

Memento Mori

The background of the cover is a monochromatic blue-toned illustration. At the top, several large, ornate keys are hanging vertically from an unseen point. Below them, a body of water is depicted with a painterly, textured style. In the center of the water, a small boat carries three figures. Two figures are seated in the front of the boat, while a third figure stands at the stern, holding a long pole that extends into the water. The overall mood is somber and reflective, consistent with the 'Memento Mori' theme.

A Sourcebook for
Geist: The Sin-Eaters Second Edition

Memento Mori

The background of the entire page is a dark, atmospheric painting. It depicts a small boat on a body of water, with three figures inside. One figure stands at the stern, holding a long pole, while two others are seated. The background shows a city skyline with tall buildings, rendered in a dark, moody style with visible brushstrokes. The overall color palette is dominated by dark blues, greys, and blacks, with some lighter highlights on the water and the figures.

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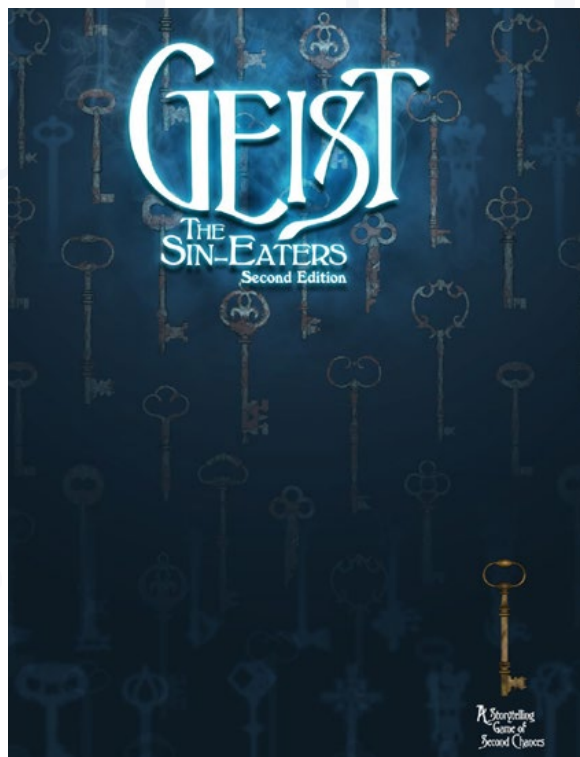
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Requires the use of the
Geist: the Sin-Eaters
Second Edition Rulebook.



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“Mostly it is loss which teaches us about the worth of things.”

– Arthur Schopenhauer

Every Memento has a ghost in its past, and many are the last tangible remains of lives lived, lost, and continued into the afterlife. To Sin-Eaters, brought back by the Burden of a life left unfinished, each one is a pocket mystery, often leading to a wrong that must be righted. New Mementos are forged every day, and the callous might come to view them — and the deaths that made them — as cheap.

Sin-Eaters know better: every life, and death, is a sacred experience. Using the remains of the dead without respect makes you no better than a back-alley necromancer or ghost eater. Knowing the story of the Mementos you use brings satisfaction, justice, and a great tale to tell at the next krewe party. In seeking out the stories behind unknown Mementos, a Sin-Eater forwards her krewe’s purpose and learns more about the nature of death. In using Mementos with the blessings of the ghosts in their past, she shows her respect for the dead and solidifies her place as their ally and speaker.



The Lucky 53

He pulled his wide-brimmed hat down further to cover his eyes and hide his glee as he added the ace to his hand. This was it: his ticket out of debt and danger, out of this whole goddamned city. Lady luck was a fickle mistress, and he wouldn’t leave the rest of his life to her whims. He’d bet it all here, he swore, and then sooner die than touch another game of cards.

Key: Chance

Description: A beaten-up deck of red Aristocrat playing cards. Bloodstains spatter the front faces of the ten, ace, and court cards of the spades suit, and the single joker in the deck has a bullet hole straight through the middle.

Effect: When shuffled and drawn from, the Lucky 53 will always have the ace of spades at the top of the deck.



The Mansion of Endless Doom

“Can Kaito come out to play?” The little boy hears his friend asking from the doorway below, hears the strain in his mother’s voice as she says no again. He digs himself further under the covers and pulls the screen of his Gameboy closer to his face, pushing the catheter tube away to prop up his elbows. Another level, and maybe he’ll find his way out of the mansion. Another level, and maybe all his hard work will stop his mother’s crying and make him well again.

Key: Disease

Description: An 8-bit side-scrolling videogame, featuring a black humanoid figure walking, running, and jumping through an endless mansion, populated by a

variety of ghosts. "Gameplay" consists only of controlling the human's movement, with no means of interacting with the ghosts, gathering points, winning or losing. The longer one plays, the stranger the ghosts become, transforming gradually from cartoonish sheet-like things into rotting skeletons, bleeding heads that speak in backwards riddles, many-limbed abominations, and other horrors.

Effect: The Mansion of Endless Doom runs on any device with a screen, some form of input keys or touch-screen, and a computer chip. Transferring it to a new device always results in the old copy becoming irreparably corrupted. Only the most recent, working copy acts as a Memento. While the game is installed on a device, it cannot be turned off by any means, up to and including its destruction.



Melting Gas Can

"Hurry, hurry, hurry!" She's already running as fast as she can towards her brother, clinging to the can with both hands. He's calling frantically, half-hidden by the car door as he ducks behind it to avoid the tap-tap-tapping onslaught of machine-gun fire. By the time she reaches the tank she can't feel her legs, and she stumbles to the pavement beside the vehicle. A splash of liquid sloshes from the can as she falls, and the tommy gun fires one last time.

Key: Pyre Flame

Description: An old two-gallon gas can, metal with a once-flexible rubber spout long since crusted over with rust and grime. Heat has warped the backside, the metal stretched thin and clumped as if some large hand had grabbed it while it was red-hot. Most of the old label is still readable, advertising that the contents are high quality and extremely flammable.

Effect: The can always sloshes, half-full of stale, leaded gasoline, which has a habit of catching fire within a few hours outside the can. When emptied, it replenishes itself within a day.



The Lost Elephant

A ratty clump of fabric washes in with the tides at the mouth of the river Lethe. The ghost who finds it has just eaten, so she dries the toy out and fluffs it up, the better to trade with it later. The name "ANNA" is inexpertly embroidered in green thread on its back-left foot, and the ghost wonders if it's the name of the toy, or of the little girl who cared for it so much that it followed her to the grave. If she's still around, she'll probably trade everything to get it back.

Key: Stillness

Description: A handmade plush elephant, made of mismatched scraps of blue fabrics. Its eyes are two black buttons, with stitched-on eyebrows set in a perpetually sad expression.

Effect: The Lost Elephant remembers everything it sees, and answers simple yes-or-no questions for any child it takes a liking to, with the answer emerging as a sudden thought in the child's head. Though it cannot lie, the elephant sometimes refuses to answer questions.



Twilight Polaroid

Her daddy bought her the camera for her sixteenth birthday, and boy would he be mad to see her using it like this. With a click, she captures the scene: students against cops, tear gas canisters littered across campus grounds. She pulls the picture out and shoves it just as quickly into her bag, before anyone can see. Another click, another moment captured, students bleeding and broken and crushed between crowds and riot shields. Maybe not all of them will survive, but she'll remember their faces, and so will the world once she gets these to the newspaper.

Key: Grave Dirt

Description: A boxy 600-series Polaroid camera made of pink and gray plastic, its sides covered with peeling stickers of teddy bears and fruit. It smells strongly of smoke and bleach.

Effect: Pictures taken with the Twilight Polaroid develop poorly, staining green and yellow or remaining blurry despite any efforts to clean the camera. The resulting pictures show an overlay of the living world and the Twilight one, capturing both the living and the dead.



Promised Bridle

The ass lies stinking in the field, bloating under the hot afternoon sun. Someone needs to move the animal's corpse, but the family has no hands to spare as spring turns quickly to summer, and tilling the fields is slow work without the animal's strength. Old Grandfather feels sorry for the beast, who lived and died in chains just like his own father did. In the field, his eldest son pulls the tiller along with the dead animal's old reins, while his wife guides it down each row. The back-breaking work will surely drive him to an early grave, but at least his children will eat this winter.

Key: Blood

Description: An old leather bridle harness and reins, cracked and worn but for the mirror-polished brass hardware, which always feels sun-hot to touch. The reins are creased and dyed brown with old blood in places, stained green with grass in others.

Effect: Any creature wearing the bridle ceases feeling the effects of fatigue, and can work without pain or penalty for days on end. Unfortunately, the bridle does not stop fatigue from affecting the body, only numbs its discomfort, leading many a wearer to collapse and die of exhaustion without realizing the danger they were in.



His Beating Heart

Six days ago, he died. She sits on her bed now, remembering that. He's dead, he can't hurt her, can't hurt anyone anymore. Nightmares are just nightmares, but she still jumps when the doorbell rings. At her doorstep is a package with a handwritten note, "you'll always be mine". Her hands tremble as she picks up the paper-wrapped box, and hears something beating inside it.

Key: Deep Waters

Description: A preserved human heart in a decorative antique jar, glued shut to prevent the formaldehyde from leaking. It smells like roses in a hospital, medicinal and faintly sweet, and the liquid glows dimly in the dark.

Effect: When someone near the heart deliberately attempts to deceive someone else, the heart begins to beat, slowly for little white lies, more rapidly for big ones that could cause great grief and pain if revealed. The heart cannot identify who is being deceptive, or reveal the hidden truth.



Taxidermied Python

"They can feel love, you know. Just like a dog or a cat." The dead old woman prattles on to the Sin-Eater, who tries to look understanding. "Pretzel was my dearest friend, I simply can't consider moving on without him." Behind her, coil after phantasmal coil creeps through the wall, leaving entrance and exit holes drenched with gooey residue. Pretzel, thinks the Sin-Eater, is going to be a problem.

Key: Beasts

Description: An amateur taxidermy Burmese python, posed in a knotted-up position with a forced, unnatural smile on its face. Its wooden stand resembles a bumpy chunk of rock, with a branch for the snake to rest on and a handful of dusty, fake leaves glued on. The snake's beady, fake eyes are unusually bright and reflective, even in near complete darkness.

Effect: Staying in the same room as the Taxidermied Python leads to a gradual feeling of constriction. It begins gently, but after an hour or two victims face lowering blood pressure, troubled breathing, and eventually broken ribs and failing organs. In Twilight, spectral snake coils can be seen causing the constriction, made of a sticky, jelly-like substance that's difficult to remove, but can't exist outside the presence of the Memento. Beings who affect Twilight can claw away enough coils to stay breathing with a few minutes' work every couple of hours.



Rusted Flask

"Once more unto the breach," the officer says. As if anyone still believes this is all some grand play, full of noble aspirations and great heroes. The soldier takes another swig from his flask as the officer walks the line, and carves another tally mark into the wall. He feels half-mad already, seeing his death in the

end of the trenches. The whiskey dulls the terror, but cannot stop the tears trailing down his face, leaving tiny rivers in the grime that covers both cheeks.

Key: Blood

Description: A WWI hip flask, crudely hand-engraved with an etching of the British flag and an attractive naked woman over the words "For Victory". Despite being silver, it reeks of old copper, and leaves flecks of rust on the hands of anyone who touches it.

Effect: The flask is always full of deep amber whisky, well-aged but unpleasantly metallic. Getting drunk on the flask's contents allows a mortal human to see into the Twilight so long as they remain inebriated.



Honeyed Mourning Cloth

She's dead, she's dead, and someone has to tell the bees. The maid walks the short path alone, still in the day's apron. The whole household will have to wear black tomorrow; dye must be found and new cloth sent for. All she has to give the insects is an old scarf, but she hopes the hive will not mind. "Little bees, your mistress is dead," she whispers to the hive as she winds it around their stand. Her voice cracks as the weight of it hits. "My love is dead, little ones."

Key: Beasts

Description: A thin black scarf made of silk, embroidered in gold thread with a hexagon pattern that lines one edge. It smells strongly of flowers and fresh honey, and leaves a sweet residue when handled.

Effect: When draped over an object, the Honeyed Mourning Cloth makes it completely silent. The silenced object must be completely covered to be affected, but the cloth can muffle everything from a blaring air horn to a small animal's heartbeat.



Empty Dance Card

She steps from the carriage onto the gravel path, feeling every stone through the thin soles of her dancing shoes. "Just one dance," says her mother. "You'll never find a husband if you don't try." She takes another step and her knees give way beneath her; her stomach heaves and retches. "Lazy girl," her mother continues as she vomits on the ground, "surely it can't be that bad. You just need to pull yourself together."

Key: Disease

Description: An antique paper dance card in excellent condition, printed with twelve dances and spaces for a lady to record the men she has promised each one to. Linework flowers and the silhouettes of a dancing couple decorate the margins. A short length of ribbon is tied through a hole at one corner, then knotted at the end to form a bracelet loop.

Effect: Looking through the hole of the dance card reveals thin silver chains connecting people who have

made physical contact with each other in the past fortnight. The mess of chains this creates in populated areas can make distinguishing individual links difficult, but possible if two people are standing close together.

Vanitas

The Bound create Mementos to express themselves, to prove a point, or to document something they've learned. A Vanitas is material proof of the Bound's connection to death, shaped by her beliefs and feelings just as much as any other work of art. Not every creator sets out to make their Vanitas meaningful. Mementos are useful tools, after all, and having more of them is often helpful. Some Sin-Eaters even try to create Vanitas to solve a problem with a particular effect, though the results of such efforts are unreliable: the creator's intention will influence how a Vanitas works, but she no more controls the effect than an artist controls the interpretation of her work by an audience.

Even a Vanitas created out of need cannot help but reflect the Bound who created it. Like all Mementos, every Vanitas is a ghost story; the creations of the Bound are simply stories about ghosts who can still walk in the living world.



The Death-Bride Waltz

"Is it nearly finished?" The ghost looks over the Sin-Eater's shoulder, who turns and smiles at her. He stands aside to show her the finished poster, a mess of footprints and arrows and little written notes. Across the room, the

ghost's bride sees the choreographer move, gets up from her chair to see what had happened. He'd promised her a miracle and she hoped with all her heart he meant it. The steps he's drawn looked almost as impossible as ghosts, but she promises herself she'd learn them by heart if it means even the tiniest chance of seeing her fiancée one last time.

Key: Cold Wind

Description: A large hand-drawn poster, featuring the steps to a simple waltz for two marked by footprints and arrows, and accompanying music recorded below. The dance it describes is sharp and harsh, littered with sudden stops and performed with quick, cutting movements in time to the music's staccato rhythm. When performed as written, the dance lasts just over three minutes.

Effect: When a living human performs one half of the waltz in time with a ghost performing the other, the two become able to see, touch, and communicate with each other for the duration of the piece. The ghost remains immaterial to all other beings, and stopping the dance or deviating from the prescribed steps severs the connection instantly.



Dust Anthem

*Shadows dance upon my cave
Spelling out the truth he gave:
There's no place colder than the grave
When you fall to dust.*

*No heaven's gilded grace to gain
Perdition cannot numb your pain
Sinners and saints left the same
Standing in the dust.*

Key: Stillness

Description: A homemade CD decorated with skull-and-key motif album art, entitled "Dust and Ashes". It features a single song, with lyrics discussing the singer's binding to a ghost and subsequent struggle to find meaning in death.

Effect: Playing the Dust Anthem attracts the attention of nearby geists reaching out as far as a city neighborhood. They hear the song playing and feel compelled, though not forced, to get closer so they can hear it properly. Most geists describe the song as "melancholic, but in a pleasing way", and will describe the melody and lyrics as being very different from what mortals or the dead can hear.



Psalms for the Dead

The breathing on his shoulder is slow and rhythmic, almost calming. The Caged Beast is sleeping now, draped about him like some great cat, both terrifying and tender. Slowly, so as not to disturb the geist, the young monk pushes his day's work away and pulls out a more secret manuscript. Ink drips onto the blotting cloth, then glides along the vellum in smooth, even strokes. He came to the convent to find peace, but only here alone in the dark has he truly grasped that illusive feeling. Letter by letter his thoughts take shape, and the storm in his mind subsides for another evening.

Key: Blood

Description: An unusually small illuminated manuscript from the late middle ages, covering writings from the Psalms, Proverbs, and Job. Certain verses differ from the canon text, transformed into musings on death and the dead in relation to the Catholic faith of the time. The illustrations are lavish and uncommonly realistic, depicting deceased versions of Old Testament figures interacting with each other in a hellish Underworld.

Effect: Carrying the Psalms for the Dead for a few days imparts full knowledge of its contents to the bearer, who can always find an appropriate passage to quote for the situation at hand. This knowledge dissipates very slowly in the Psalms' absence, leaving its former owner with half-remembered quotes for decades to come.

Deathmasks

Like Vanitas, Deathmasks come from a particular sort of ghost. A Deathmask is an inescapable coffin for the already-dead, trapping the essence of a geist forever. Most Sin-Eaters consider keeping one, let alone using it, to be an act of cruelty. Complete destruction of a Deathmask, by immersion in the rivers of the Underworld, is the only humane way to handle such a Memento.

