



DARK PACK

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DUSK

The Abyss that has stood since the dawn of time has grown. The realm by which all Lasombra draw the power of their blood from, and place their own clan founder sacrificed his own name for power. This mysterious realm has been known and studied by clan Lasombra since the dawn of their clan. The Abyss, as they call it, is an entirely different place then the various realms that share its name. Though connected to the other realms bearing the name "The Abyss"; the home of the Lasombra is a place unique to the vampires in the world. It Is not the realm of the Garou or the prison of the fallen. It is something..else.

To Cainites the realm of the Abyss has been difficult to access, except by only the most powerful of Abyss Mystics and elders of Lasombra Blood. Though it has been well documented by those of the blood who have studied it. Since its discovery by the Lasombra the Abyss has always appeared as a near endless ocean of Shadows. Light does not exist here; only the darkness. Strange and bizarre creatures live here. Many of which have been documented by the Lasombra, but not all. Rarely (or by those who know where to look); the Abyss has more than an endless ocean. Indeed there are Islands made of Shadow to be found there; if one knows where to look.

On this Islands of shadow sit ancient and forgotten temples. There are in fact 14 such islands lost in the oceans of shadow. One for each of the Lords of Darkness, and a single central island dedicated to the whole

of the Lords of Shadow. Each of these islands is a world unto themselves. Each representing forgotten temples and embodies each of the Lords of Shadow.

The Queen of Shadows

The Queen of Shadows seat sits empty now. Its throne and island representing Anger.

The Faceless One

The Throne and island of the Faceless One represents Rage.

C'thazhexr

The Throne and island of the C'thazhexr represents Fear.

Yihagdoth

The Throne and island of the Yihagdoth represents Disgust.

Ishaoggdi

The Throne and island of the Ishaoggdi represents Sadness.

Ziodrarh

The Throne and island of the Ziodrarh represents Loneliness.

Akthoth'meh

The Throne and island of the Akthoth'meh represents Melancholy.

Vraobro

The Throne and island of the Vraobro represents Annoyance.

D'ugon

The Throne and island of the D'ugon represents Despair.

Xedhr'kulb

The Throne and island of the Xedhr'kulb represents Cruelty.

Kthollarh

The Throne and island of the Kthollarh represents Defilement.

Emh'aabb'zholb

The Throne and island of the Emh'aabb'zholb represents Distrust.

Ngelthetl

The Throne and island of the Ngelthetl represents Pain

Besides the individual islands to the Lords of Darkness; stands a fourteenth island. On it stand the tower of forgotten memories. This black tower stretches to the sky of the abyss and is the central meeting places for the Lords of Darkness. No vampire has ever journeyed there and returned. Rumors abound that it contains the heart of the abyss itself. Others claim the bottom of this grand black tower holds the remains of the Lasombra Antediluvian from the time of his death.

Regardless, the Abyss has ever sought to return to the world of light. To snuff it out once more and return the world of man to eternal darkness. Its tendrils expand and reach into other realms in an attempt to return to the material world. Recently, it has made progress in its desires. Almost like a living organism the Abyss has grown and expanded. Unlike anything any Lasombra has seen before. The endless Sea of Shadows has developed a new layer on top of it. One that pushes up to the Material World. One that members of the Lasombra clan have decided to name; Dusk.

This new layer of the abyss acts as a Penumbra of a sorts now. It is the closest

the Abyss has ever come to reaching the material world. Dusk is a shadowy reflection of the real world. Indeed, perhaps it is the world's own shadow now. When one steps into Dusk it appears as the same spot they entered in from the real world and location. However, it becomes apparent very quickly this is no longer the real world.

Everything in Dusk is rusted and decaying. Like a world abandoned by mankind. All colors here are muted. It as if one if viewing a lost world through a grey and dark blue lens. What few lights here exist, flicker and sometimes simply go out. It has a haunting feeling of being alone and forgotten. However; Dusk also makes anyone who visit it feel like they are being watched at all time. Though their eyes tell them they are alone; the hair on the back of their neck stands up.

In addition to the landscape, there is a forever ever falling slow and steady black snow that comes from the clouded sky. There is no sun here, and despite the constant snow there is only ever about an inch of accumulation on the ground.

