst other Kindred. When challenged, they're quick to demonstrate their capability at a given task, or in a given talent. Moving heaven and earth if necessary, their means and methods rarely seen by themselves as too extreme. This applies not only to overt pursuits, like brute force or browbeating, but to success and talents in any field. It's not unheard of for Lasombra to have a drive to paint a masterwork painting that surpasses any Toreador, rally the a court with the charisma of a Brujah, or demonstrate dominion over their estate and childer with an efficiency that draws the admiration of a Tzimisce.

None of this is to say that the Lasombra have no respect for other Clans. Frequently will a Shadow hold the talents of a particularly adept Nosferatu hacker in high opinion, or the sight-beyond-sight of a Malkavian who can see across the cosmic strata of realities and into an Outer Darkness. Such Kindred who earn a Lasombra's respect are the closest a Lasombra might have for a genuine sentimentality, even going so far as to keep those Kindred safe and alive. Whether this is simply because they're useful, or because they're genuinely well-regarded depends on the individual Lasombra.

Tools of the Blood

"I remember when the Tzimisce tried to 'breed out' the weakness from Mortals. To make them 'revenants' of them via a thousand generations of designed purpose. Eugenics was what I heard someone once call it. The fact of the matter is that people are people. Wisdom is born from loss, strength from overcoming weakness, salvation out of a crucible of adversity. These things can't be bred out. Such idealism is a fool's errand, and fools are weak."

—Marixa, Lasombra Reeve

Within the Clan of Shadows, Ghouls lead quite a controversial and miserable existence. Despised by those Lasombra that adhere to strength of will and body, in comparison to their Kindred masters the ghoul has neither. With talents in Dominate and Potence, many Lasombra can thoroughly command their Ghouls in such a way that makes them completely malleable, turning them into mere tools for a Shadow to use. In such Lasombra's eyes, the Ghoul has no agency, no ability, and is only an extension of their Domitor. In most cases, this leads to a Ghoul's utter misery under



the crushing thumb of their master, who sees them only as pathetic and unworthy of respect.

Controversy within the Clan arises from the fact that there are some Lasombra who take this disdain for ghouls a step further, believing that no Lasombra should even entertain the company of a weakling, bound in blood. These Lasombra feel that those of their own Clan should be entirely self-sufficient, and over-reliance on Ghouls is an offense to the vitae that flows in their veins, to the legacy of it as well. In certain cases, these Shadows will seek out a Ghoul and drain them dry, reclaiming the vitae that has been gifted to them, but also removing their Domitor's weakness of character, forcing them to succeed on their own.

Yet, much of this disdain is the result of resentment. Despite the Lasombra's rhetoric and culture of might, self-sufficiency, and ruthless ability, the world has begun to quickly leave them behind. As technology grows ever-more digital, the Lasombra's inherent inability to interface with it quickly sets them apart from other Kindred. This creates an obvious need for others that the Lasombra prefer to rarely say out loud, especially when it comes to their Ghouls, whose ability to use digital tech will forever be superior to a Lasombra's. This hypocrisy disgusts many Lasombra—A disgust they're more than willing to take out on their Ghouls.

TECHNOLOGICAL THRALLS

In the modern nights, most Ghouls are made in some way to assist with a Lasombra's need for a go-between in an increasingly digital age. Many of the Clan, especially the younger ones, have developed an enormous reliance on their Ghouls, who do everything from walk ahead of them to open automatic doors, make calls on their behalf, or even operate their digital finances.

Older Lasombra tend to break the minds of such Ghouls through the use of both psychological manipulation, and the powers of the blood over their mental faculties. Such poor sods are so thoroughly broken that in many cases the function as little more than a personal piece of equipment, such as a digital assistant.

VOTIVE GHOULS

In certain theological circles, especially Blood Cults created by Lasombra, some Ghouls are created not as mere servants, but as vessels for sin. Such individuals are treated as proxies for the Kindred of the group—Bearing the guilt, weakness, and spiritual corruption of their masters. They are frequently afflicted and inflicted with the religious fervor of such Kindred, and the scars they carry are eternal reminders of their master's confessions.

In certain folk-like Cults, many Votive Ghouls adhere more closely to their namesake, being the repository for sin and treated with respect as dignified ways to remove one's own sin. Once such a Ghoul has accepted a certain amount of sin, they are cast away in some ceremonial manner, symbolically carrying all the sin away to Oblivion.

RECONCILERS

The Knights of the St. Adjutor use Ghouled Catholic Priests (or sometimes nuns or other devout mortals) as part of their order's belief system. This practice is sometimes seen amongst other Lasombra, including the Ombre di Christo, but is much less common as such Christian groups tend to be priests themselves, or confide in Kindred Priests instead.

The Drowned Knight instead refuse the idea of undead Priests. Adapted them from their earlier sea-worshipping monotheistic religious beliefs, Drowned Knights consider their ability to grant absolution and blessings as lost once they die, and so must look to Mortals for it. This means that even if they were a well-regarded religious priest in life, in death they are treated as no longer able to act on behalf of God, and must do so through a Mortal as well.

Drowned Knights will confess or confide in their Reconcilers and hope that this admittance of weakness in the face of a meeker, but still wise, mortal will help them gain favor in the eyes of God. In this way, the Knights show their pathetic and remorseful side, opening themselves up to their Ghoul's scorn and spiritual disapproval. This is seen as a proxy for the Lord Himself in many ways, and when such an act in confidence is performed, it is a deeply emotional and spiritual event that leaves the Knight mentally affected for a prolonged period.



No Maker Made You

Unlike most Clans, especially their eternal Ventrue rivals, the Lasombra care little for lineage or Bloodline. Even their presumptions of other Clans tend to be rather loose, taking little interest in individual Clan culture, beliefs, or methods, and instead tend towards identifying each individual on their own. The simplest way to appreciate how much Lasombra view Kindred is that there are Lasombra, Venture, and non-Lasombra. Bloodlines and Clan matter only in regards to what the individual who belongs to them does or how they use the talents of their abilities.

It is in this way that each Bloodline of the Lasombra carries little fanfare or apparent respect. So much so that many such Bloodlines are rarely even known of, both within the Clan and without. Even many Scholarly Lasombra that hold archives of the Clan's historical conquests, rarely have access to information that categorizes such feats by Bloodline. In extreme cases, even those same well-learned Lasombra have little clue that Bloodlines even exist within the Clan at all.

To compound these matters of disinterest in lineage even further, most Lasombra will outright refuse to identify themselves, or other Shadows, by their lineage, believing that inheritance is hardly a marker for competency.

BLASPHEMOUSLY SACRED EXCEPTIONS

Despite this disdain for lineage as a label, there are three Bloodlines who hold a special designation within the Clan: the *Angellis Ater*, the *Ombre di Cristo*, and the *Kiasyd*. Each line has made claims of their blood tracing back to strange circumstances that are far from the norm, and usually have unique beliefs and traits that simply can't be ignored. As such they tend to be set apart from the remainder of the Clan by those with knowledge of their existence.

The *Angellis Ater* are regarded as Infernalists of high chaos, who self-identify as Satan's host, and claim that the devil's blood runs through their veins. These *Black Angels* call upon monochromatic plumes of black flame, tear open the shroud to conjure demonic creatures from beyond the Abyss, and participate in ceremonies that are inversions of their Catholic origins. These nights they heavily associate with other Infernalist powers, especially the *Azaneali*, a Bloodline of Baali husks who apostate many Lasombra into their ranks.

The *Ombre di Cristo*, or *Shadow of Christ* as they're called more frequently in modern nights, are a

bloodline that claims lineage to Christ Himself, believing that their Bloodline's founder drained Him after the crucifixion, and was the reason for His resurrection. Such claims are extremely controversial within the Clan of Shadows, with some believing the *Ombre di Cristo* as divine by association, and others considering them blasphemers of the highest order. Regardless of their controversial nature, these Lasombra tend to be highly religious and devout, though despite their claims of Christ's blood, historically they have lended their arms and blessings to mercy and bloodshed in equal measure.

Finally, the *Kiasyd* are an oddity all their own. Supposedly created when a Lasombra Methuselah named Marconius drank a mixture of vitae, fae-stuff, and the blood of a dead or demonic deity, amongst other ingredients. This amalgamated elixir affected Marconius, altering his very nature. He grew tall and rail-thin, pale as snow, with eyes like pools of emptiness, and almost elfen ears. His cozened blood even passed these traits onto his Childer, who passed them onwards, creating a new Bloodline. Over time they became curators, collectors, and librarians. Each of them preferred isolation amongst knowledge and academia more than their shadowy peers, and would convene once every fifty years with others of their Bloodline. ■



The True Clan of Faith

It's hardly a secret that the Lasombra casts a dark shadow over various religious institutions, Catholicism being the most directly involved in their methods of control and plotting. However while many of the Shadows, especially in modern times, will claim that faith in a higher power is merely a tool to manipulate and control others, there are far more Lasombra who hold reverence for Christianity more than any other Clan.

The history of Clan of Shadows and their affiliation with religious institutions is a long one, with some older Lasombra even claiming that many modern day religions only exist in popular fashion because of their machinations. The truth of these claims are somewhat dubious, but not wholly impossible. What is true is that the Lasombra, especially those elders that held great power during the nights of Rome, love control, and there is little better way to capture the hearts and minds of the masses than through belief in a higher power.

Woe unto those same elders. As such faiths grew, so did the number of Lasombra who genuinely followed those faiths. Childer even eventually saw the manipulations of their faithless Sires as profane, Godless, blasphemy. By the time of Constantine and the rise of Christian Rome, many Lasombra followed their beliefs in earnest, and so the culture of the Clan was changed. The non-believers amongst the Elders became a minority, and in the Burning Times, they were conveniently reduced to ashes.

Faith became a defining trait of the Shadows. Even after the fall of Rome, while the Ventrue were left to caterwaul about the loss of their supposed empire, the Lasombra held the reins of a growing seat of power. This grew beyond mere Christianity, with Lasombra finding adherence to other faiths by the Middle Ages. Through each of these institutions did the Clan of Shadows become both puppet masters that used religion to subvert and control, and true believers in the very things that they were meant to use only as a tool.

In these Modern Nights this is further expressed, as the Shadows hold high positions in various cults of the Blood Gods and many less conventional and more controversial forbidden religions.

Abrahamic Faiths & Faithful

"It tells me I no longer believe in anything but here. It tells me of a voice that crumbles mountains and a breath that splits the seas. It tells me all the powers of my forebears were nothing. It tells me mere rain was wrath enough to bring about the entropy of my kind. It tells me that a cracking sky will be a verdict that effaces whole nations. It tells me of a testament of tutelary suffering that will be written and re-written. It tells me that it has decided I am damned. It tells me how it will last beyond my ability to fathom. It tells me that no matter how much it tells me I will never believe in any of it because it is not here with me."

—The Scrivener's Manuscript

Remarkable amongst the Clans is the fact that the Lasombra tend to be the most devoted to Abrahamic Faiths, with many of them following the tenets of Christianity and Islam quite closely. A minority of the Clan follows Judaism, having taken it up either prior to the rise of the other two faiths, being Jewish as a mortal, or having converted after their Embrace.

Though genuinely religious members of the Clan of Shadows have quietly diminished in the Modern Nights, the trappings of belief hold firm. Many Lasombra still prefer to Embrace from those of their own beliefs, perpetuating the prevalence of Abrahamic faiths in the Clan, more than any other.

CHRISTIANITY

The majority of western religious Lasombra are directly affiliated with the Catholic Church, and in some cases even adhere to a "Shadow Vatican" that follows the proceedings of the official Catholic Church *ex cathedra*. Even in death, such Shadows attend Mass, pray, and follow biblical teachings. This helped greatly by the simple fact that a large number of the Lasombra are Embraced from Clergy or Christians in the first place, though this has become markedly less frequent these nights, the practice was common enough, and for long enough, that such Lasombra remain in large numbers.

The most prominent holdover is the act of Confession. Even for those Lasombra who have left behind the majority of Catholic religious proceedings will still go to confess their perceived sins. Either seeking absolution, or simply psychological catharsis and judgement. So true to this tradition are the Christian Lasombra, that those who participate in the act of confession, both as confessor and the one who confesses, are held to genuine secrecy. Confessors who



speak the confidences of those who confess are quickly damned, marked anathema by the Clan as a whole, and are usually tortured for an indeterminate amount of time, and then beheaded. Such offenders are never diablerized, as their soul is meant to be sent onwards to be judged in the hereafter.

These nights Lasombra still hold positions of power within the Catholic Church, as well as other denominations of Christianity. Anglicans are quite commonly found in Britain, while across North America others have Embraced or converted to Protestantism of varying kinds. Despite this diversification, Catholicism remains the most commonly practiced religion amongst the Clan of Shadows, as much of the Clan hails from highly Catholic countries, such as Italy, Mexico, Spain, and Brazil.

ISLAM

Second most common, and growing in prominence over the last century, are those who follow the tenets and teachings of Islam. Though it might seem strange that a Clan long associated with Christianity would have so many Islamic followers, the fact of the matter is that Shadows pre-date both religions, at least as they are today, and in the early nights of the *Reconquista* many Elders were quick to Embrace from both, with many hedging their bets on who would take the Iberian Peninsula.

Subsequent nights saw those Lasombra of Islamic faith Embracing from Moorish and North African peoples quite heavily, especially as conflicts continued to rise between the Christians and the Saracens in the middle ages.

Seeing that the Christian Lasombra were all too concerned with entrenching themselves in the clergy of their enemy, Muslim Lasombra would become deeply committed to the Ashirrah, and eventually become honorary members. In the centuries leading up to the modern nights, as the flames of the Crusade and the Burning Times smoldered in memory, a tenuous peace would be held.

In modern nights, there's an overwhelming sense of irony, as the Ashirra finds purchase in the Ivory Tower due the Vermillion Wedding and the Odense Pact, many of the Lasombra who hold positions over power in the Ashirra find faster avenues of political power when compared to the rest of their Clanmates who abandon their roots in the Sabbat.

THE SHADOW RECONQUISTA

Neither of these religious groups within the Lasombra can be mentioned without also detailing the *Shadow Reconquista*. In the eleventh century, tensions between Christians and Muslims rose in Mortals, eventually resulting in open war.

Equally unfortunate was the rise of such tensions in Cainites. When El Cid lead Spanish forces to retake Iberia in the name of Christianity from the Muslim Moors, a rather large number of fervently Christian Lasombra and Toreador were inspired to mimic his efforts. Lasombra participants organized themselves into the *Shadow Reconquista*, this conflict poured over into the Clan as a whole. As it became ever-more intense, many (even outside the Clan of Shadows and especially within the Clan of Roses) would take up arms against their own Clanmates, leading to a stark divide between the two religious groups during the Dark Ages that still persist to these very nights in some ways.

The intensity of this strife grew to such a point that the *Les Amis Noirs*, or *Amici Noctis* as they were known at the time, were paralyzed with constant in-fighting. Some members even partitioned the Blood Courts for the right of diablerie merely because of theological differences. Eventually the hand of the Friends of the Night was forced, and they barred such petitions entirely, taking it even one step farther and creating rules of neutrality that barred faith-based conflict within the Friends entirely, on penalty of final death. An archaic decree that holds even unto the advent of the Friend's defection and the Odense Pact play into the Ivory Tower's political landscape.

THE KNIGHTLY VIGIL

From the battles of the *Shadow Reconquista* and the Crusades as a whole, many Cainite Orders of Knights were born. Popularized first by Toreador who romanticized Knightly chivalric values, many Cainites would go on to establish their own orders.

Spanish and French Lasombra were quick to delight in the concepts of Knighthood, and in Christian Lasombra Domains of the Dark Ages it became almost ubiquitous to have one or more Lasombra Knights, or at least a number of Lasombra adhere to the ideals of Knighthood in one way or another.

During this time, the Lasombra who joined such orders did so as a way to lessen their own barbarous impulses, whether due to their own temperaments or the Beast. They would also go on to ensure such



impulses were quelled in nobility, as well as other Cainites. Unlike the more noble Knights of other Clans, many Lasombra Knights of the time were quickly labeled as little more than bullies, who would use their beliefs to admonish others.

Despite this, many Spanish and French Knights of Clan Lasombra were well-regarded in many Domains. Set apart from the rest of their European kin, knightly Lasombra funneled their ruthlessness and need for control into genuinely beneficial change, not just in Cainite society of the time, but in the protection of the Kine as well.

A common ritual of practice for Spanish and French Lasombra neonates and fledglings who wished to become a Knight, would be a pilgrimage to the Cathedral at Burgos. There such individuals would spend an entire night at the tomb of El Cid in silent vigil. This was no easy task, as the Cathedral itself runs heavy with the powers of mortal reverence and faith, creating a constant duress upon a Cainite's mind and body, who must maintain this vigil unto sunrise.

Moorish Lasombra who would find out about these vigils were quick to accost such Lasombra postulants, resulting in incredible duels between the two, of which only the bones of El Cid and the stones of the Cathedral itself have borne witness. In a strange twist of fate, most often than not, those Lasombra that would battle in such a way would come to a mutual respect and understanding that would last for centuries. This respect eventually allowed *Les Amis Noirs* to solve its inter-religious conflicts well before even the end of the Dark Ages, allowing them relative neutrality, especially in regards to those Shadows who would join the Ashirra, and become practitioners of Islam.

Prayers in the Dark

The Lasombra can be found in small numbers in many other faiths as well, some of which are nearly exclusive to the Cainite condition. Such individuals are either Embraced from Mortal followers, or convert afterwards. There's also no small amount of Lasombra who, unable to reconcile their nature with their previous religion, abandon it and find themselves taking on the beliefs and rites of something that helps them deal with their circumstance as a blood-eating murderer that can call upon the powers of the Abyss.

In many cases, these Lasombra become members of Kindred blood cults, worshipping strange deities or their own ancestors, and practicing rites that many traditional religions would condemn as blasphemous.

THE CHURCH OF CAINE'S HERESY

Gnostic Christianity that believes in Caine, not as a damned creature, but as one of God's angels. This religion sprang from Roman blood cults and over centuries of secrecy eventually became known as the Cainite Heresy.

Thought wiped out entirely by the end of the 14th century, they've spontaneously risen to prominence in the modern nights as the Church of Caine. These nights the practitioners within this religion believe that they have been called through the blood by Caine himself to right the wrongs of the world and sublimate the divine into society. They teach that the mundane physical world is actually Hell itself, from which they must escape.

Lasombra who hold positions of power within the Church of Caine commonly learn and know Blood Sorcery and a select few of its rites. They have a resistance to the Frenzying effects of fire and drive themselves to that resistance if they don't. They also participate in diablerie as a sacramental procession, which they believe is a definitive way to remove other Cainites from the cyclical nature of existence.

ABYSSAL MYSTICISM

A theological pursuit that usually finds itself amongst particularly analytical Lasombra. The history of Abyss Mysticism and its origins are relatively unknown, though some attribute it to the Ascetics of the Dark, who practice a more emotionally draining and primordial version of it. Despite this, numerous Lasombra throughout history have merely opened themselves to the deepest darkness, within and without, and see transcendence through descent into the Abyss.



Those who practice Abyss Mysticism are referred to as "*The Shadowed*", as they tend to place themselves in the darkest corner of any given space, usually without their conscious intent to do so. The beliefs of Abyss Mystics vary slightly from individual to individual, as do their methods of practice. However all Mystics have the anchoring belief that the Abyss is an avenue to sacred understanding and divine power. Many Mystics also elaborate on their nature as surrendering themselves to the deep, allowing them to let go of their earthly attachments to experience deeper enlightenment about the true nature of the universe. This increased understanding allows the practitioner to eventually attain a form of transcendence, becoming one with the dark.

Those who devote much of their time and knowledge to the rites of the Abyss, however, become utterly and permanently marked by it. Their body may assume a deathly pallor even under the effects of Blush of Life, their eyes become bleak-red pools, and their vitae pours black from their veins. However their manipulations over the fabric of the Abyss, and the alien things that dwell within it, is awe-inspiring. Much of these Ceremonies require the user to assume a specific quality, take on the right spiritual shape, and cast a certain shadow. This opens them up as a willing vessel, into which Abyssal power floods in. The Mystic can then make the right motions, the right chants, or assume the right quality, to allow the Abyss out into the mundane physical realm. Such conjurations take the form of lightless masses or reality-warping projections manifest as a reflection of the Mystic.