No one knows exactly what happens to a geist after their transformation into a Deathmask. While their connection to the Underworld is unmistakable, some Sin-Eaters consider that a coincidental characteristic rather than a proclamation of doom. Keeping a Deathmask is still heavily frowned upon in Sin-Eater society, but a few apostates believe that using one in accordance with the nature and wishes of the geist that made it is more respectful than destruction. Some even go a step further, believing that Reapers still contain the souls of geists, like the ghost of a ghost. Such Sin-Eaters play a very dangerous game, handing Deathmasks to the willing dead in hopes of assistance and communion, believing they can control the power of the Underworld and turn it to good.



The Perfect Face

Key: Grave Dirt

Description: A featureless Deathmask, easily mistaken for an unusually ovaloid brass bowl. The inside is hammered with the faint suggestion of eyes, nose, and mouth, while the outside is polished to a mirror-bright sheen.

Effect: When worn by someone other than a ghost, the wearer can not only see through the metal mask, but becomes utterly ordinary to the outside viewer. Observers tend to forget he's around unless he acts in an obviously dangerous way, and are hard-pressed to describe him as anything but "average" after the fact.

If a ghost dons the Perfect Face, they become the Reaper known as the Brass Stranger, a swirling amalgam of brass gears and wires that supports a seamless brass face. They gain the following Traits:

- Rank 4
- **Aspiration:** Drag ghosts back to the Underworld.
- Power +4, Finesse +6, Resistance +6 (all to a maximum of 12); adjust Advantages accordingly.
- Maximum Essence: 25
- Influence (faces) ••
- **Manifestations:** Twilight Form, Discorporate, Image

- **Numina:** Awe, Descend, Engulf, Innocuous, Possess
- **Ban:** The Brass Stranger must return to the Underworld when its name is spoken three times by a mortal who doesn't believe in ghosts.
- **Bane:** A photograph of itself etched into an iron plate.



The Lace-Clad Dove

Key: Disease

Description: A white Colombina half-mask with a slightly extended nose, decorated with lace, tiny crystals, and long albino peacock feathers. The paint and decorations seem new, but sun-bleached, with the faintest hints of dark red color around the crevices. The inside is completely red, masterfully painted with fine oils to resemble a mass of muscle, so realistic it almost seems to twitch.

Effect: When left for a few hours on any cloth surface, the Lace-Clad Dove will begin to bleed. The blood it produces is real, fresh human blood — type O- for all scientific, magical, and ritual purposes — and is equivalent to about one Health box per hour.

If a ghost dons the Lace-Clad Dove, they become the Reaper known as the Venetian Dilettante, the dainty shadow of a petite woman in a white mask. They gain the following Traits:

- Rank 5
- **Aspiration:** Drag ghosts back to the Underworld.
- Power +8, Finesse +8, Resistance +4 (all to a maximum of 12); adjust Advantages accordingly.
- Maximum Essence: 50
- Influence (Glass) •••
- **Manifestations:** Twilight Form, Discorporate, Avernian Gateway
- **Numina:** Blast, Descend, Engulf, Possess
- **Ban:** The Venetian Dilettante cannot cross bodies of water large enough to float a boat in.
- **Bane:** An antique Murano glass bell, at least 100 years old.



The Child's Nightmask

Key: Stillness

Description: A sleeping mask made of natural jute cloth and faded floral cotton, hand-stitched along the edges and tied with a worn pink ribbon. Two matching porcelain doll faces are embroidered on with green and pink thread above

where the eyes should be. More freehand embroidery decorates the rest of the mask with uneven bunches of spring flowers.

Effect: Anyone wearing the mask can see through it despite the lack of eye holes. An adult wearing the mask will see other adults appear as children through it, while a child will see all children appear as adults. This effect extends to photographs and recordings viewed through the mask.

If a ghost dons The Child's Nightmask, they become The Rag Doll, a life-sized doll made of scraps of fabric sewn together with still-bleeding sinew. They gain the following Traits:

- **Rank 3**
- **Aspiration:** Drag ghosts back to the Underworld.
- **Power +3, Finesse +4, Resistance +4** (all to a maximum of 12); adjust Advantages accordingly.
- **Maximum Essence:** 20
- **Influence (Dolls) ••**
- **Manifestations:** Twilight Form, Discorporate,
- **Numina:** Descend, Engulf, Sign, Regenerate
- **Ban:** The Rag Doll cannot harm children under ten years old.
- **Bane:** Handmade lace.

Greater Mementos

No one knows for sure what makes a greater Memento, but each has a long and sordid history full of dying and the dead. Possessing one brings prestige, power, and the danger inherent in owning something forged by an ancient ghost, a potent disaster, or monsters from the deepest Underworld. Their powers make them enticing to all sorts of supernatural creatures, many happy to take out an entire krewe for the sake of one legendary artifact. Such thieves are rarely any better off once they have what they wanted; greater Mementos belong to death no matter who carries them, and never fail to find death again.



The Plague Mask

It came from the Underworld, during the Black Death. Or before — some people think dredging it up caused the plague in the first place.

I heard that a Sin-Eater priestess made it back in ancient Egypt, in praise of the vulture goddess Nekhbet. My friend read they buried it with her, probably how it ended up Down There.

They used it in Portugal, during the Inquisition. Wiped out all the local ghosts in a year. My geist says he was there, saw plasm bleeding down into the ocean until the seafoam glowed in Twilight.

Mementos

A necromancer bought it at auction back in the 1800s. Held ghosts all across the Crimea hostage, building him some huge spectral castle out in the middle of nowhere. Bet the castle's still there. Maybe he is, too.

There's a Bound woman out of Russia looking for it. I heard she thinks she can put it to good use, set the plague on Reapers only. Hell if I know how she could pull it off, but I'm rooting for her.

Key: Disease

Description: Dozens of plague masks have become Mementos, but past owners have set The Plague Mask apart by gilding it in gold, adding elaborate carvings of ghosts writhing in agony, and replacing the eye glass with thin sheets of solid quartz. Underneath the decoration, The Plague Mask is a lumpy linen hood with a long leather beak sewn in, and leather-rimmed eye holes. The beak is filled with dried herbs that smell like sandalwood and myrrh, with an unpleasant lingering mildew undertone only noticeable after several hours in its presence.

Rumors tell of dozens of forgeries, some actual Mementos, to fool ambitious mortals who can detect the essence of death. A Sin-Eater's keen eyes can easily tell the difference, with the mask's deadly effect as plain to them as any other Memento.

Effect: Anyone who puts on The Plague Mask will immediately become a carrier for the Ghost Plague, an unnatural sickness that affects only the dead. Ghosts who come into contact with a carrier feel ill within a day, exhibiting cold-like symptoms. Within a week, they begin losing Essence at a rate of 1/hour. A drained ghost fades away completely. Sick ghosts are also carriers of the disease, and can pass it on to others as soon as they become infected, even before showing symptoms. A cure for the Ghost Plague has yet to be discovered.



The Kerberos' Tongue

It's ancient, old as the Underworld. Older, even. The first Bound tore it off one of the Kerberoi before they had kingdoms to rule over.

Some krewe in ancient China used to own it, used it to bring their ancestors up from the Underworld. The man who had it sewn in was an emperor, though the books can't agree on which one.

Only six people have ever used the tongue. All of them died within a year of sewing it in.

I heard it's in Tibet now. Some mountain monastery thinks it's the Buddha's tongue.

The Kerberos they took it from is still alive down there, wandering the Underworld without a kingdom. He wants his tongue back, and I don't want to know what would happen if he got it.

Key: Stillness

Description: A shriveled old tongue, just a bit larger than a human's. It's been well polished with good leather oil, and pierced along the front with a row of six evenly-spaced gold rings. The back of the tongue, where it

might once have been attached to a mouth, has dozens of small needle-prick holes and deep brown blood stains around the stump.

Effect: To use it for more than its Key, the tongue must be sewn in. This requires the user to have their own tongue cut out so that the Memento may be grafted onto its stub. The wounds from the procedure heal within a day, leaving the tongue's new owner able to control it as if it were his own, though his voice can now only be heard in Twilight.

Once attached, the tongue's owner can begin to use its true power: the ability to command Reapers. Any Reaper within sight will obey all orders spoken to it by the owner, save orders that would end its existence permanently or countermand its Ban. The tongue's effect wears off after the Reaper spends a scene away from the owner, and does not affect non-Reaper ghosts, even those who have previously worn a Deathmask.



The Living Map

I heard it was tattooed onto some ancient warlord, a map of all the lands he'd conquered. When he died, he tried to conquer the Underworld too. That's when the tattoo

changed.

It used to just be a map of one place in the Underworld, until a few centuries ago. Maybe the whole Underworld changed, and now it shows everything because that one place took over.

Back in the sixties, some Sin-Eater out of Greece said she'd locked it away, in a place where only someone who owned the map could find it.

It works anywhere, not just this world and the Underworld. Some wizard or something stole it once, used it to navigate some weird-ass outer plane.

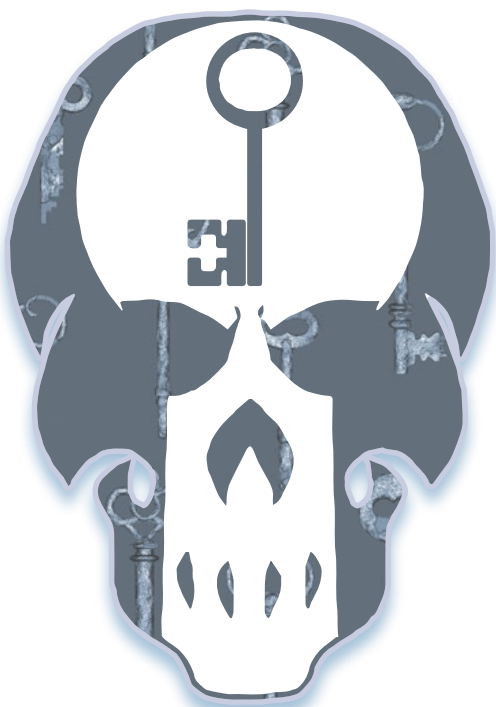
The Government knows about it, and they want it. Bad. I heard they've got some crack team of hunters on the case, tracking down ghosts for any hint of its whereabouts.

Key: Grave Dirt

Description: A piece of human skin dried to a supple leather, nearly two feet across, with a map tattooed onto it in thin black lines, embellished with faded colors to show stylized details of the environment around paths and buildings. Reading text on the pocked and wrinkled leather can be difficult, but never impossible with a magnifying glass and good light.

Effect: The lines of the Living Map constantly rearrange themselves into an accurate map of the nearest 25 kilometers, centered around the Memento itself. Labels, written in the most common local language, point out street signs, prominent landmarks, and all Avernian gates. No secrets can hide from the Living Map: secret passages, mazes, hidden trails, even places disguised through supernatural power appear on it.

In the hands of the Bound, the map can also look backwards in time: placing another Memento onto the map transforms it into a depiction of the local area at the time of that Memento's creation. Removing the Memento returns the map to normal, as does the Bound letting go of the map.







Regalia and Ceremonies

“The theatre is certainly a place for learning about the brevity of human glory: oh all those wonderful glittering absolutely vanished pantomime!”

– Iris Murdoch, *The Sea, The Sea*

Everything, inevitably, falls into the Ocean of Fragments, but the road from the surface to the black shores is long, and the more humankind has clung to their hopes and dreams, the deeper their archetypes and stories have clung to the walls of the Underworld itself. Though the Underworld respects no deities save the Chthonic Gods, no faith but hunger, such hope is not meaningless or powerless in the face of death. Faith forms the channels that give Regalia and Ceremonies purchase, where life and death give each other power.

Thanks to their spiritual strabismus, Sin-Eaters can see just how far reaching any given role or performance is and can further refine them. Like jackdaw architects, they build mystery religions from these cobbled together realities, and in their patchwork mythologies, stranger and darker Regalia and Ceremonies emerge.

The Trials and Nemeses of the Furies

The world is forever dying, not from callous bullets or cruel laws but from a fundamental wrongness stabbed into Heaven's heart and left to fester. Some Furies search

to find peace for others, some to punish the architects of misery, but all set their fists to keep the damaged scales even.

Regalia

Furies fill their judge-and-jury pantheons with ancient lawgivers and silver-screen vigilantes alike. Vengeful paragons and tragic lawgivers, the casts of Furies' faith are not only those who know something is wrong, but who are willing to stand up and fight for what is right.

Ahura Mazda the Wise

Who could hope to better know the good and evil that hides in human hearts than Ahura Mazda, who reigns over both Spenta Menyu and Angra Mainyu? They Who Listen to Flames seek wisdom in all burnings, and Ahura Mazda speaks to whosoever listens.

Effect

- The character gains the Common Sense Merit. If they already possess the merit, they may use it twice per chapter.



Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- The character may ask about an individual and the mercy they need most now. The Storyteller should provide the main steps that will help them provide that mercy, up to half the krewe's Esotery.
- Resolving this Condition grants a Krewe Beat.

Grace the Hunter

Everyone knows there's monsters in the closet. Inspired by the popular show *Grace Hunts in Hollywood*, where the eponymous heroine protects Los Angeles from terrible creatures, a krewe of teens in Saint George, Utah call themselves The Graces. When they hunt monsters that menace quick and dead alike, they wear her strength and determination like armor.

Effect

- The character names a target, and gains +2 to any roll related to pursuing it.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- Resolve this Condition when suffering damage to reduce any Health damage from that attack to one Health box.
- Resolving this Condition grants a Krewe Beat.

Ceremonies

Wounds need bandages, victims need believers, and stagnation needs action. Furies know well that sometimes the only way to fix something, to make it right, is to break it further first.

Bloody Mary Done Me Wrong (•)

Tragedy splatters the ichor of sin over a place and those who know of it. The 6th Street Barghests draw the shade from that fetid stain, and turn it on the original transgressor.

Subject: An entity that regained Willpower from their Vice or Root, caused Integrity or Synergy breaking points, or murdered someone at the site of the Ceremony within the last 24 hours.

Regalia and Ceremonies

Duration: A day for each time the subject indulges in their Vice or Root.

Symbols: Cracked mirrors, an icon of the targets vice (such a bottle of alcohol or burst condoms), smoke, darkness.

Rituals: Eat or drink the icons and pretend to be the subject in the darkness and smoke, interacting with the mirrors as though they were people.

Dice Pool: Manipulation + Investigation

Success: A Rank 1 Doppelganger is created, with Traits representing the subject. The doppelganger has the Aspirations "Find the Subject," "Torment the Subject," and "Indulge in Vice," and will act on the first right away. The subject becomes an Anchor for the ghost.

Boulevard of Winters Lost (•••)

Even ghosts can reach a limit where existence loses all meaning. The Penitent of Izanagi do what they can to help such souls, but when the dead are absolute, they pour those regrets into the last Anchor, empowering it for one critically important purpose before it (and the ghost it supported) crumble away into nothingness.

Subject: A ghost no higher than Rank 2, with only one anchor.

Duration: A month, after which the Anchor is destroyed. Using the Anchor on a human destroys it (see Success).

Symbols: Ritual sacrifice, last wills, a room personal to the ghost, desecrated holy symbols.

Rituals: Strangle the ghost as you make empty promises to them, then set the room aflame.

Dice Pool: Resolve + Expression

Success: The Anchor becomes mystically charged, allowing the ghost to Claim (**Geist: The Sin-Eaters Second Edition**, p. 304) a human who touches it in an accelerated process that takes place over turns instead of days. The effects of Claiming last until the next sunrise or until the Aspiration is fulfilled, whichever comes first.

The ritualist suffers a -3 Social penalty with the dead for three months after the ritual. This ritual is almost always a crisis point for any participant geists.

Law Writ in Blood (•••••)

Many Rippers have stalked the streets of Whitechapel, none so famous as Jack but killers nonetheless. The Fivefold Hellbound came together to hunt the latest, and their methods no less brutal than their quarry.

Subject: The territory of the krewe.

Duration: A year and a day.

Symbols: Five transgressors, a ritual mark, torment and death, solstices

Rituals: This Ceremony requires the ritual marking of five people (living or dead) who have transgressed against a Krewe Doctrine, requiring at least one lethal damage to Health or Corpus. The krewe may start when they want, but must finish by the next solstice.

Dice Pool: Presence + Politics

Success: Knowledge of the Krewe Doctrine rapidly propagates throughout the krewe's territory, via word of mouth, social media, and the like. When that Doctrine is violated, the krewe becomes aware of the transgressor, and the deed, and may spend one Willpower at any time to learn the transgressor's current location. The transgressor becomes an Anchor (**Geist: The Sin-Eaters**, p. 302) for any nearby ghosts, who gain "Torment the Transgressor" as an Aspiration.

These effects only fade with the forgiveness of the krewe leaders or at the end of the of the Ceremony's duration.

The Memorials and Copycats of the Mourners

The world is forever dying, not from vapid commercials or strange slang, but from expression silenced, left to drown. Some Mourners search for art lost or forgotten, some seek to reclaim the eggshell the world broke from prematurely, but all seek a clarifying icon to bind their faith together.

