

THE COBWEB

(MALKAVIAN ONLY)

The Cobweb, also known as the Madness Network, is a pseudo-psychic network that seemingly connects all Malkavians. Some can barely perceive it; fewer can actually tap into it. While most of the clan is subconsciously aware of its existence, most individual Malkavians will only experience the Cobweb once or twice a year, like an old forgotten radio suddenly switched on. The experience is different for every Malkavian. The Cobweb catches thoughts and memories chaotically, then moves them as spiders would carry them along its strands. Sometimes the memories won't make sense—logically, temporally, or otherwise. The true purpose of the Cobweb is unknown; some say it is a remnant of the clan founder's consciousness.

• **A Break in the Static:** Once per game, as a simple action, you may ask the Storyteller each of the following questions:

- ▷ Am I in danger, and, if so, how?
- ▷ Am I on the right track, and, if I'm not, what am I doing wrong?
- ▷ Are there other Malkavians around?

The Storyteller will give a reply, taking on the role of the Cobweb. The reply is almost never clear or obvious. You may only catch sporadic words or images in your mind emanating from the Cobweb that provide you a small insight into your current actions. From your character's perspective, they may have attempted to consult the Cobweb, or the Cobweb could have reached out to them unsolicited.

•• **The Call:** Three times per game, you can spend one standard action to broadcast a single five-sentence message to the Cobweb or create a special beacon flagging a location as a special place of interest. Any Malkavian in the same city can perceive such messages or beacons, even if they do not have this Loreshet. How they perceive this message and if they choose to travel to any beacon is wholly up to them.

••• **Pluck the Strands:** Three times per game you may utilize the Cobweb to obtain information that would normally require a Skill check to know, such as Academics, Finance, Science, or Occult (including Lore checks that would have a difficulty of 6 or less). Instead of the normal difficulty assigned by the Storyteller, your difficulty is always 3 as you tap into the shared consciousness of your clan. You can't learn personal information, such as the location of someone's haven or who murdered your ally. The Storyteller may choose to tell you the information you look to glean is too mysterious; in this case, the attempt does not count as having spent one of your three uses of this advantage. However, you can glean information about an Oblivion Ceremony you witnessed or know the precise process on how to repair a broken semitruck.