In the modern nights practitioners of Abyss Mysticism bleeds into the Clan of Shadows as a whole, as many Lasombra are looking for answers and tools to survive. Most Kiasyd and Ascetics dabble in some form of Abyss Mysticism, and even certain Hecata have been known to study it. A particular Bloodline of the Toreador has, supposedly, even had one or two individuals that managed to understand the Abyss in ways that allowed them a form of Abyss Mysticism. It comes most naturally to the Lasombra, as the dark that a Mystic peers into is closest within a member of the Clan of Shadows.

PILGRIMS OF THE DARK

Most frequently a belief system of the Ascetics of the Dark, a Bloodline of void-doomed Lasombra. Ascetics are unique in that they are beckoned towards the Abyss itself via a compulsion in their very blood,

which grows in intensity as they age. Despite it being a bloodborne compulsion within Ascetics specifically, Pilgrims number amongst other Lasombra, and much more rarely even amongst some Malkavians, Hecata, Baali, and within the Scrivener Bloodline of the Toreador.

The core beliefs of these Pilgrims is that one can be born with, or Embraced with, a metaphysical stain inherited from the Abyss. A fluke of inheritance or blood that ties an individual to the primordial void. This stain regularly, or so they believe, confers upon the afflicted the longing to pass into the Abyss itself, where there is a promise of clarity and peace. Because of this, Pilgrims view the Abyss as a literal place that can be travelled to, where they will become one with *Ādima Tamah*, the "First Darkness", and attain enlightenment or some form of transcendence..

As per their name, Pilgrims of the Dark will one day seek to make a pilgrimage to places beyond physical reality. To this end they practice the ability to insulate themselves in regards to their earthly needs and desires. This isn't to say that they avoid relations or society as a whole, but mentally prepare themselves for the emotional pain of inevitably leaving them behind.

Though there's differing thoughts on exactly what *Ādima Tamah* is, most Pilgrims believe it is the original state of the universe, untainted by light and chaos. Upon this far shore a Lasombra will find peace and understanding. Becoming one with *Ādima Tamah*, who Pilgrims view as the original divinity from which the chaos of creation burst forth.

Much of their practices and processions of the Pilgrims of the Dark delve into attempts to understand exactly what it is that the journey into the Abyss requires, such as tribulations or offerings. To this end, the majority of this denomination seek the **Scrivener's Manuscript**, a lyrical record of revelation by a Toreador Poet who many Pilgrims believe arrived at the far shore, and was pulled into *Ādima Tamah*, where he was driven to the brink of madness by its revelation.

The original **Scrivener's Manuscript** was etched into hematite tablets of an unknown number. Each tablet was the record of a voice in the deep, what many Pilgrims believe is the will of *Ādima Tamah* itself. These verses are oblique, perhaps even intentionally so, and many are frenetic and surreal in their language and prose. According to the Ascetics themselves, each line cloaks a deeper understanding, a hidden revelation, in metaphor. Long nights of meditation on the fragments of the Scrivener's passages have given rise to odd, even



paradoxical, Ceremonies and powers of Obtenebration, such as the [Lambent Dark](#). A Ceremony that purportedly creates illumination out of dark so deep, that it is the absence of darkness itself, creating a form of light.

In the modern nights the Pilgrims of the Dark are rarely seen outside of the Ascetics of the Dark, and much of the original [Scrivener's Manuscript](#) has been lost to time, with only a single tablet remaining in a guarded shrine somewhere at the edge of the world. Modern pieces of the Manuscript are usually reproductions, typed on simple white letter paper, and somehow ending up in the hands of the Poet's descendants: [The Scriveners of the Dark](#).

INFERNALISTS

Outside of the Baali, it's rare to see vampire Infernalists. Far from a singular religion, Infernalism is instead numerous forms of ritualism and belief that call on demonic deities of a supposed "Outer Dark". This distant realm exists not in the deepest depths of Oblivion, but far beyond it. Lasombra Mystics tend to refer to the Outer Dark as the "Farthest Shore", however this name is consistently conflated with concepts of the Abyss itself, and according to the Azeanali and [Angellis Ater](#), there may actually be no confusion. The Abyss is merely another realm within the Outer Dark, albeit one that is simply empty.

Regardless of the cosmic classification of alien realms beyond, it's difficult not to notice certain parallels between the powers of Obtenebration and many Infernal powers. Many wayward Lasombra also arrive at the conclusion that they're one in the same, and convert, whether knowingly or not, to ceremonies and rituals that call on the powers of an infernal nature.

The most prominent group of Lasombra Infernalists are the [Angellis Ater](#) (or *Black Angels* as they're called more commonly these nights). Whereas most Infernalism outside of the Baali tends towards solitary pursuits of isolated pariahs, the [Angellis Ater](#) cooperate with one another, and form covens and nests with one another, as well as with the Baali Bloodline of the [Azaneali](#).

Reveling in the total worship of Satan. These Cainites have devoted themselves to wallowing in the depths of their own damnation, creating their own rites out of Catholic ones. The *Black Angels* mimic the evangelism of most faiths, and they attempt to subtly convert communities away from their beliefs and into their brand of Satanism.

The primary tenets of these *Black Angels* are that Obtenebration is the ultimate manifestation of Satan's power on earth, and that the Lasombra as a whole, along with the [Hecata](#) and the [Baali](#), exist to spread the influence of Satan himself. Though many such scholarly occultists refute this claim, with even the Baali considering the [Angellis Ater](#) as little more than "Hollywood Satanists". Against any and all derision, the fact of the matter is that the *Black Angels* are masters of a type of hellish darkness beyond the understanding of even Abyss Mystics. They also readily call upon a demonic potency from *somewhere*. ■





THE ABYSS AND OBLIVION

Xibalba, Patala, Tehom, Chaos, Apzu, the Far Shore. The distant metaphysical cosmic realm has been called many names, each of which with varying accuracy. The Abyss is a roiling endless fathomless sea of absence. A primordial plane of pelagic origin that existed previous to the creation of all other realms. In many ways Oblivion and the Abyss are one in the same, and yet they are entirely different in nature. Shadows from two different shapes, cast atop one another, both above and below, inside and out. Existing entirely without one another, but so similar that the powers called forth hold the same dark energy. The concept and nature of the Abyss and Oblivion has forever been a part of life and death. It is something that terrifies the living, the dead, and undead as it is often portrayed as a vast expanse of nothing that houses unknowable wills, ancient darkness, and cosmic mystery.

Since the first nights of their existence, the Lasombra have borne the Abyss in their blood, and act as a silhouetted wound in reality that drips the ichor of the far darkness. Despite their direct connection to the Abyss, its exact nature is unfathomable even to the Clan of Shadows. Few Lasombra ever dare to look deeply into its nature, and would rather extol and exploit its blessings without further thought of meaning or consequence, putting little care in their source. Other Clans, most usually the Hecata, and to a lesser extent Malkavians, and Toreador, take grim looks into Oblivion, and the Abyss therein, in many cases damning themselves to a revelation they would wish to never have known.

Oblivion

"It tells me that everything in the nothing isn't as peaceful as it's meant to be, that the ferrymen here are anathema and what they do plays into the rigidity of a violent mistake. It tells me that the tempests are a screaming sea of shadow-eaten failure and that all of these dead are merely her banquet table. It tells me that she will starve forever no matter how many of them she eats. It tells me the wrongly-turning expanse is an endless labyrinthian vestige of itself. It tells me that now that it's told me, there will always be a hole in me in the whole of me."

—The Scrivener's Manuscript

Oblivion is a roiling nothingness. A vortex world of entropy that is in the perpetual state of circling a cosmic drain. All of what is and isn't eventually spirals down into a grand maw that will eventually consume all that has been and ever will be. The rippling surface of this tumultuous nothing is the Shadowlands. A mere reflection of reality, warped by the emotional discontent of the living and the dead, Wraiths call this realm home and rarely leave or travel deeper of their own free will.

Below this surface-world, concept and literality mingle to create kingdoms of negative suns, labyrinthine voids, and veinous stairs that bore deep into the dimensional passages of Oblivion. Travel is not merely a manner of movement, but of will and chaotic chance. It is rare that anything, living, dead, or otherwise, returns from realms beyond.

Oblivion is difficult to map, as the realm, especially the farther reaches, do not concern themselves with the mundane concepts of topography, geometry, or even physicality. As if to actively resist the intentions of being understood, these realms even appear to, at times, even change completely. Like fleeting dreams and thoughts they scream or fluctuate into existence and then form disparate planes, which correlate with one another in no meaningful way. Yet only moments before these same realms served as the whole of a single nothingness.

Somewhere, perhaps within Oblivion, at the precipices of its boundaries, or even entirely surrounding it, lay the Abyss. It is from here that the bloodborne ability of the Lasombra's Obtenebration draws power. This deep sea of benthic darkness holds quasi-intelligent wills and manifestations of unknowable origins. These wills sometimes seek mundane reality, using the Lasombra as a crack in reality to pour through as a shape, cast like a shadow.

Dead Realms; An Incomplete Account

"My fellows and I toiled to catalog the deathly lands beyond the shroud, and longer will we continue as what work we've had is hardly finished yet. I scribe our knowables of those places here, for case we are lost to our ventures.

"Primary is the Shadowlands. Wherein the once-living reside. These dead things were, in usual, mortals of some make and so far as I've seen, never, or in my speculations, rarely, having numbered as Caine's children. Sentient things build and wane here, in this surface-plane close to us. I should also make mention that the denizens have a reference for where they came from, and where most Kine and Cainites reside, calling this physical realm the Skinlands.

"Secondary is recent in occurrence, one most troubling that I and my fellows have hardly a means of explanation for. Therein I will explain two things about this secondary space: That upon our initial traversal it was a mere sea of placid dark, named the Sea of Shadows. My fellows found it draining and of a melancholic atmosphere, but I will admit I found the apathy of it peaceful to my routinely anxious mind. The second thing of explanation is the recent occurrence of a terrible storm that has set itself upon the sea. No mere tempest of wind, rain, and cracking skies, I am told, for I have not yet seen it myself. To be caught in it is to be beset by all the hellish imaginings of John's prophecy.

"Tertiary is the Labyrinth, as it is called. I'll admit upon my writing that this place was hardly amicable to my understanding of it, and so we stayed a very short, but entirely too-long a time there. To describe this Labyrinth is a fool's errand, and even I am wary of its Wraith-given name. However, I am a fool resigned to its description, so I will make the attempt. This Labyrinth is hardly a structure, unlike that genius of Daedalus in Knossos, or the funerary mazes of old Egyptian make. Imagine instead a place where a small room can take a day's trek to cross, or a river made of strings and noise. It is not unlike a privy overflowed with the refuse of Kingdoms. A gutter of ages, perhaps.

"Quaternary is the Grand Maw. The entropic drain of the realms beyond. Several of my fellows went forth to study it, and as of writing I await their return. Though worry grows ill in my stomach as the nights now number themselves in years. Perhaps my fellows found those lost in the Feast of Folly. An old monk can dream of his friend's return.

"Quinary is the Abyss. We delved not deep enough to see it, but our ferrier described it to us as another sea, conjoined somewhere upon a far shore. A place of deepest darkness, with a want of some kind. The Lasombra are familiar with it, or so I've been told, and now I may endeavor to hear their musings on it."

—Brother Samos Lightner



Death and Darkness

"A long time ago, a lot of Cappadocians were ordered to research death in various ways, darkness included. Our founder wanted answers, and we were Embraced to find them. You might say we diversified our approach over time, a bit too much, obviously. But eventually we pierced the veil, spoke to Wraiths at length about what's in the hereafter, stuff that's typical now was new back then. We probed deeper into death, even travelled into the plane of death, and we went even deeper than that. Some of us found things we shouldn't have. Things we weren't looking for. Some of us argued those things were looking for us and that's why we found them. There's a place outside of death, an empty place, the Lasombra call it the Abyss. The strangest thing was that it was so 'full' of emptiness. Filled with all that nothing, if you can wrap your head around that concept. We abandoned looking into it. Even left some of our Clan out in those deep waters. Sucks to be them I guess."

—Dustin Romero, *Harbinger of Ashur*

In modern nights there have been numerous revelations and findings on the nature and relationship between the Abyss and Oblivion. Many Lasombra and Hecata find that their powers don't have as defined a divide between them as previously thought. Even though the Lasombra's powers over Obtenebration have been developed entirely differently from the more Necromantic powers of the Hecata, or the Infernal communions of the Baali, there's similar paths of power. Death or darkness, Oblivion or Abyss, the absence of light and life are the key to conjuring and controlling such abilities. Both require only a lack of energy to pull apart the natural order, and allow unnatural manipulations to flood in and unmake the foundations of the earth.

Due to these similar conditions the methods of one can sometimes, even most times these nights, be used to achieve the manifestations of the other. Obtenebration manifests alien ambulance in a corpse by flooding the absence of life with the absence of death. Necromancers call upon the grasping shadows of the damned to grip and bludgeon in place of writhing arms of the Abyss.

Regardless of differences, Oblivion as a Discipline converges as much as it diverges, so much so that many in the modern nights consider Obtenebration and Necromancy to stem from a single source, not dissimilar to the differences in a Haqimite's Quietus, or a Tremere's Thaumaturgy. In the end, similar methods are achieved with similar aims, using conditions close enough that they mirror one another, despite being different in development and origin.

The Nothing Ocean

"So far as I'm concerned, the Abyss is less a place than it is a lack of place. It's the void, pure and simple. We can't understand it anymore than we can understand seeing in four dimensional space, because we have experienced nothing like it. We have no point of reference. Everything we see, hear, touch –it's all the resonance of something else. Matter, vibrating against itself, or spiritual energy trembling as an emulation of such things. The closest thing is the absences of perception, of warmth, and sound. Darkness and silence. A shadow is similar enough, a geometry cast against reality, that can serve as an anchor that allows the Abyss to bleed through. We don't readily admit it, or want to, but even mundane darkness is a drop of that Abyssal ocean. If it's the right shape, the right depth, creates the right cracks, then a flood pours through."

—Antonia Pope, *E • DIVISION*

The Abyss. A nothing-sea. A void. The Abyss is emptiness, not merely in concept, but in fact. From the dawn of history and belief it has appeared across mythologies, religions, and philosophical thought since the beginning of time. It is the primordial void —A precursor to creation that may have been the original state previous to form. Or it may simply be a realm outside of existence itself.

In many origin myths, Cainite and otherwise, the Abyss is a formless darkness that precedes structure, life, light, and death. In Greek mythology, *Chaos* is the first elemental truth of reality, and it is a yawning void from which all else was formed. Similarly the Hebrew *Tehom* describes the deep, dark waters over which the spirit of God hovered before He began his efforts of creation.

In even older Egyptians myths *Nun* was the original state of the world, and not unlike the Hebrew concepts of it, *Nun* was the primordial ocean of cosmic nothingness. It was a place in which there was no differentiation or division, where all things emerged by separating itself from the nothing. Stranger still, *Nun* is comparable to *Abzu* (Or sometimes *Apzu*), a foundational being that existed in Mesopotamian legends. *Abzu* was the freshwater Abyss located far below the earth and was thought to be the source of life, divinity, and forbidden power. Like *Nun*, *Abzu* is both a divine entity and a domain all at once —In these ancient Mythologies, their equivalent Abyss is a cosmic will and a place from which all else came from. This is all despite it being believed as a completely empty space that holds only the potential to become something else.



Reflections upon Dark Waters

Beyond its role across Cainite and Kine history as the possible birthplace of order, the Abyss is frequently used as a metaphor for uncertainty and spiritual crisis. Writers have described it as something that serves as an abstraction at odds with normalcy. A realm that houses one's own dark fears, fears so powerful that they can change a person's concept of reality and the beliefs they have about both themselves and the world they're in. These same writers emphasize that there is a will, a reflection, out there in the nothing.

It's said that when one gazes into the Abyss, it gazes back. This is a warning written by Nietzsche, that when one confronts the limits of reason, morality, or their own identity, they will also find resistance, both in the unknowable and in the understanding of themselves. This deep contemplation results in a reflection upon the surface of the dark and the surface of the one who contemplates. This is the warning Nietzsche spoke of.

Many Kindred look out into the unknown, seeking answers in waters of uncertainty. They lean over the inky black fathoms, and the dark waters look back. Reflected in a distorted shape, manifesting as a chiral doppelganger that the onlooker takes into themselves when they see and understand it. The Abyss likely sees and understands in that same way. Gaining form from the cast-off radiance and presence of something else.

In the case of the non-metaphorical Abyss, and with many other powers of the forbidden, attempting to know such things changes those who know them. It is in this way that one becomes the Abyss, and the Abyss becomes them. A thought has the same weight as a water molecule, manifesting from the potential void of one's mind to become a physical thing. From that physicality, a person acts. Thoughts of nothing are something, after all.

Thresholds & Thin Places

We called them the Derelicts. I think after the crashed ship in an old sci-fi movie. It was full of apartments and houses left to rot since before I was born. When I was alive, being in the Derelicts terrified me more than I ever admitted to my friends, but I'd still spent a lot of my teen years drinking and smoking in the wreckage. Booze and drugs made me forget that I was in the ruins of a place remembered fondly, but existed now as a nest for addled youth, broken glass, and empty cans.

My heart hasn't beat for the better part of a year now, and my Sire has business here, at the Derelicts. He looks out on the expanse of spoiled remains of lives. Of someone's childhood street, someone's first home, rooms where the elderly took their last breaths. If those people were here now, would their memory be tainted by their absence? By the loss of their memory's expectation? It's all broken brick, fallen chainlink and feral cats.

"Do you feel it?" My Sire said, his eyes catching moonlight like red candy orbs.

I did. It was pressure. It made me feel heavy, or anticipated, or— "Like humming, coming up from the earth in... Loops, from somewhere far off." I said as I scanned the Derelicts with black irises. An attempt to illuminate my understanding with powers over darkness. Ironic. Stupid.

"Places are defined by edges of things, but this place will cut forever if it means to." He said in a monotone voice. It didn't even seem he was responding to me, just speaking. But I got what he meant. We stood on the verge of one place and a non-place. Somewhere lost in memories, but present in today. And it looked like it went on forever.

In the darker and less certain places, overlaps with the Abyss form spontaneously. In Modern Nights, many in online communities call them liminal spaces, areas that are in-between that are neither here nor there, that can exist as a division in either space or time.

There is no hard understanding of these spaces, no defined categories that lead to them being made, or anything that seems to keep them eternal. They are places without certainty, representing little coherent reality and rather embodying an expansion of moments, whether physical or emotional. This total ambiguity makes them dangerous curiosities, but also allows them to keep from being overt threats to the Masquerade.

Those who find themselves in such a place risk being swallowed whole by it, wandering blindly until they stumble through an uncannily familiar, but totally



alien space, that is neither here, nor there. Neither physical, nor truly Abyssal.

Few return from such encounters unchanged. Mortals that survive are deeply scarred one way or the other, and many develop extreme nyctophobia or agroaphobia; a few, however, become obsessed with the very concept of them, and even those educated on the Abyss and all its terrors will view such spaces as avenues of transgression from this reality to the next.

Previous to the modern age these locations were frequently found only in the farthest, darkest, and most neglected reaches of the world. Deep caverns, wide endless prairies, crushing depths, and rivers that wound upon themselves. Tonight these spaces are also found in urban areas, where certainty and presence is lost; abandoned parking lots, vacant backrooms, or a lone building alight in an expanse of desert darkness.

Whenever such an overlap to the Abyss occurs, most Kine feel an instinctive fear, their subconscious warning them to stay away via an uncanny feeling that they can only barely explain. The more psychically attuned sometimes report distorted voices in their minds or the pressure of something vast pressing against the world from outside of it.

Many occultists and those with extra-sensory abilities find these areas both terrifying and enthralling. While, again, there's few definitives about liminal spaces, one thing is generally agreed upon: That they exist as a result of reality thinning, and the presence of Oblivion's labyrinth bleeding through, creating a spiral that is stretched out beyond any logical possibility. A repetition that loops in on itself.

More than one **E • DIVISION** Archon has stumbled across, or been called, to deal with these locations. In most cases they have very little success, but what little they find or sense is invaluable, with current theories amongst both **E • DIVISION** and more Oblivion-inclined individuals coming to the conclusion that these Liminal Spaces are eversion events, where reality is turned inside out and the alien realms of the Abyss and the lands of the dead can provide substance.

