



DARK PACK

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Arcanoi

This is intended to be a non binding packet for all Wraith PCs, Wraith Retainers, Allies, and Slaves for OWBN. Anything purely NPC is open for STs to use what works for their game. STs are encouraged to mimic any Wraith power with something they are more familiar with for their NPCs. It is not the intention of the office of the Wraith Coordinator to take away from the story a chronicle is trying to tell, rather enhance the experience for both the player and the storyteller. To that end this packet gives an easy to follow fuller look at the arts used by the Dead.

Powers:

Wraith powers are separated into 3 categories determined by the type of wraith they are. (Wraith or Psyche, Shadow or Spectre, and Risen or Walking Dead.)

Markings:

Submerging oneself in the practice of an Arcanos can mark a wraith with traces of that power. These marks make them recognizable as one who is well-versed in a specific arcane skill, and cannot be removed by cosmetic alteration. The details vary from Arcanos to Arcanos. When purchasing Arcanoi, a character must first master the lower levels before moving on to the more advanced ones.

Attunement:

Each time a wraith successfully manifests to, skinrides or hides in, a Consort, they may spend one Willpower Trait, carefully identifying with it. The closer the wraith was in life to the object, the easier attunement is. Attuning to a stranger costs a total of five Willpower over an extended period of time; attuning to a close friend or lover may require one or two. The results vary by Arcanos; for instance, certain Puppetry arts can only be used on Consorts. If no attunement results are given under the Arcanos, the Storyteller should pick whatever effect seems most reasonable, if they decide to allow it to be attuned at all. No more than one willpower should be allowed to be spent on any one Consort in a given night.

Guilds:

Membership in a Guild has its advantages and drawbacks. One of the most noteworthy bonuses is the ability to call upon your brethren in times of need, and all Arcanoi of a guild are learned at minus one to its normal experience cost, not including innate abilities (basic=3, int=6, adv=9). A wraith may be a member of multiple guilds, however doing so could prove to be foolish. i.e. if both call on you at the same time or if they oppose one another.

The Shroud:

The Shroud is the barrier that separates the land of the living from that of the dead. In order to effectively use many Arcanoi across the Shroud the local rating is added to the wraith's

difficulty. The exception to this is if powers are being used after the wraith has somehow crossed the barrier, as with the use of some Arcanoi such as Embody, Inhabit, or Puppetry, for example.

Rarity:

Rarities represent the likelihood of finding an Arcanoi used or taught in the open. Many Arcanoi are by nature a violation of the Dictum Mortuum, even the new Emperor's more liberal version, and at least in the Hierarchy users are often punished.

Innate Abilities:

Upon buying the first basic in any Arcanoi, the player will receive the knowledge of its Innate Abilities at no additional cost. This is to bring the Arcanoi in this packet up to date with all other contemporary material.

“Mortal”:

The term “mortal” for purposes of this packet refers to those not spirit or wraith, as in those creatures of flesh. This includes but is not limited to Humans, Changeling (when not in the Dreaming), Mages, Vampires, Werewolves, and even Mummies when in their mortal form.

Using Arcami and time:

Unlike powers from many other genres Wraiths have the ability to use as many Arcani as they can afford the Pathos or Angst to power them. An action may take time but using a power if done at the speed of thought.

Arcanos	Retest	Rarity	Nickname	Markings
Argos*	Orienteering	Common	Harbingers	Jet-black eyes
Castigate*	Meditation	Common	Pardoners	Inky fingers
Embody*	Empathy	Uncommon	Proctors	Light/dark patches
Fatalism*	Enigmas	Common	Oracles	Symbols of Fate
Flux	Science/Alchemy	Uncommon	Achemests	No visible
Inhabit*	Crafts/Computers	Common	Artificers	Burns
Intimation	Investigation	Rare	Solicitors	Catherine wheel
Keening*	Performance	Common	Chanters	Rithmic
Lifeweb*	Awareness	Very Rare	Monitors	Open eyes
Mnemosynis	Psychology	Very Rare	Mnemoi	Scales
Moliate*	SoulShaping	Common	Masquers	Perfect feachers

Outrage*	Brawl/Expression	Uncommon	Spooks	Oddly muscular
Pandemonium*	Subterfuge	Uncommon	Haunters	Very quirky
Phantasm*	Occult	Common	Sandman	Dramatic ways
Puppetry*	Intimidation	Uncommon	Puppeteers	Host mannerisms
Usury*	Science	Common	Usurers	Speak precisely

*Standard 13 are the suggested list of starting Arcanoi for a new PC.

Argos 1

A character with Argos (hereafter referred to as a 'Harbinger') can usually 'carry' a small group of companions with them (limit Orienting ability i.e. maximum of the character plus five people), so long as they don't resist. As long as all link hands, the one can guide the rest. However, passengers can increase the difficulty of Argos actions on a 1 to 1 basis. For example, the standard difficulty for a Harbinger to determine the quickest path from A to B via Orienteering is 8 traits. For the same Harbinger to bring 5 allies is 13. Argos retests with the ability Orienteering unless another ability is specified.

Innate Abilities

Orienteering: The use of this power requires a series of 5 Static Mental Challenges (against an 8 trait difficulty) in order to determine the wraith's whereabouts and determine how long it will take the wraith to get to her desired destination. If 1-3 of the challenges are won, travel time takes the standard amount of time. If 4-5 challenges are won it takes half the standard time. If 5-5 are won you arrive in 1/4 the standard time. In none of the challenges are won you have gotten utterly lost. What happens next is ST discretion.

Tempest Peek: The use of this power requires a Static Mental Challenge (vs 6 traits), retest with Investigation, in order to be able to look into the Tempest. Tempest Peeks difficulty does not increase by having additional people in the party. A tie might give a slightly distorted view of what is nearby in the Tempest, while losing the challenge might give false information or blind the wraith doing the peeking. While the use of this power is not without danger, entering the Tempest without first using Tempest Peek is unwise. A wraith who opens a Nihil into the Tempest via Tempest Threshold without first using this power risks opening the Nihil in front of anything from 'calm space' (if that can even apply to the Tempest), to a particularly large (i.e. building sized) chunk of debris, to a flock of Spectres.

Tempest Threshold: To open a Nihil, the wraith must make a Static Physical Challenge vs a difficulty of 7 + the rating of any malstrom currently in progress + the number of passengers. A tie means she can try again at the same place, while losing a challenge means that the wraith must wait ten minutes before trying again or move to a different area.

Basic (4 xp each)

Enshroud: After spending a point of Pathos per person to be Enshrouded, the wraith makes a

Static Physical Challenge vs 7 traits, retest with Stealth. Please remember that if the Harbinger wishes to Enshroud additional parties the difficulty of the challenge increases on a 1 to 1 basis. (Wraiths that are Enshrouded must cross their arms across their chests to indicate that they are invisible.) Enshrouded wraiths can act on others, even violently, without being revealed, though they must win a Mental Challenge against the target before the action to do so. (Only the Harbinger that is using this power may act violently without breaking Enshroud, other wraiths that have been 'enshrouded' by this power can not act on their surroundings without showing themselves. See Cloak of the Gathering) If an Enshrouded individual is attempting to sneak up on an individual with active Auspex please treat the Harbinger's skill in Argos as equal skill in Obfuscate and use the normal Auspex vs Obfuscate rules.

Phantom Wings: Wraiths may hover using this art, but can never accelerate to more than walking speed. Spend one Pathos to fly for one hour. You suffer a one Trait penalty on all combat maneuvers per person you're carrying aloft (Max Athletics Ability), but two rounds of movement upward does allow for fair escape (unless, of course, you're pursued by another Harbinger with Phantom Wings).

Intermediate (7 xp each)

Flicker: The wraith makes a static physical challenge vs 6 traits plus 1 trait for each person brought with and spends one Pathos trait and moves 6 extra steps. If they fail the challenge, the character is cast into the Tempest. If the destination is out of sight, a second mental challenge must be made; failure of this challenge also results in the wraith being sent to the Tempest. If the Wraith is sent to the Tempest, the art Tempest Threshold is suspended for both the Harbinger and anyone linked to the Harbinger for the rest of the scene or one hour. Multiple linked characters may not use Flicker in succession.

Jump: The wraith spends three Pathos traits and makes a static Physical challenge vs 8 traits +1 for each passenger brought with; if successful the travel time to one of the wraith's fetters is reduced to one minute. If they fail the challenge the character is cast into the Tempest. If the Harbinger and all their passengers are sent to the Tempest, then the ability Tempest Threshold is suspended for the rest of the scene or one hour. The suspension of Tempest Threshold applies to the Harbinger and any and all passengers.

Advanced (10 xp)

Oubliette: The wraith spends pathos traits (equal to the number of actions she wishes to effect) and then makes a Physical challenge against their target; the target may spend a willpower trait for a re-test. The Harbinger may choose to either cast their target into the Tempest or freeze their target in place, and rob them of their ability to move (suspending locomotion) for a number of turns equal to the number of traits spent prior to the onset of the challenge. Wraiths cast into the Tempest are free to use any Argos arts they possess, but they are in serious trouble if ignorant of such secrets. The sheer force of the banishment tears a trait of temporary Corpus/Health from the target, in addition to the other effects. The imprisoning wraith must maintain some minimal concentration to keep his victim in place (mental traits halved).

Either use of this arcanos costs 1-3 Pathos Traits, and grants the wraith one trait of temporary Angst. The wraith using Oubliette may not use willpower to refresh their physical

traits between the act of spending physical traits as part of Oubliette and the actual Oubliette challenge.

Castigate 2

Those who can use the power of Castigation are called Pardoners, and their guild largely survived Charon's unmaking of the Guilds as a whole.

Storytellers should keep their players from abusing Castigate. This Arcanos grants some minimal control over Shadows as well as great insight, and can thus be misused. Keep in mind that dealing with a Wraith's dark side is a dangerous business; those who dabble in Castigate often meet dire fates.

The retest for Castigate is Meditation, however Purify is dependent upon the style of the Castigator, Brawl, Psychology, or Performance, and even Theology are valid options, character should be limited to one primary retest for their Castigation efforts. This retest is the one used unless another retest is specified. Please keep in mind that the Shadow's traits, willpower and abilities are kept separate from the PC's, and that the Shadow can and will rebid against the Pardoner.

Innate Abilities

Bulwark: The wraith must spend Pathos, number of points depend upon how intense the Maelstrom is (1 Pathos per Lvl of Maelstrom). For example, a small Maelstrom that only affects a small section of a Necropolis would only need one Pathos point spent, while a Great Maelstrom like that which was spawned by the dropping of the atomic bomb would require 5 Pathos. When attempting to erect a Bulwark, the wraith makes a Physical Challenge against three times the levels of the Maelstrom (Max 5), retest with Meditation. If the wraith succeeds, she may extend the Bulwark over herself and anyone she touches, limited to the character using Bulwark and up to the Pardoners' Meditation ability in additional people. Characters under the effects of Bulwark take no damage from the Maelstrom, and simply cannot be seen by Spectres (at ST discretion Malfeans, Neverborns and Nephwracks may still see you.)

Soulsight: The wraith enters a Mental Challenge against the target. Upon a successful test, the target must inform the Pardoner whether the Psyche or Shadow is dominant, how much permanent Angst and Eidolon. If the Pardoner loses the challenge, the wraith that Soulsight is being used upon can lie.

Basic (4 xp each)

Coax: The Wraith engages in a Static Social Challenge, losing on ties, to access the thorns of their own Shadow. If the Wraith is successful, all of the thorns are available for the round, and the Wraith only gains one temporary Angst.

Dark Secrets: The wraith expends one Pathos point and receives a point of Temporary Angst. The Pardoner then examines the target's Shadow and enters a Mental Challenge. Success allows the Pardoner to ask one question of the target's player (or Shadow Narrator when appropriate). The target's player must answer fairly truthfully, but may indulge in cryptic responses or half-truths

(a Shadow's favorite tricks). After all other rebids have been exhausted, the target character may let his Shadow enter a retest by spending a Temporary Angst point; nobody likes having his darkest secrets ferreted out. Shadows may retest to resist with Angst only once per night. Characters should not use this art as a method to reduce Temporary Angst easily, and anyone with an appropriate rebid (ability and/or willpower) who doesn't use them, but goes straight to their Angst rebid is cheating. Please, remember that while you the PC may be out of rebids and or willpower that your Shadow tracks them separately.

Intermediate (7 xp each)

Purify: The wraith enters a Social Challenge against the target. If the Pardoner wins, then the Shadow loses a Temporary Angst point. If the Shadow wins, then the Pardoner gains a Temporary Angst point. However, for every Temporary Angst point lost, the Castigated wraith also loses a level of Temporary Corpus. This power takes at least 10 minutes to be used.

House Cleaning: By spending a Willpower and engaging in a Static Social Challenge against a Narrator and any Spectres who are present (excluding Doppelgangers) the Chanter raises a ward. Success will create and keep a 20ft ward up for 10 minutes. Any Spectres already present must also be defeated in the Social Challenge, even if the Pardoner defeats the Narrator. Any Spectres who win this challenge are not affected by the Housecleaning; any who lose are driven away. The test against the Spectres drives current ones away; the test against the Narrator prevents re-infestation. So long as the Housecleaning is in effect, no new Spectres can enter the area.

Advanced (10 xp)

Defiance: To resist their Shadow's attempts to gain control, the wraith must spend one Pathos point and make a Social Challenge against their Temporary Angst plus 3. Success reduces their Temporary Angst by one; the Shadow is powerless to prevent this. If the Pardoner loses the challenge, she gains a Temporary Angst Trait.

Embody 3

Users of Embody, known as Proctors, are frequent violators of the Dictum Mortuum, and thus frequently run afoul of The Hierarchy. A Monitor who wants a long unlife will learn to disguise the bulking up that plasm undergoes as a result of frequent uses of Embody. If a wraith Embodies into the Skinlands, they open themselves up to mortal injury. Immaterial wraiths lose only one Corpus from a blow or a gunshot, but those physically materialized lose as many Corpus level of damage as they would have lost in Health Levels in life. If all health levels are lost, the Embodied wraith is thrust into a Targeted Harrowing as the Quarry.

Embody retests with the ability Empathy unless another ability is specified.

Attuning oneself to a Consort is particularly useful with Embody. Once attuned, all difficulties for Embodying to the person, and that person alone, require no Pathos points to manifest to the subject. However, only the Consort can see or hear the wraith. This can be a double-edged sword. Other mortals might consider the Consort crazy. Conversely, the subject

may convince others of the wraith's existence, thereby making it easier for the wraith to attune themselves to them as well.

Innate Abilities

Ghostly Touch: This requires the Wraith to make a Static Physical Challenge; difficulty is the Shroud rating (typically this is a difficulty of between 6-8 traits. It may be lower in areas or at times that are believed to be haunted such as a haunted house, the day of the dead. Conversely, in bastions of science and reason the difficulty will be higher (though it cannot go above 10 or below 2). After succeeding on a challenge with this power a wraith may exert enough force to write on a fogged window, or in very fine sand or dust.

Maintain the Material Form: This power may be used immediately after a successful use of any power but Ghostly Touch, as if it were part of the same action. This ability costs one Pathos to use, and the wraith must enter a Static Physical Challenge. The difficulty starts at the current Shroud rating and increases by 1 with each level of use (basic+1, int+2, adv+3). Each success increases the duration of the Embody power being used. There are no rebids on these challenges and no more than three lengths of duration may be added.

Basic (4 xp each)

Whispers: To use Whispers to speak, a wraith makes a Static Social Challenge vs the Shroud in order to relay a short sentence (3 to 5 words + 3-5 words per success of Ghostly Touch, maximum 20).

