

## Shroud Rating



A busy shopping center on a sunny afternoon	10
A well-lit subway station in the morning	9
A tidy, well-kept home with no sinister history	8
An empty shopping center parking lot late at night	7
A remote country crossroads lit only by the full moon	6
That old mansion where all those murders took place	5
Abandoned cemetery at midnight of a new moon	4
Lower ratings only possible through secret methods	x

- Shroud rating sets the difficulty (diff) of many Arcanoi.
- Strengthen Shroud by 1 or 2: Crowds, daytime, ordinary, normal history.
- Weaken Shroud by 1 or 2: Deserted, nighttime, eerie, dark or spooky history.
- **Hysteria:** Weaken Shroud by 1 each time a wraith seriously frightens a mortal who then spreads fear to another. Majority must be frightened to take effect.
- **Haunts** weaken Shroud by their rating to a minimum of 4 and may cause ghostly echoes.

## Fog Reactions



Willpower, experience, & preparation modify reactions to ghost activity. Later, witnesses repress/rationalize events. Fog may not work normally on kids, animals, & gifted humans.

- 1 **Catatonic Fear:** Paralyzed, crawl away and hide, softly whimpering. No rational thought, cogent conversation, nor complex actions possible.
- 2 **Panic:** Shriek and flee by direct, non-suicidal route. Might run across the street without looking both ways.
- 3 **Disbelief:** Utter denial, believe it's a trick, special effect or reality show prank. Repeated persuasion attempts lead to increasingly fervent denial—potentially violence.
- 4 **Berserk:** Savage attack, lash out with what's at hand to destroy the source of fear, or just smash objects.
- 5 **Terror:** Deeply scared but in control, quickly retreat within reason, won't endanger self nor flee screaming away.
- 6 **Conciliatory:** Terrified, attempts to bargain, offers help—perhaps with unfinished business or undelivered messages.
- 7 **Controlled Fear:** Scared but completely in control, able to make good judgments and execute complex actions normally.
- 8 **Curiosity:** Fascination (and some fear). May seek to document the encounter. May become borderline obsessive and intrusive, zealous.
- 9 **Righteous Anger:** Refuse to give ground despite terror or viciousness. Capable of retreat, but show no fear and will do everything possible to fight back.
- 10 **No Reaction:** Rarest, no strong reaction, ghosts are nothing special. Maybe fatalistic, maybe simple, maybe sees wraith as a higher being.

## Harvesting Pathos



Whenever a wraith experiences one of their **Passions** by acting and feeling accordingly, roll its rating (diff 6 if the wraith is experiencing the Passion; diff 8 when observing others experiencing the Passion with the appropriate core emotion), each success granting 1 point of Pathos, up to personal maximum. Limit one Passion per scene. Acting in accordance with the core emotion (but not the behavior itself) might still permit harvesting.

By invoking the feelings the living have for her, once per session a wraith can roll her **Memoriam** rating (diff 8), each success granting one point of Pathos. On botch, permanently lose 1 Memoriam.

## Healing



### Awake

While awake, **passively heal** 1 bashing per hour even if doing other things. Or **spend 1 Pathos per turn** to heal 2 bashing or 1 lethal. Special powers or circumstances may allow for more healing per turn. Requires at least a slight bit of concentration. **Usury** can also heal.

Once per session, Wraiths with **Legacy** can travel to an associated site and roll it (diff 7), healing 1 normal damage per success. Agg damage takes 1 hour per Corpus level.

### Slumber or Meditation



Wraiths must slumber in their Fetters or Haunts. After **eight hours rest** have been accumulated (through Slumber or meditation, all at once or spread out), the following is permitted: heal all bashing; roll Stamina (diff 6) and heal 1 lethal per success; spend three Pathos to heal one aggravated. Healing a second point of aggravated damage requires eight more hours rest, and so on. Interrupted? Lose all benefits and start over.

