Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.
This material is not official White Wolf material and is intended solely for use in One World by Night.

2014. Written by the Wraith Coordinator's Team for One World by Night.

LOCATION:_____
Year location built:_____
Year location opened:_____
Location total age:_____
Year location closed:_____
Current Skinland Status:_____
(IE: Abandoned/Condemned/Preserved/Renovated)

Skinland history of the location:

Shadowland History of your Locations establishment as a Necropolis:

Current Fog Rating:_____

Faction controlling the Necropolis:_____

Population Demographic
(Include Hiarchary, Renegade, and Heritics)

Victims of Misery - Silent Legion: __%
Victims of Happenstance - Emerald Legion: __%
Victims of Pestilence - Skeletal Legion: __%
Victims of Old Age - Iron Legion: __%
Victims of Mystery - Paupers Legion: __%
Victims of Madness - Penitent Legion: __%
Victims of Murder - Grim Legion: __%
Chosen by Fate - Legion of Fate: __%

Census Population Pre Six Great Maelstrom:_____
Census Population Post Six Great Maelstrom:_____

Citadel Location within the Necropolis:_____

(Optional)
Local points of interest within your Necropolis

SoulForge:_____
Legion Barracks:_____
Office of Maelstrom Preparedness:_____
Public works office:_____
Bazaar/Market:_____
Pathos Bars:_____
Dream Theater:_____
Barghest Kennel:_____
Black Market:_____
Tempest Port Authority:_____
Doomslayers Haunt:_____
Winnower collections:_____
Black Lantern Shop:_____
Train Station:_____
Other:_____

List of Notable Wraiths: _____

NOTES

Designing Your Own Necropolis

Introduction

Many chronicles will use a Necropolis as their basic setting, and its design will establish the intrigues, relationships, perils and resources affecting the player characters. This resource is primarily meant as a toolkit for Storytellers, designed to further heighten the realism of your Necropolis. However, Storytellers may have many questions about how to design their Necropoli after the destruction caused by the Sixth Great Maelstrom or 6GM for short.

This is a compilation of important facts established from canon, and condenses them into coherent suggestions which should enable you to:

- Accurately determine the population and demography of a Necropolis post 6GM.
- Determine which faction is in control of your Necropoli (Legion, Renegades, Heretics)
- Establish firm borders of Domains
- Realistic depiction of Guild membership
- Know the daily life of wraiths
- Integrate the Skinlands and Shadowlands seamlessly
- Development of intriguing relationships between the Legions
- Citadel location (if any)

And much more…

Remember

Your Necropolis is limited only by the extent of your Imagination

Geography & Appearance

The Shadowland is a Dark reflection of the lands of the living, or as the dead call it, the Skinlands. The world looks tired and decayed, everything marked with the entropy of Oblivion. Buildings look condemned, streets are cracked, windows are broken, cars are lined with rust, it is not the world as is, but as it will inevitably become. Much of the Shadowlands is made merely of reflections of the Skinlands. Such reflections things are "real" to wraiths, but a wraith can decide to become incorporeal to such items by sacrificing a point of Corpus. Other items in the Shadowlands are made exclusively of relic or soulforged goods. These are always solid to wraiths.

Cities of the Dead

The first concern to wraiths is their own safety, given how dangerous the Underworld can be. Wraiths and the Quick have different needs, and therefore have different preferences when it comes to real estate. As a result of these needs, Necropoli are often found in the areas of human cities that are barren, rusted, abandoned by the upper class and peopled by the depressed, despairing, and the lost. Exceptions do exist, but a Storyteller should have a reason for such variance.

The boundary markers for Necropoli are called beacons. These let wraiths know that the bordered area is safe. The large parts of a mortal city beyond the beacons may be like a wilderness to wraiths: unsuitable and dangerous for prolonged stays. For example, the sunny, happy suburban family a wraith collects pleasant Pathos from may be a detriment if a surprise Maelstrom hits, as the perfect family's home provides no shelter as a Haunt. Plus, the Shroud will be higher in such areas, making it difficult to observe or collect from the Quick.

Relative Sizes

Necropoli are not perfect mirrors of mortal cities. Some may exist in areas that were once home to many quick, but are now depopulated, while new and rapidly growing cities may not yet have enough wraiths to justify a Citadel.

- When deciding on the size of the Necropolis, itself, take into consideration a city's actual age, its demographic history, and historic events that impacted the Shadowlands.

For example:

In terms of age, the Phoenix, Arizona Necropolis is small with much fewer wraiths than another similar-sized city in the Skinlands because Phoenix has been a major city only in the last few decades. And since Chicago, San Francisco, and Seattle were all destroyed by great fires early in their history, their Citadels are especially impressive with many Relic buildings used for their Citadels.

