

# Incinewraith



A report by Guppwrallgurwatt (ingesting graphofocus linear communicating methods and exercising same method as output)

“Looks/Sounds good!”

The machine creature called Incinewraith tends to hang out with a very specific variation of artists who haven't quite made it. That's because the embers within Incinewraith are stoked by dei draughts of the black sheep of the 'hope' family—delusion. This creates a magic blue flame that in turn can be tuned towards evaporating various types of dei drops. If he can only figure out the right frequency, he can burn away strength, speed,

fear, bravery. He's been jotted using "his fire to burn away the anger from hordes, sending its soldiers shambling back homewards" (Corro Corro 81).

Since his entire being is partially powered by the belief of something that isn't there, it's easy for him to walk through walls and to disappear in his blue flame. Likewise, his flames can create sensations that aren't really there, including searing pain.

He is invested in the Action Pastures and Action Stranded because his embers are constantly fed there. He's smart enough to gently coax his fires towards those still nurturing their delusions. He evaporates just enough

doubt and fear away to keep people trying...

His voice has the vibrating metallic rattling of an electric space heater. The appearance of the embers in his torso changes depending on how put together he's feeling. Sometimes they look like flickering lights. Sometimes they are a jagged array of glowing red crystals, pointing inwards to a gaping hole in his form. He has a hard time understanding the uneasiness people feel when he's around, and his inability to not be off-putting can cause him distress. He can't seem to help arriving out of nowhere, hovering weirdly too close, or lurking around too long.

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