



SHARDS, SHADOWS, AND SACRIFICES

AN OWBN GUIDE TO CLAN LASOMBRA

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INTRODUCTION

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

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

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

Lasombra are fiercely predatory creatures and the Lasombra mindset is defined by an enthusiastic embrace of Social Darwinism. The Lasombra firmly believe that power is best held by the most worthy and that the primary test of worthiness is acquiring said power. As a result, they are predatory, backstabbing, power-hungry and unapologetically arrogant about their position. Needless to say, the Lasombra and Ventrue despise each other. Historically, the two clans have sought out parallel dominions — the Lasombra focused on the Mediterranean, the Ventrue on Germany. The Lasombra went to the Church, the Ventrue went to the state. The Lasombra went to the Sabbat, the Ventrue to the Camarilla. And finally, the Ventrue deduce their claim of rulership over all Cainites through their lineage from the first of Third generation, while the Lasombra claim leadership over them as the Clan who first managed to slay their Antediluvian founder. That stated, as the ruling clans of their respective sects, they are naturally prone to come to loggerheads.

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

That stated, the Lasombra embrace of the Mediterranean and the Church has left odd marks on their clan culture. Many Lasombra are drawn to the sea, and the majority of antitribu are sailors. Even now, the Lasombra are prone to some ancestral Catholicism, notable figures such as Archbishop Ambrosio Luis Monçada viewed the world in Catholic terms even in modern nights

— they believe in God and their own damnation with equal certainty. Elder Lasombra in particular place a strong emphasis on confession, although without redemption.

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

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

Finally, something must be said about the impact that the lost visage has on the Lasombra. The clan weakness makes it impossible for a Lasombra to ever see his own image again — mirrors, photography and other reflective media fail, and the Lasombra react to this problem in a variety of ways. Clan culture places a strong emphasis on not overreacting to this problem — it is generally acceptable to sit for a portrait every few years, but extreme reactions (such as hiring a Tzimisce to fleshsculpt a ghoul) is considered a breach of good taste and grounds for diablerie.

What you will find below in this genre guide is a collection of helpful tips and information for playing Lasombra in One World by Night. Much of this information was taken from various wikis from around the Internet and compiled into one document. It as well contains information that can found spread out across the Vampire the Masquerade game line. While designed to be a useful tool for the Lasombra players and storytellers of One World by Night, it needs to be noted that this guide is non-binding. The only rules and regulations found within are ones currently found in One World by Night. Everything else is simply designed to be a helpful guide. Storytellers and players are by no means bound to use anything presented in this guide, but they should understand that this guide represents the collected works of Team Lasombra and the Lasombra players of One World by Night. This genre guide has the full support and endorsement by the Lasombra Coordinator, and they encourage the Lasombra players and Storytellers to use it if they so choose to.

HISTORY

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

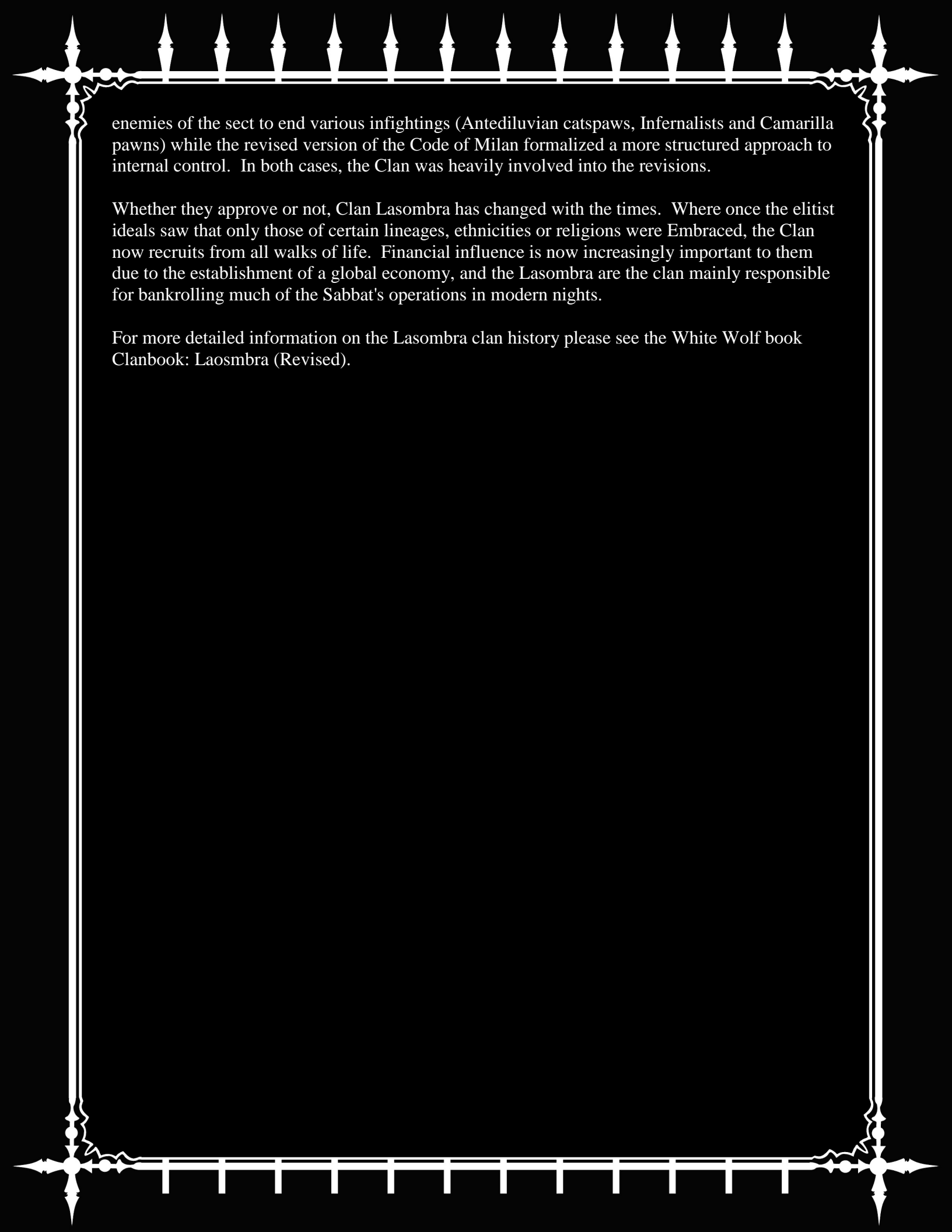
In medieval times, the Lasombra were centered around the Mediterranean, in the feudal realm of the Sea of Shadows as one of the High Clans, headed by their Antediluvian himself. The Lasombra were heavily involved with the religious constitutions of this age, particularly the Roman Catholic Church and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

