

# London Underground

London is an old city where the bodies are buried deep. It's been through fire and plagues, it has been invaded by the Normans and bombed by the Germans. In its time it's been the capital of an empire and even spent a brief period as an uninhabited ghost.

London dates back to the Roman Londinium and is mostly built on top of older parts of London. Beneath its soil lies the earliest tunnel beneath a river, one of the oldest modern sewer systems, the first underground rail road, military citadels, even ruins that go all the way back to the days of Rome. There's a plenty of Low Places to go around in London Town.

## Theme: The Weight of History

As recently as 1950 the western gate of the Roman built London Wall was rediscovered while military bunkers built during the cold war lie underground hidden behind governmental acts of secrecy. A young woman travels to work on the Piccadilly line, all she can think about is how her husband cheated her in the divorce proceedings, oblivious to the lies, fraud and betrayal that built the very tunnel she travels through. An affluent and secular middle class family live in Victorian brick houses just moments away from several different stone built medieval churches. Parliament sits informally, its members gossip and discuss national issues while waiting for the Beefeaters and Police to search the cellars in remembrance of a failed plot before Her Majesty enters the building.

For the bound the weight of history is palpable, it settles over the city like an old pea soup. A Ghost who just recently died of the latest hospital superbug haunts his old home atop where a victim of the Black Plague haunts her unmarked grave, despite the centuries the two are becoming firm friends. A Sin-Eater owns an ordinary luxury flat in Anchor Terrace. Every Wednesday a Flesh Fare convenes to watch Shakespeare's plays performed by ghosts of the original actors who delight in once again having an audience. A group of Sin-Eaters are having a girls day out shopping on Oxford Street, afterwards they take a little time to see the sights, it's just a short walk to the spot of the Tyburn Tree where a few ghostly criminals still hang from a gallows that was torn down years ago. It's probably not polite to point and laugh but they're all a little drunk by now.

To be a Sin-Eater in London is to be a historian, you can't help it. The City is old and well preserved and so are its Ghosts. A Sin-Eater rubs shoulders with as many Ghosts from centuries past as she does with Ghosts from the reign of Elisabeth the Second. The old streets are a schoolboy's education in history, the graveyards a bachelors degree, and every trip into the Underworld a PhD. Simply finding a Ghost's Anchor can be an exercise in amateur archaeology, solving her murder is a job for a historian not a detective.

## Mood: Perseverance

The mood of a story set in London is one of perseverance. It's an appropriate Mood for the Bound who have seen the hell that awaits the dead and know their own mortality intimately. In its time London has endured the fall of two empires, fire, plague, attempted bombing by catholic terrorists, actual bombing by both Irish and Islamic terrorists, far worse bombing by the Luftwaffe and it has even been a ghost town for four centuries. It's survived all of those things and emerged stronger.

What's a demanding Geist compared to all that?

# Resources

londonprofiler.org provides a wealth of statistics overlaid upon a map of London. If your Krewe are out and about and you want to know what ethnic groups they're going to bump into. Or the most likely causes of death to have befallen a local ghost this is the place to go.

The Londoner has created a map of underground locations in central London, just perfect to site a Low Place. It can be found at <http://g.co/maps/uayun>

## London's Buried History

### Pre-Roman London

Before the Romans came there was no London, the region was rural with scattered settlements. What little is known from the history of this period comes mostly from Roman Authors. Strange supernatural powers are often attributed to the British, some are constant with the abilities of modern day Sin-Eaters, some are not. None can be conclusively shown to be anything other than propaganda or fiction.

### Historical Krewe: The Ankou

The Ankou were a true Conspiracy who spread beyond Britain, or rather they spread into Britain from The Continent. Appointing themselves as protectors and lords of the dead the Ankou used their mastery of the Stigmata Boneyard and strange powers that put their body into stasis to claim wardship over entire towns and communities. They would spend one year guarding their charges and guiding the dead onwards.

When their year of service was over they would perform two Ceremonies, the first charged the Geist to depart and offer the bargain anew to the Ceremony's target, by tradition the last person to die in that year. The second Ceremony (evidently workable even without a Geist) would open a Graveyard Gate and according to the Ankou redirect it to the halls of the Deathlord "Oberour ar Maro" who would reward them for their year of service. Whether this is true or not, well no one has returned to say.

Recruitment was always the Ankou's Achilles' heel. They relied on newly Bound Sin-Eaters presenting themselves for training. As the old religions faded fewer did so, some of the dead chosen as replacements even began to refuse the bargain permanently decreasing the Ankou's number and so they faded from history. Rumour states that in their decline they turned to other sources than Sin-Eaters to replace them in their duties, and that even now legends state (correctly) that a few Ankou remain burred watching over remote towns, unwilling to depart without a guaranteed replacement. The secrets they could teach are immense, but they have no time for mere curiosity. The Ankou demand dedication to their duties and mythology.

The practice of creating permanent spectral guards for graveyards and other communities of the dead is directly descended from the Ankou's sunset years.

### Roman London

The town of Londinium was probably founded at around 47 AD. The early period of Londinium appeared to be a turbulent one. Led by Queen Boadicea the Iceni sacked the settlement little more than ten years after it was founded. After growing steadily tragedy struck again in the form of a fire

that burnt much of Londinium around the time of 122 AD. From this point it grew until an economic slump in the second half of the 2nd century AD. Though the future of Londinium was to be eventful it escaped any repeats of its destruction until the fall of the Roman Empire: Londinium's fortunes declined with its Roman builders, by the end of the fifth century the city was largely an uninhabited ruin.

During the early period of Roman occupation the local Sin-Eaters were fiercely independent and maintained their traditions and beliefs in the face of severe Roman suppression but this didn't last. The more Romanised Sin-Eaters had an empire's worth of traditions, culture and ceremonies to draw from. Tempted by occult power and a rich trade in Mementos the British Sin-Eaters soon became just one more part of the Roman Empire's cultural melting pot.

### **Memorabilia: The Spear of Queen Boadicea**

The Iceni were a tribe inhabiting what is Norfolk and parts of Suffolk in the present day. Under the leadership of king Prasutagus the tribe allied themselves with the growing Roman Empire. It was standard for the Romans to allow their client states a measure of independence for the lifetime of their present king who would leave the crown to Rome in his will.

Prasutagus defied the Roman policy by leaving his crown to both Rome and his wife Boadicea. The will was ignored and the Iceni's lands were brutally annexed sowing the seeds for a rebellion against Roman occupation. Though the rebellion failed its memory lives on and the spear of Queen Boudica is a potent Memorabilia. Sin-Eaters often kept their distance for this spear caused especially potent nightmares of Boadicea's daughters being raped. It was last seen during WW2 being smuggled into the Continent as part of a plan to lead Ghosts in revolution against the Nazi's.

Threshold: The Torn

Skill: Persuasion.

Sample Keys: Stigmata (a bloody weapon of war), Passion (Boadicea led a nation in revolution), Pyre-Flame (The key of flame for a fiery queen who burned cities).

The Spear of Boadicea is a 3(L) weapon and provides +1 Defence due to superior reach.

### **Historical Krewe: The Lambs of Easter**

From the beginning death and resurrection have held the utmost importance in Christianity. Any schoolchild could tell you the story: Jesus died for the world's sins on the Cross and three days later he miraculously returned to life.

As the Church spread through the Roman Empire Sin-Eaters began to see occult revelations in the Resurrection and formed Krewes based on the teachings and myths of Jesus, often with their usual attitudes to tradition and beliefs. The Lambs of Easter (a modern name used in place of the Latin Agnus Dei, or Lambs of God) grew to become the Prominent Christian Krewe and a powerful force in Roman politics. They could be considered a Conspiracy except that they were publicly known.

The Lambs of Easter preached an interpretation of Christianity heavily based around the Miracles of Christ and mostly spent their time ministering to their congregations and politicking to further Christianity in general, and themselves in particular. Central to their Ethos was the ability of the Founders to repeat the Resurrection. Founders would crucify themselves (upside down in the style of St Peter) and their souls would depart to the Underworld. Details of what they did there are lost, hidden amongst a mountain of propaganda both by and against the Lambs.

The Lambs own propaganda says that like Jesus they die for their followers sins. Literally taking the sins from the Ghosts of the Underworld into their own bodies so the Ghosts could Pass On, then purifying the sins through the act of resurrection. Yet the lambs also claim they travelled deep into

the Underworld and faced terrible trials to receive wisdom from the gates of heaven. Propaganda critical of the Lambs claim their death and rebirth was simply a show for the crowd and they'd kill time in the Underworld by indulging in scandalous feasting and orgies. Other criticisms claim the trick was merely a way for Founders to revitalise themselves through death and rebirth without risking their Synergy. Despite misconceptions that still surface to this day the Lambs *never* claimed that Jesus was a Sin-Eater. They did however believe that their powers were gifts from God.

The end of the Roman Empire ultimately ended the Lambs as a cohesive organisation. As the various Roman provinces drifted apart the increasing costs of communication and differing political realities fragmented the Lambs into several Fractions, most isolated from the line of succession. Many child Krewes were formed as members of the Lambs left to form their own Krewes based on the same Ethos and Mythology. Some distant descendants survive to this day, but the legendary powers of the Founders has long been lost.

## Anglo-Saxon London

For the early centuries of Anglo-Saxon England London remained an uninhabited Roman ghost town. Around one mile west a new town called Lundenwic was formed. Lundenwic became a successful destination for trade but was also plagued by viking attacks London itself would not be re-established until the 9<sup>th</sup> century when it was restored by King Alfred the Great, largely replacing Lundenwic.

After Alfred's death the Vikings returned, even gaining rulership of London for a short while until driven out by Edward the Confessor. Edward would rule until the fateful and famous events of 1066.

With the decline of travel and trade in ideas following the Roman rule the Anglo-Saxon period saw the rise of a stronger local identity among English Sin-Eaters, but also a decrease in supernatural power and the proliferation of occult ideas as old communication lines were severed and international Krewes collapsed or fragmented into smaller independent groups.

Occult historians usually classify Krewes of the period into one of three major groups or miscellaneous: The Neo-Romans consist of Krewes who wished to recapture the glory days of Rome when occult ideas about death were traded from as far and wide as Egypt and Asia. The Pagans began consolidating the Roman legacy of occult knowledge under the overarching mythology of Anglo-Saxon paganism, or a variant thereof. Finally the Christians also consolidated the Roman legacy of occult knowledge using ideas from Christianity for their overarching myths. There is little evidence that contemporary Sin-Eaters divided themselves along such lines.

The Neo-Romans failed to achieve their lofty aims and faded along with nostalgia for the days of the Empire. The Pagans were gradually subsumed into Christianity as the Church grew in prominence over Saxon kings and citizens. Their myths and traditions were folded into Christian ideas with old gods becoming saints and pagan rituals redefined to honour the life of Jesus. By the end of the period the Pagans had ceased to be a dominant cultural grouping among Sin-Eaters but paganism remained a common influence who forged their own mythologies. Geists in the guise of Pagan Gods survive to this day.

### **Ancient Geist: The Black Dog**

*Woof! Woof!*

**Background:** The Black Dog (or a black dog, there's actually quite a few Geists in the guise of a black dog) is a Geist that has been around for just shy of a thousand years. During this time it has

been bonded many times, usually to the Forgotten but occasionally to the Prey. The Prey who become Bound to the Black Dog often dedicate their second lives to the study of their fate. The Forgotten usually just roll with their Geists inscrutable nature but a few discovered a way to, not control, but somewhat intuit the strange twists of fortune that surround any Forgotten Sin-Eater. They were mighty indeed.

**Appearance:** It's hard to pin down Black Dog's appearance. Sometimes it's a flesh and blood beast, a mighty hound with coal black fur and glowing red eyes. Sometimes it's a living shadow in the shape of a dog stalking through the mist. Sometimes it's just a trick of the light giving an impression on a god that follows you around all day.

**Storytelling Hints:** Somewhere deep within it's animalistic mind it seems to have some connection to fate and chance that runs deeper than even other Forgotten Geists. It has at least enough foresight to smell out deaths before they happen and often follows the doomed around, seemingly just to enjoy the show.

It takes a Sin-Eater's will to turn the Black Dog's connection to fate towards a goal, and most of the Sin-Eaters who made a Bargain with it never figured out how.

**Threshold:** The Forgotten – Some long forgotten act of bad luck, or bad fate.

**Archetype:** Mourner – The Black Dog follows death around to watch, and occasionally find a new partner.

**Virtue:** Prudence – It's hard to notice the Black Dog exercising caution if trouble's coming it decided to avoid the area yesterday.

**Vice:** Pride – The Black Dog is top dog and it wants everyone to know it... yes this does mean marking territory and displaying dominance to mortal dogs and canine psychopomps.

**Psyche:** 4

**Essence:** 15 (24 max)

**Attributes:** Power 9, Finesse 6, Resistance 5

**Willpower:** 14

**Defence:** 9

**Initiative:** 11

**Speed:** 25

**Size:** 5

**Corpus:** 10

**Keys:** Pyre-Flame, Stillness, Primeval

**Manifestations:** Hearse 3, Oracle 3, Shroud 2

## Norman and Medieval London

The Norman conquest of England is considered to be a new chapter in English history. The early years of Norman rule were marked by construction with new forts and Westminster Hall, the oldest surviving part of the Palace of Westminster, more commonly known as the Houses of Parliament. During this time the population of London grew rapidly, trade and commerce flourished.

Yet not all was well, it was in this era that the Black Death ravaged Europe. The Black Death is a contender for the single largest impact of, well anything in recorded history, to affect Sin-Eaters. Though England was spared the worst of it some estimates put the death toll as up to 45% or even 50% of Europe's population.

The impact on Sin-Eaters was enormous. The Stricken began to outnumber all other Thresholds combined and their attitudes about conquest coloured the culture of the Bound. Conquering the

threat of disease rivalled Sin-Eating as the purpose of the Bound. Krewes all across Europe developed Ceremonies and techniques to combat disease, there was so much focus and mediation on death that the Pestilent Key itself began to change. Transforming from a cruel wicked Key that inflicted diseases upon one's enemies into something nobler concerned with controlling and curing illnesses as much as causing them. One of the more visible aspects of Sin-Eater culture from this period is The Rat, or King Rat (the Pestilent Oracle left no doubt who was responsible for the spread of plague, and The Flea just isn't cool). Though now replaced by the White Horseman for a period The Rat was considered to be the patron of the Stricken, rats appear as marks and iconography from Krewes everywhere the Black Death reared it's ugly head. Enough old material remains that even contemporary Stricken sometimes use rat imagery.

In the 1350s when the plague began to decline this caused something of a crisis of identity among Sin-Eaters. Dozens if not hundreds of schemes to “vanquish death forever” were formed with no central organisation. They ranged from Krewes dedicated to discovering and spreading supernatural cures for all ills to Underworld quests to track down and slay The Rat itself. Something must have happened because during this period The Pestilent Key was replaced by the Primeval Key as common to the Stricken who shared it with the Prey (it would change again to the Tear-Stained in the 16th century due to the efforts of Aztec Sin-Eaters). Though Sin-Eaters speculate on the reasons the truth remain a needle in a poorly recorded haystack.

