

### **But I thought there were only 8 Shades...**

The spooks of Orpheus thought they'd seen it all. With the discovery of the Orphan-Grinders and the Marrows, they believed that they'd finally accounted for all the Shades that the personality archetypes indicated existed. They were wrong. The Orphan-Grinders, being an unnaturally occurring Shade created from the ranks of the Spectres, was not in fact one of the ones they'd expected to find. The 'lost' natural Shade was the Wraith. As most Wraiths do not last long before falling to Spectrehood, Orpheus got few chances to encounter these spooks. As their Horrors often seemed like something a Spectre would use, Orpheus never recognized them as anything but especially independent thinking Spectres on the rare occasions that they did encounter them.

## **New Shade**

### **WRAITH**

***Life is nothing but pain. Trust me, death is no different.***

Suffering is the only common thread that runs through every potential Wraith, although whether this suffering was inflicted upon them or others can vary. Many Wraiths found the way they wished to go through life was to inflict pain upon others, either for their own ends or for its own sake. It is not uncommon for there to be a history of animal abuse or criminal activity in potential Wraiths. Other Wraiths are found among those who suffered great personal agony in life, often at the hands of ones they trusted. Sadists, abuse victims, and even social bullies are all potential future Wraiths. Other potential Wraiths are otherwise good-natured people that have been broken by the horrors

of their lives. More than one social worker or activist that has given into despair at the hopelessness of their situation has found themselves a Wraith on the other side.

Wraiths tend to be highly tormented spirits. Their connection to pain and the dark side of the human spirit tends to make them ill at ease among others, and distrustful towards all they encounter. It also goes a long way towards explaining why they are so hard to find. While the natures of Wraiths are not uncommon, it is uncommon for them to last long once they've died. Most fall immediately to their Spite, becoming Spectres immediately upon or soon after their demise. This is probably for the best, though, as it means that few learn about their Horrors before becoming Spectres, which minimizes the number of Spectres with access to the disturbing Horrors of the Wraiths. Of course, most spooks that have witnessed the use of Wraith Horrors would probably be hard pressed to tell the Wraith from a Spectre in the first place.

The few Wraiths that manage to hold onto themselves tend to be those who feel remorse for their crimes, or those who have a positive goal they feel they must accomplish. Vengeance or atonement for their past are common goals, though some may just desire to leave the world a better place, despite the torments they suffered in life. Even the noblest of Wraiths tend to have a cruel streak, however, and are generally more than willing to inflict as much pain as possible to achieve their ends. Pain is their very essence, afterall, and misery loves company.

**Horrors:** *Stigmata*, Inner Demons, Despair, Army of Darkness

**Manifestation Forms:** For **zero Vitality points** a Wraith can manifest as an aura of discomfort and paranoia. Although invisible and unable to communicate in this form, the Wraith does tend to make people jumpier, giving them the distinct feeling of being watched by someone hostile and dangerous to them.

With **one Vitality point**, the Wraith can manifest as a dark, skeletal figure. This figure is quite disturbing to any who see it, especially those not used to dealing with ghosts. The Wraith can speak normally in this form, although the voice is hollow and echoes. In this form, the Wraith can utilize its Attributes and Abilities at half value.

At **two Vitality** points the Wraith manifests fully, looking much as it does in its regular life, although it is still rather unnerving to the living. It is difficult for a manifested Wraith not to seem threatening to those unfamiliar with the supernatural. In this form, the Wraith has full access to its Attributes and Abilities.

**Base Vitality:** 5

**Base Spite:** 3

**Base Willpower:** 5

**Recommended Natures:** Addict, Barbarian, Deviant, Grotesque, Monster, Wretch

## GRANT CARDEN

Grant Carden did not have an easy life. Born to a mixed racial couple, he was tormented by his racist classmates all through his grade school years. He was also severely beaten by his uncle, who thought that his sister could have found a much better (i.e. whiter) man to marry, and felt that her child was an abomination. The one advantage to these beatings was that he finally learned what he wanted to do to his tormenters at school. He spent much time in juvenile hall for inflicting his revenge, although that did nothing to calm the hate within.

After his eighteenth birthday, someone finally pushed Grant too far. The man's death was slow and painful, and earned Grant a long stay in prison. While in prison, he was nearly killed in several fights, though his savagery and cold cruelty soon earned him a reputation as someone to avoid. His reputation secure, he decided to use his newfound place in the prison hierarchy to ensure that others weren't mistreated as he'd been, often taking the weaker prisoners under his wing. He still hated the sting of injustice that he remembered all too clearly, and couldn't stand to let it continue if he could do something to change it. In the end, that desire for justice was what killed him.

The leader of one of the prison gangs did not approve of his interference in their games. After he came to the rescue of one too many of their victims, he bribed one of the

guards to let him into Grant's cell. Grant had no time to wake up before his throat was slit with a makeshift knife. Although the gang leader was later implicated and punished, it did little to satisfy Grant's hate. When the gang leader was killed two months later, he found Grant's spirit patiently waiting for him, eager to show him what he'd learned in the time he'd been dead. Having found that his gift for pain has followed him into the afterlife, Grant is now set on bringing vengeance down upon those who deserve it, living and dead.