Phantom: This power allows a wraith to briefly manifest as a stereotypical 'see-through ghost' to attempt to frighten others. To use Phantom to manifest, a wraith must spend one Pathos point and make a Static Social Challenge vs the Shroud to remain materialized for one round. If the wraith attempting to manifest wishes, he may also attempt to frighten onlookers by making a Social Challenge against the onlookers; this test compares the Wraith's Social traits to the target's willpower and both sides may retest with Intimidation. If the wraith wins the challenge the target will flee (as if Dread Gaze were used). Horrific Molation or other creative use of Arcanoi can modify the challenge. Phantom can be used at the same time as Whisper, but each requires a separate challenge. If Ghostly Touch was used immediately after manifestation the wraith may stay manifested and make additional challenges to frighten targets away on subsequent turns, but they suffer the normal penalties of being corporeal. If the wraith does not wish to stay manifested they disappear at the end of the round (similar to level 4 Obfuscate).

Intermediate (7 xp each)

Statue: By spending a Pathos and making Static Physical Challenge vs the Shroud the wraith may remain solid for 5 minutes. The wraith may interact or be harmed as if he were corporeal, but they are utterly immobile and are mechanically treated as if they're an object. They can have powers like Spirits Touch or Wooden Tongue used upon them, but not those such as Telepathy. Said body appears as an idealized clothed or unclothed statue that is cold to the touch. Pieces broken off disappear at the end of the round.

Life-in-Death: To use Life-in-Death, the wraith spends two Pathos and enters a Static Social Challenge vs the Shroud in order to remain solid for one hour or scene. This form can only be used if the wraith currently holds a humanlike form; those Molated into anything non-

humanlike cannot use Life-in-Death. The wraith interacts as well as takes damage as any mortal would (i.e., they won't go Incorporeal if damaged) while in this form. The wraith will appear as an idealized version of himself, that is cold to the touch and looks vaguely distracted. A difficulty 5 mental challenge allows those who knew the wraith in life to recognize them.

Advanced (10 xp)

Materialize: The player must spend three Pathos and one Willpower, and make a Static Social Challenge vs the Shroud. Success allows the wraith to be completely solid for one round, more if Ghostly Touch is used. If the wraith is Attuned to the person viewing him, he may manifest for one hour or scene. While materialized, the wraith suffers any damage as if he were still mortal. This power differs from Life in Death in that the wraith registers in all ways, shapes and forms as alive. Their aura is that of a living person, they can eat food, sweat, defecate, and possibly even conceive children (female wraith can technically get with child, but said child would be lost the instant they revert to incorporeal, and male wraith could father a child even after death). Due to the utter lack of sensation in the Shadowlands a wraith may very easily be so stunned by the return of sensation as to be unable to do anything for the first round.

While Materialize does make a wraith 'alive' for the duration of the power, no power can undo the fact they are a wraith. They cannot be Embraced, made human through true magic or otherwise make it so that they do not revert to being a wraith at the end of the powers duration. Regardless of your excuse or logic whatever power you're attempting to use in conjunction with Materialize won't allow a wraith to stop being a Wraith.

Fatalism 4

Some claim that Fate's mark is on everything, even (and especially) the souls of the dead. Fatalism is the arcanos that allows wraiths to read Fate's tapestry, to the extent of interpreting someone's past or future. Fatalism is a dangerous Arcanos; those who tamper with Fate's weaving can find themselves horribly ensnared in it's webs. There should be stiff penalties for abuse of this power; Fate does not take kindly to meddlers in her works. Fatalism retests with the Enigmas ability unless another ability is specified. Users of Fatalism are called Oracles.

Innate Abilities

Kismet: By entering a static Mental Challenge vs 6 traits, retest with Investigation, the Oracle can interpret either how much importance a target has in regards to a wraith or how a target died. If the target loses the Challenge, she must tell the Oracle how the two are related (if at all) i.e., "We are enemies", "I am working toward the same goals as you," etc. The target must answer truthfully, and to the best of her ability. This power is very difficult to simulate properly, and requires cooperation on the part of players in order to work at all. In the case of the other use of Kismet, if the target loses, assuming they are already dead, they must tell the Oracle how they achieved that state. Again, no dissembling or omission is permitted if the Oracle wins the test.

Basic (4 xp each)

Fatal Vision: The Wraith must make a Static Mental Challenge, difficulty the subject's current willpower. If successfully used on a currently living or nonliving (i.e. a wraith, vampire or mummy) target who is in danger of dying in the next scene or hour; success offers insight into the person's manner of death by showing the Deathmark they are most likely to have. Death is by no means guaranteed, and lack of a Deathmark is no guarantee that someone will survive the immediate future. If Fatal Vision is used successfully before the use of Interpretation, the difficulty of the Interpretation challenge is reduced by two. Fatal Vision also reveals if the subject has been previously targeted by Fatalism.

Foreshadow: If you spend a full turn in contemplation of circumstances and expend a Mental Trait, you cannot be surprised for one hour. This power grants the user 1 temporary Angst.

Intermediate (7 xp each)

Interpretation: The Oracle spends 2 pathos and enters a Static Social Challenge, difficulty double target's current willpower. Both the Oracle and the person whom interpretation is being used upon can spend one willpower to lower the difficulty by 2 traits to a maximum cumulative decrease of 4 traits. Upon success, the wraith may ask a Narrator one short question about the target. In the case of questions concerning the future, the answers will always be more hazy and harder to read for which the Narrators may describe what sort of chances the target has in accomplishing his goals (i.e. if someone is attempting to thwart his goals, if there might be something getting in the way). Any wraith attempting this challenge without divination tools is at a two trait increase in difficulty.

Guesswork: By spending two Pathos, a wraith may enter a Mental Challenge with any character she is in conversation with. If the Oracle wins the challenge their opponent must declare what his next action would have been (effectively giving the Oracle the chance to respond first).

If used in a combat situation, the Oracle spends a Pathos and makes a mental challenge vs a target to gain a pre-emptive action during this round. The use of Guesswork is a reflexive action and does not count as this character's action (this simply gives the Oracle the first action, not extra actions).

Advanced (10 xp)

Luck: At the beginning of each game session, a wraith may spend two Pathos points and make a Simple Mental Challenge with a Narrator. If successful, the wraith receives 1 free retest on a single challenge, the ability to turn 1 lose into a tie during the game, and the ability to turn 1 tie into a win during the game. Only one of these may be used during combat. This power may not be used more than once per game, and may not be used with Harrowings.

Flux 5

The art of Flux uses Alchemy or Science as a retest unless specified otherwise. The player should choose one or the other and may not use both as their retests. If Science is chosen, only one category of Science may be used as retests. If you have Science: metallurgy x5, Science: Geology x5, Science: Biology x5 you get a maximum of 5 retests, no exceptions. The Wraiths who

use this Arcanoi are referred to as Alchemists.

Innate Abilities

Grave Mold: With a Simple Physical Challenge vs the Shroud a wraith may cause spontaneous growth of lichen and mildew in small areas (up to a 10ft. Radius). By repeated use of this ability, the wraith can spread decay throughout a house. The mold does not have any effect upon living matter.

Sense Fluxion: The wraith may, after careful examination, engage in a Simple Mental Challenge vs 6 traits to sense if others are using or have used Flux upon an object. If the Alchemist wishes to know which Alchemist used Flux on an object, they may request that a narrator/st make a contested chop against the user of the power. The Alchemist using Sense Fluxion uses Investigation as a rebid while the defending Alchemist uses Subterfuge as a rebid.

Basic (4 xp each)

Rot: To use this power the Wraith must make a static Physical Challenge against the rating of the local Shroud. Only one object may be affected at a time. This art costs one point of Pathos for every use. If successful, the Alchemist may remove bonus traits from weapons, or cause the weapon to gain additional negative traits. Rot may not be applied more than three times to an item within 24 hours. If used extensively upon a given item, Rot can destroy large volumes of mundane items. However, Rot cannot work on magic items. Any item destroyed by Rot appears in the Shadowlands as a relic. For some strange reason while Rot can ruin gunpowder/black powder it cannot bring it across as a relic. Routine preventative maintenance done outside of combat will undo all uses of Rot.

Strengthen: The Wraith spends one Pathos and makes a Physical Challenge against the desired object. The difficulty of this challenge is 7 traits. If successful the object receives an additional 'durable' physical trait or an additional Health level as appropriate.

The maximum combined number of bonus health levels and or durable traits that can be added to an item is 3 and no item can have more than double its Dark Epics listed trait bonus. Strengthen will not work in conjunction with other magics, disciplines, spheres, etc. For example a knife that has Strengthened used upon it can have no more than two traits, leather armor can have no more than two health levels even if Blood Tempering or an application of the Matter Sphere were put on it too. Alterations done by Strengthen will fade from an item at dawn or dusk, whichever comes first.

Intermediate (7 xp each)

Decay: By spending two points of Pathos and entering into an Physical Challenge against the Shroud, the wraith can speed up the forces of Entropy on a specific object. With success on the challenge a Trait is removed from the object in question; unlike with Rot where preventative maintenance can undo the damage done, damage done with Decay is permanent and it can affect magic items. No more than three applications of Decay in 24 hours may stack. Narrator discretion for objects that don't have a pre-listed number of Traits, and the effects must be either noted or announced to make sure that all other players are aware of them. An Alchemist can, however, make a Mental Challenge if attempting to use Decay with some degree of stealth. (Using this power on objects in the Skinlands is done the same way, however the difficulty is the crafts

rating of the item plus the Shroud Rating).

This art is often used in place of Inhabit to bring objects across the Shroud as Relics. Like Rot, it can make black/gunpowder useless, but it will not appear in the Shadowlands after it is destroyed.

Puppet Theater: The Alchemist animates a number of similar items which they can then manipulate. The Alchemist cannot control more items than their current number of mental traits. The object has no means of moving from its current position, though any object which could reasonably roll may do so. Objects such as doors and switches which are meant to have a limited range of motion may move along said range of motion. The collection as a whole is considered to have the same number of Physical Traits as the wraith, but each individual 'puppet' has only a fraction of those Traits individually, and all objects are limited by their nature. Using Puppet Theatre requires the expenditure of 1 Pathos per object and a Mental Challenge of 4 plus the number of items to be animated. The wraith cannot animate more objects than he has Mental Traits. This art can be used on both sides of the Shroud.

Advanced (10 xp)

Automaton: This art also allows the wraith to create a cyclone of manmade objects capable of doing lethal damage. The cyclone created by this method is fully under the control of the wraith, and can gather additional objects to replace those that are lost in the mad rampage.

The Wraith must make a Physical challenge against the local Shroud then spends three points of Pathos and two Willpower Traits. The assembled body lasts for a scene, or until the Alchemist decides to release her grip. Furthermore, any Physical Traits lost while the wraith is controlling her Automaton are not lost by the wraith herself. Creating the Cyclone allows the wraith to inflict three levels of lethal damage without losing traits on the challenge, but the wraith will also receive two traits of Temporary Angst per round.

Inhabit 6

Wraiths who can control objects and know the arts of Inhibit are known as Artificers. The Artificers guild started the Guild wars, and in switching sides for clemency, won the war for the Hierarchy. Artificers are somewhat unique as the marks of their Arcanoi upon their corpus vary based on the how recently they became a wraith. Recent Artificers have burn marks upon their corpus similar to circuit boards while older Artificers have marks similar to cogwheels.

There are some advantages to attuning Inhabit to a specific object. By preparing an inanimate Consort, a wraith can exert more control over its functions when Inhabiting it.

Wraiths must spend three Willpower Traits while Shellriding an object to attune it.

Inhabit uses Crafts or Computers as the retest unless specified otherwise. If an ability is better suited for a given object it may be used instead.

Innate Abilities

Sense Gremlin: The player makes a Static Mental Challenge vs 6 traits, retest with Investigation, in order to determine whether or not a machine is Inhabited.

Shellride: The wraith makes a Physical Challenge vs the Shroud to slip safely into an object. While there, he can be only be detected by Sense Gremlin. However, if the host object is destroyed, the wraith immediately takes a Corpus Level of damage and is forced out (the wraith's senses are spread out over the object while using this power). Multiple wraiths can Shellride the same object if its sufficiently large enough.

Basic (4 xp each)

Surge: The wraith makes a Static Mental Challenge vs the crafts level of the object Surge is being used against in order to shortout complex devices in question. Skinlands residents won't notice the wraith, just machines shutting down. A wraith must be Shellriding an object to use Surge on it.

Ride the Electron Highway: The wraith is able to use power or telephone lines as a means of travel. This art costs a Pathos point and grants one Angst. It requires a series of static Mental Challenges. The difficulty is dependant on what the Artificer wishes to accomplish. A wraith wishing to travel long distances (i.e. more than 100 yards) make their Mental challenge vs 8 traits, retest with Computers/Technology. Each success on the static mental challenge allows you to travel up to one hundred miles. You must begin and end your journey at a transformer station (if you traveled by power cables), or at the cable box of a building (if traveling via the internet/telephone wires). A truly desperate or crazy Wraith could, hypothetically, travel from cell phone to cell phone but the cost of success is rumoured to be terrible, and failure is almost certain doom to the Wraith who fails (i.e. the Wraith coordinators office leaves the decision of if this power allows you to travel by cell phone in each Chronicles' hands).

Shorter trips, especially if they are through multiple layers of mundane and or magical security, are paradoxically more difficult, as you must make a challenge vs the mental traits of the person who set up the Security (whether that security is a Ward vs Wraith or an encrypted telephone line), and their system gets a free rebid against you. Success gets you where you wish to go, though you may well wish it didn't as you don't know what is present at your destination when you leave your starting location. Failure may strand you someplace unpleasant, like the home of a Necromancer, a Virtual Adept or a Glasswalker. While traveling through lines the wraith travels at the speed of electricity.

Intermediate (7 xp each)

Gremlinize: The wraith must spend two Pathos traits to Inhabit a machine, plus 1 Pathos trait per effect evoked. When inhabiting a machine, the wraith may make it do whatever it is naturally capable of. For example start a car or even have it drive. To do this the Wraith makes a challenge vs the Shroud.

Claim: The wraith spends three Pathos points and initiates a Physical Challenge, with the difficulty based on the size of the object to be Claimed; a book would be a difficulty of 3, a car maybe 7 traits while a house would be 10 traits or more. A wraith may exert some control over their host object while Shellriding (turning pages, locking windows, etc.). Only one object can be claimed at any one time. The exact extent of the Artificers control depends on whether or not they are attuned to the object.

If the object is destroyed while Claimed, the wraith may spend Willpower and Corpus to

form it into a relic. The trait difficulty for Claiming the object is the number of Willpower and Corpus traits that need to be spent to convert the object to a relic i.e. a book that required a challenge vs 3 traits to Claim while in the Skinlands requires some combination of three willpower and Corpus to transfer into the Shadowlands (at least half must be WP).

Advanced (10 xp)

Empower: First, the wraith spends two Willpower Traits and makes an Extended Static Mental Challenge; the number of successes indicates the highest level of Arcanos the wraith may invest. Next, the wraith activates the appropriate Arcanos art while focusing on the relic, i.e. spend what the Arcanoi requires to be activated. The wraith makes the challenge and pays the appropriate cost, although no obvious effect results. If successful in this challenge, the wraith imbues the relic with the Arcanos. Next, he fuels the relic with the necessary Pathos points to fuel the Empower art (up to as many points as the number of successes on the Empower Challenge). Finally, they choose whatever command activates the relic (a phrase, gesture, whistled note, etc.), and seals it with three Pathos traits.