COLOR

It is a misconception that there is no color in the Shadowlands. This is many due to the fact that there is no true sunlight in the shadowlands. The sky is covered in a dull gray that illuminates by day and darkens by night. Torches and beacons are commonly needed for additional light these flames produce a green hue. Thus a wraith's senses are better at black and white than with colors. Color is best seen in areas immediately surrounding a wraith while areas farther away are seen mainly in black and white. There are a few exceptions to this rule, one is the color red, which is often used as beacons that can be seen far away or even in the Tempest. That color, and other colors associated with death, might appear particularly strong compared to other colors. Places of great emotion, such as Pathos Bars, or a Dream Theater, can create vibrant colors, which attributes to their popularity.

WEATHER PATTERNS

The Shadowlands are like a numb, cold wasteland while the Skinlands, by comparison, is like a tropical paradise. The sun is never seen, but the moon is because wraiths note lunar eclipses, and the three days of the dark of the moon are considered more dangerous than normal.

The relationship between weather in the Skinlands and the Shadowlands is not exact. It does mirror the Skinlands to some degree, but the origin of weather is totally separate. Skinlands weather manifests as *appearance* rather than having a true effect on the Shadowlands. It is emotional pain and psychic trauma, not the physical atmosphere, that creates weather effects from the Tempest. Of course, Skinland weather does affect the emotional bearing of the people who live through it. Blizzards can create a sense of isolation or powerlessness. Many people suffer melancholia from rain. These psychic impressions bleeds through into the Shadowlands via the Tempest.
Storyteller are advised to use such Skinland weather simply to establish mood.

The most spectacular Shadowlands weather are the Maelstroms. The clouds of a Maelstrom contains motes of soot and skin and is greasy and repellent to the touch. Its winds are harsh and shear at Corpus. Its storm fronts often carry howling tides of Spectres. Small Maelstroms are naturally occurring weather patterns, but Maelstroms also strike in omens or consequences to terrible events in the Skinlands. (More information regarding Maelstroms are available in the OWBN Wraith Packet)

DARK DESIGNS

Storytellers should consider these points when designing your Necropolis

CITADELS

Is your Necropoli large enough to support a Citidel?
Citadels act much like the Forum did in ancient Rome. It would be the place of the courts, markets, and other public events. Prominent locations will most likely be in or close to your Citadel, specifically the local courts, Stockades for minor criminals, and Auction Blocks for Thralls. Strong descriptions of such edifices and salient personalities involved with them will enrich your Chronicle.

The Citadel must be big enough to protect wraiths, and be easily defensible against spectres and any wraiths left outside who might want to break in.
**Note: The Citadel itself must be a Haunt with a rating of x5*

How have the Council of Anacreons divided responsibility in the Citadel?
The Hierarchy almost always controls Citadels, but individual Legions do not. Thus all Anacreon Councils must have a working relationship sufficient enough to defend and run the local Citadel. An Anacreon who makes trouble is most likely to be the nail that gets hammered down, and not the squeaky wheel that gets the grease. Prior to the 6GM it was assumed that Stygia would replace any such bothersome Anacreons given time. Today local legions must police their own lest look weak in front of the other legions.

**Note: No matter how quarrelsome each legion is with each other, none will dare sabotage a Citadel or prevent an organized defense.... willingly.*

LOCAL SPOOKS

Storytellers who know their own city's haunted history might find all manner of inspiration.

Example: The Graceland Cemetery in Chicago has a brooding and menacing statue crafted by the famed sculptor Lorado Taft over the grave of hotel owner Dexter Graves. Named "Eternal Silence," it is better known to locals as the "Statue of Death." Its black color has eroded over the years until only portion of its face remains, hidden in its robes. It is said that those stare into its face will see a glimpse of their eventual death. This same statue in the Shadowlands might make a powerful artifact for the tattered Legion of Fate. Or, it might be feared for suspected ties to Oblivion.

The Forge

Where is your Forge located?
Typically a Forge is established within the Boiler room, and or out of the way place within a Necropoli. Nevertheless, the forge is the second most terrifying place for any wraith to look upon that is not accustomed to it. Prior to the Six Great Maelstrom, only on the Isle of Sorrows were there foundries specifically designed for the discorporation and smelting of thralls and criminals. Since the fall of Stygia, Anacrions of each Citadel are forced to do whatever is necessary to protect their Necropolis and protect against the winds of Oblivion.

What is Soulforging and how does one do it?
Inside the Forge, Plasmics, Detritus, Relics, and Spectres are super-heated over Soulfire crystals and are melted down and hammered into "useful items". All materials from weapons, to wooden planks are made here.

Who works the Forge?
Only wraiths whom have been carefully taught the art of Soul forging can work within a forge, lest they damage themselves, and or the forge, or Charon forbid, losing your forge to a harrowing. Only those who bear the mark of an Artificer may work the forges great anvils.