Abyssal mystics in particular seek out these places, finding that communion with the Abyss comes more easily where reality has less stringent laws of operation. However Mystics and other scholarly masters of darkness are hardly safe in such realms.

Predators stalk the winding liminality of these spaces, starving things, looking to feast on the certainty of a reality apart from their own. Shades emerge from the very aether of the dark, ranging from the merely

erie to a deluge of liquid shadow teeming with microscopic mouths, killing or following those who linger too close. Worst of all are the Asterius, Cainites who became lost and starved within the labyrinthian spirals of Liminal Space, assuming a terrible, Abyss-vitilated Wighthood. Their minds succumbed to an alien Hunger, and their powers twisted into a mockery of a vampire's predatory nature.



Other Dark Children

With the rise of cults and the interest in the occult, the 21st century has somehow proved to be a time of occult enlightenment within Cainite society. Various Clans that previously feared the darkness, and the Abyss, now scramble to gain any tool, master any trick, or learn any new truths that will give them a leg up on these chaotic times. The Lasombra themselves also fall into this category to some extent, with the majority of them now recklessly delving into previously taboo mysticism, welcoming the addition of odd bloodlines of the deepest darkness into their circles, and readily wagering forbidden knowledge in contests of will and talents.

Outside of the Lasombra various Clans, especially the Hecata, but certainly other occultic lineages such as Setites, Tremere, and Banu Haqim, scramble for glimpses into the Abyss to learn any scrap of knowledge they can. Even rare bloodlines such as the Toreador Scriveners or Caliginous Malkavians have come to the attention of certain domains, bringing their own odd spin on the powers over the night.

The Clan of Death

"During the Long Night I was approached by a rather theological Lasombra, who I will leave nameless. This individual sought to be studied, to discern if the oddity of her Clan, which in those days cast no reflection at all, was a weakness of spirit. I took her to a monastery deep in the Carpathians, and for fifty nights my kin and I studied her blood and conversed with Wraiths. We found nothing. Genuinely nothing. That's what the quality of her affliction was —A void. A vacuum that dwelt deep inside of her.

"The monastery became transfixed by this revelation in regards to their own ruminations and studies, bringing forth strange methods of necromantic manipulations not unlike Obtenebration itself. In the end we believe that the 'Abyss' is a spiritual void, a reflection of the Lasombra's state, or that they are a reflection of it —Perhaps even both. A place wherein all the dark of the living-dead casts back out in geometric tremblings."

—Navlahn the Executed

A tenuous neutrality exists between the Lasombra and Hecata, inasmuch as one can be neutral with the Clan of Shadow and their extreme ambitions. In occult circles they find that their differences hardly compliment their inklings into the nature of the dark. Both Clans have such divergences that they serve little use to one another. This results in trade with the Clan

of Death as opportunistic, rather than any desire to learn the secrets of Necromancy.

An exception to this can be found amongst the Kiasyd and the Ascetics of the Dark. Kiasyd, who themselves have developed various forms of their own Necromancy, seek to refine their own ceremonies, while also learning the Hecata's strange pursuits that developed independently of their own. The Ascetics on the other hand have little interest in the Hecata's ability to manipulate dead flesh, instead concerning themselves with the stories and knowledge of those who have travelled beyond the shroud and into deadlands beyond. This curiosity hinges on the Ascetic's own compulsions to one day leave the mortal world behind, and travel into the vast expanse of realms beyond the mind and body, into the first darkness.

Rumors abound that certain Kiasyd have even abandoned their Clanmates altogether, folding into the Hecata's Sect and perhaps even having been present at the family reunion. Even less substantiated rumors exist that one of the eldest of their line may have provided the Hecata with a similar elixir that begot their weirdling lineage in the first place, creating an entirely new kind of Necromancer to plague the night. Such topics remain gossip in Lasombra circles, though there are several reports of calyptra-moths frequenting the old tombs of South America.

DEATH'S VIEW OF THE ABYSS

The Cappadocians, and by extension much of the Hecata, have little in the way of differentiating what the Abyss is from the various planes of Oblivion. This leads to conflicting claims that they're one in the same. This misinformation isn't helped by the fact that both the Hecata and the Lasombra use the unnatural powers of Oblivion through which to pull from greater planes.

To the Hecata, the Abyss is a spiritual hole in the world. A nothing-state that exists due to the unnatural imbrusion of a Lasombra's lineage. Those outside the Clan can learn of the Abyss, even tie to it, and then use that tie to exploit the powers of it. However there's no other Clan with a definitively pure void within themselves. So the Hecata, outside of a wayward bloodline, hardly involve themselves with outright Obtenebration as the Lasombra do. The extra steps to reach similar outcomes simply aren't worth their effort, especially when one's Necromancy can achieve their goals nearly as well with some ingenuity.



The Clan Of Devils

"It tells me in a voice that comes out in lines and broken glass. It tells me of darkness cut from darkness from before darkness. It tells me of skin emptied of muscle, bone, and blood. It tells me of organ caries filled with hate and fear and the offspring of joyful mothers. It tells me of children's dreams so distant they've only dreamt of dreams never-lived. It tells me of brothers, cousins, and sisters of mine taken from the refuse-bidden forgotten dregs. It tells me that behind my eyes there's only things it is telling me."

—The Scrivener's Manuscript

Cunning and insidious, the Baali are an ancient line of Infernalists who are bound to the Outer Dark not unlike the Lasombra's binding to the Abyss, or the Hecata to death. Regardless of their state, these Devils have been both bane and blessing to the Lasombra throughout their dual history. As knights and crusaders of the church, as well as holy warriors of Islam, the Lasombra have long brought righteous ruin to the Baali.

There remains an exception, however. The Azaneali have proved themselves similarly capable of great feats of darkness, not unlike the most accomplished Abyss Mystics, only they do it with the powers of a hellish dark. Allying with the *Angellis Ater* in the distant dark age, some of these infernal Lasombra even joined the Baali through a rite of Apostacy. This ancient alliance proves to be prominent once more in these darker nights, as the Azaneali and the *Angellis Ater* frequently prove that they are too crafty for even death.

Outside of the *Black Angels*, there's a rising desperation to succeed amongst some occult-minded Lasombra that leads them to occultic dealings with the Devil's darkness. While such Lasombra are usually ignorant of such trades, they none-the-less prove how dire the modern nights are, that a Clan who once vehemently hunted Infernalists on sight, now traffic with them in secrets. In extreme cases, Lasombra of a considerable occult understanding have even brought a Baali to heel, leveraging their position and the Baali's easily provable existence as an Infernalist in a way that ensures cooperation.



DARKNESS IN YOUR CHRONICLE

The immortal, vampiric, undead live in a World of Darkness. To them, night is an eternal state and it's rare any of them survive a confrontation with the light of day. Despite this, most Kindred still fear the yawning darkness. With few Clans having a preternatural ability to see without the aid of light, the dark is nearly as unknown to these creatures of the night as it is to a mortal. While the long night of the Dark Ages is centuries behind, and most Kindred that walk the earth tonight have spent the majority of their nights under Edison's bulbs, the fact of the matter is that not every corner of a City, or the vast unknown beyond its boundaries, can be lit by even the innumerable lights of the Modern Age.

More dreaded than mere night is a deeper darkness and those things that dwell in it. While the Clan of Shadows stretches out their great wills into the ink void and nudges or dredges its currents, they've little real control over the cosmic emptiness, and even less ability to understand it with any certainty. So with that in mind, what follows in this section are tools, tips, short story hooks, mechanics, and optional systems to create and manage Tension. During these dark scenarios uncertainty plays heavily into the themes of the night, and those Kindred who strive against the unknown, hide in vestiges of the soul, and shine in the darkness, may find their stride here.





Tension

As Kindred spend their nights, there is always the possibility for a chaotic turn of events, it's a grim truth that trouble follows Kindred, especially groups of them. Secrets are revealed, reputations are changed, danger crawls from the dark, and the creatures of the night compete for food or flesh. For these events, **Tension** serves as a rating, 0-to-5, similar to Hunger. In this case, its increase signifies the building sense of unease, peril, and loss of control that Kindred feel. The higher it gets, the more treacherous and difficult their engagement becomes. **Tension** lasts until the end of the current Story, or until the group manages to fully resolve the fallout of a social gathering. Certain Chronicles that follow an especially social Coterie or take an entire Chronicle to resolve the events of a social soiree may result in **Tension** being maintained from Story to Story. In these instances it's recommended that **Tension** decreases by one or two at the start of each new Story, especially if the Coterie managed to make strong motions to reduce or mitigate it.

Tension increases due to especially dangerous or attention-drawing actions; A Messy Critical, Frenzy, succeeding at a cost, or hunt gone wrong are all likely to increase **Tension** by one rather than cause typical downsides. When in doubt about if **Tension** should increase, the Storyteller can make a "Tension Check" by rolling a single die. A Success yields no increase, while a failure does. As a general rule, **Tension** does not decrease during a Story unless a Coterie makes an active effort to reduce it or safeguard themselves, such as devaluing the opinion of a naysayer, or misdirect a political rival that would most likely make the situation worse. The exact effects of building **Tension** changes depending on the nature of the social scene.

USING TENSION IN PLAY

As previously stated **Tension's** effects should vary depending on the themes of the current Story, however the **Tension Tracker** is a good gauge of how difficult travel will become. As **Tension** increases, so does difficulty. Opposition rises, obstacles bar the path, and help dries up as other Kindred hunker down to avoid trouble.

The Storyteller ultimately has the final say in how **Tension** affects the player characters and the world they're unliving in, but what follows are some examples:

- Hunts may have **Tension** added to their Difficulty due to increased attention to an area; SI have infiltrated some of the nearby club scenes, easy prey have decided to stay in for the night, or something from the dark has noticed the Coterie and interrupts their hunt.
- Named and primary Antagonists may add **Tension** to their Dice Pools by spending a point of Willpower.
- Finding a way to exit the social scene without considerable damage to one's reputation becomes difficult as unanswered insults and claims will tend to stick, the local police have been called to solve a heated dispute between Kindred, or the ability to return to such a spot becomes undesirable as a Player Character has been outright banned from the location or gathering.
- At **Tension** 3 the Beast begins to feel uneasy. Tests to resist Fear Frenzy have their Difficulties increased by 3.
- At **Tension** 4 the ability to phone a friend might become unusable, stranding the group without help that's normally available.
- At **Tension** 5 the group suffers a terrible event. The Sheriff shows up to solve the problem, another rival group causes an all-out brawl, they attract the attention of something else in the night that frequents the area, or a Touchstone gets pulled into the scene in a bad position.

PLAYERS AND TENSION DICE

Despite **Tension** being primarily negative, Players may attempt to use it as a driving factor to reach their goal and overcome the threats that bar their path. At any time a player may spend Willpower equal to the current **Tension** to add that many Dice to a Dice Pool that includes one of their Disciplines. If the resulting pool fails the Test it was made for, the Storyteller immediately makes a **Tension Check**, mentioned above, while a Critical Success lowers **Tension** by 1. Though using **Tension Dice** has a steep cost, a successful outcome allows a Kindred to accomplish even insurmountable tasks when the flames of adversity lick at their heels. ■



Chronicle Hooks for a Deeper Darkness

For the longest time the Lasombra were seen as enemies by most outside the Sabbat, but in recent nights these Kindred who control the night can be allies just as easily as enemies. They are always competitors for influence, power, or recognition, ally or not. While most would prefer to avoid competing with another predator, few can afford not to engage with the Lasombra. In the city, one either finds mutual benefit with them or works to neutralize them.

Blackmail

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

The Archivist, a Lasombra information broker who uses his mastery over Oblivion to catalogue Cainite secrets, is tolerated only insofar as he's useful to the reigning upper class of Kindred society. These nights he's hoarding secrets that could quickly upset the delicate balance of power. The Coterie, and their Mawlas, now worry that their past has been drawn into the shadow of the Archivist, who intends to coerce them as pawns in his game.

WHAT COULD HAPPEN

- The Coterie learns the Archivist has compiled a dossier on their mortal ties, including a Touchstone. The leak was intentional. He's baiting a bidding war between the Coterie and an unknown buyer. To protect their secrets, the Coterie must pay, sabotage the sale, or offer dirt on other Kindred, even their own. The price of this information goes up as Tension increases, and at 5 the unknown buyer will offer a sum that the Coterie is unable to match.
- A rival of the coterie holds damning information on the coterie that he got from the Archivist that could cost the Coterie one or more Mawali. However he will dispose of this information only if the Coterie agrees to destroy the Archivist's safehouse (destroying compromising documents on the rival). The act of destruction needs to look accidental, however. Success ensures that secrets remain just that, and perhaps even a Major Boon if done well enough. Failure results in scandal and retaliation. Tension should be used to measure the rival's micromanagement or the archivist suspicion.
- A paranoid anonymous Kindred tips the Coterie off to one of the Archivist's Touchstones. They refuse to act, leaving the decision to the players. Finding the target requires Academics, Streetwise, and Investigation. Staying off the Archivist's radar requires Stealth, Subterfuge, and Politics. What they do with this information could shift the city's balance, or they could even sell the tip back to the Archivist himself...

Low tension should represent the touchstone suspicion of being tracker and at high tension the archivist taking their alarm seriously.

THE ARCHIVIST

GENERAL DIFFICULTIES: 3 / 1

This Lasombra, despite the infamy of his Clan, has managed to accrue enough blackmail to ensure prominence within the local Domains. With connects that span the entire city, and even beyond, he is willing to do whatever it takes to stay on top. In certain Domains he might even serve as a kind of "Dark Harpy".

Clan: Lasombra (Kiasyd)

Sire: Coundesa María Asturias

Embraced: 1945 (Born 1913)

Ambition: Play my enemies like a pawns game.

Convictions: *Information is control.*

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 2, Manipulation 4, Composure 1; Intelligence 2, Wits 3, Resolve 4

Secondary Attributes: Health 6, Willpower 5, Humanity 4, Blood Potency 3; Bane 2

Skills: Athletics 3, Melee 4 (Maiming), Stealth 3 (Darkness), Survival 2 (Open Water); Intimidation 3, Leadership 4, Performance 3 (Dancing), Subterfuge 4, Streetwise 3; Awareness 3, Finance 2, Investigation 3, Medicine 3 (Torture), Occult 2, Politics 5

Disciplines: Dominate 3, Oblivion 3, Obfuscate 2, Potence 2

Special: The Archivist has extreme resources and influence to pull from due to their extensive blackmail and his connections outside the city. He has fifteen dots to spend across Allies, Contacts, Retainer, and Resources.

The Archivist will generally be able to see through any given Mask, usually knows of at least three of their Backgrounds, and if they have any Suspect or Dark Secret Flaws, he will know the reasoning behind them.



Liminality

ATTRIBUTE FOCUS: PHYSICAL/MENTAL

Reality is more treacherous than one might think. Step too far and you might fall from the edge of the world into somewhere else entirely. Most places that earn the moniker of Liminal Space are uncanny, dissipated, and abandoned locations. Stripped of their purpose and made alien through absence and neglect, these are sometimes even commonly used places that undergo a surreal transition when they lack the presence of expectation. This hook involves three separate occurrences that can involve one or more of the Liminal Spaces detailed; these locations can also be used with the [Liminal Space Loreshoot](#) at the Storyteller's discretion.

WHAT COULD HAPPEN

■ One or more of the Coterie's Touchstones has been distracted in recent nights. They don't engage in typical conversation and complain of feelings of dissociation. If pressed on why they seem distant, the Touchstone will confess that they somehow ended up in a strange place, and they're unsure if the place is real or was a dream. If asked, the Touchstone will lead the Player there, and they will become lost inside. If the Player does not ask to be lead there, the Touchstone will vanish within a few nights, and investigations will lead the players to a Liminal Space.

■ Local word on the street is that a wight-like creature has been hunting within the Coterie's Domain. People have gone missing, yet no bodies have been found. What little evidence there is leads the Coterie to an odd out-of-place location that doesn't quite match the measured geography of its perimeter. Within, are the bodies of missing mortals, stolen objects from across several ages of the city, and an Asterius that has made the Coterie its new prey.

■ A book store named Petroglyphs has opened at the edge of the oldest part of town. Masquerading as a user book store, the interior is piled high with books of every kind, however many Kindred find some of the book's margins are scrawled with occult secrets. Better yet, the proprietor of the shop has a service that allows a Kindred to spend an evening with their Touchstone in a reserved room. This service has become exceptionally popular with the older Kindred of the city, and rumors abound that even long dead or missing Touchstones can be met in the strange back space of Petroglyphs.

THE MAJESTIC MOTEL

Located at the periphery of the city, the Majestic has long been a consistent rest stop for those just passing through. Inexpensive, relatively clean, and with free breakfast it has been a subtle land mark for wayfarers, youths, and those interested in nocturnal discretion.

However urban legends abound that it frequently has empty rooms, even when fully booked, and sometimes its comfortable beds are vacant in the morning without any footage of anyone leaving the room. Kindred tales sometimes lend to a more cautionary quality. That the Motel will, on certain nights, become utterly abandoned. That its parking lot stretches to a dark horizon, and its rooms repeat to numerals far higher than the square footing of the structure.

DOMAIN The Majestic is quite a large lot, with over thirty rooms and an oversized parking lot that borders the Phoenix Gas Station - **CHASE (••)**.

(••) HAVEN - THE MAJESTIC During normal operating hours, this local is hardly secure, despite its size. Walls are thin, doors are particle board, and big east-facing windows can make it hard to daysleep safely. During off-nights, when the space becomes uncanny, these traits ensure that no room can be used to hide in.

(••) HAVEN ADDON: BUSINESS ESTABLISHMENT Despite its incredible affordability, the Majestic earns a rather respectable income.

(•••) HAVEN ADDON: HOUSE OF LEAVES Even under normal circumstances, the wrap-around plaza and dozens of rooms seem to come and go, with some of the rooms seeming completely out of place. Why would a Motel have a holding cell next to the ice maker? Does it really need an entire room devoted to numerous informative brochures on so many different topics?

(••) HAVEN FLAW: SHARED Mortal, undead, strange, and otherwise stay in the rooms at the Majestic. Even during its liminal bouts of oddness, there's something skulking around in its rooms.

(•) HAVEN: PHOENIX GAS A neighboring convenience store and small gas station with four pumps. Open twenty-four hours. Like the Motel, it sometimes seems to sit in an endless void, where reality ends at the edges of its flickering halogen and sodium lights. Even under the strangest circumstances, the lone clerk will operate with crushing apathy, continuing his work inside regardless of what's happening outside.

(••) HAVEN ADDON: BATHROOM FURCUS Resting on a fold in the physical realm's veil, when performing a Ceremony in the gas station bathroom, the caster may pin one of their Hunger Dice to a 10, then roll the remainder of the pool as normal. Messy Criticals on a Ceremony Test always conjures an Asterius.



CORDONED OFF SUBWAY

A long partitioned section of the subway, sealed decades ago by order of some forgotten bureau buried deep within the city's sprawling bureaucracy. The cordoned off line still enjoys power and a few amenities, though all of them are long outdated, dating back at least to the early 1990s. Officially off limits to the public, it features intact waiting platforms and rusted rails, but can only be reached by following service tunnels from a public access point or through a disused staff entrance few ever notice.

The eerie hum of live electricity fills the air, and the old fluorescent lights flicker with weary insistence. Faded advertisements from another decade remain, silent witnesses to those who trespass here. Absent from all current subway plans, the line is remembered only by the oldest transit workers. It is a wonder the Nosferatu have not claimed it, perhaps they do not know of its existence, or perhaps they know something you do not.

DOMAIN The cordoned off subway is vast, stretching from its dim passenger platform to the staff corridors and decommissioned tunnels. Its proximity to active lines makes it easy to remain connected to the city, and the flow of passengers above offers excellent hunting grounds. **LIEN (•) CHASSE (•)**

(••) HAVEN - SUBWAY The cordoned off subway consists mainly of a well lit, aging passenger platform. It is brightly overlit and completely empty, the only sound being the faint hum and buzz of the lights above. The disused tunnels lead to a forgotten tram and a few maintenance tunnels and staff rooms. The equipment within remains untouched, with faded uniforms still hanging in their lockers waiting for owners that will never return.

