

The Deathspeaker

When you **learn the altered, twisted True Name of someone who is dead**, you may take this move when you level up.

Speaker with the Dead

When you **call the True Name of a dead spirit near the location of its death or while holding an object dear to them**, roll +Cha. On 10+, it will rise from whatever underworld it has been consigned to and give you one piece of accurate and true information relating to any question you ask it. On a 7-9, it will do this but also exact some kind of price or service which you must perform before you can use this ability on it again.

Once you've taken **Speaker with the Dead**, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up:

Extract Service

When you **call the True Name of a dead spirit near the location of its death or while holding an object dear to it**, if you successfully extract information from the spirit you may instead command it to spy on someone or carry a message to anyone whose True Name you know. You otherwise face all the consequences of the Speaker With the Dead move, if any.

Haunt

When you **call the True Name of a dead spirit near the location of its death or while holding an object dear to it**, if you successfully extract information from the spirit you may instead command it to haunt anyone whose True Name you know, including yourself. Anyone haunted by the spirit is constantly annoyed by it and its antics, driving them to distraction and even disturbing their sleep. If you choose to have it haunt you, you may have it take damage which was meant for you, then it disappears and must be summoned again.