## REVISED HORRORS CHART

<b>Shade</b>	<b>Automatic Horror</b>	<b>Favored Horror</b>	<b>Third-Tier Horror</b>	<b>Fourth-Tier Horror</b>	<b>Banned Horrors</b>
Banshee	<i>Wail</i> (Storm Gloam)	Forebode	Pandemonium	Screaming Nothing	Poltergeist Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Screaming Nothing
Haunter	<i>Inhabit</i> (Escher's Corkscrew)	Witch's Nimbus	Broadband Ghost	Hell on Wheels	Banshee Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Hell on Wheels
Marrow	<i>Flesh-Flux</i> (Clay Jars)	Familiar	Legion Born	Nightmarish Gestalt	Wraith Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Nightmarish Gestalt
Orphan Grinder	<i>Oblivion's Husk</i>	Hellion	Vector	Salvation	Any Fourth-Tier Horrors other than Salvation
Phantasm	<i>Bedlam</i> (Terrible Madness)	Sandman	Dream-Walker	Draw Forth	Haunter Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Draw Forth
Poltergeist	<i>Helter Skelter</i> (Puppet Storm)	Congeval	Anathema	Rend and Rake	Wisp Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Rend and Rake
Skinrider	<i>Puppetry</i> (Mob Rule)	Juggernaut	Contaminate	Doppelganger	Marrow Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Doppelganger
Wisp	<i>Unearthly Repose</i> (Ecstatic Crusade)	Storm-Wending	Beckon Relic	Consume	Skinrider Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Consume
Wraith	<i>Stigmata</i> (Sympathy Pains)	Inner Demons	Despair	Army of Darkness	Phantasm Horrors, Orphan Grinder Horrors, any Fourth-Tier Horrors other than Army of Darkness

# WRAITH HORRORS

## STIGMATA

*The killer moved his knife from hand to hand, smiling. “You know what I’m going to do with this, don’t you?” he asked the wounded woman cowering at his feet.*

*“Not much, I should think,” said a voice behind him. The killer turned to look at the new arrival. He hadn’t heard Grant’s approach.*

*“Can use it just as well on you. She can wait,” the killer said, as he started to step towards his new victim.*

*“You must have been through a lot of pain in your life,” Grant said, smiling grimly. “Let’s have a look at it, shall we?”*

*Wounds oozing ghostly blood opened up on Grant’s body, as the air between the two men rippled. The killer dropped his knife, screaming in pain as bruises and lacerations spontaneously appeared on his skin.*

*“Don’t worry. I have a sedative right here,” Grant said with a laugh as he planted a kick in the man’s stomach, followed by a fist to his face.*

Pain is a great teacher. From pain, people are able to learn things to avoid, and grow stronger as a person. Pain is also a great inhibitor. Although they may be stronger once they’ve overcome it, the pain itself tends to interfere with whatever immediate goals they had in mind. This Horror causes its target to re-experience this pain.

The Wraith causes its target to feel the pain from previous injuries, both physical and emotional. The target will feel just as they did when they first received these injuries, and, in the case of physical ones, they shall become visible on their body. These

phantom wounds will fade with time, but until then, the target will be affected just as though they were experiencing the real thing.

The use of this Horror is very obvious, as the user develops phantom wounds all over their gauze from the Vitality expended. Additionally, the air between the Wraith and its target shimmers, as if a haze of heat flows between them immediately before the target suffers the effects of the Horror. Those that enter this area will feel uncomfortable, but will not actually suffer any ill effects. The Wraith must manifest to some extent to affect the living with this power.

Marrows cannot take this Horror.

**System:** The Wraith is able to inflict previously suffered pains upon its target. These pains may be either physical or emotional depending on the Wraith's desire, but it is always personal to the target.

The Wraith directs the Vitality at either the body or mind of his opponent. The effects last for the duration of the scene for physical effects, or until it is successfully resisted by the target. The duration of the Horror for emotional effects is based on the Vitality expended, unless the target successfully resists. If the Wraith uses the Horror again upon the same individual during the scene, the results do not stack, and the higher Vitality expenditure is the one counted, unless the Wraith has shifted the focus from physical to emotional pain, or vice versa. In that situation, the newer effect replaces the old.

At **zero Vitality**, the Wraith is able to inflict minor aches and pains upon the target, inflicting a -1 penalty to their dice pool. If targeting the emotions, the target suffers an increased difficulty of one on their Willpower rolls, as they are distracted by brief fragments of painful memories. This effect lasts for a single scene.

At **one Vitality**, the target reexperiences minor bruises and scratches, suffering a -2 penalty to their dice pool. If the emotions are targeted, the target's increased difficulty

applies to their Mental rolls as well, as memories of depressing events flash before the target's eyes. This effect lasts for a single scene.

At **two Vitality**, the target reexperiences minor injuries suffered, inflicting a -3 penalty to their dice pool. If the emotions are targeted, the increased difficulty increases to 2, and applies to their Social rolls as well. They are plagued by feelings of loss for a day, at which point the effects end.

At **three Vitality**, the target reexperiences serious injuries, inflicting a -4 penalty to their dice pool. Additionally, the target suffers a level of bashing damage from the shock to their system. This damage is unsoakable, but it only affects the living, as projecting entities and ghosts are not occupying a vulnerable physical body to suffer the effects. If the emotions are targeted, the target will feel a sense of self-loathing. At this point, their Physical rolls will also suffer the increased difficulty. This effect lasts for one day.

At **four Vitality**, the target feels crippling agony from former wounds received, inflicting a -5 penalty to their dice pool. Additionally, the shock damage increases to two levels of bashing damage. If the emotions are targeted, the target will be overwhelmed with feelings of hopelessness and despair, giving them an increased difficulty of two to all their rolls. In addition to this increased difficulty, they will also lose a point of temporary Willpower that cannot be regained until the effects of the Horror have ended. This effect lasts for two days.

At **five Vitality**, the target reexperiences their most grievous injuries and pains, suffering a -6 penalty to their dice pool. At this level, the shock damage increases to three levels of bashing damage. If emotional pain is inflicted, the target will vividly relive their most traumatic memories, increasing the difficulties of all rolls by 3. They will also suffer a loss of two temporary Willpower points from the intense emotional pain, which cannot be regained until the effects of the Horror have ended. This effect lasts for two days.



The target of this Horror is capable of shrugging off the effects. Doing so requires the expenditure of a Willpower point, and a resisted roll between the Wraith's Manipulation + Intimidation (difficulty 7) and the target's Willpower (difficulty of the Wraith's Spite rating). If the Wraith wins, the target can attempt to resist again, although it requires the expenditure of another Willpower point. If the target botches the roll, no further attempts at resistance may be made. If the target wins, then the effects of the Horror shall end, and the target shall be immune to that Wraith's Stigmata for the duration of the scene. The target may attempt to act while resisting, but all rolls (including the resistance roll) have their difficulty increased by one, and the effects of the Horror apply during the round the resistance attempt is made. At the Storyteller's discretion, certain individuals who have lived charmed lives might not have had many painful experiences in their past, and therefore could have some natural resistance to this Horror. These individuals are exceedingly rare, however.