Due to its proximity to the Material Plane, getting into Dusk (the now first layer of the Abyss) is becoming easier and easier. The Oubliette's of clan Lasombra show cracks to it, and the largest of Oubliettes have gaps wide enough to physically pass into Dusk. Even mortals who become lost in abandon places; in its darkest corners of these buildings can accidentally slip and become lost forever in dusk. There is even rumors growing of entire ghost towns becoming entrance ways into Dusk.

Geography

Dusk is the new top layer of the Abyss. The traditional Sea of Shadows members of clan Lasombra are familiar with lies below.

Though it sometimes, like a storm, bleeds into Dusk. If one travels deep enough and long enough into Dusk, they can reach the Abyss proper.

The Abyss sits as the center of grand spider web of darkness. With strands reaching out to the other Abyssal Realms. The strands of the core abyss of the Lasombra could, in theory, be followed to these other realms.

Dusk

The new top layer of the Abyss and sits a shadowy reflection of the real world.

The Abyss of the Garou

The realm of darkness in the Umbra. It is home to all forgotten things and nightmares. Only the bravest of Garou dare travel to it to unlock its secrets. The equivalent to a spiritual black hole, the Abyss is surrounded by thick mists, leading to a realm of barren mud and rocks. This in turn leads to the gaping pit that is so deep and wide that it must be bottomless. Anything tossed into the Abyss is forever lost, simply disappearing as though they never existed. Almost anything that has fallen into the Abyss has never come back out again. The only thing that does seem to come out of the Abyss is the strange lulling call that can inspire Harano in Garou.

The Abyss of the Fallen

The Abyss, also known as Hell or the Pit, is the murky dimension of darkness created by God as an eternal prison for the Fallen. It is located beneath the Underworld. It is far from the usual picture of a place of fire and tormented sinners. The Abyss is only

populated by the Fallen - mortals never end up there. The Abyss is featureless, dark, cold, windy, and empty - it is closer to sensory deprivation than to anything else.

The only thing that gets in are faint echoes of the sufferings of humanity, but that is all. The imprisoned Elohim are bodiless spirits - they can just about touch each other, but that's the extent to which they can interact except by speaking. They cannot see themselves or who they are talking to. The demons inside are left to rot in their own regrets, despair, and impotent fury and the machinations and manipulations of the infernal rulers are nothing but insane mind games, since the Fallen cannot hurt or destroy each other.

The Abyss of the Wraiths

The Sea of Shadows is the coldest, darkest, and most depressing area in a place renowned for being freezing, devoid of light, and despairing. Even the mystical lanterns of the Ferryman cease to function in this area; the only light that functions in the Sea of Shadows comes from sickly green Spectre-fire. The Sea of Shadows primarily consists of Spectres, seething and writhing just above the Labyrinth. Their main purpose is to act as a barrier against those who are not ready for Spectredom; however, they also gladly pull souls ready for their dark transformation deep within, where they either become Spectres as well or are delivered to Oblivion itself. Two whirlpools exist at opposite ends of the Labyrinth, pulling anything floating in the Sea of Shadows deep within.

Anything found in the real world will have a shadowy decaying reflection in Dusk. It simply seems empty of inhabitants. However, it is in fact not. The realm is

sentient to a degree and will react to those who visit it. It will test them with the most negative emotions and welcome them to explore the darkness within themselves. Like a growing infection, the shadows here spread. Every clawing to get to the real world and consume it.

Regardless of where one enters there are two specific places of note that all visitors to Dusk will come across if they stay long enough. As the realm is fairly new, no one vampire or person have completely mapped it yet. However, the two locations are the first to have been deemed to appear to everyone who visits at some point.

The first is Silhouette Lake. When one journey's past the city or town they are in they will come across an overgrown, large and forgotten lake. There is a dock with a broken simple row boat attached. The lake remains still and dark. There is a feeling the lake contains creatures of some sort but may hold secrets to either power or forgotten things.

The second location is the Cathedral of Shadow. A grand cathedral in the Catholic Style; though it becomes clear this is anything but a house of God. In it stand forgotten pews and statues to the Lords of Shadow.

While Dusk is new to the world, it has yet to be fully explored. What secrets it contains and dangers call it home are known only to the brave who are willing to be tested by it. It is not a comforting place. It is a place of horror. Though oddly, among those with Lasombra blood, and despite the feeling of dread and horror, Dusk also feels like home.

Shadow Snow

The world of Dusk is one of a constant snow

storm. Though the storm itself is calm and eerie. This storm blocks out all sunlight and the realm appears as eternal night. Any light source touched by the snow will be immediately snuffed out.