Wraiths who've lost all Fetters can still slumber anywhere below—but not in—the Shadowlands. Those who resolved all Fetters may slumber anywhere in the Underworld. Phantasm can also induce slumber.

## Restore Willpower



In addition to normal rules for regaining WP through Nature, if a wraith **interacts significantly** with one of his **Fetters**, roll the Fetter's rating (diff 6), gaining 1 WP per success, up to character's max. Multiple Fetters? Roll each one separately.

Wraiths also regain Willpower more quickly if they **Slumber in a Fetter**. For every eight hours of Slumber, roll the Fetter's rating (diff 4). Restore 1 WP per success, up to the character's max.

## Corporeal States



**Corporeal:** The wraith's default state. Takes normal damage from attacks in the Underworld but becomes Incorporeal in response to Skinlands objects.

**Incorporeal:** A wraith whose form has been disrupted by contact with the Skinlands, such as being "hit" by a mortal car or intentionally passing through a wall. Disruption causes 1 bashing damage. Then, the wraith takes normal damage from other wraiths, but is immune to Skinlands damage for Stamina rating in rounds.

**Wavering:** A wraith who has lost all of her Corpus levels to bashing damage. Flickering and fragile. Any lethal or aggravated damage will provoke a Harrowing.

**Harrowed:** A wraith whose Corpus has been damaged so severely she is drawn into the deeper Underworld and a confrontation with her Shadow.

**Material:** Physically present in the Skinlands due to use of the Embody Arcanos. Affected by both Underworld and mortal damage sources normally.

## Rules of "Ouch" and "Excuse me"



If impact with Skinlands objects is enough to make the ST say, "ouch," the wraith becomes Incorporeal.

But if the collision could have been avoided by stepping aside with an "excuse me," the wraith stays Corporeal. However, if the wraith deliberately occupies a space that is then passed through, or if something passes through most or all of a wraith's Corpus, the wraith goes Incorporeal.

## Lifesight



To read the colorful aura of a living being and determine its **mood and health**, roll Perception + Empathy (diff 5). More successes = deeper understanding of the target's current health, mood, and state of mind. One success gets a general sense for how the mortal is feeling, while four is practically reading their mind.

## Deathsight



To view the Oblivion in all things, opt either to **Discern Weakness** or **Sense Health**. Then roll Perception + Awareness (diff 5). More successes = more detail. One success might show a mortal is ill; four successes pinpoints a yet-undiscovered dangerous tumor. A weak spot identified through Deathsight, be it on a building or a person, offers a -1 difficulty to hit.

## Heightened Senses



At ST discretion, use **keen ghostly senses** to overhear whispers or notice small details a mere mortal would miss. Roll Perception + Alertness (diff 5) to pick out a detail otherwise missed. Drawback: Risk of overstimulation, causing the wraith severe discomfort (though no Corpus loss).

## Arcanoi Permutations



The **Shroud** impedes Arcanoi even if effects don't cross Shroud. Unless Arcanos/Art states otherwise, diff = local Shroud rating, minimum 4.

If **Fetter** is central to Arcanos use or its target, roll Fetter rating (diff 6), each success reducing Art diff, or ST simply lowers Art diff by 1 or 2.

**Attunement & Consorts:** Each time a wraith successfully manifests to, Skinrides, or enters a being or object, she may spend 1 WP per scene to attune, creating a Consort. Familiarity in life matters: stranger requires 5 total WP; close friend/lover, 2 or 3 WP. Benefits depend on Arcanos/Art, or ST may lower diff. Perm WP = max attunements (Fetters always attuned and don't count against limit).

### Shadow – Harvesting Angst



When, *of his own volition*, a wraith indulges in the emotion at the core of a **Dark Passion**, the Shadowguide can roll its rating (diff 7), gaining 1 temporary Angst per success.

If the Shadow evokes the Dark Passion's emotion in someone else (including its own Psyche), roll the rating (diff 9).