The result is a minor Artifact. Anyone who uses the activation command and spends the appropriate cost for the art (Pathos, Willpower or Angst gain) may use the Arcanos sealed within, expending one of the stored Pathos points.

When the invested Pathos (excluding the three used to seal the relic) are expended, the relic becomes 'normal' once again. Empowered items cannot be 'recharged' at a lesser cost, only Empowered a second time. There is no known way to create a permanent Artifact with this art. A Wraith must hold all the Pathos required for each charge, and the 3 Pathos needed to seal the artifact at the outset of creation and may not regain Pathos midway through this process. This does mean that the use of certain arts may not be loaded into an artifact more than once.

Intimation 7

Wraiths who possess intimation are known as Solicitors, and their Guild is feared. Few are willing to deal with them for fear they will become their pawns.

Intimation uses Investigation for retests unless another ability is specified.

Note: The power of Intimation extends beyond the world of the Restless. It can be used on the quick and other denizens of the World of Darkness, though it is generally most effective on wraiths.

Innate Abilities

Twinge: To activate Twinge, the wraith must win a static Mental Challenge against her target. Twinge is useful only for garnering surface wants. It cannot be used to detect deep-seated longings, nor is it a shortcut to psychoanalysis of the targeted character. On a successful Twinge, the target tells the Solicitor his current want. If the Solicitor loses the Challenge, false information may be given.

Self-Intimation: When an attempt to use Intimation is made, any character with Self-Intimation may expend one Social Trait and gain an automatic retest. You may only use this power once per

Challenge.

Basic (4 xp each)

The Gleaming: A successful Static Mental Challenge vs 6 traits and spending one Pathos point infuses the target object with a luster that it does not in truth possess for one scene or hour. Any wraith or living being near the object must make a successful Static Willpower Challenge vs 6 traits or they feel a desire to possess it. If The Gleaming is being used against someone in the Skinlands, the wraith needs to use it on something physically in the Skinlands, not against a relic. (Solicitors usually recommend enhancing such items as grenades with the pins pulled, stolen goods which the Hierarchy is searching for, etc.).

Individuals who fail this challenge will do anything in their power to possess the item which Gleaming was used on (think Gollum from Lord of the Rings). This power lasts for 5 minutes per Willpower trait of the user. The user of this power is not affected by it.

Quash: To Quash another's desire, a wraith must spend two Pathos and engage in a Social Challenge against the target's willpower. The Solicitor will make one challenge for each willpower the defender has when they're at full, but for trait comparison their current willpower is used. Outside of "Ability Aptitude" (Empathy), no merit increases the Solicitor's Social trait total for the purpose of comparing during ties and or overbid attempts. Multiple uses of this art may be used to remove deep seated or complicated desires, even to remove passions. One use would be sufficient for a simple desire like the desire for a simple trinket; several uses would be needed to eliminate a lifelong desire. Attempts to remove desires that count as flaws require that the Solicitor win a number of Social trait vs Willpower trait challenges equal to twice the point value of the flaw, and they repeat this process in succession a number of times equal to twice the point value of the flaw. This power can remove Derangements, as long as it is not a core Malkavian derangement. Derangements count as 2 point flaws. This will not remove biological requirements, i.e. it cannot negate flaws like One Arm, or Conspicuous Consumption, nor can it stop non-flaw desires that have a biological need. To reduce a Passion the Solicitor treats it as a three trait flaw per level of Passion. As flaws, derangements and Passions will resist the Solicitor's work, they will ALWAYS rebid with both an ability rebid and with Willpower. This power cannot remove a Wraith's final Passion.

Flaws cured this way still require xp be spent to remove them. Uses of Quash intended to remove a flaw may not be done more than once a week.

Example: Juan Pisonab is paid to have his Solicitor slave cure Carl the Nosferatu's beastiality. The Solicitor chops with Carl once per willpower trait Carl has (6 chops as Carl has a maximum of 6 willpower) On ties the Solicitor compares his 10 social traits vs Carl's 6 willpower to determine who wins. When Carl loses a challenge his derangement will rebid with Empathy, and if that challenge fails it will rebid with Willpower. If at the end of the six challenges the Solicitor has won 4 of them, then Carl is 1/4th of the way to being cured. If the Solicitor wins 3 more consecutive challenges the derangement is gone, if he loses the any subsequent challenges of 2-4 he must start anew.

Intermediate (7 xp each)

Deep Desiring: To be able to understand the desires of another, the Solicitor with Deep Desiring

must spend two Pathos traits, then engage the target in a Mental Challenge. The more times this power is used the more complete the map of desires is. Please note this is not current thoughts, nor may it be directed towards secrets. A wraith who used this power against a vampire who's committed diablerie or a werewolf who broke the Veil might learn that the other character wants to keep their Secrets safe, but wouldn't learn what the secret is.

The Craving: To implant a Craving, the wraith must first elucidate precisely what that want is to the Storyteller. The Solicitor spends two Pathos traits and two Willpower traits then engages in a Social Challenge against twice the subject's current Willpower traits. Successful or not, the Solicitor gains two traits of temporary Angst. If successful, the victim will attempt to follow the Craving whenever possible. A Craving is not a natural Passion, and the subject cannot gain Pathos by following the Craving's call. If the mind of the victim of this power is examined, there is no hiding that they've been affected by this power. Without a challenge the mind reader knows exactly what was done, but not who did it.

Advanced (10 xp)

Cupitatis: The culmination of all the arts of Intimation, it is this art that made the Solicitors so feared. The Solicitor may now employ the arts of Quash or the Craving, but do so subtly, carefully weaving the new psyche seamlessly in with the old. The target will now have a new personality that flawlessly includes (or doesn't include) the changes made. Each success executes this more seamlessly, and the number of successes determines how many levels of psychology, empathy, or investigation are needed to detect if anything is amiss. The number of social traits is now irrelevant. Successes does not determine duration, for at this level the art is automatically permanent.

To use Cupitatis the wraith must spend 4 pathos, 2 willpower and the wraith gains 3 angst, after the successful use of Quash or the Craving.

Keening 8

Masters of Keening, called Chanteurs, often prefer to infect one person with an emotion, then feed on the truer feeling he engendered in his companions. Wraiths attempting to gain Pathos from Keening-fed emotion require an additional test which must be won to have any effect. Furthermore, the Pathos harvested in this manner is far blander than usual. Keening uses Performance as a retest unless stated in the power. A Chanteur may not be affected by her own Keening.

Innate Abilities

Perfect Pitch: This ability allows a wraith to know when another wraith is actively using Keening. The user of Perfect Pitch must enter a Mental Challenge against the target in question.

Sotto Voice: With Sotto Voce a wraith can hide her Keening arts in normal singing or casual conversation. To use Sotto Voce, the Chanteur enters a challenge, bidding their Social Traits against their opponent's Mental Traits, this can be done immediately before using other Keening powers.

Basic (4 xp each)

Dirge: This art allows a wraith to catalyze a listener's "darker" emotions: anger, despair, fear, loneliness, lust and so on. The wraith spends one Pathos and gains one Temporary Angst, then engages in a mass Social Challenge against those in the area (within the sound of the Chanteurs voice). Upon success a Mortal is affected by the emotion for a day, Wraiths and other supernatural are only affected for one minute. Those that are affected gain an appropriate negative trait as decided by the ST. Effects of this power do not stack. The power may be used to undo the effects of Ballad. If the mood the Chanteur is attempting to instill in others matches a Wraith's Passion, they may feed and gain Pathos but as stated earlier they must win an additional test to do this.

Ballad: The wraith spends one Pathos and then engages in a mass Social Challenge against those in the area. Upon success a Mortal is affected by the emotion for a day, Wraiths and other supernaturals are only affected for a minute. Those that are affected are up one Trait in resolving all challenges for the duration. This power cannot stack multiple times. It may counteract the effects of Dirge. If the mood the Chanteur is attempting to instill in others matches a Wraith's Passion, they may feed and gain Pathos but as stated earlier they must win an additional test to do this.

Intermediate (7 xp each)

Muse: This art allows the wraith to make a suggestion into the subject's subconscious, inspiring him with an idea he will believe to be his own. This is useful for those who continue to compose music, art or literature after death, but want a medium to bring their works to the living. More commonly, the art is used subtly to manipulate other wraiths.

System: The wraith spends two pathos and gains a point of temporary angst. Then the wraith engages in a series of one to three static social challenges vs the target's willpower traits, retest with subterfuge. For the purpose of this test the only merit which adds to the aggressive wraith's social traits is Ability Aptitude Subterfuge. The only merit which the defender may claim a trait bonus from is Ability Aptitude Empathy. For a Chanteur to have a subject do roughly what the Chanteur wanted (albeit that the subject will put their own spin on it) requires one challenge and a win on the social traits vs willpower challenge. To get a subject to do exactly what the Chanteur wants (as long as its not harmful) the Chanteur must accept a three trait penalty on the Social trait vs Willpower challenge, and they must win two successive challenges. For a Chanteur to be able to compel another person to do something harmful the Chanteur must win three challenges and they must accept a five trait penalty when comparing their social traits to the target's willpower. This art works equally well on wraiths, mortals or other supernatural beings.

Crescendo: By spending one Pathos, up to three Social Traits and gaining one point of Temporary Angst, the wraith enters a Static Social Challenge with all in hearing distance. The singer inflicts one Corpus Level of damage per Social Trait on everyone in normal hearing distance (this damage is lethal to non-wraiths). Crescendo cannot be concealed by Sotto Voce. The Chanteur cannot do more than 3 damage per turn. Powers that reduce damage treat damage from Crescendo as a single source, and not a different source per win. This power can not be targeted and will damage all but the user in range.

Advanced (10 xp)

Requiem: The wraith uses this art to flood the subject with raw, undiluted emotion. The effect can be described as pouring over the subject, burying their soul in a tide of emotion. Particularly dark emotions can scar the target's soul. Pleasant ones can affect the subject harmfully too. She may become addicted to the powerful feeling, willing to do anything for its rush again.

By spending three Pathos, the wraith defines the emotion he wants to project, then makes a Social challenge against the target. The target may use Willpower to retest. If successful, the Chanteur can cause one of two effects.

1. The target which is blasted with darker emotions is paralyzed for one turn. While the subject is paralyzed they cannot move, act, or defend themselves. Each subsequent round the Chanteur may expend an additional pathos and engage in another challenge to keep the subject paralyzed. If the Chanteur loses the challenge they must reactivate the power in order to affect the character again. Choosing this effect causes the wraith to gain a temporary angst per round of successful use.

2. The target is affected with positive emotions and gains the negative trait Witless and is down 1 trait on all challenges for the rest of the scene. Additionally, the Chanteur may spend up to 2 additional Pathos to increase the penalty and the number of Witless negative traits the target receives on a one for one basis.

Lifeweb 9

Users of Lifeweb are called Monitors. Lifeweb uses the Investigation ability for retests, and those targeted by this art use Awareness to resist, unless otherwise specified.

Innate Abilities

Locate Fetter: Locate Fetter requires a mental challenge against the strength of the Shroud where the Fetter is. This Arcanoi requires the presence of the wraith whose fetter the Monitor is checking up on (alternately this power must have been used on the fetter before). This power will reveal the relative location, health and security of the closest fetter. "Safe, in danger or actively being attacked" are the only options for inanimate fetters, while living fetters will have "healthy, in poor health and under active attack" as options.

(This power reveals nothing about the fetter, beyond it being living or nonliving.)

Basic (4 xp each)

Sense Strand: This art can be performed in two ways, one from the wraith and the other from the fetter.

The first is used in the presence of another wraith. By spending a pathos, the monitor engages in a mental challenge against another wraith to gain a clue about their fetters. The first clue revealed is if it is living or not. All clues beyond this are extremely vague, and repeated use of this power will always reveal the same hint. (This power does not allow a wraith to play 20 questions and find out a fetter!!!!)

The second application is when the Monitor is examining a fetter; the Monitor makes a

static mental challenge, if successful they know the general direction and distance of the Wraith connected to the fetter. A fetter can only be examined once per a day.

Web Presence: To use Web Presence, the Monitor must make a static social challenge with a difficulty determined by the Narrator, then spend 1 Pathos per turn of use. This power allows you to speak to people in the vicinity of ones' fetter as well as use Arcanoi from it.

Intermediate (7 xp each)

Splice Strand: Both the wraith involved and the object must be touched in some manner by the Monitor doing the splicing; a social challenge vs 7 traits must be made and if successful, the connection is made. The Fetter may be maintained from day to day, but only one temporary Fetter at a time can be maintained with this art.

This power may permanently undo 'Sever Strand' with a difficulty 8 challenge. Neither version of this power can be used on unwilling targets.

Sever Strand: The wraith exercising this dreaded art can tear another wraith from his fetters. She can only accomplish this in the presence of the target fetter, but can rip it away through raw force of will. While in the presence of the target fetter, the Monitor makes a physical challenge versus the fetter's owner's current willpower. The target may resist with a willpower retests and may attempt to reattach it by two methods. The target may expend one permanent willpower while touching the former fetter (this willpower may be repurchased as normally) or splice stand may be used.

Advanced (10 xp)

Soul Pact: A wraith who has mastered this art can claim a willing mortal's soul as his own. This is usually done as part of a contract where the mortal promises her soul in exchange for help from "the other side". Thereafter, while the mortal lives, she becomes a Fetter of the wraith. When the mortal dies, the wraith becomes instantly aware; if the mortal becomes a wraith, she and the Monitor continue their link, each as a fetter to the other. Fetters gained through the use of this power must still be purchased as any normal fetter.

Mnemosynis 10

Mnemosynis uses the Psychology ability for retests; the subjects of this art use Subterfuge to resist its use.

Note: Mnemosynis is exceedingly powerful and should be carefully controlled. It allows for the recall, replay and modification of character memories, and as such is susceptible to abuse. Most wraiths will be offended by having their memories dredged up by outsiders, and will react accordingly.

Innate Abilities

Rewind: The Mnemos using Rewind sees, instead of the world around her, the last one minute of her target's experience in first person format. At the end of that minute, reality reasserts itself. By entering a Mental Challenge against their target, the Mnemos activates Rewind and is able to see the world through her subject's eyes. The subject must relate the last minute of her existence

to the Mnemos character, omitting nothing. If the Mnemos loses the challenge, the target can either refuse to speak or give false information. Humans, Spectres, even animals are affected by this power.

Sense Intellect: To affect other minds, one must first learn to sense and make contact with other minds. This art allows the Mnemos to detect the presence of other conscious minds within ten feet of the user, even if they are out of sight. To use this Art, the Mnemos makes a static mental challenge against those that are within 10 feet of them, with investigation as the retest. Other uses of Mnemosynis may be used on targets discovered this way without penalty. This power doesn't tell you who's there, or which direction they are. Just that they are there.

Note that this art may only be used to sense conscious minds. Drones show up only faintly to those searching with this Arcanoi.

In addition, please remember that Obfuscate, the mind-affecting power common to vampires, does not work across plain boundaries. Wraiths in the Shadowlands will always see vampires in the Skinlands without a challenge. If both parties are on the same plane, this power can be used to know a party is present as per the normal Auspex vs Obfuscate rules. Just as individuals with Auspex above basic get a trait bonus for comparing ties, users of this art get a similar trait bonus subject to the chronicles auspex v obfuscate rules.