(••) HAVEN ADDON: MAINTENANCE ROOM The abandoned staff room still contains the necessary tools for basic repair and upkeep. Grants +1 to Craft or repair related rolls when using or restoring equipment on site.

(•••) HAVEN ADDON: DECOMMISSIONED TRAM A forgotten tram car rests at the farthest end of the line, sealed behind a locked service door. Spacious and secure, it makes an ideal haven. With enough work, it could even be restored to operational condition, though discovery by city officials would almost certainly see it reclaimed.

(•) HAVEN ADDON: TUNNEL NETWORK Ancient tunnels branch away from the main platform, connecting to derelict industrial districts. Though unsanitary and unstable, they offer discreet escape routes and hidden approaches.

(••) HAVEN FLAW: OVERLIGHT The platform's lighting is harsh and omnipresent, bathing the entire space in relentless fluorescence. Stealth and Oblivion related rolls suffer a -2 penalty within the illuminated areas.

PETROGLYPHS

Appearing seemingly from no where, this used book store functions normally during daylight hours, that's little more than a curiosity for rare books.

At night it is run by the Kiasyd Ridge Walker, who barter her books for money, boons, and other rare books. With an interior that's piled high with books across eras and genres, including the occult, it's grown in popularity in a short span of time.

Perhaps more interestingly, or concerningly, is the VIP area in the attic, which allow a Kindred to spend a night with their Touchstone, or some kind of facsimile of one.

(••) HAVEN A relatively small bookstore, cramped due to the sheer volume of used books within, it is none-the-less larger within than it is without.

(••••) HAVEN ADDON: USED BOOKS A vast library of books is present within the walls of Petroglyphs. Occult specialties of *Research*, *Vampire Bloodlines*, *Cryptids*, and *Alchemy* have their pools increased by four.

(••) HAVEN ADDON: MIRRORLOFT In the attic stands a large mirror beside a wide circular window, where moonlight floods the room and casts its pale glow over the worn furnishings. Here, Kindred can find a strange kind of solace. Staring deeply into the mirror while alone manifests a Human Effigy of a Kindred current or former Touchstone, which will remain until dawn.

(••) HAVEN ADDON: ATRIUM Despite there being no evidence of it outside, should one take a certain path through the bookstore they will end up in a green-house atrium, gardened by October, Ridge's Thin-blood assistant. The

(•) HAVEN ADDON: GLASS DISPLAY OF ODDITIES An old glass cabinet showcases disturbing curiosities: pickled specimens, shrunken heads, bird skulls, and faded feathers arranged beside strange, dusty contraptions. The objects seem to stare blankly back at those who study them. The display is oddly captivating, particularly to Toreador and other aesthetes.

(•) GOBLIN BELL: Mounted above the shop's entrance, an elaborate bell shaped like a grinning goblin appears ornate and broken. However, when something supernatural uses the front door its metallic ring can be heard throughout the store. Those who are aware of its nature are sometimes tricked as it may ring for no reason to unnerve someone far aware from the front door.

(••) HAVEN FLAW: TWISTED PATH The twisting corridors and bookcases funnel you, forming a labyrinth where finding your destination is no easy feat. It is all too easy to lose your bearings among the shelves. You must make a Composure + Survival roll (Difficulty 2) to find your way to the next room or the exit. On a failure, you find yourself somewhere else within the shop.



RIDGE WALKER

GENERAL DIFFICULTIES: 6 / 2

Ridge tends to dress in late Belle Epoque-era outfits with a gothic styling, usually wearing deep reds, black, and purple. She is amicable and polite, but becomes grim in regards to the topic of books, which she takes quite seriously. She treats her employees fairly, but can be quite strict.

As an accomplished Necromancer she has quite a few connections to the Hecata, and her interest in Blood Sorcery has given her quite a few contacts in such circles as well.

Clan: Lasombra (Kiasyd)

Sire: Elizabeth Bell

Embraced: 1980 (Born 1952)

Ambition: Find a Blood Sorcery tutor with some unique Bloodcraft.

Convictions: No One May Control Me

Attributes: Strength 3, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 5; Intelligence 4, Wits 3, Resolve 5

Secondary Attributes: Health 5, Willpower 10, Humanity 4, Blood Potency 2, 13th Generation

Skills: Athletics 2, Drive 3, Firearms 2, Stealth 2; Animal Ken 3 (Ravens), Intimidation 3, Performance 3 (Oratory), Streetwise 4; Academics 5 (Rare Books), Awareness 2, Medicine 3 (Corpses), Occult 4 (Tomes), Science 3 (Chemistry)

Disciplines: Auspex 3, Obfuscate 3, Oblivion 4, Blood Sorcery 1

Notes / Other Traits: Has five dots to spend across Necromantic and [Apothecia](#) Ceremonies. She values rare Blood Sorcery above all else, and will teach Players the Ceremonies she knows should they teach her Sorcery or Rituals. In combat she uses an odd variant of **WILTING LEAMHAN** that deals 1 Superficial Damage per turn.

OCTOBER & AUGUST

GENERAL DIFFICULTIES: 4/3

A pair of Thin-bloods that work for Ridge. Sister and brother before their Embrace, both of them take shifts during daylight business hours, at which time they sell mundane used books. Both have a rather aloof nature, but will commiserate or warm up to other Thin-bloods.

October is a young woman in her mid-20s that usually dresses in thrift store clothing and wears round glasses. She's easily tempted by non-violent forms of occult knowledge. Despite this she will trade Alchemy formulas in return for fresh corpses, never elaborating on their use unless asked by a Hecata or Kiasyd who have some knowledge in Necromancy.

August is a tall young man in his late-20s that wears black sportswear, he operates the shop with less enthusiasm and tends to use it more to network with other Cainites or Thin-Bloods. He is an accomplished Alchemist and will sell drug-like formulas to other Thin-bloods in return for connections.

Clans: Thin-Blood (Both)

Sire: Ridge Walker

Convictions:

October: Books are better than people.

August: Knowledge is power.

Secondary Attributes:

October: Health 6, Willpower 7, Humanity 6

August: Health 7, Willpower 5, Humanity 7

Standard Pools: Physical 3, Social 5, Mental 6

Exceptional Pools by Member:

October: Firearms 6, Stealth 5; Insight 8, Persuasion 7; Academics 8, Science 6, Technology 8

DISCIPLINES: Temporary Auspex 1 (Phlegmatic)

August: Athletics 8, Melee 6 (Machete); Animal Ken 8 (Raven), Subterfuge 7; Academics 7, Medicine 7, Occult 6 (The Lords of Red), Science 7, Technology 8

DISCIPLINES: Thin-Blood Alchemy 3; Celerity 2

Notes / Other Traits: Both siblings have the **DAY DRINKER**, **LIFELIKE**, and **BEAUTIFUL** Merits.

October tries to keep a Phlegmatic resonance and uses **SENSE THE UNSEEN**. If forced into combat she has a shotgun behind the counter that she uses.

August has a **DISCIPLINE AFFINITY** for Celerity and fights with a Carbon Fiber Machete. He has **HIGH FUNCTIONING ADDICT** in regards to LSD-like drugs.



HUMAN EFFIGY

GENERAL DIFFICULTIES: - / -

A mere effigy of humanity, one that rises from the dark of the Abyss and assumes a fleeting form of life.

Human Effigies are most commonly conjured by Lasombra, but can also be found in thin or liminal spaces. Though they tend to pose little physical danger to Cainites, like their usual conjurers, they are vampiric in nature, requiring blood to sustain their substantiality.

Human Effigies gain not only the appearance of what they mimic, but also their mannerisms, skills, and talents. In many cases an Effigy will forget its true nature, living as an unknown reflection until revelation reverts it to nothingness.

Standard Pools: Human Effigies have the same Attributes and Skills as the individual they're mimicking.

Secondary Attributes: Bane Severity 2

Abilities: Abyssal, Distorted

Special: When first seen, the Effigy mimics someone important to the observer. This illusion lasts until its Willpower is fully marked with Aggravated Damage, at which point it dies. Anyone who knows the original can attempt a Resolve + Insight Test (Difficulty 2) to see through the mimicry; the Difficulty increases by 1 for each full scene spent with them, capping at 7, beyond which the Effigy is indistinguishable. If mimicking a vampire, it only reflects memories and mannerisms from their mortal life.

Effigies rarely know their true nature. They must feed on blood (or Vitae) every new moon or they will wither and disperse. Physical damage cannot permanently destroy them, though most Effigies will rationalize their injuries or their miraculous return away.



Judgement

ATTRIBUTE FOCUS: SOCIAL / MENTAL

The Blood Courts have long been a tool of the Amis Noir, allowing their most cunning and ruthless members to reclaim the power of their weaker brethren without disrupting the cohesion of the Clan. Despite this the Modern Nights have seen an increasing need for their arbitration, becoming more and more like the judicial systems of Kine institutions. They've also fallen to no small amount of corruption in certain Domains.

WHAT COULD HAPPEN

■ One or more Lasombra in the Coterie has been summoned to a Blood Court, where they themselves have been put on trial. The reasoning is most likely because a rival wishes to see them fail judgement or even seeks to have them diablerised. Elise Durant leads the prosecution and the accused will be expected to manage their own defense, most likely with the help of their Coterie. Her ultimate strategy is to trick players into believing she will attack the accused's ability to maintain their Humanity or show compassion, both qualities hold very little regard in a Blood Court and playing into her game will backfire for the Coterie, causing the Judges to think of the accused as soft and weak.

■ The players are approached by a defendant or Elise Durant representing the prosecution to side with her. Siding with her as a witness she wishes for you to speak ill of the person that is on trial to speak ill of their character or failures. If one of the PC is a Lasombra she may try to put them on trial or they have been selected as a judge. If one of the Lasombra is a judge she will approach them and attempt to make a deal, engaging liberally in social combat. If as a judge the PC rejects her offer, she may attempt to find any failings to disqualify them as a judge.

■ The coterie is not even involved in the case itself but have been contacted by either defendant or prosecutor to find information either on each other or to "persuade" the judges by any means necessary. Doing so will find themselves with a very indebted Lasombra in the case of the defendant (life boon potentially or major boon from an increasingly powerful Lasombra.

ELISE DURANT

GENERAL DIFFICULTIES: 3 / 1

An accomplished prosecutor in life who would do anything to win, as a Kindred, she has used the Blood Courts to propel herself to prominence, swaying the judges to her side or to the side of her clients. She will do whatever is necessary to ensure her client's victory, spending boons to investigate the accused's past failures, persuade the accused's enemies to testify, and even approach other members of the Coterie to speak against them if she detects internal friction.

Clan: Lasombra (Gratiano)

Sire: Luciano Vega

Embraced: 1928 (Born 1900)

Ambition: Adjudicate the perfect initiate.

Convictions: *I will never be weak.*

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 3, Manipulation 4, Composure 4; Intelligence 4, Wits 3, Resolve 2

Secondary Attributes: Health 6, Willpower 5, Humanity 4, Blood Potency 3; Bane 2

Skills: Athletics 3, Firearms 4 (Headshots), Stealth 2 (Stake Outs), Survival 2; Intimidation 3, Leadership 4, Performance 3 (Opening and Closing Argument), Subterfuge 4, Streetwise 3; Awareness 3, Finance 2, Investigation 3 (Planted Evidence), Medicine 3 (Torture), Occult 2, Politics 5 (Laws)

Disciplines: Dominate 3, Oblivion 2, Potence 3, Presence 4

Special: In court Elise will fabricate evidence if it doesn't present itself. She will also engage in relentless Social Combat. She will mislead the defense by spreading false information outside of court through various channels, even using the local titled Kindred in her plots or through a proxy who "*Just so happened*" to come across it.

When fabricating evidence, Elise uses Shyly, a Nosferatu who owes her a Life Boon, as a proxy.

Should Elise lose face in court, she will have to test for Fury Frenzy against a Difficulty based on the situation.



NEUROMANCER

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

A Lasombra named "Cyrus" has approached the Coterie about a heist against Jane Takehashi, who is the Lasombra VP Manager of the local branch of Vanta Capital. Embracing Cyrus as a NULL, he resents his Sire tremendously but that has not dulled his canniness or intelligence. His ambitions are to take revenge by ravaging Vanta Capital and ruining his Sire's reputation, then destroying her.

WHAT COULD HAPPEN

■ Cyrus asks the Coterie to identify vulnerable employees and use their access information to either hack into Vanta Capital's network or get into the building and create a digital back door. Cyrus will offer each Player a Mask (●●) with Zeroed (●) should they succeed. The Coterie's methods are left to them, however socially adept characters may attempt to con or befriend an employee. More technical characters might try a Man in the Middle attack, posing as a WiFi provider in a nearby café to intercept data from staff during their breaks. Cyrus warns that a direct attack is unlikely to succeed, and will likely breach the Masquerade.

■ Cyrus has given the Coterie a USB containing a Remote Access Trojan (RAT) laced with odd powers of Obtenebration. Once left within any given server room, it will allow him and his team to wreak havoc and steal the data present. Cyrus promises to give the Coterie half the data, or wealth, gained from the servers. Highly secure locations, like Vanta Capital, will reap the most rewards. Such places have biometrics and intruders must avoid guard patrols. Rising Tension will considerably raise difficulties, and at Tension 5 Cyrus will go underground should the Coterie get caught. A successful heist from a high-security location will yield considerable benefits for the Coterie, such as Resources (●●), Contacts (●●), and possibly even Cyrus as a proper Mawla (●●●).

■ Jane Takehashi has put a price on Cyrus' head, promising a tremendous sum (assets worth three dots Resources) and a Major Boon as the reward. The Coterie need only find Cyrus and his hideout, a task easier said than done. Locating the building requires a Investigation, Streetwise, and Technology Test, each at Difficulty 3 + Tension. Digital Mawali and Contacts should assist in this search immensely. If the Players pass these Tests, they find the Surf & Sip, an abandoned 90's-era cybercafe is being used as Cyrus' makeshift HQ. Giving Takehashi the location awards the Coterie only half the promised amount, but bringing Cyrus in themselves gets them the full prize, and they even get to keep the Sip & Surf themselves.

CYRUS

GENERAL DIFFICULTIES: 4 / 2

Once an exceptionally accomplished computer hacker, Cyrus was punitively Embraced by Takehashi after he was caught stealing Cainite secrets from Vanta Capital.

As a Lasombra his talents in digital espionage have been massively limited, yet he presses on, making alliances with other Clans and tutoring mortals in his expertise to function as his proxies. He's connected enough, both through his new undead allies and his Mortal contacts from life, to continue fighting and try to take revenge against his Sire and her company.

Clan: Lasombra

Sire: Jane Takehashi

Convictions:

Never give up.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 1, Manipulation 3, Composure 4; Intelligence 4, Wits 3, Resolve 5

Secondary Attributes: Health 5, Willpower 9, Humanity 7, Blood Potency 1

Skills: Technology 4 (Network Intrusion, software), Craft 3 (Hardware), Subterfuge 4, Stealth 3 (Digital Cover), Awareness 3 (Compromised), Investigation 4 (Digital Footprints), Streetwise 3, Survival 2 (Urban Adaptation), Finance 3 (Monero)

Disciplines: Auspex 2, Dominate 2, Potence 2, Oblivion 2

Notes / Other Traits: Cyrus is extremely driven. He will use Willpower to stay awake even into daylight hours to run his digital ops and he will not crack under pressure.

Cyrus can make an Intelligence + Craft (Hardware) or Technology (Software); Difficulty 3 Test to solve a problem or create a solution in regards to modern technology.

Background checks on Cyrus will fail outright, as he has been Zeroed by his Sire, Takehashi, and much of his affiliation with Vanta Capital no longer exists outside of paper documentation. Other Lasombra will tend to regard him as a lost cause.

Should Cyrus become a Mawla, he will never appear in person, but will assist the players in the digital landscape in ways that few other Cainites can.



JANE TAKEHASHI

GENERAL DIFFICULTIES: 4 / 2

The pragmatic and spiteful Vice President Branch Manager of the region's Vanta Capital. Jane positions herself at the top of the corporate food chain, behind mountains of bureaucracy and a small army of litigious mortals. While she herself has no talent in digital technology, she's canny and clever enough to keep her company aware of any such threats.

Her interests lay wholly in her own success and she harbors no loyalty to Sect or title. Despite this she's not above working in tandem with a group to achieve a common goal.

Clan: Lasombra

Sire: Luis Vega

Convictions:

Always get your due.

Attributes: Strength 4, Dexterity 3, Stamina 4; Charisma 1, Manipulation 5, Composure 5; Intelligence 4, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 9, Humanity 5, Blood Potency 3

Skills: Athletics 3, Brawl 2, Drive 3, Firearms 4, Stealth 2; Etiquette 2, Insight 4, Intimidation 4, Leadership 4 (Underlings), Persuasion 3 (Negotiations), Streetwise 2, Subterfuge 3 (Negotiations); Academics 3 (Commercial Law), Awareness 2, Finance 4 (Investments), Occult 3, Politics 3

Disciplines: Dominate 2, Potence 4, Oblivion 3

Notes / Other Traits: Jane is a fairly accomplished Abyss Mystic, and should have five dots of Ceremonies and at least one background from the associated [Loresheet](#).

When confronted, she will always attempt to win the Coterie over to her side to take out Cyrus, though whether she upholds her end of the deal is entirely up to the Storyteller. The only thing Players should trust about her, is the certainty that she will always look out for herself over others.

SURF & SIP

The ruins of an old cybercafe that has been abandoned since 2003. The interior carries layers of dust and a storied hall. Investigations into the history and background of the building reveal that it was once owned by a family that converted it from a book store in an effort to modernize, and it enjoyed a large amount of success before going out of business.

Surf & Sip is situated in an older and less developed commercial district of the city. Surrounded mostly by warehouses, self-storage yards, and unmarked businesses, it's perfectly indiscrete.

Listed here is information about the Surf & Sip should the Storyteller wish to create a location with some character, danger, and mechanical depth, when the Players come knocking down Cyrus' door. Most everything listed here can be awarded to players as well, should the Storyteller wish.

DOMAIN The abandoned lot and businesses in the area is rather large and safe but underpopulated - **CHASSE** [••] & **PORTILLON** [••].

[••] **HAVEN** Cinderblock walls and barred windows, the Surf & Sip has a ground floor with rows of out-of-date PCs, a second floor with an apartment, and a basement full of Cyrus' rather new servers.

[•] **HAVEN ADDON: CELL** A storage room with only a single entrance, walls of heavy cinder blocks and a brand-new reinforced door. It has the remains of a rather recently drained corpse.

[••] **HAVEN ADDON: SERVER ROOM** A room with several servers that have information add two dots to any Academics, Investigation, or Streetwise pools made in regards to Kindred businesses. However they require Technology 2 to access.

[••] **HAVEN ADDON: SECURITY SYSTEM** CCTV, silent alarms on the doors, and motion-activated lights in the alleyways.

[•] **HAVEN ADDON: POSTERN** A trash chute leads into an old underground maintenance road that's since fallen out of use. This road has direct connections with the sewers and the next door warehouse.

[•] **HAVEN ADDON: WATCHMENT** A group of Cyrus' mortal apprentices. They're equipped with arms and armor and have little concern with killing the undead.

FLAW [•] **ADVERSARY: 9bit** A group of Anarch hackers led by the Malkavian "K4s3t". They claim Cyrus never made good on his end of a deal, and now they want his servers so they can leverage the information.



Nomads

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

Fear and apprehension grips the city. The Masquerade breaches almost nightly as drained bodies are left in careless places. Kindred whisper of Wights that shriek openly in the night. A nomad group of Sabbat, known as the *Cremares Pack* has descended on the city in the name of the Black Hand.

WHAT COULD HAPPEN

■ Several Kindred have vanished without a trace, including one of the Player's Mawlas. Local Kindred are quick to point out a run down bar on the outskirts of town, but refuse to go there themselves. Should the players seek out this bar they'll find it wallowing in chaos, the back room stacked with the bodies of missing mortals and their Mawla staked. Worse-yet, Sturgis, a prominent Kindred in the city seems to have been mentally broken to the point of conversion to the Nomad Pack's aims. Depending on their Sect and allegiances, the players can cover up the event and deal with Sturgis or lend their sympathies and aid to the *Cremares*.