**Benefit:** Pain, though seldom pleasant, can often be a great teacher. This Horror's Benefit takes advantage of that by drawing upon the recipient's inner strength. This Benefit gives an automatic success to the affected Horror's roll, although this success can be cancelled by 1's rolled by the recipient's player. The recipient of this Benefit remembers a time when they triumphed over adversity, but feels an unpleasant tingling sensation over their gauze.

**Spite-fueled:** Owing to Spite's distinctively negative energy, this Horror is greatly enhanced when fueled with it. If the body is targeted, the target will find actual wounds opening on their body. Against the living, the target will suffer one level of lethal damage for each Spite tapped. Spooks targeted will suffer bashing damage, as the Spite-fueled variant of this Horror inflicts actual wounds, rather than the sensation of them like its Vitality-fueled equivalent. The painful effects of this Horror still apply. When the emotions are targeted, the memories experienced will be twisted into darker reflections of themselves. The effects are the same as the Vitality-fueled version, but the duration is twice as long.

**Wasteland:** The Spite-filled energies of the Hive-mind permeate the Wasteland, and this Horror's normal functioning is altered because of it. In the Wasteland, Stigmata cannot be directed at a specific target. Instead, the Wraith using it will be surrounded by an aura extending (Vitality expended/Spite tapped) + 1 yards from the Wraith. Anyone caught in the aura, whether friend or foe, will suffer the effects of the Horror. The effects of the Horror will wear off once the individual has been out of the aura (Vitality + 1) turns. The Benefit of the Horror ceases to be a Benefit in the Wasteland. Instead of granting an automatic success, it will take one away, as the recipient feels only pain from it. Neither this Horror or its Benefit is able to cross the Stormwall from either direction.

## **INNER DEMONS**

*The young woman rocked back and forth in her padded room, oblivious to Grant's arrival.*

*"Carol," he said softly. "Can you hear me, Carol"*

*The girl continued to rock. If she could even hear him, she gave no indication.*

*"Carol, you need to tell me what happened. Tell me who did this to you. I'll make sure they suffer for it."*

*The girl continued her steady rocking, staring distantly at a horror only she could see. She did not notice Grant stroking her long blonde hair, or anything else not present in her own tortured mind.*

*"Come on," he said, tracing the healthy skin surrounding the bruises. A pleasant tingling sensation brushed his fingertips.*

*The rocking gradually ceased, and the girl looked up with a haunted look in her eyes.*

*"Now we're getting somewhere," Grant said with a smile.*

Madness often follows those who have had hard lives. Through their connection with their darker natures, a Wraith is able to get the better of it. With the lightest touch, a Wraith can suppress or draw forth the darker sides of an individual, soothing the insane, or driving the sane into the depths of madness.

Against spooks, this Horror can also grant some control over the darker sides of the spooks gauze. A Wraith can call for Stains, and suppress either the Stain's benefits or drawbacks.

Marrows cannot take this Horror.

**System:** The Wraith must touch the target to use this Horror. To soothe madness, the Wraith rolls Manipulation + Empathy (difficulty of the target's Willpower). To cause madness, the roll is Manipulation + Intimidation. When causing insanity, the Wraith does not get to decide on the form the madness takes, but it is always appropriate to the target's personality. At higher Vitality expenditures, it is even possible to increase or decrease the target's temporary Spite (which may explain how some Wraiths are able to stave off their fall to Spectrehood). Duration of the madness varies based upon Vitality expenditure.

Wraiths can also target the gauze of themselves and others to bring out their Stains, or suppress the advantages and disadvantages of the Stains. The roll for this is Manipulation + Subterfuge, and physical contact is still required. Hues, being naturally closer to their darker sides due to the taint of pigment, are especially skilled with this aspect of the Horror. Whenever a Hue attempts to bring out their own Stains using this Horror, it is treated as though one additional Vitality had been put into the attempt. When attempting to bring out one's own Stains, all Stains currently possessed by the character must be brought out before new Stains can be used, unless an additional Vitality is put into the attempt. If all Stains possessed by the character are already active, then additional Stains (chosen by the Wraith) are available without any extra Vitality required. Attempts to bring out the Stains of others require the expenditure of two Vitality in addition to the Vitality required by whatever effect is desired. All aspects of this use of the Horror last for the duration of the scene.

Vitality costs are as follows:

**0 Vitality:** A Wraith can cause or suppress a Derangement in a target. The Derangement only lasts for a single turn, but will most likely disrupt their next action. Alternately, a

Wraith can bring forth one of their Stains.

**1 Vitality:** A Wraith can cause or suppress a Derangement in a target. The Derangement lasts for the duration of the scene. Alternately, a Wraith can bring forth two of their Stains, or one of their Stains with the Disadvantage suppressed.

**2 Vitality:** A Wraith can cause or suppress a Derangement in a target, which will remain for the next six hours. At this level of Vitality expenditure, a Wraith is also capable of bringing out a Stain in another spook, or three of their own.

**3 Vitality:** A Wraith can cause or suppress a Derangement in a target, which will last for a single day. The Wraith could also bring forth two Stains in another spook, or one Stain with the advantage or disadvantage suppressed. Alternately, it could bring out four of its own Stains, or two Stains with the disadvantages suppressed.

**4 Vitality:** A Wraith can cause or suppress a Derangement in a target. The effects of this last for the next three days. Additionally, the target will gain or lose a point of temporary Spite, depending on whether the madness was being caused or suppressed. Spite cannot be permanently lowered through the use of this Horror. The Wraith can also bring up to three Stains out in another spook, or up to five of its own.

**5 Vitality:** A Wraith can cause or suppress two Derangements in a target. The effects of this last for the next week. Additionally, the target will gain or lose two points of temporary Spite, depending on whether the madness was being caused or suppressed. Spite cannot be permanently lowered through the use of this Horror. The Wraith can also bring up to four Stains out in another spook, or up to six of its own.