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

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

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

During this Age, many Lasombra sat down to codify the ancient Roads and clan-specific traditions into proper Paths of Enlightenment, to create substitutes to Humanity within the Black Monastery. In the New World, various Sabbat Civil Wars threatened the rule of the Clan over the Sabbat and forced them to restructure the sect several times. The Purchase Pact defined the



enemies of the sect to end various infightings (Antediluvian catspaws, Infernalists and Camarilla pawns) while the revised version of the Code of Milan formalized a more structured approach to internal control. In both cases, the Clan was heavily involved into the revisions.

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

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

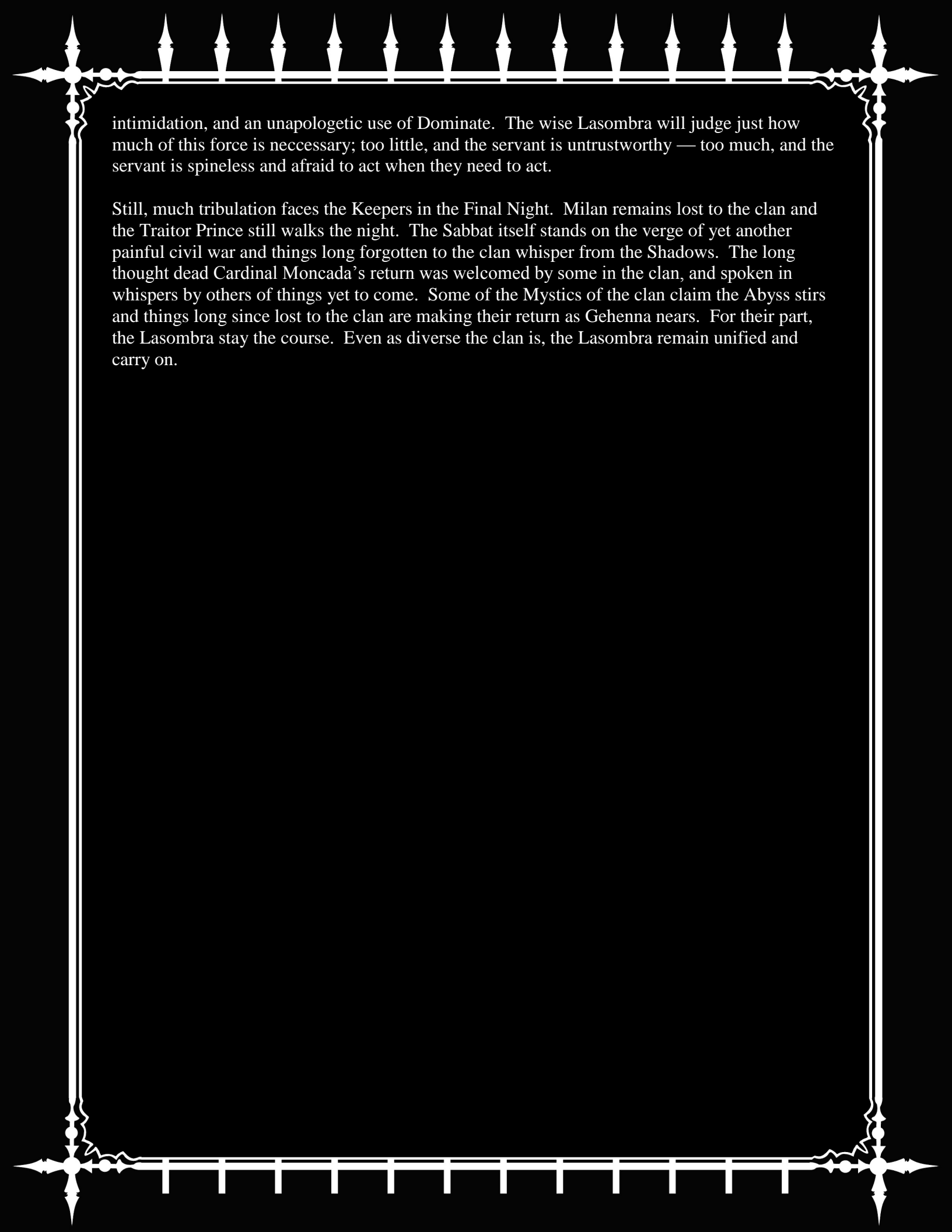
MODERN NIGHTS

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

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

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

Lasombra naturally seek positions of power and authority. As a result, they form the bulk of the Sabbat's administrative offices — ducti, prisci and the like. Tzimisce are more likely to be pack priests, while the Lasombra focus on the practical matters of administration and leadership. The Lasombra operate under the metaphor of "shadows". They do not stand in the limelight, preferring to manipulate others to their own ends, while doing as little as possible to make themselves a target. This is not done solely out of fear but because many Lasombra have domineering and superior personalities that necessitates having someone beneath them. This role is usually filled by mortals. For example: though they are not quite as adept at manipulating the living world as the Ventrue are, those cultures that still revere the Catholic Church often have several generations of Lasombra pulling their strings. Those who find themselves under the control of a Lasombra can expect a demanding and unrewarding experience. Their domitor will use any and all tools available to ensure loyalty, such as the Blood Bond, coercion, physical