■ The *Cremares* know that a direct assault on the city is suicide, but they're tactically clever. They've sunk their claws into one of the reigning Sect's enforcers, Kate Rosser. Rosser maintains a facade of her duty, but divides the Clans whenever she gets the chance, and leaves pivotal information to have *Cremares* remove Kindred who prove too dangerous. Exposing the traitor will garner the Players no small amount of Fame and Status, and even if they're part of the Black Hand themselves, it's a good way to preserve their cover, should they wish it. Alternatively, a Pack or players could help remove the problem Kindred that Rosser marks for death, destabilizing the city further.

■ Without warning the Players are drawn into a coordinated strike by the Sect's leadership. The *Cremares* have been found laying low in the vast wilderness outside of the city. Players can offer their assistance with the raid, either helping to annihilate the *Cremares*, undermining the raid's efforts and ensuring its failure, or tipping off the *Cremares* to work with them and take down the city's best fighters with another Pack at their side. Outside of extreme circumstances, the Ductus of the *Cremares* will survive. Consumed by revenge, he will either become the Player's worst enemy or their greatest ally.

JOHNNY STURGIS

GENERAL DIFFICULTIES: 4 / 2

A member of the local Camarilla who has connections to several important positions, such as Boon Keepers, Harpies, or Keepers of Elysium. Sturgis will have been broken by the *Cremares Pack* by the time he's found, and cannot be saved.

Clan: Ventruue

Sire: Octavius Pierce

Convictions: None

Attributes: Strength 1, Dexterity 3, Stamina 4; Charisma 3, Manipulation 4, Composure 1; Intelligence 2, Wits 1, Resolve 3

Secondary Attributes: Health 7, Willpower 4, Humanity 3, Blood Potency 2

Skills: Athletics 2, Firearms 3; Etiquette 2, Insight 3, Persuasion 3, Subterfuge 3; Academics 2, Politics 4

Disciplines: Dominate 3, Fortitude 4, Presence 3

Notes / Other Traits: Sturgis will be mentally broken and easily dealt with by a full Coterie. The choice of what to do with him and his responsibilities are intended to be difficult, not the fight itself.

KATE ROSSER

GENERAL DIFFICULTIES: 4 / 2

A Sheriff or other heavy that enforces order within the City. She despises her job and has heel-turned towards helping the *Cremares* willingly, hoping to use them to sabotage those she despises.

Clan: Brujah

Sire: Miska Vaim

Convictions: None

Attributes: Strength 3, Dexterity 2, Stamina 3; Charisma 2, Manipulation 3, Composure 1; Intelligence 2, Wits 4, Resolve 2

Secondary Attributes: Health 6, Willpower 4, Humanity 5, Blood Potency 2

Skills: Athletics 4, Brawl 3, Drive 2, Larceny 3; Animal Ken 2 (Dogs), Streetwise 2, Subterfuge 4; Awareness 3, Investigation 2

Disciplines: Celerity 4, Dominate 1, Potence 4

Notes / Other Traits: Kate usually has [one or two ghouls](#) with her. She is pragmatic, and open to negotiation, but obviously prone to Fury Frenzy.



THE CREMARÀS PACK

A pack of nomadic Sabbat that strike Camarilla and Anarch Domains. In most cases their tactics use the city's own corruption to undermine the Kindred societies that exist there. The Pack never lets up, hitting fast and hard. Against especially large player groups, it's recommended the Storyteller adds [additional members to the Pack](#).

SHINE

GENERAL DIFFICULTIES: 5/3

Lithe and tall. Shine is the newest Ductus of *Creमारàs*. Having gained his position after the previous Ductus, Michel, joined a Hadal Company to hunt down his Sire.

Despite being the youngest member, Shine is brave, fast, and strong. Having grown up an orphan that struggled for his day-to-day meals and worked hard for what little he had, as a Cainite he views the Camarilla as a spiritually corrupt force, and the Anarchs as foolish idealists.

Clan: Lasombra (Ombre di Cristo)

Sire: Amaya

Convictions:

Never give into fear.

Attributes: Strength 3, Dexterity 5, Stamina 2; Charisma 3, Manipulation 1, Composure 4; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes:

Health 5, Willpower 6, Humanity 5, Blood Potency 2, 12th Generation

Skills: Athletics 4, Brawl 3 (Camarilla), Craft 2 (Haven Defense), Stealth 2; Intimidation 3, Leadership 4 (Pack Dynamics), Persuasion 3, Subterfuge 2;

Awareness 3, Finance 2, Investigation 2, Occult 2, Politics 2, Technology 1

Disciplines: Celerity 2, Fortitude 3, Potence 3

Notes / Other Traits: Shine will always be the first into the fray and the last out of it. His bravery and support for his Pack won him his position as their leader.

Despite being Lasombra, he has no talent for Oblivion, and leaves such things to their Priest, instead focusing on physical strength and tactics.

SUSURRA

GENERAL DIFFICULTIES: 5/3

A widow that threw herself into the Sabbat's cause. Susurra has a gaunt face and a thin frame that belies her durability and strength.

She's the eldest remaining member of the pack, and is something of their Pack mother.

Where survival and politics is concerned, Susurra is the most well accomplished. Despite her duration within the Pack, she's viewed with suspicion, as she's quick to diablerie and feasting on Cainites with a voraciousness that even the Sabbat questions at times.

Clan: Gangrel (Kin Eater)

Sire: Leche

Convictions:

Feast on the unworthy, always.

Attributes: Strength 1, Dexterity 2, Stamina 5; Charisma 3, Manipulation 2, Composure 3; Intelligence 3, Wits 2, Resolve 4

Secondary Attributes:

Health 6, Willpower 7, Humanity 2, Blood Potency 3, 10th Generation

Skills: Athletics 3, Firearms 4 (Spray and Pray), Survival 3; Insight 4, Persuasion 2, Subterfuge 3; Awareness 3 (Mortals), Investigation 2, Politics 4 (Sabbat)

Disciplines: Animalism 2, Auspex 4, Fortitude 2, Protean 4

Notes / Other Traits: When given the chance, Susurra will eat almost her body weight in vampire flesh and vitae, despite this she never appears full. Her presence tends to chill the air, and her vitae slakes no Hunger. In direct combat she can assume an emaciated form that stretches her limbs until she's over two meters tall and increases her Physical pools by 2.

AKIM

GENERAL DIFFICULTIES: 5/3

An incredibly pale man of Slavic origin, and recent addition to *Creमारàs*. He was the priest of his previous Pack somewhere in the far north of North America. Quickly becoming the Pack Priest due to his extensive knowledge and experience with old Ritae that have been mostly lost.

He is particularly cruel in his attacks and if given the chance will maim and torture vampires, rather than kill them outright.

Despite being from different Clans and areas of the world, he and Susurra share an odd kinship, as both seem tied to some kind of chilling supernatural power.

Clan: Tzimisce (Byelobite)

Sire: Aleksandr

Convictions:

Tradition keeps the Sabbat strong.

Attributes: Strength 1, Dexterity 2, Stamina 3; Charisma 2, Manipulation 4, Composure 3; Intelligence 3, Wits 2, Resolve 5

Secondary Attributes:

Health 6, Willpower 7, Humanity 4, Blood Potency 3, 11th Generation

Skills: Athletics 1, Melee 3 (Bone Weapons), Survival 3; Insight 4, Performance 3 (Ritae), Persuasion 3, Subterfuge 2; Awareness 3 (Mortals), Investigation 2, Medicine 4 (Pain), Occult 5

Disciplines: Auspex 2, Dominate 3, Blood Sorcery 4, Protean 3

Notes / Other Traits: Akim can spend a point of Superficial Health to instantly form +2 Light Melee Weapons from anywhere on his body. He can roll his Resolve + Blood Sorcery to manifest a chilled cloud of thick fog with a radius in yards/meters equal to the number of successes, which counts as partial cover.



Tools

A night in the Lasombra's unlife is rife with blood, danger, and the unknown. Few navigate, communicate, or involve themselves with the untold terrors as willingly as the Lasombra, and fewer still wield such terrors as ambitiously and righteously. The Clan of Shadows has not just mastery of the darkness in the night, but calls upon all the denizens of it, and deeper darkness beyond, as well. Strange, terrible, and sometimes wholly alien. The pragmatism of a Lasombra might know fear as much as it knows usefulness. In this section are threats and contrivances both, to help one populate the night.

Abilities

First introduced in **Hunter: The Reckoning 5th Edition** as "*Monster Abilities*". In VtM everything is rather monstrous, so this book presents this merely as "*Abilities*". Each ability is a single or double-worded name on stat blocks that represent a mechanical effect that helps keep them short and dense. Listed here is a reference for the Abilities used by characters and creatures in this book. Certain stat blocks will also have unique abilities.

Passive Abilities

These abilities are persistent and always activated unless otherwise stated.

ABYSSAL This creature takes non-halved Superficial Damage equal to their Bane Severity each turn while in bright light. This damage is Aggravated from Sunlight.

DISTORTED Has the Lasombra Clan Bane, using its Bane Severity.

INSUBSTANTIAL Unaffected by mundane physical damage. Supernatural powers such as Oblivion or Blood Sorcery are usually effective, as are "blessed" or otherwise supernatural implements.

FIRST STRIKE This being always attacks first, forcing those without Celerity to make a defensive or resistance roll before they can attack.

MINION This creature is immune to commanding and manipulating powers and social attempts from anyone other than their creator or master.



Animalia Vacua

The Clan of Shadows has hardly the reputation of the associations with Animals that some other Clans do, yet they associate with such creatures none-the-less. The Lasombra's pets are rarely sentimental, and have historically been molded into a reflection of the Lasombra's designs. These animals are extensions of the Clan's will, symbols of their dominion, and living emblems of their philosophy. Cold, unnatural, predatory.

Cristálidos

GENERAL DIFFICULTY: 2 / 1

Arachnids that were bred from a rare Mediterranean cave spider by a Kiasyd Apothecaire. Their legs fan out to the size of one's palm, and they are translucent and eyeless, appearing not unlike spun glass sculptures.

Cristálidos are born with a trace of Lasombra Vitae within, giving them Abyssal qualities that make them perfect spies. Cainite Cryptozoologists theorize these creatures may live forever, however their delicate bodies tend to keep their lifespans short.

Standard Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 4, Bane 1

Exceptional: Composure 4; Athletics 2, stealth 9 (Darkness); Intimidation 4

Disciplines: Auspex 1 (Typhlotic Witness), Oblivion 1 (Shadow Cloak)

Abilities: Distorted.

Special: This creature spins glassy webs that absorb ambient vibrations. Characters may put their ears next to the webs, which will vibrate and quietly replay sounds, including voices, that have been recorded within the night.

Those with the *Cristálidos* Specialty in Animal Ken or Occult can make a Resolve + Animal Ken or Occult; Difficulty 3 Test to pluck the webs in a way that plays information from a specific time.

Erinaceus Tenebrarum

GENERAL DIFFICULTY: 3 / 1

Strangely shadowy creature that resembles a hedgehog. With a black body and red-tipped spines, it stands out as obviously unnatural and rumors abound that it is a species bred in Oblivion. It is standoffish, even for a hedgehog, watching intruders with an almost judgmental stillness. Clearly revenant in nature, this perplexing little thing moves extremely fast via the use of obvious vampiric powers.

Attributes: Strength 1, Dexterity 2, Stamina 1; Charisma 1, Manipulation 1, Composure 3; Intelligence 1, Wits 2, Resolve 1

Secondary Attributes: Health 1, Willpower 4, Bane 1

Skills: Athletics 2, brawl 6 (defensive ball), stealth 5;

Disciplines: Oblivion 1 (Shadow Cloak), Celerity 2 (Fleetness)

Abilities: Distorted, First Strike

Special: When curled into its defensive ball, its red spines draw blood from attackers. Any who take damage this way must roll **Stamina + Composure (Difficulty 3)** or gain 1 **Hunger**.

Osprey

GENERAL DIFFICULTY: 2 / 1

Also called a Sea Hawk, or River Hawk. These raptors feed exclusively on fish, and have long been the company of Lasombra who dwelled on coastal towns or at sea. They live on every continent in some form, usually competing with Eagles, but coexisting with other predators.

Standard Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 2

Exception: Athletics 6, Brawl 5 (Distant Target); Awareness 6

Special: When bloodbound to the Lasombra they become inherently nocturnal and can attack and damage insubstantial targets. Osprey suffer no minor action penalties, perception penalties, or called shot penalties when diving to attack a target.



Tintalusca

GENERAL DIFFICULTY: 2 / 1

Large Octopi that supposedly owe their heritage in hadal-zone depths, most frequently kept by Drowned Knights. These animals have tar-like flesh and make excellent Ankyra Famulus. They have tentacles anywhere from one to two yards/meters long, and continually grow larger the longer they live, with sea-faring Elders claiming they've seen ancient Tintalusca pull whole ships beneath the waves.

Standard Pools: Physical 3, Social 1, Mental 3

Secondary Attributes: Health 4, Willpower 3

Exceptional: Athletics 5 (Swimming), brawl 8 (Grapples), stealth 6 (Water, shadows), survival 8

Disciplines: Oblivion 1 (Lambent Dark)

Special: Can release a plume of ink that has the properties of ink from Poet's Prose. An ink cloud counts as full cover for the purposes of Ranged Attacks, and confers a -2 dice penalty to any attempts to see into or through it. Tintalusca uses its Brawl in place of Dexterity to manipulate objects, and to attack or grapple. Outside of water it suffers a -2 minor action penalty to move more than 1 yard/meter.

For every 25 years it lives, this creature gains a +1 die to its physical pools and +1 to its Health Tracker, as it grows larger and stronger. This bonus does not affect pools for it to move into range.

Velours de Mort

GENERAL DIFFICULTY: 2 / 1

Large velvet-winged moths whose scales absorb all light. These odd insects were supposedly conjured by a Kiasyd, who used their odd powers of Abyssal mysticism to pull an eclipse of them from the last dreams of a dying child. They're highly valued by certain Bloodlines of the Hecata.

Attributes: Strength 1, Dexterity 1, Stamina 1; Charisma 1, Manipulation 1, Composure 4; Intelligence 1, Wits 2, Resolve 1

Secondary Attributes: Health 1, Willpower 4, Bane 1

Skills: Athletics 2, brawl 5, melee 4, stealth 4;

Intimidation 4

Disciplines: Auspex 1 (Typhlotic Witness), Oblivion 1 (Shadow Cloak)

Special: This creature can spend a point of Willpower to momentarily "blink" out of existence and into Oblivion to become insubstantial for a full turn.



Mortals

“Look at them, stumbling blind in the dark, directionless, frightened, puffed up with false power, never realizing we overshadow them. Throughout the ages they have begged to be guided by something higher, a cause, a stronger will. It has always been us, childe, their keepers forever until their light finally sputters out.”

-Allegra Contarini, Amici Noctis

Church Goer

GENERAL DIFFICULTIES: 2 / 1

Most of the masses don't have much left in the world of darkness, but these mortals at least have their faith.

Standard Dice Pools: Physical 2, Social 2, Mental 2

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Insight 3 (Moral Compass), Academics 1 (Scripture)

Special: Resolve based rolls are increased by 1 after interacting with the priest for the rest of the night.

Compromised CEO

GENERAL DIFFICULTY: 3 / 2

A powerful executive who has done everything to reach their position. These CEOs are usually indebted to Kindred or other unsavory types. Despite their vast wealth, they are leashed by those they're indebted to in most cases, which makes them wealthy, powerful, and desperate.

Standard Dice Pools: Physical 2, Social 4, Mental 4

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Persuasion 4 (Boardroom Deals), Finance 4 (Corporate), Subterfuge 4 (Cover-Ups), Intimidation 4 (Employees)

Special: Has Resources (●●●●) and can call on it off-handedly to solve most problems by converting it into other Backgrounds. Doing this too many times will likely draw attention from their true master.

Community Priest

GENERAL DIFFICULTIES: 3 / 2

One of the few Priests that serve as a genuine pillar of the community. Faith and sense of duty serve those that attend sermons well, creating stability in uncertain times.

Standard Dice Pools: Physical 1, Social 4, Mental 4

Secondary Attributes: Health 4, Willpower 7

Exceptional Dice Pools: Academic 5 (Scripture), Insight 6 (confession), Leadership 5 (Moral authority), Persuasion 5 (Hope)

Special: Gains +1 die on Social and Resolve-based rolls while in a church.

Deadly Mercenary

GENERAL DIFFICULTY: 3 / 2

A hardened soldier that once fought for a nation. Such loyalties were tested time and time again, and instead these Mercs now throw their lot in with shady underground private military groups. Exceptionally well-trained at team-based tactics, they're exceptionally deadly in groups.

Standard Dice Pools: Physical 4, Social 2, Mental 2

Secondary Attributes: Health 7, Willpower 5, Armor 4

Exceptional Dice Pools: Athletics 6, Firearms 6 (Suppressing fire), Intimidation 3 (Show of Force), Leadership 3, Persuasion 3 (Everyone has a price)

Special: Trained in advanced tactics, three or more Mercenaries working together know how to operate efficiently, adding a die to their own pools even if they aren't teamworking directly.

Equipment: These mercs come with Kevlar armor, a fully automatic rifle or shotgun, at least two combat knives, and C4 Explosives.

Dock Union Boss

GENERAL DIFFICULTIES: 3 / 2

A hard-bitten labor leader who clawed his way from the docks to the top of the union. Equal parts negotiator and bruiser, he commands loyalty from the working class and knows how to turn numbers into power.

Standard Dice Pools: Physical 3, Social 3, Mental 2

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Intimidation 4 (Strike Threats), Leadership 5 (Union Rallies), Streetwise 4 (hire muscle), Politics 4 (city codes)

Special: Can rally other workers into moving against others, usually counting as Allies (●●●●). Depending on their occupation these workers might be quite dangerous, even to vampires.



Infighting Employee

GENERAL DIFFICULTY: 3 / 1

Their ambition only constrained by their pettiness and modicum of competence, they have climbed the corporate ladder so far by their willingness to throw others under the bus. They also tend to steal staplers.

Standard Dice Pools: Physical 2, Social 3, Mental 2

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Subterfuge 5 (office politic), Persuasion 5 (cast blame), insight 4 (other colleagues)

Special: Gain +1 on social roles that cast aspersions on another work colleague. When asked to teamwork with another Character the Infighting Employee provides a -1 penalty, rather than bonus.

Juvenile Hacker

GENERAL DIFFICULTIES: 4 / 2

They live to solve puzzles while basked in the blue glow of their screens. These modern "software engineers" are predisposed towards the challenge of cracking databases rather than the reward. A fool-hearty and somewhat reckless fixation. The best of them draw the eyes and ire of the Nosfertu, Malkavians, Brujah, and the Lasombra, either for the embrace or execution.

Standard Dice Pools: Physical 1, Social 4, Mental 6

Secondary Attributes: Health 4, Willpower 6

Exceptional Dice Pools: Craft 6 (Devices), Larceny 4 (Security), Stealth 4 (Blend in); Subterfuge 5 (Sensitive Information), Streetwise 6 (Corporate Sabotage);

Academics 8 (Self-Taught), Technology 8 (Network Intrusion)

Special: In online circles they have Mask (●). Once per night, they may compromise a business, organization, or network. For the rest of the scene, rolls relying on that system (e.g. finance, security, communications) suffer -2 dice.

Lasombra Candidate

GENERAL DIFFICULTIES: 3 / 2

Stalked and carefully monitored as a potential Embrace, this individual shows considerable skill, but not enough to prevent their life from unraveling under invisible trials set by a watchful monster.

Standard Dice Pools: Physical 3, Social 4, Mental 4

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Athletics 1 ("Accident"), Larceny 3 (Cover-ups); Insight 1 (Numbed by Bereavement), Leadership 4-5 (Proving Authority), Persuasion 4 (Charm and Leverage), Subterfuge 4 (Schemes)

Specialty: This candidate is under the watch of a prospective Sire who does not tolerate Kindred interference. They effectively possess Mawla (●●●), though they are unaware of this tie.

Ruthless Go Getter

GENERAL DIFFICULTIES: 3 / 1

There is a fine line between doing what is needed to get ahead and outright immorality. This one crossed it long ago and has never looked back.

Standard Dice Pools: Physical 3, Social 3, Mental 4

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Athletics 4, Larceny 5; Persuasion 5 (Job Advancement), Subterfuge 4; Finance 4 (Scams)

Special: Once per day (or night), they may add +2 Dice to any pools, but the success is always considered Messy.

