

Avoiding the use of templates.

Wraith Genre Packet

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Full details:

OWBN Wraith Genre Packet

written by Mike Roberts

Premise:

The purpose of this Wraith Packet is twofold. One is to play catch up to all of the information presented in Ends of Empire and beyond. The other is to provide a little more depth for those Players and Storytellers that are interested in the genre but are having a hard time getting a hand on any of the sourcebooks. I hope that the information is helpful, yet concise enough not to induce boredom.

Special Thanks to:

Former Wraith Coordinators: J-Sun and Melissa for all the help through the years.

My proof readers: Gary and Arielle

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DARK PACK

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1) Ends of Empire

This is the premise for all wraithly activities after Stygia's fall.

>From Ends of Empire Pages 148-152

Xerxes Jones (from Mediums)

Xerxes fulfills his dream of performing live-fire experiments with fusion devices in the Labyrinth, with tragic consequences. He is in his solo exploratory craft deep within the maze when the Smiling Lord's device detonates over Enoch. The resultant shockwave triggers Jones' nuke early, detonating it within a few short miles of the Well of the Void. The two explosions and the position of the second blast combine to create the Sixth Great Maelstrom. To no one's surprise Jones perishes in the blast.

Thusimos (from Sandmen)

Thusimos perpetrates the hoax on the other Guildmasters that focuses their attention on the Labyrinth at a critical time. He is at peace with himself for what he has done, and is destroyed during the Sixth Great Maelstrom. The Guild as a whole does much better than one would think during those trying times, as the training provided by extended sessions of The Horror Show (see Book of Worlds) pays off.

Miklos, Guildmaster of the Chanteurs

Like the Smiling Lord, Miklos came to an agreement with Yu Huang. The Chanteur was to take a place at the head of the Emperor's stable of artists and a position within the palace equal to any of the four Ministers, in exchange for certain services. Chief among those was the transformation of Lord Ember into a Spectre, weakening Stygian defenses immeasurably on the eve of invasion. Miklos failed in his task, and his treachery was uncovered by the Mnemos Phaedra. It is believed that the Chanteur took refuge with his would-be patron, but there is no conclusive evidence to that effect.

After the fall of Stygia, the Chanteurs splinter. While individual masters of Keening are still welcomed as guests in many Necropoli, the Guild as a whole ceases to exist.

Slander, Master Assassin of the Masquers.

There are no fewer than eight wriaths who bear the name Slander, all equally deadly. Most, if not all, survive the fall of Stygia and continue to build upon their legend in the days that come.

Lord Ember, Guildmaster of the Artificers.

Lord Ember is part of the party that stands with the reborn Charon and the Deathlords. Persuaded grudgingly to abandon his own plans for the rescue of Charon, Ember takes part in the final stand before the Onyx Tower. Loyal (in his own way) to the en, he falls before one of the Hekaeonkhire, and none see him return.

Brother Tenacious, Guildmaster pro tem of the Pardoners

In the aftermath of Sister Acceptance's disappearance and the demolition of Stygian society, Brother Tenacious takes the Guild back to its roots. Pardoners are everywhere in the ruined Necropoli tending to the wounded, helping fight off resurgent Spectres and otherwise restoring the Guild's (and well deserved, now) reputation.

Erik

Erik is Severus' candidate for inclusion in the Ferryman for years before he himself knows it. Picked by the Naviagaras to set the fatal events of Ends of Empire in motion, he brings news of Enoch's existence to Stygia, and thus helps precipitate the Sixth Great Maelstrom. At the end of the battle, he rejects Severus' offer of membership in the Boatmen's Society, and instead chooses to seek his fortune in the devastated Shadowlands.

"Sock Girl"

One of the most powerful Chanteurs in the Underworld, yet completely unknown to the Guild, the nameless girl whose Passion involves collecting relics of lost things survives the Maelstrom handily. Indeed, it's not even certain if she noticed anything unusual was going on. Even in the afterlife, innocence possesses a certain resiliency.

Persephone (from Risen)

The oldest of the Risen, Persephone tries to flee into the Skinlands when she receives warnings of the incipient Maelstrom. Her Shadow delays her crossing just long enough, however, and she ends up crossing the Shroud at the precise moment the Maelstrom hits. Some form of resonance ensues, and wraiths by the thousands are blown across the Shroud into the Skinlands. Some possess bodies that are not their own, and some are simply lost. Chaos, and other, less pleasant things ensue.

Maxwell Carpenter (from Shadowplayers Guide)

One of the cleverest Doppelgangers extant, Carpenter is caught in the backlash from Persephone's transition and blown through the Shroud himself. He finds himself in Chicago, in a new body, but with a very old mission of vengeance in mind.

Hungry Maw (from Doomslayers)

Hungry Maw is incinerated in the blast from Jones' device.

Lord Nhudri

Nhudri is last seen taking charge of the Corpse of the disgraced Smiling Lord. He is not seen during the battle for Stygia, and later explorers find his smithy destroyed as if by blows from a gigantic hammer. It is believed that he returns to the Labyrinth to meditate on his works and ponder some form of reparations to the Underworld.

Datian Severus

Severus protects and trains his protégé, Erik, for several years in preparation for the day of reckoning. He regrets bitterly the impossible situation he is forced to push his student into, but understands the necessity. It is his intention that Erik be rewarded for his service by early induction into the Ferryman, but Fate has other plans. After Erik's refusal to take of the oar and sickle, Severus returns to Dis briefly before journeying to the Far Shores.

Midian, Haunter Guildmaster

When the Shroud suffers its near fatal moment of weakness, it is as if the jubilee has come for the Haunters. Hundreds escape across the Shroud. Midian leads them, leaving the ever cautious Dr. Shudder to deal with the events in the Deadlands - and to try to re-create the event.

Rasputin, Puppeteer Extraordinaire

Rasputin exists with alacrity across the Shroud when the opportunity presents itself. Many of his compatriots in the Guild follow suit.

Fix, Spook Legbreaker

Fix is volunteered by his superiors for the abortive march into the Labyrinth after Charon, but he smells as rat and ducks out. He is last seen fighting on the walls of the Buffalo Necropolis cursing a blue streak and wreaking havoc on the Spectres foolish enough to try him.

Artemus Vanderwal, Spook Commissioner.

Vanderwall survives the final storm, as he has survived everything else Fate has thrown his way. Most of his fellow Commissioners do not, and Vanderwal takes it on himself to rebuild the Spooks from the ground up - in his own image.

Anna Zhilinsky (from Doomslayers: Into the Labyrinth)

Zhilinsky is one of the wraiths responsible for the Spectre storage programs that proves so disastrous to Stygia. Fittingly, she perishes when the imprisoned doomshades escape and rampage through the streets of Stygia. The Doomslaying orders survive the destruction of Stygia in tatters, but valiantly close ranks and attempt to fulfill their missions even after the empire that brought them forth vanished.

Marcus Stavaston (from Book of Legions)

While the Silent Legion (and indeed, all of the Legions) technically ceases to exist after the fall of Stygia, Stavaston becomes the equivocal of the Silent Lord in the days following the Maelstrom. He performs brilliantly in the rearguard action at the evacuation of Stygia, and by acclaim helps leads

the survivors afterwards.

The Skeletal Lord

"Mister Bonyhands" is Charon's most trusted ally among the Deathlords, and spends the decades after Charon's fall trying to hold the empire (as he sees it) true to Charon's vision. He suspects the Smiling Lord of treason, but has no proof, and falls in the final defense of Stygia. Through sheer force of will, he escapes his Destruction Harrowing and now wanders the Labyrinth, seeking either escape or revenge.

The Beggard Lord

He survives, somehow. He always does. After the transfer of power (at the end of the "The Last Danse Macabre"), he fakes his own destruction and retreats to the Copenhagen Necropolis, there to nurse his wounds in secret and see to the future.

The Ladies of Fate

They, and their patroness, are never seen again after the fall of Stygia. The Legion of Fate suffers disproportionately high casualties during the Maelstrom, and is effectively shattered.

The Laughing Lady

She is the first Deathlord to fall in the defense of Stygia, and frankly the others are just as happy to see her go. With no clear successor behind her, she leaves behind chaos. The members of her Legion dissolve and attach themselves to other groups all across the Underworld. In time, former membership in the Penitent Legion becomes a mark of shame.

The Ashen Lady

The Ashen Lady's followers do their best to prepare the Necropolis for the Maelstrom they know is coming. While their leader is destroyed in the defense of Stygia, the wraiths of the Iron Legion are good, tough, and organized. They form the core around which many Necropoli rebuild.

The Smiling Lord

Despite his defeat during the Fourth Great Maelstrom, the Smiling Lord still harbors poisonous ambition throughout the 20th century. In 1986, he makes an alliance with Yu Huang, each thinking he has outsmarted the other. Yu Huang wants to use the Smiling Lord to lower Stygia's defenses, while the Deathlord wants to use Stygia's might to weaken Yu Huang sufficiently that he might conquer both empires. It is at this time that he begins salvaging relic nuclear devices from Los Alamos, to use on his erstwhile ally should it become necessary. The use of the bomb on Enoch is intended as a demonstration and warning to Yu Huang, one which goes unheeded. Needless to say, neither side gets what it wants. The Smiling Lord is unmasked and destroyed, while his Legion fragments and takes both sides in the Necropolis fighting. After the dust settles, many of the "loyalist" Grim Legionnaires take up with independent or even Heretic groups. A sizeable number of their opposites take up Doomslaying in hopes of finding the Smiling Lord In the Labyrinth and rescuing him.