Regalia

Mourners are explorers, graffitists, and storytellers, building legends from half-remembered dreams and wisps of memory. The heroes of Mourner faith are always those who know something is missing, and who seek out forgotten vistas to learn forgotten truths.

Cassini the Martyr

Cassini "lived" for our awe in discovery, and "died" for our love of all life. Many wept when the probe plunged into Saturn's atmosphere. This love, wonder, and hope infuses the Holy Spirit of the Void Wanderers, dead Cassini's signals guiding the krewe down the worlds of death.

Effect

- When taking an extended action, the character may ignore the effects of Conditions gained from failure until she completes the action.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- The character may resolve this Condition at any time to grant the Inspired Condition (**Geist: The Sin-Eaters Second Edition**, p. 301) to another character. If she possesses the Obsessed Condition (**Chronicles of Darkness**, p. 290), she grants the Inspired Condition to everyone present.
- Resolving this Condition grants a Krewe Beat.

D'Aubigny Rampant

Julie d'Aubigny is one of the most raucous personages of French history, having lived more in her thirty-three years than most might in a century. Les Fantômes de la Rue Dénoyez consider the bisexual swashbuckler to be the ultimate expression of her era, and call on her to be the face of their zeitgeist.

Effect

- The character grants the Inspired Condition (**Geist: The Sin-Eaters Second Edition**, p. 301) to krewemates who witness her achieve an Exceptional Success.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- When the character achieves an Exceptional Success, she may Resolve this Condition. Any krewemates present treat their next roll as an exceptional success with three successes instead of five.
- Resolving this Condition grants a Krewe Beat.

Ceremonies

Music needs players, history needs artifacts, and expression needs action. Mourner ceremonies find the perfect word, the perfect image, to cut through the noise of the world and give meaning to both life and death.

Play It Forward (•••••)

The only crime greater than an artist remaining unknown is the Underworld preventing them from being known. Picasso's Grudge leverages the internet in vodcast form, making their audience new anchors for lost masters.

Subject: The film, whether it be actual film strip, a DVD, a USB drive, etc.

Duration: One week

Symbols: A camera lens rimmed with blood, a broken ceramic plate, well water, low lights

Rituals: Record the ghost with the camera's special lens in an area marked by the water and plate fragments in low lights.

Dice Pool: Resolve + Science

Success: Anyone who watches the video gains the Anchor and Open Conditions (**Geist: The Sin-Eaters**, pp. 302 and 304) for the ghost shown on it. The video cannot affect new targets until these Conditions are resolved or ended. The video and all copies of it break down or become totally corrupted and inert after affecting a number of people equal to the successes rolled.



Extended Checkout (•)

Centuries of witch-hunting has sent untold volumes to the pyre, cures and theories to the embers. The Librarians of Salem, inspired by their hometown's history of communal panic, defend the texts they find from the fires of hunters and the ravages of time alike.

Subject: An item up to size 5, or a location that has the Boneyard Condition (**Geist: The Sin-Eaters**, p. 305).

Duration: Permanent.

Symbols: Destruction, purification, the North Star, nails

Rituals: Stick a nail in the item or location and bathe it in pure water, then burn an item of equal Availability above it, praying to the North Star for permanence.

Dice Pool: Resolve + Crafts

Success: Once the item has lost all of its Structure, it becomes a Rank 2 Castoff.

DJ Rmadeus's Sick Flow (•••)

Even when a masterpiece is rescued from obscurity, they don't always catch on in the minds of the people. The Maenads of Mozart think insanity by earworm is a reasonable enough means of solving the issue.

Subject: A particular piece of information, as expressed by a Skill.

Duration: One day

Symbols: Waters both mundane and from the Rivers of Death, music, the color red, and rotten food.

Rituals: The character must pour a libation of River water into a decently-sized body of water in any version. Sing a song from the River to the water body in the living world where the River-water is poured, then eat the rotting food in a red lit room.

Dice Pool: Resolve + Socialize

Success: Everyone within (successes x 50 yards) becomes Inspired (**Geist: The Sin-Eaters** Second Edition, p. 301) and Obsessed (**Geist: The Sin-Eaters** Second Edition, p. 302) about the information in question. If Resolved in the area, they acquire it again immediately.

The Carnivales and Fools of the Necropolitans

The world is forever dying, not from broken hearts or isolation, but from a rent in the cosmic family, the dead left to crumble by the living. Necropolitans seek the last crossroads where all can call home, where death and life can be as one.

Regalia and Ceremonies

Regalia

Necropolitan krewes are a party, and everyone's invited, living or otherwise. They build networks, host reunions, and make connections across the veil that separates life from death. Their gods may be dignified and maternal or enlightened trash-fire sages, but whether they move silently or not, the casts of Necropolitans' faiths are those who bring people together.

Dionysus's Ecstasy

There is no rebirth without change, no power without delirium, no freedom without mystery. Krewes crowned with the blessing of He Who Prevails will persist as long the Underworld gluts on the lie that you cannot escape.

Effect

- As long as the character is Drugged (**Geist: The Sin-Eaters**, p. 293) she may use the krewe's Power Trait as her own.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- Resolve this Condition to allow anyone in the character's presence to exchange other Tilts and Conditions for Drugged (**Geist: The Sin-Eaters**, p. 293).
- Resolving this Condition grants a Krewe Beat.

Mother Crow

The Sin-Eater business can only go so long before one begins to see the monster in everyone, and eventually begin to wonder why one cares at all. Not so for the Wormwood Tree, embracing and embraced by Mama Crow, who seeks lost monsters to shelter under her wings.

Effect

- Anyone the character helps to regain Willpower through their Vice or Root also gains +1 to their Resistance traits for the rest of the scene. This does not affect the amount of Willpower they can hold during that time, and they can only receive this benefit once.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).

- Resolve this Condition when helping another to regain Willpower through their Vice or Root to restore that character's Resistance (or highest Resistance trait) in Corpus or Health.
- Resolving this Condition grants a Krewe Beat.

Ceremonies

Communities need events, networks need contacts, and healing needs action. Necropolitan ceremonies are about coming together, about strengthening ties and tearing down the walls that we erect between ourselves — to say nothing of the walls erected by others.

Come as You Are (****)

The details of faith can keep otherwise similar beliefs from uniting behind common cause. The Universalist Faiths of the River work to bind the religions of myriad krewes to each other, hoping to change the Underworld with concentrated faith and purpose. Belief and Regalia warp as the mythologies meld, developing frightening interpretations that might collapse the krewe without the circumstances of the alliance, or strengthen them with new understanding.

Subject: The two krewes making the alliance.

Duration: Until the fulfillment of the shared Aspiration, an agreement to dissolve the union, or the united krewe gains the Coup d'Etat or Heresy Condition (**Geist: The Sin-Eaters**, pp. 183-184).

Symbols: Blood, bindings, religious iconography, storytelling.

Rituals: Tell a unique mythology as krewemates pass the symbols of their krewes around, marking them with blood, and then make a vow with your hands tied together.

Dice Pool: Manipulation + Esotery, with a ritualist on each side rolling and adding their successes together.

Success: Both Krewes gain a shared Aspiration that serves the alliance, and may share Regalia between each other. For the purpose of Krewe Actions, Task Limits, and Regalia, average the two krewes' Esotery (add both together and divide by two, rounding up). Krewes may access each other's Merits. Both krewes share Conditions and supernatural effects affecting either krewe, and damage is divided between the two. Members of either krewe may earn Willpower or Essence using either Virtue, and Krewe Beats from either's criteria.

Krewes can overlook a number of events that would normally cause the Shaken Faith Condition (**Geist: The Sin-Eaters**, p. 183) equal to the number of successes the Ceremony. If the united krewe develops the Shaken Faith Condition, the Storyteller uses the lowest Resistance for both krewes for each, doubling the successes.

Krewes bound by Come as You Are cannot bind themselves to other krewes with this Ceremony until its effects are ended.

L'Amour du Vide (**)

Haunted houses simulate terror, a safe dose of eternity that elevates heart rates and drives others into the arms of friends and lovers. The Orphic Erotes, who will conquer the Underworld with almighty love, add a little extra charge to the affair.

Subject: The haunted house attraction.

Duration: A number of weeks equal to the successes.

Symbols: Cardboard ghosts, separation, candles, flesh

Rituals: Build a haunted house attraction with the symbols integrated into it, flesh and candles evenly spaced along the path a group will walk. The ceremony works on groups as long as the krewe runs it.

Dice Pool: Presence + Expression

Success: Subjects gain the Spooked Condition (**Geist: The Sin-Eaters Second Edition**, p. 302) and the Swooned Condition (p. 19) for other Subjects, as well as a +2 bonus for Resistance attributes against mundane and supernatural attempts to pit subjects against one another. Conditions return once a week after resolution.

Ghosts subject to the Ceremony spend 2 Essence less on any Manifestation that allows them to interact with other subjects so long as they have either Condition.

My Twenty Dollar Cherubim (**)

Isolation, the Sravaka-Rajput of Los Angeles say, is the worst kind of death. They keep watch over the heart-broken bereaved where they can, but when stretched thin, they can usually find a ghost to freelance for them.

Subject: A ghost of Rank 2 or higher, and the target to be guarded.

Duration: A number of days equal to the successes.

Symbols: Cash, armor, eyes, contracts

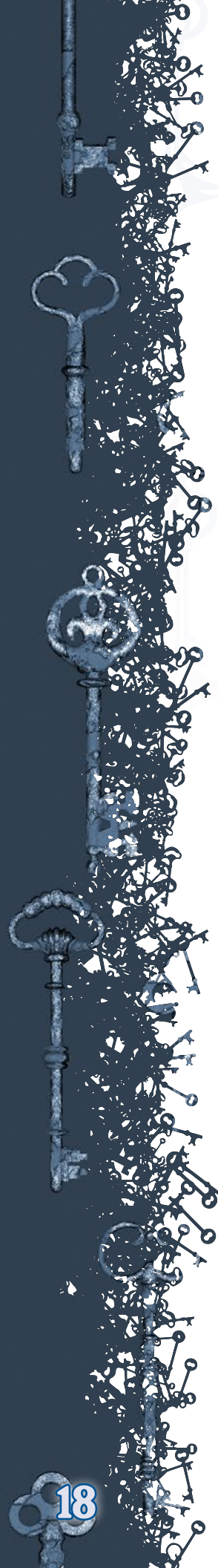
Rituals: A contract written in blood (or red ink); a token amount of money to be offered and refused.

Dice Pool: Manipulation + Persuasion

Success: The ghost gains 1 Rank (improving traits as appropriate), the target as an Anchor, and the Aspiration of "Protect the Target" for the duration. The ritualist gains a task to be named by the ghost as an Aspiration. If a participant fails to hold up their end of the bargain, they suffer the Notoriety Condition (**Chronicles of Darkness**, p. 290).

The Processions and Saints of the Pilgrims

The world is forever dying, not from broken hearts or broken limbs, but from a cage enslaving our consciousness. Pilgrims aim to overthrow the Underworld's wardens, to make the afterlife a time of learning and



reflection rather than horror, and to break the chain of life and death that traps us all.

Regalia

Every movement needs its gurus, even Pilgrims. They enshrine hackers and hermits, teachers and demons; anyone or anything that teaches one to seek deeper truths. No matter what form they take, Pilgrims seek guidance from those who know what binds others.

Null Maw

When the Wardens of Concaves speak of their entropy-creator deity, they call it an entity of mathematics, glass, and auto-cannibalism, committed to disassembly and recreation in pursuit of its own silence. Like it, they flense away parts of themselves that bind them to others, leaving only haunted feelings of déjà vu where they once were.

Effect

- The character may trade a number of dots up to their Rank between Allies, Contacts, Staff, and Status once per story with another of those Merits. Treat those who don't have a Rank as Rank 1.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- The character may burn dots in Social Merits in order to remove emotional and social Conditions on other characters equal to the Merit dots burned, up to their Rank.
- Resolving this Condition grants a Krewe Beat.

Deep Time

Time is the great universal destroyer, rendering all things, even ideas, unto the dust. The Chroniclers of Eternity, strangely enough, find hope in Ocean of Fragments, wherein all knowledge can be found but is rendered meaningless. They skim that ocean for secrets, hoping to bring such peace to the world, and turn time against the material world to show its ultimate impermanence.

Effect

- The character gains the Encyclopedic Knowledge Merit, or may instead gain +2 to an existing Encyclopedic Knowledge she already possesses.

Possible Sources

- Regalia Ceremony

Regalia and Ceremonies

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- Resolve this Condition to deal the krewe's Esotery in Structure damage to an object the character is touching.
- Resolving this Condition grants a Krewe Beat.

Ceremonies

Journeys need routes, locks need keys, and transcendence needs action. Pilgrim Ceremonies pull the captives from the tar, breaking limbs if need be to tear them free.

Losing the Religion (•)

The Revised Empirical Psychology Association of Brazil stresses the pursuit of distance from one's self above all when confronting personal issues. Their dead patients feel their "hang-ups" are beyond that, but the association has answers for pesky manifestations.

Subject: A willing ghost.

Duration: A day.

Symbols: Chains and locks, below freezing temperatures, Anchors, Buddhist chants

Rituals: Make a circle of chains locked together around the Anchor, and then slowly chant as you unlock and separate them one by one in the cold air.

Dice Pool: Composure + Wits

Success: The ghost loses their Ban and Bane, and cannot gain or lose Essence by any means in the duration, nor can they lose, spend, or trade Memories. The ghost only restores one spent Willpower from their Vice, but gains a bonus equal to the Ceremony's successes on Integrity rolls and any roll pertaining to self-reflection and figuring out how to resolve their Anchors.

Tripitaka's Journey (•••)

We oft die in shells we make and never birth ourselves from, say the Edicts of Abraxas. Their answer is to break the egg at the bottom of the world and rise again with our freed wings. Their guidance may be questionable, but rituals of transformation are efficacious nevertheless.

Subject: A ghost of Rank 2 or higher, a human, or a Sin-Eater.

Duration: Permanent; the trinket lasts for a number of weeks equal to the successes.

Symbols: This Ceremony requires that at least one scene must be spent in a Deep Dominion before the ritual, and a souvenir marking the journey; purified water; fire.

Rituals: Burn the souvenir before embarking to the Underworld. Reclaim it when the subjects return, and wash away the remains with pure water.

Dice Pool: Composure + Resolve

New Condition: Guilty

Your character is experiencing deep-seated feelings of guilt and remorse. This Condition is commonly applied after a successful breaking point roll. While the character is under the effects of this Condition, he receives a -2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character makes restitution for whatever he did; the character confesses his crimes.

Success: The subject may radically change his nature after the journey. He may change his Virtues, Vices, Roots, Blooms, and Aspirations freely. Ghosts may redistribute their Influences from one Anchor to another, and also reassign their Numina. Sin-Eaters may redefine their Touchstones. Humans may redefine an Integrity breaking point.

Running with Atropos' Scissors (•••••)

Anpu's Torch teaches the bleakest truths — the most precious things a person keeps traps them here, and only the power to destroy that which binds anyone is worthwhile. When the choice is between those things and the Reapers, it's easy to justify burning the world down.

New Condition: Swooned

Your character has butterflies in his stomach. Note this Condition as Swooned (Character). He may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a -2 to any rolls that would adversely affect the object of his affection. The object of his affection gains +2 on any Social rolls against him. If the object of the Swoon is attempting social maneuvering on the Swooned character, the impression level is considered one higher (maximum of perfect; see p.154).

Example Skills: Persuasion, Subterfuge

Resolution: Do something for the object that puts your character in danger; opt to fail a roll to resist a social action by the object. "

Subject: A ghost of Rank 2 or higher, a human, or a Sin-Eater.

Duration: To the next sunrise or sunset, whichever is next.

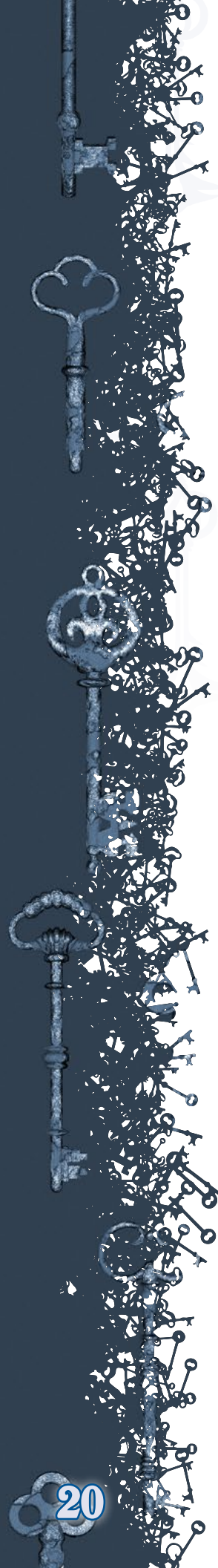
Symbols: Scissors, the Anchor or a symbol of the Touchstone or Social Merit, darkness, threads

Rituals: Bind the sacrifice in threads, then chop it up in the absolute dark.