intimidation, and an unapologetic use of Dominate. The wise Lasombra will judge just how much of this force is necessary; too little, and the servant is untrustworthy — too much, and the servant is spineless and afraid to act when they need to act.

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

THE TRIBES

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

LASOMBRA

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

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

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

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

Playing a Lasombra of the Sabbat in OWBN is ST approval.

LASOMBRA ANTITRIBU

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

Eschewing the Sabbat's practice of mass embrace as disgusting and wasteful, they carefully hand select their progeny from the finest mortal stock and spare neither time nor effort in grooming and training them, oftentimes taking decades both before the embrace and then again afterwards but prior to acknowledgement. This, along with the Sabbat Lasombra's penchant for hunting down their antitribu, has left them small in number. However, those who continue to survive are indeed among the most shrewd and hard to kill kindred in the world.

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

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

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

To play a Camarilla-loyal Antitribu is Majority Council Vote.

ANARCH LASOMBRA

Beyond the blade of Blade of the Sword and outside the walls of the Ivory Tower exist the extremely rare Anarch Lasombra. While the antitribu of the Camarilla are scarce, there is only a bare handful of the clan that finds a home in the Movement.

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

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

To play an Anarch Lasombra in OWBN requires Sabbat, Anarch and Lasombra Coord Approval.

QABILAT AL-KHAYAL

The Lasombra of the Arab world, the Qabilat Al-Khayal (Literally "Clan of Shadows") are in modern night known for their devout faith, one and all. In times of antiquity, the Qabilat Al-Khayal were once mostly of the Christian faith within the Ashirra (the sect of Islamic Kindred), being a large minority. However, in modern nights and coinciding with the rapid growth of

Islam, the Muslim members of the Qabilat Al-Khayal have grown in numbers, power and prominence within the Ashirra.

Frequently far more invested in their humanitas than their more western counterparts, they are no less driven and capable in their quest for power and dominance. In the Muslim world, with church and state being inseparable concepts of theocracy and where Shari'a reigns supreme as a means of governance, so too do these religious keepers find an avenue to political conquest and control. Nevertheless, they are most fiercely devoted to their faith in Allah.

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

Many centuries ago, the Lasombra clan fought a bitter civil war amongst itself. The clan was torn along its Catholic and Muslim lines, a war from which the clan never truly recovered. As a result, the Qabilat Al-Khayal went their own separate way from the main body of the clan. Tonight, the Qabilat Al-Khayal are found almost exclusively in the Middle East among the Ashirra. They have their own separate clan structure and order and do not get along well with their western brothers.

To play a Qabilat Al-Khayal is ST Approval. (Note: The sect of the Qabilat Al-Khayal is Ashirra, not Sabbat, Anarch, Independent or Camarilla. The Ashirra form a separate sect. For more information, please see the Vampire the Dark Ages book, Veil of Night.)

KIASYD

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

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

Beyond their bizarre appearances, the Kiasyd are well known in the Sabbat for their studious natures. The libraries they keep are immense, diverse and viciously guarded. Rare is the occasion that a Kiasyd will venture outside of their haven; but, if they do so, it is usually to hunt down new lore and knowledge to take back with them and study upon return.

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

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

XI DUNDU

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

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

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

To play a member of the Xi Dundu Legacy requires a 2/3rds Majority Council Vote.

ANGELLIS ATER

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

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

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

FACTIONS

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

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

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

Please see *Clanbook: Lasombra (Revised)* for more information.

FACTIONLESS

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

THE CRUSADERS

The Crusaders view the Sabbat as a religious and military organization almost to the exclusion of the Sabbat as an ideology of freedom. They have often strong ties with the Ultra-Conservatives within the Sabbat.

THE FAITHFUL

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

THE BLACK ANGELS

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

THE ABYSS S CHILDREN

The Children of the Abyss follow the ancient traditions of Abyss Mysticism, paying often only lip services to the Sabbat, but staying in line as the sect provides them with the means to pursue their arcane art.

THE KINGS AND QUEENS OF SHADOW

The Kings (and Queens) of Shadow take part in mortal institutions, exerting influence, gathering resources and in general keeping the mortal population unaware of the vampires among them. Most have distanced themselves from regular Sabbat activities to maintain their Humanity.

THE CORSAIRS

The Corsairs are Lasombra that have answered the call of the sea that seems to be inherent to their blood. They spend most of their time on the waves, often masquerading as pirates, and some never come on dry land.

THE TRANSHUMANISTS

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

THE FATALISTS

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

THE DOOMED

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

LOCATIONS

CASTEL D OMBRO

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

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

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

THE ABYSS

The Abyss is an otherworldly realm of shadows, known mainly as the source for the manifestations of Obtenebration, the signature Discipline of Clan Lasombra. To many Lasombra neonates, the Abyss is little more than a metaphorical conceptualization of their mastery of darkness but experience quickly teaches them of the undeniable reality of the Abyss: a literal place, an endless void of eternal night. The chill darkness of the realm extends beyond the visual and physical and into the spiritual; long-term habitation of the Abyss is dangerous even to the Cainite psyche. Nevertheless, elder Lasombra occasionally use the Abyss as a neutral meeting place, outside the scope of their enemies' and rivals' prying eyes. In particular, the most secretive meetings of the Friends of the Night are sometimes called into session here.