The Renegade Lord

His myth endures, even if he does not. Most Renegade groups are pounded mercilessly by the Sixth Great Maelstrom. The ranks of those who called themselves Renegades are thinned considerably by the storm and the invasion, and in the aftermath of the destruction of Stygia, such distinction blur anyway.

The Unlidded Eye

Charon's inquisitors are notable by their absence in the events leading up to the fall of Stygia. They also maintain a discreet silence throughout the years afterward, which arouses much debate among those who had felt their ministrations previously. Rumors abound, though the most credible are that the entire order voluntarily accepted destruction after Charon Transcended, or that the Smiling Lord had them exterminated. Regardless of cause, they, and any secrets they held, are lost to the ages.

Spartacus

The wily old campaigner decides to return to action just in time for all hell to break loose. He is among those wraiths send through the Shroud, and finds himself immediately getting into hot water all over again in the

Skinlands.

Coldheart

The General of Oblivion is overwhelmed during the final assault on Stygia. With his destruction, the offensive falls to pieces, and eventually Spectral forces fall back from the Isle. Coldheart never does realize his ambition to destroy Alexander's ghost; the King of Macedon fell into the Void centuries ago with not so much as a single dirge to mark his passing. All the evil Coldheart did was, in the end, for naught.

The Enclaves of Wire

The wraiths of the Shoah are warned of the incipient storm by the Ferryman, and prepare themselves for it as they have prepared themselves for every other trial they have faced in the afterlife: with ruthless efficiency. While there is fierce fighting in the Wire Necropoli,, they endure

Enoch

The black city of vampires endures for days, rather than the expected hours, against the combined might of the Stygian navy. In the end, it becomes clear that the Smiling Lord has no intention of reducing the city through conventional tactics, and calls in the Stygian air force. A lone bomber carrying a relic nuclear device flies in behind a cover of screen of fighters and delivers it's payload perfectly. The city is leveled as a result, it's defenders incinerated. The Stygian fleet outside fares only marginally better, with many ships foundering and others bring blown into the distant reaches of the Tempest by the force of the blast. The explosion triggers a Class Three Maelstrom that surges down into the Labyrinth. There, it catches Xerxes Jones, and things progress.

When the smoke clears, Enoch is a smoking ruin mostly covered by the waves of the Sea of Shadows. It's inhabitants, ghosts and vampires alike, are either destroyed or scattered, and there were no visible survivors of the explosion. Of the entities supposedly sleeping in the crypt beneath the city, there is no sign. Perhaps the blast was not sufficient to awaken them, perhaps they were destroyed, or perhaps they were never there at all.

Swar

As the Maelstrom breaks, the gates of Swar open for all those who wait outside. They hurry in, seeking shelter.

For the next century, Swar dines very well indeed.

The Sea Which Knows No Sun

When the storm sweeps over Ru's Archipelago, many of the islands harboring families of ghosts are swept away by the force of the Maelstrom. Of those souls pushed into the sea, some become Maku, ironically strengthening the Polynesian Underworld's defenses against Yu Huang. The drum of creation never stops beating, however, and new islands are born, slowly replacing those which were lost.

The Mirrorlands

The Sixth Great Maelstrom cuts out all contact between the Island Below the Sea and the Mirrorlands for quite some time. Cut off from Les Mysteres, the Loa slowly come to regard themselves as abandoned, and move to establish for themselves a new social order. Eventually, the Petro faction comes out on top in the political struggle, and incidents of ghostly meddling with Les Chevaux rise tremendously. However, the intervention is not malicious, it's just more frequent. Proof of Les Invisibles' existence becomes harder and harder to support, while many of the Caribbean islands provide destinations for souls forced through the Shroud.

The Bush of Ghosts

The Maelstrom makes Ocean almost impassible, and the African Deadlands becomes very much isolated from the rest of the Underworld. No one in any of the other Dark Kingdoms has any idea what goes on in the Lost Kingdoms, and the Orishas like it that way.

New Orleans is one of the targets of the Jade assault. A strange three-cornered battle rages between troops from the Yellow Springs, the Bush of Ghosts, and the Mirrorlands until the Maelstrom makes all concerns moot. Eventually, the queen of the city regains her dominion. To keep it, however, she must make several compromises to appease her Rada allies, who arrived from the Maelstrom in time to tip the scales of battle against the invaders.

The Flayed Lands

When the storm comes, the denizens of the Flayed Lands simply take refuge and wait. They have seen this before, and are prepared for it.

The Islands of Flint

Cut off from the Shadowlands by the Maelstrom, the lands of Flint survive the storm surprisingly well. The lack of access to the Shadowlands means that territories that were previously off-limits to Stygian wraiths become flooded with ghostly refugees.

Karta

The Dreamtime is as it always has been, regardless of the events in the upper Underworld. Only a thought of the Great Storm touches it, a momentary disquiet. The Australian Shadowlands are not so lucky, and take a pounding as fierce as any suffered by Stygian territory. Much of the construction of the Shadowlands is scoured clean, leaving only shifting gray sands and ruins.

Yu Huang and the Yellow Springs

The rumors are true: Qin Shihuang was replaced by a Malfean ages ago, albeit the eldest of the Onceborn variety. He has stolen a march on most of his rivals by establishing himself as a power in the near Underworld, but his subsumption has made him somehow more human than he might otherwise have been. Yu Huang's goal is eventually domination over the entire Underworld, and he sees Stygia as the largest obstacle to that goal. (His earlier defeat in the Sea That Knows No Sun he has written off as a fluke.) Hence, the alliance with the Smiling Lord and the invasion. Unfortunately, the Maelstrom shatters everyone's plan, and the invasion founders. While the Empire maintains some footholds in Stygian territory, the storm belches forth new rivals for Yu Huang, and he must turn his attention to them. While he does so, new revolts break out in the Conquered Territories and on the border with the Indian Deadlands, necessitating that most of his troops return home.

The Malfeans

Many of the Onceborn perish in fire and pain when the blast from Xerxes

Jones' nuclear device fills the Labyrinth. Many of the Neveborn begin to stir uneasily in their slumber, their dreams of dark power and destruction interrupted. Slowly, but surely, a few begin the long ascent toward wakefulness.

Stygia

In the wake of the fall of the Isle of Sorrows, Stygia becomes once more a nation of cities. Individual Necropoli become self governing, and contact with other cities is tentative and frail due to the storm. Making matters worse is the loss of central authority for the Anacreons to rely upon. Some cities become strongholds of individual Legions, while others become loose confederations. Many fall. Others devolve into anarchy. In some places, the Guilds re-emerge and take power; they are organized and powerful enough to do so now that there is no Stygian authority opposing them. A few become enclaves of Heretical activity, and traffic to the Far Shores increases markedly. Interestingly enough, some return traffic begins as well.

Most of Stygia's laws, especially the Dictum Mortuum, fall into disfavor. It is a new age in the Underworld. Many of the old institutions are, like the ones who created them, vanishing.

2)Necropolis

If you want to have a wraith element in your game, it's good to have the basics of who lives there.

A Necropolis is a city of the dead and general area where most wraiths can be found because they make decent Haunts. The largest and strongest Haunt in the Necropolis is a Citadel. Citadels are used as centers of commerce and a means to be sheltered from the Maelstrom.

Location:

A Necropolis is normally in the part of town where no one really goes. It's helpful to get a map of the city you live in and mark off a reasonable place where you want the Necropolis to be. The mortals that do live in that area are probably going to be a little off since the proximity a thin Shroud.

Faction:

After Stygia's fall, whatever Necropoli that weren't firmly held by the

Legions are either taken over by Heretics or the resurfacing Guilds. As time goes by it's not unheard of a Legion(s), Guild(s), or a combination of them controlling a territory.

The Hierarchy:

The Hierarchy is divided into several Legions. Each Legion is comprised up of wraiths who have died in a specific way.

Death marks are physical patterns on a wraith's body that shows how they died. Someone that was stabbed to death will still have the wounds. Deathmarks are used by the Legions to classify what wraith belongs to what Deathlord. While most are easily recognizable as where they should be assigned, squabbles do happen frequently. Diplomatic solutions have placed some wraiths in the wrong Legion, but as long as the numbers are steady it isn't looked into.

A Deathlord rules and commands all those within their Legion while they disperse their authority in a quasi military fashion. Even civilian Legionnaires are given a military rank in attempt to put them in the structure.

The ranking system is:

Legionnaire: Lowest rank in the Legions and most don't have duties.

Centurion: Oversees a patrol and the Legionnaires that serve in it

Marshal: Appointed by a local Anacreon to oversee a small Domain outside of the Citadel.

Regent: Appointed by a local Anacreon to oversee a Domain on the outskirts of a Necropolis

Overlord: Second highest ranking member, usually an Anacreon's assistant

Anacreon: Highest ranking member of their Legion in a Citadel.

Each Hierarchy Citadel is ruled by a council of Anacreon, one for each Legion represented. In areas where there is only one Legion in control, the Anacreon's authority is absolute unless an order from higher up says otherwise.

With Ends of Empire the Legion of Fate and the Penitent Legion were destroyed, leaving only the other six Legions to rebuild. Most Legions are without their Deathlord currently because of the high casualty rate of the

6th Great Maelstrom giving way to local Anacreon's to call the shots until the return of their superiors, should they ever return.