Dice Pool: Presence + Intimidation



The Processions of the Saints and Pilgrims



Success: The subject loses an Anchor, Touchstone, or a Social Merit. If an Anchor or Touchstone is removed, Plasm and Essence costs are halved for that character. (Key Resonance makes all successes exceptional). If a Social Merit is removed, the subject gains 8-again for a number of Abilities equal to the dots of the Social Merit sacrificed.

The characters also lose a point of Integrity or Synergy, and gain a Bane symbolic of what they sacrificed for the duration. Should the character lose Social Merits, Sanctity of Merits applies, but the character cannot repurchase the sacrificed Merit with those Experiences.

The Wakes and Skalds of the Undertakers

The world is forever dying, not from unforeseen disaster or the vicissitudes of fate, but from lessons unlearned by those who came before us. Undertakers comb histories of the living and the dead to learn from mistakes made long ago, and use what they learn to build a paradise — or, if worse comes to worst, an object lesson for their successors.

Regalia

Undertakers fill their pantheons with heralds and saviors, makers and dreamers. They revere those who dare to create and to recreate, and seek to emulate their dogged drive to resist annihilation.

Akiko, Who Would Remake the World

Each year, the forgotten sword-saint Akiko sought out an exemplar of the corrupt world, so that she might slay them and thereby allow the world to reincarnate free from the stain of wickedness. Alas, each year the world went on untroubled by her travails. Many now think Akiko fiction, folklore from the Meiji Period, but the Could-Be Queens believe they've found evidence that she existed, and that she was on the right track — just looking in the wrong place.

Effect

- When another supernatural power provokes a Clash of Wills, add half of the krewe's Esotery, rounding up, to her roll.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).

Regalia and Ceremonies

- The character may resolve the Condition to make an attempt to socially or physically hinder her fail automatically, or to remove an obstacle she cannot otherwise circumvent.

- Resolving this Condition grants a Krewe Beat.

Ansansi the Weaver

The Spider of the Akan has forgotten more stories about death and the life after than anyone else, stories that cheat every rule of reality. The Heirs of the Amistad tell of how his cobweb-labyrinth hides the Underworld waiting to become, to tell the world how it should be.

Effect

- When the character rolls Expression, Persuasion, or Socialize for a public performance or speech where she is the center of attention, onlookers must succeed on a Resolve + Composure roll contested by the character's successes on the rolls to interrupt or ignore her.

Possible Sources

- Regalia Ceremony

Resolution

- Act in opposition to a Krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition (p. 19).
- If the character fulfills an Aspiration or regains Willpower, resolve this Condition. All onlookers gain one Willpower.
- Resolving this Condition grants a Krewe Beat.

Ceremonies

Structure needs foundations, ambitions need followers, and revolution needs action. If Undertakers are architects, their Ceremonies are the blueprints for the world they mean to make.

For Those Who Are Left (•)

In the Mormon faith, priesthood power, temple work, and prophetic teachings guarantee the place of the dead in the spirit world. Anything more is grounds for excommunication, but the funerals of the apostate 11th Ward are in demand when the dead won't stop screaming.

Subject: All who participate for an hour.

Duration: Until the bonus fades.

Symbols: Gathering, stories, food and drink, music

Rituals: Somberly gather, have people go up and give big anecdotes about the person, play the organ and let people munch on the snacks.

Dice Pool: Composure + Empathy

Success: Characters gain a bonus equal to successes to

any roll related to dealing with the grief for the deceased, fear or despair of the affliction of their own bodies, comforting each other, helping ghosts find Resolution, or resolving their own anchors. After each use, the bonus decreases by 1. Ghosts and Sin-Eaters gain Essence and Plasm respectively equal to successes.

What's Old Is New (••)

The only thing fated in this world is death, but life often plays the same beats. The Star-Crossed Ballet finds ghosts whose music shapes the story they're telling, and copies their histories onto people's lives.

Subject: One living person and one ghost

Duration: Thirteen days.

Symbols: Scripts, clothing worn by the ghost, star imagery, clocks

Rituals: The character dresses up as the ghost and recites lines from the script in a circle of ticking clocks, eyes on the star imagery for most of the recital.

Dice Pool: Resolve + Expression

Success: The living subject begins to experience uncanny coincidences that mirror the life of the ghost, interweaving significant events with Integrity breaking points and culminating in the ghost's death — which may prove dangerous to the subject if she doesn't know how the ghost died. She gains a bonus equal to half the krewe's Esotery (round up) for actions that resonate with

these moments in the ghost's life, and a like penalty on rolls defying them.

Walking the Destroyer's Path (••••)

When the Nevada Highways align with the cosmic ley lines, the Children of Iblis let the devils out of themselves, knowing nothing will stand in their way. Doors fall from their hinges, walls crumble, security systems fail, the faithful leaving chaos in their wake.

Subject: The ritualist.

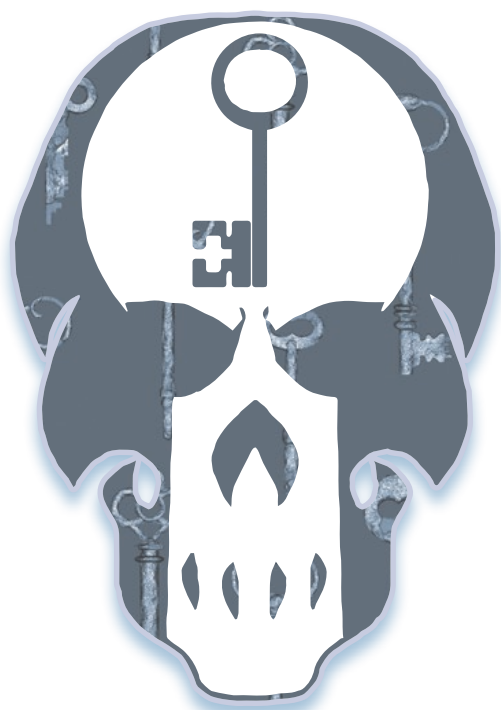
Duration: The rest of the night, as it passes in the living world.

Symbols: Blood of krewemates, an Avernian Gate, the hour of midnight.

Rituals: Throw a party at the Gate, hyping up the guest of honor, then arrive in the clothes and blood and announce yourself to the world.

Dice Pool: Presence + Occult

Success: When the character comes across an unpassable physical boundary, which may be mundane or supernatural in nature, they may spend Willpower to initiate a Clash of Wills against it, adding half the krewe's Esotery (rounded up) to their roll. Success allows them and any who follow them to pass unhindered. Anyone attempting to track the subject gains +3 to related rolls, as the subject's path is glaringly obvious.







Haunts

“He who fights with monsters should look to it that he himself does not become a monster. And if you gaze long into an abyss, the abyss also gazes into you.”

— Friedrich Nietzsche, *Beyond Good and Evil*

The Underworld is deep, and though the Ocean of Fragments may consume all in the end, there is much that may yet be rediscovered. Dread powers, beyond the common Haunts oft possessed by geists and the Bound, lurk in the shadows, waiting to be taken up by Sin-Eaters plumbing the depths of their foe’s realm.

The following Haunts have no affinity with any Burden and may not be chosen during character creation — they are emanations of the Underworld itself. The Well is its protean nature made manifest, scraping away at humanity and memory until what is left is scarcely recognizable, scraps drifting to the top like foam to mix until nothing is as it seems. In the Void, one feels a glimmering of the infinity into which all eventually plunges, sacrificed in the name of an unending hunger. Bound who learn these Haunts can gain great power, but do so at great risk, not only to themselves but to their cause itself.

The Void

The Underworld is a thing, as physical as any other for all that it lies on the far side of a spectral barrier that oft only the dead can cross. And there are things in the

Underworld, too, and people besides: ghosts, Cthonians, River Cities, Dominions. Even the Ocean of Fragments is a *thing*, its depths fathomless and perhaps infinite but still quantifiable. None of these things are the Void, for the very idea of a *thing* is antithetical to the Void.

What the Void is, if indeed it is anything, is the ultimate expression of the Underworld itself, the engine that breaks down all things, rapacious and unflinching in its appetite. It is not, however, all-consuming because it is hungry, but because it unmakes, operating not as a physical place or force but as a concept. It is, in a word, entropy, an ordered system plunging toward disorder, and disorder toward nothingness, for even existence itself is a kind of order.

Nothingness is a concept that humans struggle to truly appreciate. We see an empty room, but even that room is filled with air and motes of dust dancing in a sunbeam. We see the inside of a vacuum chamber, apparently empty but replete with photons striking every surface in a luminal frenzy. In the depths of cold space, far from any sun, what we think of as emptiness contains high energy particles, interstellar dust, and even space itself. Even in passing on — to where, none can say — there is still a sense of something beyond, another place better by far than the horrific machine that flenses the dead for their essence.

In sublimation, one's Essence remains. What the Void claims is gone, truly gone, utterly annihilated.

The Bound can internalize the Void in many ways — consuming the water of the River of Infinity, which one can sail for eternity without finding one's destination, is perhaps the most well-known. When awakened, the Void manifests as a great halo or wake of absolute darkness, sometimes stretching to encompass entire buildings, the Sin-Eater at its epicenter. To make use of the Void, however, is to court a terrible fate, for all Bound known to have wielded the Void have, ultimately, been consumed by it.

Haunt Conditions

The following Conditions are associated with the Void Haunt.

VOID

You have welcomed a kernel of the Void into yourself, encysted in Plasm, and now you've coaxed it to wakefulness and set it loose. You're surrounded by a void-wake, a halo of ever-expanding darkness. Whatever light there was is fading fast, and you can feel solid objects crumble beneath your fingers. What have you done?

Effects

- All characters (including the Sin-Eater herself) within the area of effect are **Blinded** (*Geist: The Sin Eaters Second Edition*, p. 292).
- The Sin-Eater's attacks ignore one point of Durability per dot in Void. Other characters' attacks made within the area of effect ignore half that amount, rounded up. Reduce Armor by the relevant amount for each attack.

Possible Sources

- The Void Haunt.

Resolution

- You're confronted with your Geist's Ban or Bane.
- You damage something, or injure someone, important to you.

VOID STORM

You've awoken a kernel of the Void, and you've done it just a little too well. It's gushing out of you like an arterial wound, and the world around you takes the brunt of this catastrophic leak. Essential energies are snuffed out, and complex machines malfunction almost immediately.

Effects

- Any source of damage within the area of effect that is energetic in nature (fires, electricity, etc) is reduced by one step in terms of size and/or intensity, whichever is applicable.

Haunts

- Electrical devices (such as computers, mobile phones, or pacemakers) within the area of effect cease to function. Extended exposure drains batteries dry and may permanently damage the device, at Storyteller discretion.

Possible Sources

- Failing a roll to activate a Void Haunt.

Resolution

- Inconvenience friends or allies at a pivotal moment.

MAW

You have let too much of the Void free, and now it will claim what it wants: everything. Anything not nailed down is pulled into the horrific black fissures opening across your body, greedily consuming anything touching them and growing as they feed.

Effects

- **Maw of Infinity:** The Sin-Eater becomes the epicenter of an effect identical to *The End of All Things* (p. 25), as if she had spent 5 Plasm to invoke it.
- **No Escape:** For every 10 Health, Structure, or Corpus damage Maw of Infinity deals, the Sin-Eater suffers 1 aggravated damage. If she dies as a result, she too is consumed entirely.
- **Take Me with You:** If the Sin-Eater is killed by the Maw, the effects of Maw immediately end.

Possible Sources

- Dramatically failing a roll to activate a Void Haunt.

Resolution

- The Void consumes someone or something important to you.

Awaken the Void (•)

Cost: 1-4 Plasm

Area: Determined by Plasm spent:

Plasm Spent	Area
1	One room
2	Several rooms, or a single floor of a house
3	A ballroom or small house
4	A large house or building

Dice Pool: Void + Synergy

Action: Instant

Roll Results

Success: The Sin-Eater gains the Void Condition.

Exceptional: When the Haunt ends without resolving, the Sin-Eater regains half the Plasm spent on Awaken the Void.

Failure: The Sin-Eater gains the Void Condition and the Void Storm Condition.

Dramatic: The Sin-Eater gains the Void Condition and the Maw Condition.

Annihilation of Form (••)

As the Void within the Sin-Eater grows, she learns not only how to direct it, but how to project it, opening windows into the infinite nothingness she has caged. She can do so not only within herself, but without, allowing her not only to annihilate objects or her enemies, but to selectively destroy things on a conceptual level. She might direct this power against a door, leaving only a bare wall in its wake, or simply carve a swath through whatever stands in her way, leaving a gaping hole behind. Anything physical — living or Twilight — is a valid target, but things such as ideas or emotions are not.

Enhancements

3 Plasm: The Sin-Eater may make ranged attacks out to 30 yards, dealing lethal damage.

1+ Plasm: The Sin-Eater may erase objects or features of the terrain, at a cost of 1 Plasm plus 1 Plasm per Size in excess of her Synergy. She may not target living creatures with this Enhancement unless they're restrained or otherwise cannot move.

Feasting on Infinity (•••)

The Sin-Eater does not merely awaken the Void within her and allow it to dine without abandon, but skims a little of whatever it consumes for herself. Her mouth distends unnaturally, her jaw unhinging to display a yawning chasm where a throat ought to be. She must scream to make herself heard, a scream made distant and shrill as if by unfathomable distance, and her eyes cloud over with an inky sheen that makes them look like polished obsidian.

When she invokes the Void to this degree, a Sin-Eater can consume literally anything, edible or otherwise, and in quantities that would burst the stomach of any living being. She can swallow things whole even if there's no way they could pass through her esophagus — she need bite only when she intends to consume something roughly human-sized or larger, and no matter its substance her teeth will suffice. Virtually everything she consumes is consigned to the abyss, crushed out of materiality, and in that instant where the living version of an object ceases to be and spawns a transient Castoff, the Sin-Eater sups for herself.

Enhancements

2 Plasm: The Sin-Eater is no longer Blinded (Geist: The Sin-Eaters Second Edition, p. 292) by Awaken the Void.

2 Plasm: The Sin-Eater's bite attack deals aggravated damage. She can only bite grappled targets. The Sin-Eater

may also consume any material substance without adverse consequences, such as poisons, unless those materials pose problems for the rest of the Sin-Eater's body (e.g., getting close enough to lava to eat it).

Free: For every 10 Health, Structure, or Corpus the Sin-Eater consumes, she gains 1 Plasm.

The End of All Things (••••)

Wise Sin-Eaters wield the Void with great care, knowing that each invocation might cause horrific unintended harm, that the nothingness inside them might waken too far and begin to consume even them. Not all Sin-Eaters are wise, but beyond that, sometimes even the wise have no recourse but to risk everything.

The Sin-Eater conjures not a small glimpse of the Void, but a stable sphere of anti-existence. It begins to feed immediately, drawing anything large enough to fit through it into its all-consuming depths. The lightest objects are drawn in first, followed by successively larger and larger objects until, if left to feed, the Void will begin tugging at walls or the foundations of buildings. When nothing remains to swallow, the sphere of the Void will consume itself, vanishing as if it were never there and taking everything it swallowed with it.

Obviously, employing the Void as a weapon in this way is extremely dangerous and likely to backfire — creating an orb large enough to consume a human puts not only one's allies but oneself at great risk.

Enhancements

1+ Plasm: The Sin-Eater conjures a Size 1 sphere of the Void anywhere within her void-wake. This sphere creates its own area of effect of equal size to the Sin-Eater's void-wake. Anything that makes contact with the Void sphere suffers 1 aggravated damage per turn and is consumed completely when its Health or Structure track is filled.

Powerful Pull: Within the sphere's area of effect, objects up to Size equal to Plasm spent are inexorably drawn towards the sphere. Characters or other entities capable of movement may resist this pull with a reflexive Strength + Athletics roll, but must do so on every turn.

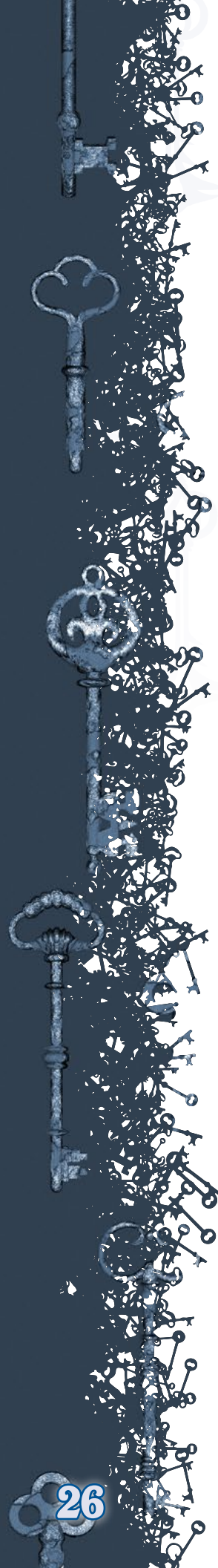
Overcharge: If the Sin-Eater spent more Plasm than her Synergy to invoke the Void sphere, it persists beyond this scene and may grow larger according to the rules in Out of Control.