PETRA, JORDAN

Swallowed in mystery and darkness, the ancient city of Petra has but a few legends tying it to the clan of shadows. What few records remain, speak of the city as a center for the clan in ages long since past. Some claim that it was in this now forgotten city that the clan settled after leaving the Second City. Those who have traveled to Petra seem to find only little evidence of the Lasombra being there. Those that do claim the city as part of the clan's history point to forgotten symbols and words carved into the stone that few understand. They claim the city was not only a center for the clan at one point, but it also housed the clan's most powerful mystics who practiced arts now long since forgotten. There are even signs that the Lasombra Antediluvian himself once called Petra home. Though there is no concrete proof to back up these claims, the mysteries of Petra have called more than one Keeper to her door.

IGLESIA DE SAN NICOLAS DE LAS SERVITAS

The Church of St. Nicolas was home to Cardinal Ambrosio Luis Monçada. Since his death, the Cathedral has become something of a holy site to clan Lasombra. When he was alive, many members of the Sabbat would travel to the church of Monçada to ask for confession and have the ear of the Cardinal. Once word of Monçada's death began to spread, the site became a place for many Lasombra to make something of a holy pilgrimage to. The cathedral did not fall to disuse after Monçada's death. Rather, the Order of St. Blaise made it one of their headquarters and many of Monçada's loyal followers still call it home. It is said that the Cardinal himself often dwelt within the catacombs below. Rumors speak of a powerful link to the Abyss in that place, but few dare enter. Since his return from death, Monçada has been quick to reclaim his home.

LES AMIES NOIR

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

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

JOINING

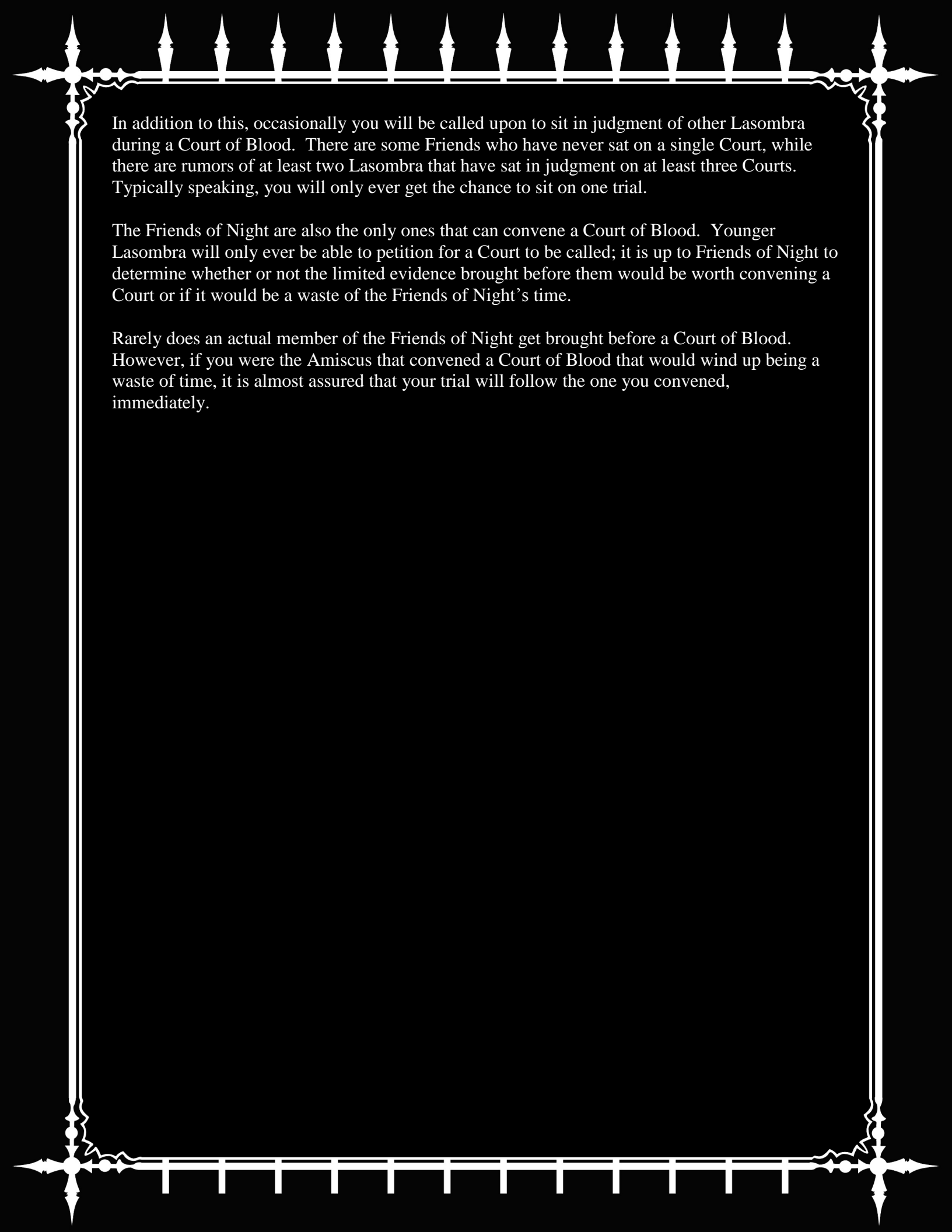
How do I join the Friends of Night? This is not a question you ever ask a fellow Lasombra; it will most assuredly result in you never getting the audience of a Friend of Night. The Les Amies Noir is the ruling body of Clan Lasombra and is very specifically invite only. It is different for each Keeper in how they get their invite, what steps that they have to do for their final consideration for the elite ruling body of Clan Lasombra. There have been those who have claimed to have undergone a final interview, while there are those who have been given a test, still others who have been abducted by other Keepers, and left alone in darkness to contemplate their place in the night.