Who are your Moliaters?
Those items that require a delicate touch, such as Torches, Beacons, and the creation of Bhargets, are given to masters of Moliate. While they do not work the anvils within the forge itself, they do work in tandem within the Artificers within the forge. Fights have been known to break out between the two factions especially when when it comes to choice selection of "Raw Materials"

The Tempest Port

Where is your Port Located?
Tempest ports provide openings between the Shadowlands and the Tempest. Created by the Hierarchy, these portals appear as large, floating oval mirrors above byways and channels. Tempest ports are located in a heavily guarded area of the Necropolis. Troops are located in both the Skinlands and Shadowlands to prevent Spectres, Plasmics, and other enemies from using them as a means of attack. The Reed boats of the Ferryman are typically found at the port loading and unloading passengers. Tempest ports lowers the difficulty of success by **(XX)** on a Wraith's Argos to go there. Ports can be closed at will, unlike Nihils.

The Train Station

Does your Necropolis have a station for the Midnight Express?
Since the Six Great Maelstrom the Midnight Express has not been seen, and while the stations remain, they have since fallen into disuse. Before the 6GM, the Midnight Express arrived at 12:00 AM and would leave exactly at 12:03 AM. Dubbed a wonder of the Ferrymen, the Express existed outside of time and space, appearing at all possible stops in its time zone. Each stop only had ONE boxcar available to a specific station, although all could be seen. Over the years rumors have circulated that the Train will arrive again, which is primarily why these stations have not been repurposed, even after all of these years. Hope, after all, is a powerful emotion.

Demographics

Despite appearances, supernatural creatures are relatively rare in OWBN. Chronicles in other OWBN games record only a few dozen vampires, werewolves, or mages in large or highly populated areas. However, a necropolis can be home to hundreds if not thousands of wraiths.

To determine your Necropoli size, take the following into consideration

- While large and well-established cities may have a Necropoli of 10,000+ wraiths, such populations would be rare.

- Wraiths' interactions are mainly with other wraiths, so populate your Necropolis with enough.

- Anonymous crowds are as important as detailed personalities of a circles domain or immediate Legion superiors.

- Neighborhood domains are small enough for wraiths to know each other by name or face.

- Most Circles have anywhere from 3 wraiths to 30.

Once the population has been set, the Storyteller needs to determine its makeup. A Necropolis' total population will limit the number of higher level Hierarchs in your city. Simply giving each superior command over 2-4 officers of the next lower level will quickly explode the population of active Hierarchs to thousands of wraiths. And then the Storyteller will still need additional wraiths for Thralls, Renegade gangs, Heretic Cults, Spectres infiltrators, and the mass of freewraiths inactive in the Legions. Therefore, be sparing in the leadership positions. Interesting and powerful wraiths do not always need titles.

Thralls

The Thrall population is of prime importance because it establishes how dark the Storyteller wishes to present his Chronicle as. Historical slaveholding societies had between 25-40% of their population enslaved. Use this as a starting point for the population of Thralls within the Shadowlands, but always adjust to your needs. Despite a certain dislike of Thralldom by many wraiths, Thralls are likely to be common and permanent features anywhere within the Shadowlands. Thralldom was instituted in response to a crisis of weak wraiths falling to their Shadow. No one wants major populations of one's city being controlled by Shadows and doing Oblivion's work. Slums teeming with wraiths constantly succumbing to their Shadows are not a pleasant option for anyone.

Doomslayers

Not all Doomslayers are Helldivers who descend into the Labyrinth. Necropoli with prevalent spectre activity or dangerous nihils might have an operational cell assigned nearby. More likely would be the presence of mercenary bands of Doomslayers that hunt for bounties.

Institute for Obliviographic Studies

Once mainly based on the Isle of Sorrows and in Tempest fortifications, offices can now be found in any Necropolis with important or anomalous Oblivion activity. Large nihils, recurring Maelstroms, or increasing number of spectres are some issues that attract the Institutes attention.

Office of Maelstrom Preparedness

The OMP is the closest thing to a Maelstrom weather department any Necropolis would have (and perhaps whose predictions are just as accurate,) so perhaps major Necropoli might have a small group of trained technicians. The Iron Legion operates the OMP, but its clerks receive reports from the Stormrunners (tempest watchers) of the other Legions. A civilian clerk or higher officer in the Iron Legion will send regular reports to the main office back in Stygia.

Magesterium Veritas

The secret police exist in every Necropoli. There might be a few number of "face" men or bureaucrats at each office. Its agents would be incognito, perhaps hidden under false identities and planted in Legions, markets, and public works crews. It would also have a network of informers.

Online Legion

Its entire existence depends on activities in the Skinlands, although units would only be in a Necropolis according to how important the local computer networks are. If your Necropolis is not located in a high tech area, perhaps unusual activity or problems with the local network has attracted its attention. Do spectres seek to bring down the local power grid? Are Renegades using it as training area to prepare for an assault elsewhere? Are the Heretics gathering new followers for an exodus?