### **Charm: A King's Ransom**

Something odd happened during the Black Death. With so much death the plasmic energies were almost physical, hanging in huge clouds over the streets. This energy often focused itself upon an unfortunate rat, killing it instantly. The corpse of the rat became a Charm.

Sin-Eaters often decorated these dead rats in the image of King Rat. They created tiny crowns and adorable robes. They then artfully let age and decay set in before preserving the body. The result is a Charm called A King's Ransom. An avatar of King Rat himself captured and displayed as a trophy in the war against the Black Death.

Threshold: The Striken

Sample Keys: Primeval (it's a rat), Pestilence (it's the plague)

### **Codex: A Liturgy For King Rat**

A Liturgy For King Rat was first written in Marseille in 1348. From the monks of a monastery killed to the last by the Plague several of the brothers returned to life. The Ghosts in their cemetery told them of Sin-Eaters who had passed that way and how they might be contacted. The brothers set out in search and returned some months later knowing what they are. They took care of the bodies, cleaned the monastery and sat down to do what monks do best: Copy scrolls.

The Liturgys For King Rat are each a single sheet of parchment. On one side is a series of images depicting how to perform the Ceremony A Tribute for King Rat. On the reverse is a deception of how to perform The Coronation of King Rat. The brothers worked hour after hour to create more Liturgies and gave them freely to any passing Sin-Eater who traded them freely to spread the Ceremonies. More than enough copies survive to have given the impression it was a genuine piece of medieval superstition or occultism, rather than the Sin-Eaters home made styles.

### **A Tribute for King Rat (●●●)**

The image of King Rat remains popular with Sin-Eaters paradoxically because it's not that popular. During the times of the plagues and for a while afterwards The Rat was an almost universal icon, now it's somewhat niche. Something the other Sin-Eaters have forgotten but you have not. This makes it a cool image to use in Ceremonies such as this authentic Ceremony from the medieval

ages that partitions King Rat. The cruel lord of diseases who must be both defied and appeased.

Performing the Ceremony: The Sin-Eater takes a fat well fed and healthy rat and feeds it a feast of cheeses and wine. When the rat has eaten it's fill it is adorned with symbols of wealth, from robes and an adorable tiny crown to just selotaping a pound coin to it's back. The rat is then burried in the foundations of a home.

### **The Coronation of King Rat (●●●●●)**

The Coronation of King Rat was written by the same Sin-Eater as who created the Ceremony A Tribute for King Rat, it draws on much of the same imagry and works to the same purpose. To ward a community from disease. It can protect an entire village or a small city district. As a rough estimate one performance of the Ceremony can protect up to one hundred families.

Performing the Ceremony: The Sin-Eater creates a effigy in the image of King Rat in all his finery with several rats from the local area trapped within king rats belly. They then parade the king through the town while the residents cheer him on. When they reach the communities border they unceremoniously dump King Rat on the floor so the effigy bursts revealing the rats. The local dogs are then released to chase the rats out of town to jeers.

Dice Pool: Psyche + Stamina

Action: Extended (Target number of 10)

Time Increment: The Sin-Eater can roll once every ten minuets

Dramatic Failure: The Sin-Eater inflicts the community with the plague.

Failure: No Successes are gained.

Success: Successes area gained. When the target is reached all who sleep within the borders of the community can add the Sin-Eaters Psyche to all rolls to resist diseases for 24 hours. They reset this bonus every time they sleep in the protected area. The effects last for one month.

Exceptional Success: Significant Successes are gained. If the Ceremony is competed on this roll the effects last for two months.

Suggested Modifiers: Size and energy of the crowd (+1 to +3), the Sin-Eater is one of the Stricken (+2), the Sin-Eater has the Pestilent Key (+3)

## **Tudor London**

The Tudor dynasty were a period of stability and growth for London but also a period of great change. Henry VIII's dissolution of the monasteries was the greatest of these changes, at the time over half of London was various religious houses and one third of the inhabitants were monks, nuns and friars. Henry VII's reformation completely change the character of London and had lasting effects through his reign and beyond. The loss of monastic charity contributed to a rise in the numbers of beggars and resulting in the reigns of King Edward and Queen Elizabeth I.

While the Tudor reign spelt the end for the monasteries industry boomed with growth in both small industries and international trade. The infamous East India Company was founded during the reign of Elizabeth I. Yet another change that had lasting effects thorough the ages was the rise of the theatre. Much of English culture and even the English language originates in the wordsmiths of the Tudor era such as The Bard himself: William Shakespeare.

For the Sin-Eaters the Tudor reign was one long transitional period. It is often referred to as the Post-Plague Period by modern Sin-Eaters as the Bound were dominated by their attempts to build a new culture after the turbulent end of the previous generation. In the early years crass materialism was popular, deprived of spiritual purpose many Sin-Eaters were tempted by material wealth by the Church of all institutions.

In Catholic Theology an indulgence marks a member of the church as forgiven for some sin. Now indulgences are supposed to be granted for sins already forgiven, but sometimes money has a louder voice than God. Cash for Forgiveness. To the Sin-Eaters this sounded like a remarkably good idea. The Church had a huge presence in the minds of the public, their word was worth something. Sin-Eaters on the other hand had a much easier time demonstrating “the goods” to prospective buyers. Leave a little something in the will, and when you're gone we'll see you all right. Some Sin-Eaters were little more than con-artists while others were honest businessmen selling a priceless service.

Yet this era did not last long, almost as soon as the Sin-Eaters had found their feet Henry VIII dissolved the monasteries. Abuse of Indulgences for material gain was listed among the reasons for reformation and the Sin-Eaters found themselves fighting over diminishing demand and increasing suspicion. This period of flux lasted until the reign of Queen Elizabeth when the Sin-Eaters of London found a new identity in the growth of culture and the arts. Celebrants were the order of the day and the Bound found some much needed lasting stability for the first time since the plague.

It is therefore somewhat ironically that the culture of indulgences has left the larger direct lasting effect on modern Sin-Eaters. Even to this day the right sort of funeral director or solicitor across large parts of Europe will hint at the possibility for “post mortem care”, providing such services is seen as a respectable career by the Bound. The opportunity to work with living relatives often gives Advocates a very respectable success rate.

### **Memorabilia: The Skull of Yorick**

Ah, William Shakespeare. Beloved of Thespians, enemy of bored schoolchildren (and a time travelling Edmund Blackadder). Has any other man rivalled him for influence upon the English language? When hardly a school in the country does not at some point teach the works of the Bard is it any wonder that Mementoes of his death are prized Memorabilia among the Bound?

As Sin-Eater's delight in morbid imagery the original Skull of Yorick, a simple skull used as a theatre prop, is the most prized Memento of the Bard.

Threshold: The Stricken

Skill: Expression

Sample Keys: Phantasmal (All the world's a stage, And all the men and women merely players),  
Passion (It's Shakespeare, what more needs to be said?).

### **Stuart London**

In the Stuart period two things affected the local Sin-Eaters more than any other. The first was the beginnings of the “London Scene” as aristocrats and other wealthy sorts began to congregate in London bringing with them a rich and dynamic social life. Though rarely quite so rich the Bound, still culturally aligned to the arts and society from Elizabethan times, thrived as performers or by using every supernatural trick they had to ghost their way into the upper classes.

The second great event was the Great Plague of London. Not only did the death toll revive some of the old plague culture (and the demographical predominance of the Stricken) but it even brought

back some Sin-Eaters who were alive in the first plague period. Seemingly relics of a past age cast to the outskirts of society they reformed their Krewes with the newly Bound victims of the plague and made a bid to return Sin-Eater society to the old ways. The Bound vs the Plague. The two cultures went to war in every sense but the literal, though Team Plague eventually lost after the Great Plague ended, the damage was done. The promised prosperity and stability that underlay the cultural ideals of Team Renaissance had been shaken apart. The idea of a unified Bound culture went into remission and the Bound turned towards mortals for cultural ideals, with the unfortunate side effect of a spike in the numbers of Sacrosanct Sin-Eaters as well as Bound being found on both sides of the post Guy Fawkes troubles between Catholics and Protestants. The last noticeable increase of Christianity among London's Bound.

### **Memorabilia: Guy Fawkes' Gunpowder**

Guy Fawkes, called “The only man to enter parliament with honest intentions”. He has become something of an anarchist icon indirectly through the comic and film V for Vendetta. The real life man was undoubtedly a terrorist. Can a plotter who's goal was nothing other than the destruction of the government through an act of secrecy and violence be called any less? While it is true that Guy Fawkes was fighting for the varyingly oppressed Catholic community the plotter's goal was nothing less than installing their own puppet Catholic queen. Rather than bringing equality, they just wanted to reverse who was on top. They were no anarchists.

In March 2002 workers in the British Library found a box containing samples of gunpowder. A note claimed that they belonged to Guy Fawkes, a further note written in the 19<sup>th</sup> century confirmed it but a third note written in 1952 states simply “but there was none left”. Why the note's contradict each other is unknown, but perhaps some enterprising Sin-Eater was the reason?

Remember, remember the fifth of November, gunpowder, treason and plot. I see no reason why gunpowder treason should ever be forgot!
---

Threshold: The Torn

Skill: None, equipment bonus. The equipment bonus works slightly differently than normal, by mixing in just a pinch of powder with any explosive device a Sin-Eater may increase it's equipment bonus by 5. Be warned, there is a finite supply of gunpowder.

Sample Keys: Passion (The plot was motivated by religion). Stillness (The plot was performed in secret), Pyre-Flame (It's gunpowder).

### **Historical Krewe: The Watermen**

The Watermen were a Krewe who grew out of The Company of Watermen and Lightermen, an insular and clannish guild of boat operators who served as the equivalent to taxi and lorry drivers upon the Thames. They believed that Ghosts were not real people but a stagnant pool of death in the river of life given form by misery and memory. They also believed that too many ghosts could choke out feelings of life and mirth under a cloud of loss and morning.

Originally founded as Krewe of Gatekeepers who cleaned their turf – the waterways – the Waterman expanded throughout the industrial revolution to become a large influential Faction dedicated to maintaining the lifeblood of the capital: The rivers geographically, and trade conceptually. In their heyday members joined merchant voyages, protecting the great trade routes from ghost ships and learning secrets of death from foreign Sin-Eaters.

The Great Stink forced the Watermen from their traditional home and they never got quite the same foothold in the wharves and merchants shops as they once had beginning their decline and eventual end. They left behind grave goods and carvings in the subterranean tunnels. Only a fraction of these have been uncovered, if enough were put together they would form a Codex that taught Key

Initiation for the Tear-Stained key.

Two modern Krewe's that are heavily influenced by the Watermen are the Mile High Dragons who protect the modern heart of London's prosperity: The Square Mile and it's many financial companies. Meanwhile the Tunnel Rats adopted the Watermen's focus on protecting the city's transport network. Both groups make at least a passing attempt to reconstruct the Watermen's Codex.

## London Underground

There's a lot burred underneath London and it's soil has born witness to millennia of life and death. It all adds up, bit by bit. Another Low Place adds itself to the list and remains there. After two thousand years as a city there's more Averian Gates than Krewes. Word about the best gates slipped the veils of secrecy sometime before the industrial revolution.

Even the Underworld itself is somewhat more receptive to visitors from the land above, there's been a city here for a long time. The Autochthonous Depths have been a Necropolis for almost as long as London has been a city. The Ghosts have had a lot of time to get... organised. It's still not safe, the Underworld never is, but it's a hell of a lot more predictable than wondering into a Avernian Gate a Yorkshire coal mine.

And so in London everyone's got their travel card to the Underground. They make jokes about it, "we're not scared of bombers or Ghosts on the Underground", they decorate Gates like Tube Stations. Trade around Mementoe oyster cards and when they find a good route connecting two well used gates they name it like a London Underground line.

Oh, and mind the gap.

### **Charm: One Under Oyster Card**

A One Under is used by Tube staff to describe a person who has fallen under a train. A One Under Oyster Card is any oyster card that has become a Charm. Whether or not anyone died underneath a train to create it.

One Under Oyster Cards have become a subcultural icon among the Bound. The symbology is obvious: London's Underworld often looks like a more morbid version of The Tube, oyster cards give you access to the Underground, Charms open Avernian Gates giving access to the Underworld.

In a short space of time One Under Oyster Cards became symbolic of access to the Underworld and thus easily transitioned into becoming a badge of identity for among London's Sin-Eaters. It helps that One Unders are incredibly common (because Oyster Cards are so common) and they're the size and shape of a credit card making it very easy to paint over them and personalise extensively.

A whole host of superstitions surround One Unders, usually they are limited to a few Krewes at most but some of the more common ones include it being lucky to top it up with extra money before embarking on a risky Underworld voyage and unlucky to enter the Underworld with a negative balance. It being bad luck to pay for travel with a One Under unless you're going home after a hard day's Sin-Eating, then it becomes good luck. It's also considered good luck to not decorate over the London Underground symbol and bad luck to use a a discount card you're not entitled to or a photo card.

Most Sin-Eaters who come into possession of a second One Under will gladly trade it for another Charm to any London Sin-Eater (they're also popular with Bound tourists) who hasn't got his

symbol of identity yet. It's considered normal practice to keep spares unadorned and undedicated to a Key, or "virgin" in the Bound's slang.

Various Thresholds.

Sample Keys: Industrial is the standard, an Oyster Card is piece of modern technology. One Unders are a symbol of the Underworld among other things, and no Key captures this better than the Stygian Key. However this is Stygian Key itself is rare and so it's uncommon to see Charms dedicated to it.

## The Tunnels

There's so much burred below London, and it all seeps Below London. The London Underground certainly looms largest in the public eye and so the Autochthonous Depths often reflect it, dark twisting tunnels shaped like tubes with train tracks of old bone; dotted with broken rusted trains containing a Tableau where ghosts stare with glassy eyes waiting to arrive at a station they'll never reach or lie in ever bleeding heaps in the aftermath of some accident that never happened. Engineers notes adorn the walls: Blending nonsense schematics with a spectres written rants in a manner quite useless for navigation, though they make useful landmarks for a map. Major crossroads look like stations where howling voices cry in memory of real accidents over the intercom while macabre art portrays the culture of a London long gone through a deathly lens. Stations where grinning skeletons in mouldy uniforms stand at the ticket counter for an orderly queue of unmoving mummified customers and engineer's telephones and remote help points reply with nothing but a dying man's sigh.

Taking a turn might lead a Sin-Eater away from the tracks and into sewers where all the refuse is death itself. Blood, body parts, bones, murder weapons, syringes still carrying a trace of HIV or badly cut heroin, appliances that give a lethal shock, a wedding ring floating in a trickle of ash. A traveller isn't risking her life with every step but she's bound to come across something, most likely an disease, that's dangerous. One risk per navigation roll is a good marker.