All aspects of this power can be resisted, provided that the target realizes what is being attempted. Resisting this power allows the target to roll their Willpower (difficulty equal to the Wraith's Willpower + the amount of Vitality expended, with a maximum difficulty of 10). If the target gains as many or more successes than the Wraith did, the power does not take effect. If the target loses, the power functions as it normally would. Targets that gain Derangements from this Horror can resist them for a turn with the expenditure of a Willpower point.

**Benefit:** The benefit of this Horror can bring out the darker natures of other Horrors.

When this benefit is used on another Horror, it causes the targeted Horror to take on its Spite-fueled effects.

**Spite-fueled:** This Horror can be considerably more dangerous when fueled with Spite, as it brings the Wraith closer to the Hive-Mind and the inevitable fall to Spectrehood that accompanies it. Although unable to suppress madness or Stains, the Horror becomes more skilled at drawing them out. When fueled with Spite, the number of Derangements and Spite points gained is doubled, with one Spite point gained for lesser effects. For each Spite tapped, a Wraith can gain access to two Stains or one Spectre Thorn. Suppression of advantages or disadvantages is impossible when gaining Stains through Spite. Instead of gaining Stains or Thorns, though, a Wraith using the Spite-fueled variant of this Horror can gain temporary access to Spectre Horrors by tapping into the Hive-Mind. The Wraith must tap one more Spite than a Spectre would have to use the Horror, but the Wraith will be able to use it for the rest of the scene (provided that the Wraith is willing to tap the necessary Spite each time it's activated). Wraiths that rely too heavily on this aspect of the Horror quickly find themselves gaining access to Spectre Horrors on a more permanent basis...

***Example:** Grant is fleeing two Fetches, only to turn a corner and find himself faced with a third. As the flickering Fetches surround him, he desperately taps Spite to fuel Inner Demons, gaining access to the Spectre Horror, Flicker.*

**Wasteland:** It is far more difficult to suppress insanity or Stains in the Wasteland. Any attempts to do so require an additional point of Vitality. Drawing out madness or Stains becomes easier, however. Vitality expenditures for doing those have twice their usual effect, much like when it is fueled with Spite. Likewise, the effects when Spite fueled are doubled as well. This carries with it a considerable disadvantage, however. Whenever this Horror is used to draw out the darker nature of an individual, it alerts all Spectres in a radius equal to the Vitality expended in miles, or twice the Spite tapped. At higher levels of Vitality (or at any level when Spite fueled), the Spectres will perceive this as a distress call through the Hive Mind. The Spectres that respond are likely to be ready for a fight,

and may not be happy to find that it was not one of their own that gave the call. Or they might just decide to “rescue” the Wraith, and bring him into the family. This Horror cannot cross the Stormwall, although the Benefit can if it’s used on a Horror that is crossing the Stormwall.

### **Inner Demons and Spectres**

So, what happens if you attempt to use Inner Demons on Spectres? They’ve already embraced their dark side, so what more can you do? The unfortunate answer: Not terribly much. Most attempts to use this Horror on them will only make them more powerful, if it has any effect at all. There is one exception to this. Attempts to soothe insanity will cut them off from the Hive Mind for the duration of the Horror. All Spectres get a reflexive attempt to resist this, however, and their difficulty is only the Willpower of the Wraith. Lawgivers cannot be severed from their connection to Grandmother through the use of this Horror.

## **DESPAIR**

*“I want you to stop peddling your shit to kids,” Grant said, fixing the pigment dealer with an angry glare.*

*“And why should I do that?” the punk asked with a grin. “Kids are my best customers. And if they don’t overdose, they stay customers for a long time.”*

*“You’re fucking with shit you don’t understand,” Grant said.*

*“I understand just fine. Now keep your nosy ass out of my business,” the punk replied. “If you don’t, my boys will put you down. Permanently.”*

*“You don’t want to fuck with me,” Grant said angrily. “You don’t want to see what I do to people who piss me off.”*

*“I’m not scared of you,” the punk said arrogantly.*

*“You should be,” he replied.*

*“I’m not convinced. You’re big, but outnumbered and outgunned. There ain’t a goddamned thing you can do.”*

*Grant grinned at him. The color faded from the punk’s face as Grant leaned towards him, grabbing him by the shirt. Grant let his pleasure at the punk’s fear show in his face.*

*“Would you like me to convince you?” he said softly.*

Most Wraiths led lives that were one moment of pain after another. Many gave up hope early, deciding that failure is the inevitable result of trying. By doing so, they’re able to survive the hardships of life. This Horror allows them to draw strength from these experiences, and inflict them upon their enemies.

When this Horror is active, Wraiths become far more daunting foes, as those around them will feel nothing but despair. Hope and happiness become faint memories to those influenced by this Horror, and all courses of action will seem futile or unnecessary. Even the greatest of their accomplishments will seem fleeting and pointless as the Horror undermines any self worth they may have possessed. To these poor individuals, the Wraith will seem like a dark god responsible for all the past and future horrors of their lives, with placation of the Wraith their only hope for salvation.

**System:** The Wraith is surrounded by an aura of despair that affects everyone else within it. This includes the Wraith’s friends (if it has any), although the Wraith can spend a temporary Willpower point to allow another individual to be immune to the effects. The aura created by this Horror last for the remainder of the scene. If someone moves out of the range of the aura, the effects on that individual will be reduced by one Vitality for each turn that the individual remains outside of the aura. After the effects drop below the zero Vitality expenditure, the individual is free of it unless they return into the aura’s range. Anyone returning to the range of the aura, or entering it, will suffer the full effects of it, unless they are able to resist it. Any Willpower point losses only occur on the turn when the target is first affected by the aura. Willpower points cannot be lost to that Wraith again that scene due to this Horror. Losses to the Willpower dice pool are constant, however.