The snow itself is a constant calm fall onto the ground. It is thick and black, instead of its normal white. Even though the snow fall is constant, never more than an inch of accumulation appears on the ground. The footsteps made by the visitor leave a mark on the black snow before they are covered up by a new layer. Those who stop to examine it for a time can tell; these snow drops are made of pure shadow.

Decay

Everything that exists in dusk has an exact copy in the real world. However, all the buildings, roads, and items show years of decay and rot. Rust covers all metal and cars are in a state of disrepair. Nothing works and most things can easily fall apart in one's hands. The deeper one travels into the darkness of Dusk the worse the decay and disrepair becomes. Even items brought with someone physically to Dusk will eventually pick up this decay of the realm and be rendered useless.

Creatures of the Abyss

The following creatures can be found in both the Abyss and Dusk, and these creatures are not spirits in a traditional sense and cannot be affected by powers that affect that normal work on spirits. These Abyss creatures are their own creature type. They are however effected by Abyss Mysticism powers designed to interact with this creature type.

Eye of Ahriman

A shadow substance the size of a child's hand. As the vampire opens and upturns his burnt and bloody palm, the orb flies to his hand and licks it clean with extruded tentacles.

Heart of Silence

Twice as large as an Eye of Ahriman and of the same family of Abyssal entities.

Hungry Shade

A human-sized soldier of the Abyss. Eternally hungry and fiercely independent, they will attempt to destroy any vampire foolish enough to summon them.

Talon of the Abyss

The Abyss Elemental looks the part of an amorphous blob of inky shadow. It can temporarily take whatever shape it'd like, up to the size of a human child.

Blatherskite

An entity comprised entirely of limbs, dragging lengthy fingers and toes along the ground in its wake: the blatherskite is no creature born of human gods. This whip-thin entity has no torso or head, instead bearing a trunk made of tangled shadows and a flailing array of arms and digits from stumps all around its body.

The blatherskite communicates only in chirrups and belches, the origins of which are unknown, as it appears to possess no orifices. The noises it produces increase in frequency and volume the closer the blatherskite gets to any creature bearing blood. When in close proximity, it lashes out fiercely with its many appendages, attempting to choke and strangle its victim.

The blatherskite continues to squeeze its victim until blood emerges. Once it obtains

several blood points, it languorously flops to the ground and dissolves into liquid shadow.

Infantile Bezoar

Abyss Mystics claim, "The Abyss exists within those who enter it." They're not just being poetic. An infantile bezoar is a living growth that occasions to manifest on the insides of any entity who consumes food or liquid in the Abyss.

The bezoar starts insignificantly enough, a vampire foolish enough to drink from one of the rancid pools of blood or pillars of obsidian flesh stacked high in the Abyss may notice a tiny weight on her heart as the tumor grows. As each night passes, the bezoar gets larger. It continues to grow until it renders the heart an empty husk — draining all blood from it and then burrowing out through the vampire's ribcage.

Abyss Mystics have studied the bezoar in attempts to find out what happens after it escapes its host, but are still to discover its adult form. Vampires in the know are sure to carve Bezoars from their hearts before succumbing to torpor.

Umbriferous Man

The Umbriferous Man is a source of much conjecture among Abyss Mystics — the main questions being whether it is a humanoid, shadows coalescing to form one, or whether there are many Umbriferous Men.

To select visitors, the Umbriferous Man will speak in a hundred languages at once, and pose riddles with splendid rewards for those who solve them. Failing to solve such a riddle has no immediate aftermath, contrary to Lasombra tales. Yet, all who fail know the Umbriferous Man will — one night —

claim them from the shadows of the world above. Cainites disappear from their havens, no evidence of their passing remaining. That is, except for shadows permanently imprinted in corners of the room.

The Umbriferous Man is a tall figure clad in multiple swirling rags and cloaks and his yellow eyes barely visible through layers of swaddling. Despite the coverage, his voices ring clearly from his mouth, and he treats all visitors to the Abyss kindly.

If attacked, the Umbriferous Man attempts to fight back, but he is no adept combatant. He's said to carry thousands of pieces of silver that spill from his bandages upon death. Any who take the coins disappear soon after.

The Minacious Legion

Throughout the Abyss reside entities resembling knights riding upon steeds. They are clad in thick, black, spined armor, and wield swords and lances of nebulous shadow. This Legion of Knights never dismount their coursers, causing some Mystics to assume they are one with the beasts they apparently ride.