The Legions:

The Silent Legion-Victims of Despair

Deathlord: The Quiet Lord

The Legion of Paupers - Victims of Mystery

Deathlord: The Beggar Lord

The Emerald Legion: Victims of Happenstance

Deathlord: The Emerald Lord

The Grim Legion: Victims of Violence

Deathlord: The Smiling Lord

The Iron Legion- Victims of Old Age

Deathlord: The Ashen Lady

The Skeletal Legion: Victims of Pestilence

Deathlord: The Skeletal Lord:

The Guilds:

The Guilds originally started out as a loosely based organization to learn a specific Arcanoi. They eventually gained enough members and political power to exist outside of the Legions. With the decree of the Dictum Mordum the most influential Guilds united in a coup. Ultimately they failed causing Charon to outlaw membership in any Guild. The Breaking, as it was referred to, could only be enforced cosmetically due to their connections and importance. With Charon's Transcendence and the Dictum Mordum defunct, the Guilds have come back into the public eye.

Much to the Guild's amusement, wraiths that are proficient in a certain Arcanoi are called by the Guild's name even if they aren't a member. This has to do more with the Arcanoi Markings wraiths receive when they frequently use one or more Arcanoi. To avoid confusion there are specific titles for certain groups when they are referencing guild members.

Harbingers

Argos - Navigating the terrain in the Shadowlands with ease.
Arcanoi Marking: Jet Black Eyes.

Initiation:

The Harbingers guild is based off of negotiating the Tempest, rescuing stranded wraiths, and acting as a courier service. They have a Code similar to the Pardoners when it comes to performing their duty. Woe to the wraith who doesn't compensate a Harbinger who has saved their life, more than likely they may black list you in the future.

New recruits are taught the basics of Argos and the nature of the Tempest. Most train along side Guides to learn the ropes. Once he has shown his ability to transverse the terrain solo he is allowed to take the Harbinger's Oath and become a full member.

Guild Rank

Novice: You are still being trained by a more experienced Guide.

Apprentice: You have learned the Basics of Argos and have taken the Harbinger's Oath.

Journeyman/Guide: You have more than a few successful Tempest trips under your belt and have trained several successful Apprentices.

Master/Harbinger: The Tempest is like your second home, you know the secrets in and out that most people would die to find out. You set up missions for lesser guild members.

Guildmaster: You can transverse the Tempest blind and know how to get out of nearly every tight spot imaginable.

Spooks

Outrage -Unleashing a kinetic force into the Skinlands.

Arcanoi Markings: Muscles are unnaturally large

Initiation:

The Spooks are a cross between a local union and a drug cartel. New members are inducted after they have proven themselves loyal to the Guild and show their ideals work well with the Cause. The Cause is a combination of helping maintain wraiths long enough to either seek Transcendence if they choose to seek it, live a fulfilled life in the Shadowlands, or keeping Oblivion at bay.

Guild Rank

Novice/Defender: You have been placed into a squad of ten Defenders

Apprentice/Defender: You are trusted enough to do solo work for the Armadar

Journeyman/Armadar: You are a Captain of a Defender squad

Master/Controller: You are the head of a Local, a group of Spook Gangs each led by an Aramadar.

Master/Boss: You are the head of a Combination, a large network of Locals.

Guildmaster/Commissioner: Artemus Vanderwal survives the Maelstrom while his fellow commissioners do not. He begins to build up the Guild in his own image.

Factions:

Lifeliners: This faction specializes in protecting a Wraith's fetters be it from a Monitor or random happenstance.

The Mementomorians: Specialize in tapping Haunts to make liquid Pathos

The Shroudbreakers: Focuses on a multitude of tasks ranging from strengthening/weakening the Shroud in certain areas, creation/destruction of Haunts, the creation of Relics by destroying things in the Skinlands, and dealing with mortal ghost hunting groups.

The Gray Gangs: Consists of younger wraiths out of the Industrial era that focus on an array of criminal services for clients.

The Harrowsmiths: Masters of pain who specialize in Obliviating other wraiths

Monitors

Lifeweb-Sensing and manipulating the strands that tie wraiths to their Fetters.

Arcanoi Markings: Never closes their eyes.

Initiation:

The Monitors specialize in Reaping and Fetter destruction. They are organized similar to the Spooks but in more of a "Family" operation. When it comes to business, they want to be the only gig in town when it comes to wraiths interacting across the Shroud. Lifeweb is only taught to initiates after they have proven their loyalties to the Seven Families that make up the Guild.

Guild Rank:

Novice: You are the low rung of the Monitors doing grunt work for your leaders

Apprentice: You are trusted enough to work on your own

Journeyman: You oversee the activities of several Apprentices and Novices on and off the field.

Master: You oversee the activities of the Journeyman within your jurisdiction

Guildmaster: You oversee the activities of the Masters within your jurisdiction.

Haunters

Pandemonium - unleashing Wyld energies into the lands of the living.

Arcanoi Markings: Obvious quirky mannerisms

Guild Rank: There is no set way of initiation or gaining prestige, the only tried and true method is to weaken the Shroud. This could range from a successful Haunting to a new discovery of a Pandemonium Arcanoi.

The Haunters are a group of factions bound by one purpose: To drop the Shroud. These factions (called Alliances) work loosely with one another to progress this, one reason many believe that the Shroud is still up. However, they are extremely united to one another in the public eye.

Alliances:

The H.G. Dwellers: They believe that they can find a way to manipulate time to a point before their death.

Led by a Council of Five, Midian heads the Council.

The Mandlebrots: A close ally of the Spooks, the Mandlebrots work at combining Outrage and Pandemonium in order to manipulate the stuff that makes up the shroud. Most members are scientists and research new theories to bring the shroud down.

Dr. Shudder rules the order with a ruthless efficiency and has his 13 assistants, the Dead Cadre, to delegate research projects down the chain.

The Caligarians: Bound by the belief that since wraiths are no longer bound by physical law, they no longer had to adhere any of its tenets. They are hedonists of the highest order.

Dantes: These Heretics believe themselves to be in Purgatory and use Pandemonium to strip away the illusion placed before them by a testing God. They are explorers by nature and have many allies within the Harbingers.

Father Foster leads with two Shepherds underneath him. These control the Priests of the Dantes in exploring more of the Tempest.

The Bedlameers: They have no interest in returning to the Skinlands but are addicted to spreading fear and madness to the living.

Sweet Sorrow would be the closest thing to a leader, but she advises from the background.

The Order of the Glass Menagerie: This faction is trying to neuter the effectiveness of the Fog, so that mortal will remember what they see, thus thinning the Shroud. They use their allies with the Mnemoides and Sandmen to reinforce the Haunting.

No one really knows who is control of this Alliance, but the theories are astounding. Members are given instructions through their dreams.

Puppeteers

Puppetry - Possessing people for your own uses.

Arcanoi Markings: Obvious personality quirks from those who they possess

Initiation:

A new recruit has to seek out the Guild, a task easier said than done. After a thorough background check to see if their ideals mesh with the Guild, they get an informal invitation.

Guild Rank:

Novice: You're not sure exactly what the entire deal to the Guild is except you protect mortals and the Guild's interests, whatever they may be. You are under the tutelage of a more experienced Guild member, although you don't see him often. He does check up on you periodically to see if you have any questions or need instruction.

Apprentice: Your mentor has cut you loose to explore the world without his watchful eye (who knew he has been watching you the past few months?). You get contacted from time to time for "official" guild meetings that turn out to be small gatherings devoted to exchanging stories and new ways of using Puppetry. From there you've made a couple of friends who you can count on to jump with.

Journeyman: You've made enough waves in the Guild and impressed enough people you didn't even know about to get "promoted". Whether it was those successful missions you participated into the Skinlands or your patience under pressure you have been invited to lead a few of these jumps and even organized one on your own. While, you thought there wasn't really that much of a structure to the Guild you have been let in on the joke.

Master: Not only have you have organized and lead several successful missions into the Skinlands for the Guild's interests, you have worked the dog eat dog political system to your advantage. You have also tutored a good number of new recruits in their Arcanoi and they have become upstanding guild members (those that didn't you took care of fast before your rivals could do anything to your reputation).

High Master: You are an undisputed master of your Arcanoi, your Guild, and

mortal society.

Sandmen

Phantasm: Manipulating the dreams of the Quick

Arcanoi Markings: Clothed in gossamer, overly dramatic

Sandmen: Thusimos, Guildmaster of the Sandmen dies in the 6th Great Maelstrom. The Guild fares well from all the practice in the Horror Show.

Initiation:

A successful initiation means a very wealthy tutor. A Sandman to be has to seek out an older guild member and negotiate payment for instruction. Normal arrangements are a few obuli and several years in service to the tutor or one of his understudies.

Guild Rank

Novice: A prominent Sandman has offered you tutelage in the basic abilities of Phantasm for several years of loyal service and a few obuli. This time is spent doing tasks for other understudies that have been with him longer than you.

Apprentice: You have been understudying under your mentor directly for about a year.

Journeyman: You successfully passed your master's test and have been released into the world on your own. Depending on your talent you could attract other bright eyed students, eager to be put through what you have been for the last few years.

Master: This rank is assumed after many successful apprentices and the acknowledgement of your superior talent from peers. Your skill is only rivaled by the Guildmasters.

Guildmaster: The Dream Union accepts you for what you are, a true example of the Guild.

Faction:

Freelancers: Those that don't have any ties with the Guild since the

breaking. Most of them affiliate themselves with the Heretics and/or the Hierarchy.

Dream Union: These Sandmen part of the Guild. A majority of them are part of the Renegades.

Dream Menders: Group of Sandmen who specialize in healing through dreams. They use Phantasm to trick the body to accelerate the healing process while keeping the mortal asleep.

Dream Lords: This group is made up of Ferryman who were once Sandmen. They use Phantasm to put specters in eternal slumber or mask as the Malpheans they serve.