This aura is visible to anyone outside of it as a faint distortion of the area surrounding the Wraith, as though they were surrounded by a thin sheet of flowing water. Within the aura, this is less noticeable, although colors and sounds will seem muted, and the Wraith itself seems to loom over everyone else, seeming larger and more dangerous. Those within it will feel themselves losing hope, and an uncomfortable certainty that all they do is doomed to failure. As this often seems directly linked to the Wraith, many would be willing to try and placate it any way they could, in the dim hopes that it may take mercy upon them. Spectres can be affected normally with this Horror, although they may perceive it as a punishment from their Hive, inflicted through the Wraith.

Vitality costs are as follows:

**0 Vitality:** The aura extends two yards from the Wraith. Anyone caught within it will find themselves suffering a loss of one die from their Willpower rolls, as well as the loss of one temporary Willpower point. Additionally, the Wraith will receive one extra die on any Intimidation rolls.

**1 Vitality:** The aura extends three yards from the Wraith. Anyone caught within it will find themselves suffering a loss of two dice from their Willpower rolls, as well as the loss of one temporary Willpower point. Additionally, the Wraith will receive two extra dice to their Intimidation dice pools.

**2 Vitality:** The aura extends four yards from the Wraith. Anyone caught within it will suffer a loss of three dice on their Willpower rolls, as well as two temporary Willpower points. Additionally, the Wraith will receive three extra dice to their Intimidation dice pools.

**3 Vitality:** The aura extends six yards from the Wraith. Anyone caught within it will suffer a loss of four dice on their Willpower rolls, as well as three temporary Willpower points. Additionally, the Wraith will receive four extra dice to Intimidation dice pools.

**4 Vitality:** The aura extends eight yards from the Wraith. Anyone caught within it will suffer a loss of five dice on their Willpower rolls, as well as three temporary Willpower points. Additionally, the Wraith will receive four extra dice to their Intimidation dice pools.



**5 Vitality:** The aura extends ten yards from the Wraith. Anyone caught within it will suffer a loss of six dice on their Willpower rolls, as well as five temporary Willpower points. Additionally, the Wraith will receive six extra dice to their Intimidation dice pools.

The loss of Willpower points can be resisted with a contested Willpower roll (difficulty of the opponent's Spite). Should the Wraith win this roll, the target will suffer the full effects of the Horror, while a botch from the target will cause a loss of one additional Willpower point. If the target wins, no loss of Willpower occurs. If the Wraith botches this roll, the target shall gain a temporary Willpower point, while the Wraith loses one. Although the loss of Willpower points can be resisted in this way, the only way to resist the effects of the lost Willpower dice is to move out of the range of the aura. Individuals within the aura can also spend a temporary Willpower point at the beginning of their turn to resist the effects of the Horror for the remainder of that turn. This negates the lost Willpower dice and the extra Intimidation dice of the Wraith for the rest of that turn.

In addition to its other effects, this aura will also make taking action, especially when resisting the Wraith, more difficult for any individuals affected by it. A person who wishes to act against the Wraith while affected by this power must succeed in a Willpower roll (at a difficulty of 4 + Vitality expended) to do so. If the Wraith is actively trying to cow the individual, this roll is resisted by the Wraith's Manipulation + Intimidation (difficulty of the target's Willpower). If the target wins, it is able to act normally against the Wraith for the rest of the scene, although the target continues to suffer the loss of Willpower dice. A success for the Wraith means that the target is unable to act against them, and is likely to flee or attempt to placate the Wraith. If all of a target's temporary Willpower has been lost to this Horror, the target will be unable to attempt resisting the Wraith. To take other actions, the Willpower roll must be made at a difficulty of 2 + Vitality expended, and this one cannot be resisted by the Wraith's Manipulation + Intimidation. Success on this roll will allow the target to take any action normally for the rest of the scene, provided that it doesn't involve acting against the

Wraith. Success on an attempt to act against the Wraith will also give freedom of action for other actions.

**Benefit:** Vitality and Spite generally don't mix well. Despair is an exception to this rule, since even when it is fueled with Vitality, its energy is distinctly negative. The Benefit of this Horror takes advantage of this trait, allowing the Wraith to infuse a small amount of Vitality into a Spite-fueled Horror. This faint sheen of Vitality can then be affected by the Vitality of another Horror, allowing the Spite-fueled Horror to utilize the Benefit of a third spook's Horror. Both the user of the initial Horror and the donor of the additional Benefit will find their mood taking a distinctly negative turn while the Horror is active, as both shall be affected by the presence of the Despair-tainted Vitality.

**Spite-fueled:** Unlike its Vitality fueled equivalent, the Spite-fueled version of this Horror only affects an individual target. However, it is more focused and damaging to the individual, removing all hopes of success and filling them with an almost suicidal sense of self-loathing. The Wraith does not gain Intimidation dice against the target. Instead, the Wraith has one automatic success on their Intimidation dice rolls for each Spite tapped. The target loses one point of temporary Willpower, plus one additional point for each Spite point tapped. The target also gains a point of temporary Spite for each Willpower point lost when this Horror is Spite-fueled. The Spite-fueled version of this is also far more adept at undermining the target's Willpower, making every hope and accomplishment seem worthless. Instead of subtracting dice from their Willpower dice pools, this Horror subtracts successes on Willpower rolls. For each point of Spite tapped, one success is subtracted from the target's Willpower rolls. Although this does not necessarily result in a botch if this Horror is responsible for negating all successes, naturally occurring botches that are augmented by this Horror could be especially traumatic. Additionally, the target must make a Willpower roll (difficulty of 5 + the number of Spite points tapped for the Horror) to take any action, and any actions taken that attempt to resist or harm the Wraith have their difficulties increased by one for each Spite point tapped. This roll is necessary for each action that is undertaken. The

duration of this Horror is only for one scene, although the individual is likely to feel hopeless and despondent for days afterwards.

**Wasteland:** This Horror is dangerous to everyone when it is used in the Wasteland, due to the ambient Spite and the atmosphere of despair already present. The range of the aura is doubled, and it affects everyone within it regardless of whether it is fueled with Vitality or Spite. In addition to its usual effects, any failed rolls within the range of the aura gives the individual a point of temporary Spite, and botched rolls gives two Spite points. If the Wraith ever fails a roll, it must make a Willpower roll (difficulty of its permanent Spite) or suffer the negative effects of the Horror along with everyone else. If the Wraith botches a roll, it instantly suffers the negative effects of the Horror, as well as suffering a temporary point of Spite. The Horror's Benefit functions normally in the Wasteland, but the Horror's user and the donor of the additional Benefit will both receive a point of temporary Spite from the added infusion of negative energy.