The Minacious Legion are watchdogs and hunters within the Abyss. They speak several dead languages, but rarely find time to converse with their victims. It benefits them more to harry and torment prey, inflicting wounds and instilling terror. Each night pursuing a victim rewards knights of the Legion with increased power, drained directly from those they hunt.

The mounts used by the Minacious Legion are headless things with flicking shadow tendrils for legs and ropy tentacles of black for bodies. These creatures resemble horse-sized woodlice, and smell strongly of urine.

Ingurgitant Vortex

Inhabitants of the Abyss are terrifying and varied, yet Mystics fear nothing more than consumption by an ingurgitant vortex. These churning windows of ingestion can appear in anything solid: floors and walls being the most common, and coffins and beds being the most dreaded.

The vortex is a concave depression, slowly grinding in an anti-clockwise spiral. It's typically between one and three meters (three to ten feet) across, though rumors hold of ingurgitant of greater size. From within the vortex pours a mass of thin, grasping tongues, attempting to pull victims inside. None consumed have ever emerged, and their souls have proved impossible to locate.

The ingurgitate vortex strikes without warning. Deterring the ingurgitant takes application of a natural light, or fire — a true feat in its domain of the Abyss. Most horrifying of all is the sweet, singing voice emerging from inside the vortex, beckoning victims inside in the voice of someone once dear to them.

Once the vortex has a taste of its victim, it will continue to manifest in proximity to the vampire night after night. It can only change locations three times a night.

Black Heart

The Abyssal Spirits known as Black Hearts are rare but extremely powerful. They are only ever created and summoned to earth when a Lasombra or a vampire with Obtenebration/Abyss Mysticism meets the final death. A Dark Reflection of the Vampire pools from their Shadow as takes their form. Though there are subtle differences. If the vampire possessed a reflection, their Black Heart does not. The

eyes of the Black Heart are purple in color. Shadows move and wisp around the Black Heart at all times. The Black Hearts do not care about the deaths of the vampires that created them and will not try to avenge them. These creatures have dark agendas and work for the motives of the Abyss alone. Though their personalities are similar to that of the deceased vampires, they are a dark reflection at best.

Leviathan

The Leviathan was a shadow beast from the Abyss that was invoked by Cardinal Ambrosio Luis Monçada to act as guardian to his haven in the catacombs of the Iglesia de San Nicolás de las Servitas (Madrid, Spain).

The Leviathan is described as a tide of darkness, a legion of tendrils with a grip of stone. Darkness was its strength and as it grabbed its victims, the blackness was complete. Those unfortunate enough to be caught by the creature's embrace could hear the screams and trapped echoes of despair voiced long ago by tortured penitents.

Eventually the creature was made confused when it was ordered to destroy Monçada's childe, Lucita. The creature recognized Lucita's blood as Monçada's own, and attacked the Cardinal, giving Fatima al-Faqadi the opportunity to end his unlife. Some Leviathans have different stats then those presented below. What is below is the basic template which can be tailored to a game's needs.

Nirgali

In the very Heart of Dusk stands a creature called Nirgali. This massive creature of the Abyss is the supreme hunter and master of Dusk. He knows when any enter into the realm of Dusk. He will hunt the visitor to

his realm and can control the other Abyssal denizens of Dusk to do his bidding. Those who prove the strongest among those who visit Dusk may be confronted by him.

Nirgali is an ever lingering presence and threat to those that come to Dusk. It is his eyes that follow those that come here. He seeks to corrupt and cause those who visit Dusk to fail. None can hope to escape him, let alone slay him. He is the master of Dusk.

As to who or what Nirgali is, is a matter of some debate among Abyss Mystics. Some claim he is the Black Heart of the Nergal the Baali methuselah. Other claim he is the first Abyss Spirit and chosen champion of the Lords of Shadow; sent to spread their influence on the real world. Still others claim it is the Lasombra clan founder himself, and it is what he has become in death.

Cathedral of Shadow

The Black Cathedral stands tall in the center of whatever city or town a visitor comes to Dusk. Any who travels Dusk long enough will find it. On the outside the Cathedral of Shadow stands as a testament to the glory of many of the real worlds Catholic Cathedrals. However, no cross adorns its top or its spires.