Basic (4 xp each)

In Memoriam: In Memoriam brings back a specific memory so that the Mnemos can experience it herself. The memory in question must be specified precisely (i.e., "Let me see your memory of the last time you spoke with your friend Aristophanes," or "Show me what happened just after sundown last Thursday"), and must refer to an event that the questioner knows occurred. "Show me what happened when you dumped Chretien into the Nihil," is not a valid question, unless the Mnemos knows that her target did in fact dump someone named Chretien into a Nihil. The memory is presented in the same manner as one recalled through Rewind.

To recall a specific memory, the Mnemos states their request for the memory then engages in a static Mental challenge against the target's traits. This power is only good for the past year; each additional five years of range requires the expenditure of a Willpower trait.

Mnemotechnics: A Mnemoi forces another to relive a specific incident in the past. This power can either be a magnificent release or the cruelest of inflicted delusions, and it is used sparingly by those who are aware of its consequences. When this art is used, the mind of the target is instantly transported back to the time of the memory. The target will perceive itself to be in the past time and will act accordingly. In effect, if the mnemoi caused someone to relive the first wedding they attended, and they attended their first wedding as a baby, then they as a fully grown person will behave as that baby did (to the best of their ability, if they wet a diaper at said wedding but don't have anything in their bladder or aren't alive they skip that action). If you force them to relive the first time they waterskied, they'll act as close to this as they can given that they're likely on dry land. By expending a Pathos and a willpower trait, the Mnemos enters a series of social challenges against the target's current social traits. This power can be used for healing or removing up to six traits of temporary Angst. This is limited by the target's current temporary Angst. Half of the number removed is added to the Mnemos as Pathos, in this case a maximum of

six social challenges happen. Conversely, a malevolent use of this power inflicts three traits of Angst upon the target; the Mnemos also gains a trait of temporary Angst for using the power malevolently. In this case, a maximum of three social challenges are done. In either case, the duration of the delusion is determined by the number of successes won as well; one round for each one, leaving the target unable to perceive his surroundings. Using Mnemotechnics requires the expenditure of a Pathos and a Willpower Trait. Usages of Mnemotechnics that are benign memories, but place the subject in danger, such as forcing someone to relive playing tag when they're attempting to hide from a swarm of spectres are considered to be a benevolent usage.

The standard courtesy rule does not apply to this power. If the defender wins a challenge against anyone using hostile Mnemotechnics they are Immune to all usages of Mnemotechnics, regardless of source, for one hour/scene, whichever is greater.

Intermediate (7 xp each)

Mindspeak: This art allows the wraith to communicate short phrases to an individual, and to receive his responses. Like a kind of limited telepathy, this art may only be used to communicate with someone within the user's line of sight. Because the thoughts are being conveyed by a means that is beyond language, it is difficult to express fine shades of meaning through this art. On the other hand, it is possible to communicate with someone who speaks an unfamiliar language, due to the nonverbal nature of Mindspeak.

In order to use Mindspeak, you must make a Mental Challenge against your subject. A willing subject may relent to this mental contact, but there is no way to identify the originator of a given telepathic missive short of making contact (or you choose to identify yourself). If you succeed, you establish a brief link, allowing you to send or scan thoughts as long as you maintain the contact. You may issue a stream of thoughts that the subject "hears" as a single concept. Communication with Mindspeak proceeds in impulses, images and feelings, and it does not rely on the use of a common language, so even people who do not speak the same language may make themselves understood. Individuals unused to the sudden onslaught of Mindspeak may be momentarily stunned or disoriented by projected thoughts, at the Narrator's discretion.

You may only use Mindspeak on one subject at a time, but this limit does not preclude someone else from using Mindspeak on you. If you contact a subject and then use Mindspeak on someone else, your link to the first subject collapses and must be re-established later. Mindspeak only functions on beings with conscious thought. This Arcanos has no effect on constructs that are not self-aware or on normal animals.

Casting the Scene: Casting the Scene recalls a moment of the target's past for everyone within a 10' radius. An expense of additional Pathos expands the range of those included in the effect. The request for a memory must be carefully phrased; queries in the "If you didn't bury him in the basement, where did you bury him?" mold will produce precisely zero in the way of effect. Everyone in the range experiences the memory through the eyes of the target of the Arcanos. The wraith spends 3 pathos, 1 willpower, and gains a temporary angst, they then engage in a Mental Challenge against the subject. The user acquires one trait of Temporary Angst every minute of memory replayed by this art after the first. The power is only good for events that occurred during the past year; each additional five years of range requires the expenditure of an

additional Willpower Trait. Those in range who don't wish to see "Casting the Scene" don't have to.

Advanced (10 xp)

Onslaught: This is the ultimate power of the Mnemoi, the ability to amplify and transfer a memory wholly from one person to another. While this may not seem a fearsome power, a compressed and intensified emotional experience can, in some cases, cause actual damage to the recipient. The person the memory is being transferred from will still recall what the memory concerned, but will become more detached from the experience.

While this art was initially developed to heal painful memories, it has been adapted to inflict such intense emotional pain that the body actually begins to become physically weakened by the Onslaught. It is the abuse of this power that forced Charon to break the Mnemoi, and Onslaught is feared even to this day. The wraith attempting to use this art must first make eye contact with the subject, they then make a Mental Challenge against the subject. The winner (initiator or subject) inflicts four levels of damage (lethal) to the loser. If the intended target is in the Skinlands and has no means of seeing beyond the Shroud the user must use Embody. Using this art will cause the Mnemos to gain four traits of Temporary Angst.

Moliate 11

The soulstuff of wraiths, called plasm, is far more malleable substance than flesh. Moliate, sometimes called soulshaping, is the power of sculpting and rearranging that plasm, and Masquers are those who know this art best.

Wraiths who know the secrets of Moliate can make plasm beautiful, cause it to shimmer or glow, and even make it look vibrantly alive. They can also sculpt it into any horrific disfigurement imaginable. With the expenditure of Pathos, Moliate turns plasm ever-so-briefly fluid, just long enough for a talented shaper to create a vision of beauty or a thing out of a nightmare.

The more complicated the effect sought with Moliate, the longer it takes. Simply ripping off a chunk of an opponent's plasm or drawing a clenched fist into a club is nearly instantaneous, while reshaping a wraith into a finely worked seat cushion or reworking the appearance of one's entire Corpus can take minutes, even hours.

The Arcanos of Moliate uses Occult unless specified otherwise.

A note on Moliate vs Vicissitude: these are utterly unrelated arts, and the use of one CANNOT, UNDER ANY CIRCUMSTANCE, UNDO ANY ACT ACCOMPLISHED BY THE OTHER. Moliate affects plasm only and Vicissitude affects flesh and bone only. Users of the two arts can and will 'talk shop', but it quickly becomes apparent that things are just off enough that a solution for one will not work for another. Think of it as two individuals with synesthesia, with one who sees sounds and one who hears colors discussing a song.

A note on Toreador and Masquers: Members of Clan Toreador can be entranced by beauty, but unless Bodyshape, the appropriate crafts ability and crafting time are taken, a

Toreador will not be entranced as per their clan flaw.

Innate Abilities

Glow: The wraith can use this art to cause herself or another to glow with an inner light of whatever color and intensity she chooses.

The wraith spends one Pathos and engages in a static Mental Challenge vs 7 traits, upon success the wraith glows for one scene or hour. The glow can be used to light darkened areas or help someone to serve as a beacon in the Tempest.

Shapesense: Those with Moliare can detect whether or not another wraith has been Moliated, and if so, in what manner.

If a wraith suspects another of being Moliated, he enters a Mental Challenge vs the physical traits of the person who did the Moliating, Investigation is the retest; upon success the player should provide the information. If no one Moliated the target, the static challenge is vs 5 traits, failure means that the st/narrator may give wildly off base information.

Return Of Death's Visage: This power is straightforward; it returns the user to their appearance just after death. It is a static mental challenge against 6 traits for minor changes (such as the removal of a mole that didn't work right), 8 traits for moderate changes (you irritated another Masquer who gave you three foot tall bunny ears), or 10 or more traits for extreme changes (you were turned into a Barghest, you poor Bastard). Follow Shapesense for traits.

Basic (4 xp each)

Imitate: The first art taught to students of Moliare is the ability to change one's face to mimic another's. This is obviously easiest when the wraith is looking at the face to be imitated, though Imitate may be done from memory. The wraith may only change their face, not their whole Corpus.

Changing a wraith's face with Imitate costs one Pathos trait, and it requires you to spend time reshaping the face appropriately. If you hope to copy someone else, you must make a Static Mental Challenge with the difficulty of the subject's Social Traits, to pull off the disguise. The wraith that has had Imitate used upon them still uses their own Social Traits. When this art is used, make a number of simple challenges equal to the target of the Masquer's current social traits. The number of successes is the difficulty to detect the ruse. Any challenges will use investigation and subterfuge as the rebids.

Sculpt: A Masquer can alter the Corpus of whomever she chooses, but keeps the same mass and basic humanoid shape. Modifications are limited by the Masquer's imagination and desires; possible examples include new appendages, sharp jagged teeth, or new sensory organs, markings or patterns, or skin change. Sculpt can only mimic weaponry to provide enhanced teeth, allowing the subject to perform a bite maneuver, the art of Martialry is needed to make any appendages functional. The Masquer engages in a physical challenge against the subject or a difficulty the Narrator deems appropriate. Any Sculpting effects are permanent (until negated by another Sculpting or 'Return of Death's Visage'). This art cannot cause damage, only alter shape. This art costs one Trait of Pathos to use, and the subject loses a Trait of Corpus. Sculpt may also be used to heal aggravated damage; a wraith using Sculpt can replace lost Corpus Levels by reworking the wounds. This use of Sculpt costs a Willpower and a Pathos, plus one Trait of Pathos for each

level of aggravated damage to be healed. The healing aspect of this power only works on wraiths.

Intermediate (7 xp each)

Martialry: The Masquer utilizes Martialry to shape their "body" into weapons or armor. Any weapons created are automatically usable by one who knows how, but armor tends to be stiff and inflexible. The wraith simply molds the chosen limb into the desired weapon, hardening it as she goes. By the same token, the wraith trying to make armor works their Corpus into a formidable carapace with a mirror like sheen. Many Masquers deliberately make their bodily arsenal as ornate and personalized as possible without detracting from utility.

To use Martialry, the the wraith must make a Static Physical Challenge and expend three Traits of Pathos. Weapons and armor cannot be created at the same time; Martialry must be used twice to create both effects. Furthermore, a wraith can only use Martialry on their self. For weaponry: the wraith must make a Static Physical Challenge vs 6 traits and expend three Traits of Pathos. Success allows the weapon to inflict two levels of lethal damage in hand-to-hand combat. The shape of the weapon matters little, although many wraiths prefer swords for ease of use.

For armor: the wraith must make a Static Physical Challenge vs 6 traits and expend three Traits of Pathos. Success adds the equivalent of three Traits of Temporary Corpus for purposes of damage only; the false Corpus created by this art must be destroyed before the wraith takes any real damage to their form.

Rend: Masters of this art can tear apart the Corpora of other wraiths. Creative use of Rend allows one to dismember, disfigure or otherwise mutilate another soul.

The wraith using Rend must first contact her target, generally by making a successful attack-related challenge. The aggressor then makes a Physical Challenge against her target. Success inflicts one level of aggravated damage, plus one point per extra point of Pathos spent. Five or more levels of damage allows the wraith to tear off a portion of her opponent (e.g., face, hand, knee or just a random handful of plasm).

Using Rend costs one point of Pathos to activate, plus whatever the player spends to get extra points of damage inflicted upon her victim. Each use of Rend also gains the character one Trait of Temporary Angst per additional level of Pathos used. The pathos used for extra damage must be spent before the challenge is resolved.

Advanced (10 xp)

Bodyshape: The character with this art may transform theirs or another's Corpus into practically anything imaginable, from a supermodel to a bookcase or chunk of modern sculpture. It is dangerous to stretch one's plasm too thin; the relative volume of the final form should be roughly equal to the wraith's normal volume.

The wraith enters a Static Mental Challenge with the difficulty depending upon the final form (at the Narrator's decision). Taking on the form of an oily puddle would only a difficulty of 2, while mimicking a Hierarchy Anacreon in full regalia is much harder, with a difficulty of 10+. The wraith can only maintain a full-body change for the rest of the session but may assume their true form at will.

This art costs four Traits of Pathos. If Moliating an unwilling wraith into a torch or similar

object, the wraith will also gain two Traits of Temporary Angst and this change can, at ST discretion, be permanent.

Outrage 12

There are several ways to affect the living world from the Shadowlands. Outrage is the Arcanos that manifests a wraith's strength of will as a kinetic force; users of this power are known as Spooks. Its arts are all physical or violent in some form or another, as are its practitioners. A wraith uses Expression to channel his emotions into the raw energy needed for this power; However he must still win against the target in a physical challenge.

Innate Abilities

Leap of Rage: By focusing his emotion and will in the Shadowlands, the wraith becomes capable of extraordinary leaps and jumps. Make a Physical Challenge vs 6 traits. If successful, you double your normal jumping distance for your next leap. This art can also be used to change direction in the Tempest.

Basic (4 xp each)

Ping: This art allows the wraith to manipulate the smallest objects in the material world. The wraith may only move objects about the size of a bottle cap, and these just a small distance in any direction. This tends to be useful for attracting the living's attention or pressing small buttons. The wraith makes a Static Physical Challenge vs the Shroud rating and spends one point of Pathos to use this art.

Wraith Grasp: This art permits the wraith to affect the Skinlands more fully. Wraith Grasp may only be used to lift small things, although a powerful wraith may lift sizable objects (and then drop them at his leisure). The object can be lifted to a fair height before the wraith releases it. The wraith enters a Physical Challenge against the object with a difficulty determined by the narrator. Objects may only be lifted, not pushed around, manipulated or moved in any other way. The use of this art costs one point of Pathos.

Intermediate (7 xp each)

Stonehand Punch: The wraith summons his anger and lashes out across the Shroud, striking his target with raw force. This art can also be used on objects in the Underworld, including other wraiths. The wraith enters a physical challenge against the subject, retest with the brawl ability. If successful, the wraith causes one additional Health level of lethal damage, or Corpus level, if the target is a wraith. This art costs one Pathos per strike, and each use gives the wraith one point of temporary Angst regardless of whether the strike is successful.

Death's Touch: The wraith may now manipulate objects in the physical world. This art permits typing, opening windows and so on, just as if the wraith was solid. The wraith may alternately choose to create some friction, starting fires without any sort of material source of flame. The difficulty to do this is 8 traits. The wraiths spends 3 Pathos to interact with the physical environment for one minute or to ignite a flammable substance.

Advanced (10 xp)

Obliviate: This hideous art allows a wraith to damage someone or something so severely that it can be sent to Oblivion. Material objects thus destroyed vanish into Oblivion, unless Inhabited by a wraith (in which case they become relics). Using this art on objects or relics in the Shadowlands sends them directly into Oblivion. This can also destroy wraiths and others, forcing their souls into Oblivion.

For inanimate objects the Spook enters an Static Physical Challenge vs a trait total determined by the ST. If trying to affect another wraith or other “living” thing, the wraith may make a Physical challenge against the target. The Spook retest with *Expression*, the target with *Survival*. Before throwing, the wraith must spend a number of Mental Traits and 1 Willpower. If the wraith wins he inflicts one level of lethal damage per Mental Trait spent. This damage is done directly to the soul or essence of the target and ignores all armor, damage-reducing powers (such as vampires *Fortitude* discipline), and powers that protect only the physical form. Living and supernatural creatures suffer Health Levels of damage to a maximum of incapacitated. Wraiths reduced to zero Corpus through this art also immediately fall into Destruction Harrowings. The wraith gains a temporarily Angst point per level of damage dealt. Using this power repeatedly is almost guaranteed to cause Catharsis, and or quick Spectrehood. The target of this power is immune to any other application of Obliviate from ANY source for an hour.