Climbing up through a convenient manhole our necronauts find themselves in a burred wartime shelter, a basement, a pumping station, or perhaps a ball room that's sunk below the rising streets. These seem to connect with the tunnels almost by accident: An train track or sewer pipe seems to have tunnelled in by mistake and left Sin-Eaters to scramble over a heap of bricks below a smashed wall. Sometimes the tracks go right through. Some of these ruins are entire mazes within themselves, some are just a single room, many offer the promise of treasure, Mementoes and buried secrets though most have been picked clean for there's a history to them. They're rarely the psychoactive Underworld reflecting the land above. No, these are ghosts of buildings themselves. Lost and forgotten below London's soil the buildings have died, from age, from nature or just from having no one visit their perfectly preserved corpse, and gone where all dead things go.

Searching the ruins finds nothing but dead ends, the doors open to bare rock, however one smashed window opens into a tunnel. Though careful our explorers cut themselves on the glass as they pull themselves through into a catacomb. It's stone walls lean in oppressively and the air hums with the whispers of dead men. Rows of coffins adorn the walls, they seem to creak when you're not looking. Is someone trying to get out?

Fortunately this is the last landmark. According to this map the Krewe just needs to reach the end of this tunnel to reach the Ward they seek.

## Resident Geist: The Last Wild Boar

*Oink! Oink!*

**Background:** The Last Wild Boar first appeared in the medieval ages when wild boar became extinct in England. It amounted to little, spending centuries in The Tunnels foraging for ofernda, goring any ghost or Sin-Eater unfortunate enough to startle it and rolling around in the muck. This is all deeply symbolic donchaknow.

The reintroduction of wild boar to England in the 1980s does not seem to have had any affect on The Last Wild Boar. Perhaps because they have not reclaimed any noticeable place in the national culture. Perhaps because the reintroduction of wild boar dose not detract from the meaning and sentiment of their original death.

**Appearance:** The Last Wild Boar is an enormous warty bristly pig covered in accumulated filth from the tunnels and splattered with the remains of it's latest goring victim. It is roughly the size of a polar bear.

**Storytelling Hints:** Though the The Last Wild Boar certainly does not act in the least bit mystical it is a symbol of the power and virility that wild boar once represented. This makes it a fearsome foe, it is large, enormously strong. It can enhance it's natural might with plasmic tusks and twist the environment to trap it's foe while it hunts them down. Be careful around it.

**Threshold:** The Prey – Goared to death by a wild boar.

**Archetype:** Celebrant – It is as happy as a pig in muck.

**Virtue:** Fortitude – It's a symbol of power and virility.

**Vice:** Wrath – Don't startle it, it doesn't like that at all.

**Psyche:** 4

**Essence:** 15 (24 max)

**Attributes:** Power 9, Finesse 2, Resistance 9

**Willpower:** 18

**Defence:** 9

**Initiative:** 11

**Speed:** 21

**Size:** 8

**Corpus:** 17

**Keys:** Primeval, Passion

**Manifestations:** Hearse 5, Shroud 3

### **Sights and Sounds: The Telephone Wires**

In most cities the telephone wires are Underground and in more than one city telephone wires emerge in the Underworld. London is one of those with Underworld telephones. The many deep level tunnels and secure underground exchanges – such as Kingsway built on the stillborn corpse of a public bomb shelter – has led to Underworld representations of telephone wires. While actual wire tunnels and exchanges are rare the distinctive looping wires – dripping with the neon blue slime of ignored messages, undelivered texts and lost internet traffic – are if not exactly frequent, common enough that finding some isn't a huge surprise. This liquid can be drunk for Plasm, but it's also flush with the passions of life. In addition to the usual effects of drinking Plasm the Sin-Eater gets +1 when trying to sleep, but also -1 when trying to maintain emotional balance, such as when resisting a Derangement. The other thing you can do with these lost messages is listen to them, this requires the Industrial Oracle, good luck finding a useful message.

Emotion junky ghosts aren't that uncommon in the tunnels. Their regular feeding spots are also regular feeding spots for more predatory ghosts. At least one Geist lives in the wires and embodies the Death of Emotions. That tiny little death of emotion when you send a text message calling the

relationship off. Each death is tiny alone but in their millions they've created a Geist that's growing stronger daily and possesses a near limitless knowledge of what's said over the wires.

Other forms of communication are present too, the closure of the royal mails private underground railway has led to a noticeable increase in the number of letters found Underground, but emotions only die frequently enough on the wires and so only the telephones drip with the passions of life.

## **The Wards**

To the Ghosts in the Tunnels are a necessary evil. Only inhabited by the dregs of society and sadly required for any (rare) travel. Every civilised gentleghost from a duke to a dunnyman lives in one of The Wards.

When a Ghost sinks into the Underworld it usually finds itself arriving among other ghosts with whom it shares one or more key features. It might find himself with other Christians or perhaps everyone who died of typhoid fever shares a home. In London Underground these communities are called The Wards. Most Wards are home not just to ghosts, but to buildings long lost physically or metaphorically to the land of the living. Like Mementoes buildings require the weight of memory to appear in the Underworld. The Burn Ward (everyone's heard the jokes already) is largely Elizabethan as it is still dominated by the buildings destroyed in the Great Fire of London though more modern buildings can be found, often towering over the older architecture. The Quarantine (the hospice to the more polite) contains victims of disease and the buildings it contains also date back to a calamity: The Black Plague and the buildings condemned during those dark days. Few modern buildings arrive save for the occasional abandoned hospital. Meanwhile Westminster, Below as Above, contains the communities of the powerful and very very few buildings for right sort of building almost never dies. Instead the Ghosts commission other Ghosts to strip down buildings from other Wards for parts and build anew.

While it is impossible to catalogue all the Wards in a city the size of London here is a selection of Wards.

### **Westminster**

Westminster, home of the powerful. The movers, the shakers, the politicians, the industrialists, and the bankers. From their halls in Westminster the Parliament of Dust tirelessly govern the land. The Sacred Order of Lawmen depart the original Scotland Yard for their patrols. Here lies the guildhalls, and above all is the Savoy Palace; home to Diana: Queen of the Dead.

Perhaps responding to the themes of power itself the Underworld has formed Westminster on a plateau extending from a solid wall of stone that stretches upwards to the ceiling unseen high above. The plateau is only reachable by the bridges London lost over the years. The bridges stand as firm as they did at their best in life, and only have to deal with foot traffic anyway, which is just as well since the void beneath seems hungry for unwitting travellers. When you look over the side it breathes in with anticipation (terrifying the first time, a place to show off for tourists the 10<sup>th</sup> time). The bridges hang with cages holding the calcified remains of, according to legend, the soul of anyone who ever truly betrayed London while standing proudly are, again according to legend, the skeletons of the best kings and mayors to grace the fair city.

### **Sights and Sounds: The Dragons**

Major entrances to the City of London are marked by a statue of a dragon. Reproductions of these statues can be found in London Underground. Some formed by themselves, such as the statues

guarding the bridges to Westminster and those guarding every entrance to The City (The Ward for bankers and financiers). This has made replica statues popular protective talismans with the Ghosts of both Wards, and since Westminster is the cultural centre of London Underground: the ghostly population as a whole.

No one has ever seen any of these dragons come to life to protect their charges, but there are stories..

And what of the buildings, what ends up down in Westminster? Well not all that much, the buildings that might qualify for a prime piece of Westminster real estate, they're institutions. Private homes need not apply. Few of them ever die and so few ever rise again. The Savoy Palace made it down and is now the seat of the monarchy, Scotland Yard appeared almost immediately after the police decided to stop using it. Here is the final resting place of stately homes and castles, of banks and perhaps one day skyscrapers. Once you remove those lost a second time there's a bit of a building shortage so a good deal of Westminster was in fact built by taking apart buildings from other Wards. All the guildhalls were built in this manner.

### **Resident: Diana: Queen of the Dead**

**Background:** The life and death of Diana, Princess of Wales is well recorded and need not be recounted here so let us instead describe the monarchy of London Underground. As Ghosts are both older than the living and somewhat stuck in their ways London Underground is significantly more old fashioned than the sunlit realms. This means that the monarch holds ultimate power. History fans will be interested to know the Ghost of King Charles the 1<sup>st</sup> had his revenge on the Ghost of Oliver Cromwell before the later could even think of committing regicide a second time.

While the literally cut-throat politics in the old days provided London Underground with it's dead royalty in recent years most royalty have managed to live a long and full life. Diana, Princess of Wales who died in a car crash and George VI who was driven to an early grave by the stress of his throne are two exceptions. By all accounts George VI's Anchors resolved themselves naturally and he Passed On having never seen London Underground. Diana was not so lucky and now rules as Queen of the dead.

**Appearance:** As a famous public figure all that needs to be said about Diana's appearance is that she has clothing and make-up imported from the land of the living. It's enough to convincingly look like she never died, as is the fashion among those Ghosts who can afford it.

**Storytelling Hints:** While Diana is the ultimate authority in London Underground she is not involved in every little detail. That's what she's got ministers for. Unless the player characters uncover something with huge ramifications for all of London (and lets be fair, they might. They're player characters) their requests are unlikely to go, or need to go, higher than a government official.

If the players really want to meet Diana personally the easiest way is to join one of her many charitable endeavours. Diana's ability to spread hope hasn't faded with her death, and in the Underworld she's found the place that needs it more than anywhere else. The Underworld is an unrepentant hell hole but everywhere has it's bright spots, the brightest are that way because someone took the time to make it so.

**Virtue:** Hope – No one could inspire hope quite like Diana, Princess of Wales.

**Vice:** Pride – Even the People's Princess had her vices.

**Essence:** 10

**Attributes:** Power 2, Finesse 7, Resistance 2

**Willpower:** 2

**Defence:** 7

**Initiative:** 7

**Speed:** 19

**Size:** 5

**Corpus:** 7

**Numina:** Consume Offering, Ghost speech, Harrow (Hope), Harrow (Grief), Inspiring (as per the Merit of the same name).

### **Memorabilia: The King's Cut-throat**

If you go back in history royalty was no stranger to death by beheading but the death of Charles I is a particularly memorable one in the British national conscious. Memorable of course means Memorabilia. Tried by the authority of an act of parliament that never passed (the bill never got through the House of Lords, and of course never received royal ascent) in something of a kangaroo court Charles argued the divine right of kings against accusations of using his powers for personal gain and thus committing high treason. For his troubles he was sentenced to death by beheading.

Charles I is not the only beheading still taught to school children today. Henry VIII beheaded two of his wives, two more Memorabilia or perhaps merely Charms? Is someone out there working hard to complete their collection of axes (and swords)?

Threshold: The Torn

Skill: None, equipment bonus

Sample Keys: Stigmata (Beheading is a bloody way to go, and the civil war that led to it wasn't blood free either). Phantasmal (The trial was a kangaroo court).

### **Dicken's Green**

Dicken's Green, the least green of any Ward, is the home for people who's deaths were defined by poverty.

It's a grim depressing place. An enormous cavern filled from end to end by a maze of twisty narrow alleyways between run-down Victorian terraced houses, and the occasional council estate, covered by a permanent thick coal smog. Light and colour seem depressingly weak through the ever present haze. The Ghosts are beaten down with dead eyes and hollow cheeks (cheerful cockney chaps and streetwise urchins go to other wards) trudging through another day.

It's not a place you'd visit if you can avoid it but many Sin-Eaters find more nefarious reasons to go to Dicken's Green. The vast subterranean maze is an excellent place to hide goods or secrets, few of the local Ghosts posses the strength to get past the weakest of Wards or the desire to invite trouble in such a manner. The attitude of defeatism means few will intervene or call London Underground's police if a Sin-Eater wishes to abduct a few Ghosts. The Gatekeepers who would object are as hampered by the size, apathetic locals and labyrinthine nature of the Ward as anyone else.

### **Local Krewe: The Dead Dickens Society**

The Dead Dickens Society are, well there's no other way to put it, they're gangsters. The origins of the Dead Dickens Society can be traced back to the 50s and the decline of tight-knit working class communities. The Society was formed as a refuge for mostly lower level criminals who were being edged out by changes in the Underworld. Some were Sin-Eaters in the ranks of mortal criminal firms, others were killed by rivals and sought sanctuary upon reviving. At it's height the Society had five Sin-Eaters, it is now down to four. A number of Ghosts, a few mortals and mediums round out the numbers.

Aided in part by their ownership of the bed Charles Dickens died on, and it's bonus to Streetwise,

the society has established itself as the premier provider of organised crime in London's Underworld... there's not really much competition for the title. They deal in everything from carefully arranged thefts of Memorabilia from museums and collectors to trafficking in enslaved Ghosts.

Like many gangsters the Society fosters community relationships. The Society plies the impoverished ghosts of Dicken's Green with simple Ofrenda and imported food as well as warding buildings from The Fog. In return no one moves through the twisty alleyways without word reaching the Society. The Society also considers Sin-Eaters are also considered part of it's community, and if unprovoked are unlikely to do anything worse than offer to sell a few Charms that fell off the back of a lorry. Why antagonise one of the few groups that can threaten you? Not all Sin-Eaters agree and many Gatekeepers are disgusted that the living would dwell in the Underworld, and of the Societies brutal exploration of ghosts from outside Dickens Green.

### **Ceremony: Rest in Peace (●●)**

Living in the Underworld is not a good idea. There's little to eat or drink, the environment is dangerous and the locals are frequently deadly. Sometimes though a Sin-eater just doesn't have a choice. Like the Dead Dickens Society they need to hide from the Law or their Psyche is great enough that a home away from home has become a requirement. This Ceremony can allow a Sin-Eater to enjoy the peace of the grave while trying to sleep in the Underworld.

Performing the Ceremony: The Sin-Eater symbolically separates part of the Underworld and begins decorating it by adding a verity of homely touches. If they are reusing this Ceremony they do not need to change the decorations. A light bit of cleaning will suffice.

Dice Pool: Psyche + Composure

Action: Extended (Target number of 4)

Time Increment: The Sin-Eater can roll once every minuet

Dramatic Failure: The Sin-Eater suffers the usual penalties to sleeping in the underworld even while in the land of the living, until they manage to fall asleep.

Failure: No Successes are gained.

Success: Successes area gained. When the target is reached the area seems to breath out. It becomes less oppressive, almost peaceful. Anyone can sleep here as though it were outside the Underworld.

Exceptional Success: Significant Successes are gained. If the Ceremony is competed on this roll the effects last for two nights.

Suggested Modifiers: The area is mystically separated from the Underworld with a warding Ceremony or manifestation (+2). Decorations plundered from coffins or other items intended to make the dead more comfortable (+2).

### **Burn Ward**

Burn Ward is the home of the loose candle and the bedtime cigarette. Of the unattended chip pan and the creaking gas main. Of the pyre flame and cremation ashes. It's where the burnt people go.

