

# Abyss Mysticism Genre Packet

September 2013

*“And the Earth was without form, and void; and darkness was upon the face of the deep.”*

*-Genesis 1:2*

## Introduction

This packet was designed to be a complete resource to reference the existence of Abyss Mysticism from White Wolf source material and created by OWbN Coordinators and Chronicles. Please note that the rarity system used in this packet is an enforceable genre standard in OWbN. This is designed to be a living document, with additions to be made in the future. If you have a ritual you wish to submit, please send it to the Lasombra Coordinator with your STs carbon-copied on the e-mail.

## Learning Abyss Mysticism

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

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

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

To start, a would be Mystic should, at the very least, follow one of following Paths of Enlightenment: “Allied Night,” “Lightless Night,” or “Righteous Night.” If they have found an experienced mentor to instruct them, they may be taught to walk the Path of the Abyss (formerly known as the Road of the Abyss), which is an ancient Path of Enlightenment exclusive to Abyss Mystics which also qualifies (see below for details).

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

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

## How to Use this Packet

It is highly recommended, to gain the full depth of Abyss Mysticism, that those who intend to play or run it read the White Wolf Books “*Guide to the High Clans*” & “*Clanbook: Lasombra (Revised)*.”

Rarities:

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

Uncommon (Rarity 2) – Available to PCs with ST approval. Mentors of young Abyss Mystics are cautious about who they instruct with these rituals. While not all of them are powerful, many of them can be easily abused; and the teacher must be careful to teach his student not to abuse these new gifts.

Rare (Rarity 3) – Available to PCs with ST and Sub-Coordinator Approval. These powers represent mastery of the Abyss in secrets that are not parted with easily. Many of these powers allow an Abyss Mystic to seize control of another Lasombra’s Obtenebration. Because of how powerful these abilities are, Abyss Mystics guard this knowledge carefully.

Most Rare (Rarity 4) – Available to PCs with ST and Lasombra Coordinator approval. These powers are rarely seen outside of the secret strongholds of the Abyss’s Children. While possessed by some Lasombra, they generally feel uncomfortable displaying powers this rare in all but the most secure of locations. The level of understanding needed to master these paths is oppressive and should, at this point, be the main focus of anyone attempting to learn these powers, to the exclusion of almost everything else.

Rarity 5 – PC Created Rituals. While there are currently no rarity 5 rituals in this packet, PC Abyss Mystics may create new rituals with ST and Lasombra Coordinator Approval. Once PC created rituals are incorporated into the Abyss Mystic Genre Packet, these rituals may only be learned from the PC that created them or from an Abyss Mystic that has received instruction from the PC that created the ritual.

## Abyss Mysticism Rituals

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

<b>Name</b>	<b>Level</b>	<b>Rarity</b>	<b>Location</b>
Communing with the Darkness*	Basic	1	OWbN Abyss Mysticism Packet
Drawing the Shades of Darkness*	Basic	1	OWbN Abyss Mysticism Packet
Heart That Beats in Silence, The	Basic	2	Players Guide to High Clans, pg. 177
Name the Shadow Puppeteer*	Basic	4	OWbN Abyss Mysticism Packet
Nocturnal Discussion*	Basic	3	OWbN Abyss Mysticism Packet
Nox Eternum*	Basic	1	OWbN Abyss Mysticism Packet
Pierce the Murk	Basic	2	Players Guide to High Clans, pg. 176
Shadow of Hands That Serve, The	Basic	1	Players Guide to High Clans, pg. 177
Transubstantiation of Essence	Basic	1	Players Guide to High Clans, pg. 177
Ahriman’s Favor*	Int.	3	OWbN Abyss Mysticism Packet