Pandemonium 13

Pandemonium is the ability to tap into chaos itself, releasing the strange and eldritch upon the living world. Other wraiths tend to avoid masters of Pandemonium, as their distorting effects of the Wylding (as the Arcanos is also known) can be detrimental to one's sanity. Most Haunters (i.e. users of the arcanoi) are a little crazy.

Mortals generally won't believe most of the flagrant effects of this Arcanos. Sudden mists, blood seeping under doors, swarms of spiders and clocks running out of control tend to send most people into a state of panic or disbelief. Even video recordings of some of these effects will be questioned; audio and video are becoming easier to modify.

Innate Abilities

Sense Chaos: The wraith's attunement to chaos and the Shadow allows her to detect if something has been manipulated by Pandemonium or a Shadow. This is also helpful for detecting if a mortal has been tampered with by Spectres. The wraith makes a Static Mental Challenge vs 7 traits (retest with investigation) to see if she notices anything out of the ordinary.

Basic (4 xp each)

Weirdness: The wraith may invoke some small strange effect on a single target. The object of this art may feel suddenly cold, or his hackles rise, or he might suffer a momentary hallucination if the wraith really concentrates upon his target. This art requires that a pathos be spent and a social challenge be issued. The Haunter retests with Subterfuge, the target with Empathy. This power causes one temporary Angst.

Befuddlement: The wraith may momentarily confuse a target, disorienting them and making

them temporarily forget who they are and what they are doing. The Haunter spends 1 pathos and 1 willpower per action the wraith wishes to Befuddle the target, max 3 actions (1 pathos+1 WP= 1 action etc). Make mental trait vs willpower trait challenge with the target. For a number of actions equal to challenges lost, the target must make a mental challenge vs 8 traits to get any action. There is no ability retest allowed, except willpower. This power causes one temporary angst.

Intermediate (7 xp each)

Dark Ether: The wraith may tamper with the weather or light conditions in a small area. She may radically change the temperature, summon mist and darkness, modify the humidity, or even evoke a glow akin to St. Elmo's Fire. If this arcanoi is used just for non-harmful illusions (using light, darkness, scent or temperature), a pathos is spent and said illusion simply happens. Powers such as Auspex cannot challenge against the illusion. Harmful illusions can also happen. To do this, a pathos is spent, a point of temporary angst is accrued and a contested social challenge happens. The user of this art uses Subterfuge and the person targeted can retest with empathy. Only a single damage may be done and no additional effects, such as staking, may occur.

Foul Humor: The wraith may channel his Corpus through the Shroud, manifesting noxious substances or swarms of small vermin. He can create plagues of frogs or locusts, clouds of wasps, or nests of snakes, rats or spiders. He can alternately produce clotted gore, raw flesh, blood, muck, reasonably strong acid or other foul matter. You may add touchable, physical items of any sort, though at dawn or dusk any item created will melt into plasm. This power requires a pathos and a willpower. Manifestations that are pure theatrics, (blood running down the walls and writing "flee or die" or having several thousand millipedes crawling over your target but doing no harm) require no chop and simply happen. They cannot be seen through, touching them will not dispel them, and they are real until such time as the Haunter releases the illusion or until dawn or dusk has passed, whichever happens first. If the swarms of creatures created attack and do damage, a Social challenge happens. The Haunter retests with Subterfuge, target retest with Empathy. If successful, Foul Humor does 2 lethal and has no other effect (i.e. no staking, no continuing damage from poison). If attacked, the illusion has a single health level. Lose of this health level results in the ending of the illusion. This power grants one temporary Angst.

Advanced (10 xp)

Tempus Fugit: The wraith can distort distance and time itself. By using Tempest Fugit, he could slow or hasten the passage of time, or make the length of a corridor seem like a footstep or a league. He may not, however, reverse or repeat time.

To speed yourself, spend 2 pathos and 1 willpower and bid up to three mental traits. You make a series of three static challenges vs 7 traits, retest with Subterfuge. Each success grants 1 extra action at the end of this round. If used aggressively this power grants 1 temporary angst (effectively slowing others down).

To speed your target, spend 2 pathos and 1 willpower and bid up to three mental traits. You make a series of three static challenges vs 7 traits, retest with Subterfuge. Each success grants 1 extra action at the end of this round. This power grants 1 temporary angst (effectively speeding target up). This WILL NOT add to already supernatural speed.

Phantasm 14

This Arcanos is a good way to involve mortals directly in a Wraith's doings. A vivid dream can inspire or frighten a person into changing behavior. The Wraith can even alter elements of the dream to his tastes, instructing or horrifying their audience.

Dreamers brought into the Shadowlands are treated as wraiths with particularly solid forms. They may only be damaged by special Artifacts or attacks that inflict aggravated damage on wraiths. Attacked dreamers slip instantly back into their bodies, almost always waking up unharmed. Only the mightiest Wraiths can permanently damage or kill mortals in their dreams. Note: The arts of Phantasm can be used to beneficial or malefic effect, and this has a direct effect on the price of using that Arcanos. With the expression of Ago, any Phantasm art that is used to harm another's soul also grants the user a point of Temporary Angst. The same art can be used for healing and entertainment without giving the Sandman in question Temporary Angst; what determines the cost is the Sandman's intent. Any discrepancies should be resolved by the Storyteller. The appropriate ability rebid for all instances of Phantasm is Subterfuge, by the aggressor, Empathy by the defender.

Innate Abilities

Sleepsense: The wraith may watch a mortal's dreams, or tell where he is along his sleep cycle (of REM sleep, deep sleep and transition). This ability works equally well with supernatural creatures.

The wraith makes a Static Mental Challenge against the target in order to be able to watch the target's dreams for about five minutes at a time. If the dream is anything pertinent, the details of the dream should be relayed to the Sandman. If the target is feigning sleep, the Sandman will know instantly.

Basic (4 xp each)

Elysia: The wraith may gently take hold of a sleeper's soul, pulling it free without harming it. When the soul is loose, the wraith may carry it with them as they choose. The Sandman/woman makes a static physical challenge with a difficulty dependant upon the sleep phase of the Dreamer. Dreamers in REM sleep are a difficulty 6, transitional sleep 7, deep sleep (or anyone with the Deep sleeper flaw) 8 and anyone in a hypnotic state who's awake (i.e. someone zoned out in front of a tv or campfire) 10 plus Shroud rating. If successful, the Dreamer may spend one scene or hour in the Shadowlands. They cannot be harmed unless the source is capable of aggravated damage and it will not harm the Dreamer, only wake them. All attempts by necromancers using Ex Nihilo to Dominate targets in their Dreams and have it stick in the waking realm have failed. To remember anything that transpires in the Dream, a mental challenge vs 30 traits is necessary. Eidetic memory will not circumvent this challenge. This Arcanoi requires 1 pathos.

Lucidity: The wraith may alter details of a mortal's dream. Say they enter a dream where the dreamer is surrounded by alligators in their grandfather's swimming pool. The wraith could

remove the alligators or change them to sharks, change night to day or transform the pool into a swamp. If the Sandman changes enough details, they can twist a pleasant dream into a nightmare or vice versa.

To change a Dream, the Sandman makes a series of social challenges vs a trait total decided by the ST/narrator, retest with Subterfuge. The more successful challenges the Sandman has, the more aspects of the dream they can change. This Arcanoi is not limited in how many challenges may be made.

Intermediate (7 xp each)

Dreams of Sleep: The wraith may make mortals, supernatural beings or other wraiths fall asleep and dream. For wraiths, the dreams are as vivid as those of life. Against a willing target this power simply succeeds, against an unwilling target a social challenge vs the target's willpower (retest subterfuge for both parties). This Arcanoi requires 1 pathos.

Phantasmagoria: The wraith may weave Pathos into illusions. Phantasmagoria affects all five senses, but the duration is limited. These illusions are only solid to other wraiths if she invests Corpus into them.

To use this power in the Shadowlands, make a social challenge vs 6 traits. If done across the Shroud, make a social test against the Shroud rating. Spend 3 pathos and sacrifice as much corpus as you wish (you cannot leave yourself at 0 corpus). You create a quasi-real entity that may attack others for you. Said creatures have traits equal to twice your level of Phantasm. It may use your current Subterfuge abilities as combat rebids and does a single point of lethal damage which may not have any carriers or additional effects like staking. A Phantasmagoria may not benefit from the tactics ability found on pg. 119 of *Laws of the Reckoning*. It has health level equal to the corpus you sacrificed. It cannot be healed. Directing this power takes all the user's concentration; if any challenge is made against the user of this power, the user may choose to dismiss the illusion and contest the challenge or accept the negative consequence of the challenge. They have no other options.

This power requires an additional pathos be spent each round it continues after the first.

Advanced (10 xp)

Agon: The wraith may directly rip a dreamer's soul from her sleeping body. This is excruciatingly painful and often debilitating to the dreamer.

The use of this power may target mortals, and mortals only, spends 3 pathos and gains 2 angst. Make a physical challenge vs the target's mental traits. The aggressor may not use any merits towards this challenge, but the defender may use the trait bonuses from Iron Will and or Magic Resistance in their defense. The aggressor may use Subterfuge as their rebid, the defender may use Empathy as theirs.

If the aggressor is successful, the defender's soul is transported to the Shadowlands where they can be held for a scene or hour. Unlike Elysia, the soul pulled into the Shadowlands may be harmed, even destroyed.

Puppetry 15

Of all the 13 Greater Arcanoi, Puppetry is the one that Charon forbade most sternly. Only the Deathlords and their Hierarchy were sanctioned to ride the mortals, to possess them and thus affect them directly. But like all forbidden fruits, Puppetry has its devotees, those willing to risk Hierarchy sanction for another taste of the Skinlands.

Wraiths riding a subject are not truly part of the Shadowlands, and as such are immune to the normal dangers of that place. However, they take the damage as their hosts do. Also, the host's Physical Traits and non-Mental Abilities take precedence over the wraith's unless the wraith is in direct control. The Puppeteer is a back seat rider, and usually nothing more.

Puppetry uses the ability Intimidation as a retest unless specified otherwise.

Most aspects of Puppetry require the wraith to attune themselves to a Consort by spending Willpower Traits while Skinriding.

Innate Abilities

Detect Possession: The wraith may tell if another wraith is currently Skinriding the target, or even if the target has been attuned for Puppetry. The wraith makes a Static Mental Challenge vs the 7 to see if anyone is currently Skinriding, 9 to see if the target is a Consort. Retest with Investigation.

Basic (4 xp each)

Skinride: Skinriding is the most basic art of possession. It is the capability to slip into a mortal's body, thereby joining with him for a brief ride. The wraith can exert no control with this art, and the host acts of his own free will. However, any more sophisticated Puppetry art requires the wraith first to Skinride the host.

In order to slip into a host's body, a wraith must enter a Physical Challenge against the potential host's willpower. The defender may retest with Intimidation or Willpower. Success will allow the wraith to Skinride the host. If the host is already possessed, the Physical Challenge is against the possessor, who may not rebid with Willpower and the effects of Potence do not apply. A wraith may not skinride someone already under the effects of possession until they eject the individual using Skinride, Vampiric Possession or other similar powers.

Wraiths who are Skinriding merely stand a pace behind the mortal (or other being) that they are Skinriding. A Skinriding wraith is not visible on either side of the Shroud (being literally 'inside' her host), but by the same token may not speak or otherwise communicate her presence except by using Arcanoi.

Sudden Movement: A wraith using this art may take fleeting control of their host body's arm or leg. Subtle use of this art can make a host manipulate an object in some way without realizing it. The wraith must first Skinride the host, then make a Physical Challenge against the host. Please note that as this uses the target's own muscles against them, vampires do not benefit from Potence or Celerity. This art costs 1 Pathos trait per use. If the victim resists, or if you keep the victim from making an action, the wraith also acquires one temporary trait of Angst.

Intermediate (7 xp each)

Master's Voice: The wraith can briefly override his host's speech center, causing him to speak. The resulting voice is a strange blend of the wraith's and host's voices.

The wraith must first Skinride the host, then make a Physical Challenge against the host. Again, as you use the muscles of the target they may not benefit from Celerity or Potence, Rage etc. This art costs 1 Pathos trait per use and the wraith gains one point of temporary Angst. The wraith may speak for one turn.

Rein in the Mind: This art allows a wraith to possess someone without the host's knowledge. In most cases, this can only be done to a Consort. The host remains semi-conscious, though passive, through the art's effect, and will regain control when the Puppeteer releases her. She will immediately try to rationalize her actions; failing, she may seek out therapy or mental health testing. Any pain the host feels feeds back to the Puppeteer as Corpus damage, however.

Electroshock therapy is useful for driving out wraiths, but cannot keep them out forever.

The wraith enters a Mental Challenge against the host, if successful the wraith is in control for a scene or an hour. This art costs 4 Pathos and bestows a point of Temporary Angst. (The victim may attempt to regain control after 10 minutes.)

Advanced (10 xp)

Obliterate the Soul: After conditioning a Consort through extensive use of Rein in the Mind (10 or more separate occasions), the Puppeteer may begin to live full-time within the host's body. The host's personality is devoured by the Puppeteer's Shadow. Whenever the wraith leaves a body thus possessed, it becomes catatonic, responding to nothing and taking no actions on its own.

Once a wraith has conditioned a Consort, by using Rein in the Mind on that Consort at least 10 times, the wraith may make a Mental Challenge against their target. When the wraith totals enough successes to equal the number of Mental Traits the host possesses, they succeed.

Two weeks after its original soul removal, the host body will begin a slow process of decay. Before too long, it will become useless. Therefore, most wraiths use Obliterate the Soul only in the direst of circumstances. This art is ineffective against other supernatural beings, and can only be initiated once per game session if failed. If the first attempt to Obliterate the Soul gains no successes, the wraith must wait until the next game to try again. On the other hand, even one success on the initial challenge will allow for follow-up attempts whenever the Puppeteer feels up to it.

This art costs 5 Pathos and the expenditure of two Willpower Traits. In addition, the wraith gains a number of Temporary Angst points equal to the host's original Willpower Traits.

Usury 16

In death, as in life, nothing's free. Pathos is the currency of the afterworld, and Usury is the Arcanos of barter. It is the delicate dance of the deal, of shifting Pathos and Corpus from one source to another. Those with Usury can act as healers, mendicants, merchants or extortionists and sometimes all at once. It all depends on how reputable they choose to be.

Usury involves power of death energy, and is accordingly mistrusted in some circles. Many point to the Shadow as the source of this Arcanos, citing innumerable "deal with the Devil" stories as proof. They are not so mistaken; repeated use of Usury can raise a wraith's Temporary

Angst to unhealthy levels rapidly. When used upon the Quick, Usury is nothing less than theft of life itself.

A wraith must touch his subject to use Usury. To affect mortals, this requires another Arcanos, such as Puppetry, Embody, Inhabit or Phantasm. The life energy thus stolen is visible to other wraiths as a vivid light which dims as it is absorbed.

Innate Abilities

Assessment: The wraith can gauge the relative levels of life and death within an individual. Careful scrutiny can reveal some idea of the person's relevant Physical Traits, as well as their current Health or Corpus. Wounds appear as vivid black slashes in the person's makeup, and the observer can estimate their severity. The wraith may also perceive life energy in general within a specific area. The wraith makes a Static Mental Challenge, a success at which allows the wraith to make an accurate Assessment.