## **ARMY OF DARKNESS**

*Grant ran for all he was worth. There were just too many of them to fight and survive. He could hear the mad laughter of the Spectres close behind him as he raced through the streets.*

*"Out of my way!" he yelled as shoved his way through a pack of Lost Boys. The Spectres moved quickly to the side, and only one of them got trampled as Grant continued running. He cursed silently.*

*They were everywhere, and he was already feeling drained from all the running. "Shit!" he yelled as the Reaper appeared in front of him, the scythe barely missing his throat. He scrambled backwards as quickly as he could, stopping only when he found himself pressed against the gathering Lost Boys. The Reaper advanced silently towards him, raising the scythe for another swing.*

*"Help!" he screamed in desperation, fully aware that none would be forthcoming. The Lost Boy shrieked as it threw itself in front of the scythe, slowing it just long enough for Grant to roll out of the way. Another dragged him behind the dumpster.*

*He peered around the dumpster, and was shocked by the sight that greeted him. The Lost Boys were swarming the Reaper, heedless of the casualties they were taking. The Reaper thrashed at the swarming Spectres, and finally vanished into the darkness. The Lost Boys came to him, and stared, as though waiting for another order.*

*"This could have potential," Grant mused.*

Wraiths are closer to their darker nature than most spooks are. Most of them have little time as a true ghost when they die, quickly succumbing to their Spite and joining the ranks of the Spectres.

Especially powerful Wraiths can come close to this fall, without making the full journey to Spectrehood. Through the use of this Horror, the Wraith is able to claim a small section of the Hivemind for itself, summoning Spectres to their aid or changing an enemy into a potent, if temporary, ally.

Only Wraiths can learn this Horror.

**System:** The Wraith is able to hollow out a small section of the Hivemind, and bring Spectres into it as the Wraith's obedient servants. The Spectres will quickly appear through the Stormwall, ready to do the Wraith's bidding. The Spectres do not actually read the Wraith's thoughts, though, instead obeying spoken commands. The Wraith can also spend one Willpower to allow them to receive mental commands. The Spectres will follow the command to the best of their ability, even at risk to themselves. They will not necessarily use any powers they have available to them, however, and may follow the letter of the command rather than the intent. Spectres summoned in this way will be loyal for as long as the Horror is in effect.

Wraiths are also able to command Spectres that are already present, although this is generally more difficult. These Spectres usually have their own goals, and are not easily swayed from them. It can prove more rewarding, though, as the Wraith will gain

glimpses of the Spectres' goals and intentions. Although fewer Spectres can be commanded, the Wraith can obtain valuable information about local Spectres this way. Additionally, commanded Spectres are considerably more likely to use any powers they have available to aid the Wraith, and will follow the intent of the commands they are given. These Spectres are commanded in the same way that summoned Spectres are, although a Willpower roll must be made against a difficulty of the Spectre's Spite to establish dominance. A failure means that the Spectre maintains its own will, while a botch gives the Spectre glimpses of the Wraith's surface thoughts.

Spectres of either type will single-mindedly perform whatever commands they're given. If the Spectres have no commands, they will seek out the Wraith, and stay close by until given new orders or the Horror's duration runs out. This can cause problems for the Wraith, as they may be in the way or draw attention to the Wraith's location, causing many Wraiths to command them to wait in one spot until they give them a different order.

The effects of the Horror last for a single scene, although it can be extended by spending the necessary Vitality for each additional scene. Spectres that are effected by this Horror will regain their will at the end of the Horror's duration. This does not necessarily mean that the Spectres will instantly become hostile to the Wraith. Many times, summoned Spectres will slip back through the Stormwall at the end of the Horror's duration, or flee to the nearest Hive. Sufficiently powerful Spectres or weaker ones in large enough numbers may decide that hostility is the best course of action, however. Commanded Spectres will generally go back to whatever they were doing before, although, like summoned Spectres, they may decide that the Wraith is too great a threat to ignore. If the duration on a summoned army of Spectres ends and is not renewed, these Spectres will become fully independent. To control them again, the Wraith would need to command them like they would any other Spectre. As they would be unable to command as many as they summoned, most Wraiths that utilize this Horror would quickly renew the Vitality expenditure, or order their summoned Spectres to go back where they came from before the Horror's duration ends.

Vitality costs for both aspects of this Horror follow. Examples of Spectres that can

be affected at each level are given, although the amount of Vitality needed to affect any given Spectre are up to the Storyteller's discretion.

### **Summoning an Army:**

**0 Vitality:** The Wraith can summon two weak Spectres. The most powerful Spectres that could be summoned would be equivalent in power to a Lost Boy.

**1 Vitality:** The Wraith can summon two more powerful Spectres, or four Lost Boys. The most powerful Spectres that could be summoned at this level would be equivalent in power to an E-Demon or a Leech.

**2 Vitality:** The Wraith can summon two Spectres, with the most powerful Spectres possible being equivalent in power to Friendly Angels or Chitters. Alternatively, the Wraith can summon twice what they would have been capable of summoning at the previous Vitality expenditure.

**3 Vitality:** The Wraith can summon two Spectres equivalent in power to Fetches or Chupacabras. Alternatively, the Wraith can summon twice what they would have been capable of summoning at the previous Vitality expenditure.

**4 Vitality:** The Wraith can summon two Spectres equivalent in power to Frighteners or Syrenes. Alternatively, the Wraith can summon twice what they could have at the previous level.

**5 Vitality:** The Wraith can summon two Spectres equivalent in power to a Reaper. Alternatively, the Wraith could summon twice what they could have for four Vitality.