Calling the Hungry Shade	Int.	4	Players Guide to High Clans, pg. 178
Calling the Thing in Darkness	Int.	2	Clanbook Lasombra Revised, pg, 73
Drinking the Blood of Ahriman	Int.	3	Players Guide to High Clans, pg. 178
Empowering the Shroud of Night*	Int.	1	OWbN Abyss Mysticism Packet
Pilfer The Tenebrous Essence*	Int.	2	OWbN Abyss Mysticism Packet
Reflections of Hollow Revelation	Int.	2	Players Guide to High Clans, pg. 179
Seeing the Darkness Within*	Int.	2	OWbN Abyss Mysticism Packet
Shadow Servant*	Int.	1	OWbN Abyss Mysticism Packet
Aegis of Ahriman*	Adv.	3	OWbN Abyss Mysticism Packet
Caridad's Garden	Adv.	4	Mexico City by Night, pg. 115
Imbuing the Hand of the Void*	Adv.	1	OWbN Abyss Mysticism Packet
Lord of Shadows, The*	Adv.	4	OWbN Abyss Mysticism Packet
Shadow Vault*	Adv.	1	OWbN Abyss Mysticism Packet
Sight of the True Shadow*	Adv.	2	OWbN Abyss Mysticism Packet
Whispers in the Dark	Adv.	3	Players Guide to High Clans, pg. 179
Zadkiel's Guardians	Adv.	4	Mexico City by Night, pg. 115

\*Denotes Player Created Ritual

## Rituals

### Basic

#### Communing With Darkness

**System:** The caster spends one hour in the isolation of a lightless room, intoning a chant in a long-forgotten language. The caster then breathes in the nocturne of the abyss into his being, allowing the chilling darkness to merge with his very soul. If the ritual is successfully cast, for the rest of the night the caster is up two traits on all self-control / instinct challenges, but is down a trait on Conscience / Conviction challenges, as the cold heartlessness that permeates the Abyss alters the caster's mindset. If the caster fails to successfully cast this ritual they may not attempt to cast the ritual again that evening, and the skin of the caster becomes darkened, similar to that of an elder Assamite, for the rest of the night, as the darkness of the Abyss is taken in by the caster, but rather than merging with the caster's soul, it coalesces in the caster's body.

**Side Effect:** None

**Casting Time:** 1 Hour

#### Drawing the Shades of Darkness

**System:** This ritual functions identically to "Defense of the Sacred Haven" found in Laws of the Night Revised (page 185).

**Side Effect:** None

**Casting Time:** 10 Minutes

#### Heart that Beats in Silence, The

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

Stats for a Heart of Silence:

Physical: 8

Social: 4

Mental: 8

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

Obtenebration: 3

Willpower: 5

Health Levels: 5

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

**Side Effect:** None

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

#### Name the Shadow Puppeteer

**System:** Casting this ritual requires the expenditure of one blood trait and one temporary will power trait. Upon successfully casting this ritual, the Abyss Mystic calls out to a lesser Abyssal Entity which enters the casters body and resides in one of the casters ears. Until sunrise, when the Abyss Mystic sees or experiences an effect caused by Obtenebration, she may attempt to coerce the summoned Abyssal Entity to divulge the name of the one who summoned the witnessed Obtenebration power. To do this, the Abyss Mystic engages in a static mental challenge against a difficulty of the temporary mental traits possessed by the individual that summoned the Obtenebration effect, with the occult ability used as a retest. If the Abyss Mystic is successful, the Abyssal Entity they summoned divulges the name of the Kindred (or Abyssal Entity) that summoned the witnessed Obtenebration effect.

**Side Effect:** The caster suffers the Negative Traits Oblivious x2 while under the effects of this ritual.

**Casting Time:** 30 Minutes

#### Nocturnal Discussion

**System:** The Abyss Mystic must cast this ritual in the presence of a stationary shadow. Upon the completion of the casting of this ritual, the Abyss Mystic expels at least one trait of vitae directly on a stationary shadow. If the ritual was successfully cast, that shadow then becomes possessed by a weak abyssal entity who is compelled to truthfully and completely answer one question made by the caster regarding what occurred in the environment around the shadow within the last night. Examples of questions that the shadow may answer include, "What did the person who last passed by you look like?" or "How long has it been since the lights were turned on in this room?", etc. The shadow cannot answer any questions if its answers could not be divined by a mortal standing at the shadow's location during the time in question.

**Side Effect:** For the remainder of the evening the minor abyss spirit will bug the caster, trying to impress him. This is largely a role play effect, as the little shadow creature tries to keep telling the caster random information (mostly useless) to try to gain his favor, but often just ends up annoying him.