Basic (4 xp each)

Transfer: The wraith may transfer Pathos between herself and another wraith. She may lend her Pathos to the subject, or steal her victim's Pathos away. This transfer is always visible to onlookers as a vivid halo around the wraith receiving the Pathos.

If the wraith is lending her Pathos to the target, then only one Static Social Challenge is required to allow the Transfer. If the wraith is using Transfer to steal Pathos, they must enter an Social Challenge against the target and may steal up to 4 Pathos; the use of the art this way gives the Usurer one point of Temporary Angst.

Charitable Trust: By infusing a mortal or wraith with his own Corpus, a wraith may heal wounds. The wraith breaths out his Corpus into his target. This art can be used on mortals without using any other Arcanos to manifest.

This art costs one point of Pathos to use, and the Usurer takes Corpus damage equal to the number of Health/Corpus Levels the wraith gives away.

Intermediate (7 xp each)

Early Withdrawal: The reverse of Charitable Trust, this art allows a wraith to steal another person's life energy with but a touch.

Once the wraith makes contact with their prey, they make a social challenge against the victim, and may steal three Health level or Corpus traits. This damage is considered lethal for healing purposes only, and for the quick there is no visible result. The wraith may only use this art as long as she is below her maximum Corpus; if she is unharmed, she has no place to "put" any stolen Corpus unless she possesses the Exchange Rate art (below). This art gives the Usurer a temporary Angst point.

Exchange Rate: Any wraith may convert Pathos to Corpus Levels. Wraiths who know this art may do the opposite, transforming their Corpus Levels into Pathos. They may simply convert their own Corpus, or use this art to convert others.

The wraith may convert as many Corpus to Pathos, but there is a cost of one Pathos for each time this art is used, much as with Early Withdrawal.

Advanced (10 xp)

Investment: This art allows a wraith to pour Corpus and/or Pathos into a relic, storing it for

future use. The wraith must focus on the relic in question, channeling and carefully sealing his energy into it. The energy may then be accessed by anyone who knows the seal's gesture or command phrase.

The player spends two Pathos points, then marks off the number of Pathos or Corpus points that he wishes to invest. To seal the points in place, the wraith must spend a Willpower Trait and assign a command phrase or gesture to "unlock" the stored reserve. A given relic may only store one type of energy. This art is the means by which soulfire crystals are created and maintained.

Relics and Artifacts charged this way should have the number of Traits invested in them listed somewhere on the item card.

Dark Arcanoi

Dark Arcanoi are the twisted powers that are available to Spectres (and in some cases Doom Slayers) only. They are twisted, foul powers, that seek to convert or kill wraiths and mortals alike, return the world of the living to Oblivion, snuffing out all life. Oblivion is the hungry darkness at the beginning of the classical Greek and Roman tales, and it hungers for a return to that utter darkness. PCs portraying spectres should be experienced and aware that there are few things more disturbing than a soul that has lost all hope.

Contaminate

This Dark Arcanos feeds the power of Oblivion in others. It manifests in many ways, much like Castigation does: Some Spectres practice a sick form of battlefield medicine, while others peddle Spectral booze or drugs. Each Spectre has a distinctive style to Contaminate. This means that any given Spectre may have a different style, and thus retest for their use of Contaminate, but no Spectre may use more than 5 ability retests in the course of a night's play. Those who are having Contaminate used against them may use Empathy as a retest against it.

Inate:

Contaminate: The Spectre sees Oblivion's strength in others, gauging the strength of Shadows and Dark Passions in others, both the living and the Restless Dead.

System: Make a static mental challenge vs your target. If this succeeds, the user learns the following: Whether the target's Permanent and Temporary Angst is over 5, and when the target last earned Angst from a dark Passion. By spending a mental trait per question, the target may learn the answer to any of these questions: Whether the target has more, less or the same

Permanent or Temporary Angst as the the user of Diagnosing the Darkness (these are technically two different questions)? Does the target have more Dark Passions than the Spectre? What is the Shadow's Archetype? What is the nature of the target's Dark Passions?

Basic: 4xp

Dissect: The Spectre discerns the target's Nature by examining its echoes in the target's Shadow.

System: Make a contested Mental Challenge to learn the target's Nature.

Contamination of the Tongue: The Spectre can speak directly to a wraith's Shadow, and the Shadow can provide brief answers even when not in Catharsis.

System: Spend up to three Social traits, and then make a contested Social Challenge. If successful, the Spectre can ask the target one question or make a one-sentence statement and get a one-sentence response. Each Mental Trait spent lets the Spectre add another question or statement. The Shadow takes momentary control of the target, speaking with the wraith's voice and mouth, which is both obvious and disconcerting.

Intermediate: 7 xp

Contamination of the Soul: The Spectre drains her own Angst (usually as a dark noxious fluid) and pours it into the target, strengthening the target's Shadow. Some Spectres spit the liquefied Angst; some open wounds and "bleed" into them; some inject the Angst with a Moliated syringe; others use even less pleasant methods.

System: Spend one Angst and make a Static Physical Challenge against the target's Willpower. The Spectre transfers one point of Angst, plus one per Mental Trait spent. The Spectre's Psyche gains a point of Composure. The Angst remains fluid for one minute to allow time for injection or other handling.

Contamination of the Mind: The Spectre helps another's Shadow into Catharsis.

System: Spend two Angst and make a Physical Challenge. If successful, the target's Shadow gains control as if it had won a Catharsis Challenge. If the physical challenge fails, both Spectre and Shadow lose one Angst each.

Advanced: 10xp

Contaminate the Will: The Spectre Concentrates Oblivion's power in the target, providing the means to gain Temporary powers.

System: Spend three angst and two being and make a social challenge. If successful, the target will gain two points plus one per social trait the user of this power chooses to spend. The target then spends these points as if they were the phantom's xp, using them for abilities, traits or even wraith arcanoi, mage spheres, vampire disciplines, or garou gifts. You may only buy powers from your parent genre, and in order to purchase a power restricted by One World by Night R&U you must have the appropriate approvals; i.e. if you want Obtenebration one and two for the night and you are independant or Camarilla, your ST must get Lasombra Coord Approval. If you want Setite Thaumaturgy of level 5 of Path of Du'at, you need the Setite Coords office to sign off. You do not need to have the prerequisite powers for the one you chose to buy, i.e if the Spectre wins the challenge and were to spend 8 social traits on a Vampire ally, the Vampire ally could use an Advanced Discipline without the basics or the intermediates. The power or ability manifests immediately and can be used for the next scene only. At the end of the scene, the power

goes away. A character may not use this power upon themselves. No Character may benefit from this power more than once per game session. The greater the power given by the Spectre the more they will ask, and Spectres will typically ask for something that feeds Oblivion, and Spectres ALWAYS want payment up front!!!

Corruption

This art is the Spectral analogue to Puppetry - techniques for turning a mortal's soul into something sufficiently tuned to the Spectre so that the dead manipulator can take control without ever seeming obvious about it. Corruption uses Subterfuge as it's offensive rebid and Empathy as it's defensive rebid.

Innate:

Sense Likeness: The Spectre looks for the signs of Oblivion already working in mortal targets.

System: Make a Static Mental Challenge against the local Shroud rating, minus the Maelstrom force level. Success lets the Spectre find a suitable mortal victim in the area, receptive to manipulation. The Storyteller defines the nature of the target: a villain, an ambitious but weak soul, someone in the grip of a Dark Passion or whatever suits the story.

Soul Leech: This art is the Spectral version of possession, more powerful and more dangerous than Puppetry.

System: Spend one Angst and make a Social Challenge. If successful, the Spectre slips unnoticed into his target, and he can use the other art of Corruption. The Spectre experiences the target's senses, losing all the distinctively wraithly senses like Deathstight. The limitations of Puppetry, such as vulnerability to electroshock, apply to Soul Leech. The possession lasts for one hour, plus one for each Social Trait spent. Note: The Basic, Intermediate and Advanced abilities of Corruption all require the Spectre to first use Soul Leech on the target.

Basic: 4xp

Lucid Visions: The Spectre inflicts a momentary, violent flash of imagination on the target. The information content of the vision must fit in a single simple sentence, like "Go through the fire escape door", but the emotional content and associations in memory can be very complex.

System: Spend one Angst and make a Social Challenge to inflict a single vision on the target. The target does not have to follow the vision.

Unbidden Hands: The Spectre makes the target's physical body do something without the target realizing it consciously. The task cannot be lethal or self-destructive.

System: Spend three Angst and make a Physical Challenge. If successful, the Spectre gains covert control of the target's body for 10 minutes, plus 10 minutes for each Trait by which the Spectre's Being is greater than the target's Willpower. The target cannot spend Willpower to resist Unbidden Hands. Example tasks include writing, "The bastard must die!" over and over while thinking about an ex-lover, or tying nooses while thinking about how much fun it will be to play with a new dog.

Intermediate: 7xp

Urges: The Spectre forces the target to take a single action which satisfies one of the Spectre's

Dark Passions and which, on some level, the target would like to do.

System: Spend two Angst and make a standard Passion Test. If the Spectre would gain Angst from the intended action, then make a Social Challenge to force the target to act that way. If the Social Challenge succeeds, the Spectre gains the Angst indicated in the Passion Test; otherwise the two Angst just go down the drain. The target may spend Willpower to resist the compulsion. If the Social Challenge fails, make two Simple Tests. If both tests fail, the target feels a deep revulsion toward the command, and the Spectre can't try to Urge the target to any other action based on the chosen Dark Passion for the next full day.

Fetter Rape: The Spectre taints a Corpse and makes it capable of Rising temporarily. The Body must have been a fetter, Risen previously, or have been attuned to the powers of Corruption or Puppetry.

System: Make a Static Physical Challenge against 3+ Shroud Rating-Current Maelstrom Rating. If successful, the Spectre Reanimates the body for one day plus one day per mental trait spent. Treat the Spectre as a Risen who needs no conduit during this time period. Housecleaning will drive this Spectre out but doesn't protect the corpse from further incursions. Fetter Rape destroys the body as a Fetter; not even Splice Strand may repair this, and forces the Wraith linked to it into a Harrowing.

Advanced: 10xp

Blissful Unity: The Spectre makes a permanent place for herself in the target's soul. The target retains self-awareness, but he carries out the Spectre's instructions without realizing that they come from someone else's will.

System: The Spectre must first attune the target as a Consort (see oblivion, p. 98). Spend five Angst and one permanent Being, and make a Social Challenge, with no modifications for Consort status. If successful, the Spectre plants the first hooks. If the test fails, make two Simple Tests. If both fail, the Spectre botches and can never again attempt Blissful Unity with that target.

Once established, the Spectre wears down the target's resistance by accumulating successes on Extended Social Challenges equal to the target's Willpower. The Spectre may make one such challenge per day, at the cost of two Angst and one temporary Being. If the Spectre accumulates no successes at all on a particular Extended Challenge, the next effort costs an additional point of Angst. Once the Spectre does get the necessary challenges, the target is hers to do with as she pleases. The target counts as a Fetter, and the Spectre can use Soul Leech against her automatically, at the cost of one Angst but without a challenge. Most victims of Blissful Unity go immediately to Oblivion when they die. A few become Mortwights.

Hive - Mind

Oblivion's touch breaks down the walls of individual personality. Spectres can probe the minds of their fellow Shadow Eaten to acquire knowledge. Hive Mind uses Empathy as a rebid.

Innate:

Distress Signal: The Spectre sends out a non-verbal call for help; it carries only the message "I'm

in trouble!”

System: Make a Static Social Challenge against seven Traits (or six Traits if the Maelstrom level is from three to five). If successful, the Spectre summons one Spectre who appears within a few turns via Nihil or Arcanos use, plus another Spectre for each Social Trait spent. Storytellers may delay the summoned help a few minutes on some occasions, but Distress Signal is supposed to be useful. Spectres who arrive after the crisis do no good, and players shouldn’t feel that they’re wasting their effort.

Basic: 4xp

Silent Whispers: The Spectre sends a mental message to any other Spectre within line of sight. This ability only sends messages; it does not grant the recipient the power to reply without also using Hive-mind.

System: Make a Social Challenge. If successful, the Spectre can transmit one simple sentence, plus one per Social Trait spent.

Distant Whispers: The Spectre engages in a two-way telepathic conversation with any other Spectre known to the one using Distant Whispers, regardless of the distance between them.

System: Spend one Angst and make a Mental Challenge. If successful, the Spectre and the recipient can each send one simple sentence, plus one each per Mental Trait either chooses to spend.

Intermediate: 7xp

Recall the Known: The Spectre can access information he once knew but has since forgotten, or learned only in passing.

System: Spend one Angst and make a Static Mental Challenge against eight Traits (or seven Traits if the Maelstrom level is from three to five). If successful, the Spectre recalls one specific piece of information (and he can attempt one specific use of an Ability), plus one per Mental Trait spent.

Recall the Unknown: The Spectre can probe through the Hive-Mind into other Spectres’ thoughts and memories, including those who’ve since gone on to Oblivion.

System: Spend two Angst and make a Static Mental Challenge against eight Traits. If successful, the Spectre recalls a particular piece of information for one turn, plus one turn per mental Trait spent. Recall the Unknown cannot teach the use of Arcanoi, but pretty much everything else is accessible through this art.

Advanced: 10xp

Racial Memory: The Spectre can draw on all knowledge in the Hive-Mind, including Arcanoi and Dark Arcanoi she hasn’t learned herself.

System: Spend two Angst and one Being, and gain one temporary Composure. If successful, the Spectre learns one Arcanos or Dark Arcanos at one level per two Mental Traits (rounded up). He retains knowledge of the Arcanos for one scene or hour.

Shroud-Rending

With this Arcanos, a spectre can learn to see the Skinlands on the distant side of the Shroud.

Unless a spectre knows Shroud-Rending, the Shadowlands will always be empty to her save for wraiths and other spectres. Once this art is hers, the spectre can witness mortals going about their daily lives and see what effect she has upon them. Shroud-Rending allows the spectre to see through the Shroud; the reverse does not necessarily hold true. Mortals may perceive spectres after Lurking Presence is used (should the mortal succeed in a mental test against the Fog [30 traits, the mortal cannot rebid and the Fog has 3 rebids]), though it's better for the mortal if they don't remember. Seeing a Spectre is highly likely to inflict some sort of derangement on the mortal. Or if the spectre also knows the Arcanos Embody, they may also be seen, though again, it is not good for the mortal's mental health. Nihils form in areas where this Arcanos is used frequently. This art uses Investigation as a rebid.

Innate:

Hold Back The Curtain: This art allows the spectre to extend her activity in the Skinlands past the standard duration of an Arcanos. It grants no other ability. Retest is Survival.

System: At the end of the duration of another power of Shroud Rending, make a physical challenge against the Shroud Rating +1 per previous use of this power. Success extends the duration of the power that was about to end by one round.

Basic: 4xp

Threshold: This art cannot quite cross the threshold of perception between the lands of the Quick and the Dead. The character can see the Skinlands and its inhabitants as if through a thick fog, but cannot hear events, nor interfere with them.

System: Make a physical challenge vs the Shroud +1 (If the Spectre has the Bad Sight flaw the trait difficulty increases by an additional two). If successful, you can see the Skinlands for a number of rounds equal to your Stamina based traits.

Echos: With this art, the spectre can hear faint snatches of sound from the Skinlands. Sound quality is always poor, with distorted, echoing voices and fluctuating volume the norm.

System: Spend an Angst and make a mental challenge against the Shroud (If the Spectre has flaws related to hearing, increase the difficulty by an additional two). Upon success, you can hear a number of sentences equal to your Perception based traits. The sound quality is poor. If no one is present where you use the power, you hear ambient sound for one minute per perception based trait.