Beneath an unseen ceiling obscured by high rising clouds of soot Burn Ward's architecture is still largely dominated by the buildings lost in the great fire of London. Even as the city grows and the

sheer number of new buildings balance out advances in construction and fire safety nothing has ever come close to making such an impact on the cities history and so Burn Ward remains in it's timeless state. While few modern buildings make it to Burn Ward a nasty fire with several deaths can still reach these stifling caverns. Old and well remembered fire stations have little trouble making it down as do firefighters, even if they didn't actually die of fire. The other modern addition is gas mains, most gas mains that exploded and killed someone can be found down here somewhere nestled among all the gas mains and pipes that manifested without ever being alive.

Being burnt is a huge risk for any visors to burn ward. The locals don't mind of course, they all have the Fireproof Numina. Buildings or even people might still burn with ghostly flames, hot enough to kill a Sin-Eater. The gasworks creek and groan ominously and occasionally explode or give of bursts of fire. Sin-Eaters rarely stay long without access to the Pyre-Flame Shroud.

### **Memorabilia: Thomas Farrinor's Oven**

On September First 1666 Thomas Farrinor, the kings own baker, went to bed leaving some kindling a little too close to the coals of his oven. So began the Great Fire of London that burned for four days causing uncountable damage and a death toll that's contested, estimates range between eight and several thousand. Destroyed by the fire but reborn in the Underworld to be claimed by a contemporary Krewe was Thomas Farrinor's Oven. It has travelled around the Twilight Network ever since.

Threshold: The Forgotten.

Skill: Crafts

Sample Keys: Pyre-Flame. Anything else would be silly.

### **Resident: Sam, The Fireman**

*“What are you doing in there? Everyone knows it's not safe for outsiders in Burn Ward.”*

**Background:** When he was young Sam discovered he loved fire, really loved fire. No matter how many times he was scolded and warned not to play with fire he would return to his hobby. This rather concerned his parents who asked at the fire department if anyone could talk to him, they could because they'd seen this before, quite often in their own members. It was best to put your passions to productive use.

After a career of service that was averagely heroic Sam died from lung cancer caused by a cigarette habit and a bit too much smoke inhalation over the years. When his last anchor was lost Sam fell into his natural Underworld home: Burn Ward. The Underworld is pretty horrible, but the fires are nice.

**Appearance:** Sam's cancer has had two effects on his appearance. He lost his hair to chemo and he became skeletal thin. Both these marks remain in death but he found an old grey but solid firefighter's uniform in the firehouse he makes his home. It covers both deathmarks.

**Storytelling Hints:** Love of fire or not Sam doesn't actually like the Underworld and has brought into the local beliefs of purgatory and redemption. He does his best to keep busy and follow what the priests say in hope of passing onwards. Sometimes an outsider passes into Burn Ward and well, gets badly burnt. In those moments he can't help himself. He's a fireman and his job is to save lives.

**Virtue:** Charity – When a life is in danger there's no stopping him.

**Vice:** Lust – Sam could spend hours just staring at a fire.

**Essence:** 10

**Attributes:** Power 1, Finesse 1, Resistance 3

**Willpower:** 4  
**Morality:** 7  
**Defence:** 1  
**Initiative:** 4  
**Speed:** 12  
**Size:** 5  
**Corpus:** 8  
**Numina:** Fire Proof, Consume Offering

### **Resident: Old King Coal**

*Mad laughter*

**Background:** If there was once any humanity in Old King Coal there isn't any left now. He has become the embodiment of the inhuman hunger of fire. It's insatiable fury but also it's kinder nature, fire has no malice, no aggression, no spite and neither does Old King Coal. No one really knows where he came from, most of the ghosts agree that Old King Coal was here before they arrived but apart from that little is known. Popular lore has it that was Thomas Farrinor himself and responsible for the great fire but there's no evidence to either support or refute this theory.

**Appearance:** Old King Coal looks like the worst burn victim you can imagine, his flesh is raw, it seems to have partially melted and his eyes have long gone. His bones, teeth and finger nails are solid coal. He's permanently ablaze too but that's not so unusual for a resident of Burn Ward.

**Storytelling Hints:** Old King Coal is a merry old soul indeed. He wants to bask in the glow of fires, in the memory of fear, pain and loss. Burn Ward provides all his needs, though he claims himself the undisputed king of the Ward and laughs at London Underground's government he never actually issues edicts or orders and has never objected to people following the government's rules.

There is however a darker side to the king, he wants to preserve Burn Ward forever as his private fiefdom and in this he's opposed by everyone who utters the words "fire safety". On occasion he has crept into the lands above to bring new souls to his burning realm. Sin-Eaters and Ghosts alike see him as a harmless eccentric, if they knew the truth they might revise their opinions, with permanent results.

**Threshold:** The Forgotten – No one would be surprised to learn he burned to death in an accidental fire.

**Archetype:** Mourner – He does nothing but celebrate the beauty of death, so long as it was caused by fire.

**Virtue:** Faith – It's a simple Faith but a strong one. Old King Coal believes everyone has a place, his is to burn.

**Vice:** Greed – like fire the king is insatiable, his hunger for sensations will never end.

**Psyche:** 2

**Essence:** 8 (16 max)

**Attributes:** Power 8, Finesse 1, Resistance 5

**Willpower:** 13

**Defence:** 8

**Initiative:** 6

**Speed:** 19

**Size:** 5

**Corpus:** 10

**Keys:** Pyre-Flame, Industrial

**Manifestations:** Boneyard 3, Rage 2, Shroud 2

## **The Jewish Quarter**

If you discount re-purposed Wards The Jewish Quarter is one of the oldest Wards defined by either ethnicity or a non-Christian religion (depending on how you define Judaism.) still in use. Judaism has been present in London since perhaps as far back as it's Roman origins, with a gap caused by their expulsion by Edward I in 1290 which led to the eventual desertion of the Jewish Quarter over a century later until it's repopulation shortly after the Jews returned in the mid 17<sup>th</sup> century.

The Jewish Quarter is for the most part a residential district. Nearly all the buildings here are houses, though naturally synagogues consider this Ward their home. Buildings are laid down in layers, as you travel away from the centre the homes get older and older. Culturally, and even legally, the Jewish Quarter exists in an unusual position. It surprises no one that Christian beliefs that cover most of London Underground aren't particularly common here, instead most of the Ghosts are fatalistically optimistic, believing themselves to reside in Sheol. The Underworld of Jewish mythology where all the dead go (well all myths have their contradictions and varying points of view, this is the favoured interpretation among the locals) and will remain put until the messiah comes. Believing that their salvation is only a matter of time the Ghosts simply make the best of things.

Legally the Jewish Quarter is a semi autonomous political entity. Legally separate from London but directly under the protection and vassalage of the monarch. Jews can and do appear in any Ward: A scholar could arrive in London University, or the victim of fire could as easily arrive in Burn Ward as in the Jewish Quarter. Despite this the law regards such legally as residents of the Jewish Quarter and covered by it's unique legal position. This situation is not without the taint of prejudice and legally enforced inequality but it does have one enormous advantage. Unless they convert any Jewish Ghost is outside the jurisdiction of both The Church and The Lay Order of Confessors. While both groups have their hearts in the right place they can be extremely dogmatic about pushing the correct beliefs making legal exemption (and yes, both groups do respect that rule) a rather nice perk. Many other faiths, either recently created or at least recently arrived in London are currently petitioning for similar religious exemptions.

Government in the Jewish Quarter is a loose affair run by any rabbi who turns up to council, everyone argues until some semblance of agreement is reached. Council is usually held in the nicest synagogue available. Currently The Great Synagogue of London (destroyed in the Blitz).

### **Charm: A Perfectly Ordinary Rock**

In Jewish customs it is traditional to leave a small stone on a grave as a mark of respect. Sometimes these stones end up as Ofrenda and sometimes, after an especially moving funeral one ends up as a Charm.

An ordinary stone seems to lack a certain something so most Sin-Eaters modify these stones heavily, carving them into skulls, tombstones or icons from their Krewe's Mythology. Some image conscious Jewish Sin-Eaters wear unmodified stones as a symbol of their faith.

Threshold: Various

Sample Keys: Passion (From the outpouring of emotion at a funeral), Grave-Dirt (It's a stone)

### **Local: Rabbi Reuven Gollancz**

*"Trafalgar Line? Let me tell you a story about Trafalgar Line."*

**Background:** Rabbi Reuven Gollancz was never what you could call a leader of men, his sermons were uninspired and his public speaking hesitant. Rather, he was a scholar. A scholar of the Torah

by trade and of many other subjects: history, culture, the occult by hobby. In life he studied only for his own enlightenment, his letters with his contemporaries were insightful and often led his peers to in interesting directions and the occasional noteworthy discovery. He himself was secluded by his own reclusive nature and published little.

When he died of a heart attack Ruven was anchored to his books and his work, mechanically going through the motions of scholarship, the same lines of inquiry running on an endless loop in his head. His papers and books were eventually claimed by his son and forgotten about in a basement until a burst pipe destroyed them. Without an Anchor Ruven soon found himself in the Underworld. Once again able to think he embarked on a new project, learning exactly how the living honouring the dead draws up Essence from the depths of Underworld. He hopes this project will keep him occupied until the Messiah comes.

**Appearance:** Ruven isn't exactly a short man, but he seems like one. His back is arched from years bent over a book and he squints slightly. For clothes he favours the traditional dress of an orthodox Rabbi.

**Storytelling Hints:** Why would a Bound seek out Ruven? For what he knows of course. Studying with Ruven is a good way to learn Occult secrets of the Underworld (or learn Torah, but you don't need to go to the land of the dead for that), he's also one of the few Ghosts that regularly travels outside his Ward and so he's a good source for learning the lay of the land too. In return he usually has a few places of remembrance that he wishes to study for his research so he asks the Bound if he may use One Step Behind to visit a few spots on the surface.

**Virtue:** Faith – As a rabbi it would be fair to describe Reuven as a man of faith.

**Vice:** Sloth – Secluded with his studies, that's the life for Reuven.

**Essence:** 10

**Attributes:** Power 1, Finesse 3, Resistance 2

**Willpower:** 3

**Morality:** 8

**Defence:** 3

**Initiative:** 5

**Speed:** 14

**Size:** 5

**Corpus:** 7

**Numina:** One Step Behind, Necromancy (This possibly unique Numina is used to Navigate the underworld. Roll Finesse, a number of navigation or perception rolls equal to Successes becomes a Rote Action. There is no cost for this Numina but it may only be used once per hour).

### **Historical Krewe: The Scholars of Sheol**

A lot of Krewes have strong ties to their community, The existence of Wards like The Jewish Quarter can be very convenient to these groups. One such Krewe, the Scholars of Sheol, were active from around 1870 to 1890. If the Scholars of Sheol were actual scholars none of their written research remains. They are mentioned in occasional accounts found in the journals of their contemporaries which describe them as a group of four and talk of negotiations over territory and other such purely practical matters. They left behind a legacy of Avernian Gates beneath Jewish cemeteries, synagogues and even residential Jewish Communities. Trying to reconstruct their beliefs from these Gates are futile. They're very, almost deliberately, generic in their portrayal of Judaism.

There are many theories as to their aims, the correct one is that they simply wanted an Avernian Gate that led directly to The Jewish Quarter, and they succeeded. Either they discovered the secret

of targeting an Cenote's exit or they succeeded through sheer perseverance and dumb luck. However they did it the Gate lies beneath West Ham Jewish Cemetery.

### **Local Krewe: The Witches of Endor**

The Witches of Endor began where the Scholars of Sheol ended. Not that long after the Scholars completed their great project they departed. Some say they mastered greater powers in the Underworld. Other's say America or Israel. Several of the Sin-Eaters who used the Gate took it upon themselves to take over maintenance and protection, they called themselves The Witches of Endor after the witch who summoned the ghost of the prophet Samuel in the Book of Samuel.

The Witches of Endor masquerade as a Jewish woman's group of volunteer groundskeepers in front of mortals, and a harmless group of Advocates gradually working their way through the cemeteries Ghosts to other Bound. In truth they are a group of Paragons, their mission to protect the gate is at heart about protecting something important to their community from those who would threaten it. Mostly that means keeping the Gate secret from Gatekeepers, and by extension the wider Bound community. Simply put this Gate is a Gatekeeper's nightmare, a semi-secret amongst the Jewish community the Gate is in constant use by the living. Historians gather eyewitness accounts, rabbi's debate with their deceased peers, the living pay family visits to the dead, scrolls lost to accident or vandalism aren't so lost after all. In World War II the Underworld was even used as an air-raid shelter for both people and the contents of several synagogues.

Here's a couple of storyhooks. In 2005 West Ham Jewish Cemetery was a target of anti-Semitic vandalism. In the World of Darkness perhaps there was a different cause, maybe a conflict between the Witches of Endor and furious Gatekeepers. Secondly just how did the Scholars of Sheol manage to create an Avernian Gate to the exact Ward they wished and why did they vanish so completely afterwards? If word got out about their magnum opus there's a lot of Krewe's who would love to repeat their work for their own community or some other reason. If there's a secret technique to be found whoever unearthed the truth could name their price.

### **The Blitz**

The Blitz was the most recent danger to have a serious effect on the landscape of London as a whole. Over 40,000 were killed with far more injured over a bombing campaign that lasted for the better part of a year. In London Underground the result is a Ward known as The Blitz and less commonly as The Bomb Shelter or The Shelter. On the outside The Blitz looks terrible, almost every building lies on a scale that ranges from obviously hit by a bomb to a smoking pile of rubble. Every few minutes the sound of an unexploded bomb going off rings through the Ward (safety tip: stay away from any rubble large enough to hide something big).

And yet despite this The Blitz isn't a bad place to be a Ghost. It's rather safe once you learn the trick to avoiding bombs, the population retain the sense of unity that a common enemy gave them in life. Rather than grow depressed by their surroundings the Ghosts carry the devastation like an old soldier shows off his battle scars. After all, they did win the war (when that news reached The Blitz one Ghost in six passed on, as did many still Anchored amongst the living).

The Blitz is also the safest place to avoid The Fog. A lot of London's dismantled air defences made it down here and seem to serve against The Fog. Air raid sirens give early warning, an intact air raid shelter is one of the few things in any Ward that's naturally fog proof. The guns shooting at bomber shaped clouds dropping bomb shaped bubbles of smoky Fog seem to be purely decorative though.

Remembrance day is a special occurrence in The Blitz, and any other Ward strongly associated with either war or soldiers. Ofrenda poppies arrive by their thousands, completely refilling the Essence of any Ghosts present.

### **Charm: Bomb Fragment**

The Blitz was practically a Gold-mine for any Sin-Eater wishing to expand their collection of Mementoes. Though at the time a lot of Sin-Eaters considered profiteering the epitome of poor taste, especially those who died or lost loved to bombs or on the front lines. (Others of course disagreed, or felt that since they'd been killed by the Germans obviously those rules didn't apply to them). Despite this a lot of Bomb Fragments have survived, transformed into Charms.