Paphians: Troupes that practice Cypranism, legalized form of prostitution through dreams. They make fantasies for their customers. They are regulated by the government and are given tattoos as officially recognized.

Fortifiers: These Sandmen create dreamscapes specifically to drain the power of Shadows. They normally study under Pardoners to get the right feel. (A Fortification is a dream made specifically to have a wraith fight his shadow.)

Nightriders: a group of younger Sandmen who make it a sport shifting between large numbers of mortals' dreams in fast succession.

Night Terrors/Night Angels:

Night Terrors are Sandmen Assassins who ally with Proctors to create a horrific dream that appeals to all senses, putting the mortal in a state of panic when he wakes up only to be confronted with the same "dream" in real life in the form of the Proctor who has used Embody. Between these two a normal mortal will more than likely have a heart attack. Membership in this group is a ban-able offence in the Dream Union.

Night Angels:

The flipside of Night Terrors are the Night Angels, this pair has the Sandmen make dreams with visions of heavenly splendor or divine grace. The mortal wakes up to see an Embodied Angelic figure giving an message predetermined.

Plotters: Sandmen who create Machiavellian schemes against a rival lord for their own benefit.

Playwrights/Actors:

Playwrights craft stories into dreams to be performed by acting troupes. These actors play them out with the help of Phantasm to the best of their ability.

Specialists: Sandmen who fill a unique roll in his/her troupe.

Oneric Pacers: They keep the dreams paced to the imaginative capabilities of the dreamer so that their mind or soul isn't damaged.

Symbolists: They make it a living to study symbolism so they can properly put them in dreams.

Wordsmiths: Specializes in all forms of clever world play to be put in dreams.

State Artisan: Specializes in putting a sleeper in a specific dream state.

Spirit Guides: With the help of Oracles, Spirit Guides help tribesman or friends undergoing a vision quest to offer wise choices for the dreamer.

Succubae/Incubi: Sandmen who specialize in seduction.

Pariahs: Sandmen who practice arts forbidden by the Guild

Collectors: Oblivion tainted Sandmen who imprison sleeping mortals for their own purposes.

Dopplers: Sandmen who specialize in throwing sleeping mortals into different bodies to make them go mad.

Artificers

Inhabit - Controlling inanimate objects.

Arcanoi Markings: Charred or marked with reddish patches, although younger Artificers are starting to exhibit circuit board patterns.

Initiation:

Soulforge Rite:

The Apprentice is brought to a Forge with other initiates before three unknown elders in black robes and featureless masks. One elder holds the Book of Nhudri, the second holds a sickle, and the third holds a chain that the Apprentice made. The Book of Nhudri is read as the other initiates begin chanting in a religious ceremony. The Apprentice must bear the pain of the flames and the process of forging a piece of her plasm into a silver coin. If she does, then the elder with the sickle cuts the chain and the elder reading the book stops and strings the coin through the chain. They give their blessing and then the ceremony is over.

Guild Rank:

Novice: You have accepted the Guild's invitation and have begun to learn the basics of Soulforging and Inhabit.

Apprentice: Promoted by a decision of the Council of Masters once they have completed their Soulforge Rite. Only Apprentices who have passed are eligible for their own forge.

Journeyman: Promoted by a decision of the Council of Masters after they have successfully completed their Soulforge rite, served as an Apprentice, and have been assigned their own forge. A Journeyman's prestige is tied with apprentices assigned to them. If the student succeeds in their Soulforge Rite, their teacher gains prestige, if any of them fail it looks particularly bad on the Journeyman.

Master: Masters are well trained in Soulforging and Inhabit as well have been responsible for a good number of recruits into the Guild.

Foragemasters/Masterforgers: Any Master has an open invitation to join the Council of Masters. Any Master has the opportunity to sit in on the Council when topics of personal interest concern them.

Factions

The Cult of Nhudri: This secret organization worships Nhudri as a diving being. They are the most militant faction in the Artificers when it comes to

those that try to leave the Guild. Cultists Artificers can be identified by the blackened coin forged in their Soulforged rite instead of the normal silver color. This is due to an annual secret Soulforged Rite, The Riteday Ceremony, which commemorates their induction into the Guild by throwing their token into the forge.

Proctors

Embody: Physically manifesting in the Skinlands.

Arcanoi Markings: Patches of Light and Dark throughout their body

Initiation:

The Proctor's Society looks for individuals who are adept at crossing the Shroud, but still able to keep their wits about them. A wraith who is able to complete a goal and not be distracted by their time in the Skinlands is a potential recruit for the Society. An appropriate test of loyalty is done to root out infiltrators to ensure devotion to the Guild

Guild Rank

Novice: You are being tested daily on your abilities and normally forgiven if a job takes a little too long.

Apprentice: You have a complete understanding the Basics of Embody and the Guild puts them to use.

Journeyman: You have accomplished several goals for the Society and deal in facilitation of jobs to younger members of the Guild.

Master: You are a Skinlands regular enough to formulate missions for the Journeyman to pass on down to the Apprentices.

Guildmaster: You are a natural at crossing the Shroud and pave the way for the Guild's progression

Oracles

Fatalism- The ability to tell one's future or past.

Arcanoi Markings: Moving Arcane or Fate Symbols on arms and forehead

The Oracles are made up of five factions known as the Pantheon. Each Faction has a different ranking system, but seniority still applies to them all. Two Apprentices from two different factions would be considered the same rank. Progression in the ranks depends on how many accurate readings each Oracle has done. The more success, the superior you are. False visions and failures

chink away at an Oracle's reputation.

Initiation:

Order of Delphi: The initiate is taken in a room with a Moliated creature who has been tied down so it's skin can be read. The real test comes when her instructors and other Delphics restrain her for the reading of her skin instead.

Augurs: The initiate undergoes ritual meditation and is to describe what was seen.

Clairvoyants: The initiate recreates an accurate portion of the sky on a plaster ceiling with planning tools and her own plasm.

Gamblers: The initiate has to pass a rousing game of Blackjack with older members of the Guild.

Doomsayers: The initiate attends a ceremony of other Doomslayers after a preemptive Castigation. The Ceremony is held around an open Nihil where each initiate throws an offering while keeping his Shadow in check.

Guild Rank

Order of Delphi: Grecian Soothsaying: The Order ranks it's members from 1 (being the most superior) to 283 (being the most inferior).

Novice: You have not been gifted with reliable sight, but you are being trained on how to keep control.

Apprentice/Pythian: You rank 189 to 283 in the Order

Journeyman/Oracle: You rank 94 to 188 in the Order

Master/High Oracle: You rank 2 to 93 in the Order

Guildmaster/Grand High Oracle: You rank Number 1

Augurs: Soothsaying through Sacrifice: They rank themselves according to the Hebrew Alphabet. There is only one Aleph, but there can be two Bets, and three Vets, etc. The number associated with their rank is how many more successful readings needed to be eligible for a promotion.

The Aleph: The Leader of the Augurs and keeper of the Sacrificial Blade of

Eannatum

Clairvoyants : Hodge-podge of neo paganism with no set hierarchy except for the Feminine and Masculine aspects of their balanced status system that sit on the Pantheon, Dana D'onore and La Guardia

Factions:

The Trusks: Clairvoyants that believe in Predestination.

The Streghs: Clairvoyants that believe in Free Will.

Gambler: Focus on luck and odds.

Novice: You aren't allowed to play in the Guild games, but you are getting tips at how to win.

Apprentice/Gambler: You have some beginner's luck and know how to count the cards. You have a few ideas for some "legitimate" business practices.

Hopefully, they turn out well.

Journeyman: You are successful(and wealthy) in most of your endeavors. You somehow win against some pretty hefty odds.

Master: You are a master of Luck and know when to apply the right kind of pressure. You aren't ambitious enough to take a try shot at the Dealer position, yet.

Dealer: Leader of the Gamblers because of luck and skill. You know there is a day where you might lose, but you'll be back for your seat eventually.

Doomsayers: Focuses on how to prepare for the end.

Novice/Blind Eyes: Those who have not been successful in their Sight and aren't part of Flock.

Apprentice/Preachers: Those who have passed their Initiation and become members of a Flock.

Journeyman/Signbearers: Leaders of a Flock

Master/Prophet: Leads a specific Doomslayer Forum, comprised of many Flocks.

Guildmaster/Oracular Prophet: Leads over all of the Forums.

Pardoners

Castigate - Keeping the Shadow in check.

Arcanoi Marking: Inky Fingers

Rank:

Initiation: After learning the history, various styles of Castigation, and the Arcanoi of the Pardoners, the initiate is given a rigorous castigation by her primary trainer.

Guild Rank:

Novice/Postulants: You were nominated by a Pardoner and have been given many topics to learn before you can practice or become a full member. You have been assigned to a Journeyman to learn by observation

Apprentice/Postulants: You have passed your Initiation and have taken the Pardoner's Oath. You have an understanding of the Basics of Castigate.

Journeyman/Pledges: You have embarked on the study of Castigation and refined your skills as a Pardoner. You have had an Apprentice or two under your supervision.

Master/Pardoner: You have acquired enough knowledge set out by your mentor and successfully performed a rite of purification on the Journeyman who Castigated you at your Initiation.

Grandmaster/Master Pardoner: You have devoted your studies to Spectres, nearly all forms of Castigation, and have tutored Apprentices and Journeyman. You have caught the notice of the other Master Pardoners or even the Supreme Master to attain this rank.

Groups:

Confessors: They use a Socratic style of Castigation.