The number and strength of the Spectres summoned varies depending on the Vitality expended. This does not always mean a large number of stronger Spectres will be summoned with high Vitality expenditures, however. It is unlikely that more than one

Reaper would respond to a single call from a Wraith, but several Lost Boys might. At the Storyteller's discretion, a larger number of weaker Spectres may be summoned instead. This Horror can be used multiple times to acquire a larger army, although five Vitality must be spent on the first use before the army can be expanded further. For each group after the first which is summoned, the Wraith will suffer a -2 penalty on all rolls due to the concentration required to command that many Spectres.

***Example:** Grant is faced with a large number of Spectres. He decides that he needs as much backup as possible, and pumps five Vitality into Army of Darkness. With this expenditure, he could summon two Reapers, four Frighteners, eight Fetches, sixteen Friendly Angels, thirty-two Chitters, or an impressive sixty-four Lost Boys. The actual Spectres that respond are up to the Storyteller, however, and mixed groups are fairly common. In this example, Grant might end up with an army of four Fetches, one Frightener, and sixteen Lost Boys.*

### **Commanding Spectres:**

**0 Vitality:** The Wraith can command a single action of a weak Spectre, which it will immediately attempt to perform.

**1 Vitality:** The Wraith can command a single Spectre for the duration of the scene.

**2 Vitality:** The Wraith can command two Spectres.

**3 Vitality:** The Wraith can command a number of Spectres equivalent to half of their Willpower.

**4 Vitality:** The Wraith can command a number of Spectres equivalent to their Willpower.

**5 Vitality:** The Wraith can command a number of Spectres equivalent to twice their

Willpower.

The power level of Spectres that could be affected by the commanding aspect of this power is identical to those that could be summoned for the same amount of Vitality. Note, that a Wraith can never command more Spectres than half of what they could summon for the same amount of Vitality.

***Example:** Grant is faced with a group of twelve Lost Boys led by a Reaper. He decides that he'll use Army of Darkness to command some of the Spectres. He spends three Vitality, and commands the Lost Boys to distract the Reaper while he escapes. If he'd wanted to, he could have spent five Vitality instead, and commanded the Reaper to slaughter the Lost Boys.*

**Benefit:** Every person has a dark, destructive voice within them that tells them to do the things that they shouldn't, and act in ways that are destructive to themselves and others. The Benefit of this Horror takes advantage of this. When this Horror is joined to another, it encourages the target of the Horror to submit to the Horror's effects, as the self-destructive impulse urges them towards the Horror wielder's goals. The difficulties of all rolls to resist the effects of the Horror are increased to 10.

**Spite-fueled:** The Spite-fueled version of this Horror taps into a greater portion of the Hive-Mind. This allows the Wraith to affect more Spectres, but also makes it easier to resist. The number of Spectres that can be summoned or controlled is doubled when the Horror is fueled by Spite. Even summoned Spectres get a chance to resist the control, though. The Wraith must succeed in a Willpower roll against a difficulty of the highest Spite rating among the summoned Spectres. If this roll fails, the Spectres maintain their own will, and will not serve the Wraith. If it botches, they'll also receive knowledge of the Wraith's thoughts. When attempting to command a Spectre through the Spite-fueled version, the Wraith must succeed in a contested Willpower roll against the Spectre, against a difficulty of their opponent's Spite. If the Spectre wins, it gets glimpses of the Wraith's thoughts and maintains its own will. If the Wraith botches this roll, its thoughts



and memories are immediately broadcast to the Hive-Mind, and the Wraith must make an immediate Willpower roll against a difficulty equal to their own Spite rating, or immediately fall to Spectrehood. Any botches made by a summoned or controlled Spectre will also saddle the poor Wraith with a point of temporary Spite, unless they succeed in a Willpower roll against a difficulty of the botching Spectre's Spite.

**Wasteland:** In the Wasteland, the call of this Horror is much clearer. It can be heard much further and draws even more Spectres to the Wraith. The number of Spectres that can be summoned or controlled is doubled. This is cumulative with the added number that can be gained by tapping Spite, which makes doing so in the Wasteland a quick way to a large army. Doing so carries great danger for the Wraith, though. Any Spite tapped to fuel this Horror in the Wasteland is immediately gained as temporary Spite points. Additionally, the Spectres are far more likely to resist control in the Wasteland. When powered with Vitality, the Spectres resist as though it had been fueled with Spite. When the Horror's Spite-fueled version is used in the Wasteland, the Wraith walks the line of Spectrehood. The Wraith must roll Willpower in a contested roll against the Spectre, with a difficulty of their opponent's Spite rating. If the Spectre wins, the Wraith's thoughts are broadcast to the Hive-Mind, and the Wraith must make an immediate Willpower roll against their own Spite to avoid falling to Spectrehood. If this roll botches, the Wraith immediately falls to Spectrehood, without any chance of resisting. Any botches made by the Spectres inflict one temporary Spite on the Wraith, with no chance of resistance allowed unless the Horror was fueled with Vitality. Summoned Spectres are unlikely to leave after the duration of the Horror ends. This could have potentially fatal results for the Wraith, as the Spectres probably did not appreciate being controlled and are likely to call in reinforcements of their own. If the Benefit is used in the Wasteland, the Hive-Mind clutters the minds of both the Horror's target and the Wraith, leaving them at a -2 penalty to all rolls for the next three turns. The Benefit still has its usual effects, however.

## UNIQUE SPECTRES

All Spectres that are summoned with Army of Darkness must be part of a Spectre breed. Unique Spectres cannot be summoned, nor can specific members of a Spectre breed be singled out. At the Storyteller's discretion, unique Spectres may prove immune or resistant to the commanding aspect of this Horror as well. This is especially common in relatively free-willed Spectres, such as Mr. Jigsaw. Additionally, Lawgivers are immune to summoning and resistant to commanding. Although the commanding aspect can be used on Lawgivers, it only severs their connection to Grandmother and the Hive Mind for the duration of the Horror. Five Vitality must be expended to do this, although it will make the Lawgiver temporarily vulnerable.