Threshold: The Torn

Sample Keys: Industrial, Pyre-Flame and occasionally Grave-Dirt when people were killed while sheltering underground.

### **Charm: The Poppy**

Ever since poppies were the first flowers to grow on soldiers graves (in Flanders to be precise) the poppy has been the symbol of remembrance for the war dead and an important part of British culture. Among the Bound it is one of the most common marks worn by The Torn, it's almost universal among Sin-Eaters who were once soldiers no matter their Threshold. The remembrance day ceremonies often turn Poppys into Charms in bulk. A large amount of unwritten rules and etiquette has formed around these Charms, apart from the last these rules are not well enforced due to the loose nature of Sin-Eater culture. In order they are:

- 1) You do not take a poppy from a war memorial before December.
- 2) Only soldiers, veterans and their close friends and relatives may take a poppy from a memorial. Everyone else may only receive a poppy as a gift from a soldier or veteran.
- 3) You use a poppy as a symbol of remembrance, never glory.
- 4) One poppy is enough for anyone.
- 5) If you take the Memorabilia from Westminster Abbey, you die.

Threshold: The Torn

Sample Keys: Stillness is almost universal as an association to the traditional two minuet silence.

### **Londinium**

In London Underground some old Wards become abandoned, others get reused by a new population with some connection to the original purpose. Neither of these fates have befallen Londinium. It's origins are a matter of much speculation and debate but the truth is as follows: Londinium is the very first Ward dating back to a time when they weren't even considered Wards, just groups of ghosts who happened to appear in the same place. It's also the geographically deepest Ward, an honour it shares with Riverside.

Londinium formed shortly after the first deaths fell upon the citizens of Roman Londinium. At first all Ghosts went to Londinium or no ward at all, but as the dead population grew new Wards appeared dividing the Ghosts, Londinium's population shrunk, but even to this day it never fell empty.

Not much remains of Londinium. All that's left is a quiet cave containing a single tower originally from London Wall. Upon this tower stands The Last Centurion, the last millennia old resident of Londinium.

### **The Last Centurion**

*"Well met traveller, domine dirige nos."* (Domine dirige nos is the motto of the City of London. It translates to Lord guide us.)

**Appearance:** Like London itself The Last Centurion is a anachronistic mixture of old and new. He

physically changes to reflect the ethnicity of the city – these days he's mostly British but shows an increasing number of traits from other groups – while his armour is authentic Roman except for the heraldry: The marks and signs of the Roman Empire have been replaced with the heraldry of the City of London.

**Storytelling Hints:** The Last Centurion retains good cheer and a friendly disposition despite his many many years. He's more than happy to welcome any travellers to his post on top of his tower, if asked he claims his duty is to watch for threats to London. If pressed he freely admits any logical contradiction you might point out: That he's dead, the Roman Empire has fallen or that's you can't see much from a tower in a small cave. He however feels that neither of those are serious impediments to his duty. Anything else must be decided by the Storyteller.

## **Riverside**

Riverside is not a ward in the technical sense of the term. No Ghosts appear here after their last Anchor fails. However Riverside is important enough to gain the title of a Ward simply because it's the only River reachable from London Underground, any other River requires that you walk the Tunnels far enough until they're no longer recognisable as part of London. All the usual features are here, there's a Ferryman, a crowd of ghosts waiting by the riverbank and of course the River.

Many of London's rivers are underground and Riverside has adopted their appearance: The entire river cavern is a simple if absolutely huge brick tunnel. Through the centre flows Pishon, the River of Gold. For a large part of it's history London's prosperity was tied to it's rivers. Is this cause of the Pishon's presence? The result? Or just one of those things?

## **Resident: Samantha**

*“But there's so many. Sorry! I'll stop being selfish, I promise!”*

**Background:** Samantha had it all. Loving parents, wealth, academics and unfortunately a horrible genetic hormonal imbalance that caused her to suffer from lifelong depression. If she wasn't so smart and dedicated to putting on a brave face it someone might have spotted her in time to give the help she desperately needed. As things went Samantha made it until she was 19. When she left home for college loss of family life gave her the final push. She locked herself in her garage and turned on the car suffocating shortly afterwards.

The Geist that found her, well the best you could say about GULIT is that is that her goals are noble. What she did to Samantha is anything but. The Bargain rebalanced Samantha's Hormones. It should have been a second chance in the every sense of the word for someone who honestly deserved one. Yet while her hormones rebalanced the legacy of years of depression die hard, seizing on her vulnerability GUILT pushed Samantha to work herself to the bone helping Ghosts pass on. It was essentially brainwashing, the tragic thing is, it worked.

**Appearance:** Living in the Underworld has wrecked Samantha's body. There's far too little food, almost no water and the lack of sunlight has left her skin so pale it's almost white. She scampers from place to place without seeing as though invisible demons hound her every sight. In truth there's only one demon: Her Geist, GUILT.

GUILT resembles a human wearing chainmail that covers her body completely, it makes her movements stiff and blinds her eyes. Only the mouth and hands remain free ending in misshapen claws and oversized broken teeth. Looking closely will reveal her attire could be medieval armour, or lots and lots of tiny chains. Leaving no room for doubt is the much larger chains that tie her body to unseen anchors in the far distance.

**Storytelling Hints:** GUILT runs Samantha ragged, and after living with GUILT she's got plenty of regular old guilt too though most of it isn't really justified. She lives by the Pishon and helps the Ghost's there pass on. When she started Sin-Eating Samantha worked amongst the living but when her self destructive habits caught people's attention GUILT forced her into the Underworld to make sure no one could help. When the Ghosts of London Underground tried to help GUILT forced her to move on again to a more desperate clientèle. However her case worker from The Most Ancient and Eldrich Order of Psychologists has followed tracked her down and now attempts to offer support and edible Ofrendas when she can sneak them past GUILT's watchful eye. If GUILT spots this it might push her into the Lower Mysteries. Like the Ghosts she helps on the banks of the Pishon this may be the last chance for someone to help Samantha

**Threshold:** The Silent – Samantha suffocated to death.

**Archetype:** Advocate – GUILT won't let he be anything else, though she'd be a Celebrant she wasn't forced from her natural path.

**Virtue:** Fortitude – This is what let Samantha push on through years of depression and GUILT.

**Vice:** Gluttony – All she really wants is the freedom to relax and indulge a little with no psychological symptoms or raving Geists in her head.

**Psyche:** 1

**Plasm:** 12 (12 max)

**Synergy:** 1 (Anxiety, Multiple Personalities [GUILT can take control at times])

**Attributes:** Intelligence 3, Wits 3, Resolve 1, Strength 2, Dexterity 2, Stamina 4, Presence 2, Manipulation 3, Composure 1

**Skills:** Academics 2, Investigation 1, Occult 1, Athletics 3 (Spelunking), Brawl 1, Drive 1, Stealth 2, Survival 3 (Underworld), Weaponry 1, Animal Ken 1, Empathy 1, Subterfuge 2 (I'm fine).

**Willpower:** 2

**Defence:** 2

**Initiative:** 3

**Speed:** 9

**Size:** 5

**Health:** 9

**Keys:** Cold Wind, Stillness

**Manifestations:** Curse 1, Oracle 1, Rage 1

**Ceremonies:** Pass On.

**Merits:** Spelunker 3, Mentor 1 (A case worker from the Guild of Psychologists), Iron Stomach 2, Iron Stamina 1

**Keystone:** A hangman's rope. Under no circumstances can it tie around a person's neck, it animates like an angry snake and unkotts itself to prevent this. Threshold: The Silent. Skill: Investigation.

Keys: Stillness, Cold Wind

### **Resident: Stanley Roper, The Ferryman**

*So what about that new day of the dead festival? Lovely thing, I always told myself what this country needs is more respect for the dead. Oh, fairs gone up mate. Not surprising is it, bloody privatisation. Bring back a proper Labour government, that's what this country needs. You'd think the river wasn't full of bloomin gold to hear the current lot speak. No, all the money's going to immigrants instead of proper Brit's like you and me. They should all sod off back to where they came from. Enoch Powell had it right, rivers of blood he said. There really is a river of blood you know. Called 'Qigol Mal' What kind of barmy name is that? I had that Iron Duke in the back of the boat once. Very clever man.*

Stanly Roper is the Ferryman who carries passengers across the Pishon. A middle aged and very English man wearing a chauffeur's uniform and piloting a black passenger boat. Stanley tends to embark upon long streams of consciousness that cover politics, the various famous people he's had

in the back of his boat and his strong opinions on a verity of topics. He's fiercely right wing about topics such as crime, immigration and people on benefits while just as fiercely left wing when talking about workers rights and the economy. A combination which is not that unusual in British politics.

As payment for passage Stanley normally asks for a pint of blood, some proper British pub booze, fish and chips or an object of material value. He will often ask for a secret from characters who have dots in Fame.

## The Guilds

London Underground's faith in earning their freedom from Purgatory as well as a general belief that “the devil makes work for idle hands” among those in power has led to the creation of the Guilds. The guilds are further divided between the Worshipful Companies and the Great Guilds. The Worshipful Companies are focused on the temporal. They are Clothworkers, Drapers, Goldsmiths, Ironmongers and more. All can be divided into entertainers or artists and craftsman who take the Sisyphean task of providing some brightness in the Underworld. It certainly keeps the Ghosts busy and having someone who creates a nice decoration out of a few Ofrendas increases the quality of life but all in all they're not vital. At least not according to the people who named the two classes of Guilds.

### **Guild-master: Mistress Jabuile of the Worshipful Company of Stonewrights**

*“And how do you expect people to think of heaven when they can't think past this eternal gloom?”*

**Background:** Mistress Jabuile (Master Jabuile according to everyone else, to her eternal frustration) was born to two rich parents. A marketing consultant and a hedge fund manager. Both assumed, and rather pushed, Jabuile to follow their footsteps into the world of high paying corporate world and the suburban life with 2.4 kids. Jabuile however chose to rebel and found her own life as a sculpture and confrontational spoken word living in an illegal sublet steeped in bohemian culture.

You might say her life was cut short by an ill advised bit of late night swimming on a cold autumn night, or you might say her life began with an ill advised by of late night swimming. After arriving in London Underground Jabuile joined the Worshipful Company of Stonewrights and was quickly fast tracked through her apprenticeship and journeyman stages for possessing “life experience”.

The Stonewrights are particularly vulnerable to burnout. The Underworld is naturally resistant to change in any form. Since most of their work involves carving Murals it can get frustrating fast, most of the masters spend a lot more time on other activities. In Jabuile's case this means she's the Guild's representative in court.

**Appearance:** Becoming a ghost has bleached Jabuile's Mediterranean complexion to a pale grey though her ethnicity is still visible in the structure of her face. Jabuile usually wears the practical overalls favoured by a working stonemason but when attending court she can be found in the accepted courtly dress. As always, fashion is to imitate the monarch.

**Storytelling Hints:** Always something of a horror geek Jabuile's first reaction to the Underworld was to think it's awesome. This attitude gave her the strength and energy to climb rapidly to the near apex of her guild even as the realities of the Underworld slow ground it down. Now it persists out of pure stubbornness more than anything else.

When sculpting Jabuile is normally in a bad mood, the static nature of the Underworld fights her

every attempt to carve some nicer decorations than another skull. Like most senior Stonemasons she's begun pulling rank to get herself assigned to jobs carving something other than the walls and floor, only with these projects can she still connect to her love of art. Mostly though she turns to her love of spoken word to remain sane, in Court she's a passionate defender of her guilds interests who's making a difference, it's enough to keep her going.

They say an artist is never appreciated in her lifetime but this wasn't what they had in mind.

**Virtue:** Hope – As the Underworld wears her down Jabuile clings to the hope of others, and her ability to inspire it as both a leader and an artist.

**Vice:** Sloth – It would be so easy to just give up.

**Essence:** 10

**Attributes:** Power 2, Finesse 3, Resistance 1

**Willpower:** 3

**Morality:** 6

**Defence:** 3

**Initiative:** 4

**Speed:** 15

**Size:** 5

**Corpus:** 6

**Numina:** Ghost Sign, Telekinesis

## **The Great Guilds**

The Great Guilds are those guilds vital to either the survival or the redemption of London Underground's residents. The Upper Reaches below London are not significantly more dangerous than anywhere else – apart from the Fog – which is incidentally why nearly all the Great Guilds qualify as redemptive. Most of the Great Guilds have a affectionately insulting nick name granted by Sin Eaters. The Great Guilds are:

### **The Hallowed Order of Architects**

*Also known as Pete's Interior Decorators after the current guild leader.*

The Hallowed Order of Architects are, as their name suggests, are responsible for managing the physical buildings in London Underground. They handle all the usual jobs performed by architects and builders. Repairs, extensions, new buildings (common in Westminster, rare elsewhere) but they also have a second duty that's far more important and has earned the Architects the right to be called a Great Guild: Fog proofing.

Using a mixture of blood, bone dust, gravel and other unsavoury components they have concocted a foul but completely airtight paste. By applying liberally to a building they can protect ghosts from the threat of the Fog. All Wards have, and by government decree, must have adequate public shelters free of charge for the common use. Private protection is of course a brisk trade for the Guild, the basic package is roughly speaking an airtight box. Decorate them as the Ghosts might no one ever thinks of these as anything but coffins. The middle classes often favour turning a single room or basement into a Fog Room while the richest of dead might pay to have their entire home protected. The Fog Gala is a long standing traditional ode to excess whereby invitations are handed out for whenever the next fog strikes. By holding a party during fog the host flaunts their wealth and safety. The most extravagant even leave their doors open in the midst of a fog, relying on the far more expensive fog lights to keep the Fog from crossing the threshold.

## **The Guild of Weatherdoctors**

*The Weatherdoctors have no nickname, even Sin-Eaters have limits.*

The Guild of Weatherdoctors are an enigma. Members showed up shortly after The Fog did; quietly, and politely they went about setting up shop in out the way corners. They made no promises, no advertisements save a small iron lantern outside their places of residence. In time London Underground came to them.

A Weatherdoctor is only ever seen in their uniform. Copied, inherited or somehow taken from the uniform of a medieval Plague Doctor. Their beaks stuffed with a cloying sweet purée that reeks of fermenting fruit, rich earth, incense, sweat, sex and birth fluids. They carry the traditional canes but warp them with rags soaked in an in secret oily compound that carries a sulphur stench. When lit these “Fog Lanterns” drive the fog away. It simply cannot get within a few feet.

The Guild provides three services to London Underground, all for a price. The first is that they sell their mysterious Fog Lantern oils for an extortionate rate. The second is they provide advanced warnings for The Fog, their accuracy isn't perfect but it's pretty good. The third is that during the fog they'll patrol looking for anyone caught outdoors and escort them to safety. Nothing the Weatherdoctors do is free but the predictions and rescue service are paid for by the Queen.

