

Basic: Spend 5 Mind to call 'Deathmask No Effect' to a single environmental call related to poison disease or radiation. (Guide's call if this functions on a plot kit mechanic).

Proficient: Spend 10 Mind to state 'Deathmask no effect' to a single Area of Effect or airborne transmitted Disease. Some plot kits state that this mask will not work due to the nature of how it is transmitted.

Master: Spend 10 Mind to state 'Deathmask no effect' to defend against effects that target the user with cost a loss of a Resolve during a Pallor Mortis scene.

Graverobber: Spend 1 Resolve during a Sunless Garden Mortis Amaranthine or any realm beyond scenario to allow the Grave Robber and one additional Target to remain within for 10 minutes longer than maximum time allowed by scene mechanics.