Out of Control: If the Void sphere consumes Structure, Health, or Corpus equal to (Size x 10), it increases in Size by 1. Its Duration and its "growth track" of material consumed is reset.

Starve the Beast: If the Void sphere does not deal at least 1 damage for (Size + 1) rounds, the sphere collapses and vanishes.

The Wrong-Way Door (•••••)

The Void is a thing of the Underworld, the ultimate expression of its entropic drive to consume all things in order to sustain itself. Small wonder that a Sin-Eater



experienced with wielding the Void can use it to turn the Underworld itself against her foes, not merely annihilating the earth beneath a target to create a small sinkhole but opening a chasm that leads directly to the Underworld.

Many ghosts, geists, and Sin-Eaters are wary of any Bound who employs the Void, and especially those who use it in this Reaper-like fashion. Yet, none can deny the utility of such a power — after all, the door swings both ways, and Bound trapped in the Underworld can just as easily push through to the living world.

Doing so is nothing short of catastrophic, however. Avernian Gates are not gaping wounds, but carefully cut channels (cut, admittedly, by an unknown and perhaps unknowable agency). The tunnels, sinkholes, and shafts carved by The Hungry Earth are rents between Death and Life, the essence of both intermixing freely and causing chaos. The Living will know that something is wrong; animals and vermin will flee the area in a torrent. Wounds may heal slower in the vicinity, and food may not quite sustain those who consume it. Likewise, ghosts in the Underworld will flock to the opening, hoping for escape or just to snatch up Castoffs and whatever else may tumble into the depths. So too will Reapers, who come like moths to the flame to any such hole in the world.

Eventually, the wound will heal over, and an Avernian Gate will form, no matter the location. If there are no bodies laid to rest nearby, it will wait patiently; the first will rise as its guardian geist.

Enhancement

5+ Plasm: The Sin-Eater opens a passage between the living world and the Underworld, accessible both in Twilight and the material realm. This passage persists until the next sunset, unless additional Plasm is spent, one day per Plasm. By default, the passage is just large enough to encompass a Size 6 person, but additional Plasm may be spent to increase the Size of the passage, 2 Size per Plasm. There is no limit to this Plasm expenditure save the Sin-Eater's reserves.

The Well

The Rivers and the Ocean of Fragments dissolve the dead, stripping them of their identity and memory — but dissolution is not the same thing as destruction. Much of the Underworld itself is made from the memory of things that once were. Fishers may pull up Memories and Castoffs from the Rivers and even the Ocean, tiny pieces of what were once people. Bound who wield the Well need not venture into the Underworld to do so, stripping bits of identity and memory from others as though they were a walking avatar of the Ocean of Fragments itself.

Some Bound use the Well as a means to aid others, washing away traumas and allowing the living a measure of peace or assisting the dead in resolving their Anchors — though, someone will have to take up those traumas in turn. The Well doesn't erase, but *loosens*, exchanges, and makes fluid what is otherwise immutable. To someone

who loses a treasured memory, that memory may as well be erased, but it still exists somewhere, treasured by another.

Not all who employ the Well are kind-hearted, however. Wielded as a weapon, it strikes beyond mere flesh and blood at the ties that bind us to others. Painful memories taken from one may be pushed on another, or one's key traits (confidence, for instance) might be held as ransom. A truly vengeful Bound could leave an enemy wholly amnesic, wandering lost in a world they no longer recognize — but such would, like so many of the crueler uses of the Well, represent a crisis point for the Bound's geist.

To learn the Well is to turn the Underworld's nature against itself, but also to accept it into oneself. Bound might find its secrets within an ancient ylem, washed ashore beside the Ocean of Fragments, or by consuming a ghost near total dissolution. However she does so, she is ultimately rejecting her own identity, for practitioners of the Well often lose themselves in the blurry wash of traits and memories they wade through. It is possible to hold onto one's sense of self, at least for a time, but repeated use of the Well almost inevitably wears the original self smooth, leaving the Bound to plaster over it with salvaged or stolen aspects of others.

Haunt Conditions

The following Conditions are associated with the Well Haunt.

WELL

The tides of the Ocean of Fragments ebb and flow within you, making you as fluid as one of the ephemeral dead. You trade in Memories as though you were nothing more than Essence, incorporating them into yourself and learning what they have to teach — and changing not a little in the process.

Effects

- The Sin-Eater may trade for Memories as though she was a ghost. She may hold up to her Synergy in Memories before suffering Memory Bleed (*Geist: The Sin-Eaters*, p. 288).
- Memories traded while this Condition is in effect do not revert when the Condition ends.
- While the Sin-Eater has this Condition, she benefits from Memory Skills associated with any Memories she has, up to her Trait maximum or Plasm spent, whichever is lower. For example, if she has Firearms 1 and a Memory with Firearms 3, she effectively has Firearms 3 after spending 3 Plasm. If she spends 4 Plasm, she will effectively have Firearms 4. If she started with Firearms 3 instead of Firearms 1, she could not increase her Firearms above 5 unless her Synergy was 6 or higher. The Sin-Eater does not benefit from Memory Skills when this Condition is not active.
- While this Condition is in effect, the Sin-Eater has any Persistent Conditions or other effects associated with any Memories she has, whether positive or negative.

Possible Sources

- The Well Haunt

Resolution

- You're confronted with your geist's Ban or Bane.
- You accept a Memory that triggers a crisis point for your geist.

FRAGMENTED

You've pushed yourself too far, and you've lost yourself in a chaotic whorl of possible selves, each just a little different. Your identity bends like wet clay every time you move. You can never be certain, moment to moment, which you is in the driver's seat, or if they'll know how to do what you — the you that you are in this moment — started doing.

Effects

- Every time the Sin-Eater acts, roll a d10 for any Trait she is using and divide by 2, rounding down. The result is her effective Trait for this action only.

Possible Sources

- Dramatically failing to Submerge the Self.

Resolution

- Ground yourself in a single moment, either by suffering Wound Penalties or by becoming Obsessed (*Geist: The Sin-Eaters Second Edition*, p. 302). At Storyteller discretion, other similar methods may also serve this purpose.

Submerge the Self (•)

Cost: 1+ Plasm

Action: Instant

Dice Pool: Synergy + Well

Roll Results

Success: The Sin-Eater gains the Well Condition.

Exceptional: When the Haunt ends without resolving, the Sin-Eater regains half the Plasm spent on Submerge the Self.

Failure: The Sin-Eater remains stubbornly solid.

Dramatic: The Sin-Eater's identity becomes almost uncontrollably fluid. She gains the Fragmented Condition.

Awash in Unknown Tides (••)

The source of the Well's power is the Ocean of Fragments, but the Ocean itself is born of the Underworld's mighty and numinous Rivers, each of which flows into the Ocean. In a sense, they are cousins, memories of Rivers that might have been, and tied as she is to the Ocean, the Sin-Eater can draw upon the powers of the Rivers as well, even in the living world.

Myriad Rivers

Many Rivers flow through the Underworld, each possessed of different qualities. Some, like the Phlegethon, possess impossible physical qualities; others, seemingly ordinary, cause strange side-effects when imbibed. Characters who possess the Well will likely wish to venture into the Underworld, to sample the waters of various Rivers and make them a part of her so that she might call upon them at later dates — and every River will require another Environment, Tilt, or whatever additional effects a Storyteller might decide upon. While most Rivers' effects will be fairly self-evident, such as the aforementioned Phlegethon, what of the Styx, whose waters bind oaths, or the Acheron, whose waters bring painful memories to the surface? Conditions may be more appropriate than Environmental Tilts in such cases, such as Leveraged (*Geist: The Sin-Eaters Second Edition*, p. 301) and Guilty (p. 19) in the case of the Styx and the Acheron.

Inventing, cataloguing, and recalling these various effects can quickly become burdensome to the Storyteller. We suggest keeping a short list of the Rivers available for use in *Awash in Unknown Tides* and a few notes on their natures, and extemporaneously assigning effects when Rivers are called up based on the situation at hand. If nothing seems appropriate, a simple penalty to certain actions is always a handy standby.

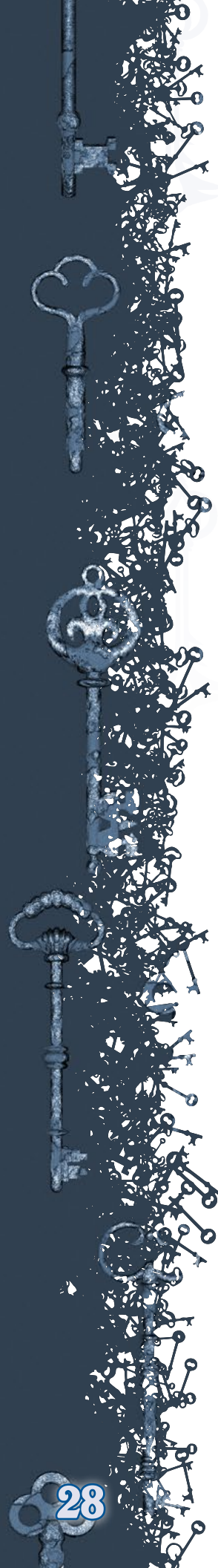
When she invokes *Awash in Unknown Tides*, water from one of the Underworld's Rivers begins to pour into the area from any reasonable source. It might pour from faucets and toilets in a restroom, assault the shoreline in a tidal surge, or well up from underground in the absence of water — even in the desert, the Rivers can hear the Sin-Eater's call. Each River is different: the Phlegethon burns and fills the air with smoke, while the Cocytus fills the hearts of all who look upon or touch it with woe. However, a Sin-Eater can only call upon a River whose water she has imbibed — the others hear her call, but know her not.

The Rivers called up by *Awash in Unknown Tides* are ectoplasmic extensions of their Underworld counterparts, and always sublimates away shortly after they're called up.

Enhancements

1-5 Plasm: The Sin-Eater may generate an Environmental Tilt with penalties or bonuses equal to Plasm spent.

1-5 Plasm: The Sin-Eater may generate an Extreme Environment with a severity equal to Plasm spent.



Infinite Diversity: At the Storyteller's discretion, other effects may also be tied to the Rivers' waters. The Storyteller will set the cost for these effects.

Short Term: Rivers called up by Awash in Unknown Tides fade at the end of the scene, leaving no evidence they were ever there.

Lightless Depths (•••)

The Sin-Eater immerses herself in an everlasting flow of the Ocean's waters, her hair plastered to her head and her clothes dripping wet. By virtue of her pact with the Ocean of Fragments, she is not dissolved in this torrent. Instead, this cauldron of impossibly cold water dissolves the memories of those who look upon the Sin-Eater, making it impossible for them to identify her — if they can even remember what happened when she was there, or if she was there at all.

The water of the Ocean is not to be worn lightly, however. While the Sin-Eater may be proofed against it (at least in this form — those who cavalierly think the true Ocean will similarly neglect them meet the same fate as anything else immersed in the true Ocean's waters), others are not. Extended exposure to the Sin-Eater in this state slowly eats away at memories outside the scope of the moment-to-moment memories the Ocean prevents from forming, a slow water-stain of amnesia spreading throughout the minds of everyone nearby. The Sin-Eater cannot pick and choose who is affected, either — *everyone* who sees her is affected, living or dead.

In this sodden state, the Sin-Eater can not only trade for Memories, but physically strip them from both living and dead. She must take hold of a physical symbol of that Memory and tear it free. Such an act drives geists to fits of fury, an echoing reminder of what they've lost to become what they are.

Enhancements

2 Plasm: No one who sees the Sin-Eater while the Well is active will remember her or anything she did during this time, even if this causes serious inconsistencies in the narrative of their memory. Inflict Amnesia (**Chronicles of Darkness**, p. 288) on anyone who spends more than ten minutes (or one scene) in the Sin-Eater's company.

3 Plasm: The Sin-Eater can strip Memories from others unwillingly. This requires a successful barehanded attack, or for the subject to be restrained. Using this power always causes a crisis point for the Sin-Eater's geist.

Vortices of Self and Memory (••••)

As the Sin-Eater grows in power and experience, she delves into the nature of memory itself, and learns to manipulate it. Using the water of the Ocean of Fragments, she can partially dissolve and merge Memories, remixing them to create new experiences that never happened. This always requires at least two Memories, and the Sin-Eater cannot invent elements out of whole cloth, so there must always be at least some kernel of truth in

The Consequences

Audre Lorde said "The master's tools will never dismantle the master's house." Put simply, this means that working within your oppressor's framework may bring temporary victory, but will never bring about lasting and real change because it ultimately perpetuates the injustice that empowers what you're fighting against. Lorde was referring to racist and patriarchal thought within second-wave feminism, but in the context of **Geist**, there's a metaphysical quality to that notion. By drawing on the power of the Underworld, are you not, ultimately, reinforcing everything that it is?

The answer depends on the kind of game you want to run. The Well, and especially the Void, are centered in hallmarks of the Underworld's nature — dissolution and annihilation, all to empower the Chthonic Gods who orchestrated it. Can you really overthrow something and move on to better things when you've tied yourself spiritually to this engine of suffering?

On the other hand, these Haunts are physical manifestations of metaphysical power, not a social framework of oppression, and an argument can be made that the master's literal tools might just be useful to dismantle his literal house in this case. Even in that rosiest of scenarios, though, when it comes to the endgame the Well and the Void should pose problems for characters, things to overcome and cast aside, perhaps ritually and certainly emotionally. When you're remaking the Underworld to be better, to be just, the things of the Old Underworld no longer have a place.

Of course, if you don't care about that, there's always the option of Cabeiros...

whatever changes she makes. She could for example, take a Memory of abuse and a Memory of a murder and merge them to create a Memory of standing up to and taking revenge on one's abuser. This changes nothing about material reality — the events of the original Memories still took place — but the new Memory is as internally consistent and feels as real as one naturally formed.

Melding Memories is not always an ideal task, the work of an artist independent of the world. The Sin-Eater can also meld Memories with those of the dead and the living, inserting Memories wholesale or merging them with existing Memories already held by the target. This creates a false narrative that feels completely real to the subject, but evidence to the contrary can still convince them otherwise. Human memory is, after all, fallible, and the Absent are oft-accustomed to the strange sense of loss and discontinuity that comes with trading Memories.

Enhancements

1+ Plasm: The Sin-Eater melds two Memories together to create a single Memory. The narrative of the new Memory must incorporate aspects of both source Memories, but the Sin-Eater has room for artistic license so long as all aspects of the final Memory can be found in either source Memory. This requires 1 Plasm plus an additional Plasm for every dot of Memory Skill the Sin-Eater wishes to keep between the source Memories. She cannot include new Memory Skills, and a Memory may only have two Memory Skills associated with it.

1+ Plasm: The Sin-Eater melds a Memory with a target mind, either inserting one as-is or melding it with an existing Memory belonging to the target (in which case she must pay the above Plasm cost as well). This requires 1 Plasm per dot of Resolve the target possesses.

Remade in the Ocean's Womb (•••••)

Memory isn't everything. Flesh, or Corpus, exists apart from it, separate from it. Some believe our bodies are mere vehicles for our consciousness, others that our bodies give rise to that consciousness. The truth is immaterial, for the Ocean of Fragments possesses the power to dissolve flesh and Corpus as easily as it dissolves memory. By exploiting this trait, the Sin-Eater too can, at least partially, dissolve the living and the dead, and solidify them around new memories and traits. This is often a traumatic experience for the subject, even if the change is desired, as they come

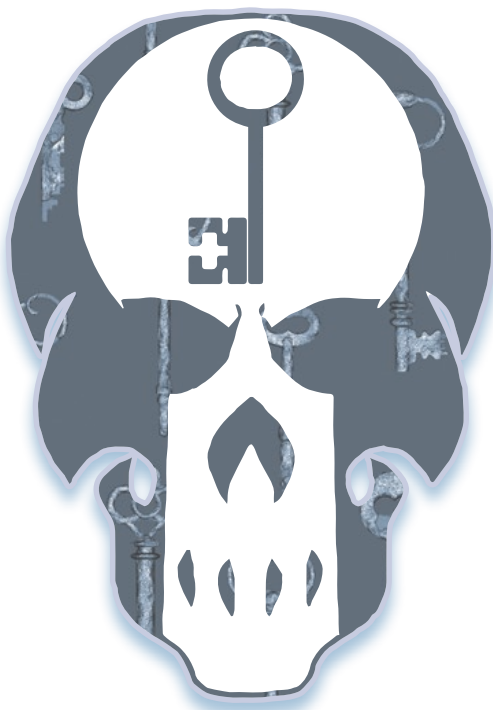
to and realize that they are not entirely the same as the person they were before.

In order to employ this power, the Sin-Eater must ritually immerse the subject in water while working. The water takes on a measure of the Ocean of Fragments' qualities, allowing the Sin-Eater to direct it as it works. This is not a fast process, and subjects would drown save that most Sin-Eaters start by dissolving the subject's need to breathe air. During this procedure, anything can be changed, but any changes must originate in a Memory or a trait belonging to another. The Ocean's influence creates nothing. It can only dissolve and exchange.