Some Sin-Eaters have tried to steal the Weatherdoctors's secrets, the closest they get are particularly trustworthy individuals being offered an apprenticeship. They tend to change their minds after seeing the guild regulations, especially when they hear they have to swear them over the River Styx.

## **The Church**

*Attempts to nickname The Church constantly overshoot from affectionate to just plain rude. Consequently most Sin-Eaters just call it The Church. The latest name among Sin-Eaters who actually want to be insulting is “Jesus' Rejects”.*

Religion is handled differently in London Underground than in the living London. So different that it is almost unrecognisable. The reasons for this are numerous and complex but the three most obvious ones are as follows: Firstly by becoming a Ghost one gets undeniable proof that the afterlife exists. Secondly the Underworld is a dank dark pit, it's inhabitants are on the market for hope as it were and The Church is the biggest seller in town. Finally London Underground simply lags behind the living on social progress by a good century or so. Mostly because many of it's inhabitants are good century older. Though England is a mostly secular nation, this is a trend intimately tied to the two World Wars; which many of London Underground's Ghosts predate.

The Result is that the majority of Ghosts are religious and the church wields enormous social, political and monetary influence. A hugely influential Church run by ghosts way behind the times has all the drawbacks you might expect, but lets be fair, it also has the advantages you might expect.

So what does The Church do, to begin with it performs all the regular functions of a Church. A Christian could (and some Sin-Eaters do impress their mates) in fact go for Sunday Service in the land of the dead. Their real goal however is to direct Ghosts to Pass On. According to The Church London Underground is physically located in purgatory and it's their duty to sheppard souls onwards to heaven (normally the Church of England rejects the concept of purgatory, things look different when you live in an afterlife that's neither heaven nor hell).

The Church espouses the doctrine of Sola fide, “by faith alone”. According to The Church at the moment of death each and every Ghost turned their back on god, because of their Anchors they rejected their death as their proper end in God's plan and so turned their face from heaven. A lack of

faith dammed a Ghost, but faith can yet redeem. And so this is what the Church does most of all, it preaches, it evangelises, it pushes Ghosts to have Faith and forget their Anchors. In this it forms a duality with the Lay Order of Confessors. The Church provides direction and when someone strays from the path the Confessors whack them with a wooden ruler. The Most Ancient and Eldrich Order of Psychologists are turning it into a trinity but only time will tell how things settle.

So the important question, does it work? Well yes it does. Anchors are a psychological construct, a Ghost can resolve her murder by coming to terms with what happened just as she could hunt down her killer. What it doesn't do is work often. Ghosts are in many ways creatures of habit and nothing is quite so ingrained as their Anchors. And yet, it does work.

In many ways London Underground's Church is an archaic authoritarian beast idolising outdated values we're glad to have moved past, and yet day after day in that dank dark pit of the Underworld they're there, working tirelessly to help Ghosts Pass On.

### **Memorabilia: Thomas Becket's Crozier**

Saint Thomas of Canterbury, also known as Thomas of London was Chancellor for King Henry II. Upon the death of Theobald of Bec Henry pulled strings to get Thomas promoted to Archbishop. The King may have hoped that by appointing his loyal chancellor to the post of Archbishop he would secure a well placed toady in the church, what followed was a conflict that shaped the relationship between the king and church and the course of British history.

Renouncing his post as Chancellor Thomas threw himself into the role of Archbishop wholeheartedly; fighting to defend the Church from external interference. The bad blood came to a bloody end when hearing Henry say "Will no one rid me of this turbulent priest?" four knights took his word literally and set off to murder Thomas. Though they tried to drag him outside church grounds Thomas held fast and could not be moved. He was murdered on holy ground.

Thomas Becket's Crozier has a faintly tainted reputation among the Bound. At several points in history Sacrosanct Sin-Eaters possessing the Crozier have cast themselves as a modern day Thomas Becket protecting religion – their Krewe Mythology – from outside interference. Usually the mortal government or the dominant Krewe is cast as Henry II. When this happens history tends to repeat itself: "Becket" is once again martyred by "Henry".

Threshold: The Torn

Skill: Expression

Sample Keys: Passion (Thomas died for his faith), Phantasmal (Thomas was killed by a misunderstanding), Stigmata (It was a brutal, bloody murder).

### **Sample Charm: The Saint's Bone**

In the medieval period every church and monastery wanted to boast it's own relic. If they had one a steady stream of pilgrims, and income, was almost guaranteed. Everything from shards of the true cross to a drop of the Virgin Mary's breast milk could be found on display.

With such lucrative benefits a counterfeit trade predictably formed around relics. Many relics were fake; at most only one of the two proudly displayed skulls of St John the Baptist could be the real deal. However the reverence surrounding a relic was often real enough, and so many that were associated with death like the alleged bone of a saint have become Charms.

Threshold: Various

Sample Keys: Passion (The reverence of the faithful), Phantasmal (The relic is a fake).

## The Lay Order of Confessors

*While the Confessors have no nickname they are frequently referred to as “no one expects the Order of Confessors”.*

If the Church tries its best to guide by example and support the Confessors are the opposite, pushing through guilt and shame. Together they form one of the largest and longest plays of good cop bad cop ever devised. The Confessors aren't trying to help people resolve their anchors, nor do they offer advice or moral guidance. Those tasks they leave to the priests, the monks of the Lay Order have a simpler task. When a ghost decides not to at least pay lip service to the task of moving on the Confessors turn up to see if they can't help the poor unfortunate soul change his mind. In this their chief weapons are guilt and fear, though they're not limited to other weapons should the need arise.

The Lay Order resides in The Abbey: The lost monasteries and nunneries of London, most dating back to Henry VIII's split from the Catholic Church. The Lay Order actually is a monastic order though only a minority of its members were monks in life.

### **Guild-master: Mother Superior**

*Now now deer, you'll catch more flies with honey than you will with vinegar.*

**Background:** Imagine a terrifying mother or father figure. Strict, unyielding, fighting and for those very reasons you want nothing more than to please them, to prove your worth. That's how most of London Underground feels about Mother Superior. She's worked very hard to create that reputation.

Many of London Underground's Ghosts even believe in their hearts, if not their heads, that Mother Superior was never alive. She never was anything but Mother Superior. This is of course quite ridiculous. In life she was a nun responsible for raising orphans, a task she set about with a healthy spoonful of strict discipline. She often remarked that the children would be the death of her, and in a way they were, though stress related illnesses. In her afterlife Mother Superior has come to suspect that she was rejected by God because she put her Pride before the children by refusing to accept any help. Her penance is to serve once again as a disciplinarian in service to God. In time she became the leader of the Lay Order, dividing her time equally between running the Guild and making sure to keep her hand in practice with case work.

One noteworthy event in her life is that Mother Superior almost became a Geist, but in an act of Faith she turned her back to the possibility. Another Ghost eventually took the chance she rejected, that Ghost is now the Geist GUILT. Neither are aware of their shared history but would have little trouble recognising one another should they ever meet.

**Description** Mother Superior is a tiny woman never seen outside her nun's habit. What little can be seen is a grandmotherly face with a permanent smile, often warm except for when she's angry. Then the smile becomes a mask over eyes shining with fire and brimstone.

**Storytelling Hints** Despite what everyone thinks Mother Superior is not the oldest, strongest or most influential Ghost in London. She is however close on the second two. Rumours abound about her, making her out to be some kind of ghostly demigod. This can make meeting the real Mother Superior one hell of an anti-climax when a small grandmotherly woman sits you down for “a little chat” over tea and scones “my only vices, Lord forgive me”. Most people only ever see this side of her, it's all she needs to truss someone up in gift-wrapping of guilt and hand them back to the priests. Only those who manage to resist her chats see the iron determination and utter conviction that lie at the heart of Mother Superior.

**Virtue:** Faith – Mother Superior truly believes her work is guiding souls to a better place.

**Vice:** Wrath – Mother Superior likes the hard cases, they keep her mind sharp.

**Essence:** 25

**Attributes:** Power 6, Finesse 9, Resistance 8

**Willpower:** 14

**Morality:** 5

**Defence:** 9

**Initiative:** 17

**Speed:** 25

**Size:** 5

**Corpus:** 13

**Numina:** Ghost Speech, Compulsion, Telekinesis, Terrify, Dement, Manacles

## **The Most Ancient and Eldrich Order of Psychologists**

*The Psychologists are also refereed to as Voodoo Quacks.*

The Most Ancient and Eldrich Order of Psychologists is the youngest of the great guilds. A position that puts them at something of a disadvantage, especially with the older ghosts. They overcompensate a little. The Psychologists only managed to become a guild with the direct support of Queen Diana, even now they have an uneasy relationship with the Church and the Confessors. While all three accept they have the same goals the Psychologists' outlook clashes with the Church's doctrine of sola fide.

The core tenant of the Quacks is that Anchors are entirely psychological. When you get your killer arrested there is no power of justice that unchains you from an anchor. It is simply your sense of closure that allows you to let go, and hopefully Pass On. This is a common belief but the Order takes it further, according to them there is no difference between resolving your murder with the arrest of your killer and resolving your murder on the therapists couch. In an absolute sense, an injustice has remained unpunished but if you're in the Underworld there probably wasn't much you could do anyway.

All this doesn't so much ignore, as not mention one very important fact: It's incredibly hard. Ghosts are not the most mentally flexible at the best of times and Anchors are the hardest parts of the mind to resolve. Like all the systems in London Underground to help Ghosts Pass on the success rate is abysmal. Yet it does work.

## **The Sacred Order of Lawmen**

*The Lawmen are refereed to with the same slang as the living police.*

Law enforcement fits uneasily into the Underworld. While Ghosts are more active and flexible than when bound by Anchors they still tend towards being creatures of habit. A law abiding ghost is likely to remain law abiding. A criminal ghost is likely to remain criminal, and quite possibly goes to a criminal Ward. Most of the policemen pre-date many recent and important reforms. As a result policemen have a easier time enforcing the law in the Underworld but they also tend to be more rigid, prone to dividing people into hard categories of citizen and criminal scum. There are some real no-go Wards for the Sacred Order while any ghost from the wrong Ward might not even commit a crime before they're arrested.

## **Guild-master: Nicolas Hound**

*The toffs are as nervous as a catholic alter boy. Right lets get started by bringing in the usual walkabouts.*

**Background:** Nicolas joined the police force dreaming of car chases, fist fights, guns and a uniform that would impress the ladies. Just like on his favourite show, the then contemporary *The Sweeney*. Real police work wasn't like that but Nicolas never got a chance to find out. Barely a week out of the academy he was stabbed to death, his body quickly burnt to hide the evidence.

In the Underworld Nicolas wasted no time in rejoining the police, there weren't any more fistfights than he would have got on the surface, and no cars at all. But in the Underworld with its old fashioned coppers no one thought to try and teach the young recruit the difference between reality and fantasy. By the time he had his own squad there only thing reining Nicolas in was a lack of criminals to chase.

**Description:** Despite dying at a young age Nicolas doesn't look young. In fact he doesn't look like he has an age at all, inside his police uniform he's simply a skeleton.

**Storytelling Hints:** Imagine a young adult with over forty years experience passing himself as a grown hardass man and you've got the right idea. Nicolas lives in a world of TV cowboy cops that only meets with reality because there's no one to tell him to play by the usual rules.

While Nicolas is dedicated and even skilled at catching criminals he's arrogant, hotheaded and prejudiced. Often working from hunches and stereotypes once he gets it into his head that someone's a criminal it can be very hard for anyone to convince him otherwise.

In secret Nicolas has begun creating what he calls "the flesh files". A lot of murder victims (and worse) end up in the Underworld and they often desire to share their story with someone. As a policeman Nicolas often ends up cornered with the latest story and he hates being unable to do anything about it. So he's decided he actually will do something about it. The Flesh Files consist of witness testimonies and evidence from the dead. Every now and again he pays the Guild of the Sacred Message to get the word to his counterparts among the living.

**Virtue:** Justice – Nicolas does believe in justice, he just lets a lot of things get to his head.

**Vice:** Wrath – Part of the reason he joined the force was to find an acceptable outlet

**Essence:** 11

**Attributes:** Power 6, Finesse 3, Resistance 4

**Willpower:** 10

**Morality:** 5 (Narcissism)

**Defence:** 6

**Initiative:** 7

**Speed:** 19

**Size:** 5

**Corpus:** 9

**Numina:** Compulsion, Fireproof, Manacles

### **The Honourable Guild of the Sacred Message**

Also called "Christopher" as the entire Guild is just one kid. The Guild of the Sacred Message is something of a black market among London Underground (and equally so above ground). Pass a message to the living? Want to import something yellow? Absolutely need a new body so you can get revenge on your killer? The guild can provide, for a price.

So long as Christopher doesn't go too far and his customers keep things quiet the government turns a blind eye because he provides a much needed outlet for the pent up frustrations of London Underground. Yet even though the government also officially denounces the guild as a distraction from the path of redemption. They occasionally ask for a favour in return for their continued

ignorance.

**Guild-master: Christopher Cornelius**

*I can't help you, but I know a bloke who can.*

**Background:** Two hundred years apart on a cold winter night two young schoolboys were bullied to desperation, they and fled their tormentors. One froze to death on the streets ignored by passers by, one froze to death hidden in a hiding spot not twenty feet from where friends and neighbours searched. One boy became a Geist, the other became Bound to him.

Thus was the death and second birth of Christopher Cornelius, bound to The Bullied Schoolboy a Geist that demands only one thing of it's partner, self reliance. Stand on your own two feet, never take anything from anyone, never let another have advantage over you. Christopher delivers.

**Appearance:** Christopher is about fourteen, he looks bright eyed and rosy cheeked under a mop of sandy blond hair: The very picture of innocence, butter wouldn't melt in his mouth, a look he deliberately cultivates with subtle make-up and plays for all it's worth.

In terms of clothing Christopher always wears his trademark outfit, "guild uniform" he calls it. A mix-up archaic of postman and newspaper delivery boy outfits that looks mostly Victorian. He keeps a set of tiny brass scales, more a toy, in his pocket to symbolically weigh up deals. His little superstition. When off the clock he dresses like a normal kid for his age, in jeans or school uniform during term time but he never seems quite comfortable outside his uniform.

**Storytelling Hints:** Christopher paints an odd picture, an angelic Victorian looking boy riding his bike through the midnight streets of London or the endless gloom of the underworld. Most Sin-Eaters who haven't heard of him, and that's a minority, dismiss him. Not as just a kid, but as just another Sin-Eater minding his own business. In fact Christopher is one of the most influential Bound in London, he is living social lubricant, a symbiote who bonds with entire communities directing problems to solutions and in return he always takes his cut.

His modus operandi is simply to know people, his network is so large that parts of it aren't even aware other parts exist yet alone realise Christopher knows them too. When someone approaches him with a problem he can usually name exactly the right person to help and for a small fee he'll make introduction and serve as an impartial negotiator. Few of Christopher's clients are unsatisfied and he makes sure to keep it that way, business is built on reputation.