GUILDS

Since the 6GM and the subsequent destruction of Stygia, the shadowlands have seen a resurgence of the Guilds. When deciding which Guilds are represented in any Necropolis, take into account its history and your chronicle goals. For instance: The Chicago Necropolis, with Chicago's mortal mob history, would make a good place for a strong Spooks Guild. Meanwhile, London, claimed to be the most haunted city in the world, would be ideal for the Haunters.
Certain Guilds survived the Breaking by incorporation into the Hierarchy, and it is these Guilds who make up the majority of any Guild population within a Necropolis.
For example:
The Harbingers act as a sort of coast guard for the Tempest.
Pardoners provide essential services to all wraiths.
There are Artificers or Masquers within the Legions who repair damaged artifacts and relics.

In addition, various Guilds provide popular services to wraiths, even if not essential. Chanteurs and Sandmen are popular entertainers in the Underworld, and would be the next significant faction of Guild wraiths. The Hierarchy does not refer to these specialized Arcanoi wraiths are being part of any Guild. The Darksiders (Pardoners) and Helldivers (Masquers) of the Doomslayer orders are definitely under the control of the Guilds. Their presence is small, but they do represent the side of the Guild which is incorporated in the official Hierarchy structure. Conversely, some suspect that the entire Oracles Guild is controlled by the Legion of Fate.

Before the breaking of the Guilds, the Hierarchy divided them into one of four categories, depending on how "legal" their activities were. Many of these prejudices remain even after the 6GM.

Authorized: Artificers //Monitors // Usurers // Pardoners // Harbingers
Tolerated: Chanteurs // Masquers // Oracles // Spooks // Sandmen
Unsanctioned: Haunters // Proctors // Puppeteers
Forbidden: Alchemists // Mnemoi // Solicitors

To Guild or not to Guild

It is estimated that among wraiths skilled in Arcanos, perhaps one in ten belong to one of the underground Guild. Since not all wraiths are highly skilled in Arcanos, less than 10% of the entire Necropolis would belong to a guild. About 20% of the population can be considered highly skilled in Arcanoi, so only about 2% of the Necropoli would then be Guildwraiths. (For more information on the Guilds please refer to the OWBN Wraith Packet)

Certain Guilds survived the Breaking by incorporation into the Hierarchy, and it is these Guilds who make up the majority of any Guild population within a Necropolis.
For example:
- The Harbingers act as a sort of coast guard for the Tempest.
- Pardoners provide essential services to all wraiths.
- Artificers or Masquers within the Legions repair damaged artifacts and relics.

In addition, various Guilds provide popular services to wraiths, even if not essential.
- Chanteurs and Sandmen are popular entertainers in the Underworld, and would be the next significant faction of “Guild wraiths”.
    - The Hierarchy does not refer to these specialized Arcanoi wraiths are being part of any Guild.
- The Darksiders (Pardoners) and Helldivers (Masquers) of the Doomslayer orders are definitely under the control of the Guilds.
    - Their presence is small, but they do represent the side of the Guild which is incorporated in the official Hierarchy structure.
- Conversely, some suspect that the entire Oracles Guild is controlled by the Legion of Fate. Since the 6GM though, its anyones guess.

Of course, even the legal Guilds have parts of their organization unknown or separate from the Hierarchy. Some of these wraiths are directly involved in the military "commissaries" of the Legions, providing the necessary work to keep the legions active and in the field. Others are part of "colleges" in the civil branch of the Legions, and a portion of former or current Guild leadership might reside amongst these wraiths, too. (See the Hierarchy, below, for more information)

Hierarchy organization

There are some important things to keep in mind while designing the leadership of a Necropolis ruled by the Hierarchy:

- Citadels are the political and social centers of the Necropoli.
- Gaunts, almost always as powerful as they are old, are typically the leaders of a Necropolis.
- A Council of Anacreons rules most Necropoli.
- The Anacreons collectively enforce and interpret the Code of Charon locally, and provide defense. They are also responsible for holding the Necropolis' Citadel.
- It is unusual, but not unique, for a Governor to oversee the Council.
- Some Necropoli alternate between Anacreons who serve as a temporary chief executive of the Citadel.
- Anacreons are virtually autonomous as long as they fulfill the Citadel is maintained.
- The Legion of Fate abstains from local politics and never has an Anacreon on the ruling Council, although they may have an observer.
- Regents administer Domains not centered on a Necropolis. They have responsibility over areas too far away to be directly administered by an Anacreon Council, or they might supervise special or vital areas of concern such as important nihils, Arcanoi education, or tempest ports.

Basic Administration

The Hierarchy has two parallel wings, the military and the civil. By tradition the military wing predominates both because of its size and longer age, and authority For instance, while a Domain may have several Cohorts led by a Centurion and Bureaus of Clerks managed by Adjustors, both the Centurions and Adjustors might answer to a military Marshall. In fact, at the rank of Marshal and above, many officers have crossover duties with the civil wing. Thus, the lower ranks of the civilian wing of the Hierarchy often report to a military official.

(and if you understood that I applaud you)

In Simpler terms, look at your local government structure, now pretend they are all wraiths. Now do the same for the local law enforcement.

.... Now you got the idea.