Typically speaking, they look for Lasombra who have proven their worth to the clan, in one fashion or another, as well as loyalty to the clan. You can be an Archbishop, be owed favors from Cardinals and Prisci, you could have lead the campaign that regained a major and important claim for the Sword of Caine — but if your loyalty to the clan is in question, you will never be admitted to the upper echelons of the clan. Same goes true for the Lasombra Antitribu. Though just by the nature of being an independent or within the Ivory Tower, you are looked at with even more care before admitted to the Les Amies Noir.

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

NIGHT TO NIGHT

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



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

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

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

THE COURTS OF BLOOD

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

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

The Amicus noticed the two sitting there waiting. He pulled the door open as the shadows began to pour forth from him and his fellow Amicus walked out behind him. They all noticed Angelique drop her concealment and then Anthony noticed her for what seemed the first time as his face fell. That sealed his fate. The decision was made before any more evidence was presented against him... How did this waste of resources ever make it to the level that he did other than the family blood within his veins?

HOW TO USE THE COURTS OF BLOOD

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

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

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

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

Usually though, you need to prove to the Elder you are petitioning why he should take time from his unlife (as well as disturbing two to twelve other members of the Friends of Night) to conduct a trial so that you can reclaim the blood of a fellow Lasombra. He is not going to want to hear of this individual's failings within your sect unless they are a poor reflection on clan Lasombra. So if you mention that he failed to perform an Ignoblis Ritae, no matter how strong of a case you have, your request can be denied. When you present your initial findings, it should be clear and concise, and tell the one you are presenting your case to why this person is a failure and an embarrassment to the clan.

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

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

"You have my attention, now impress me," Lucita replied.

"While he has had some failings as a Bishop, his biggest failing in that role is failing to properly lead his people in spiritual matters. He has allowed at least one other clanmate fall to the Beast forever, ordering a Brujah of all things to kill her. Instead of keeping it within the clan, he allowed an outsider to see one of us fall from grace. After that, he had that Lasombra made an example of, publically, dragging our clan's name through the mud in the process. While this is bad, at least in my opinion, his greatest embarrassment to the clan is his failure to be a leader. The Archbishop tasked him with several militant tasks over the last six months. All but one of them failed, all because of his poor planning and leadership." She stopped, and waited. The wait seemed to be forever as the one before her sat weighing the facts just laid before her.

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

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

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

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

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

WHEN TO USE THE COURTS OF BLOOD

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

Using the Courts of Blood is not something to take lightly. With as much pomp and circumstance that surrounds the Ritae of Monomancy, there is even more of this with a Court. You are tired of being kept under heel by your fellow Lasombra who just happens to be Bishop?

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

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

Ultimately, the right time to use a Court of Blood is sparingly. However, if you can prove that someone is a failure to the clan’s ideals, an embarrassment to the clan, and how the clan will gain more power in allowing you to take the heart’s blood of another Keeper, then it would be an appropriate time to use the Court of Blood.

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

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

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

If you are playing an Islamic Lasombra, you should already have an understanding of the basics of Shari’ah. In case you don’t, Shari’ah is considered the frame work for ultimate reality and ultimate truth. It was passed down from Allah to man, through Muhammad. Even the basics of Islamic laws have taken up chapters of books, if not entire books themselves; so, if you want a beginner’s guide to Islamic law I suggest checking out this website: <http://www.islamicity.com/politics/shariah.htm>

NOTABLE MEMBERS OF CLAN LASOMBRA

GRATIANO DE VERONESE

The Lasombra Antediluvian's last childer, Gratiano is a legend among the clan. Gratiano de Veronese was a master politician and tactician second to none. It is Gratiano who led the Anarch Lasombra, in alliance with clan Assamite, to attack and ultimately destroy the Lasombra clan founder. It was Gratiano who broke the traditions and ways of the Lasombra and reformed the clan into what it is tonight. Shockingly to many, Gratiano did not claim the title as the new Eldest of the Clan. Rather, he said all Lasombra were now free of such ancient and antiquated traditions. As a key figure in the formation of the Sabbat, it comes as a shock to many in the sect that, after the formation of the Sabbat, he did not take a position of authority. Gratiano could have held any position in the Sabbat had he so chosen. Rather, he "retired" to being an Archbishop of a city in South America. Many wonder why the legendary Lasombra would simply settle for the mere position of Archbishop for someone of his stature. For his part, Gratiano has never really talked about the subject, content as he is to spend his years in solicitude.

GREYHOUND

The Cardinal of Scandinavia is something of an enigma among his clan. Lord Greyhound practices something he calls "the rational existence". The Cardinal seems to have little to no mastery of the clan's art of Obtenebration. Rather, Greyhound makes it a matter of point that others know his mastery is in both physical and mental strength. In addition to this, Lord Greyhound is known to be a master shapeshifter of clan Lasombra. Something of a primitive, Greyhound often appears in nude, only ever wearing the jewelry of his fallen enemies. Many suspect Greyhound was an embraced Viking, others claim he has simply spent far too long in the wilds of Scandinavia. Either way, none ever make such claims when he is around. As Cardinal, Greyhound often forces his beliefs on those who serve underneath him. Those who object often have their jewelry added to his collection.