**Threshold:** The Silent – Christopher died of exposure.

**Archetype:** Bonepicker – And an extremely successful one at that.

**Virtue:** Honesty (Prudence) – You wouldn't expect it from a professional fixer but Christopher never ever lies or deceives. Business is reputation.

**Vice:** Pride – It's not just about the profit, though that's certainly nice. It's about never ever saying you rely on or owe another.

**Psyche:** 2

**Plasm:** 16 (16 max)

**Synergy:** 8

**Attributes:** Intelligence 4, Wits 3, Resolve 3, Strength 2, Dexterity 2, Stamina 2, Presence 2, Manipulation 5, Composure 4

**Skills:** Investigation 2, Occult 2, Politics 4 (mapping relations), Athletics 2, Drive 3 (bicycle), Stealth 2, Survival 1 (Underworld), Animal Ken 1, Empathy 3, Expression 2, Intimidation 1, Persuasion 3 (cutting a deal), socialise 1, Streetwise 5 (who's who), Subterfuge 3 (Sweet and Innocent).

**Willpower:** 7

**Defence:** 2

**Initiative:** 8

**Speed:** 9

**Size:** 4

**Health:** 6

**Keys:** Cold Wind, Stillness, Passion.

**Manifestations:** Oracle 4, Shroud 2, Marionette 1

**Ceremonies:** Finding 1, Distant Vision 2, Distant Voices 2, Plasmic Manifestation 2, Sepulchral Gateway 5.

**Merits:** Common Sense 4, Danger Sense 2, Eidetic Memory 2, Fast Reflexes 2, Cred 3 (Fixer, Trustworthy, Bonepicker), Contacts 5 (Government, Criminals, Ghosts, Mediums, Sin-Eaters) Fame 1, Resources 4, Striking Looks 2, Language 1 (Cockney Rhyming Slang).

**Mementoes:** Charm: One Under Oyster Card (Silent, Industrial). Charm: Lost Friendship Bracelet (Torn, Passion). Charm: Vanished Timepiece (Forgotten, no key). Deathmask: The Queen in Misfortune, A Queen of Spades playing card that's grown into a starkly black and white woman's face cut in the shape of a spade (card, not shovel), (Forgotten, Pyre-Flame, Socialise) the wearer can see 3 seconds into the future, but only the outcome of entirely random events.

**Keystone:** An old style bicycle that always seems to be travelling in a cold wind. Threshold: The Silent. Skill: Drive. Keys: Cold Wind, Stillness.

## The Fog

The Fog is a unique danger that seems limited to that part of the Upper Reaches called London Underground. Where it comes from is a mystery, when the time comes it seems to curl from the floors and from the mouth of grinning skulls. In the Tunnels it seems to travel in a great flood through the sewer pipes as though it were water running through a storm drain during heavy rain. At the stations it curls from the gaps between the platform and the rails. In Burn Ward the clouds of ash descend from their lofty perch in thick streams of ash and smoke. In Westminster it rises from the abyss. In the Jewish Quarter the fog enters from the Tunnels while in Riverside the Ferryman departs before the Pishon exhales clouds of fog, he'll return when the weather settles.

Even in the land of the dead The Fog has the singular privilege of being the one thing the residents truly use to symbolise death. It's not that it's that dangerous – everyone's prepared and forewarned – even out in the tunnels there's safe places, nooks and crannies The Fog never reaches, where every resident holds a sacred code of peace. No, it's not the risk that makes The Fog a nightmare, it's simply that the thought of falling prey to The Fog is that bad.

The Fog destroys not just a Ghost's Essence, but even it's ability to hold the memories and concepts that give Essence meaning. Those priceless thoughts and feelings turn to fog in the Ghosts mind. A single exposure is bad enough, repeated exposure: Anyone walking through the fog can see the results. Ghosts reduced to nothing more than a wisp of fog, the faintest suggestion of a face. Too far gone to even realise what they've lost. Entire Kewre's have formed a mythology around this single fate, most dedicate themselves to trying to recover the “Lost Souls”. They catch them in bottles, they eat the lost soul, or they burn it, perform Ceremonies over it, anything they think might be better than leaving it to suffer. Unsurprisingly such Kewre's rarely show up on a bright young Sin-Eaters list of aspirations.

### Mechanics for the Fog

Any Ghost caught in the fog must roll Resistance, permanently reduce their maximum Essence by 3 - Successes. If a Ghost is reduced to zero maximum essence it becomes a Lost Soul. Lost Souls are no longer characters they are incapable of action, communication or affecting the story.

Some Sin-Eaters try to trap Lost Souls to rescue them. A noble thankless task that gets respect but few volunteers from the wider Bound community. Lost Souls appear within and fade into The Fog over a short span of just seconds. And it's no use going for the spot where you last saw one, if you can't see it then it's not there. While it's visible simply waving a box or bottle through it and slamming the lid is enough, this requires a container and a Dexterity + Athletics rolls at a -3 penalty. While trapped it is unable to fade away. Some Bound prefer to trap and isolate a section of the Fog then "harvest" it. This can be done with the Stigmata-Boneyard, the Warding Circle Ceremony or fog lights. This method removes the -3 penalty.

Living beings (including Sin-Eaters) caught by the fog have it easier. They must roll Resolve + Psyche and loose 3 minus Successes Willpower. If they loose even one Willpower then they suffer the Depression Derangement until they spend at least as much time in the land of the living as they have spent in the Underworld on this trip. If this would reduce them to below 0 Willpower then they suffer Melanchoia instead. The Passion and Cold-Wind Shrouds both protect (adding the Shroud Raiting to the resistance roll) by protecting the mind and warding the body from The Fog. Any power that blocks the passage of Ghosts also blocks The Fog. The Fog cannot roll to break through.

In addition to it's magical effects The Fog is freezing cold and qualifies as a temperature extreme. The Cold Wind Shroud protects against this.

## **Appendix: New Material**

### **New Merit: Cred (● - ●●●)**

Sin-Eaters talk, they socialise and gather for Flesh Fairs and when there's someone exceptional word gets around. Many Sin-Eaters are hungry for the respect of their peers and eagerly covert their share of "street cred".

For every dot of Cred pick one speciality, anything goes but the storyteller has final approval. In any situation where your speciality applies you gain a social bonus to other Sin-Eaters (and at the storyteller's discretion any others steeped in Sin-Eater culture) but be careful, reputation can be negative too and a hostile Sin-Eater may not particularly care if the Twilight Network thinks more of you, then again that reputation for being a terrifying fighter might give an Intimidation bonus.

Example: Sally Mockingbird is a Necromancer renowned for her knowledge of Death and her intuitive mind that can easily unpick a mystery, she is also known for her impressive collection of Ceremonies. She has Cred 2 (Necromancer, Ceremonies). Sally can conceivably get a +2 bonus to social rolls when: Trying to convince an underworld expedition to hire her as the group's Necromancer, talk shop with other Necromancers or win over the audience in a debate about Ceremonies.

Krewe's can get their own Cred too. A Faction can buy Krewe Cred (OO) which grants two specialities but only a +1 bonus, a Conspiracy can buy Krewe Cred (OOOO) which grants four specialities but only a +2 bonus. Krewe's can easily get quite a lot attached to their name, but at the same time it's just not the same as an individual legend. The benefit from Krewe Cred and Cred stack. Krewe Cred is an Automatic Benifit.

### **New Archetype: Paragon**

*Our ancestors are still with us, they still love their children. Let me give you their blessings.*

Ancestor Worship is one of the oldest forms of belief and is still practised to this day. A Sin-Eater knows more than anyone else why people worship the ancestors. They've seen it with their own eyes. The Ghost who guards his family. The Underworld with its tombs of forgotten knowledge and mad gods enforcing Old Laws.

Not every Paragon believes that Ghosts are worthy or deserving of worship. But all understand why we once gave offerings to the ancestors; that one day we may be dead and buried. Alone in that dark Underworld with nothing but the gifts of our descendants to brighten our afterlives. This is what the Paragons know. The inevitability of Death comes for us all. Only friendship shines a light against the darkness. Only the legacy you leave in the hearts and minds of the future matters once your bones have worn to dust.

And so from Death the Paragons return to the communities they came from, to the communities they rejected or to the communities they build. A Paragon is a judge, a priest, a hero, a soldier or just the guy everyone buys a drink for in the pub. They offer their skills and their powers to others, they hope that when they're dead somebody will remember them. Someone will raise a glass and say "That's right. That's how you do it."

**Virtue Channel:** A Faithful Paragon uses his powers to bring wisdom and mortality to his community. A Just Paragon is a watchman and judge who cannot be deceived. A Hopful Paragon shows the very worst of Death and the Underworld then reminds people what makes it bearable. A Fortitudinous Paragon takes the blows he know mortals can't.

**Vice Channel:** A Proud Paragon seeks status and monuments to his name whether or not she has earned them. An Envious Paragon cannot bear to see anyone else in the spotlight. A Wrathful Paragon enjoys fighting for his community a little too much.

**Archetypal Manifestations:** Called upon to judge a crime a Sin-Eater unlocks the Passion Oracle to see the truth of the matter. When things seem at their worst a Sin-Eater uses the Passion Boneyard to spread cheer. An Envious Sin-Eater unleashes the Stillness Curse to cut the communities leader from his role, hoping to take his place.

## New Ceremonies

### Consecrating the Necropolis (●●●●●)

Sin-Eaters have a verity of reasons they might want a Ghost to stick around. A spectral guardian or retainer is useful in ways that a living one is not. Others might want to build a safe place of refuge for Ghosts or to surround themselves with long dead friends.

Performing the Ceremony: The Sin-Eater prepares the space by making little homely touches appropriate to various dead people they know. Weather they are still Ghosts or not. Then they walk the bounds of the Necropolis chanting and swinging a Censer to seal the effect in place.

Dice Pool: Psyche + Presence

Action: Extended (Target number of 5 \* the area's dots in Size)

Time Increment: The Sin-Eater can roll once every half an hour.

Dramatic Failure: The Sin-Eater turns the land against his own powers, inflicting a -2 to all Manifestations and Ceremonies in the target area.

Failure: No Successes are gained.

Success: Successes are gained. When the target is reached any Ghost who sets foot within the affected area can choose to add it as an additional Anchor which functions identically to any natural Anchor. The Ghost may move freely to any point in the affected area, it's all part of the Anchor. This Ceremony lasts for one month. If the Sin-Eater spends a Dot of Willpower it will last for as long as she remains alive, and one month per Psyche (at the moment of Death) afterwards.

Exceptional Success: Significant Successes are gained. If the Ceremony is completed on this roll the effects last for two months.

Suggested Modifiers: Performed indoors (Anachrotech rating of the building), building is already haunted (+2), lots of corpses nearby such as a graveyard or morgue (+2).

## **Manifestation: The Hearse**

Attribute: Stamina

Between life and death is a journey. The Egyptian book of the dead speaks of the gates and trials a soul must pass through. The Greeks spoke of rivers and the boatmen who provided passage. In Norse Mythology the Valkyrie carried the souls of dead warriors on flying steeds while the Aztec's had to journey for four years before they reached their final rest in the ninth underworld.

The Hearse is the Manifestation that draws from and governs travel. Not only does mastery of The Hearse allow a Sin-Eater to move at incredible speeds it also allows him to influence the concept of travel itself.

### **Hearse Activation**

Cost: Varies

Dice Pool: Stamina + (Key Skill) + Hearse

Action: Instant

**Dramatic Failure:** The Manifestation fails and the Sin-Eater may not use the Hearse for the rest of the day.

**Failure:** The Manifestation Fails.

**Success:** The Sin-Eater unlocks the Hearse.

**Exceptional Success:** The Sin-Eater gains a +1 bonus to Navigation for one hour per dot of the Hearse.

### **The Elemental Hearses**

Cost: 2 Plasm to Unlock, 1 Plasm every six hours afterwards. A vehicle may be left idling but this does not reduce the Plasm costs.

Skill: Drive

Action: Instant

The Elemental Hearses allow a Sin-Eater to construct a vehicle (or rideable animal) out of pure Plasm and animate it. The vehicle has a Handling and Durability equal to the Sin-Eater's dots in The Hearse. A safe speed of Psyche times 75 miles per hour, an acceleration of half that, and a maximum speed of 1.5 times the safe speed. The maximum size is equal to  $(5 + \text{Hearse}) * 2$ .

The Sin-Eater may make any kind of appropriate vehicle within his Size limits, and can carry as much passengers or cargo as makes sense. The classics – like Death's horse Binky – are always

popular. So are powerful looking vehicles, muscle cars and big motorbikes, these often look like they've come of a particularly morbid episode of Pimp My Ride. The Pyre-Flame Key is considered to be especially fashionable.

In addition each Elemental Key has unique effects at three and Five dots.

#### Grave-Dirt Hearse

●●●: The Grave-Dirt Hearse is significantly more stable. So long as the Sin-Eater is driving on some form of natural earth reduce all situational modifiers for rough terrain by the Sin-Eater's dots in The Hearse.

●●●●●: The Hearse now has the weight of the Earth behind it. Add the Sin-Eater's Psyche to Durability.

#### Cold-Wind Hearse

●●●: When activated with the Cold-Wind Key the Hearse becomes as light as air, it can travel up steep slopes and even vertical surfaces. However it is not immune to rough terrain, so driving up a craggy cliff is considerably harder than a smooth glass building.

●●●●●: At this level the Sin-Eater can create an aeroplane or some other flying transportation.

#### Pyre-Flame Key

●●●: Aside from its stylish flaming wheels and trail of smoke, the Pyre-Flame Key can turbo charge the created vehicle. By spending 1 Plasm the Sin-Eater may instantly accelerate to any speed up to his maximum.

●●●●●: The power of the turbo charger increase. By spending 2 Plasm the Sin-Eater may instantly accelerate to any speed up to twice his Safe Speed. In the following Turns he will steadily decrease in speed until he reaches his maximum speed Psyche turns later.

#### Tear-Stained Hearse

Unlike the other Elemental Hearses the Tear-Stained hearse can drive along the surface of water. This can create a boat, or any land vehicle the Sin-Eater thinks is cool which will act like a boat.

●●● The Sin-Eater can drive across both land and water.

●●●●●: At this level the Sin-Eater can create a submarine or some other submersible transportation.

### **The Age-Worn Hearse**

Cost: 3 Plasm

Skill: Academics

Action: Instant

The Age-Worn Hearse allows time travel, which means any Sin-Eater who comes across it is bound to have enormously inflated expectations of what it can do. Yes the Age-Worn Hearse does allow time travel, no it does not allow the Sin-Eater to change the past. Not in the slightest.

The Age-Worn Hearse only travels backwards in time. Unless the Sin-Eater scores an Exceptional Success there is an error margin of 1 percent. So a Sin-Eater travelling backwards 100 years will arrive within 1 year of the targeted arrival time.