Those who dare to enter the Cathedral of Shadow come across a blackened and charred church. One that looks as though it had been consumed in a conflagration. The pews are a blackened wood and there are now statues of Angels or symbols to God here. Instead lining the walls are large obsidian statues. Each a large alien creature, that is difficult to even comprehend or begin to understand their form. In truth there are 13 statues total. Each a monument to one of the Lords of Shadow. Though hard to describe, each statue gives a sense of the negative emotion associated with each Lord of Darkness directly into the viewer. More than anything the Cathedral appears as a grand cult temple dedicated to long forgotten alien gods to mankind.

In the bowels of the Cathedral of Shadow leads a seemingly endless black spiral staircase that does forever further down. There those who travel there are faced with most difficult darkness within themselves. If they past the trials of this test, they may pass into the Abyss proper.

Silhouette Lake

This lost lake can be found just on the outskirts of whatever town or city the traveler to Dusk has arrived in. It is a vast black lake. Its bottom impossible to see. It has long since been forgotten and overgrown. A simple wooden dock lies in

disrepair and a small crumbling rowboat lies next to it, daring anyone bold enough to use it.

Silhouette Lake itself is quite and eerie, even beyond the normal atmosphere of Dusk itself. The bottom cannot be seen and its true depths are unknown. Still, it calls to visitors to take a moment to see it. Some claim if you stare long enough into the lake it will share secrets and visions with you. Others claim forgotten relics of an age before light lie at its bottom.

Though the lake is mysterious to all who see it, what can be told is something or some things live in this lake. There is subtle movements and ripples across its surface. None who have dived into its waters has ever returned.

Entry and Exit

Entering into Dusk is much easier than direct entry into the Abyss. An Oubliette of the Lasombra provides cracks to the realm. Additionally, any place forgotten by the world can potentially have a crack to dusk as well (though it is only in its darkest corners). Finally, any power that takes a vampire to the Abyss now takes them directly to Dusk first. They would need to travel deep into Dusk to return to the Abyss proper. To use a crack to enter Dusk a character must make a static willpower challenge at difficulty 6 to enter. Indeed even mortals and others may accidentally cross into to dusk if they stumble upon a crack to it.

Leaving the Dusk is another matter entirely. Those who have powers to enter and exit the Abyss still function normally for leaving Dusk. Those without them, however, must first face a trial of themselves before they can leave. They must confront the darkness within themselves. How this manifests is usually entailed in a personal scene for the

character. They must confront the dark emotions and past the character has. Only by overcoming them may they attempt to exit. If they do, they may perform another static willpower challenge at difficulty 6. If they succeed they may leave dusk and return to the Material World.