Spin Doctor

GENERAL DIFFICULTIES: 4 / 2

Indignation and outrage have become a resource and obstacle that needs to be managed for the influential. Spin Doctors are specialists who can improvise a solution and re-contextualization on the fly at a moment's notice.

Standard Dice Pools: Physical 2, Social 4, Mental 5

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Drive 4 (Media Van); Etiquette 6 (Business), Insight 5 (Bullshit, Read the Room), Persuasion 5 (Spin), Subterfuge 8 (Spin), Streetwise 7 (Community opinion)

Politics 5 (Election Strategy), Persuasion 5 (Spin)

Special: Holds Influence (●●) in both political and media circles. When a scandal is brought to them, they can roll their Social + Influence in an attempt to reduce the impact of it dramatically.



Tempestarii

GENERAL DIFFICULTY: 3 / 2

Hardy Mortals who descend from a specific lineage that dates back to the Aegean sea peoples. They have a preternatural sense of storms and the sea, and some even believe they can conjure such forces. In ancient nights they were frequently Embraced into the Clan of Shadows, eventually becoming the *Drowned Knights*.

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 1, Manipulation 2, Composure 2; Intelligence 2, Wits 1, Resolve 3

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics 2, Survival 3 (Storms); Insight 1, Performance 2 (Rites), Persuasion 1; Academics 2 (Pre-Christian Theology), Occult 3

Disciplines: Oblivion 2 (Willing Vessel, Shadow Cloak)

Notes / Other Traits: Tepestarii have two dots to spend across Ceremonies of Oblivion and can perform a Ceremony once per Story despite being Mortal. They always intuitively know of meteorological changes at least a day ahead of time, including unpredictable events like lightning strikes or flash floods.

Talons of Black Rage

GENERAL DIFFICULTIES: 3/2

A cadre of highly trained ghouls serving as an elite strike force for the Lasombra. The Talons are employed by those obsessed with ensuring Lasombra supremacy, notably the *Friends of the Night* and the *Keepers of the Blade*. Operating primarily by day, they execute precise, surgical eliminations of “obstacles” to the clan’s ambitions.

Attributes: Strength 2, Dexterity 4, Stamina 3; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 3, Resolve 4

Secondary Attributes: Health 6, Willpower 6, Armor 4

Skills: Stealth 4 (Ambush), Firearms 4 (Burstfire Rifle), Melee 3 (Combat Knives), Athletics 3 (Forced Entry), Brawl 3 (Grappling), Survival 3 (Urban Warfare), Awareness 3 (Patrols), Drive 2 (Rapid Extraction), Subterfuge 2 (Cover Identity)

Disciplines: Obfuscate 1 (Cloak of Shadows), Oblivion 1 (Shadow Cloak), Potence 1

Special: The Talons of the Black Rage carry suppressed pistols to silently dispatch mortals who might interfere, as well as DISPARITY TBR-II rifles with white-phosphor rounds which they use for destroying vampires.

Thug in the Know

GENERAL DIFFICULTY: 3 / 2

A street-level heavy. Assuming prominence in the area, the reveal of the supernatural has destroyed their confidence, and now they do all they can to keep above water as things they don’t understand bare down on their neighborhood.

Standard Dice Pools: Physical 5, Social 2, Mental 3

Secondary Attributes: Health 7, Willpower 6

Exceptional Dice Pools: Larceny 6; Intimidation 4 (Ominous threat), Leadership 4 (Fast tactics), Occult 1 (“vampires” in the city); Awareness 7 (Supernatural)

Special: Once per scene, when backed into a corner, they may take Willpower Damage equal to the margin of failure on an uncontested roll to pass it instead.

Equipment: +2 Pistol, equipment to break locks or windows. May also carry silver, stakes, or garlic.

Touched by the Abyss

GENERAL DIFFICULTIES: 2/1

An ordinary person that stumbled into a place of utter blackness where reality itself seemed to unravel. Though they emerged alive, the encounter scarred them forever and they are now haunted by what they brushed against in that void.

Standard Dice Pools: Physical 2, Social 3, Mental 2

Secondary Attributes: Health 4, Willpower 6

Exceptional Dice Pools: Stealth 3, Survival 2; Insight 3 (Strangeness), Streetwise 3 (Liminal Spaces); Academics 3 (Abyss in Mythology), Awareness 4 (Things from the Deep), Investigation 3 (Signs of Oblivion), Occult 2 (Abyss)

Special: These poor saps are overwhelmed by the manifestation of Oblivion, and must make a Willpower Test; Difficulty equal to the level of the power used, or the higher of the General Difficulties of the creature to keep from fleeing or falling into a useless wreck.



Wretch

GENERAL DIFFICULTIES: 2 / 1

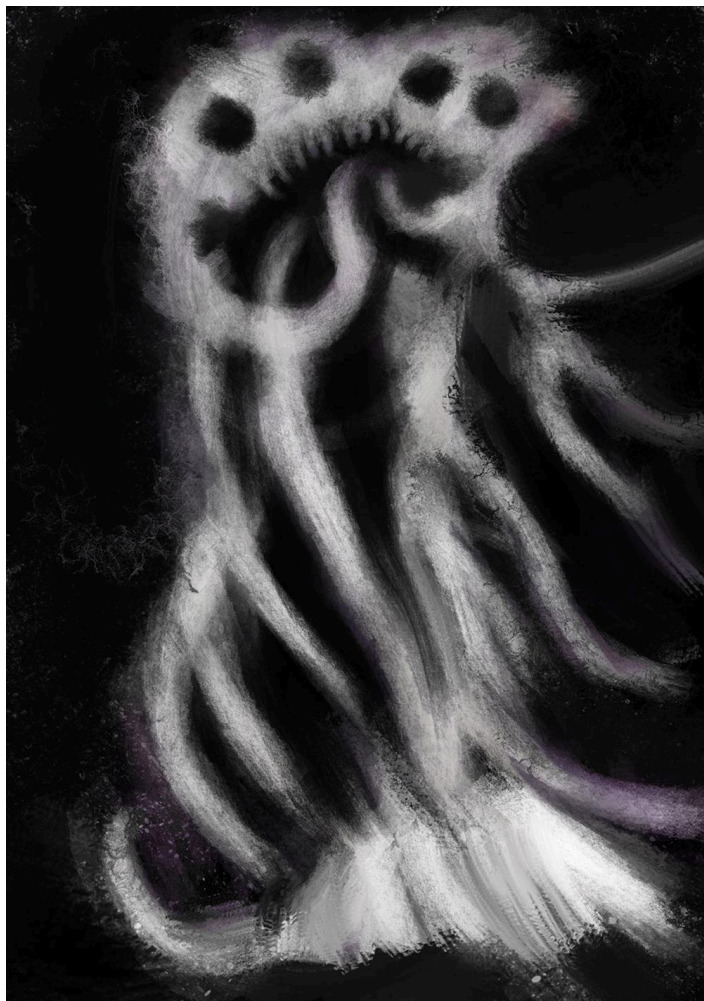
Lasombra servants are broken and their sense of self is erased by years of Dominate and Potence. A vicious repetition of abuse, as many Lasombra brutalize a Wretch into weakness, then brutalize them for being weak.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 4, Willpower 3

Exceptional Dice Pools: Stealth 3 (Avoid Notice), Survival 2 (Endure Pain); Insight 3 (Sense Master's Mood), Subterfuge 3 (Beg for Mercy)

Special: The Wretch's sense of self has been hollowed out; Commanding powers of Dominate *always* work, as they lack any sense of self-preservation. Though a broken shell of a person, those with the patience and compassion to rehabilitate them may, at the Storyteller's discretion possibly even awarding Humanity.



Cainites & Kindred

"If you are serious about culling my blood from this city, then you are going to need my help. Because frankly, you are clueless about how we think and what we are willing to do to survive and climb to the top of the food chain. The many tactics and shapes we can take, but fortunately for you, I do. So, 'Scourge of Keepers,' if you are to keep our Prince happy, you exonerate me from this culling and I'll show you how and where the competition lives."

—Nestor, the Scourge's Judas

404_PUL\$LES5

GENERAL DIFFICULTY: 5 / 2

An Anarch hacker and member of 404_PUL\$3 |07 F0U|D. Many in this group are Malkvanvians, though all "low Clans" are members. They unify only to cause problems for others, usually just for the sheer fun of it, and sometimes make competitions and bets on how badly they can ruin a Kindred's night.

Attributes: Strength 1, Dexterity 4, Stamina 2; Charisma 2, Manipulation 3, Composure 2; Intelligence 5, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 6, Humanity 5. Blood Potency 1

Skills: Athletics 3 (Parkour), Brawl 2 (Attacking From Above), Larceny 3, Survival 3 (Urban Exploration); Streetwise 3, Insight 3 (Text Chat); Academics 2, Awareness 3, Politics 1, Science 2, Technology 4 (Hacking)

Disciplines: Auspex 2, Dominate 1, Obfuscate 3

Notes / Other Traits: These digital hellions can damage up to two dots of a single digital Background per Story. Examples include Masks, Resources, online Contacts, and even Haven digital security.

Abyssal Kenomist

GENERAL DIFFICULTY: 4 / 2

This mystic has become a figure of dread even among the Lasombra. The dark touch of the Abyss has given them insight and power incomparable to the typical Lasombra, but at the cost of humanity.

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 3, Manipulation 3, Composure 5; Intelligence 4, Wits 4, Resolve 4

Secondary Attributes: Health 7, Willpower 9, Humanity 4. Blood Potency 4

Skills: Stealth 4; Insight 5, Intimidation 4 (Darkness), Persuasion 3 (Fatalism), Subterfuge 3; Academics 4 (Theological Darkness), Awareness 4, Occult 5 (Abyss)

Disciplines: Auspex 3, Dominate 4, Oblivion 5, Potence 2

Notes / Other Traits: Has eight dots to spend across Ceremonies of Oblivion. Mystics can use their Shadow as if it were an extension of their will to manipulate the environment or attack others.

Ascetic of the Dark

GENERAL DIFFICULTY: 5 / 2

A reclusive bloodline of Lasombra scholars and mystics said to descend from ancient Ascetics, seeking union with the Primordial Dark: the *Ādima Tamah*. Physically weak, their strength lay in Abyssal power.

Attributes: Strength 2, Dexterity 2, Stamina 1; Charisma 2, Manipulation 3, Composure 4; Intelligence 4, Wits 3, Resolve 5

Secondary Attributes: Health 4, Willpower 9, Humanity 6, Blood Potency 3

Skills: Survival 3 (Isolation); Insight 4 (Inner Darkness), Persuasion 3 (Teachings), Subterfuge 3 (Calm Facade); Academics 4 (Philosophy and Scripture), Awareness 4 (Whispers of the Void), Investigation 2, Occult 5 (Scrivener's Manuscript)

Disciplines: Auspex 3, Potence 2, Oblivion 4

Notes / Other Traits: When the Ascetic speaks of the Abyss in poetic prose or ritual vernacular, any Toreador within hearing distance must make a Composure + Resolve (Difficulty 4) test or become momentarily entranced. Being taught Oblivion or its ceremonies by a Ascetic reduces XP cost by 1.

Black Angel

GENERAL DIFFICULTY: 4 / 3

A member of the infernalist bloodline known as the *Angellis Ater*. Equal parts tempter and corrupter, this Infernal Lasombra bears ritualistic scars carved into their flesh — marks of devotion and channels for blasphemous power. They gather in small covens of five to perform black masses, desecrating the imagery of the Abrahamic faiths and cultivating forbidden might through sacrilege.

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 4, Manipulation 3, Composure 2; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 7, Humanity 4. Blood Potency 3

Skills: Performance 3 (Ritual Liturgy), Insight 3 (Sins), Intimidation 4 (Infernal Presence), Leadership 2 (Coven Command), Persuasion 2, Subterfuge 4 (False Piety);



Academics 3 (Theological Loophole), Awareness 3 (Blasphemous Influence), Occult 4 (Infernal Lore)
Disciplines: Oblivion 3, Presence 3, Dominate 3
Notes / Other Traits: Whenever a mortal or Cainite gains a *Stain* in their presence, the *Angellis Ater* restores one point of *Superficial Health* or *Willpower*, and all of their Discipline powers increase by 1 die for the remainder of the Scene.

Friend of the Night

GENERAL DIFFICULTY: 4/2

Architect of the Lasombra's Great Defection into the Camarilla, the Friend of the Night is a powerful Ancilla bordering on Elderdom. They compete and connive with others of their ilk as they shepherd the Clan toward ascendancy, wielding shadows, influence, and centuries of cunning in equal measure.

Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma 3, Manipulation 5, Composure 3; Intelligence 4, Wits 3, Resolve 3

Secondary Attributes: Health 8, Willpower 6, Humanity 5, Blood Potency 4

Skills: Athletics 3 (Mocking Dodge), Melee 4 (Fencing Weapon); Insight 4 (Rivals' Intentions), Intimidation 4 (Presence of Authority), Leadership 4 (Clan Guidance), Persuasion 4 (Convincing Rivals), Subterfuge 5 (Political Maneuvering); Academics 3 (Clan History), Awareness 4 (Threats), Finance 3 (Resource Management), Investigation 3 (Court Secrets), Occult 2 (Abyssal), Politics 5 (Camarilla Intrigue)

Disciplines: Potence 3, Fortitude 3, Oblivion 4, Auspex 3, Dominate 4

Notes / Other Traits: The Friend of the Night commands vast resources and a wide network of contacts and allies within the Lasombra (Mawla ••••). Inevitably, their rise has also created enemies, and they contend with at least two active rivals (Adversaries ••). Lasombra who are not aligned with the Friends of the Night suffer -1 die on Social rolls when dealing with them, a reflection of the faction's dominance and the pressure it exerts on dissenters.

Hadal Mercenary

GENERAL DIFFICULTY: 4 / 2

A veteran once of the sect war, this ruthless kindred now works for as a member of a Hadal Company, militarized Cainites led by Lasombra leadership that left the Sabbat, but saw no point in joining the Camarilla. They undertake any challenge for the right price, but their loyalties last as long as their pay.

Attributes: Strength 4, Dexterity 4, Stamina 4; Charisma 1, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 3

Secondary Attributes: Health 8, Willpower 5, Humanity 5, Blood Potency 2

Skills: Athletics 3 (Reposition), Brawl 3, Firearms 4 (Called Shots), Melee 3 (Blades), Survival 4; Intimidation 3 (Physical Coercion), Leadership 4, Subterfuge 2; Awareness 3 (Patrol), Finance 2 (Payment), Medicine 2, Occult 2 (Ritae), Politics 3 (Local conflicts)

Disciplines: Potence 4, Fortitude 4, Oblivion 4

Notes / Other Traits: These Cainites perform without issue or complain so long as they're compensated, however an offer of greater payment easily turns their loyalty to treachery. When they are backed into a corner and threatened with final death, they will always be open to negotiation.

Husk of Azaneal

GENERAL DIFFICULTY: 4 / 3

Demi-Cainite descendants of *Azaneal*. They claim to be harbingers of war, but due to their inability to perform conventional Embraces, they lack the numbers to enact true change. They are filled with the farthest and darkest of a nightmare that even the *Angellis Ater* do not fully comprehend, instead equating it to another mere kingdom of Satan.

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 4, Manipulation 3, Composure 2; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 7, Humanity 2, Blood Potency 4

Skills: Brawl 3 (Grapple), Stealth 4; Intimidation 3, Streetwise 2 (Occult Markets), Subterfuge 2 (Lasombra); Academics 4, Awareness 2, Occult 3 (The Outer Dark), Politics 2 (Infernalists)

Disciplines: Blood Sorcery 2, Oblivion 3, Potence 3

Notes / Other Traits: The Husk can conjure a number of Lesser Manifestations of its choice from the shadows equal to the number of Players in the scene with it.



Knight of the Deep

GENERAL DIFFICULTY: 4 / 3

A small order in the modern nights, descended from an ancient brotherhood of knights whose faith has transformed into worship of the Deep. The few cells that remain are most often found along the coasts of Europe, where they continue their silent vigil over the sea that both sustains and consumes them.

Attributes: Strength 4, Dexterity 3, Stamina 5; Charisma 2, Manipulation 3, Composure 3; Intelligence 3, Wits 3, Resolve 4

Secondary Attributes: Health 8, Willpower 7, Humanity 6, Blood Potency 2

Skills: Athletics 3 (swimming), Brawl 4 (Gauntlet), Melee 4 (Two-Handed Sword), Drive 2 (Boat), Survival 4 (Oceanic Conditions), Awareness 3 (Storms and Tides), Leadership 3 (Commanding Crew), Occult 2 (Abyssal Omens), Insight 2 (Confession)

Disciplines: Animalism 1, Potence 3, Oblivion 2

Notes / Other Traits: When fighting in or near bodies of water, the Knight gains +1 die to all Resolve and Composure-based pools. Domains or havens under their protection gain +2 **Portillon** for as long as the Knight actively defends them. They are often accompanied by a **famulus** of aquatic or an osprey.

Kyasid Academic

GENERAL DIFFICULTY: 4 / 2

Said to have originated from Lasombra that consumed Fae blood. This bloodline is strange and alien most keep to themselves searching for lost lore. Though worrying rumours abound of strange Fae like appetites.

Attributes: Strength 3, Dexterity 3, Stamina 1; Charisma 3, Manipulation 3, Composure 5; Intelligence 4, Wits 4, Resolve 4

Secondary Attributes: Health 4, Willpower 8, Humanity 6, Blood Potency 2

Skills: Stealth 3, Survival 2 (Fae Haunts); Etiquette 4, Insight 4 (Alien Intuition), Intimidation 2 (Otherworldly Aura), Persuasion 3 (Lure), Subterfuge 3; Academics 3 (Ancient Texts), Awareness 4 (Unseen), Occult 5 (Fae Lore)

Disciplines: Auspex 3, Dominate 2, Obfuscate 2, Oblivion 4, Presence 1

Notes / Other Traits: Has the Flaw: (••) **WEIRD**

BANALITY. Accompanied by *Velour de mort*.

NEONBYTES

GENERAL DIFFICULTY: 5 / 2

Nosferatu Kindred security specialists, who use anything from blockchains to advanced blood-based cryptographs to track and trade boons for trade between Domains.

Attributes: Strength 1, Dexterity 3, Stamina 1; Charisma 2, Manipulation 3, Composure 4; Intelligence 5, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 6, Humanity 5, Blood Potency 1

Skills: Athletics 3, Melee 2 (Baton), Stealth 2, Survival 3; Animal Ken 2, Streetwise 1, Subterfuge 3 (Text Chat); Academics 3, Awareness 2, Finance 4 (Boons), Politics 1, Science 2, Technology 5 (Secure Networking)

Disciplines: Auspex 2, Animalism 1, Obfuscate 2, Potence 2

Notes / Other Traits: These digital undead security experts always know which boons are owed to who in the Domain, even if there's already a Boonkeeper. Once per Story they can even look up Boons owed by Kindred from other Domains.

Ombre De Cristo

GENERAL DIFFICULTY: 4 / 2

A descendant of Kyros, this Lasombra bloodline clings to faith and divine conviction as both shield and curse. Depending on their interpretation of belief, they may serve as a beacon of wisdom and compassion, or as a vessel of righteous fury and zealotry.

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 4, Manipulation 2, Composure 4; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 7, Humanity 8, Blood Potency 2

Skills: Melee 2 (Ceremonial Weapons); Insight 4 (Moral Conflict), Intimidation 3 (Righteous Authority), Leadership 3 (Lead Prayer), Persuasion 4 (Religious Guidance), Subterfuge 2 (Pious Mask); Academics 3 (Scripture and Doctrine), Awareness 3 (Signs and Omens), Occult 3 (Theology)

Disciplines: Oblivion 3, Fortitude 3, Dominate 1

Notes / Other Traits: Ombre de Cristo may roll their Humanity in place of Composure + Resolve when resisting supernatural coercion.