Enhancements

1+ Plasm: The Sin-Eater may strip Traits as well as Memories from subjects, who must be fully immersed. This requires 1 Plasm per dot of Trait being removed. Each Trait occupies the same Synergy "slots" as Memories, and the Sin-Eater may gain the benefits of these Traits while the Well Condition is active. Attributes, Physical Merits, Mental Merits, and Social Merits that rely on intrinsic qualities are valid targets, as are non-mechanical features such as overall appearance, sex, and the like (which require a single Plasm to strip).

1+ Plasm: The Sin-Eater may graft Traits, Memories, and features to immersed subjects. This requires 1 Plasm per dot of Trait, 1 plasm per feature, or 1 Plasm per Memory plus 1 Plasm for every dot of Memory Skill being transferred.







Haunted Locations

**“Three bedrooms, two baths, and one homicide.
This place is gonna sell like hotcakes.”**

— Supernatural, “Family Remains”

Whenever death happens, it carves deep grooves into the world. Sometimes life manages to blur these grooves. Other times, though, the imprint of death is thick and indelible. This chapter introduces a variety of places which have been marked by death, and those of the Restless Dead who remain tied to the land.

Suffer the Children

Life isn't kind to those having to face it alone, and often ends too soon for many young souls who have nowhere to go except orphanages. These institutions rarely have the resources needed to adequately care for their charges, and death is too common. Usually, disease or accident carries them off. Sometimes, though, the adults are responsible for the deaths. Abuse is rampant and unchecked — no one believes a friendless orphan above the respectable adult who has dedicated her life ministering to the unfortunate.

The abandoned orphanage on the edge of town is full of the ghosts of children. Ghostly cries echo from the infirmary ward, and the rusted playground equipment moves by unseen hands every twilight. Time and the elements have worn down the small wooden crosses

in the overgrown patch of land just to the east of the main building that once marked each grave, leaving nothing to bear witness to the suffering except the ghosts themselves.

Misun: A boy of nine years, of Lakota Sioux descent. Unlike many of the orphans he lived with, Misun had living parents, who loved him fiercely and grieved when he was stolen away and sent to be raised like a Euro-American. Misun wants to go home, and to be reburied among his family.

Emmeline: Emmeline was twelve when a fever ended her life. The oldest of the child-ghosts, she's appointed herself the leader. Not that there's much she can tell the other ghosts to do, but she wants to make sure her charges are safe, and she'll do whatever it takes to protect them.

George: A chubby redhead who was only six when he died, George came to the orphanage as a foundling, and grew up seeing his peers harshly punished. As a result, George is shy and fearful. He spends most of his time hiding in his Anchors (his body and an aged toy soldier). He resists any attempt to change his surroundings and needs to be gently coaxed if he's to take any significant action.

Story Hooks

Forgotten in life, the children refuse to be forgotten in death. They want their stories told; their suffering acknowledged. Whether that's through a journalistic exposé in the living world, or becoming the object of Mourner preservation, the children want validation that their deaths (and lives) are not without meaning.

The children are isolated, and that keeps them safe for now, but they're sitting ducks for any Reaper who discovers their enclave. Can the krewes help them move on before they're uncovered?

Sister Grace was seventeen when she came to the orphanage as a novice. Taught her whole life to obey authority, Grace kept quiet about the abuse she witnessed. It was no different than how she'd been raised, but in the twilight of her life, Sister Grace recognizes what she was complicit in. She wants forgiveness and has heard there's some people nearby who specialize in the kind of absolution she's looking for.

Cancer Central

People don't tend to associate new buildings with being haunted, and Metropolitan Oncology Clinic is no exception. Led by the brilliant Dr. Alex Reese, who personally contributed to the building's design, the hospital promises the best in both cancer treatment and palliative care. Patients endure chemotherapy in the most

comfortable setting possible — and those whose cases are terminal have a similarly relaxing setting to die in.

Despite the number of patients who have taken their final breath here, the place is clean of ghosts to an almost antiseptic degree. There's not even an Avernian Gate. The truth behind the lack of ghosts is Dr. Reese. Medicine, and even oncology, have only ever been a means to an end for him. His true goal is not the easing of suffering but the consumption of ghosts. Dr. Reese is a necromancer, and the hospital is his hunting ground.

Dr. Reese: Dr. Reese has mastered the compassionate demeanor necessary in oncology. His bedside manner is perfect, especially as he reassures patients that he's got nothing but their best interests at heart and *this* treatment will surely defeat their cancer. What nobody knows until it's too late is that the cancer drugs he uses are part of his Cuisine, and that his treatment regimen ritualistically prepares the ghost for eventual consumption. He's there every time a patient passes — to living eyes, he's keeping vigil, but to a Sin-Eater, he's doing something much, much worse.

Rebecca: Rebecca is one of the few ghosts who managed to escape Dr. Reese. After she received the bill for her first round of chemotherapy, Rebecca took a long, hard look at her finances, her prognosis, and her family, and made a final choice based on her loved ones' best interests. She follows her daughter to her volunteer job at the hospital from time to time, and through careful observation has learned the truth about Dr. Reese. But she's a new ghost, and at a loss when it comes to opposing him. She needs help to take him down.



Story Hooks

Sarah is Rebecca's living daughter and has begun volunteering at the hospital in her mother's memory. As part of her grieving process, she's also dabbled a bit in alternative religion. So far, she only knows what mass-market spell books can teach, but it's enough that she's noticed a few suspicious elements in the hospital. She's still new to the occult, though, and is at a loss over what to do about any of it. She needs a krewe's help.

Tim Cho was an accountant in life, an occupation which made him well-suited to the Deathmask that transforms him into the Augur of Broken Coins, a shrouded figure bearing half-a-dozen scales in as many hands. Without it, he's a short, slight man with salt and pepper hair, and a deep hatred of those who try to cheat. Even more than the dead trying to avoid the Underworld, Tim hates necromancers as the worst kind of cheater. He's willing to do anything to thwart a necromancer, even form a temporary alliance with a krewe.

Farm for Sale

Convicting Dale Dennis of one murder was difficult enough, much less the fourteen he committed. As a relatively prosperous hog farmer, he had the perfect method of body disposal. Instead, the prosecutor made her case based on the trophies Dale collected from each victim, and it was enough to put him in prison for the rest of his life.

Dale's family has no intention of keeping the farm after it's been touched by such evil. They're selling the land to a developer, who plans to turn it into an exurban housing development.

Unfortunately, the farm is one of the few Anchors Dale's victims have left. Some of them have hung onto their trophies but having such an object as an Anchor means spending eternity in an evidence locker. And there's Dale himself, an Anchor some of the more vengeance-minded victims are happy to exploit, but the majority would rather never see him again.

The thing is, the women don't *want* to leave the farm. They've bonded over how being murdered by a serial killer is a shitty way to die, watching his trial and celebrating his conviction and sentencing together. Losing the farm means losing their connections to each other. They're relying on a krewe to preserve their small, morbid fellowship.

Eva: Bitter and sarcastic in life, Eva has only become more so in death. Dale's first victim, she had to watch helplessly as he killed thirteen more. The experience has left her hungry for vengeance, and only the influence of her comrades prevents her from torturing Dale to death.

Hannah: The youngest victim, Hannah's the heart of the group, the one everyone looks out for, but those

who speak with her see the desperation behind her innocence. The farm is Hannah's only Anchor, and she'll have nothing if it's destroyed.

Jane: Dale's sister and sole living heir. Plagued by guilt, Jane goes over every interaction with her brother, every visit to the farm, wondering what clues she missed. If she'd been just a little more perceptive, how many lives could she have saved? Selling the farm is her way of unburdening her soul and putting the entire thing behind her. There are practical considerations, too. She paid for her brother's lawyer, because that's what a good sister does, but justice doesn't come cheap, and Jane needs the proceeds from the farm's sale.

Story Hooks

Eva gets her wish, and Dale succumbs to despair, hanging himself with some shoelaces. Eva didn't foresee, though, that the farm would also be one of Dale's Anchors. Now he's here, and his victims want more justice out of him — or possibly vengeance.

One of the ghosts makes contact with the local krewe, asking for help. They all ultimately want to move on, on their own terms and together, and they need the farm for that.

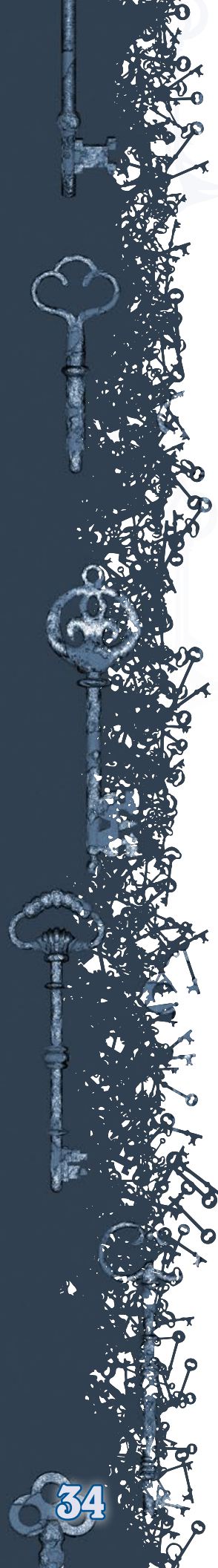
Death House

Maya's life ended at the cusp of adulthood, when her abusive father killed the whole family the day after receiving divorce papers. Somehow, Maya stayed behind. She doesn't know what happened to her mother or siblings, but they're not in the house where they died.

Teen angst has become ghostly angst, and Maya lashes out every chance she gets. Without fail, she drives away every new resident. When a happy family moves into her house, Maya resents the childhood she never had and makes her anger known. When a parent argues with their child, no matter how mild the disagreement, Maya finds someone or something to punish.

The most recent homeowner has purchased the house as an investment property, and currently rents it out to several college students. Maya still finds something to make her angry — she'll never get to attend college and hates the current tenants for that. Once close friends, the tenants have begun to blame each other for Maya's mischief. Part of her revels in driving apart the roommates. Another part just wants them to like her.

Maya does whatever petty things she can to make life as miserable as possible for the people who dare to live in 'her' house. Pictures fall off the wall, dishes break, the electricity constantly goes out, and pipes back up at the worst possible time. She's a textbook poltergeist. Intrigued by the house's story, a reality TV show about ghost hunters once spent a few days in the house, attempting to make contact with her, but Maya sullenly refused to manifest until they left.



Maya: A Rank 2 ghost, Maya is at her core a lonely, traumatized teenager. The home where she died is one of her Anchors, and she can't travel much past the front gate. Her existence is filled with people she can't interact with. She deeply misses her family and the sense of belonging she had while alive. She drives people away, then feels sorry for herself that she's all alone. A krewe will have to work hard to get past the hostile ghost and find the lonely spirit underneath.

Story Hooks

Melinda Hawkesz, the current owner and landlord, is fed up with people breaking their leases to get away from Maya's haunting. She reaches out to the krewe and requests an exorcism. She doesn't care how the krewe does it, so long as the haunting stops.

If the krewe manages to win Maya over, she has a request of her own. What happened to her mother and siblings? They're not in the house or the graves Maya shares with them. She needs to know where they are, and why they never found her.

Family Home, Family Shame

The beautiful old farmhouse has lasted for generations. The foundations are solid stone, laid down by a patriarch long dead. Everything else is only slightly less venerable. There's the old barn and the new barn, an array of animal pens and cultivated fields and the family burial plot, set far enough away from everything else but still within a short walk.

Grandpa has finally kicked the bucket, and Lauren and Freya have come to settle the estate. The two sisters have had wildly different experiences of the land, however. Lauren, the younger, remembers an idyllic childhood full of swimming holes and playing with barn kittens. Freya's memories are overshadowed by Grandpa's drunken rages and cowering from him in the attic, and the pervasive feeling of being watched.

What they don't know is that this old farm has accumulated its own collection of ghosts, all laboring under the same curse. An almost-forgotten ancestor came here from the old country, made a bargain with the local spirits, and sealed it with the death of his eldest child. His descendants always prosper here, at the cost of being haunted by his ancient crime. With Grandpa's death, Freya has inherited the burden of this curse, and is now a Medium. She doesn't understand what's happening, though, and thinks she's going crazy. A krewe needs to step in and help before she does something drastic and destructive.

Lauren: A bright artist approaching middle age, Lauren envisions the farmhouse becoming a commune

for like-minded people, hosting weddings and corporate retreats to pay the bills. She wants to hold onto the farm as her last tie to her youth.

Freya: Older and dourer, Freya is a tax attorney. She only sees profit and loss when it comes to the farm, and it's far more profitable to sell. The land holds only bad memories for Freya, and she's eager to be rid of them, especially now that she's having intermittent visions of her ancestors, including Grandpa.

Grandpa: William never understood what he was seeing. The last Medium in the family died before she could explain things to him, and William grew up being relentlessly haunted. He turned to alcohol to cope, trying desperately to ignore what his dead relatives were trying to say to him. Now that he's dead, he has a new perspective on everything. His understanding of the afterlife changes day by day, but he knows one thing — the farm is an Anchor for generations, and *must* be preserved.

Father: His real name lost to time, everyone, living and dead, just calls him Father now. He's the one who laid the foundations. Every descendant living in his house provides Essence to him, and he's not willing to give that up for anything.

Story Hooks

The family curse has settled on Freya, and now she's shutting out Grandpa just as assiduously as he once shut out his own grandparents' ghosts. For all his faults, Grandpa does love his granddaughter and doesn't want to see her make the same mistakes he did. Nor does he want to see the farm destroyed and the spirits Anchored to it (including himself!) left homeless. He requires the help of a krewe to talk some sense into Freya.

Farms, by their nature, demand many deaths from livestock. The barghests created here have been held at bay by a variety of charms and sigils — spiritual pens flung open by Grandpa's death. The krewe comes to resolve the human disputes but finds themselves overwhelmed by barghests. They'll need to do something about these ghostly critters before they can focus on the human problems.

Museum of Death

The Museum of Death is a macabre traveling show that brings spiritual chaos with it wherever it pitches a tent. It's staffed entirely by ghosts, geists, and Bound, most of whom have less than savory motivations.

The exhibits all revolve around death: a collection of decorative urns for ashes, equipment used for embalming in days gone by, grave goods left as offerings and retrieved much later by archaeologists, and a collection of murder weapons. Most of the displays are dressed up by faux gothic decorations, but the core is real and true. Accompanying the exhibits are performances: sugar-skull ballets, mimes acting out funerals, and passion plays based

on various legends of Heaven, Hell, and the Afterlife.

If possible, the show likes to pitch their tent in an as-yet unused plot of ground in a cemetery. Otherwise, they choose anywhere with a sinister reputation outside of town. If one isn't convenient, they'll make up a sordid history. It's all part of the performance, after all.

The Showman: The geist of an actor who died while performing, the Showman is tall and pale, constantly bleeding from a hole in his chest. He thrives on adulation and applause and treats every interaction with others like a performance. He has recently made it back from the Underworld after drinking from the Rivers and looks to make his first Bargain.

Brona: An old ghost who died of an opium overdose when the drug was fashionable. Her pipe, displayed in between a stained straight razor and a frayed noose, is her last Anchor. She feels like she might be ready to move on, but she's also scared of what comes next.

Milo: The current ringmaster and Bound to the Burned Savior, he and his geist have a high Synergy as they both believe that death has purpose. Under Milo and the Burned Savior, the Museum is meant to demystify death, and make mortals unafraid (or at least less afraid) to face it. Currently, Milo appreciates the ghostly help the Showman can bring, but if the Showman is able to successfully strike a Bargain, control of the troupe could be thrown into question.

Story Hooks

The coming of a ghost circus to town attracts all manner of unsavory entities, everyone from Reapers to ectophages. The Museum of Death can hold their own, but local knowledge is always helpful. The krewes, or members of it, are hired to provide protection while the show is in town.

The Museum is the real deal, and many of its exhibits are Mementos. There's even a Deathmask or two in their collection, which stirs up controversy whenever a Sin-Eater stumbles across one on display. Some of the local ghosts are hungry for power and will risk quite a lot to get ahold of one, but the last thing the afterlife needs is more Reapers.

Beneath the Streets

Everyone says that the building standing on the corner of 7th and Main is haunted, even though the "why" always changes in the telling. A schoolhouse used to be there, the stories go, and the ghosts are children who died in a fire. Before the schoolhouse, there was a boarding house, and other people say the ghosts are tenants poisoned by the landlady.

There's a kernel of truth in both rumors. The boarding house catered to sailors on leave, who wanted little more than a place to stay while ashore. While the landlady wasn't a poisoner, she was a wealthy widow who cut

corners wherever possible. A fire was inevitable.

When the fire first broke out, half a dozen sailors were trapped in the basement. By the time the flames were extinguished, the entire building had collapsed in on itself. The widow had no interest in spending the money needed to retrieve the bodies, so the fire was literally and figuratively covered up, as the land was paved over and a school built.