PUBLIC WORKS

Active Legionnaires provide the basis for most governmental duties. It is possible that certain Legions supervise specific activities, with the more powerful Legions taking the most lucrative trades in terms of taxation or bribery. At the very least every Legion will have a civil wing devoted to recording newly reaped enfants.

- Masters of Argos
- Members who may or may not be part of the Harbingers Guild, would act as messengers, delivery services, and taxi services.

- Masters of Lifeweb
- Navigators provide maps, directions, and landmarks to Tempest travelers.

- Masters of Moliate
- Beacon flames need to be moliated from criminals and spectres, and replaced regularly.

- Others Important Jobs
- Work crews must construct and repair Citadels, byways, and other infrastructure.
- Legionnaires patrol the streets for police work, or civil defense
- Scribes keep archives of trade goods entering the Necropoli, police records, dossiers on suspicious citizens, and news reports.
- Publicans collect customs and taxes.
- The most important professions such as slave markets and the soulforged trade might be overseen by multiple or even all the Legions.

Outside of the basic structure, certain Legions have offices that fulfill specific needs to a Necropolis as a whole. For instance:

- **The check-in for Doomslayers is almost always a Marshal of the Grim Legion.**
  - The Grim Legion is also known for units who hunt those who enslave wraiths in the Skinlands.
- **The Emerald Legion seems to have a propensity for protecting key locations.**
  - All major points into the Tempest are guarded by the Emerald Legion as well as key locations within a Necropoli.
- **The Iron Legion runs the Office of Maelstrom Preparedness.**
  - Subsidiaries can be found in most major Necropoli and would send regular reports to Stygia, though this practice has, for now ended; instead coordinate with neighboring Necropoli for better forecasting.
  - Although Iron Legionnaires coordinate the efforts, other Legions might have their own observers that report to the Office.

There are also a variety of wraiths, specially-trained in every Arcanos that serve as Special Forces, or masters of training schools.

Past The Beacons

Outside the Citadel, the Necropolis is divided into Domains, which are claimed by specific Circles of wraiths. The Hierarchy is not bound to recognize these claims, but usually considers them in their decisions at the least. Domains are usually based around Haunts, as wraiths are most comfortable in them.

The Anacreons appoint Marshals to oversee Domains outside the Citadel. Multiple Centurions (each with his own patrol of 4 - 10 Legionnaires) report to a Marshal who in turn reports directly to an Overlord (assistant) of an Anacreon. Circles of wraiths who are based out of A Haunt would know the Marshal of their Domain. Marshals, their Centurions, and active Legionnaires belong to the same Legion for unity of command, although various Legions likely claim wraiths residing in that domain.

Not all haunted areas qualify for a Citadel, and it is these areas that are controlled by a Regent, instead, who reports to the nearest Citadel. Regents are simply Marshals trusted enough to exist without direct supervision; Outside of the increase in status, Regents are treated the same as Marshals.

Storytellers wishing to run a chronicle in low populated areas may wish for a single Regent to govern the area, rather than an entire council of Anacreons. For example: Southwest of the city of Chicago lies several notoriously haunted areas. Chicago's famed Resurrection Mary may be the original phantom hitchhiker, on that same road is the sometimes-seen "Monks Castle" that appears near St James-SAG Cemetery,and to the east is Bachelors Grove Cemetery - the most haunted spot in Chicago. As these are far from downtown, the local Hierarchy has seen fit to place a competent Regent to keep control over this critical area.

And Further Still

Then there are the Outer Domains, far from the Citadel. The rural dead still need to be reaped, enrolled in the Legions, and protected from Oblivion and the lies of the Heretics and Renegades.

Long patrols are made by a Centurion and his Cohort: checking up the local wraiths, investigating disturbances, and simply showing the flag. They keep tabs on the local reapers and other prominent wraiths. Rather than Citadels, these Legionnaires likely only have a barracks.

Thankfully, even small towns have their fair share of haunted theaters, shunned houses, and abandoned farms. In fact, the Haunts here can be just as powerful as those found near any Necropolis. The day supplies from the nearest Citadel are sent are major market days when the local wraiths come out to trade relics and gossip. Official business is handed fast. A simple soulforged book and relic pen shackled to a Centurion may be all that's needed to record a new enfant, and brand him with a Deathmark.

THE DAILY LIFE... err... DEATH

Wraiths require services and goods just as mortals do. Storytellers should prepare for basic services most wraiths need or desire. These include the earning of Oboli, the spending of it, and places for relaxation and diversion. This flow of earnings of spendings, will ultimately prove whether or not your Necropoli strong, or nothing more then an outpost.

Where to Get Money

Even for wraiths the only constants are death and taxes. Wraiths find they must continue to earn their way whether it be for material gain or simply to pay their tithe to their Necropoli.

- Landlords might rent Haunts to circles of wraiths.

- Because the number of Haunts in any area would be scarce, overcrowding may be common, and ownership of multiple Haunts would lead to jealously and resentment. Such landlords would be either high-ranking members of the Hierarchy, or at least influential with them for protection.