AMBROSIO LUIS MONCADA

The Cardinal of Spain is among the most famous of Lasombra. Monçada was a spiritual anchor for both his clan and the Sabbat as a whole. Ruling from his cathedral in Spain, many Sabbat would travel across the world to take confession from the Cardinal. While known mostly for his faith and prowess in the Sabbat, Monçada was also known for his massive support of the Crusades in the United States. During the crusades of the late 90s, it is said that Monçada was slain by assassination by an Assamite. With his death, Spain fell to chaos and infighting sprung amongst the Sabbat. Shortly after his death, Monçada's infamous childer Lucita joined the Sabbat, attempting to take over her sire's position. Monçada's death seemed to be something the Sabbat was unlikely to recover from any time soon. Then suddenly in early 2014, he returned. It seemed the Cardinal was not as easily killed as many had suspected. Rather quickly, Monçada reclaimed his power as Cardinal and head of his Legion. What moves he plans next with his return are known only to the Cardinal himself.

LUCITA DE ARAGON

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

MYSANCTA

The enigmatic Lasombra elder Cardinal of Sicily, Mysancta is a mystery to many. Some claim that Mysancta is a woman, but the truth is hard to garner. The Cardinal seems to never leave the shadow form of the clan. When Mysancta does appear to interact with others, she has a frame of silver pushed around by shadow pawns upon which sit the robes of a Cardinal. On to the top of her shadow head sits a crown of glass and this is often the extent one can know Mysancta. The Cardinal is also known to be an extremely adept and powerful Abyss Mystic of the clan. Her true age, generation, origins, or even appearance seem to be known by no one.

MENUVEN

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

TIMOFIEV

Often considered by many Lasombra to be the unofficial head of clan Lasombra in the Modern Nights, the Cardinal of Italy is well known for his organization and execution of the Courts of Blood in the clan. Timofiev has taken on the role of the clan's historian among the Friends of the Night and organizer of all dealings among the clan. The Cardinal spends much of his time overseeing the affairs of Italy, an often touchy subject when the actions of the Traitor Prince are raised. Timofiev spends his nights delving into the affairs of clan Lasombra and coordinating their efforts. Many suspect he will use such influence and prestige to organize the crusade on Milan.

NAHIR

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

DON MEDINA SIDONIA

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

TALLEY, THE HOUND

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

ZARATHUSTRA

The ancient Lasombra Zarathustra is among the members of the clan in a unique position. Some claim Zarathustra rode with Alexander or the Prophet with whom he takes his name from. Rumors even speculate that the Lasombra ancient is indeed the prophet himself. Tonight, Zarathustra continues to rule over what was once known as Antioch. It is unclear whether Zarathustra is a member of the Sabbat or not, or if even sect means anything to such an ancient creature. What is known is that Zarathustra keeps detailed records of the lineages of clan Lasombra, many of whom descend from himself. It is not unheard of for Zarathustra to sit in on a Court of Blood and many Lasombra travel to his domain to seek him as a mentor. For his part, Zarathustra is kind to those of his blood, so long as they obey his word and laws.

MONTANO

The eldest childe of the Lasombra Antediluvian is also the first among the clan's antitribu. The ever loyal Montano did his best to try to protect his clan from the machinations of Gratiano, his brother. When the anarchs confronted the clan founder, Montano was there in the end. With a sigh, all he could say was "I cannot stop you." And with that, he faded into the shadows. Since that time, few have seen Montano or heard from him. His actions caused a few members of the Lasombra clan to join him in the Camarilla. Rumors persist about the eldest Lasombra. Some claim he knows mastery and arts of Obtenebration that none but himself know and his sire knew, that he could bend the Abyss itself to his will. Those who have claimed to have seen Montano say he walks as a broken man with a heart full of rage and sorrow.

IBN ABDULLAH SULEIMAN

The Lasombra who would go on to create both the Ashirra and the Qabilat Al-Khayal part of the Lasombra clan was a Cainite who started out trying to take advantage of a new cult called Islam. Ibn Abdullah Suleiman spent many nights stalking the prophet Muhammad with plans of making him his slave, so that he may make use of the Prophet's "cult." Much to the Lasombra's surprise the Prophet knew who and what exactly he was. Taken aback by the words of the Prophet, Ibn Abdullah Suleiman became the first vampire disciple of Islam. Since that time, the elder Lasombra has been spreading the faith to the damned of the Middle East. Ibn Abdullah Suleiman helped create the Ashirra sect and, to this night, he is still considered one of its most prominent and important members. During the Shadow Reconquista, Ibn Abdullah led the Qabilat Al-Khayal in war against their western brethren. When the war ended, the clan was split and each went their own way. Ibn Abdullah Suleiman became the clan's leader in the Middle East, a position he enjoys to this very night.

PATHS OF ENLIGHTENMENT

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

PATH OF HOT NIGHT

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

PATH OF COLD NIGHT

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

PATH OF LIGHTLESS NIGHT

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

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

PATH OF RIGHTEOUS NIGHT

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

Hierarchy of Sins	
Rating	Moral Guideline
5	Killing a mortal for food (unless it is to strike the fear of God into another), Acting in the interests of another
4	Conducting you depredations in Light, Asking aid of another

3	Accidental Killing without striking the fear of God into the victim, Bowing to another Kindred's will
2	Intentional or impassioned killing without striking the fear of God into the victim, Aiding another
1	Accepting the superiority of another, Repenting your behavior

PATH OF ALLIED NIGHT

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

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

PATH OF THE ABYSS

The Road of the Dark Ages has been kept alive and reforged into the path it is tonight by the Mystics of the clan. This path is the path of the Abyss Mystics and many of them are on it. The Path of the Abyss uses the virtues of Conviction and Self-Control. For more information, please see *Player's Guide to the High Clans* and *Dark Ages: Vampire Storyteller's Companion* (The Road of Bones, pg 24).