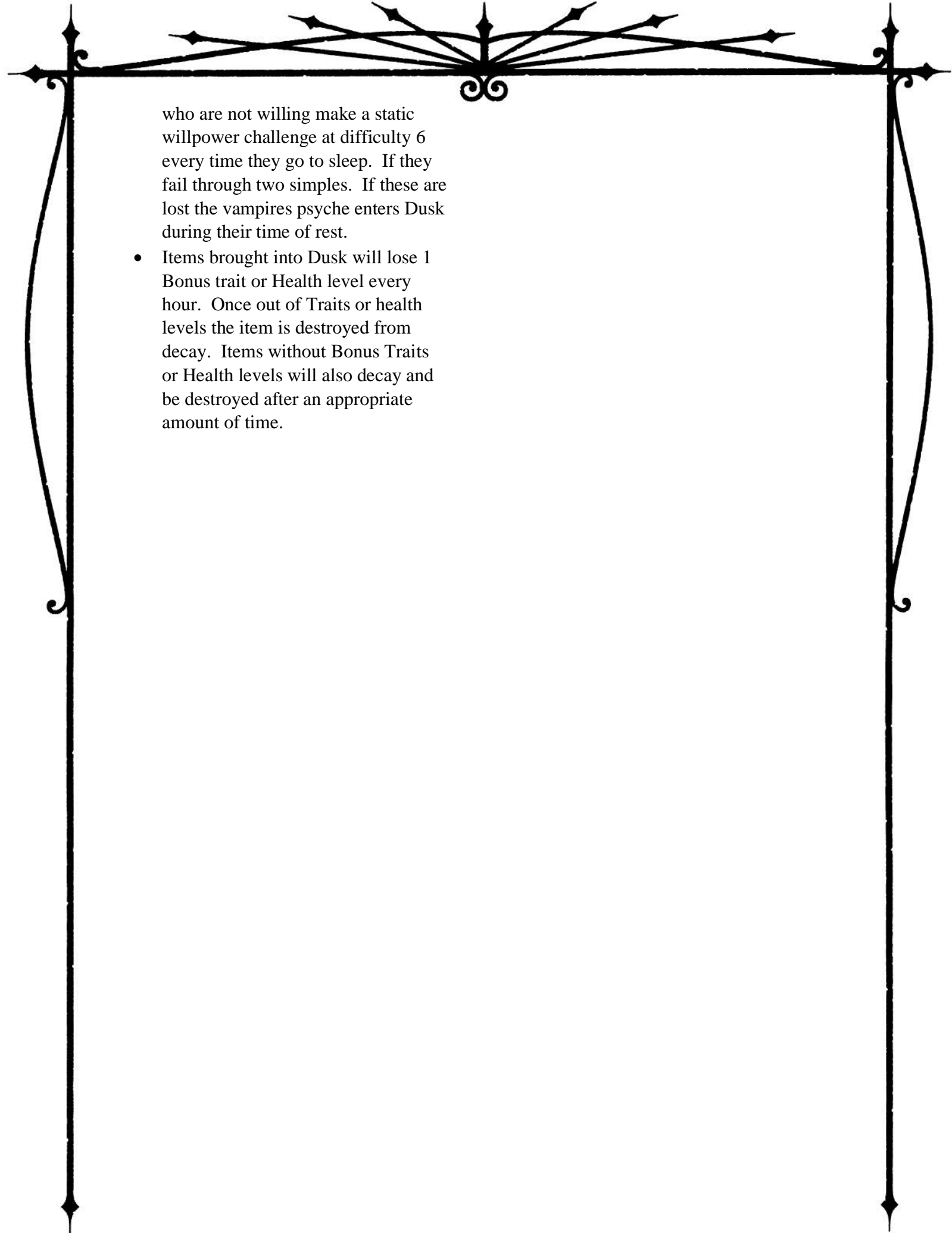
Story possibilities

- Visions of Dusk haunt the dreams of all Lasombra and their bloodlines. Even those who are Seers start to see visions. These visions show Dusk and the growing darkness. Of a time before the light when the world was nothing. These visions are haunting and daunting. They also cause a sense of wanting to return home to all those of Lasombra Blood
- Vampires may want to visit Dusk to explore and map this new layer of the Abyss. So, see what secrets of powers it may hold.
- Lasombra with Oubliettes have cracks to Dusk in them. They can attempt to cross over physically into Dusk and explore. Additionally, creatures from Dusk can use these cracks to escape dusk into the Material World. Their goal being to spread the darkness and hasten the Abyss's arrival to the Material Plan.
- A Lasombra Black Heart escaped from Dusk and now travels the Material World to harass the kindred world and work towards expanding the rift from Dusk into the Material World.
- There are many lost mystical artifacts and treasures that can be found in the Dusk. These relics are of from an age before light. Only the

bravest of vampires dare venture this far and deep into the Dusk to find such forgotten mystical relics and hidden secrets.

Laws of the Realm

- There is no blood in Dusk. So, a vampire can quickly starve his/herself into torpor if they stay to long.
- For Lasombra and their bloodlines, all uses of Obtenebration or Abyss Mysticism cost 1 less blood to use, to minimum of zero
- Those who stay in the Dusk for 12 hours or more must make a Willpower challenge at difficulty 10 every 12 hours. If they fail, they will gain a permanent derangement.
- All vampires who visit the Dusk have the following affect them while there. *Shadow Infestation*: This is not a derangement but rather a physical condition that sometimes manifests in users of Obtenebration. The character's eyes become pools of utter darkness, shadows move of their own accord in her presence, and from time to time, spontaneous Obtenebration effects may manifest. A player can suppress this effect by spending a point of Willpower.
- Those who give into the darkness of themselves or the trials they face receive a permanent derangement. However, they also become a servant of the Abyss and may gain secret of forgotten powers from it.
- Any Lasombra or bloodline of the Lasombra who slumbers may visit Dusk (though not physically). They may do this willingly or not. Those



who are not willing make a static willpower challenge at difficulty 6 every time they go to sleep. If they fail through two simples. If these are lost the vampires psyche enters Dusk during their time of rest.

- Items brought into Dusk will lose 1 Bonus trait or Health level every hour. Once out of Traits or health levels the item is destroyed from decay. Items without Bonus Traits or Health levels will also decay and be destroyed after an appropriate amount of time.