

THE PATH OF GHOSTS

*An ancestral cult recently popular
among the thieves guilds*



WALTON

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When you join a guild of thieves, they will induct you into the cult of their ancestors, not their actual kinsmen in most cases but the legendary founders of their order. If you prove your worth to the guild, its cultmasters will begin to instruct you in the infamous Path of Ghosts.

Ghost Step: Once you gain the rank of Initiate, when you are about to make a roll, but wish the task to be done in a clandestine fashion, choose options equal to your DEX:

- say how you do it silently
- say how you do it without being seen
- say how you draw an enemy out of position
- say how you impress, dismay, or frighten someone
- say how you take someone out

After you choose, make your roll as normal. Do as the move instructs, but on a 10+, it's all your choices as well. On a 7-9, one of your choices doesn't happen quite as you planned; the GM chooses which. On a miss, it's trouble.

Lonely Stair: Once you gain the rank of Deacon, when you assess a forbidding stretch of physical or social terrain, the GM will sketch out a map or diagram to help your keen eyes plot your approach. Working together, note a number of useful features (juts, recesses, seams, moorings) equal to your level, and take +1 forward when you make use of them.

Vishakanya: Once you are enfeoffed as a Heirophant, any mortal whose skin you've touched since the sun rose may die of poison before it rises again; you decide if and when.

Well of Souls: Once you have stolen one of the great brass keys of the Nine Hells, you may liberate your ancestors.