Inquisitors: They use Torture as a style of Castigation

Psychists: They use a Psychological style of Castigation

Scourges: They physically beat the Shadow into submission as a style of Castigation

Special Interests:

Missionaries: Normally in pairs or small groups travel to non-Hierarchy

members to convert them

Darksiders: Made up exclusively of Masters, this highly specializes society focuses on applying knowledge of Spectres(including speculative theories on their redemption) in the field. They purposely look for Spectres to try their arts on. They normally attach themselves to Doomslayer groups.

The Beacon: Internal police of the Pardoners

Philosophy:

Ablutionists: They look to eradicate the Shadow instead of just cleansing them

The Reclamationists: They want to have the Wraith and it's Shadow come to grips with each other. Neither destroying the other, but accepting each other as one entity.

Cult of Inner Flame and Darkness: Banned by the Pardoners, this group believes letting oneself fall to Oblivion will she be able to Transcend.

Usurers

Usury: The transfer of Pathos and Corpus

Arcanoi Markings: Tend to speak in precise mathematical terms. All carry some sort of scales with them.

Initiation: Organized like a banking system, the Usurers look for new recruits who can bring the most to the table. Tests include written examinations and good personal skills. Rank is based off of how many accounts an Usurer can bring back to the guild. The more revenue that is drawn from one account, the better a chance for a promotion. Demotions occur when an Usurer's list of clients become defunct or try to dodge payment.

Novice/Trainee: You are expected to learn the guild's laws and policies.

Apprentice/Teller: You have successfully passed your exam and are on the way to being promoted up through the chain. Duties include backlogging information and dealing with potential clients.

Journeyman/Analyst: After several lucrative deals that brought the guild a

lot of capital you have been given a promotion. You are expected to bring new clients to the guild while retaining old ones.

Master/Chairperson: In your file, you have many clients and accounts that are in good standing. The money brought in because of your skill has made a few of the Trust Heads take notice.

Guildmaster/Trust Head: Without you and your accounts, the Guild would take a financial hit. This rank is reserved for those self made wraiths who have

Masquers

Moliate - Altering the plasm of yourself and others.

Arcanoi Markings: Obsession with perfection, appear "too perfect", two working with another may take on an identical appearance.

The Masquers are accomplished artisans, warriors, spies, and assassins. When they backed out of the Coup before the breaking it earned them a bad reputation with the other Guilds. Especially, with their system of contracts that range from impersonation to assassination. Tasks that are not wholesome in the least. These contracts are negotiated by Guildmasters and set the client up with a suitable guildmember.

Initiation: The novice is moliated by a number of Guild Members and given five minutes to return to their original form. If she fails, the Guild Members fix her. If she succeeds, she is welcomed in as an Apprentice. There are rumors of failed initiates "disappearing" after their third try, but this is hearsay.

Guild Rank:

Novice: This is gained when the Guild admits it's existence to you.

Apprentice: After you have learned the basic levels of Moliate and passed your Initiation.

Journeyman: There doesn't seem to be a set pattern to increasing to this level

Master: You gain this rank when there isn't anything else to call you.

Guildmaster: Appointed position.

Sub Factions:

Arrangers: The Masquer's Assassins. They "arrange" bad things to happen depending on the contract.

Fetches: They have impersonation down to an art.

Helldivers: They infiltrate Spectre's societies to destroy them from the inside out.

Idunn: Rumor mongers who specialize in cosmetic changes to wraiths

Warsmiths : The martial counterparts to the Idunn, this group focuses on body weaponry and defense.

The Chanteurs

Keening-Giving emotions to the living and the dead

Arcanoi Markings: Plays an instrument of some kind.

The Guild falls apart after their Guild leader Miklos' betrayal to the Jade Empire. While individual Chanteurs are welcomed in Necropoli, the Guild is never reformed.

The Lost Guilds:

These Guilds are very insular due to past actions. While the Guilds may be coming out of hiding, these three were the scapegoats for a long while, not giving them many allies. These are not a suitable choice to have represented either in a Necropolis in Guild or Arcanoi due to their rarity.

Mnemoi

Mnemosi :The manipulation of memory

Arcanoi Markings: Never closes their eyes

Solicitors

Intimation: The manipulation of wants and needs

Arcanoi Markings: Left eye is always a blazing poison green color

Alchemists

Flux: The manipulation and animation of objects from the Skinlands
Arcanoi Markings: Obsessive/Compulsive when it comes to talking about their work and Arcanoi.

Heretic:

If a religious cult existed in history more than likely there is a Heretic group that espouses its beliefs. These Circles seek a higher purpose in their own way, whether it is seeking Transcendence, making a temple to The One, or feeding wraiths to a Nihil for their purification. While not all of the groups are religious zealots, a large portion of them are.

Renegades:

This Sect was started as an opposition to the Hierarchy and Stygian rule. Few survive the Maelstrom to be considered an organization anymore, leaving a small number of freedom fighters to carry on the Cause in their own way.

Doomslayers:

Barely tolerated by the Legions and looked on with suspicion by the average citizen the Doomslayers is not a true Sect in its own right, but divided into subgroups based on expertise. While others wait for a Spectre attack, these wraiths take the fight to their doorstep, the Labyrinth.

The Order of the Thorn: Organized military group that takes the fight to the enemy. Many prisoners are taken for unknown reasons.

The Martyr Knights: They observe important political figures for signs they've been replaced by Doppelgangers. Also, they work on rehabbing Spectres.

Helldivers: Faction of Masquers who go in solo or in pairs and infiltrate the Labyrinth.

Darksiders: Faction of Pardoners who cater to the other needs of Doomslayers, keeping their Shadow's in check even in the heart of the Labyrinth.

Grim Legion: Those Legionnaires loyal to the Smiling Lord have begun Doomslaying in an attempt to rescue him.

Solos: Catch all term for a wraith who Doomslays that doesn't belong to an official organization

Others:

It is possible to have a Necropolis that have chose to abandon their former allegiances or are part of another Dark Kingdom entirely. Xenophobia in the Shadowlands is worse than in a wraith's breathing days, so dangers are still likely.

Maelstrom:

Maelstroms are created due to heavy emotional trauma in the Skinlands. It is a force of nature, carrying Specters and other things in it's mass. Anything that doesn't have a shelter (Haunt, Citadel ,etc) will more than likely be destroyed.

While Maelstroms aren't uncommon in the underworld, there have been six throughout history that have marked times of change in the living world. These Great Maelstroms are used as points of reference in history

1st Great Maelstrom The Fall of Rome

2nd Great Maelstrom The Black Plague

3rd Great Maelstrom 1500s Three inter-political disasters in the Shadowlands ending in the destruction of the Obsidian Kingdom.

4th Great Maelstrom World War 1

5th Great Maelstrom World War 2:Bombing of Hiroshima and Nagasaki

6th Great Maelstrom: Several chain events involving the death of the Ravnos Antediluvian and two nuclear devices going off

To finish your Necropolis it should be decided how bad the Maelstrom in your area. They do fluctuate, but it should be at least Force Level One since the storms haven't stopped.

Maelstrom Force Levels (converted from the Laws of Judgment)

Force one - Winds blow up to 40mph. "Rain" includes liquids carried up from the Tempest and some small pieces of solid debris. Unprotected wraiths must make a Physical test (retests with Survival) against three traits or suffer two levels of lethal damage per scene of exposure. Light armor and minimal shelter offers complete protection . Haunts reduce damage by one level per Haunt rating.

Force two - Winds blow up to 80mph. All tasks taken outdoors or in places where the wind can reach incur a one Trait difficulty. "Rain" includes strange, noxious liquids and wriggling live plasmics . Solid debris includes chunks of pavement, wind sharpened fragments of bone, Stygian Steel, and other dangerous objects. Spectres often move through the storm. Unprotected wraiths must make a Physical challenge as described before, but the difficulty is five traits and the damage becomes three per scene , and is aggravated up to one quarter of the time. Armor provides it's usual protection , while Haunts reduce damage by one level per Haunt rating. The storm blows in windows , rips away loose roofs and the like, but it cannot break through solid structures.

Force three - Winds blow up to 120 mph. Outdoor activities are at a two trait penalty. "Rain" consists of a mixture of harmless and dangerous elements, including fluids from the Tempest and hostile plasmics. Spectres fill the storm and converge on exposed wraiths. Unprotected wraiths must make a Physical test against a difficulty of seven traits or suffer four levels of damage per scene. This damage is aggravated about half of the time. Armor counts for half it's normal health levels for purposes of the storm. Haunts reduce damage by one per Haunt rating. The storm easily smashes through flimsy Shadowlands doors, roofs, and walls.

Force four - Winds blow to at least 200 mph. Outdoor activities are at a +3 difficulty(or higher). Rain and debris slashes in from all angles, penetrating any place that is not tightly sealed. Spectres fill the storm and attack anyone outdoors for more than a minute or two. Exposed wraiths must test(Physical) against difficulty 10 or suffer six levels of damage each scene. This damage is aggravated half the time. Armor counts for half it's normal value. Haunts reduce damage by one less level than the Haunt rating. Building that lack strong reinforcement might collapse.

Force five - Storms this strong blow only at the moments of greatest chaos, like the outbreak of a Great Maelstrom. Wind speeds are immeasurable.

Outdoor activities are at a minimum of a four trait penalty, and possibly much higher. Spectres converge almost instantly on exposed targets. Exposed wraiths must succeed a Physical test against a difficulty of 16 traits or suffer eight levels of damage per scene, usually aggravated. Armor provides two less levels of protection than normal, rounded down. Haunts reduce damage by one level per two points of Haunt rating, rounded down. Only massive Citadels, structures of Stygian steel, and the like stand much chance of surviving.