The trapped sailors haunt the building, their bodies resting beneath the new foundations. An abandoned Avernian Gate can be found here, though it only opens once a year, on the anniversary of the fire or when exposed to fire. When the ghosts appear, they wear the canvas trousers and patched shirts common to sailors of the day, horribly burned and smoking as though fresh from the fire.

Ezra: A young man when he died, Ezra drank too much one night and woke up a few days later belowdecks. Already bitter over the bad luck he had been dealt, death hasn't improved his disposition. He wants to pass on, but his anger is the biggest obstacle he needs to resolve.

Doyle: An attractive man with an Irish lilt, Doyle died knowing his wife had just given birth to a son. When he can risk the Essence, Doyle follows up on his mortal descendants. He aches to have his remains interred next to his wife.

Matthias: Ambitious in life, Matthias dreamed of one day captaining his own vessel. That ambition has not abated. He's learned enough to know about geists, the power to be had in controlling an Avernian Gate, and where a local Deathmask is hidden. Matthias is unsure which path to take.

Story Hooks

The anniversary of the fire approaches, and with it the opening of the Avernian Gate. While this event usually passes without incident, this year the ghosts are arguing. Matthias wants to go get a Deathmask, but he needs help. Ezra and Doyle know just enough to understand it's in their interest to stop him, but they can't do it alone. Ezra's ready to contact a necromancer for help, and Doyle knows that's a *really* bad idea. Doyle knows a krewes might be able to help, if he can find one in time.

A hotshot young documentarian has come across an old newspaper article about the fire and wants to make it her next project. Opinions are divided on the matter. Some ghosts welcome the promise of Essence, others fear the attention of necromancers. Will the movie get made, or will paranoid ghosts sabotage it?

The Local Cemetery

Everyone knows cemeteries are haunted — no surprise there — but a cemetery can still be as vibrant, petty, dramatic, and meaningful as any mortal community. Krewes are caretakers of the dead, but that means some-



thing different depending on the needs of each individual ghost.

Elliott: Elliott married young, his vows full of florid language promising eternal devotion, and he meant them with all his heart. Unfortunately, his physical heart gave out only a few years later. His widow comes to his grave every Sunday, spending hours talking to him about her life. Elliott can see how lonely she is, and desperately wants her to be happy, even if that means moving on.

Delia: Legend says that the first person buried in a new graveyard is bound to help the subsequent residents pass on. For this reason, many cemeteries bury a dog first. Delia is a German Shepherd and former police dog, just as eager to please as she ever was. She has a nose for Anchors, Mementos, Deathmasks, and other relics of the dead. So far, Delia has resisted the barghest instinct to wander into the Underworld, leaving residents to wonder if there's something more to her.

Francine: An aspiring novelist, she took a break from proofreading to go for a run and was hit by a car. Francine knows her book can be the next great literary masterpiece, and she wants *someone* to find her backup and bring it to a publisher.

Joseph: His name isn't Joseph, it's Raul. They were squad mates, soldiers who died next to each other in Desert Storm, and somehow their dog tags got mixed up. Joseph's remains went to Raul's family and vice versa. Now Raul is plagued by mourners talking to an absent Joseph, and he really would like to be mourned by his real family. Only catch is, they're thousands of miles away, and no one seems inclined to fix a minor bureaucratic mistake made decades ago.

Story Hooks

The cemetery closed to new arrivals long ago and struggles to stay open. A neighbor is willing to sell their land, though, enough for the cemetery to expand and stay solvent. Some of the ghosts are happy with the development, while others are wary that outsiders might disrupt their dynamic. All of them expect the local krewe to resolve the situation to their satisfaction.

A celebrity died and was brought to rest in the family plot. Now the cemetery is full of fans coming to pay their respects. As irritating as some ghosts find it, it's not as bad as having the *actual* celebrity swanning around, crying over an untimely death, demanding attention, and otherwise taking up all the focus in the area.

The undertaker is corrupt. He's stealing wedding rings, golden teeth and whatever else he can get away with. His charges are embalmed shoddily, when they're embalmed at all. The living are blissfully unaware of the travesties he's committing, but the dead aren't.

Plot Hooks

The following is an array of short ideas, meant to inspire a chronicle, campaign or side story.

Village of the Dead

Sunset Dunes is a new housing development, built in the desert. The residents joke that the playground is haunted, but they don't know how right they are. The developers never dug down far enough to find the long-buried bodies. Now, some of the ghosts want to be found, to have the rush of Essence that comes from being remembered. Others are terrified that their bodies will be destroyed. The eerie manifestations as the result of their fighting is driving down property values, and the realtor wants to hire a krewe to fix the problem.

Trust Fund Kid

Simone Barkridge, age 19, died in 1973 of a degenerative heart condition. In her memory, her parents built a reading room in the cardiology wing of the university hospital that treated her. Needless to say, being remembered by so many people gives Simone a steady stream of Essence. However, newly announced revitalization plans involve demolishing her reading room. Simone can't bear the thought of being forgotten and needs the help of a krewe to preserve her memory.

I See You

Crab Woman is a geist of a woman who died slowly and painfully of cancer. She patrols the halls of the local ICU, looking for targets with whom to make the Bargain. Unfortunately, she's a little too eager to bond with a Sin-Eater and has hastened more than one unlucky soul off this mortal coil in an attempt to get what she wants. The ICU now has the reputation for being cursed, if not outright haunted, and the deaths won't stop until Crab Woman gets what she wants.

Haunted Highway

A bend in the road is particularly treacherous, decorated with pictures and flowers to memorialize those who have fallen victim. Guard rails don't hold up in the sandy soil, and there's never enough money for a more robust solution. The place is watched over by a Reaper, a lazy ghost who figures if he hangs out where people die frequently, that makes his job easier, and if he commits a little sabotage now and then, well, what of it?

Hate Survives

Zora never thought much about the cemetery plot she'd purchased with her husband, even after the divorce. She always expected she'd deal with it later. But a derailed train brought an end to 'later.' Now, two people who hate each other are spending eternity side by side. Their bickering disrupts the otherwise calm atmosphere of the cemetery, and the other ghosts have had enough.

Suicide Bridge

A beautiful piece of architecture is both a local landmark and a hotspot for suicides, several of whom still haunt it. Some regret their choice and try to prevent others from making the same mistake. Others are more malevolent and wish the despondent to join them in death. By accord, no one ever pushes — they only persuade.

What Lies Beneath

The appearance of a new Avernian Gate usually isn't a remarkable occurrence, especially when they manifest in the expected locations. But a mile from shore and over deep water certainly *isn't* expected. The government thought they'd successfully covered up the failed test of a new submarine — and had, for the living. Now the krewe must figure out how to deal with a few dozen dead sailors who want nothing more than vindication.

Another Kind of Dead

The local junkyard has seen a profusion of ghostly newcomers, each killed and stuffed into the trunk of a car destined for the compacter. Such a regimented system of body disposal implies a serial killer, but the

ghosts all describe a peerless beauty before seeing sharp fangs, feeling indescribable ecstasy, and then ultimate darkness. Whatever killed them, it wasn't mortal.

Bulldozed and Foreclosed

What happens when mortal financial concerns are brought into the realm of the dead? One hundred years ago, the empty lot just south of City Hall was a pauper's field, where the nameless dead were buried. Eventually, the small cemetery filled up, and then everyone forgot it was even there. Now, a land developer wants to turn the empty lot into a high-rise. The ghosts of the poor buried here know they won't get any more respect in death than they did in life and want to stop this. Or, at least see someone care enough to give them a respectful reburial elsewhere.

The Essence of Good Art

The local gallery is having a daring show: the work of Mater Morta. This reclusive artist exclusively paints death scenes. Her talent is exceptional; her current masterpiece (an old woman dying in bed surrounded by her family) spontaneously became a Memento without anyone dying. Whether she intends it or not, necromancers now circle around Mater Morta, hoping to pick off the ghosts attracted by her work.

Bridge Gate

If enough mortals die in one particular spot, does that create an Avernian Gate that even humans can go through? The question has occurred to a local necromancer, and now he's dedicated to answering it. He's leaving a trail of bodies in his wake, victims violently murdered, all for his pet theory. It doesn't matter if he's correct; both his ends and his means are abhorrent.





Dominions

**“I don’t know why we are here,
but I’m pretty sure that it is not in order to enjoy ourselves.”**

— Ludwig Wittgenstein

Byond the rivers of the Underworld lie the Dead Dominions, a thousand ephemeral kingdoms bound by arbitrary and well-defended laws. This chapter introduces ten new forsaken lands, ready for use in any *Geist* chronicle.

Barren Wilds

Barghests are created from animals linked to strong human emotions. However, some Pilgrims believe that given the immense length of the Underworld’s existence, countless Barghests should populate the Great Below. Animal ghosts are common but never outnumber the ghosts of humans. This is due to two factors: their inherent instinct to immerse themselves in the Rivers, and the Barren Wilds.

The Barren Wilds hold the ghostly remains of nature. Barghests pick up faint scents from its twisted parodies of biomes, and seek out its refuge. There, they roam forever, always scavenging, always hungry. Ghosts foolish enough to take shelter here care for the Barghests — or serve as their prey.

Getting There

Pay attention to Barghests when they approach the Rivers. They’ll leap into any of them, but they prefer the River of Life. If one hesitates to make the jump, capture it before it changes its mind. Bind it to your body by leather or chain, and let it lead you wherever it goes. It will first lead you into danger. Overcome it. Then, it will lead you to an exit. Ignore it. Finally, it will bring you to the Dominion’s gates. A wizened man with a long, snowy beard will recite the Old Laws to you, and release the animal you captured. Let it run from your sight, and enter.

Old Laws

Respect the dichotomy of predator and prey.

No human may impose authority over animal.

Any request an animal makes must be obliged.

Breaking the Old Laws incurs the wrath of the Tyger. It is a skinless, four-legged beast adorned in collars, chains, and manacles that it collects from its animal denizens. It prefers to chase a law-breaker down until he’s exhausted or trapped. Then, it mauls him and places one of its accessories on his mangled body. Finally, the Tyger tasks him to tend to the plants and animals while injured.



Story Hooks

- Tommy Splithead is sure that his dog Floyd is still around. They were both murdered in his apartment years ago, but he swears that he saw Floyd get sucked into the Underworld. The image has stayed with him ever since, and it's one of the many concerns that keep him from passing on. Perhaps if the krewe brings the dog back from the Barren Wilds, he can find some peace.
- An Eater of the Dead has developed a new Cuisine where she attracts and consumes large Barghests. Pachter, the ghost of a beloved elephant, would have been one of her victims, but escaped into the Underworld instead. The Eater's cruelty sent her into a furious rampage, and many River Cities—and the krewe—are caught in her path. She refuses to be led to the Rivers, so the krewe must settle for the next best thing: guiding a livid elephant into the Barren Wilds.

Courthouse

The Underworld provides no inherent judgement, which often surprises the Bound. Its oppression affects all walks of life, no matter their sins. A number of Dominions claim to provide threatened punishments of faiths throughout history, but there is no weighing of the heart to be found there. Life, or at least some wan simulacra of it, continues in the Upper Reaches and below.

Perhaps this is why so many ghosts come to the Courthouse. This Dominion consists of courts built from rotted wood and faded stone, each one following an amalgam of laws and procedures struck down from living cultures or adopting wholesale the legal structure from dead ones. Shades wander the courts, hoping to find a verdict that may never come.

Getting There

There are three ways to step into the Courthouse.

The first is to cross the River of Lamentation with a heart plagued by anguish over a sin. The second is to become lost in the Underworld while in the midst of conflict, either between individuals or between a Bound and her geist. The third is to break another Dominion's Old Laws and swear openly to its Kerberos that you did no such thing. The law-breaker must stay out of the Kerberos's clutches long enough for the Courthouse's gate to open. If it's willing to try you in court, and most are, it will follow you.

Whatever the method, a woman in a red robe will make you sign a contract agreeing that you understand the Dominion's Old Laws.

Dominions

Old Laws

Bring no harm to those who serve as judge, for they control your fate.

Justice takes time; make no action to hasten your judgement.

All judgement is final, all sentences must be fulfilled.

The Old Laws apply to every single court in the Dominion. Otherwise, courts rule from their own laws, which may change from moment to moment. The Bailiff, a living net made from iron and leather, holds every court to the Old Laws, and hovers beside every judge simultaneously. It ensnares law-breakers and either sends them to gather ghosts in need of judgement, or forces them to carry out the judges' arbitrary punishments.

Story Hooks

- Your krewe's closest neighbors, the Champions of Aoide and the Afterlife Authority, are feuding. It started as a misunderstanding over the definition of "people" in a doctrine the krewes share, and it's escalated into accusations of heresy. If it explodes into a war, the violence will spill over into your territory. A member of the congregation proposes a solution: if the krewe guides the Champions and Authority to the Courtroom, it could make a final ruling on the doctrine. Can the krewe convince the feuding parties to take part, and will they accept the Courthouse's decision?
- The Benson Cottage, a local historical landmark, is many things to your krewe: a meeting place for other krewes, a warded shelter for unanchored ghosts, and a prime location for Ceremonies. Matthias Howe, a powerful land developer, pulled strings to strike down the law protecting the cottage to demolish it and put a luxury hotel in its place. The city's krewes have a last-ditch plan: scour the Courthouse for the dead law, so it can serve as the focus of a massive Ceremony to ward the site against destruction. They want your krewe to lead the expedition.

Gilded Palace

Nothing gleams in the Underworld, but the Gilded Palace comes close. This Dominion has two parts: the Palace itself, built from the ruins of dead empires and kingdoms, and a large dirt field surrounding it. Its inhabitants belong to a complicated monarchical hierarchy. The most populated segment of the hierarchy is its very bottom, the serfs who pull bile-filled pearls from the soil.

The nobles constantly squabble with each other, hoping to achieve higher echelons of power. They say there's a powerful Emperor in charge of the Gilded Palace, but none have ever met this person, and no one in recent memory claims the title.

Getting There

As you approach Fidelity Lake, where the Rivers of Blood and Hate mix their waters, lower your head in reverence. Kneel, if you are able. Swear an oath of loyalty to something you truly believe in—many krewes renew their binding oaths to gain access. Once it's done, the Irkalla's Gate will swing open.

A knight in rusted armor will ask for one more oath: a promise that you will hold to the Old Laws of the Gilded Palace. Once it's done, the knight will state your place in the hierarchy, most likely a serf. If you accept your place, the knight will escort you inside and grant you free passage to wherever your station allows.

Old Laws

Accept your place in the kingdom with pride.

Roam only within the parts of the castle granted to you.

Loyalty must be repaid with loyalty.

Social climbers walk a very fine line. It's not impossible to rise in the hierarchy and bring down others, but it must be cloaked in favors and backhanded compliments. Blatant ambition or outright disdain for the hierarchy calls forth the Jester, a Kerberos with six segmented legs adorned with bells and a polished mirror for a face. It gives law-breakers tasks to solidify the Dominion's hierarchy, like humiliating beloved nobles and suppressing potential serf uprisings.

Story Hooks

- The krewes come across a band of raiders along the River of Blood. They're more interested in destroying homes than stealing from them. If confronted, the band refers to themselves as "the Pages," and insists that they're raiding on the orders of "the Brilliant Viceroy." They claim that if they successfully drive their victims into the Gilded Palace, they'll be knighted and serve under her.
- A fief in the Gilded Palace risks collapsing into the Ocean of Fragments. If it goes, the rest of the Dominion may go with it. The nobles fall into denial and double down on their petty social games, ignoring the plight of the fief's serfs, who turn to the krewes for aid. In exchange, they'll join the congregation. The nobles, who rely on the serfs to give their games meaning, won't let them go so easily.

Gymnasium

In ancient Greece, gymnasiums trained both mind and body. The Dead Dominion that takes the name focuses exclusively on academia, calling to ghosts who seek higher knowledge. In this large Grecian auditorium,

its inhabitants seek debate and host symposiums. Some native scholars tell visiting Bound they are living in a true paradise. Its reputation even extends to the River Cities.

However, for all the discussions and presentations that take place there, no one seems to truly learn anything in the Gymnasium. Every so often, the Dominion expels a thick fog from its walls, causing those trapped in it to lose any knowledge gained while residing in it. This leads to endless debates and lectures repeated for eternity.

Getting There

Write a question into the banks of a nearby River in large enough letters for everyone to see. Any question will do, but it's said that moral or ethical questions bring the fastest response. A ghost will arrive on a simple, wooden boat. The ghost is no Ferryman, but a representative of the Gymnasium who only knows the way back to the Dead Dominion, and nothing more about the Rivers.

The ghost will beckon you to climb aboard. Without a Ferryman's guarantee of safe passage, the journey will be very dangerous. In a lull between perils, the ghost will answer your question, but it will be wrong. He expects you to pick apart his answer, but he will defend it all the same. When you win the debate, he will explain the Old Laws of the Gymnasium, and allow you to enter.

Old Laws

Challenge the weaknesses of a belief.

Let none sully your pride.

Give everyone enough time to speak.