While the Sin-Eater is in the past they exist in a state of, lets say double-Twilight. From their perspective this state functions just like being in Twilight yet nothing the Sin-Eater does, supernatural or mundane, can affect anything in the past, nor can they be affected by anything except for magical defences to ward off beings in Twilight, and even those only passively deny the

Sin-Eater access. A power that affects the Sin-Eater herself functions as normal, as do information gathering powers like The Oracle. The Sin-Eater can also use the Boneyard for it's enhanced perception, but cannot affect anything with it.

Someone is always saying they know a friend of a friend who changed the past through some obscure and convoluted method such as finding a Deathlord in the past and asking for help. No one's ever proven it of course.

The Sin-Eater can return to the present at any time, returning to the exact time and place they departed from.

- : The Sin-Eater can travel back up to one day per Success and remain for one hour per Psyche.
- : The Sin-Eater can travel back up to one month per Success and remain for one day per Psyche.
- : The Sin-Eater can travel back up to one year per Success and remain for one week Psyche.
- : The Sin-Eater can travel back up to ten years per Success and remain for one month per Psyche.
- : The Sin-Eater can travel back up to one hundred years per Success and remain for one year per Psyche.

### **The Industrial Hearse**

Skill: Drive

Action: Instant

The Industrial Hearse allows the Sin-Eater to send tendrils of Plasm deep into a vehicle manipulating them remotely.

- : By spending a point of Plasm The Sin-Eater can remotely control simple mechanical vehicles such as bicycles. The Sin-Eater must first make a standard Hearse activation roll to take control of the vehicle, and rolls Activation Successes + Drive to steer. The Sin-Eater still needs specialities to control unusual vehicles and if the Sin-Eater does the work of multiple crew members he takes a -3 penalty for each additional job he does. The driver may fight back with their usual dicepool, such as wrestling with the Sin-Eater's telekinetic grip for control of the handle bars. The maximum Size of affected vehicles is 8.
- : The Sin-Eater can manipulate every day vehicle such as motorbikes or compact cars. The maximum Size is 8.
- : At this level the Sin-Eater can control larger vehicles such a full sized car, this costs 2 Plasm. The maximum size is 14 . The Sin-Eater also unlocks the ability to manipulate traffic lights, railway signals and similar. However he must be within an appropriate vehicle: She could change the traffic lights from a car, or the railway signal from a train but not the other way around. **The Industrial Hearse is an exception to the normal rules for the Boneyard. When the Sin-Eater Unlocks the Industrial Boneyard within a vehicle she can use the Industrial Hearse to change signals outside the Boneyard, providing they are visible from at least one viewpoint within the Boneyard.**
- : The Sin-Eater may now control exceptionally large vehicles such as an 18 wheeler. The maximum size is 18. This costs 3 Plasm.
- : By mastering the Industrial Hearse the Sin-Eater may now attempt to control supernatural vehicles such as those created by the Elemental Hearse. This costs 3 Plasm and the Activation roll may be contested by an appropriate dicepool, such as Resolve + Psyche.

### **The Primeval Hearse**

Skill: Survival

Action: Extended

The Primeval Hearse is the anti-Hearse. The opponent of travel and the enemy of navigation. It calls for a return to the primal forest. Dark and overgrown, fit only for ghosts and spectres. A forest that could swallow you whole and leave nothing behind.

Anything grown by the Primeval Hearse looks like a curious mixture of dead and alive. Unnaturally smooth bark in unnaturally dark or light colours. Brown leaves that are firm and healthy. Plants grown by this power are permanent but can be removed or destroyed by any normal method: From an axe to a lack of water.

●: By spending 2 Plasm the Sin-Eater can grow nasty thorny plants. These plants only grow a few centimeters tall and serve as natural caltrops. Assume anyone walking over them is hit by a 1(L) weapon, until any damage is healed they are at -2 Speed and -1 to all athletics rolls that involve walking or running. Every three Successes rigs an area of one square foot. The Sin-Eater can only activate this power on soil or in the Underworld.

●●: By spending 2 Plasm the Sin-Eater can grow a tangle of thick creeping vines that bars doors and blocks paths. This requires one success per square foot to be blocked. The vines must begin in earth (or in the Underworld) but may be grown to some distance from the source. Getting past the vines usually requires cutting them down. They have no Durability and a Structure equal to their Size + the Sin-Eater's Psyche + Hearse.

●●●: By spending an extra point of Plasm the Sin-Eater can remove the requirement for natural earth. Plants can grow out of concrete or push their way out of a solid brick wall. Subtract the material's Durability from all rolls.

●●●●: By spending 5 Plasm the Sin-Eater can tear up roads as all manner of small plants emerge from the asphalt. The extra point of plasm from the 3 dot Primeval Hearse is included in this cost. Treat this power as an extended roll with every Success doing two points of damage to the road's structure. The durability of the road penalises the rolls. This power doesn't have to be used on roads, it can be used on any natural earth if the Sin-Eater has an irresistible urge to do a little gardening. It can even be used indoors where it will tear up the floor and possibly the wiring and plumbing, but it can only be used on the floor and not the walls. This power can be used to create the archetypical dark haunted forest, if the plants are given plenty of water, good soil and years to grow.

●●●●●: The Sin-Eater can create a haunted forest by spending 5 Plasm and a point of willpower. This power can only be activated in an actual forest (or something similar like a jungle or in the Underworld) and cannot extend beyond the forest's borders. The maximum area is the Sin-Eater's Psyche in square miles and it takes 5 Successes per square mile. Though the haunted forest looks like a normal, if dark and somewhat unhealthy forest, it is a terribly dangerous place to enter. Any navigation rolls made within the forest is contested by the Sin-Eater's Psyche + Hearse. An inexperienced woodsman could easily be lost forever as the forest twists to keep them lost at its heart for all time. Looking into Twilight reveals the truth, trees seem slightly anthropomorphic and leer evilly at a passer by. However the twisting of forest doesn't take place in Twilight so there is no penalty to navigation.

## **The Passion Hearse**

Cost: 1 Plasm

Key Skill: Empathy

Action: Instant

Life is a road from cradle to grave. Though it may twist and turn the beginning and the end are the same for us all. For a Sin-Eater it twists more than most, the Bound have reached the end but turned back to take care of a few things. Walking the road backwards gives the Sin-Eater an unparalleled clarity and they may turn their reversed outlook to other people.

To Unlock the Passion Hearse requires that the Sin-Eater has an appropriate focus. Something which has or had strong emotional meaning to the target. A Ghost's Anchor or former Anchor always qualifies. The Passion Hearse does not function in the Underworld.

**Dramatic Failure:** The Sin-Eater loses the ability to tell where he's going from where he came from. For the rest of the scene remove 10 again and subtract ones from Successes for any navigation rolls.

**Failure:** Nothing happens.

**Success:** The Sin-Eater sees a line hanging taut in the air, this line follows the path a person has travelled (hanging so it always passes through the heart). In theory following the line will allow a Sin-Eater to retrace every single movement a person made from the cradle to the grave. In practice Sin-Eaters don't get quite the range. When following the line the Sin-Eater can always tell which direction is cradelwards and which is graveled, Sin-Eaters will also not be confused by overlapping lines in a place visited frequently. Finally the Sin-Eater can sometimes tell the emotional state the target was in at the point she created this part of the line. Strong emotions leave a mark, modest ones don't. See the Passion Oracle for more on sensing emotions.

The limitation of the Passion Hearse is that the Sin-Eaters can only perceive the past to a limited distance depending on the dots in the hearse.

**Exceptional Successes:** The Sin-Eater can now notice the trace left by even casual emotions.

- : The Sin-Eater can see back one hour per Success.
- : The Sin-Eater can see back one day per Success.
- : The Sin-Eater can see back one week per Success.
- : The Sin-Eater can see back one month per Success.
- : The Sin-Eater can see back one year per Success.

## **The Phantasmal Hearse**

Skill: Subterfuge

Action: Instant

The Sin-Eater may twist direction and crush navigation between her heal. Hiding her secrets or twisting people into an endless phantasmal maze.

- : By spending 1 Plasm and rolling Wits + Subterfuge The Sin-Eater can hide small markers such as sign posts or building numbers. Depending on how confusing the local terrain is, this is -1 or -2 to all navigation rolls in the area to everyone who needs signposts.
- : The Sin-Eater can make small portals invisible, or create phantasmal doors and windows. This costs 1 Plasm requires a Wits + Subterfuge roll. Unless someone sees through the illusion by getting more successes on a perception roll than the Sin-Eaters activation Successes, or they know exactly where the door was, these illusions are completely convincing. You cannot walk through illusionary doors, obviously.
- : The Sin-Eater can create incredibly subtle illusions that warp people's sense of perception. Was that four or five turns so far? Four right angles mean I must be back where I've started, don't they? If the Sin-Eater spends 2 Plasm. Anyone in the area must beat the Sin-Eaters activation Successes with Composure + Psyche or deduct the Sin-Eaters rating in the Hearse from all navigation rolls.

●●●●: By spending a point of Willpower and 3 Plasm the Sin-Eater can make illusions the size of a house with a Wits + Subterfuge. These are large enough to hide a house behind an entirely different illusionary house, or cover up a road with non-existent buildings.

●●●●●: By spending 4 Plasm and a Willpower point the Sin-Eater can twist geography into something like an Escher painting. Generally if two points are connected they will remain connected, but that's the only rule. If three corridors make a triangle, nothing stops the Sin-Eater from making all three connections right angles. Mechanically this has two effects: Firstly there is no roll to resist the 3 dot Phantasmal Hearse because this time the illusion is outside of your head. Secondly, remembering what the place is supposed to look like no longer provides a way to ignore the illusion because there isn't any real frames of reference.

## **The Stigmata Hearse**

Cost: 1 Plasm

Skill: Occult

Action: Instant

The Stigmata Hearse governs the passages between the land of the living and the Underworld, between the flesh and the spirit. The passage between life and death.

●: The Sin-Eater can add his activation successes to all rolls to open an Averium Gate, Graveyard Gate or Underworld Gate.

●●: By spending a point of Plasm the Sin-Eater can open a passage between the flesh and spirit, usually located in her mouth, eye or heart. With a bit of wriggling around inside her body the Sin-Eater's soul can squeeze through the gate and off out into the world. This functions just like the one Dot version of any Elemental Oracle except that it doesn't heal the Sin-Eater and there is no need to do anything dangerous to unlock the Manifestation. The passage remains open until the Sin-Eater returns, so any wondering Ghost or astrally projecting Sin-Eater can walk right in, which is why you should always put a ward around your body. Entering an open body functions like the Possession Numina except the Sin-Eater cannot roll to resist, since they're absent. It also closes the gate, locking the Sin-Eater out of her body until she reopens it with this Manifestation.

●●●: By spending a point of Plasm the Sin-Eater can open a passage between the flesh and spirit, inside someone else. They can choose whether or not they wish to leave the body, if they don't the gate closes in Psyche turns. Ample time for an Astrally projecting Sin-Eater or an Allied ghost to make an attempt at Possession. The Sin-Eater can also open passages inside dead or otherwise empty bodies, if anyone wonders inside then it functions like the Corpse Ride Numina. The Sin-Eater can use this power while Astrally Projecting with the Stigmata Hearse or an Elemental Oracle if they need a handy body.

●●●●: The Sin-Eater can open a gate between the flesh and Twilight, in both directions. Any living being or material object that passes through enters Twilight. It retains all it's usual traits and abilities. Conversely any Ghost or Twilight being that travels through gains a body of pure Plasm. The effects of crossing over in either direction lasts until you travel back through an equivalent Gate or use some other method to travel between Twilight and the Material (in a pinch popping into and out of the Underworld or some other realm that doesn't have a Twilight but does allow you to bring your body will reset you to your natural state), or in the case of Twilight beings if their Plasmic body is destroyed they return to Twilight. Ghosts have no way to heal their Plasmic body. It costs 1 Plasm per person or 5 size points of materials who passes through, the Sin-Eater may watch the Gate and spend a point of Plasm any time someone passes through (if they want them to) or store up to Psyche + Hearse Plasm in the Gate for first come first serve.

●●●●●: The Sin-Eater can create an Averium Gate anywhere they want. This costs 5 Plasm and a Willpower point. On an Exceptional Success they can even choose what Key will open the Gate. Sin-Eaters do not have any control over where the Gate will open to. By default a Gate will just barely qualify for the name: At most 1 dot in either Fluidity or Residue though opening a Gate in a

Low Place beneath a Cemetery might give it a bit of a boost. If the Sin-Eater reopens a destroyed Gate then this power will recreate the original gate perfectly.

### **The Stillness Hearse**

Cost: 2 Plasm

Skill: Athletics.

Action: Instant

The Stillness Hearse allows the Sin-Eater to step into a shadow and emerge potentially miles away. To perform this act the Sin-Eater must spend a point of Plasm at a graveyard, or any other site consecrated by mortal beliefs for the purposes of honouring the dead. Keep a record of every Graveyard the Sin-Eater has tagged. A Sin-Eater may only tag a number of graveyards up to his Hearse rating at any one time.

It takes one hundred or more mortal believers to qualify for the purposes of this Manifestation, but not one hundred believers at a particular graveyard. One hundred believers in Christian style graveyards will do. The burial grounds of a Krewe with one hundred mortal members will qualify too.

**Dramatic Failure:** The Sin-Eater attempts to teleport, but ends up stranded somewhere within the Upper Reaches of the Underworld.

**Failure:** The Sin-Eater remains standing, possibly jumping around and making a fool of himself.

**Success:** The Sin-Eater vanishes into shadows and emerges at the tagged Graveyard.

**Exceptional Success:** As the Sin-Eater skims through the Underworld on his way to the target Graveyard he soaks up some of the Essences. Regain one Plasm.

The number of dots the Sin-Eater has in the Hearse limits the maximum range.

- : Psyche miles.
- : Psyche time 5 miles.
- : Psyche time 10 miles.
- : Psyche time 50 miles.
- : Psyche time 100 miles.

Departing from a graveyard doubles the range.

### **The Stygian Hearse**

The Stygian Hearse is the simplest but perhaps the powerful of all the Hearses but also the most limited. By spending Plasm the Sin-Eater may temporarily add phantom dots to her Psyche at a 1:1 ratio, to a maximum of 1 phantom dot of Psyche for each of her dots in the Hearse.

Phantom Psyche may only be used for crossing Rivers, opening Avernian or Underworld Gates. Within this narrow confine it functions exactly like additional Psyche in every way. The Stygian Hearse lasts for one trip to the Underworld or one scene if the Sin-Eater activates it outside the Great Below. During this time the Hearse is considered to be unlocked and an active use of a supernatural power. The Sin-Eater may end the Manifestation early should she wish to unlock a different Manifestation of the Hearse.

No roll is required for the Stygian Hearse.