**Casting Time:** 20 Minutes

Nox Eternum

**System:** This ritual is primarily used to keep safe an Abyss Mystic's haven. Casting this ritual requires the expenditure of a Willpower trait in addition to whatever Blood is required to call forth a Shroud of Night of sufficient size. Upon successfully casting this ritual, the Abyss Mystic calls forth a Shroud of Night to whatever size they desire (limited by the amount of vitae they can spend in a single round). Unlike a normal Shroud of Night, this one is unable to be moved. However, it remains in existence until sunlight strikes it. An Abyss Mystic may only have one such Shroud at any given time.

**Side Effect:** None

**Casting Time:** 15 Minutes

Pierce the Murk

*Players Guide to the High Clans, pg 176*

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

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

**Casting Time:** 10 Minutes

Shadow of Hands That Serve, The

*Players Guide to High Clans, pg. 177*

**System:** The Mystic ignites and smother a candle, causing one level of aggravated damage and requires an immediate Rotschreck check at a difficulty of 2. If successful the caster then performs a Mental challenge retested with Occult at a difficulty of 8. The creature summoned lasts one night per Mental Trait expended at the time of casting. The creature serves with unquestioning but unimaginative fervor. It can communicate with material beings in images and emotional impressions, but only while in physical contact. Casters may never summon more beings through castings of "The Shadow of the Hands that Serve, and/or The Heart that Beats in Silence" than he has levels of the Occult ability.

Stats for an Eye of Ahriman:

Physical: 7

Social: 4

Mental: 8

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

Obtenebration: 1

Willpower: 3

Health Levels: 3

Notes: Eyes of Ahriman cannot engage in aggressive physical actions. They move at 30 yards per turn. Fire or direct sunlight instantly destroy these creatures.

**Side Effect:** None

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

### Transubstantiation of Essence

*Players Guide to High Clans, pg. 177*

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

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

**Casting Time:** 1 Full Round

### **Intermediate**

#### Ahriman's Favor

**System:** To invoke this ritual, the caster must spend half an hour in a lightless room reciting a prayer to a long forgotten Abyssal entity. Upon completion of the prayer, the caster expends a point of willpower and three blood traits, which are completely soaked up by the darkness. Until the next sunrise, the caster may engage in a mental challenge with any entity that has currently active Arms of the Abyss. If the caster wins the mental challenge, she gains control of the Arms of the Abyss created by the target of the challenge. Furthermore, any Arms of the Abyss that are taken from another entity do not count against the normal limit of Arms of the Abyss that a Kindred may control. At the end of the scene, the Arms of the Abyss cease to exist.

**Side Effect:** While this ritual is active, the caster gains the Flaw "Eerie Presence." If they inherently possess this flaw, they instead gain "Harbinger of the Abyss" (See below Section "Flaws").

**Casting Time:** 1 Full Round

#### Calling the Hungry Shade

**System:** The total number of participants may not exceed the highest Occult ability rating of the group. The Casting mystic makes an extended mental challenge retested with occult difficulty of 10, the number of challenges made is equal to the number of participants in the ritual. These tests are made once every hour.

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

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

**Side Effect:** None

**Casting Time:** Hours

### Calling the Thing in Darkness

*Clanbook Lasombra Revised page 73*

**System:** The Mystic performs a Mental Challenge retested with Occult at a difficulty of 9. The Arm of the Abyss summoned has a number of Physical and Mental Traits equal to twice the mystic's Obtenebration rating, which must be divided among Physical and Mental Traits with a minimum of 3 in any one. (Example, a Mystic with Tenebrous Form summons the Arm, he has 10 Traits to divide amongst its Mental Traits and Physical Traits, but each category must have a minimum of 3 traits.) Each mental trait spent by the caster at the time of the summoning and/or each blood trait spent grants plus 1 additional Mental Trait per trait given which must be decided upon where to allocate them. If defeated in combat and devoured by the Mystic, the user gains a number of Mental and Physical Traits equal to half of what the creature had. This effect lasts the remainder of the night, however the mystic also gains the creature's derangement [which will manifest as the urge to commit one of the level 3-5 sins of the Mystic's Path of Enlightenment (chosen by the Storyteller at the time of summoning)] and may not spend willpower to resist this derangement. Otherwise, use as printed.