3) FAQ

a) OWBN FAQ:

If I use Haunting to bind a wraith to a penny and flush it down the toilet, throw it with Potence, etc, does this cause damage to the wraith as though they have walked out of it's distance?

It says if the wraith attempts to leave the site it's been bound to does it take damage. If someone moves the object or forces them to do so through other forms of Necromancy, they do not take the damage.

How does a wraith's heightened senses affect Obfuscate and other forms of invisibility?

Wraiths have a knack for seeing something out of place and they can test to see through various powers.

What are "wraith chops"?

After a character death, the player can request to do chops to see if they became a wraith. I've seen the typical number be an outright win of three tests, retests with Wraith Lore. I'm not sure where this originated from, but I don't support it. If you want your PC to become wraith, write up the sheet(including four Passions and Fetters) and submit it to your Council Rep/ST's.

How does Obtenebration affect Wraiths?

Obtenebration is a manifestation of Oblivion. Wraiths accrue a temporary angst per turn they are in contact with the tangible darkness. Furthermore, since it bursts from the stuff from the Tempest Spectres may or may not be laying in wait depending upon the deviousness of the ST running the scene.

Are there any ill effects if my soul is out of my body for prolonged periods of time?

The body decays if the original owner isn't in it. It could be days or months before it is just a sack of rotting flesh.

What can a wraith be Compelled to do through Necromancy?

A wraith can be compelled to do anything within reason although common sense should be used.

What is needed to survive in the Shadowlands for those that aren't wraiths?

Vampires don't need to breath and are find in the conditions. They do suffer a level of lethal damage per scene they are there due to the ongoing Maelstrom.

Garou need a specific rite to reach the Dark Umbra as well as a way to breath, normally granted with the ritae.

Mages need a need Spirit to make it to the Shadowlands and Life to keep their bodies going.

Mortals suffocate to death if they somehow find themselves in the Shadowlands without any sort of help.

How does the Maelstrom affect Necromancy?

According to the Revised Giovanni Clanbook:

Sepulchre Path

Summon Soul:

"You gain a one trait resolution bonus on all challenges to Summon Soul. If you fail this challenge with this power though, and the difficulty is double your current Social Trait total, you can be overbid; if you lose the overbid as well, several specters show up("several" is defined by the Storyteller's mood at the time.)."

Compel Soul:

"All Compel Soul tests suffer a one trait resolution penalty."

Bone Path

Apprentice's Brooms:

"Make a simple test(win or tie) each time you invoke Apprentice's Brooms(retests with Occult or Thanatology). If you lose(and lose the retest, if any), the creature created is a shambler and not within your compulsion."

A shambler (only created with a botch) have the following traits and abilities:

9 Physical Traits, 0 Social Traits, 4 Mental Traits. Brawl, Intimidation x 3, Equivalent of Fortitude: Endurance, Mettle, and Resilience. Immune to Dementation, Dominate, Presence, Eyes of the Serpent, and Telepathy. Shamblers have normal health levels, but do not suffer any penalties due to wounds.

The stats for a normal zombie created through Necromancy is listed in Laws of the Night: Revised.

Shambling Hordes:

"Make a simple test(win or tie) each time you invoke Apprentice's Brooms(retests with Occult or Thanatology). If you lose(and lose the retest, if any), the creature created is a shambler and not under your compulsion."

Soul Steal:

"The target of Soul Steal gets a one trait bonus against the Necromancer, so because unless you have a surfeit of Social Traits. For each hour or scene that a soul is forced from it's body, it must expend one Willpower Trait or else it gains one permanent derangement. Once it runs out of Willpower (if it bothers to resist) it loses one permanent Willpower Trait (although this event prevents acquisition of any derangements)."

Ash Path:

"Whenever you make a test to pierce the Shroud in some way with the first three levels of Ash Path (such as trying to spot something with Shroudsight or punching some ghost while using Dead Hand) you suffer a one Trait resolution penalty. The costs for themselves remain unchanged."

Ex Nihilo:

The Revised Giovanni Clanbook says a traveler in the Shadowlands generally

takes a level of lethal damage per hour if they fail a simple test. However, Laws of Judgment has a MET conversion of the Maelstrom effects and should be used instead to accurately reflect the state of the Shadowlands.(the effects are listed in the Necropolis section of this packet.)

Vitreous Path:

Eyes of the Dead, Hour of Death, and Soul Judgment have their difficulties raised by one.

Breath of Thanatos and Soul Feasting have their difficulties lowered by one.

Can Necromancy affect a Risen?

According to the Revised Giovanni Clanbook:

Only Bone Path Necromancy may affect a Risen with a successful Social Challenge. Tremens puts the Risen one trait down on it's next action, while Apprentice's Broom makes them bid an extra trait on their next action. Soul Steal sends the wraith back to the Shadowlands and Daemonic Possession causes an aggravated level of damage.

Other wraiths cannot be placed into a Risen's body.

What is the difference between Risen and The Walking Dead?

The Walking Dead are wraiths that were blown across the Shroud to random bodies at the time of the 6th Great Maelstrom. Risen had enough strength of will to crawl back into their own bodies. They are pretty much the same, save for power level.

I have used Grasp the Ghostly to grab ? What are the effects?

A fetter pulled across the Shroud, destroys the fetter. Artifacts only work for wraiths, so they would be useless in the hands of anyone else. Relics and other items are identical to those found in the Skinlands with a few notable exceptions. Guns, vehicles, electrical equipment, etc Grasped do not work in the Shadowlands, any of them being pulled into the Skinlands may or may not work depending on how merciful an ST wishes to be.

Can a wraith possess a supernatural creature?

As long as the wraith has Puppetry at a sufficient level and is successful in the attempt, they may take control. However, if the victim is a vampire that has diablerized there is a chance that the previous personality may take control of the body for the scene. The host does a Willpower Challenge versus 4 traits, if this is failed the diablerized victim takes control of the body for the scene with all Disciplines and Abilities they had in life. If the host has diablerized more than once it is up to the ST on which personality takes control.

Incidentally a Vampire with Auspex 4 or higher can detect a wraith skinriding if they have IC knowledge and reason to do so. It requires a mental challenge versus the wraith.

I have used Sepulchre Path Necromancy to obtain a wraith for my own devices. Do I have to pay for it?

The short answer is yes. You should pay for everything you get in game with experience, sometimes there are things that are overlooked for ease and simplicity. When you use Necromancy to nab a newly Reaped wraith is one thing, when you get UberJoe2000xp points there should be an issue.

Remember, there are consequences to every action. You can try to make a 600 year old wraith your slave, but it has age old powers and friends. As a way of balance, for every dot in rank the NPC or PC has, the necromancer gains an appropriate Enemy Flaw, cumulatively. If it happened to be an important member of that faction/society (Rank 3 or higher) gain the Hunted Flaw for free.

So, for a mid rank Legionnaire who also was secretly in a Guild, that is two 3 point Enemies and one Hunted Flaw.

Could you explain the Silent Strider Tribal Disadvantage and how it affects PC's?

When a Silent Strider fails a test to sidestep he has a wraith temporarily bound to him until he does some service for the ghost. It should normally be something that is short term, but there are exceptions. Some examples include getting a loved one out of jail, making sure their pet is in a good home, buying them a Philadelphia Cheese steak (a real one) and eating it for them, etc. When the Garou completes the task, the wraith goes back to its normal routine.

b) White Wolf's FAQ:

Where is everything?

The Skinlands are what we living folks ("The Quick," in Wraith lingo) live in. It's the "real" world. A half-step away is the Shadowlands - the entropic reflection of the Skinlands. The Shadowlands mimic the Skinlands, except for two main differences: (1) everything looks run-down and decayed, due to Oblivion's influence on the Skinlands, and (2) there are wraiths and wraithly objects (or Relics: Skinlands objects that were destroyed, leaving their Shadowlands echoes behind) there. The "dimensional barrier" between the Skinlands and Shadowlands is known as the Shroud.

The Tempest is another dimension that's accessible from the Shadowlands. It's part hyperspace, part limbo, and part hell. Deep in the Tempest are little pockets of more-stable reality. One of them is known as Stygia, the Dark Kingdom of Iron. It is the center of government and commerce for European and American wraiths. Other Dark Kingdoms in the Tempest are the Asian Dark Kingdom of Jade and the African Dark Kingdom of Ivory. Even "farther" away from the Dark Kingdoms are the Far Shores, pockets of reality that are believed by some to be the afterlives described in various religions.

How do the Shadowlands and the Tempest relate to the Umbra and the other planes?

The Shadowlands is part of the Dark Umbra, a part of the Umbra more-or-less sealed off from Garou, mages and anyone who isn't dead. The Tempest is also part of the Dark Umbra. The Deep Umbra and the Horizon Realms have essentially nothing to do with the cosmology of Wraith.

What's the deal with that whole insubstantial/Rule of Ouch thing?

Wraiths are normally in a corporeal, that is "solid," state. When in this state, wraiths can suffer damage from the Skinlands. Any object - a bullet, a speeding car, a forcibly thrown Bon Jovi CD, that hits the wraith AND WHICH WOULD NORMALLY HURT A HUMAN inflicts one level of Corpus damage and turns the wraith incorporeal for a number of turns equal to his Stamina rating.

When a wraith is incorporeal, he cannot be harmed by anything physical in the Skinlands. In other words, if Dave the wraith gets run over by a truck, he takes one level of Corpus damage, but doesn't take any damage from the next three cars that plow through him while he's incorporeal.