- Every Necropolis will have Pathos dealers.

- Some offer bland or distasteful Pathos for the masses, while others service more epicurean tastes to the elite. These merchants depend on Soulfire Crystals to store such Pathos. There may also be Pathos prostitutes who perform acts to directly generate Passion in wraiths. This trade is most likely somehow controlled or influenced by the Usurer's Guild, and for this reason the profession is distrusted, even if essential.

- Relic merchants are also available.

- They would sell either newly crafted soulforged goods bought from Stygia, or engage in an active used Relic trade. Such operations would be highly profitable but at high risk. Used Relic trading would be especially speculative. Such traders would be disliked because of the view that they take advantage of wraiths, the soulforged, or the need in used Relic trade to buy from the desperate.

- **Pardoners are common, and identified by their iron lanterns.**

- Although Pardoners are depicted as religiously motivated, there invariably would be a fee charged for services. Pardoners who gave their services away for free would be overwhelmed by the number of supplicants, with no free time and exhausted by unending work. The dangers of dealing with Shadows and challenging Oblivion constantly mark Castigate as an especially dangerous Arcanos, and limit the number of practitioners. Treat them more like licensed psychiatrists charging fees than priests available for free confessions. They might charge per session, type of service, or accept clients on retainer. Even the more religious types might limit their services to a particular flock who give regular donations. Of course, Pardoners can always give their help for free on mercy cases or emergencies.
- Decide how the Pardoners in your Necropolis operate.

- **Reapers of souls and instructors on survival.**
    - Reapers are heavily regulated by the Hierarchy to ensure all wraiths are marked by the appropriate Legion. They watch for Reapers working for Heretics, Renegades, or Spectres.
    - Some Reapers may be licensed slavers.
- **The detritus of Maelstroms contain various scraps of Relics or other useful items.**
    - Winnowers reclaim such things, and are granted a concession in specific areas by the Hierarchy. Freelance winnowing would be illegal and rival operations might descend into fighting unless actively policed by the Hierarchy.
- **Beachcombing is another is another source for relics.**
    - All things that fall into oceans become Relics. Wraiths in coastal Shadowland Necropoli or access to the Tempest occasionally find useful relics that wash up to the shore. There's always a market for such items.
- **Entertainment would be provided by a variety of means.**
    - Sandmen would perform dream pageants.
    - Chanteurs would provide music.
    - Slavers might hold gladiatorial combat in specially built coliseums.
    - Masquers might provide one-man shows by changing their appearance into various characters.
    - Other, darker diversions might be located on the other side of Shroud as the Living are controlled or frightened.

Where to spend it

Much economic and political activity takes place directly at or near the Citadel of the Necropolis. Black markets would appear elsewhere. Except for those rare (and probably small) Necropoli that have outlawed the slave trade, the fore would always have a thrall market. Such thrall merchants in turn require scribes to record purchases and guards for the merchandise. Merchants aggressively hawk their wares, whether they be independent local businessmen or the big Stygian Caravans. The larger enterprises might hire Sandmen to create advertisements or use Masquers as models. The Pathos trusts sell full or rent empty soulfire crystals. And banks might be there to safely store your hard earned oboli, or provide the convenient loan

- Just sign here, on this contract, to authorize indentured thralldom if you can't pay off the loan on your own...

The Black Market

Black markets exist wherever the legal market cannot meet demand because of laws. It might consist of totally illegal goods itself or because supply of legal goods is restricted because of legal monopolies. The larger the black market, the more lucrative it is and the greater the corruption that surrounds it. But remember, Asking about the Black Market to the wrong wraith can get you a one way ticket to the Forge. With that said, ask the right wraith, and you might get the right answer.

Some items or services that might be sold are:

- Soulforged goods that are not made from Hierarchy Forges.
- Dangerous relics or artifacts that generate so much Angst that the Code of Charon outlaws them because no public good can come by their use.
- False credentials and identities, including used Seals of Citizenship
- White jade contraband from the Dark Kingdom of Jade
- Anything sold by Spectres, Heretics, or Renegades
- Spectre-salvaged Relics, courtesy of a wraith under Carthasis who has a particularly savvy Shadow. His deals might be too good to pass up.
- Passions that might not be met in the traditional way. These Passions are likely of an unwholesome quality that requires acts contrary to the Code of Charon, or else socially stigmatized. Black market merchants would either provide such Pathos in crystal form, or set up situations where wraiths could enact or witness such depraved acts done by the Quick or desperate/enthralled wraiths. And sometimes wraiths under Catharsis might want to fuel their Dark Passions - if they have the money, someone will take it.
- So-called "Boo Jobs," whereby wraiths with Shroud-bending Arcanoi are employed to scare, mess with, or possibly even do away with the Quick. Such services are always in demand, and are always expensive, given the high risk involved.