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

**Casting Time:** 1 Hour

Drinking the Blood of Ahriman

*Players Guide to High Clans, pg. 178*

**System:** During this time the mystic is down two traits on all challenges. At the end of the ritual, the caster performs a Social Challenge difficulty 10 retested with Occult. The Mystic gains a number of Physical Traits equal to his Obtenebration rating. In addition, he receives Two Bonus traits on all challenges dealing with Obtenebration (levels 1-3). The Mystic also receives the Negative Social Traits *Eerie x3* while under the effects of this ritual. The cost to awaken each evening while under this ritual is a number of blood points equal to the caster's Obtenebration rating.

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

**Casting Time:** Half an Hour

Empowering the Shroud of Night

**System:** As this ritual's name implies, this ritual imbues a Shroud of Night summoned by the Abyss Mystic with the actual power of night. In order to cast this ritual, the Abyss Mystic must anoint every window and door in a specified room with a mystical symbol drawn in their own blood. This requires the expenditure of at least one blood trait. The caster then spends ten minutes in deep concentration, at the end of which she brings forth a Shroud of Night to fill the room (requiring the standard expenditure of one blood trait per 10 foot sphere the caster wishes to bring forth). In addition to the standard effects of a Shroud of Night, the Empowered Shroud further affects all those within it as if they were under the fall of night. Mortals experiencing this wholly unnatural feeling must immediately make a Self-Control Test against 3 Traits or flee the shroud to the best of their ability. However, the real use of this ritual is to allow Abyss Mystics to conduct their research even during the daylight hours unimpeded. Characters in the Empowered Shroud of Night are not restricted by their morality rating to determine the number of traits they may call during the day. Sunlight still disrupts this shroud of night. Rituals cast in this empowered shroud of night which normally end at sunrise must still be recast at sunrise.

**Side Effect:** A cainite who spends the day in this shroud does not get a full rest. Thus, their traits and abilities do not recover for the day.

**Casting Time:** 15 Minutes

Pilfer The Tenebrous Essence

**System:** Upon successfully casting this ritual, until sunrise the caster may once activate shadowplay to try and steal the Shroud of Night created by another individual. This requires the usual expenditure of blood and a contested mental challenge. If successful, the caster gains control of the Shroud of Night as if she created it.

**Side Effect:** The caster must pay one additional blood for all uses of Shroud of Night for the rest of the evening.

**Casting Time:** 1 Round



### Reflections of Hollow Revelation

*Players Guide to High Clans, pg. 179*

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

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

**Casting Time:** 5 Minutes.

### Seeing the Darkness Within

**System:** This ritual requires that the caster have Aura Perception in addition to Arms of the Abyss. Casting this ritual requires the caster to sit in a lightless room and draw a perfect ritual circle in the blood of a Lasombra (not necessarily the caster's). At least three traits of Lasombra vitae are consumed in the casting of this ritual. Furthermore, if the caster does not have Night Sight (controllable or uncontrollable) or some other way to see in the darkness, the difficulty of casting this ritual is increased by two, due to the complication of constructing the ritual circle without being able to see it. Upon successfully casting this ritual, the caster has attuned themselves to perceive the subtle traces that contact with the Abyss leaves in ones soul. For the rest of the evening, the caster may attempt to perceive the aura of others (via aura perception) to determine if that individual has the discipline of Obtenebration.

**Side Effect:** Upon successfully casting this ritual, the caster's vision of auras is altered, so they are no longer able to perceive diablerie or emotional state in the auras they see.

**Casting Time:** 20 Minutes

### Shadow Servant

**System:** The caster must first cast the ritual "Calling the Thing in Darkness." Then, upon completion of the ritual, Shadow Servant must be cast on the "Thing." To enact this ritual, the caster must first subdue the "Thing" (possibly requiring a physical challenge) and then the caster must intone a ritual chant lasting approximately fifteen minutes. At the conclusion of the chant, the caster spills his vitae over the "Thing," which takes the caster's vitae into it, making it a shadow servant.