- Most **Arcanoi** *used by the Psyche* produce Angst.
- In critical situations, Shadows can offer up to 5 extra dice on a single roll. Each 1 rolled on these **Shadow Dice** gives 1 temporary Angst.
- Assuming ST and player agree, **Roleplay** can give a point of temporary Angst: the wraith confronting inner turmoil, external helplessness, being forced into an action that contradicts a personal code of morality or honor, failure to succeed in accomplishing a vital task, inaction due to indecision at a critical moment, or making a decision that later proves to be disastrous.

Temporary Angst can exceed permanent Angst. If it ever reaches 10 (through intentional stockpiling), trade it in for 1 permanent Angst. If permanent Angst ever reaches 10, the wraith becomes a Spectre.

### Shadow – Catharsis



When a wraith's **temporary Angst exceeds her Willpower**, the Shadow can attempt to usurp control of the Corpus through a Catharsis roll.

Shadow spends 1 temporary Angst and rolls the adjusted rating (diff 6). The Psyche may resist by rolling permanent WP + Eidolon dice (diff 6). If the Shadow gets more successes, it seizes control for one scene.

The Dominant Shadow may use Thorns and the Psyche's Arcanoi. It cannot generate Pathos but must use it to fuel Arcanoi. Any resulting Angst gains are instead deducted. It cannot spend WP nor reduce Pathos below 1. If it tries to conceal its actions, the Psyche can roll Eidolon (diff 7) to resist, *but only if she has unused Eidolon dice this session*.

### Shadow – Losing Angst



- **Botching** a roll when the Shadow is dominant: lose 1 temporary Angst per 1 rolled above the number of successes.
- **Thorns** are powered by Angst.
- **Pardoners** can lower Angst with Purify (Castigate).
- When the Shadow uses Arcanoi, any Angst normally gained is instead deducted (ST discretion).
- **Roleplay** of the wraith making a serious effort to reduce their negative emotions may remove temporary or permanent Angst. Rare. Requires mutual consent of player and ST.
- **Surviving a Destruction Harrowing** reduces temporary Angst by 1-3 points.

### Targeted Harrowings



Harrowings are triggered when the wraith is on the verge of losing (not Resolving) a Fetter, Passion, or last point of WP or Corpus. 1 point remaining is fine, but when the last is being used or removed, the wraith plunges into the Labyrinth immediately and unpreventably and must solve the vicious "puzzle" to go free.

The Harrowed may use Arcanoi and all but his last point of WP to influence events but cannot escape with Argos. Got Eidolon? Roll (diff 9), each success allowing you to modify one aspect of the scenario to your liking within context. Limit one such roll per session.

Roleplaying the Shadowguide's solution or coming up with one's own clever solution earns success, no roll. Otherwise, after roughly 10 minutes, roll permanent WP (diff 9, lowered by good RP) to see if the Wraith manages to find a solution. No Shadow Dice allowed. Success snaps wraith back to Fetter, Haunt, or safety + gain Int rating in WP + additional benefits (see below). Failure hurls them into Tempest + other drawbacks. Unless specified, avoid successive Harrowings.

**Lose or use last WP?** Quarry: low Passion or Fetter.

Success? Keep 1 WP you almost lost. Fail? Lose 1 point of Quarry (can drop to 0) and gain WP = Intelligence.

**Lose Passion?** It's the Quarry. Success? Keep Passion. Fail? Lose it and roll different Passion (diff 5), -1 dot to second Passion if roll fails.

**Lose Fetter?** It's the Quarry. Success keeps Fetter or Resolves it if it was destroyed. Fail? Same as Passion failure. Losing last Fetter ejects you from Shadowlands.

**Lose all temp Corpus or take Lethal while Wavering?**

Quarry: you. Success? Recover Stamina rating in Corpus. Fail? Lose 1 perm Corpus but gain up to Stamina rating in Corpus. Lose last perm Corpus? Destruction Harrowing!