Other Diversions

The dead do not only interact with those in the Shadowlands. They feed from the Passions of the living, and use them as entertainment, or a means to get their entertainment. Wraiths will not wait for books to appear as a relic, or on publishing houses in their local Necropoli. There will be things only found among the quick. A fan of Batman comics might use a basic level of Outrage to turn pages at a comics store during the night. Or a wraith wishing to see *Law & Order* reruns skinrides an insomniac to help him decide which station to stop channel-surfing at.

Remember that for Skinland entertainments, wraiths must beware continual discorporation. They will prefer areas where there are few enough Quick for them to keep track of. No one wants to be accidentally run over by cars leaving a parking lot enough times to be sent to a Harrowing.

Local Laws

The Code of Charon governs the entire Hierarchy. These laws both protect as well as punish. Besides internal order it also regulates dealings with vampires and other supernatural creatures. However, local Necropoli have their own laws as well or interpret and enforce them in unique ways.

The following laws are near universal among the Hierarchy:

- Some Necropoli have outlawed the traffic of souls. Trade there is done only by coin, service, or relic barter.
- Because of the Artificers' leadership in the coup against Charon, it is illegal to use or teach Inhabit in many places.
- Not all laws are equally enforced. The Code of Charon prohibits the torment or abuse of thralls, but it is ignored in many Necropoli. Maybe your city is particularly bad in some regard, or those protections are speciously enforced.
- The Lux Veritatis, the Light of Truth, is the law that requires the Hierarchy to preserve and collect the greatest works of humanity in the hope that such beauty and wisdom fights Oblivion.
- Unauthorized possession of a Hierarchy Mask is punished by discorporation. This is a serious offense in any Hierarchy Necropoli.
- "Wastrel wraiths" are those with such low Willpower that the Shadow can easily take them. Charon decreed that such wraiths become Thralls, and be put to good use, after the Third Great Maelstrom to forestall their fall into Oblivion. Even those wraiths normally opposed to thralldom might be glad for such "protective custody."
- The custom of Pax, or temporary peace, is sometimes observed, especially during times of danger like eclipses. During a Pax all wraiths may freely meet, no combat occurs, and Pathos-thefts do not happen.
- Advocates are powerful wraiths dedicated to recruiting souls for a realm at the Far Shores. The Hierarchy hunts and persecutes them.
- Weaponry and chains may require registration or peace bonding by the local Necropolis. Know the Legion or clerk at the Citadel or domain level that does this. Does the requirement end once the Magesterium Veritas confirms their reputation, a Pardoner declares them of sound mind, or a high-status Hierarch vouches for them?

Rivalries (optional)

Between Legions

Once the Necropolis is divided politically, the ST must decide the local politics. The actions of the Legions are decided by the motivations of the individual Anacreons. These should be in conflict.

- Which ones are corrupt and seek to exploit their power merely for personal gain?
- Who are the idealists struggling to preserve Charon's dream? And are these idealists conservative reactionaries who find the Renegades and Heretics a threat, or progressive radicals who seek to reform the Hierarchy?
- Who are the law-abiding but opportunistic?
- Which ones may be traitors?

Hierarchy vs. Heretic vs. Renegade

The question here is how much open conflict do you want. Unless the power of each group is equal, there is unlikely to be open warfare.

Pick a dominant power (usually the Hierarchy) and run covert actions with the others. Perhaps one specific area is known for its radicals or fanatics. To preserve social peace, the dominant power will usually act carefully. And remember not everyone is political. Most will want to be left alone and accept the dominant power.

Open warfare will be rare and short. Unless they can win, people will run to live another day. And unless they can win quick, they will likely not start something. Even loyal members of each faction may accept a stalemate than risk what they currently have.

The Oblivion War

This exists in all Chronicles to some extent.

- Which wraiths, even powerful figures, have been turned by their Shadows?
    - They might either be Dopplegangers, Catharsis junkies, or have a Shadow active during slumber.
    - Some wraiths might be in control but duped by Spectres to serve Oblivion. Such events can make the normal intrigue more exciting and scary.
- Gangs of Spectres might raid suddenly out of Nihils.
- Waves of Spectres might appear from the Tempest to hit the city seeking slaves or pillage.
    - Spectres are likely to not be unified in command, so do not worry about a coherent plan: do what seems fun.

Personal Opposition

Law-abiding members of the Hierarchy and in the same Legion may still hate each other for idiosyncratic reasons due to mortal history, or competition for status and wealth.
EXAMPLE: The wraiths of retail moguls Richard Warren Sears and Montgomery Ward in Chicago might continue their competition in the emporiums of the Necropolis. A wraith might never have forgiven the man who married his fiancé after his death, and the rival is now a wraith himself. The victims of the St Valentine's Day Massacre waited a long time for the time when Al Capone's minions finally passed away in a nursing home, and then bribed a reaper to bring the enfant souls to them.