**Side Effect:** The blood trait invested in the "Thing" will not return to the caster until the "Thing" is destroyed, effectively lowering the caster's blood pool by one trait. However, so long as the caster's vitae is invested in the shadow servant, it will respond to the caster as if it is bloodbound.

**Casting Time:** 15 Minutes

## **Advanced**

### Aegis of Ahriman

**System:** To activate this ritual, the caster must spend half an hour in a lightless chamber, focusing the power of the Abyss into their body, which requires the expenditure of the blood trait and a temporary willpower trait. If the casting of the ritual is successful, then, until sunrise, arms of the Abyss may not initiate any challenge against the caster.

**Side Effect:** Once this ritual is used, the caster may not create any new Arms of the Abyss for the remainder of the night.

**Casting Time:** 1 Hour

### Caridad's Garden

*Mexico City by Night, pg. 115*

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

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

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

*Pomegranates of Persephone:* If a mortal consumes one of these fruit, his next sleep becomes a vampire-like torpor. Each day the mortal must make a Physical Challenge (retest Survival) against 8 traits. The mortal awakens after he succeeds on this challenge 6 times (which do not have to be consecutively). A mortal who is autopsied or embalmed is, of course, truly dead. Detecting that a torpid mortal is actually alive requires a Mental Challenge (retest Medicine) against 12 traits. If a vampire feeds upon a mortal dosed with the magic fruit, she too will enter torpor. However, the character can awaken by succeeding on a Physical Challenge (retest Survival) against 6 traits, the next night when she would normally awaken. The vampire need succeed this challenge only once to awaken.

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

**Casting Time:** To prepare her garden, the mystic must spend one entire growing season (a minimum of 5 months) tending the garden by feeding her plants blood that has been darkened via the ritual "Transubstantiation of Essence" (this feeding must be done at least once a week). At the end of the season, the ground will become imbued with the power of the Abyss, and begin to produce the mystical crops. All crops require their normal amount of time to grow (unless noted specifically in their write-up, such as the Ghoul Bamboo, and the Cainite Asphodel).

### Imbuing the Hand of the Void

**System:** After successfully casting this ritual, until sun up the caster may expend blood (up to the generational

limit of the caster) when creating Arms of the Abyss which is then stored within one or more of the shadow tentacles. At a later point during the scene in which the imbued Arm of the Abyss was created, the caster may command it to spend the blood the caster imbued in it at the time of creation to add an additional Physical Trait, heal a level of damage, or activate a level of Potence or Fortitude (whichever the caster granted to the tentacle at the time of creation) that requires the expenditure of blood (such as Imprint and Earth Shock).

**Side Effect:** None

**Casting Time:** 15 Minutes

### Lord of Shadows, The

**System:** The caster must gather together the leaves of a Balm bush, which must be crushed together and mixed with the ashes of a freshly burnt body. A satchel meant to be hung around the neck must be prepared as well. Once the leaves and ashes have been ground together, they are dumped into the satchel. Then, finally, a point of the caster's blood (which must be affected by the ritual "Transubstantiation of Essence") must be dripped into the mixture. If the ritual was successful, the mixture will turn impossibly dark black.

For the remainder of the evening, as long as the caster wears this satchel around their neck, the caster becomes immune to the Thaumaturgy Paths Binding the Abyss and Shadowcrafting.

**Side Effect:** The caster gains the Negative Traits, Clumsy x2 for the remainder of the night.

**Casting Time:** 1 Action

**Note:** This ritual is NPC only.

### Shadow Vault

**System:** Casting this ritual requires the expenditure of three traits of vitae and one temporary Willpower Trait. Once this ritual is successfully cast, the Abyss Mystic brings forth a three dimensional protrusion from an existing shadow. The Abyss Mystic may then place any object, up to something with trench coat concealability, into the protrusion. The bubble of shadow then returns to the Abyss. At any later time that the Abyss Mystic is physically at the same location as the ritual was originally cast, she may again call forth the Abyssal Vault to produce the object stored within. An Abyss Mystic may only have one such Shadow Vault at any given time. Objects with even a fleeting consciousness, such as Torpid Kindred, objects with wraiths or spirits fettered to them, etc. may not be placed in a Shadow Vault.