## Destruction Harrowing

**Lose last point in last Passion?** If player does not succeed on her own terms, roll Permanent WP against Permanent Angst (diff 6). Succeed? Return to Fetter, Haunt, or safe spot and retain last Passion point. Fail? Welcome to Oblivion.

**Lose last Corpus level to Agg damage or take any Agg while Wavering?** Same roll as above. Success? Return to Fetter, Haunt, or safe spot and recover Stamina rating in Corpus. Fail? Welcome to Oblivion.

**Reduced to 0 permanent Corpus?** Same roll as above. Success? Return to Fetter, Haunt, or safe spot and recover 1 temporary and permanent Corpus. Fail? Oblivion or become Nephwrack.

## Harrowing Rewards

Should the wraith succeed in defending a Passion or Fetter, it increases by 1 point (unless the Fetter was destroyed). Surviving a Destruction Harrowing reduces temporary Angst by 1-3 points.

## Haunt

### Restful

- Permits **Slumber**; benefits described on page 1.
- May gather **Memoriam** available to inhabitants.
- Anchors the Fetterless to Shadowlands. (If something permits you to return, add rating to time increments.)

### Weaken and Fix the Shroud

- Subtract Haunt rating from local Shroud rating to a minimum of 4. For every point below 4, instead apply 1 spooky “echo” (Wr20 p.288).
- Local Shroud does not fluctuate with time or season.
- Factors may temporarily lower the Shroud there, but seldom raise it.

### Weather the Maelstrom

- **Protection:** Subtract Haunt rating from Maelstrom level. Result is 0 or less? Wraith is safe from the storm within the Haunt unless someone breaks in. Result more than 0? Storm breaks through after Haunt rating in hours, but to any wraiths sheltering in remains, lower Maelstrom’s level by Haunt rating to determine exposure damage.
- **Concealment:** If sheltering wraiths are not drawing attention, add Haunt rating to diff of Spectre Perception rolls to notice Haunt or inhabitants (max diff 10). Spectre succeeds? They can notice Haunt normally.

## Self-Inflicted & Group Harrowings

Doing something particularly foolish or inappropriate, such as blowing one’s last WP on a practical joke, may lead to a Targeted Harrowing where the wraith is the Quarry. Failure removes 1 permanent Corpus.

Some Wraiths know they can intentionally dive into a Harrowing to avoid danger. Roll WP (diff 9) and score at least 2 successes. Shadow Dice permitted, but don’t negotiate too long or the opportunity may pass. Intentional Harrowings are always Destruction Harrowings, regardless of current Corpus rating.

If the whole Circle is Harrowed together (due to losing a shared Fetter or suffering group damage), undergo a group Harrowing with ST as the guide. Mechanics same as normal Harrowings, with wraiths tested as a group or individually. At the end, either all succeed or all must roll to determine the outcome—no middle ground. If the group lost a Fetter, they decide if they are all in this together, or it’s every wraith for himself. If Corpus loss caused the Harrowing, each wraith’s fate is personal.

If each of the wraiths is on her own, then each wraith rolls and succeeds or fails individually. If the group agrees that they’re all in it together, then the wraith with the highest rating in the shared Fetter rolls for the group. If she succeeds, everyone succeeds. If she fails, everyone loses the Fetter and suffers the consequences.

## Haunt - Capacity

Haunts can mystically shelter up to 5 wraiths per dot, space permitting. Overcapacity reduces Protection effectiveness by 1 for every Haunt rating’s worth of wraiths over the limit. *Ex: Haunt 5 (Capacity 25). If it holds 26 souls, treat as Haunt 4 for Protection purposes. At 31 souls, treat as Haunt 3, and so on until Haunt 0 or space runs out.*

## Haunt - Great Maelstrom Vulnerability

During Great Maelstrom, Protection time is halved and do not reduce Maelstrom level for exposure damage. Only the most Stygian-steel reinforced shelters can survive long.