Intermediate: 7xp

Fleeting Glimpse: This art allows a character to see a small area of the Skinlands for a brief time.

System: Spend one Angst and make a mental challenge vs the Shroud. If successful, you may see and hear everything within a 1 yard radius per Perception related trait. Please note, Spectres are seeing through the Shroud which blocks mind-affecting powers. A mage with an active mind rote or a vampire with active Obfuscate can still be seen by the Spectre. Mundane camouflage and forces rotes which bend light or sound around the user still work as normal.

Virtuality: With this art, the spectre can clearly see and hear events in the Skinlands through the Shroud, as if combining the skills contained within the two preceding levels of this Arcanos.

System: Spend Two Angst and make a mental challenge vs the Shroud. If successful, you may see and hear everything in the Skinland within your normal range for a number of minutes

equal to your Intelligence based traits.

Advanced: 10xp

Lurking Presence: With this art, a Spectre can tear a vicious rip in the Shroud, one that can intrude into the awareness of the waking Quick. Repeated uses of this power can lower the local Shroud rating.

System: Spend a Being and three Angst. Make a social challenge vs the Shroud rating. If successful, the Spectre may be seen, heard and physically interact with the Skinlands for a number of rounds equal to their Manipulation based Social traits. If the Spectre is disincorporated (i.e. damaged in any way) they are sent back across the Shroud and the duration ends early.

Tempest Weaving

The art of Tempest-exploitation comes naturally to Mortwights. Spectral scholars theorize some hidden connection or covert plan of Oblivion's greatest servants, without (so far) any evidence to support their speculations. This Arcanoi uses Crafts: Tempest Weaving as it's rebid.

Innate:

Storm-Horn: The Spectre can hear the distinctive voice of every Nihil in the area so as to recognize each one in the future. (The Shadowlands and Tempest or Labyrinth ends of a Nihil sound recognizably the same.) The Spectre can also speak to a Nihil, quieting its own voice so that the Spectre can hear the sounds coming from the other end.

System: Make a Static Mental Challenge against six Traits. If successful, the Spectre hears the nearest Nihil, plus one more (in order of increasing distance) per level of Maelstrom force level over Force One. The ability has no upper limit on range. The Spectre's player may make a Static Mental Challenge against four Traits to recognize a Nihil she's heard before, and she may make a Static Social Challenge against four Traits to quiet the Nihil for one hour. During this time, she hears whatever's said at the other end.

Hole in the World: After identifying a Nihil with Storm-Horn, the Spectre can travel through it, even if it's been sealed off.

System: Make a Static Physical Challenge against eight Traits, minus the local Maelstrom level. If successful, the Spectre opens a closed Nihil for one turn and can even jump through. It takes a few turns, at the Storyteller's discretion, to emerge at the other end.

Basic: 4xp

Storm-Lash: The Spectre draws strength from the Maelstrom. She steps bare, free of all clothing, equipment and other encumbrances, into the storm and emerges invigorated.

System: Spend one Angst and make a Static Physical Challenge against 10 Traits, minus the local Maelstrom level. If successful, the Spectre regains one point of Corpus or temporary Angst per level of Maelstrom rating. If the spectre has full Corpus or Angst (not necessarily both), extra points may raise temporary Being. The process takes one turn per Trait regained, and the Spectre can use it as often as she likes.

Thread of Corruption: The Spectre infects a relic with Maelstrom force. The taint of Oblivion

requires anyone not yet Shadow-Eaten to gain Angst in the course of using the relic. Tainted relics emit unique notes that Tempest Weavers can track.

System: Make a Static Mental Challenge against seven Traits, plus the relic's rating, minus the local Maelstrom force level. If successful, the Spectre corrupts the relic. Thereafter, anyone except a Spectre or a wraith in Catharsis gains one point of Angst upon using the relic. All arcanoi that detect Oblivion's presence reveal the corruption. If the person attempting to use the relic cannot gain Angst, the relic will not work for them.

Intermediate: 7xp

Unweave the Self: The Spectre unravels her Corpus into storm-carried threads.

System: Spend one Angst and make a Static Physical Challenge against nine Traits, minus the local Maelstrom level. If successful, the Spectre becomes a small collection of Maelstrom debris resembling a shredded garment, capable of moving wherever the wind blows. The Spectre can remain unwoven for one hour per level of Maelstrom rating. It takes one turn of concentrated effort for the Spectre to weave or unweave himself.

Reweaving: The Spectre pulls pieces of objects from the storm or Destruction Harrowings and reassembles them, albeit without much control over what the storm delivers.

System: Spend one Angst, gain one Composure and make an Extended Static Physical Challenge against seven Traits minus the local Maelstrom level (minimum difficulty of four Traits). One success produces a small object without combat applications - a favored toy or other small Fetter of a wraith now lost to Oblivion, for instance. Two successes let the object carry a Trait of Dark Passion, which the Spectre can suck out and convert into Angst. Three successes produce the pieces of a one or two-Trait relic, generally one destroyed recently in the storm. The Spectre can attempt to find some specific sort of object. A broad class of objects, like any pistol or any pocket watch, raises the base difficulty of the challenge to eight traits, while the hunt for a particular object raises the base difficulty to LO. Reweaving takes one turn in any event. The object lasts for one hour per success in the challenge unless the Spectre chooses to let it collapse earlier.

Advanced: 10xp

Carve the Chaos: The Spectre imposes his will on the Tempest, turning it into a solid form. It works in the Labyrinth and the Tempest all the time, and in the Shadowlands when the Maelstrom level is Force One or more.

System: Spend two Angst and one Being, gain two Composure, and make a Static Mental Challenge. The difficulty is seven Traits in the Labyrinth or Tempest, nine Traits during level three (and greater) storms or 10 Traits in Force One or Two storms. If successful, the Spectre can make whatever he chooses out of a space 20 feet on a side. Only the Spectre's imagination limits the range of possible creations. The carved chaos reverts to its normal form in one hour.

Larceny

You are Oblivion's servant, it is true, but none say you must always serve It faithfully. In It's service you decay; the winds of limbo tear at and savage your Corpus. Surely it is in Oblivion's

interests if you last long enough to see Oblivion prosper? With this Dark Arcanos, Spectres can stave off their rapid demise. Larceny allows characters to restore their Corpus, and thus slow the descent into the Void. It is a dangerous Arcanos, attracting the condemnation of many Malfeans, as well as strengthening every Spectre's own worst enemy -the Psyche - when used. Larceny also conveys a greater understanding of the nature of Oblivion, and allows the character to manipulate it, using its entropic effects to steal strength from others and infect them with Oblivion in the process. Larceny uses the Larceny or Security rebid.

Inate:

Weight Oblivion: With this art a spectre can determine how strong Oblivion is in another creature, be they mortal, supernatural or another spectre.

System: Make a Mental Challenge against your target's Willpower. If successful, the Storyteller will tell you where your highest Dark Passion compares to the target's highest Dark Passion. (Is it lower than yours, about the same or higher than yours?)

Basic: 4xp

Steal Corpus: By touching another spectre or a wraith, the character may steal the target's Corpus. The energy transferred manifests as the black light of Oblivion, strengthening and intensifying the spectre's own dark aura.

System: Spend one Angst, risk up to 4 social traits and make a number of social challenge vs the target's willpower equal to the number of traits risked. Each win is a level of lethal corpus damage taken by the victim. For every two wins the Spectre has he will heal one corpus of non aggravated damage.

Emotional Infection: This art allows the character to implant Dark Passions in the minds of others, be they mortal or supernatural, and increase those Dark Passions already present. The spectre must be able to see the person she wishes to infect, or whose Passions she wishes to increase, in order to use this art. Emotional Infection is the means by which many spectres prey upon mortals, gradually tainting them and furthering the advance of Oblivion. When Emotional Infection causes one or more of the target's Passions to equal the spectre's Being, Rapaciousness often follows.

System: Spend one Angst and make a social challenge vs the target's willpower. In the case of ties (the target must bid their full willpower total, they may not bid less than their maximum). If you are attempting to grant the target a new Dark Passion, you must win three successive Challenges in three consecutive games. If you are trying to increase an existing Dark Passion, you must win a number of challenges in consecutive games equal to the Dark Passion's current rating plus 1.

Intermediate: 7xp

Savor Agony: This art allows the character to draw Angst from the pain she inflicts on others, mortal or supernatural.

System: Whenever this character deals aggravated damage they make a contested chop bidding their physical traits plus their level of Larceny against the target's Willpower. If this chop is successful, the Spectre gains one Angst per damage dealt. If this chop is unsuccessful, make two simple tests, if both are flat-out lost, they lose the same number of Angst. If this reduces the

characters Angst to zero, the Psyche will get a chance to take control of the Spectre.

Withstand Oblivion: This Dark Arcanos allows spectres to heal that damage inflicted by Oblivion, which can be healed in no other way. This art is dangerous, in that it strengthens the character's Psyche every time it is used, and so is employed only in dire need by all but the most insane of spectres.

System: Spend two Angst and your Psyche gains one composure. Make a static physical challenge vs. 8 traits. For the purpose of ties you may only bid your stamina related traits. If this challenge is successful, you heal one level of aggravated damage. Under normal circumstances, a wraith or Spectre must either spend 3 Angst and 1 Willpower or Being or Slumber in one of their fetters (good luck with that Mr. Spectre) for 8 hours.

Advanced: 10xp

Defy Oblivion: When employed successfully, this art allows a character to transfer the effects of Oblivion onto another character or creature. By defying Oblivion, spectres deny their own nature, and thus strengthen their Psyche. Like the previous level of this Arcanos, Defy Oblivion is only used in times of dire need by the majority of spectres. It is through this art, and others like it, that the Malfeans have maintained their kingdoms for countless years.

System: When this character is about to take aggravated damage, make a social challenge vs a target within line of sight. Regardless of win or lose, you then make a Being vs Willpower challenge against the same target. If both tests are successful, the target takes lethal damage equal to the damage you were about to take (even if the damage was supposed to be aggravated, the target still takes lethal damage). If either test is unsuccessful, you take damage normally. If both tests fail, you take double damage. This is reflexive and **MUST** be used if damaged. The only time it may not be used if the Spectre is damaged is if there is no one in line of sight.

Maleficence

Maleficence is the power to invest beings with the power of Oblivion, usually through the medium of the Spectre's own Being and Angst. Most common among Mortwights and Apparitions, Maleficence is the Arcanos most commonly used to start Oblivion cults among the living, and to convert captured Restless to the faith of the Shadow-eaten.

Knowledge of Maleficence is not just a simple knack, but also an intuitive communication with, and understanding of, the goals of Oblivion. Users of Maleficence are the Labyrinth's equivalent of evangelists. Ideologically committed to Oblivion, these missionaries of entropy spread their beliefs in the Shadowlands as well as in the lands of the living. While openly proselytizing Spectres wouldn't last an hour in a Hierarchy Necropolis, some Renegade and Heretic Necropoli are less judgmental. In some of the more tolerant of these independent Necropoli, the rough voice of an Apparition or the cajoling of a strand-spliced Nephwrack street corner preacher are common sounds.

Maleficence is, by and large, meant to be a ST tool and the reason why an otherwise mortal has X power, without resorting to the Infernal. Intimidation is the appropriate rebid.

Innate:

Sense Prayer: Practitioners of Maleficence have an intuitive feel for where they can do the most harm. The outflow of negative emotions causes them to become aware whenever someone within (Maleficence rating x 100) meters is actively supplicating the powers of darkness, Nietzsche, or whatever else seems appropriate for assistance. A static mental challenge vs traits will tell the Spectre the range and direction of person praying to said powers of darkness.

Sense Investment: Make a static mental challenge vs 6, the Spectre may sense when a mortal she is regarding has already had Being invested in him by another user of Maleficence. She might not care, but she can at least tell if someone she's evaluating has already been staked out.

Basic: 4xp

Black Whispers: This Art allows the Spectre to communicate directly with the mind of a mortal through "spoken" words. This art has a variety of uses, from driving deranged mortals over the brink of madness to delivering faux-infernal proclamations to the leaders of Oblivion cults.

System: Spend a point of Angst. Make a Static social challenge vs either the local shroud rating or your target's willpower, whichever is greater. You may speak to your target for a number of rounds equal to your Charisma related traits.

Benefice: The art of Benefice allows a Spectre to invest Being into a mortal, with an eventual goal of later granting the mortal Spectral powers.

System: This art costs three points of Angst and as many points of Being as the Spectre wishes to attempt to grant the mortal. Next comes a Physical challenge vs 5 plus the number of Being that the Spectre is investing into the mortal target. It is assumed that most Spectres invest Temporary Being into their pawns. The investiture of Permanent Being in a Mortal is also possible. While Permanent and Temporary Being cannot be invested in the same mortal at the same time, the investment of Permanent Being is no more difficult than that of Temporary. It's just more draining on the Spectre — Permanent investment requires the expenditure of 5 points of Angst for each point of Permanent Being that the Spectre wishes to grant the mortal.

Targets who have been invested with Being have the difficulty of all rolls for Dark Arcanoi used on them reduced by 2. Spectres grant Being to allow mortals to power abilities granted by Investiture (see below). The effects of Benefice are more fully detailed in Mediums: Speakers With The Dead. If you don't have Mediums, the important thing to remember is that if you give the Mortal more Being than she has Willpower, she'll probably either end up going psychotic or sitting in a corner blowing spit bubbles. The bleak and icy revelations of Oblivion are often rather difficult for the human mind to handle.

Intermediate: 7xp

Investiture: The Art of Investiture empowers a Spectre to initiate certain processes of decay within the spirit of a mortal. These decompositions of the soul grant mortals certain limited supernatural abilities, as well as having subjectively unfortunate side-effects on the mortal's sanity and health. These powers (usually granted to the leaders of Oblivion cults) are a manifestation of Oblivion's touch, and can have unpleasant side effects on the user.

System: To practice this art requires the expenditure of a number of points of Angst and Being equal to the value of the power the Spectre wishes to Invest. The next step is a Static Social challenge vs 8-the number of points of Being the Spectre has currently invested in the target).

The Spectre must achieve a number of successes equal to the rating of the power being invested. A number of suggested powers are detailed in Mediums, but those without access to that supplement should assume that granting a mortal the first level of an Arcanos the Spectre possesses is a 5 point Investment

Discipline: Discipline allows a Spectre to make her displeasure known to a mortal in whom she has invested Being. Discipline is usually used to remind errant leaders of Oblivion cults that they, too, are mortal, though some Spectres do it just to watch their pawns writhe. This art is very similar to the Thorn “Wrack” in its effect

System: Spend a variable number of Angst, 0-3 traits. Make a Physical challenge vs the target. In case of a tie, compare your physical traits vs only the target's Stamina related traits +3. If successful, the target will writhe in pain and agony, and be down a number of traits equal to the Angst spent on this power for a number of hours equal to the Angst spent.

Advanced: 10xp

Conversion: Conversion allows the Spectre to impose Oblivion-wrought despair on a captive audience, bringing them to an unavoidable awareness of Oblivion and its place in the scheme of things.

System: To use this art requires a Social challenge vs the target. For each success, the target's permanent Willpower or Composure is decreased by one, or his Permanent Angst increased by one. The choice is entirely up to the Spectre using the Arcanos. Wraiths whose Angst reaches 10 become Doppelgangers. Those whose Willpower reaches zero become Nothings. Conversion is an extended process that works only on a captive audience. It takes several hours to use the power, and a given Spectre cannot use it more than once in a 24-hour period (though nothing stops Spectres from working in shifts). This power cannot be used on mortals, even mediums. A botch on a Conversion attempt adds a point of Composure to the Spectre's Psyche.