Legends

Wraith is a game about ghosts. The politics of the Hierarchy, threat of Oblivion, and mysteries of the Tempest simply provide a framework and setting to place your stories in. These elements of White Wolf should not drive out the essentials of a good haunting. So the creation of Chronicle ghost stories among the Quick is a good way to establish the setting, introduce plot elements, and give insight into other characters.

Local folklore, urban legends, and tales of hauntings are an excellent way to protect the essence of the game, and also give players good hooks. What are the legends the Quick tell amongst themselves? They should be flavorful. They need not all be dark. Many towns have stories of a "friendly ghost" at the local theater, boiler room at the school, or the local library. Keep these in mind. Of course, what we wanted as kids around the campfire, or while watching movies on television, late at night, were the truly eerie, spooky ones...

Where do these hauntings take place?
The location is obviously important, because these will generally be the sites for Haunts. Is it the back alley behind the abortion clinic? Or the old church that is now converted into a public library? Is it the closet in the children's room of an apartment built during the Great Depression? Always have a brief site description that evokes the atmosphere you wish to create.

How does it manifest?
Think of how the Quick see the haunting manifest. What senses are involved? The most effective hauntings are probably not done by sight, but by odd smells, curious sounds in the wind, rats that make and keep eye contact, or the subtle feel of a rope at the back of the neck, or a sudden drop in temperature. Is that a child's knocking from inside the attic? Why is the television on this late at night? Are the newlyweds having strange dreams?

When does it happen?
The timing and frequency are important too. The phone call that rings at midnight on the anniversary when mommy's plane crashed. The bark of a hound whenever a really bad storm strikes, just like when grandpa died and the family locked the dog outside because he was making too much noise. Triggers can also be a nice way to introduce hauntings.

Who are the witnesses?
The Fog is powerful: even the most evocative manifestations will not be recalled by most of the quick. How these fragments and images are remembered will determine the stories that are told. Also remember that the people who will see actual wraiths at all are the innocent, the harmless mad, or the mentally-weary. These people will not be believed as credible witnesses: the schizophrenic paranoid may actually be haunted, the four year old child might have an invisible best friend, and the drunkards' talk of pink elephants is real, or at least those done by the local Haunter.

SCHISMATIC NECROPOLI

Not all Necropoli are held by the Hierarchy. In fact, the restless resided in the cities and haunts of the Shadowlands long before the establishment of the first Stygian Citadel in London. The Heretics record their first Necropolis to the time of ancient Egypt, several thousand years before the Greeks recorded the myths of Charon (although this is revisionism as at the time the concept of Heretics did not exist.) The Hierarchy denotes these rival Necropoli as "schismatic Necropoli." The term is generally not used to describe Necropoli that spectres control.

True Necropoli are defined as not just where the restless reside, but as a center of organized, administrative power. Certain Heretic cults and Renegade gangs have centers of power in the Shadowlands as well. However, they lack the organization, numbers, and support given to them by Stygia. Thus, their "Citadels" lack the soulforged and Stygian steel supports of Hierarchy citadels. Many lack clear demarcations of boundaries that the beacons establish.

Most schismatic Necropoli are established in cities that did not already have a Hierarchy command presence. However, there are some which were previously built by the Hierarchy, but which fell either due to subversion, turmoil, or disaster caused by Maelstroms, spectres, or carefully-devised plots of the Heretics and Renegades. These Necropoli will tend to be much better built and designed than those whose resources were scrounged independently. Rarely can the Heretics and Renegades provide patrols, warning systems, and public works that Hierarchy Necropoli provide. The maintenance of such systems and public order is hard under the burden of constant entropy, and the schismatic Necropoli often lack the resources to do so.

Schismatic Necropoli are generally more chaotic because of the lack of a detailed body of law. Depending on the exact nature of those who control the Necropolis, the Code of Charon may be used in some or many matters when the law does not address matters of ideology. Generally, the longer the Necropolis has been in schismatic hands, the better established the laws are. This chaotic situation does not mean that the Necropoli allow more freedom to wraiths in general. Both Heretics and Renegades have agendas. Inquisitions, pogroms, and reeducation camps can lead to a far greater and crushing tyranny than anything found in the most corrupt Hierarchy Necropoli.

Theoretically, the Hierarchy would like to bring all schismatic Necropoli under their aegis. However, this is rarely feasible. Anacreons are empowered to defend their Necropoli, not wage war on neighbors. And internal Stygian politics rarely concerns the fate of small Shadowland cities.

In the case where these schismatic Necropoli were controlled by the Hierarchy beforehand, Stygia is more likely to rouse. Prestige is on the line, and if such threats were left unanswered there is greater chance of additional seizures of Necropoli. However, even then there will be time as the logistics of the attack are planned and political squabbles determines the general and the Legion which will lead the attack.

Furthermore, the Hierarchy might see a better solution in wooing elements in the Necropolis to seize power themselves, and hand over control once they succeed. Many agitators and religious fanatics find that running things is harder than it seems. And even the most ardent foes of the Hierarchy might wish for their presence after the first Maelstrom hits.