## Travel

### Shadowlands Travel

Travel from point to point in the Shadowlands takes normal time. **Weather Eye** (Argos) can shorten travel times. With **Walk the Web** (Lifeweb), travel to Fetters in minutes.

### Tempest Travel (Wr2E 136, SoS 20)

Flying or Swimming with **Argos** from one major realm to next closest one along major byway: At least 1 hour. Little-known byways: at least 3 times longer. No byways? At least 10 times longer.

**Stormreader** (Argos) can shorten travel times. If floating in Tempest without using Argos, Tempestos, or Tempest Weaving, move at half normal walking rate (round down), and you must change direction by spending 1 Pathos.

### Well-known Travel Times on Major Byways

Shadowlands to Stygia	2-7 days
Stygia to Far Shores	2 weeks
Stygia to Labyrinth	1 week
Stygia to nearest Necropolis	2 hours
One Far Shore to another	1 hour

**Relic vehicles** require 1 Pathos to activate, then 1 per scene or 6 hours (half day) travel thereafter. Standard time in any vehicle is half flying/swimming. Stygian vehicles rumored to have speed bursts or “jump” across Tempest. Ferryman boats seem slow but reach suddenly far. **Maelstroms** move faster than all vehicles, save Ferryman boats. Travel from Tempest to Shadowlands during Maelstroms is almost impossible: byways blocked or cut, nihils blocked and swarming. Possible secret portals in Labyrinth.

## Fetters and Travel

Fetters permit indefinite stay in Shadowlands.

**Lifeweb**-created Fetters also permit stay, but require Pathos maintenance.

**Fetterless?** Spend 1 WP per scene to remain in Shadowlands. If, when time expires, you do not exit Shadowlands under own power, end up in nearest Byway. Fetterless but Resolved one or more Fetters? Spend 1 WP per day to remain in Shadowlands. Resolved all Fetters? Myths suggest indefinite Shadowlands stay allowed. Secret Artifacts may allow Shadowlands visits for the Fetterless.

Have **unresolved Fetters**? +1 difficulty to all rolls in the Tempest and +2 difficulty to all rolls in the Labyrinth, due to the distracting tug of Fetters.

### Maelstrom Bells

### Damage per turn

One	Four dice
Two	Six dice
Three	Eight dice
Four	12 dice
Five	16 dice

### Barrow-flame/Soulfire crystal

#### Soak Difficulty

#### Heat

3	Candle (1 <sup>st</sup> -degree burn)
5	Torch (2 <sup>nd</sup> -degree burn)
7	Bunsen burner (3 <sup>rd</sup> degree)
9	Chemical fire
10	Molten steel

#### Agg Wounds

#### Size of Fire

One	Torch; part of body burned
Two	Bonfire; half body burned
Three	Raging inferno; entire body

## Reaping

**Removing own Caul:** Enfant comes to terms with death; spend 1 WP, roll WP (diff 4), each success grants 1 Pathos to starting pool. Pathos can exceed 10, causing wraith to glow (-1 diff to notice/track him) until excess spent.

**Peaceful Reaping:** Reaper spends 1 WP to guide target from inside psychodrama. Time: 10 mins to many hours depending on Enfant. Reaper must stay close and concentrate, aware of surroundings. Can be interrupted, but costs 1 WP to start again. Reaper rolls Charisma + Empathy (diff 9 – target’s Memoriam). Success? Caul removed with minimum mental trauma; Reaper only remembers vague impressions, strong feelings, Reaper gets -2 diff to Empathy rolls with Enfant for session or longer and gains Pathos = 2 + Enfant’s Memoriam, max 10, excess Pathos lost and visible from distance. Teamwork reduces time but Pathos gains must be shared.

**Forceful Reaping:** Quickest method, costs nothing, but results in Enfant disorientation and fear.