Progeny of Gratiano

GENERAL DIFFICULTY: 4 / 3

To most Lasombra, lineage means nothing without merit, yet these Kindred understand that a name can be a weapon like any other. Whether they embody the cunning of their ancestor or merely exploit his legend, they use every ounce of inherited prestige to climb higher in the endless struggle for power.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 4, Manipulation 5, Composure 3; Intelligence 3, Wits 4, Resolve 3

Secondary Attributes: Health 6, Willpower 6, Humanity 6, Blood Potency 2

Skills: Stealth 3 (Silent Watching); Etiquette 3 (Courtly Conduct), Insight 4 (Detect Weakness), Intimidation 4, Leadership 4 (Allusion to Legacy), Persuasion 4 (Political Maneuvering), Subterfuge 5 (Feign Loyalty); Awareness 3 (Reading the Room), Finance 2 (Leveraged Holdings), Politics 4 (Local City Intrigue)

Disciplines: Presence 3, Dominate 3, Oblivion 3

Notes / Other Traits: Adds +2 die on all Charisma and Manipulation pools made in relation to vampires with higher Status or authority, and also to anyone who has them as their Vendetta. Have Status (●) with non Lasombra Sabbat regardless of sect, though such status is tenuous.

Sabbat Packrunner

GENERAL DIFFICULTY: 4 / 2

A member of the Sabbat that has been left behind. These scrappy and bestial monsters loath the traditions of the Camarilla and the idealism of the Anarchs. Either lost or fervent in their nature as a remnant of the Black Hand, they do their grim work none-the-less.

Attributes: Strength 3, Dexterity 4, Stamina 2; Charisma 4, Manipulation 3, Composure 3; Intelligence 1, Wits 4, Resolve 2

Secondary Attributes: Health 6, Willpower 6, Humanity 6, Blood Potency 2

Skills: Athletics 4, Brawl 3, Firearms 3, Larceny 2, Melee 3, Stealth 2, Survival 3; Intimidation 4, Subterfuge 2; Awareness 3 (Cainites), Politics 2 (The Jihad)

Disciplines: Celerity 2, Potence 3, Protean 2

Notes / Other Traits: Can serve as a basic *Packmate* for larger *Packs* that require additional Characters. When using advanced forms of play Storytellers may want to give these Characters several of the Backgrounds from various Sabbat-only sheets.

TOR_AnTuLA NULL

GENERAL DIFFICULTY: 5 / 2

A digital exile who belongs to a group of data hackers made up wholly of Lasombra. Though they have little in the way of organization, their agreement to investigate Kindred and keep tabs on the mortals who associate with them makes them powerful adversaries.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 4; Intelligence 5, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 8, Humanity 5, Blood Potency 1

Skills: Craft 3 (Hardware Mods), Larceny 4 (Security), Stealth 4 (Blend in), Survival 2 (Urban Adaptation); Subterfuge 2 (Sensitive Information), Streetwise 3 (Darknet Markets); Awareness 3, Finance 3 (Monero) Academics 3 (Self-Taught), Technology 5 (Network Intrusion)

Disciplines: Oblivion 3, Dominate 2, Obfuscate 2

Notes / Other Traits: When physically touching modern technology they are proficient with, they may Rouse the Blood and roll Bane Severity + Technology (Difficulty 3). On a win, the device is disabled for minutes equal to successes; on a Critical, it is fried until repaired.

Unbound From The Shadow

GENERAL DIFFICULTY: 4 / 2

An unbound Anarch who follows the creed of the Beneath No Shadow movement. They relentlessly pursue self-sufficiency and refuse to answer or appeal to anyone, working and fighting only for their personal sovereignty. Only direct existential threats will drive them to fight for another.

Attributes: Strength 3, Dexterity 2, Stamina 4; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 7, Willpower 6, Humanity 5, Blood Potency 2

Skills: Athletics 4, Brawl 2 (Dirty Fighting), Craft 3 (Repairs), Drive 2, Firearms 4, Survival 4; Intimidation 2 (Overt Threats), Streetwise 3, Subterfuge 2; Awareness 3 (Ambushes), Politics 3 (Egoist anarchism)

Disciplines: Potence 4, Oblivion 3, Dominate 2

Notes / Other Traits: Adds an additional die to any pools made when performing actions on their own. They cannot benefit from Teamwork, and will refuse to lend a hand in such pools.



Things from the Deep

"No kindly shore graced my sight, nor did wayward stars in their tainted glow bestow upon my aching eyes their polluting light. What clung to me was mere ghosts of sensation. A yearning toward its conjuration. I was but a specter of flesh here, unfulfilled. And all about me did stretch the void-ocean eternal, a tremulous gorged absence. A vast expanse. Though the need for breath had long since left me, I drowned in all the Abyss of it. I craved something, and my tears met the sea, both lightless black. I cried out mutely, and sought something to comfort me as I sank. From all that nothing I was cast upon a black beach, and assailed by something from the depths which spoke —And I gravely wish it hadn't."

—The Scrivener's Manuscript

The Abyss houses numerous alien wills. Minds that have never seen light, nor known warmth. Hungry things that swim in lightless seas where reason buckles under its own weight, and the enemies of such reason devour it.

When such things bleed into the mundane realm of every-night life, they are merely projections, constructs, lacking true substantiality that would allow them to thrive on their own.

Many such creatures are Wraith-like and insubstantial, however some can assume fleeting mass to directly affect the earthly realm, usually the bring chaos and destruction.

Lesser Manifestations

Bleak Watcher

GENERAL DIFFICULTY: 3 / 1

Considered by some to be the eye of death, the origin of these things is owed to the Oblivion-touched Caliginous Malkavians, who project their vision in a method not unlike [Glass Eye](#). These eyes, however, can project shards of black ice as an attack, making them nuisances or genuine dangers.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 4, Willpower 1

Exceptional Dice Pools: Awareness 6

Disciplines: Oblivion 1 (Oblivion's Sight)

Abilities: Abyssal, Distorted

Special: Takes Aggravated Damage from blunt attacks, fracturing from such impacts. It can fire shards of black as a ranged attack using its Awareness pool, dealing +1 Piercing and Slashing Superficial Damage.

Fadeout

GENERAL DIFFICULTY: 3 / 2

Manifestations of Oblivion from the Abyss, Fadeouts appear as free-standing silhouettes, usually humanoid in shape, but have no other discernible features. Though easily dispersed by bright light, when neared or discovered these insubstantial shadows can spontaneously assume a corporeal form to attack and interact with physical matter. Fadeouts tend to mumble to themselves quietly, and will sometimes utter seemingly random phrases when they interact with others, such as "I drifted far..." "Wade in the deep..." "Lost at sea..." or "Drowning..."

Attributes: Strength 3, Dexterity 3, Stamina 1; Charisma 1, Manipulation 2, Composure 1; Intelligence 1, Wits 4, Resolve 1

Secondary Attributes: Health 4, Willpower 6. Bane Severity 2

Skills: Athletics 2, Brawl 3, Stealth 10; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

Disciplines: Obfuscate 1, Oblivion 3, Celerity 3

Abilities: Abyssal, Distorted, Insubstantial

Special: The Fadeout can spend a point of Willpower to become corporeal and attack once, then recede back to Oblivion. A Critical on this attack makes it corporeal until the end of the scene. Due to their temporary nature, Storytellers are encouraged to use them prodigiously as obstacles, more than typical enemies. Malkavians will feel repulsed by these entities, suffering a 1 die penalty to attack them, but adding 1 die to defensive pools.



Human Effigy

GENERAL DIFFICULTIES: - / -

A mere effigy of humanity, one that rises from the dark of the Abyss and assumes a fleeting form of life. Human Effigies are most commonly conjured by Lasombra, but can also be found in thin or liminal spaces. Though they tend to pose little physical danger to Cainites, like their usual conjurers, they are vampiric in nature, requiring blood to sustain their substantiality.

Human Effigies gain not only the appearance of what they mimic, but also their mannerisms, skills, and talents. In many cases an Effigy will forget its true nature, living as an unknown reflection until revelation reverts it to nothingness.

Standard Pools: Human Effigies have the same Attributes and Skills as the individual they're mimicking.

Secondary Attributes: Bane Severity 2

Abilities: Abyssal, Distorted

Special: When first seen, the Effigy mimics someone important to the observer. This illusion lasts until its Willpower is fully marked with Aggravated Damage, at which point it dies. Anyone who knows the original can attempt a Resolve + Insight Test (Difficulty 2) to see through the mimicry; the Difficulty increases by 1 for each full scene spent with them, capping at 7, beyond which the Effigy is indistinguishable. If mimicking a vampire, it only reflects memories and mannerisms from their mortal life.

Effigies rarely know their true nature. They must feed on blood (or Vitae) every new moon or they will wither and disperse. Physical damage cannot permanently destroy them, though most Effigies will rationalize their injuries or their miraculous return away.

Leamhan Eclipse

GENERAL DIFFICULTY: 2 / 1

A group of moth-like insects, transfigured from the dark of Oblivion and into substantive matter with spurious life. Unlike the insects they mimic, these moths are energy vampires, lightly siphoning it from whatever they flutter around or land upon.

A group of moths is referred to as an eclipse, due to their instinct for blocking out lights.

Standard Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 1, Bane Severity 1

Skills: Athletics 4, Stealth 4; Awareness 4 (Lights)

Abilities: Abyssal, Minion

Special: Though fairly harmless in combat, these moths sap energy from characters and objects they surround. This quickly dims lights, snuffs small flames, and weakens electrical currents, but also confers a -1 die penalty on the supernatural abilities of those they swarm.

Despite taking damage from them, Leamhan Eclipses will fly into bright lights if left unattended, usually destroying themselves if their ability does not dim the source quickly enough.

Additional swarms do not accumulate dice pool penalties, but can drain more energy from electrical powers or snuff larger fires.

Looking-Glass-Skin

GENERAL DIFFICULTY: 3 / 3

Marked Ghouls of the Infernalist Baali. They are difficult to notice and appear with smudged or blurred features. They are frequently attracted to Liminal Spaces, where they fester and warp or become food for an Asterius.

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 3, Manipulation 3, Composure 3; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6

Skills: All Skills at 3

Disciplines: Oblivion 3, Obfuscate 3, Presence 3, Protean 3

Special: When attacked, the skin of these creatures cracks apart and shatters like glass, causing them to take Aggravated Damage from blunt attacks. They can use their powers of Presence and Obfuscate to appear like others, or fuse multiple individuals' appearances to conjure illusions of terrible fears in the target.



Myrdhu

GENERAL DIFFICULTY: 2 / 1

Diminutive entities associated with the Kiasyd in many occult circles. Despite this association they have an indeterminate origin from Oblivion, or perhaps a less dreamt of realm that's closer yet.

Myrdhu find their fun in maliciousness. Their aim is to cause grievous harm, but only via sabotage and trickery. Rarely will a Myrdhu attack directly.

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 3, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 1

Secondary Attributes: Health 6, Willpower 3, Bane Severity 1

Skills: Athletics 3, Brawl 3, Craft 5, Larceny 5 (Destruction), Stealth 3; Animal Ken 2, Intimidation 4; Academics 2, Awareness 4, Occult 3, Technology 4 (Sabotage)

Abilities: Distorted

Disciplines: Obfuscate 3, Potence 3 (Prowess, Wrecker)

Special: This creature will seek out any mechanism or machinery and damage it, usually in a way that will cause it to fail at a pivotal moment, or cause injury when next used. Their tiny claws can rip out rivets, loosen screws, and loosen or cut straps. For more advanced machinery they will chew on wires, remove grounding from circuits, or sometimes cause electrical entropy that causes inevitable bugs in the system.

Object of Vendetta

GENERAL DIFFICULTIES: 3 / 2

Certain mortals have an almost uncanny ability to make a particular Kindred's blood boil. Everything about them perturbs and affronts the senses. The Lasombra in particular take pleasure in breaking and undermining such mortals, though they are far from the only clan to do so. These individuals often possess a strange heritage or dormant supernatural potential waiting to be awakened. Some theorize that these objects of vendetta are the descendants of powerful mortals who once clashed with a Kindred's ancestral blood, the humiliation or defeat imprinting a blood memory that echoes through the generations.

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 2, Manipulation 3, Composure 2; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 6, Willpower 6

Skills: Three skills at 4, five at 3, seven at 2

Special: When an Object of Vendetta becomes the mechanical *Vendetta* of a Kindred, all positive and negative *Vendetta*-based Merits and Flaws that Kindred has have their effects **doubled**.

Rill

GENERAL DIFFICULTY: 2 / 1

Tiny manifestations that use ambient moisture to form a semi-physical body, which these creatures use to exist in three-dimensional space. They take any number of shapes, though the most common is simply an oversized mouth with vestigial limbs that allow for movement.

Standard Pools: Physical 2, Social 1, Mental 0

Secondary Attributes: Health 2, Willpower 0, Bane Severity 2

Exceptional Pools: Athletics 6, Stealth 6; Awareness 5

Abilities: Abyssal, Distorted, Insubstantial

Special: Rill seek lightless warmth above all else, sapping it until the source is left freezing cold. They are largely uninterested in vampires who aren't under the effects of the Blush, and will swiftly seek nearby mortals to latch onto.

Rill latch onto mortals and siphon heat from them, dealing a point of unpreventable Superficial Health Damage each turn. When the Mortal's Health Tracker becomes fully marked, they will become hyperthermic. If a Rill kills a Mortal this way, it splits into two copies of itself.

Rill last until dawn, vanishing even if they are shielded from sunlight.



Siofra Gardener

GENERAL DIFFICULTIES: 4 / 1

Half pharmacology and half supernatural reanimation. These semi-living beings exist in a chemically-induced state, wherein their metabolism has slowed to the point of near-death. These poor souls cannot survive without Vitae, and have little in the way of will or self-preservation.

Siofra is a misnomer, with it being Gaelic for "bright" or "spirit". In the early nights of the Kiasyd's existence, the first iterations of these creatures were decorated with bioluminescent fungal growths, leading mere mortals and younger Weirdlings to think of them as ghosts.

Standard Pools: Physical 5, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 0

Skills: Brawl 8, Stealth 6, Survival 6; Intimidation 4

Abilities: Minion

Special: Require no organs to see, hear, or feel and are immune to mental powers and influences. They obey only their creator. They take damage as a Mortal does and keep any power granted to them by their master, as with typical Ghouls.

Per their name, they are excellent gardeners, and will autonomously ensure plants, even exotic ones, are well-kept so long as they have access to the means to do so.

Unlike typical reanimated corpses, the Siofra have the ability to think and solve problems independently, though they lack the complex thought required for speech outside of one or two words.

When left idle without instruction, the Siofra will revert to old habits it had from before its current state that didn't require too much thinking or problem solving.



Taken

GENERAL DIFFICULTIES: - / -

The barely-remaining vestiges of those who have been Diablerized linger in the blood-memory of their Diablerist. Those who closely follow the edicts and beliefs of the Sword-Seraph can, like him, use this lingering remnant as a template for physical mass, filling the loss of their passing with the potential for violence.

Taken have only rote memories of their existence, and are themselves an expression of their creator. Despite their association with the Abyss, they hardly rely on the mastery of outer realms, and only the pure manifestation of one's own force of will.

The Taken appears as it did in life, only incomplete and partially formed, as if it were ink or smoke in the shape of the person it represents. Outside of a silhouette, it cannot pass for its old self and only utters phrases the original frequently spoke.

Standard Pools: Human Effigies have the same Attributes and Skills as the diablerized individual they're mimicking.

Secondary Attributes: Bane Severity 2+

Abilities: Abyssal, Distorted, Minion

Special: This creature shares all of the Attributes, Skills, Trackers, Secondary Attributes (Such as Bane Severity) and Discipline Powers, of the Character that was Diablerized., and has no survival instincts.

Taken can only take aggressive or destructive actions, or actions that will immediately lead to their taking of such an action (such as opening a door to attack someone, or pulling a lever to crush a person to death). They merge back into their creator by the end of the scene or if either of their Trackers are fully marked with Damage of any kind.

Talon of Ahriman

GENERAL DIFFICULTIES: 4 / 1

Appearing not unlike fractured obsidian. These beings have long served as both killers and couriers for Abyss Mystics dating back to the nights of the Sea of Shadows.

Standard Pools: Physical 3, Social 1, Mental 2

Secondary Attributes: Health 3, Willpower 6, Bane Severity 2

Exceptional Pools: Athletics 6, Brawl 7, Stealth 6; Intimidation 6; Awareness 7

Abilities: Abyssal, Distorted, Insubstantial

Special: Talons attack with their Brawl, dealing +2 piercing and slashing damage. They deal non-halved damage to Wraiths and other insubstantial beings. Talons can spend a point of Willpower to assume an avian shape, allowing them to fly in three-dimensional space to cross greater distances during their limited duration.

Mystics can whisper a single sentence to a Talon, which it can relay to another by merging with their shadow.

Voltaic Glass

GENERAL DIFFICULTIES: 4 / 1

Roaming pylons of black glass that tremble and flash from within, as if containing a thunderstorm. These levitating, fully physical, manifestations of the Abyss are conjured by Mystics, especially those in South America, as apnotic catalysts.

Standard Pools: Physical 0, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 1, Bane Severity 2

Exceptional Pools: Occult 7

Disciplines: Oblivion 1+ (See Tension)

Abilities: Abyssal, Distorted

Special: Takes Aggravated Damage from blunt attacks, fracturing from such impacts. It can attack with powers of Oblivion, or by rolling Occult and taking a point of Superficial Damage to launch a flechette barrage of glass that deals +3 non-halved Superficial Pierce Damage as a ranged attack.

When it dies, it explodes into razored shards, dealing non-halved damage equal to its Oblivion to anyone not behind at least partial cover.

Tension: These creature's Oblivion rating is equal to the current Tension, as they feed on anxiety and unrest, gaining greater power and control of that power.



Greater Manifestations

Asterius

GENERAL DIFFICULTY: 4 / 2

These Oblivion-drenched Wights stalk the Labyrinths of Oblivion and swim through the Abyssal reaches of metaphysical reality. Eternally Hungry and hunting, their former nature as Cainites makes them vampiric, but their territorial grounds outside of reality give them qualities and adaptations not unlike extra-terrestrial horrors. These creatures are the fate of those that lose themselves to Oblivion becoming apex predators hardened by time, and evolved by darkness. They erupt into mundane reality due to Cainite interference in matters of the Abyss, either through its purposeful use, or accidental. Once they're in the physical realm, they flit in and out of reality, and carve out a territory to relentlessly feed on blood and negative emotions.

Attributes: Strength 5, Dexterity 5, Stamina 4; Charisma 1, Manipulation 1, Composure 3; Intelligence 1, Wits 5, Resolve 4

Secondary Attributes: Health 10, Willpower 7, Humanity 0. Blood Potency 3, Bane Severity 3

Skills: Athletics 4, Brawl 4 (Claws), Stealth 5, Survival 4; Animal Ken 2, Intimidation 3; Awareness 4

Disciplines: Animalism 3, Celerity 3, Potence 5, Oblivion 4

Special: All of this creature's Criticals are Messy and it can see in pitch darkness.

Tension: Asterius can spend a point of Willpower to add Tension to its attempts to evade attacks. When it successfully avoids an attack this way, it deals four non-halved Superficial Health Damage to the victim nearest to it.

NARRATIVE TENSION

■ **Low Tension (1–2):** Tracks and watches. Can be seen at the edge of a Character's vision, moving through dark.

■ **Moderate Tension (3–4):** Performs hit and run tactics. Successful attempts to incapacitate result in it dragging prey away to feed.

■ **High Tension (5):** Predatory intellect has been replaced by an ever consuming void. It moves at accelerated speed, and will perform Bite attacks to inflict 3 Aggravated Health Damage.

Blatherskite

GENERAL DIFFICULTY: 5 / 2

Figments of thought and will from the deepest fathoms of the Abyss. *Blatherskites* babble incoherent truths that sew chaos and drive listeners mad. With no small amount of uncertainty, many Mystics conclude that the Poet of Ascetic myth was possessed by these entities, and not beset by some greater voice in the deep.

Standard Pools: Physical 8, Social 0, Mental 4

Secondary Attributes: Health 8, Willpower 0, Bane Severity 6

Skills: Stealth 10; Intimidation 10

Abilities: Abyssal, Distorted, Insubstantial

Special: Mends 2 Superficial Damage each turn while in total darkness. Blatherskites attack with their Intimidation pool, using incomprehensible appendages, errant static, or blades of shame. Damage is dealt as Superficial Health or Willpower, whichever has a smaller tracker. A Critical Attack inflicts a Compulsion, usually a Fear of the Dark.