## Crucible Horror

### STIGMATA: SYMPATHY PAINS

*Grant led Jessie through the alleys. He could hear the excited laughter of the street gang that pursued them.*

*“This way,” he said, turning down an alleyway.*

*“Oh shit! Oh fuck! Oh shit!” Jessie cursed in panic as the two of them crashed into the fence.*

*“I’m not leaving you,” Grant said calmly, turning to face the advancing gang.*

*“Should’ve just played with us, bitch,” one of the gangbangers sneered. “Now, we’re going to hurt you and your friend. And we’re still going to play.”*

*Jessie turned and attempted to scramble over the chain link fence, shrieking in terror when she was suddenly ripped off of it.*

*“No,” Grant said calmly, still holding onto her shirt. “You don’t have to take this shit from them. Not anymore. Hurt them. I’ll help.”*

*“Ooh, now the little bitch is going to hurt us!” one of the ganbangers said in mock terror. The rest of the gang burst into laughter as they pulled out their knives.*

*“Now!” Grant commanded. Jessie looked at Grant, then sighed her consent. The two Wraiths held their hands outwards, and the air surrounding the gang members rippled. The gang gasped in shock as they felt the aches and pains in their limbs intensify.*

*“Don’t just stand there,” their leader gasped, charging forward. Grant grinned as he ducked around the stab of the knife, slamming his elbow into the gangbanger’s nose. His grin turned to a laugh as he felt the bone splinter at the force of the blow.*

*The gang members screamed in agony, all clutching their bleeding noses and staring in fear and surprise at the two Wraiths.*

*“I suggest you run, now,” Grant said calmly, bending to retrieve the gangbanger’s knife, “before we test whether you’d all feel this as well.”*

*“Now, doesn’t that feel so much better?” he asked Jessie, as they watched the gang flee for their lives.*

This Crucible Horror allows the Wraiths to use Stigmata’s pain inducing effects to create a sympathetic link between multiple targets. This link intensifies any pain the targets feel, and cause the targets to spontaneously experience the pains and injuries of those around them. It affects both spooks and the living, although the crucible must be manifested to affect the living.

**System:** The initial investment of five Vitality creates a sympathetic link between five targets. For every two additional Vitality put into the Horror, another target can be affected, in addition to any other effects of the Horror. The Wraiths can decide who can be affected by the Horror, although they must be close to the Wraith or another target who is affected (within a number of yards equal to the Vitality expended) in order to be targeted. At the Storyteller’s discretion, the Wraiths may need to succeed in a Wits + Alertness roll to select specific targets in an especially large crowd. The difficulty of this roll would depend on both the size and mood of the crowd. If the targets are not specifically focused on, the Horror will target those that are closest to the Wraiths.

At the base expenditure of five Vitality, the targets all suffer doubled wound penalties (assuming they're alive), as their sensations are partially joined to the others in the targeted crowd. They will feel mild sensations of the pains inflicted on the others, while their own pain will seem to be mirrored back at them. Ghosts, on the other hand, suffer a one die penalty for each member of the linked group that has been injured. Whether living or dead, all targets of the Horror will also get a brief sensation of any injuries they inflict upon others. This sensation is fleeting (unless the injured person is also among those joined by the sympathetic link), but it is still painful and unpleasant. Because of this, the target must succeed in a Willpower roll (difficulty 4) in order to make another attack.

At eight Vitality, the sympathetic link functions much like the silver cord that joins skimmers to their bodies. If one member of the group is injured, all others in the group must soak the damage as well (difficulty 5). This damage is bashing to the group, regardless of what type of damage was done to the initial target. The rest of the group only needs to soak damage that was actually suffered by the target. In addition to this effect, the group members also feel the pain they inflict on others more acutely. To make another attack after inflicting injury, the target must succeed in a Willpower roll (difficulty 5) to bring himself to do so.

At twelve Vitality, the sympathetic link becomes even stronger. At this level, the damage is soaked normally by everyone in the group, and the type of damage remains the same for the group as it is for the individual attacked. They only need to soak damage that the initial target actually suffers, however. Additionally, the pain that the targets endure when injuring their enemies increases. The Willpower roll required to attack again now has a difficulty of 6.

At sixteen Vitality, the Horror becomes considerably more dangerous to the affected group. At this level, the sympathetic link channels injuries far more effectively. When one member of a group is attacked, only the initial target of the attack has a chance to soak, and any wounds the person takes are inflicted upon the rest of the group as well. This damage is the same type that was inflicted upon the initial target. Any injuries inflicted by a member of the group are felt keenly by the attacker. The Willpower roll to attack again has a difficulty of 7.

At twenty Vitality, the sympathetic link goes beyond linking the bodies of the group, and links their minds. Any effects that target an individual's mind or emotions (Wail, Despair, Bedlam, etc.) are felt by the entire group. Each member of the group gets to resist individually, but a failed attempt at resistance means that the individual is affected as though they'd been the target of the effect in the first place. At the Storyteller's discretion, other effects may also be shared at high enough Vitality expenditures (such as Juggernaut affecting the group as well as the individual who used it), although this is not necessary. Additionally, any member of this group that attacks someone will feel as though the attack had been made on him. Although this is a fleeting sensation like at any other level of the Horror, it is greatly discouraging to the attacker. To make another attack, the target must succeed in a Willpower roll at difficulty 8.

Targets of this Horror have one chance to resist the effects. They are able to make a contested Willpower roll against the combined Willpower of the Horror's active participants (difficulty 6). If the target wins, he is immune to the effects of the Horror for the duration of the scene. If the Wraiths win, the target is affected normally. While this Horror is still active, none of the characters that actively participated in the Horror are able to use any other Horrors. The duration of this Horror is the remainder of the scene, although the results of its effects must be healed normally once the link is severed. The Wraiths can also end the Horror at any time that they desire.

**Wasteland:** This Horror functions normally in the Wasteland, although, for obvious reasons, it can only be used on spooks there.

### **Spectres and Sympathy Pains**

This Horror has its usual effects against Spectres, but it also can act as an advantage for them. When under the influence of this Horror, the Hive-mind connection between the affected Spectres is intensified. This allows the Spectres to share Spite amongst themselves, and gives each Spectre ready access to the abilities of the others for the duration of the Horror.