Tempestos

“And then we ride the storm, our wings of choking smoke and filth surrounding us like the feathers of a dying carrion bird. Like the black wind of winter, we howl around the eaves of the Citadels. Prepare for the storm.”

Tempestos is the power to ride and manipulate the winds of the Maelstroms. Virtually unknown until the Third Maelstrom, this Arcanos has since been refined, and has come into regular use by the Shadow-eaten. Practitioners of this Art are the shock-troops of Oblivion, often racing ahead on the first gusts of Maelstrom winds to attempt to seize inadequately guarded portals to Citadels. Haints are particularly skilled at this Arcanos, as packs of them roam the Tempest and the Shadowlands, riding squalls and staging hit-and-run attacks. The Rebid for all Tempestos arts is Pilot.

Innate:

Maelstrom Sense: The Spectre can forecast the arrival of Maelstroms with particular accuracy. A successful Static Mental challenge vs difficulty 4 allows a Spectre to forecast the arrival of the next Maelstrom, providing the storm is due to arrive within a number of days equal to the

number of Perception related mental traits.

Basic: 4xp

Storm Seeker: The Spectre can set herself adrift in the Tempest and allow her natural affinity with the storms of the Underworld to draw her toward a storm front.

System: Storm Seeker requires spending a point of Angst and making a Static Mental Challenge vs 6 traits in order to allow a Spectre to find a storm to ride. This process can take anywhere from a few hours to a few days, depending on the Storyteller's whim and the local conditions of the Tempest. The size of the storm discovered is completely random, as is the Spectre's eventual destination.

Ride The Nightwind: This art allows a Spectre to take wing on the breath of a Maelstrom, a behavior which is substantially different from being pushed along by the winds of Oblivion.

System: By spending a point of Angst and making a static Physical Challenge vs 7 traits, the player allows his character may fly at up to the speed of the Maelstrom winds — so long as he is moving in the same general direction the storm is. While the character cannot stop moving, he has incredibly precise control over his trajectory, and can make hairpin turns or fly suddenly straight up. For the purpose of ties, figuring out if a Spectre is able to pull off any acrobatic stunts, the Spectre may count his Dexterity based traits twice. If outdoors, and used to run away in the direction that the Maelstrom is blowing, the Spectre using Tempestos automatically gains fair escape. For a Spectre using this power who has at least three ranks in Pilot, three ranks in melee and who is armed with a lance or similar weapon, use the rules for Charging found in Faith and Fire on pg 279.

Intermediate: 7xp

Dust Devil: The Spectre can now call up a minor squall to ride. If necessary, the storm tears open a Nihil on its way to answer the summons.

System: Calling up a storm requires spending two points of Angst and succeeding at a Social Challenge vs 8 traits. The number of Manipulation traits of the user of this power is the number of minutes this storm will last. The Maelstrom is always level one and will initially move in the direction of the user's choice. The Spectre who whistled up the storm can travel at the speed of the storm winds (50 to 75 mph), but gains no benefits to dodging or flying unless he also uses Ride the Nightwind. A number of other Spectres equal to the Manipulation traits of the user may also ride the wind via this Arcanos, but the storm is too small and weak to carry other Shadow-eaten along in the normal fashion.

Tempest Fury: The Shadow-eaten may now call on the fury of the Tempest in a limited but devastating fashion. The fraction of power thus summoned can be used as a weapon.

System: By spending a point of Angst and a point of Temporary Being, and succeeding on a Contested Physical challenge a player can allow his character to raise up a blast from the Maelstrom in order to smite a single target. If the initial challenge is successful, make another challenge; if the second is successful, make a third. If the third is successful, make a fourth and final challenge. For each challenge won by the Spectre initiating this power, the target takes 1 lethal damage. The power can also target non-wraiths. For the purposes of targeting the effect, any man-sized object or area can be considered a target. The attack can be used for a variety of

effects: to breach gates, to smash relic automobiles or to pound a single wraith into a Harrowing.

Advanced: 10xp

Maelstrom Cauldron: The practitioner of Tempestos may now call upon the full strength of a Maelstrom. By pouring his very soul into the effort, he can summon up a full-strength local Maelstrom from the depths of the Labyrinth — bringing with it all of the concomitant Spectral debris.

System: Spend a number of Angst equal to the size of the Maelstrom you wish to summon, and one Being. Make a Social challenge. The difficulty of the task is equal to the level of the Maelstrom + 5. The art also inflicts a level of Corpus damage for each level summoned, there are stories of Spectres literally tearing themselves to shreds in the process of summoning a storm. The number of manipulation based traits the summoner has determines the number of hours the Maelstrom persists.

Risen Arcanoi

Some Arcanoi don't function as well or are distorted upon entering the Skinlands, while others just plain don't work.

Don't Work	Argos	Phantasm	Moliate	O
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**Pandemonium and Inhabit can be used by Risen, but at a cost of one additional Pathos per use. Arts, which are free to wraiths in the Shadowlands, cost one Pathos for a Risen, and so on.*

A wraith who is Shellriding does not actually dissolve into the machine being “ridden” or controlled. Rather, the effect occurs from a distance, though another wraith with Inhabit can detect the Risen's influence. While certain Inhabit Arts may seem useless to a Risen, they must all be learned in order nonetheless.

There is no Guild for the Risen-exclusive Arcanos Fascinate and Serendipity, but many Risen simply seem to acquire the knack as they wander the Skinlands. As becoming Risen is strictly against Hierarchy law, even wraiths who Rise and then return to the Shadowlands don't pass on their knowledge. However, that doesn't keep new Risen from learning Fascinate and Serendipity on their own.

Fascinate:

Fascinate is the ability of some Risen to affect the minds of the Quick by inserting some

thought or compulsion that the person cannot banish. It is similar to Keening, although it works with simple thoughts instead of pure emotion. This ability is frequently used when a Risen's Passions can be fulfilled by coercing a mortal into performing some action he might be already inclined to take.

The use of Fascinate is a very intimate interaction with a mortal. To use Fascinate, the Risen must make eye contact with the target, and the ability is easier to use if the two are not alone. Also, Fascinate will not cause the mortal to do anything contrary to his Nature. Instead it is a tool of persuasion and manipulation, wearing on the target's nerves and will until he complies.

Innate Abilities

Tuning In: By whistling or humming a sequence of notes, a Risen can implant the tune in the target's mind so that she can't get it out of her head. The victim will have trouble concentrating on tasks, and may well be driven to act odd acts in order to get the song out of her head.

The player must enter an Extended Social Challenge with the target. Each success represents an hour during which the target will hear the tune in the back of his mind when not actively concentrating on something else. The effect of this constant background noise is to make the target down two Traits on all Social Challenges during the Arcanos' duration.

Deja Vu: Most of us are surrounded by the faces of strangers, many of which never worm their way into our recollection. By using this ability, the Risen can make a person remember having seen her before, regardless of whether this is true or not.

To use Deja Vu, the player makes a Social Challenge against the target. If the target had seen the Risen before, and the Risen was successful in her challenge, the target will remember the Risen. If the target has never seen the Risen before, and she was successful in her challenge, the target will feel that he knows her from somewhere, though he can't quite remember where. In the latter instance, the target is down one Trait on all Social Challenges with the Risen.

Basic: (4xp each)

Distraction: The wraith can make the target suddenly remember something else that she has to attend to, breaking her concentration, if only briefly.

Distraction essentially works as a method of interrupting another's social interactions or challenges. At an appropriate (or inappropriate) moment, the Risen enters a Social Challenge against the target. This challenge supersedes any challenge the target may already be involved in, as it is an attempt to break the target's concentration.

If the Risen wins the challenge, the target becomes distracted and automatically fails at whatever task she was attempting to accomplish. If the target was involved in some sort of challenge, she loses the challenge unless she spends a Willpower Trait to counteract the Arcanos' effects.

Remembrance: This art insures that the target will remember a simple thought, phrase, object or errand. A Risen who has mastered this art need never fear that those he uses it on will forget those simple things like telephone numbers, umbrellas or addresses. However, Remembrance is limited to simple concepts, and will not serve to make a target remember any concept that cannot be described in a simple sentence.

This art is not always obviously useful, but with a little bit of creativity it can be quite effective. Using Remembrance to insert a particular address of which the target has no previous knowledge or memory can be an excellent way to lure the target to that site. Conversely, a Risen with a Fetter in danger may use Remembrance to cause the individual to remember something about the Fetter that makes it worth saving.

The player enters an Extended Social Challenge with the target. The number of successes gained determines the amount of time that the target will focus on this matter. With one success, the target will remember for around five minutes or so. With two successes, the target will remember for a day. With three successes, the target will remember for a week, while with four successes, the target will remember for a month or more. This art costs one Pathos Trait.

Intermediate: (7 xp each)

Charge of Duty: The Risen can give her target a simple, one-concept statement that he must take to heart, so long as it is both relevant and in tune with her Nature. For example, this art could be used on a woman who feels guilty over the fact that she has been neglecting her child. The idea that she should be spending time with her daughter instead of drinking at bars and clubs could be successfully implanted in this case, as the notion is already in her mind. In actuality, this art is a method of taking subconscious urges and making them conscious (as well as borderline compulsive).

The player enters an Extended Social Challenge with the target. The number of successes reflects how embedded and the strength of the idea in the target's mind. There is no Pathos cost for this art.

Driving Urge: With this art the Risen can implant an obsession on a mortal, related to undertaking a simple, repetitive duty. The duty cannot be anything that directly puts the mortal into harm's way, or that would cause harm to anyone close to the target. Otherwise, though, the sky's the limit. A Risen with the art of Driving Urge could drive a mortal to an obsessive behavior, similar to Lady Macbeth's washing the imaginary blood on her hands, or condition her target so that he stopped by a particular building to check on it every day.

Using Driving Urge requires the investment of one Willpower Trait and one point of Pathos, and gives the Risen a point of Temporary Angst. To implant an obsession, the Risen enters an Extended Social Challenge with the target. Every success implanting the idea into the target's mind more and more thoroughly.

Obsessions implanted by Driving Urge do not ever wear off, but they can be removed through creative uses of Dominate or Mnemosynis.

Advanced: (10xp)

Target Lock: Target Lock fixates its subject on one item or person to the point of mania. It can create stalkers out of mild-mannered accountants or focus normally levelheaded citizens on the tiniest minutiae. It creates in its target an obsession that mirrors the Risen's own.

Target Lock costs one Pathos point and one Willpower Trait. Furthermore, the Risen also acquires two Temporary Angst points. To use this art, the Risen must enter an Extended Social Challenge with the target and vocalize the obsession she is attempting to insinuate into her victim's mind. Each success further implants and entrenches the obsession while also determining how complex the implanted obsession can be.

A mortal or vampire acting under Target Lock will seem single-minded and obsessive, paying no heed to much besides the implanted impulse driving him. Such behaviors will be obvious to anyone who knows the target, but little short of Mnemosynis or Dominate will serve to "cure" the victim.

Most denizens in the World of Darkness have no idea as to Fascinate's existence, and will put down its effects to either other sorts of supernatural meddling or mundane mental disorders.

Serendipity:

Serendipity is the art of being in the right place at the right time, of making fortuitous discoveries, of knowing what to do with happy accidents. Risen with this art are able to make sense of the thousand little coincidences that happen every day, and divine which connections are important and which are not. More importantly, they seem to find a way to always take advantage of those coincidental opportunities that others let slip by.

Innate Abilities

Right place, Right Time: All Risen with Serendipity often find themselves in the right (or at least most interesting) place at the right time. While Right Place, Right Time does not replace research and legwork, it will generally place a Risen in the rough vicinity of where she needs to be in order to further her goals.

System: There is no system per se for this Basic Ability.

Key Player: Like Right Place, Right Time, this ability is always on. A Risen with Key Player will instinctively know if she is in the presence who is important to her in some capacity. The Risen will have no idea what importance the individual who triggered the art has; in a crowded locale she may not even be able to determine who caused the response.

System: All that needs to be done for Key Player to be activated is for someone important (or potentially important) to the character walk across their field of vision.

Basic: (4xp each)

Fortuitous Wandering: By using Fortuitous Wandering, a Risen can get a general idea of where to go in order to pursue one of her Pas-Mons. She has no control over which Passion she will end up pursuing when using this ability, and a Fortuitous Wander in the direction of one Passion may take her away from another of equal importance. However, this art is a good way to make progress with little information available.

System: The Risen performs an Extended Mental Challenge, the number of successes determines how the new location of Risen is relevant to your current concerns.

Note: The Storyteller randomly determines which of the character's passions is the target of this art.

Flashback: This art allows a Risen to conjure up images of a scene of import that occurred in or near one of his Fetters. The Risen must be in contact with the Fetter in order to use this ability. The scene that Flashback will recreate is usually the most pertinent one taking place near the Fetter since the Risen in question died. For example, if a Risen's sister is one of his Fetters and she were assaulted, he could use Flashback while holding her hand. If he were successful in his use of the art, he would get an image of the assault in progress (not to mention the faces of the assailants).

System: When using Flashback Risen performs a Extended Mental Challenge. The

number of successes determines the vivacity and the duration of the visions gained through this art. If you do not get any success Risen will be blind for a while. To use this art is necessary spending a Pathos point.

Intermediate: (7 xp each)

The Face in the Crowd: With this ability, a Risen can tell whether or not a person that she has met is connected with one of her Passions or Fetters. The Risen will not be able to tell what the connection is, but if skilled may divine which Passion or Fetter is involved.

System: To use this art Risen spends two Pathos point and an Extended Social Challenge while talking to the target. The difficulty of the roll varies, depending on how close is the conversation: ask about the time the difficulty would be high, while a heated discussion on the local political scene could greatly reduce the difficulty.

A single success will make the Risen know if the person is connected with a passion or a shackle. Many successes will make you have some idea about what passion or shackle a person can be connected and how important that connection is. If you get no success is likely that the information obtained will be incorrect and dangerous.

Fortuitous Meeting: This art allows the Risen "run into" someone whom he really wants to see. This ability may not work if the target simply cannot be influenced by fate to wander into the Risen's path (i.e., is in prison, has just had both legs amputated, etc.), but under most circumstances the subject will find herself making a wrong turn, or going out for coffee at just the right time to cross the Risen's path. Under no circumstances will the target be aware that she is in fact being pulled toward a rendezvous, and the very idea will seem ludicrous to her. Instead, things will somehow just work out so that in the course of her daily routine, the target will manage to find herself face-to-face with the Risen who had been searching for her.

System: Using this art costs a Willpower point and Pathos point. It is necessary that the Risen has met the target at least once, but this need not be near the Risen for uses that art. To activate the art Risen must hold a Extended Social Challenge against the person he wishes to find. The number of successes determines how fast the Risen find with your target. If you do not get any success, in addition to the Risen a temporary point of Angst, instill discomfort on target and may cause it to find an excuse to leave the city.

Fortuitous Meeting has a range of 100 miles in all directions. If the target is in New York and the Risen in question is in Dallas, the art will have no effect, even though the Pathos and Willpower will be expended.

Advanced: (10xp)

The Coincidental Gathering: This art is similar to Fortuitous Meeting. However, it gently coerces multiple targets to run into each other regardless of whether or not the acting Risen is present. The Risen using the art has the option of choosing whether her targets simply bump into

each other, or into each other and her as well.

System: The Coincidental Gathering meeting has the same requirements and the same distance limitation of Fortuitous Meeting. To enable this art Risen must spend a feature of Willpower, then immediately should spend Pathos point and perform a Social Challenge to every person he wishes to meet.

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