Hierarchy of Sins	
Rating	Moral Guideline
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 emotions to sway your decisions
2	Refusing to share insight with others on the path, Showing your fear or aversion to Darkness or the Abyss
1	Risking your existence unnecessarily, Giving your loyalty to anyone outside your path and clan

COMBINATION DISCIPLINES

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

CLARITY OF EMPTINESS (AUSPEX 1, OBTENEBRATION 2)

PLAYER'S GUIDE TO THE HIGH CLANS PAGE 165

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

XP Cost: 7

INSTANTANEOUS TRANSFORMATION (CELERITY 2, OBTENEBRATION 5)

ARCHONS AND TEMPLARS PAGE 143

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

XP Cost: 12

SHROUD OF ABSENCE (DOMINATE 3, OBTENEBRATION 3)

CLANBOOK: LASOMBRA REVISED PAGE 72

SYSTEM: See Clanbook: Lasombra (Revised), with one addition. As a Dominate-based combination power, this technique automatically fails against those of lower generation than the user.

XP Cost: 9

WITNESS OF AHRIMAN (DOMINATE 3, OBTENEBRATION 3)

PLAYER'S GUIDE TO THE HIGH CLANS PAGE 170

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

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

PLAYER'S GUIDE TO THE HIGH CLANS PAGE 163-164

SYSTEM: The player spends one blood point and makes a Static Social challenge (difficulty 6 Traits)—retest Crafts. The item takes one full turn of concentration to form and solidify. If the vampire is disturbed during this period, his player reflexively makes a second test. Failure abruptly ends the power and dissipates the half-formed shadow creation. A disturbance may include any violent physical contact, sudden loud noise or similar stimulus. At the end of the turn, the weapon or armor completely hardens. Weapons appear in their owner's grasp, while armor forms around its creator. Weapons may take any form and cannot add more total Traits than their creator's Obtenebration rating—thus combination of multiple weapons or a weapon and a shield will still add at a maximum 5 Traits. Shadow armor adds the character's Obtenebration rating in Armor Health Levels but provides no protection against sunlight or fire. Objects created with this power last until the end of the scene or an hour, whichever is longer. Characters who learn the Fortitude-only variant can produce only armor, while those with exclusive Potence can fashion only weapons. Vampires with Fortitude 3, Potence 3, and Obtenebration 3 may learn a version that can provide attack and defense. Every use of this power requires a separate activation.

XP Cost: 11

TENEBOUS VEIL (OBFUSCATE 1, OBTENEBRATION 1)

LAWS OF THE NIGHT: GUIDE TO THE ANARCHS PAGE 65

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

XP Cost: 3

SHADOWED EYES (OBTENEBRATION 3, ACISPEX 3)

LIBELLUS SANGUINUS 1 PAGE 33

SYSTEM: The user expends up to 5 Social Traits to summon the Abyssal Ichors and makes a Physical Challenge, retest Occult. If successful, the target is blinded for the duration of the power—see chart below to determine the duration. The enveloping shadow cannot be removed

by anything short of plucking out the effected eyes. The personal use of this power grants the user the additional Social Traits: Intimidating x2 and the Negative Social Trait: Inhuman.

XP Cost: 6

ECHO OF THE SUBTLE VIZIER (DOMINATE 2, OBTENEBRATION 2)
PLAYER'S GUIDE TO THE HIGH CLANS PAGE 165

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

XP Cost: 7

EMINENCE OF SHADE (DOMINATE 5, OBTENEBRATION 5)
PLAYER'S GUIDE TO THE HIGH CLANS PAGE 166

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

XP Cost: 18

ARMOR OF DARKNESS (FORTITUDE 2, OBTENEBRATION 4)
DARK AGES COMPANION PAGE 87

SYSTEM: The player spends two blood and a Willpower and makes an extended Willpower challenge against 4 Traits and they may test a number of challenges equal to their Obtenebration

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

XP Cost: 8

SMOTHERING DARKNESS (OBFUSCATE 1, OBTENEBRATION 2)
LIBELLIUS SANGUINIS 1 PAGE 33

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

XP Cost: 5

DARK STEEL (POTENCE 3, OBTENEBRATION 3)
LIBELLIUS SANGUINIS 1 PAGE 33

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

XP Cost: 9

MERITS AND FLAWS

Below are the White Wolf printed Merits and Flaws for Clan Lasombra. What is below is a provided list and MET conversion, if one is needed. Please consult the original source books for more information.

IMAGE OBSESSION (1-5PT FLAW, CLANBOOK LASOMBRA SECOND EDITION PG. 33)

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

FAINT REFLECTION (2PT MERIT, CLANBOOK LASOMBRA SECOND EDITION PG. 33)

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

ENMITY OF SHADOWS (4PT FLAW, CLANBOOK LASOMBRA SECOND EDITION PG. 34)

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

STRENGTH OF SHADOWS (4PT MERIT, CLANBOOK LASOMBRA SECOND EDITION PG. 34)

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

CONTROLLABLE NIGHT SIGHT (2PT MERIT, CLANBOOK LASOMBRA REVISED PG. 63)

See Clanbook: Lasombra Revised.

PELAGIC HARMONY (3PT MERIT, CLANBOOK LASOMBRA REVISED PG. 64)

See Clanbook: Lasombra Revised.

POSEIDON S CALL (1PT FLAW, CLANBOOK LASOMBRA REVISED PG. 64)

See Clanbook: Lasombra Revised.