**Side Effect:** While you are storing an object within the Abyss, your cost to awaken each night is increased by 1 Blood Trait. As you sleep, the Abyss takes its price to hold your object.

**Casting Time:** 15 Minutes.

### Sight of the True Shadow

**System:** By successfully casting this ritual, the Abyss Mystic brings an abyssal entity into his body, which resides in her eyes. Until sunrise, the mystic may engage in a static mental challenge against the number of mental traits possessed by any individual they can see. If successful, the mystic is able to see the shadow cast by the

target when they are in their true form. For example, a mystic viewing a Tzimisce in Horrid Form would see the shadow cast by the Tzimisce without the effects of Vicissitude.

**Side Effect:** However, having the abyssal entity reside within the eyes of the mystic also reduces their visual acuity, granting the caster the negative Mental trait “Oblivious” for the rest of the night.

**Casting Time:** 30 Minutes

#### Whispers in the Dark

*Players Guide to High Clans, pg. 179*

**System:** Upon successfully casting this ritual, the caster falls into torpor as her consciousness merges with the Abyss. The caster may then ask a question of the Abyss. The question may be as mundane or as arcane as desired. The Storyteller then assigns the question a rating from 1 to 5 based on complexity and significance. Truly impossible or momentous questions may even surpass 5, rising as high as the Storyteller deems appropriate. Each night, the caster performs a Mental Challenge, difficulty 11 retested with Occult. Upon obtaining enough successes, the caster wakes from torpor knowing the answer to her question. If the caster fails the challenge, the interval between challenges increases to a week rather than each night, then a month, then a year. Otherwise use as printed.

**Side Effect:** The Vampire gains one bonus trait on all Intimidation related challenges, however she also gains the flaw Nightmares. Otherwise use as printed.

**Casting Time:** Variable

#### Zadkiel’s Guardians

*Mexico City by Night, pg. 115*

**System:** Once the Mystic has successfully created her Abyssal pool, she may buy the abyssal entities from other rituals (such as The Shadow of the Hand that Serves or Calling the Thing in Darkness) as Retainers. These Abyss entities will not return to the Abyss upon the Mystic going to sleep, as long as they return to the pool before sunrise. They will not leave the pool unless ordered to do so. If the pool is destroyed, the Mystic cannot gain the benefits of this ritual until she has successfully rebuilt it.

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

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

### **Path of the Abyss**

For complete information on the Path of the Abyss please consult Guide to the High Clans and Dark Ages: Vampire the Storytellers Companion (See the Road of Bones, page 24).

**Virtues:** Conviction, Self-Control

## Sins

Sin Level	Sin
5	Needlessly preventing Darkness or the Abyss. Refusing to feed when hungry.
4	Failing to study the Abyss and Darkness when provided an opportunity to do so. Refusing to pursue experiments.
3	Succumbing to frenzy, Allowing emotion to sway your decisions.
2	Refusing to share insight with others on the path, Showing fear or aversion to Darkness or the Abyss.
1	Risking your existence unnecessarily. Giving your loyalty to anyone above your path and clan.

## Flaws

These Flaws are not exclusive to Abyss Mystics, though they are commonly found among them.

### Flaws

*Unblinking Vigil* (Guide to the High Clans page, 203)

System: You suffer from the permanent negative social trait *Eerie*. Otherwise use as Printed.

*Animate Shadow* (Guide to the High Clans, page 208)

System: You are down two social traits in all interactions with Clan Lasombra who are aware of your affliction. Otherwise use as printed.

*Harbinger of the Abyss* (Guide to the High Clans, page 209)

System: Any time the character passes an open flame, he must throw at least one simple test depending on the size of the flame (small fires such as candles are 1 test, medium fires such as a campfire is 2 tests, large fires such as a bonfire is three tests, and huge fires like a whole burning building are 4 tests). On a loss of all tests required, the flame will go out. Additionally, if the character successfully puts out fires around where people can see, for the remainder of the scene he gains two bonus traits on all challenges of intimidation for the remainder of the scene. Otherwise use as printed.

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