Note that an incorporeal wraith is still solid with respect to the

Shadowlands. Dave the wraith can get run over by a steamroller in the Skinlands and become insubstantial, but can still be beaten up by a Legionnaire in the Shadowlands.

What is the Shadow, and what motivates it?

The Shadow is the part of a wraith that wants to die, to embrace Oblivion. It is the "anti-self" whereas the Psyche is the "self." This is the only motivation that all Shadows share. However, those parts of a wraith's personality that he wishes to submerge or hide often get bound into his Shadow. This is what differentiates self and Shadow, and which gives Shadows their Dark Passions. Anything that encourages Oblivion, on a personal or a global scale, can be part of a Shadow's motivation.

What is a Shadow's potential motivation for helping the Psyche out?

There are many possibilities. Many Shadows have perverse pride in their Psyches (especially those Shadows of the Parent Archetype). Others enjoy the anticipation and the hunt, and drag out the pleasure of their Psyches' damnation. Some prefer to use their Psyches to ruin the Psyches' friends or Fetters, giving the dominant personalities enough rope to hang themselves (and there's always the possibility of hooking a Psyche on Shadow traits and then withdrawing them at particularly dangerous times). The word "sadistic" can be applied to almost all Shadow Archetypes; taking someone directly to Oblivion by the quickest means possible is no fun at all.

Can you smelt Spectres?

Yup. As a matter of fact, only criminals and Spectres can be smelted legally. For more details, check out Guildbook: Artificers.

Are Shades sentient?

Shades, the biggest, nastiest Spectres that characters are likely to meet, are only vaguely sentient. For the most part, this translates to a Willpower of 0, because if you don't have a mind you can't really set your mind to something. However, for resisting Willpower-based attacks, treat a Shade's Angst as its Willpower. Even if an animal doesn't know what's hurting it, it will resist as much as it can.

Who runs a Harrowing, the Shadow or Spectres?

Harrowings (psychodramas that wraiths fall into when they run out of Corpus or Willpower, or when their Passions or Fetters are destroyed) are run by Spectres, with help from the victim's Shadow. As explained in Dark Reflections: Spectres, certain Spectres have the ability to communicate with a wraith's Shadow. These Spectres dredge up the Harrowing's source material through conversations with the Shadow. Spectres also plot and "perform" the Harrowing within the Labyrinth, drawing forth from the Tempest any of the props, tools or other items needed to make the experience as unpleasant as possible for the trapped wraith. The Shadow, while fully conscious of what's going on (and giving advice and encouragement to the Spectres), is not in charge. It just sits back and waits for a chance to take over for good.

Do wraiths have minds that can be affected by Magick/Gifts/etc.?

Yes and no. A wraith in the Shadowlands can only be reached by, for example, a mage using Mind, but only if Spirit is used too. A wraith who is Skinriding can be affected "normally." When a mage makes contact with a wraith, the mind contacted will be whichever is dominant: Psyche or Shadow.

How do I decide if my character becomes a wraith upon death?

Basically, if you can think up reasonable Passions and Fetters, your Storyteller agrees on it, and it makes the story better, your character becomes a wraith. There is no chart ("12% of all people killed in drive-by shootings become wraiths") nor rolling of dice. Just see if it makes sense for your character.

Incidentally, turning a deceased vampire/mage/whatnot into a wraith can be a great way to continue a favorite character (not to mention pester those who think they've finally seen the last of you-know-who).

Did Samuel Haight become a wraith?

Samuel Haight is dead and did become a wraith. He was Reaped by the Hierarchy and put to use serving that august body to his best capacity; to wit, he is now a small and delicately worked ashtray on a Hierarchy functionary's desk.

Are Soulforged or Moliated objects conscious? Do they have Shadows?

No, Soulforged objects are not conscious, nor do they have Shadows, or at

least not that anyone has noticed (though there are unpleasant rumors). Accepted wisdom is that Soulforging destroys the personality of the soul being hammered. Moliating does not.

One of my Fetters was destroyed. Can I keep its relic as a Fetter?

Certainly not. Fetters must be physical objects (people, places or things) in the Skinlands. Underworld objects and denizens can not be Fetters.

What if a Silent Strider werewolf picks up my Fetter and carries it into the Dark Umbra? Is it still a Fetter?

Yes, because it has crossed into the Underworld physically as opposed to by means of being destroyed. However, this sort of situation is extremely rare.

Can I have Passions centered around the Underworld?

Most certainly. Most older wraiths have Passions almost exclusively devoted to the Shadowlands and the Tempest, and few or none dealing with the living.

How fast can a wraith move when using Ride the Electron Highway (Inhabit ♦♦), and can she take along passengers?

Wraiths moving through electronic equipment move at the speed of thought, which is pretty fast. This sort of ease of movement has led to many Artificers abandoning the Tempest as a method of travel between Skinlands points, as moving through circuits is as fast and often safer. However, it's hard to select where you're going, it's very easy to take wrong turns, and competing for space with data packets can get dangerous. However, wraiths traveling the electron highway can not take passengers with them, limiting the art's use.

What does the inside of the electron highway look like, anyway?

The entire system is representational; what it looks like pretty much depends on what each individual wraith moving around in it.

Where are the various Dark Kingdoms located in relation to one another?

The true heart of each Dark Kingdom is tucked away in an oasis of safety

inside the Tempest, separated from all of the other Kingdoms. However, each realm's Shadowlands occupies the same physical space as does its Skinlands. Technically, a wraith could walk from a Stygian Necropolis to the Bush of Ghosts or to the Yellow Springs.

Who controls the Shadowlands of the Middle East?

Stygian Legions followed Roman Legions there two thousand years ago, and haven't relinquished control yet.

One of my Fetters is a human being, and I know he's going to die some day. If I get him ghoulé or Embraced, do I lose him as a Fetter?

You definitely wouldn't if he were simply turned into a ghoul. A Fetter turned into a vampire is more problematic, as the human being technically dies in order to receive the Embrace. In that instant, the Fetter is lost but can later be re-attached through Lifeweb (after your Harrowing, of course).

My wraith was French. One of my Circlemates was American. Another was German. How can we talk to each other?

The language of death is universal. All of the wraiths from a particular paradigm can converse, while their Linguistics ratings determines how well they understand the languages of "foreigners" who speak in the Skinlands.

Can become a Wraith?

Vampires can become wraiths if they are not diablerized or do not achieve Golconda. However, vampires tend to have lots of enemies waiting for them on the other side, and ex-Kindred wraiths are prize catches for Giovanni.

Werewolves can become wraiths if and only if they are cursed or Wyrmtainted. Most Garou souls are "recycled" or join their ancestors. However, those Garou whose spirits get Wyrmtainted or otherwise corrupted can be trapped in the Dark Umbra.

Mages can and frequently do become wraiths (Passion: get those Technocracy SoBs for wiping out my senior prom with a HIT-mark, or something like that).

Changelings possess faerie souls which are usually reincarnated into other

bodies at the time of death. Because of this, a changeling only rarely becomes a wraith. Any changeling killed by cold iron does not reincarnate; that changeling's soul is forever banished from the mortal realm and so may become a wraith.

Mummies spend a good deal of time between bodies, in the Shadowlands.

If a fomor doesn't fall directly into Oblivion, it could conceivably become a wraith.

Psychics, people with True Faith, and hedge magicians can become wraiths, but lose their Numina (with the possible exception of True Faith).

Remember that when a supernatural being becomes a wraith, it loses all of its old powers. No more Disciplines, Spheres, Gifts or Rage.

4) Wraith Retainers/Spirit Slave

In the Revised Giovanni Clanbook the new background, Spirit Slaves, replaced the Giovanni's Clan Advantage of a free wraith Retainer.

Spirit Slave:

One: You have control over a weak spirito.

Two: You have control over two minor ghosts or one of greater power.

Three: You're the boss of three ghosts, or fewer who can do more.

Four: Four ghosts are under your sway, or fewer who are stronger.

Five: You have mastered five weak ghosts or fewer who are more talented.

Although you can have multiple Spirit Slave Backgrounds, a singular ghost can only be bought up to a level three retainer in power level. Spirit Slaves do not have Backgrounds, freebie points, or extra Arcanoi(save what is listed below) when they are made. Keep in mind that the Rare Arcanoi (Mnemosis, Intimation, and Flux) are not valid for Spirit Slaves.

Spirit Slave:1

Passion:5, Willpower:2 , 7/5/3, 5 Abilities, eight corpus levels

Heightened Senses and one Basic Arcanoi or one Basic Ability

Spirit Slave:2

Passion:5, Willpower:2, 7/5/3, 5 Abilities

Heightened Senses, two Basic Arcanoi or two Basic Abilities(or one of each)
or an Intermediate 1 Arcanoi

Spirit Slave: 3

Passion:5, Willpower:2, 7/5/3, 5 Abilities

Heightened Senses, a two Basic Arcanoi or two Basic Abilities,(or an
Intermediate 1 Arcanoi) and a Intermediate 1 Arcanoi(or two Basic Arcanoi or
two Basic Abilities.)

Listed below are the available choices of Arcanoi for Spirit Slaves. When a
wraith uses an Arcanoi on a normal basis a set trait marks them as a
practioner.