UNCONTROLLABLE NIGHT SIGHT (2PT FLAW, CLANBOOK LASOMBRA REVISED PG. 64)

See Clanbook: Lasombra Revised.

PELAGIC COMPULSION (2PT FLAW, CLANBOOK LASOMBRA REVISED PG. 64)

See Clanbook: Lasombra Revised.

DEATH S REFLECTION (3PT FLAW, CLANBOOK LASOMBRA REVISED PG. 65)

See Clanbook: Lasombra Revised.

ANIMATE SHADOW (3PT FLAW, PLAYER S GUIDE TO THE HIGH CLANS PG. 208)

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

HARBINGER OF THE ABYSS (5PT FLAW, PLAYER S GUIDE TO THE HIGH CLANS PG. 209)

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

CLOAKED IN SHADOWS (4PT FLAW, LIBELLIUS SANGUNIS 1 PAGE 29)

Replaced with the Animate Shadows Flaw.

MARKED FOR DEATH (2-5PT FLAW, LIBELLIUS SANGUNIS 1 PAGE 30)

Use as printed

ELDER DISCIPLINES

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

AEGIS OF SHADOWS (ELDER OBTENEBRATION, PLAYER S GUIDE TO THE HIGH CLANS PG. 156)

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

EYES OF THE NIGHT (ELDER OBTENEBRATION, LAWS OF ELYSIUM PG. 68)

See Laws of Elysium.

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

See Laws of the Night: Guide to the Sabbat

SHADOW PARASITE (ELDER OBTENEBRATION, CLANBOOK LASOMBRA SECOND EDITION PG. 34)

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

THE DARKNESS WITHIN (ELDER OBTENEBRATION, LAWS OF THE NIGHT: GUIDE TO THE SABBAT PG. 120)

See Laws of the Night: Guide to the Sabbat

DARKSIGHT (MASTER OBTENEBRATION, CLANBOOK LASOMBRA SECOND EDITION PG. 34)

See Clanbook Lasombra: Second Edition

FORTIFY AGAINST AHURA MAZDA (MASTER OBTENEBRATION, PLAYER S GUIDE TO THE HIGH CLANS PG. 157)

System: Spend 3 Blood and make a static Social Challenge, difficulty 9. If successful, for each

temporary Social Trait spent, this grants the user's Obtenebration one turn of immunity to sunlight. Otherwise, use as printed.

SHADOW TWIN (MASTER OBTENEBRATION, LAWS OF THE NIGHT: GUIDE TO THE SABBAT PG. 121)

See Laws of the Night: Guide to the Sabbat.

DARK HUNTER (ASCENDANT OBTENEBRATION, LIBELLUS SANGUINIS 1: MASTER OF THE STATE PG. 30)

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

INNER DARKNESS (ASCENDANT OBTENEBRATION, PLAYER S GUIDE TO THE HIGH CLAN S PG. 157)

System: The vampire must spend 10 minutes in concentration to use this power. After which, she spends 3 Blood traits and makes a static Social Challenge, retested with Occult, at a difficulty of 9. If successful, the vampire must spend a further Willpower point and engage in a Willpower challenge at difficulty 11. Once this is done, the power lasts until sunrise and may only be deactivated with another Willpower challenge at a difficulty of 9. While in this form, the vampire gains the following benefits: Firstly, they may use the Obtenebration power Shadowplay without any cost. The vampire also gains three bonus traits on all Obtenebration related challenges. She may see through all forms of darkness, including supernatural, including Obtenebration up to the Master Level. Any time she is wounded, the vampire may immodestly gain a free attack as if using the discipline Arms of the Abyss. If someone drinks the blood of a vampire in this form, they will take 2 levels of aggravated damage, which may only be soaked with Fortitude (and similar powers). Finally, the vampire gains a two trait bonus to resist Frenzy and Presence. If a vampire fails the Willpower challenge to take control of the form, they must immediately throw two Simple tests. If both tests are lost, they are instead possessed by something from the Abyss and are taken over.

NIGHTSHADES (ASCENDANT OBTENEBRATION, DARK AGES COMPANION PG. 87)

System: Use as Printed. Night Shades have the following stats:

Physical: 10

Social: 0

Mental: 10

Virtues: Conviction 0, Instinct 0, Courage 5

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

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

Blood Pool: 0 **Willpower:** 5

Notes: See Write up of power.

OUBLIETTE (ASCENDANT OBTENEBRATION, LAWS OF THE NIGHT:
GUIDE TO THE SABBAT PG. 121-122)

See Laws of the Night: Guide to the Sabbat

AHRIMAN S DEMESNE (METHUSELAH OBTENEBRATION, LAWS OF
THE NIGHT: GUIDE TO THE SABBAT PG. 122)

See Laws of the Night: Guide to the Sabbat

ENTER THE ABYSS (METHUSELAH OBTENEBRATION, PLAYER S
GUIDE TO THE HIGH CLANS PG. 158)

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

TCHERNABOG (METHUSELAH OBTENEBRATION, LIBELLUS
SANGUINIS 1: MASTERS OF THE STATE PG. 31)

System: Use as printed.

CREDITS

I would like to thank the following people for helping make this Guide for the Lasombra Players and Storytellers of One World by Night: Shane King, Rob Ieraci, Tracy Collett, Kat Flotttemesch, and Adam Sartori. A special thanks goes out the various Wikis from around the Internet that were used to compile the information in this guide. It is our hope that the players and Storytellers of One World by Night will find this non-binding genre guide for clan Lasombra both insightful and helpful.

~Joan Mergillano
Lasombra Coordinator 2013-2014

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