Victims can resist these incomprehensible attacks with Resolve + Composure. Malkavians add their Bane Severity to resist attacks from Blatherskites, and will innately know when one is near even without Premonition.

Blatherskites will indiscriminately torment or attack anyone they see, including the caster, though they will prefer victims that don't have Oblivion first.

Cold Shear

GENERAL DIFFICULTY: 7 / 3

A shadow that has sheared itself away from an Infernalist to become its own being. They frequently attach themselves to other's shadows.

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 1, Manipulation 1, Composure 4; Intelligence 2, Wits 4, Resolve 4

Secondary Attributes: Health 8, Willpower 8

Skills: Athletics 3, Brawl 3, Drive 4, Larceny 2, Stealth 5, Survival 2; Insight 2, Intimidation 3, Persuasion 1, Subterfuge 2; Awareness 5, Investigation 1, Occult 2

Abilities: Abyssal, Distorted, Insubstantial

Special: These shears passively chill everything within five yards/meters of them. Drinks quickly cool, open flames slowly wither, and others feel a cold draft. On a physical attack, they do no damage, but those struck instead must make a Stamina + Resolve; Difficulty 3 Test. Failure causes two Superficial Damage from sheer cold.



Leviathan (Abyssal Creature)

GENERAL DIFFICULTIES: 12 / 5

Colossal creatures of the Abyss that well up from its deepest regions. Mystics whisper that they might be ribbons birthed by Lasombra's own shadow, or that they are the manifestation of God's homicidal act when light was cut from darkness. Those that delve too deep attract these creatures, and sightings are a curse as much as an experience. Immense ripples in the Abyss attract their attention, and brings forth these vast incomprehensible creatures into the world for fleeting moments. Some Abyssal cults worship them as divine messengers, while Methuselaha are said to lure them forth to annihilate their enemies.

Attributes: Strength 7, Dexterity 4, Stamina 10; Charisma 1, Manipulation 1, Composure 1; Intelligence 4, Wits 3, Resolve 8

Secondary Attributes: Health 13, Willpower 9, Bane Severity 6

Exceptional Dice Pools: Athletics 6 (Water, Darkness), Intimidation 10 (Psychic Whispers), Awareness 8 (Oblivion Users), Brawl 12 (Consume), Occult 9 (Abyss, Oblivion)

Disciplines: Oblivion 6, Auspex 3

Abilities: Abyssal, Distorted, Insubstantial

Special: The purpose of this Creature is that it cannot be beaten, only endured or survived. It is immune to controlling powers such as Dominate and binding Rituals or Ceremonies. The Leviathan has access to any and all powers of Oblivion that the Storyteller wishes and its base rating in Oblivion is purposefully treated as 6 to illustrate its mastery beyond a vampire's.

Messy Criticals with 8 or more Successes on Oblivion Ceremonies, especially those directly tied to Obtenebration or Abyss Mysticism, will conjure one of these Entities for a scene. Leviathans always vanish at dawn, regardless of circumstance.

A Leviathan leaves residue of its presence in the general area it has emerged, which can be seen by those with perception-based powers of Oblivion and Auspex (Even Heightened Senses can spot oddities). These areas are usually cold, with sublimating surfaces or rivulets of condensation on their surfaces. Shades and other lesser manifestations from the Deep are not uncommon. In such areas Oblivion pools rolled gain +4 bonus Dice, but all Criticals are considered Messy.

A SHADOW LOOMS OVER

The Leviathans remain purely speculative as they were more phenomena than fact in previous eras. These nights sightings have become disturbingly more frequent, and many cite the Gehenna War's spiritual upheavals as ancients fluent in dialects of Oblivion long lost rise from their tombs and leave tumultuous manifestations of dark in their way. Others claim this is the resonance of Lasombra himself, as the Antediluvian's supposed dablerie was mere intention to become nothing at all, and that he now dredges the recesses of deepest darkness to the surface, no different than a fisherman retrieves his nets—Or perhaps they are a school of predators, shark-like, chasing blood in the world and consuming those that follow his steps into the dark.

Regardless of reason, there is certainty that Leviathans are immeasurably powerful and their motives, if they have any at all, are entirely unknowable. Prodigious carnivores of the void, they are drawn to blood spilled into the Abyss. The wise flee or hide, for Leviathans are a creature that can only be endured, not one that can be bested. It is even said that Monçada himself, a formidable elder and master of Abyssal Mysticism, was devoured by one such creature due to the mistaking of his own blood.

Due to the immense pressure they place on the fabric of reality, Leviathans cannot maintain a presence for long. They move only through and with darkness, as if it were abyssal depths, extending tendrils and appendages of shadow to seize whatever animance of life they sense. Being creatures of purest darkness, daylight destroys them entirely, and even light slows their advance considerably.

Usually, only the most potent blood, channeled deliberately into the Abyss, draws a Leviathan's attention. Yet even lesser mystics are not entirely safe. When their Beasts seize control, the echoes of that Frenzy reverberate through the Abyss, and the hunger and curiosity of a Leviathan is reflected through the dark into our realm. When a Leviathan manifests near such a breach, the barrier between the physical and the Abyss is punctured. Leaving a temporary portal to the Abyss for some time, usually resulting in strange Oblivion phenomena.

Lesser Abyssal mystics are often beneath their notice. Some claim to harness the residue left in a Leviathan's wake, using that energy to amplify their own powers. Others whisper of alien insights that can be drawn from their presence.



NARRATIVE TENSION

Using the tension mechanic is a good way to introduce the Leviathan into a scene, rather than having the coterie immediately face such a powerful adversary. For example, an action or unlucky dice roll might, at the **Storyteller's** discretion, attract the Leviathan's attention. The **players** should then make relevant rolls to mitigate or capitalize on this moment, with failure resulting in the Leviathan's growing awareness and eventual intervention.

■ **Low Tension (1–2):** The Leviathan merely scans the area, sensing disturbances and investigating faint traces of intrusion. Strange oblivion phenomena may begin manifesting in the area .

■ **Moderate Tension (3–4):** The Leviathan begins probing the minds of the Kindred, warping their perceptions and preventing escape. This could result in strange compulsions or as it speaks and scans the mind of the surrounding kindred results in willpower damage. Actively will actively try to block any path of escape. Though not aggressive.

■ **High Tension (5):** The Leviathan manifests directly, attempting to drag one of the players typically the one with the highest Oblivion rating into the abyssal depths. The Leviathan will use all its capability to take its prize.



Armory and Artifacts

This section contains weapons and objects associated with the Lasombra, the Sabbat, or the Abyss and Oblivion. As expected, the objects are usually desired by the Clan of Shadows for their purpose or usage, rather than any aesthetic or historical value. However, as a Clan heavily involved with faith, some of these items embody that faith.

Weaponry

Ruthless weaponry employed by the Lasombra and their packmates. Some of these weapons are supernatural implements of war, while others are dependable mainstays of conflict.

Benthic Montante

VERY HEAVY SLASHING & PIERCING WEAPON

Ceremonial blade of the Drowned Knights, from long before they were a Christian Order. In 1040 B.C one of these blades was wielded as a weapon by the Lasombra Vito against Anatolian pirates. From then on it became the signature weapon of the Bloodline, becoming a montante with the formation of their Knightly Order.

Weapon Modifier: +4

Special: Requires Strength rating of 5+ (*Vampire the Masquerade Page 411*) to wield effectively. Messy Criticals with this weapon deal non-halved damage.

DISPARITY TBR-II

RANGED WEAPON

Custom rifles used by the Talons of Black Rage. Modified from SI burst rifles, these weapons fire in three shot bursts and excel when used with measured focus and patience.

Weapon Modifier: +3

Special: This weapon can always be fired as Resolve + Firearms, however it occurs last in combat order.

Night Dagger

PIERCING WEAPON

Rather heavy daggers made from longswords looted from Knights. In the Dark Ages they were prized trophies, but these nights they're oddly sought by Malchus' Blade-Priests, who wield them in Hunger.

Weapon Modifier: +1

Special: Strength or Dexterity can be used in Melee attack pools for this weapon. When used in Stealth Attacks the user may pin a Hunger Die to a "10".

Pilgrim's Spontoon

LIGHT PIERCING WEAPON

Wielded by Hecata and Lasombra that would go on especially long religious pilgrimages during the Long Night or in older ages. Considered little more than antiques by Kine these days, the brass used was quenched in chilled oils, blessed by myriad darkness.

Weapon Modifier: +1

Special: This weapon can damage insubstantial entities and can be used in place of other weapon ingredients for certain Ceremonies, such as daggers.

Screwbat

HEAVY IMPACT WEAPON

Bats made from ash wood that have been carved into a corkscrew or winding shape. American packs use these weapons to bore into Cainite chests, not just staking a Kindred, but ensuring removal can be deadly.

Weapon Modifier: +2

Special: Any attempts to remove the stake require a Dexterity + Resolve; Difficulty 4 Test.

黄泉の錨 -Yomi no Ikari-

VERY HEAVY PIERCING WEAPON

A historied weapon of Japan's Lasombra. Forged from the anchor that military commander Taira no Tomori bound himself to before leaping into the sea as an act of *Junshi*. This weapon marked the doom of Lasombra nobles in the Heian Period, and the transition of power to the Tzimisce that still rule the majority of the country's Domains today.

This anchor carries blessings and curses of Tomori and those that served him, and though a dreaded weapon, it burdens the wearer with such history.

Weapon Modifier: +4

Special: Requires a Strength rating of 6+ to wield effectively. The weapon's damage modifier and Strength requirement both increase by 1 for each Character it kills until the end of the scene.



Artifacts

Objects of the fathomless Abyss that have no small amount of importance to the beliefs, ethos, or history of the Clan of Shadows.

Lastra d'Ombra

A pitch-black brick that smolders with darkness. Taken from the crumbling ruins of the Castle of Shadows. Though once a normal block of stone, the simple passing of the Antediluvian's shadow altered the matter of the castle's edifice.

Special: When placed in a small room, no light, even sunlight, can enter the space.

Osprey Clutch Ring

A silver ring with an osprey's talons gripping a violet jewel. Once worn by a specific group of Lasombra, no information of them exists beyond them having been wiped out by Montano in a distant age. Now worn exclusively by Montano and a select few of his lineage, they are a symbol that sets them apart from their traitorous brethren within the Tower.

Special: When an Oblivion-based effect of the wearer would deal damage, the wearer may spend a point of Superficial Health to increase that damage by 1.

Misbaha Rez

A chain of ninety-nine prayer beads used by the Lasombra of Ashirrah when performing remembrances of Allah. These beads have been etched with floral geometric patterns that look like roses. It is common for Lasombra who travel abroad to carry these with them.

Special: While praying with these beads, and as long as they perform no other action, all damage from Alchemy, Blood Sorcery, and Oblivion, and their associated supernatural manifestations are reduced by 1.

Prayerbook of the Pit

A liturgical tool of the *Angellis Ater*. These red handbooks serve as a guide for their faith. While not considered scripture in the same way as the Roaming Testament, it is a pivotal part of the *Black Angels*' worship and power.

Special: Prayerbooks of the Pit have no inherent supernatural qualities. However they are required for most Ceremonies of Diabolica.

The Roaming Testament

A rare scripture of the *Angellis Ater* used to perform their Black Mass. It contains modified entries from numerous illuminated sources, as well as accounts from Infernalist prophets, including those from mortals stricken with visions, as well as the ancient Baali. It is bound in supple skin, bleached by black flame. The pages within are made from blackened goat-skin vellum and written in silver and gold. The Testament itself is usually suspended in coagulated blood and Vitae between uses, despite this it doesn't stain or degrade, remaining pure white in appearance.

*The Lord said to Satan "Where have you come from?"
Satan answered the Lord, "From roaming throughout the earth."*

Special: Those with True Faith will become overwhelmed by a foul odor, not unlike a mixture of acetone and rotting eggs. This usually repels the unprepared.

When used in Infernalist Rituals or Ceremonies, the user adds +10 dice to their associated Tests. Any rolled die on such pools that results in a 1 or a 10 cannot be re-rolled and causes a Stain.





20 Horrors of Gehenna and the Black Hand

Troubling stories circulate among Sabbat Cainites, echoed in disturbing reports from Camarilla spies. The fog of war grows thick; monsters of legend are said to be stirring from their slumber, their awakening marked by brutal tactics and whispered atrocities among the packs. Some tales are mere war propaganda, but too many bear an unsettling grain of truth.

I. A Tzimisce Seraph has begun to create a new seat, a new Enoch for the chosen of Caine to rule from.

II. Something is beckoning its descendants into the Abyss. Large shades drags those of us who delve too deep into the occult.

III. The Antediluvian cult, the Friends of the Night, will be convening a new meeting in Sicily, and we will be there to greet them.

IV. Gratiano was spotted near the coast of the Black Sea. It is said he no longer hears the call of the Sabbat and has begun to prey on those who sail those waters.

V. Montano and the other Camarilla Lasombra are meeting near Salt Lake City.

VI. The Seraph known as the Patriarch has called for a cleansing crusade in Mexico, ridding it of infernalists and the thin-blood cult of the Sun.

VII. A Justicar and a pair of ancient vozhd have been seen escorting him deep into the forests of Karelia.

VIII. Strasbourg has reported many Kindred disappearing. Shades sit in their havens, treated by others as if they were still that person. Children's disappearances have risen dramatically. Many Kyasid have turned their back on the Gehenna crusade.

IX. The Evergrinning Jackal Pack has enjoyed great success at masquerading as kindred smugglers. Building a reputation quietly devouring their charge when beckoned kindred stumble into their trap

X. A large collection of war packs descended into Iraq to kill a powerful Methuselah and his cult. Reports are unclear, but the packs turned on each other, each believing the other to be a member of the cult. Only one sole survivor remains, a Malkavian antitribu, who repeats only: "*A Clever prince devours fools.*"

XXI. In Prague, a Sabbat pack tore its priest limb from limb after the Vinculum suddenly unraveled mid-ritual. Each swore the voice of Caine himself and commanded them to kill. No two survivors recall the words the same way.

XXII. A Lasombra calling himself the Tattered Crown has been organizing packs behind enemy lines, they operate by destabilising cities by supporting and whispering promises of power to unscrupulous Camarilla and Anarch kindred. He tempts them into betraying their domains, convincing them they will become rulers under his shadow. Yet when it comes time to hold their new thrones, the Crown abandons them. Only reigning long enough to extract anything of worth from

the city, before leaving their ally with to deal with the aftermath.

XXIII. Kidnapped and converted war packs from around the world are being shipped into Sabha, bodies stacked and staked, ready to be delivered to the Seraph in need of fresh flesh for the crusade.

XXIV. Our Nosferatu brothers and sisters have grown in numbers as city after city sees their kind entirely erased. The rare survivors speak of a horse-like creature without skin, seeping black blood through yellow veins. We alone can offer them salvation. It and others like it have begun to embrace as we war with them.

XXV. A Brujah Seraph calling himself the Father of Marks leads packs capable of great violence. Their rage keeps them moving, though the attrition rate among the weak is high. Candidates are dragged before his priests, who ritualistically mutilate them and infuse their wounds with discipline. Broken bones, half eaten faces, torn flesh, each injury is made to sting as if it were fresh. The priest controls the pain, able to quell it to a whisper or amplify it until the victim claws at their own skin. The wound itself will never heal, for the Embrace follows, sealing the damage into eternity. Through agony and fury the Father of Marks shall sets us free.

XXVI. Show respect to the keeper of the blades for many a pack that has not submitted to their stratagem has found their havens raided by a paramilitary force..

XXVII. Our Tzimisce brethren have been working on a new weapon to strike down the blood gods they work tirelessly under Bakhmut in a vast haven called the "Forge of Caine". Their demands for more kindred and kine have become incessant. Recent reports whisper that they have begun to collaborate with other members of their clan.

XXVIII. Our attention is on the war, but we have not forgotten the cities that are ours. Our pawns in the Unbound and the Church of Caine hold them in our stead while we wage war; those who would oppose us will find their city gates wide open. Did they really think they could take what was ours without a fight?

XIX. There is a bloodline of fiends who speak in tongues of three and have told us where the Beckoned tread and where future battles will be fought. All they ask is that we bring the heads of those who follow the Dream of the Trinity.

XX. One of us shall drink deep from the blood of Lugo and Gratiano, uniting the blood of the Antediluvians and becoming the Sword of Caine. He shall offer himself to the Dark Father, bound to the eternal struggle forever.



20 weird oblivion phenomena

“The Abyss was meant to be banished when God said ‘Let there be light,’ and yet it persists. In the pitchest dark, you can see it leaking into our world. That is why the kine have always feared true night, the kind that swallows every sense. Even God’s creation remembers the sea before it all.”

Below are twenty occurrences that could result from the Abyss’s influence, usually as a consequence of tampering with powers that ought to be forgotten.

Using the tension mechanic

Strange oblivion phenomena if not handled properly and contained have a habit of spiraling out of control. Cities that ignore such things do so at their own risk. To rectify such a problem requires coverup and most likely occult experience. If such a phenomena exists in a Coterie’s domain, the ST may add a penalty to their domain rating as tension increases.

■ **Low Tension (1–2):** The phenomena is restrained to a single small location. If any mortal is aware of it, it is someone unreliable who is not believed.

■ **Moderate Tension (3–4):** The phenomena has begun to spread to a larger area or has become something of a local urban legend. Some mortals on the fringes of society will try to document it and a local kindred may have been deeply disturbed or affected by the occurrence (most likely a mawla or SNPC that the coterie like)

■ **High Tension (5):** The phenomena has spiraled out of control, a small cult of mortals has begun to see such occurrence as a divine intervention. A kindred has been made thoroughly mad by this occurrence they do not understand. It simply begins to manifest in a larger area or [uncontrollable shades](#) begin to manifest.

1. Only those with Oblivion Sight can see people’s reflections. Everyone else just looks like they never existed in mirrors or water.
2. Sound becomes dulled, then dies completely when in the dark. Not even your own footsteps answer you.
3. A shadowy silhouette resembling the player as a child appears. If it sees them, it lets out a static scream that deals Willpower damage.
4. Black puddles or other bodies of water begin to leak upwards into the ceiling.
5. Certain shadows turn your skin pitch black, seemingly permanently unless your Hunger is brought down to zero.
6. The corridor you’re in begins to extend. Subtly at first, then obviously.
7. Kine in this place have lost all sense of time. They don’t remember arriving and won’t believe how long they’ve been here.
8. When you pass through one of the shadows in this area, you lose your own. It doesn’t come back until you leave.
9. Your shadow becomes something else. Twisted, feral, monstrous. The worse your Hunger, the worse it looks.
10. A wight, long-lost and half-mad, claws at the world through reflective surfaces. It drags victims in and feeds. It has no name anymore.
11. Though you no longer need to breathe, your lungs feel heavy, like they’re filling with water. Mortals in this place drown on nothing.

12. Wraiths constantly flee through this place, terrified of something unseen. No matter how attuned you are, you can’t see it. They only speak of “the tide.”
13. You make Rouse checks as normal. Your powers function. But Hunger doesn’t increase until after you leave.
14. Your reflection moves on its own. If you have the reflection-based Bane or Flaw, it either lunges against the mirror as if to kill you or hides from your gaze entirely.
15. Blood here turns to ash on the tongue. Feeding provides no nourishment, and drinkers must pass a Composure + Resolve (Difficulty 4) check to reroll Willpower this night.
16. All technology dies the second you enter. Anything that emits light dims to near uselessness.
17. Anything you write by hand or digitally comes out in an alien language. You’ll only realize once you’re done.
18. Mortals and ghouls keep staring into the darkest corners, distracted by sounds no one else hears. When pressed, they describe crashing waves or pressure from deep below. Mental rolls are at -2.
19. Everyone who enters begins experiencing vivid daymares (Kindred) or nightmares (mortals). They always begin with hope, only to watch it swallowed by the dark.
20. From the corner of your eye, a pale, almost alien face flickers in the shadows. Any Lasombra nearby feel a sudden paternal dread and reverence.



Thank you for reading this book to the end. This book in particular took a ton of play testing, but we managed to get through it to the end, so we hope you have as much fun playing it!

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Clan Nosferatu will be our next Clanbook.

Hope to see you there (when we get there)!

Got feedback or questions? We'd love to hear from you. Feel free to leave a comment on the discussion page of Storytellers Vault, or email us directly at GreyGecko@mail.com