Basic Abilities:

Argos Castigate

Embody

Orientation Bulwark Ghostly

Touch

Tempestpeek Soulsight Maintain

the Material Form

Tempest Threshold Sense

Embodiment

Outrage Phantasm Pandemonium Fatalism Puppetry

Leap of Rage Sleep Sense Sense Chaos Kismet Detect

Possession

Inhabit Keening Ursury Moliata

Sense Gremlin Perfect Pitch Assessment Glow

Shellride Sotto Voce Return to

Death's Visage

The Shaper's Eye

Basic Arcanoi:

Argos Castigate Embody Outrage
Phantasm Pandemonium
Enshroud Coax Phantom Ping
Elysia Weirdness
Phantom Wings Dark Secrets Whispers Wraithgrasp Lucidity
Befuddlement
Storm Robes
Breath of

t the Grave

Fatalism Puppetry Inhabit
Keening
Fatal Vision Skinride Surge
Dirge
Foreshadow Sudden Movement Ride the Electron Highway
Ballad
Sense the Strands Bind

Reliquary

Ursury Moliate
Transfer Imitate
Charitable Trust Sculpt

Intermediate 1 Arcanoi:

Argos Castigate Embody Outrage Phantasm Pandemonium Fatalism
Flicker Purify Statue Stonehand Dreams Dark Ether
Interpretation
Punch of Sleep

Puppetry Inhabit Keening Ursury
Moliate

Master's Voice Gremlinize Muse Early Withdrawl Martialry

5)Wraith Lores:

Wraith Lore is the knowledge of the Restless Dead and how they interact with themselves and the Skinlands. Given the cultural diversity of the various kingdoms of the dead, it is impossible to have this ability to represent them all. From the Loa to and the Les Invisibles to the Stygia and Charon, each society of the dead has a different way of explaining on how things work.

When Wraith Lore is purchased it must be specified what culture is being learned. The most common, Western, since Stygian beliefs, practices, and millitary conquests have made it widespread. Finding a wraith from another culture to willing speak about his native practices will be difficult at best.

Below are a listing of Wraith Lores appropriate for each section of the world.

Western-Dark Kingdom of Iron
Asian-Dark Kingdom of Jade
Australian-Dark Kingdom of Clay
Mesoamerican-Dark Kingdom of Obsidian
African-Dark Kingdom of Ivory
Egyptian-Dark Kingdom of Sand
Creole "Les Invisibles"
Indian "City of Delights"
Polynesian "Sea that knows know Sun"

It should be noted that Wraith Lore: Western is the only retest of Giovanni Necromancy and Wraith Lore: Creole the only retest for Samedi Necromancy.

6) The Walking Dead

The Story:

After the 6th Great Malestrom hits, thousands of wraiths were blown across the Shroud. The majority of these were unaware of what was about to happen. With the blast, wraiths were bound in the lands of the living to objects, places, and people they had no previous tie to. Those "lucky" enough to be

thrown into a corpse were raised back up as the walking dead.

Character Creation:

Choose a Nature/Demeanor:

Choose Attributes: 7/5/3(Trait Cap is 10 +1 per century old)

Choose Five Abilities(Ability Cap is 5)

Choose a Primary and Secondary Anchor

Choose three common Tricks.

Choose Merits/Flaws(All must be within reason and have ST approval)

Choose a Shadow Archtype

Spend Freebies: 5 Freebies

Last Touches:

Start with five Pathos(Pathos Cap is 5)

Start with three Willpower(Willpower Cap is ten)

Start with eight Corpus levels

Anchors:

Primary Anchors are Anchors gained on the wraith's initial impact. These can be people, places, or things that happened to be nearby. The only restriction is that objects need to be at least the size of a small table or painting.

While the Walking Dead is a catch all term for those wraiths that found their way across the Shroud at the Maelstrom's impact, not all are housed in bodies. Those that are have only the corpse they inhabit as their Primary anchor, if it is destroyed they are sent back to the Shadowlands. The Walking Dead do not suffer wound penalties and have the equivalent of Fortitude:3.

Seconday Anchors are people, locations, or objects that were conencted to the wraith in life. These Anchors can only be used if the Primary Anchors have been destroyed.

Anchors can be used to heal damage and regain Pathos. For every day spent slumbering in the item one health level is healed. Once they are fully healed, they may begin to regain Pathos as one per day.

Tricks:

Tricks are unique to the Walking Dead, they may not be taught or learned to or from wraiths or other Walking Dead.

Common Tricks:

These include Common Basic Abilities, Common Basic Arcanoi, up to 2 point Thorns, and up to 2 point Fronds. Pathos Cost is equal to half the level of the power rounded up.

Ghostly Speed: One point of Pathos allows you to have a number of additional actions per turn equal to your Ghostly Speed rating. Treat this as a Discipline for purposes of purchasing and progressing. The toll of using this is high as it will cause a Personality Shift in as long as a few scenes or even instantaneously depending on the insidiousness of the ST.

Uncommon Tricks:

These include Basic Dark Arcanoi, Basic Rare Arcanoi, Common Intermediate Arcanoi, up to 4 point Thorns, and up to 4 point Fronds. Pathos Cost is equal to half the level of the power rounded up.

Rare Tricks:

These include Intermediate Dark Arcanoi, Rare Intermediate Arcanoi, 5 point Thorns, and 5 point Fronds
Pathos Cost is equal to half the level of the power rounded up.

Freebies/Experience:

Freebies may be spent on the following:

Abilities: 1 Freebie

Traits: 1 Freebie

Merits: Freebie cost with ST permission

Willpower: 3 Freebies

Common Tricks: 4 Freebies

Basic Ghostly Speed: 4 Freebies(max of two levels)

Experience may be spent on the following:

Abilities: 1exp
Traits: 1 exp
Merits: Double Exp cost with ST permission
Willpower: 3 Exp
Common Tricks: 4 Exp
Uncommon Tricks: 7 Exp
Rare Tricks: 10 Exp
First level of Ghostly Speed(1 action total) 4 Exp
Second level of Ghostly Speed(2 actions total) 4 Exp
Third level of Ghostly Speed(3 actions total) 7 Exp
Fourth level of Ghostly Speed(4 actions total) 7 Exp
Fifth level of Ghostly Speed(5 actions total)10 Exp

The Maelstrom:

Normal wraiths exist in the in the Underworld and are tied to the real world through Fetters. The Walking Dead are wraiths who have been bound physically in the Skinlands to people, places, or items that were nearby when they were expelled from the Shadowlands. These things they are bound to are called Anchors. If a wraith moves more than 100 yards away from their Anchor the Maelstrom lashes out from the Shadowlands dealing three levels of unsoakable/unhealable damage and are at +1 difficulty on all actions for every turn they are out of range.

The exceptions to this are:

- Tricks that allow the wraith to ride in objects or people. This can put the wraith out of the distance of his Anchor, but if he should leave the Host prematurely he is subject to the Maelstrom until he gets back to his anchor.
- In the case that the Anchor is an object or person and his moved, the 100 yard range moves with it.
- If the Primary Anchor is destroyed, the wraith has a limited time to get to his Secondary Anchor.

Pathos:

Gaining Pathos:

Being around positive emotions.

A wraith may regain a Pathos every full day they sleep in their Anchor as long as they are not wounded.

Spending Pathos:

One Pathos can heal one level of damage.

Pathos is used in fueling Tricks

Three Pathos is required to bind a wraith to a Secondary Anchor if the Primary has been destroyed

Pathos cannot be spent to heal while outside the range of their Anchor or if they lack an Anchor.

Personality Switches:

The dual nature of a wraith doesn't stop in Skinlands. Psyche's and Shadows constantly wrestle for control and there are a few things that can make it happen:

- Overuse of Tricks. Four uses of Common tricks or Two Uses of an Uncommon Trick will trigger a Switch.
- When in the constant presence of positive emotions, the Psyche will take control.
- When in the constant presence of negative emotions, the Shadow will take control.

When the Switch occurs, Pathos top offs for the other as well as health levels. When they switch back, the Pathos and Health levels revert back to before the switch.

Destruction:

If a wraith takes more than eight health levels of damage from the Maelstrom they are ripped back across to the Shadowlands to a Destruction Harrowing. It is up to the ST to decide if that is game over or if the wraith is able to watch and try to manipulate things from the other side.

Once a Primary Anchor has been destroyed the wraith a set time(given by the STs) to get to his secondary Anchor. He has an innate sense of where it is and the fastest way to get there. If it is fortunate enough to make it the wraith is trapped inside until all of it's wounds and pathos is restored.

If the wraith's Primary and Secondary Anchors are destroyed, the wraith is sent back. If they happened to be riding something at the time of the destruction, the person or object is also destroyed as well. An act of desperation can be to Skinride/Shellride after the Anchor's destruction, but damage from the Maelstrom can't be healed making this a temporary solution.

Once it reaches it's secondary anchor, it is trapped inside until all of it's wounds are healed and Pathos restored. one health level per day, then one Pathos.

Angry Ghosts/Spectre:

Wraith's weren't the only ones to be thrown across during the Maelstrom. A lot of Spectres were deposited as well.

There are a few differences between a Wraith and a Spectre as Walking Dead:

- Spectres who were thrown across or have taken over permantly focus on the destruction of things in general.

- Secondary Anchors are only limited to things they hated, really hated ,in life.

- Spectres get Pathos by feeding off of darker emotions.

- Spectres can call for aid from the other Walking Dead, can also enlist the aid of wraiths who have undergone a Personality Switch with the Shadow in control.The ST decides how long it takes for reinforcements to arrive.

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Guildbook: Masquers
Guildnook: Haunters
Guildbook: Pardoners and Puppeteers
Guildbook: Spooks and Oracles
Ends of Empire
Buried Secrets
Oblivion
Mummy: the Resurrection
The Walking Dead
Revised Giovanni Clan

Percentages:

Yes: 100 %

Votes

Assistant Head Coordinator voted Yes

Reason: Proposal automatically passed due to no opposition.