The Headmaster, a humanoid Kerberos with four faces oriented to the cardinal directions, enforces the Old Laws. Some clever law-breakers try to use the first law against it, claiming that the Old Laws are only a belief. This never succeeds. It envelopes them in its dull, blue cloak and demands that they gather rare texts, heavy stones, or law-breakers who shirked their task.

Story Hooks

- Ena Stark's revolutionary thesis was stolen by her mentor, Angel Rasmussen. She languished in obscurity as Rasmussen rode the heights of success and died a distinguished academic. Ena wants the krewes to find Rasmussen and force her to admit her wrongdoing. Rasmusen currently resides in the Gymnasium, where she vows the Dominion with Ena's stolen work.
- A denizen passes along a journal to the krewes. He claims studying in the Gymnasium helped him realize the true nature of the Underworld, and that he'll never be safe as long as he keeps his notes. The notes seem to be nonsense, but a posse of Reapers wants to steal it back by any means necessary.



Hive

The Hive is many things to ghosts of the Underworld: Dead Dominion, museum, abomination. Unlike other Dominions, it is curated by a Reaper known as Susarahm, the Wicked Gale and populated by the ghosts she captures. She collects shades trapped in traumatic memories and places them in artificially constructed environments made from Castoff. When finished, she invites ghosts throughout the Underworld to see her latest creations.

The Hive grants its ghost inhabitants a limited awareness of the situation, enough to know that something is wrong, but not enough to break the cycles they're trapped in. Without someone to shatter the illusion, they are unable to escape.

Getting There

Getting to the Hive is simple. Susarahm grants passage to everyone who wants to look at her exhibits. She always looks annoyed as she recites the Dominion's Old Laws, and tries to get through them as fast as possible. Once inside, she gives guests a long, in-depth tour.

There is another route, one that doesn't need the Reaper. Drink from the River of Woe and let the painful memories its water brings wash over you. Cross the river and flee from it as far as your body can carry you. When you feel as if you cannot go on, that the pain is too much, then the gate to the Hive opens.

Old Laws

Stay with me at all times.

If you don't have anything nice to say, don't say anything at all.

Don't touch or talk to the exhibits.

Susarahm enforces her laws with her Reaper form, a massive squid with camera lenses at the end of each tentacle. Unlike the Kerberoi, she has no ability to Enforce. She's perfectly fine with ripping ghosts apart and temporarily killing the Bound. Exactly how a Reaper got a Dominion's Old Laws to focus on her is a mystery. Sin-Eaters who discover that the Bound can change a Dominion's laws believe that she might have a krewe's backing. Others are convinced that the Hive has a set of real Old Laws, ones that the Reaper takes great pains to hide. If that's true, they can be uncovered, and perhaps Susarahm can be tricked into breaking them.

Story Hooks

- One of the Hive's ghosts isn't as trapped as Susarahm believes. The ghost sends coded messages to visitors, which eventually make their way to the krewe. The message? *Get us out!*

- Visitors always come back from the Hive with horror stories, but they've never been like this. The krewe hears tales of earthquakes and flash floods interrupting Susarahm's presentations. The earth beneath the Reaper's body collapses and the floods try to consume her. Is the very Dominion itself rebelling against her — and could this present an opportunity for the krewe?

Labyrinth

Much like its namesake, this Dead Dominion is a large, complex maze. However, the Labyrinth's walls constantly re-arrange, making traversal difficult for the Bound and nearly impossible for ghosts. This alone makes it dangerous, but the true peril lies in how the Labyrinth draws its victims in. Messages in every language are written on its outside walls, promising a path to moving on from the Underworld. These messages are vague platitudes, encouragements, or instructions. All encourage the reader to enter.

Once inside, the messages seem to become more direct, as if the maze itself was reading the victim's mind. The instructions devolve into an order to travel deeper inside. By the time the victim realizes she's been fooled, she's within its bowels.

Getting There

The entrance to the Labyrinth is in Pillar, a River City off of one of the tributaries of the River of Consumption. The city is populated by escapees of the Labyrinth. They consider it their duty to hide the gate from those unprepared for its tricks. If you can convince them you have what it takes to escape the Labyrinth, they will guide you to the gate. They will go no further, uncertain they could escape a second time.

The Dominion's Old Laws are written on a tablet not far from the Labyrinth's entrance. Continuing forward is considered an agreement, and the guest is thus bound by the laws.

Old Laws

Do not disfigure or destroy the Labyrinth's walls.

Do not escape through an exit you did not discover.

If you choose to follow the Labyrinth's command, you must complete its task.

The Bull, a Kerberos made from molten bronze and blood, flows through crevasses in the Labyrinth's walls. When someone breaks an Old Law, it bleeds out and coalesces into a bovine shape, shaping the size of its horns to ensure it's always just a bit taller than the law-breaker. It commands the law-breaker to write new instructions into its walls, one for each infraction before capture. To make sure that these directions are not coded hints on how to get out, it impales the law-breaker with its searing horns and hurls them into a remote part of the Labyrinth, far beyond anywhere mapped or tracked. It will do this after each instruction written.

Story Hooks

- Six days ago, a local celebrity's son went missing. It's created a media circus. It'd be just another tragedy if it wasn't for a strange rumor coming from Pillar: A living human boy was seen handing over a stuffed animal to the Labyrinth's guardian and stepping through the Irkalla's Gate. Could this be him? How did he get there?
- In Pillar, Rivet believes she's made an amazing find. She claims that she discovered a compass that can accurately determine direction for anyone in any part of the Underworld. She'd like the krewes to test it in the Labyrinth, where direction has no meaning. It's dangerous, but she's promised a tempting reward: the *Libri Fulgurales*, a lost Etruscan text that describes how to divine the future from lightning strikes.

Neon Table

Between the dim, purple lighting, the moldy maroon carpets, and the rotting green poker table tops, the Neon Table is one of the most colorful Dead Dominions. It resembles an American casino from the early 20th century. It appears to be small and intimate, yet has no visible endpoint. Its well-dressed inhabitants serve guests libations and host card games at its many tables.

Ghosts at the Neon Table gamble with their Memories (*Geist: The Sin-Eaters Second Edition*, p. 285). Rare, powerful Memories draw the dead to put their own on the line. Those who fall into debt serve the Dominion. Most become its waiters and dealers, and an unfortunate few become the Essence in the casino's famous cocktails and appetizers.

Getting There

Scatter a deck of worn playing cards into the River of Memory. Moments before the cards sink into its waters, they will form an arrow that leads you in the direction of the Neon Table. Cross the river in that direction, and keep going until you find the ghost of a roulette table. Give it a spin, and the Bouncer will appear and ask if you've got collateral. Memories or a Memento will suffice. Once she's sure everyone can pay, she'll tell you the rules and let you in.

Once inside, it's customary to gamble with your collateral at the first open table. It's only a tradition, not an Old Law, but the residents are more comfortable around those who take part.

Old Laws

*Everything can be collateral, as long as someone wants it.
Anyone who loses must accept the consequences.
Never cheat the dealer.*

The Bouncer keeps everyone in line. The Kerberos has a thin, translucent body about the height of a person. It is only wide enough to hold two red eyes and an always-open mouth. Connected to her body by visible tendons are four muscular arms three times as long as its body and four times as wide. She wanders the Neon Table on her arms, keeping a close eye on anyone who seems like they might break an Old Law. She grabs law-breakers in three of her arms, and hops on her fourth arm to drag them to the basement. Punished ghosts face servitude, but the Bound have a special punishment: They have to make the cocktails.

Story Hooks

- Your fellow krewes have spent years looking for Benny's Last Chip. It's a powerful Memento, a casino chip found on Bugsy Siegel's corpse. One of them just discovered that it's the grand prize of the Neon Table's high-stakes baccarat game. Whether your krewes' playing fair for it or just stealing it, the odds are against you.
- Ricky Hands, a faithful member of the congregation, wandered into the Neon Table and hasn't left since. It's not that the Dominion holds him prisoner; it's that he's *too good* at poker, and the rush of finally winning at something chains him to the table. The krewes must beat him at his own game, before all his winnings break his identity.

Stillness

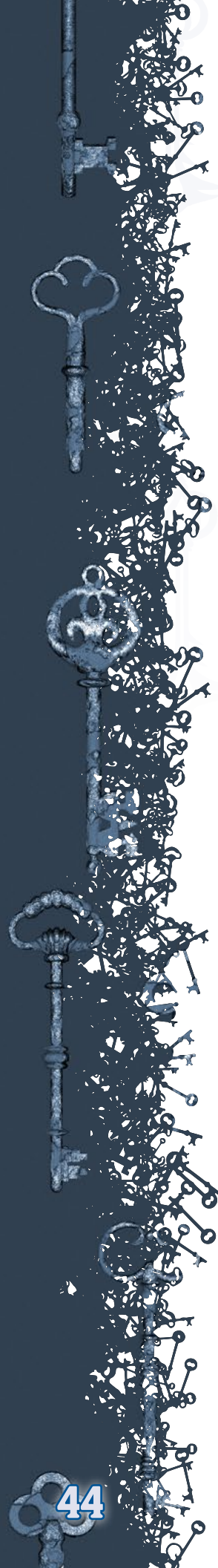
Not even the dim lights of the Underworld reach into Stillness. The pitch black Dead Dominion is empty, save for the freezing stone floor. Aside from the whistle of a cold wind and the clacking teeth of its guardian, the realm is silent. Without guidance, a visitor can lose their way and fumble in the dark forever.

Some of its dwellers are rebellious. They are quick to ally with visiting Sin-Eaters, whom they see as their best hope for liberation. Perhaps, with the help of a powerful krewes, these ghosts can rise up and bring light to the Dominion.

Getting There

Stillness's ghosts did not set out to find the Dominion. However they got to the River of Lamentation the story always ends the same way: near the river lay a pit that they didn't see. All of them tumbled into the pit and discovered they couldn't escape.

You have an easier way to get there. Cross the river with a knife soaked in blood, any kind will do. Pay close attention to the ground in front of you. As soon as you see a spot of bubbling ichor, stab into it with the knife as hard as possible. The pit will open just wide enough



to allow you to climb inside. As you descend, one of the ghosts within will tell you the Old Laws.

Old Laws

Aside from reciting the Old Laws, speech must never stain the land.

Snuff out useless lights.

You cannot leave alone.

Most of Stillness' denizens obey faithfully. Compared to the endless hunger of the Underworld, and the terrifying Dominions whispered about in River City hearsay, sitting in silence and darkness for eternity is a suitable bargain. Krewes often describe Stillness as a Dominion where hundreds of ghosts sit and stare into the darkness, smiling.

For a few, this is no safe haven but a prison to escape from. These denizens walk a fine line with the Old Laws. They formed a language using tactile sensation, and teach it to any Bound or ghost willing to learn. The Racket, Stillness' Kerberos, doesn't seem to consider it "speech." No one is sure what the Racket looks like. Those who witness it capturing a law-breaker recall the sound of chattering teeth and a glimpse of solid, black eyes.

Story Hooks

- The krewe hears a rumor that an ylem, a manifested ambition of previous Sin-Eaters, lies somewhere in Stillness. It's said to be a small lightbulb that beats like a human heart and pulses a soft, red light. It could just be a lie, but there's only one way to know for sure.
- Ishani and Eoin escaped Stillness to seek out krewes. They've heard stories of Sin-Eaters transforming Dominions, which might be their trapped comrades only salvation. They're hoping your krewe can prove that the legends are true.

Sunken Village

The Sunken Village had a name once, but the welcome sign rotted away a long time ago. A few ghosts faintly remember when the desert to the east was a beach, when the sun shone in the sky. The rest have settled into denial, maintaining the waterlogged corpse of a seaside village and pretending nothing is wrong.

The Dead Dominion appears to be a small town, complete with a school, town hall, and local bar. The locals claim they're alive and well despite their spectral bodies. Ghosts who wander into the village become residents and are often willing to keep up the charade. It's a small price to pay for tranquility.

Getting There

Sail down the River of Bone Dust, all the way until the Ocean of Fragments is just within sight. After that is the tricky part: make a hard turn into one of the last streams that break off from the river. Fight the irresistible pull of the Ocean, and continue down the stream until the bone dust becomes coarse sand. Make the long journey across the desert, and the Sunken Village flickers into sight, like a mirage.

The locals are happy to greet new arrivals and ecstatic to see returning guests. They always bring a gift basket with them, which have the Old Laws written onto a card. Accepting the basket is agreeing to abide by the laws.

Old Laws

Embrace hospitality, even if it pains you.

Let no one convince you that you are dead.

Do not trespass onto the pier.

Because of the Old Laws, the ghosts of Sunken Village act as if they're alive, and go to great lengths to keep up the illusion. They don't speak of the greater Underworld, and actively ignore the stranger aspects of their Dominion, like the liminal aura of the Bound or the horrific appearances of masked Reapers.

The Fish Gutter, the Dominion's Kerberos, patrols the town in the guise of a fisherman in a coat too large for him, carrying a large knife. Close observation reveals the coat is made of a thick, yellow smoke. When an Old Law is broken, the coat falls away to reveal a serpent with wooden scales. The knife it once carried becomes its head, with four human eyes on each side of the blade. It exiles law-breakers into the vast desert, commanding them to scavenge for the remains of old buildings.

Story Hooks

- Charlotte Rolland spent years researching the legend of a New England town lost to a hurricane. It's led her to the occult, and the krewe's door. She's convinced she can find it in the Underworld, and she wants you to take her there so she can complete her manuscript. Her descriptions of the town sound a lot like the Dominion that ghosts in your congregation have heard about.
- While traversing the River Cities, the krewe encounters Matty Harper, a former denizen of the Sunken Village. He resided there for as long as he could remember, until one day he wandered too far into the desert and entered the greater Underworld. He's lost, he's starving, but he's also free of the Old Laws. Conflicted on what to do, he turns to the congregation for help. If they assist him, they face a hard choice: is it better to return to a familiar prison, or suffer in a larger one?

Treasury

When a precious item is lost to the ages, it finds its way to the Treasury. The Dead Dominion doesn't discriminate as to what counts as a "precious item," so any beloved or coveted object destroyed or lost may become a part of its tremendous hoard. Lost Fabergé eggs mingle with manuscripts lost to fire. Sometimes, when a Sin-Eater is permanently killed in the Underworld, any Mementos they had find their way to the pile.

The ghosts that reside in the Treasury are always busy categorizing and re-organizing new treasures. They also watch for thieves. Stories of would-be robbers meeting their end by a mob of ghosts are far more common than legends of successful heists.

Getting There

Travel to the Anubis Hills, where the floor of the Underworld is the softest. Dig into the tallest hill and take great care not to excavate into one of the streams of the River of Fire that flows close by. Within the hill is the Castoff of a buried mine, surrounding the Irkalla's Gate that guards the Treasury. Rumors say a loved one must be immolated to enter, but in truth, burning a picture of a loved one suffices. The gate opens after the offering finishes burning.

The Treasury's ghosts are always busy, and even a moment's rest hinders their work. It may take some time for a ghost to notice you. Some use this opportunity to sneak further inside.

Old Laws

All that belongs to the Treasury must remain.

Do not interrupt the Dominion's labor.

All who wish to leave must present the Treasury with a sacrifice.

The Salamander bolts into action when the Old Laws are broken. It's a long, twelve-legged Kerberos with goat eyes and gills that pour molten lava on the ground it walks on. Its scales are made of platinum, save for its tail, which has its bones exposed. When it captures law-breakers, it grants one of two punishments. Ghosts are forced into hard labor to make up for lost time and then exiled. Reapers and the Bound are tasked to search the living world for a priceless object to bring back to the Treasury.

Story Hooks

- One of the Treasury's most prized possessions, a sword that makes its wielder thirst for blood, becomes misplaced and returns to the surface. It's already taken a life: Alex Schumacher was slain by Derek, his brother. His ghost pleads the krewe to recover the blade to free his brother and ensure that it never harms anyone again.
- The Mortal Topographers lost Scuzzer, their best and brightest mind, to permanent death. Some of their priesthood spotted her toiling in the Treasury, but the krewe is in chaos and can't even unite to free her ghost. Their laypeople turn to your krewe for help, in what is bound to be the strangest heist the Dominion's ever seen.



There is more to death than you know, more than you've seen in the scant moments since you've come back. Places twisted by grief and despair. Bound who've made dark bargains with the Gods Below for power. Faith and memories crafted into tools, and sometimes into weapons.

The Underworld runs deep, lifetimes stacked on stolen lifetimes, all to squeeze us down to fuel, to fodder, for the bastards that built it. Sooner or later, it gets us all. It's patient. It plays the long game, because it has eternity to wait you out, and it doesn't believe mayflies like us can make a difference in the end.

That's why we're going to win.

Geist: Memento Mori includes:

- New Mementos, including additional Vanitas and the rare and coveted Greater Mementos
- New Regalia and Ceremonies drawn from dozens of Krewes across all archetypes
- New Haunts that pulse with the Underworld's own power
- New Haunted Locations, each with their own tales of tragedy and endurance
- New Dominions, from the regal Gilded Palace to the Neon Table casino

GEIST

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