

# Necromancer CWA



Part 1 of 2

version 3 2.1

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# Spells

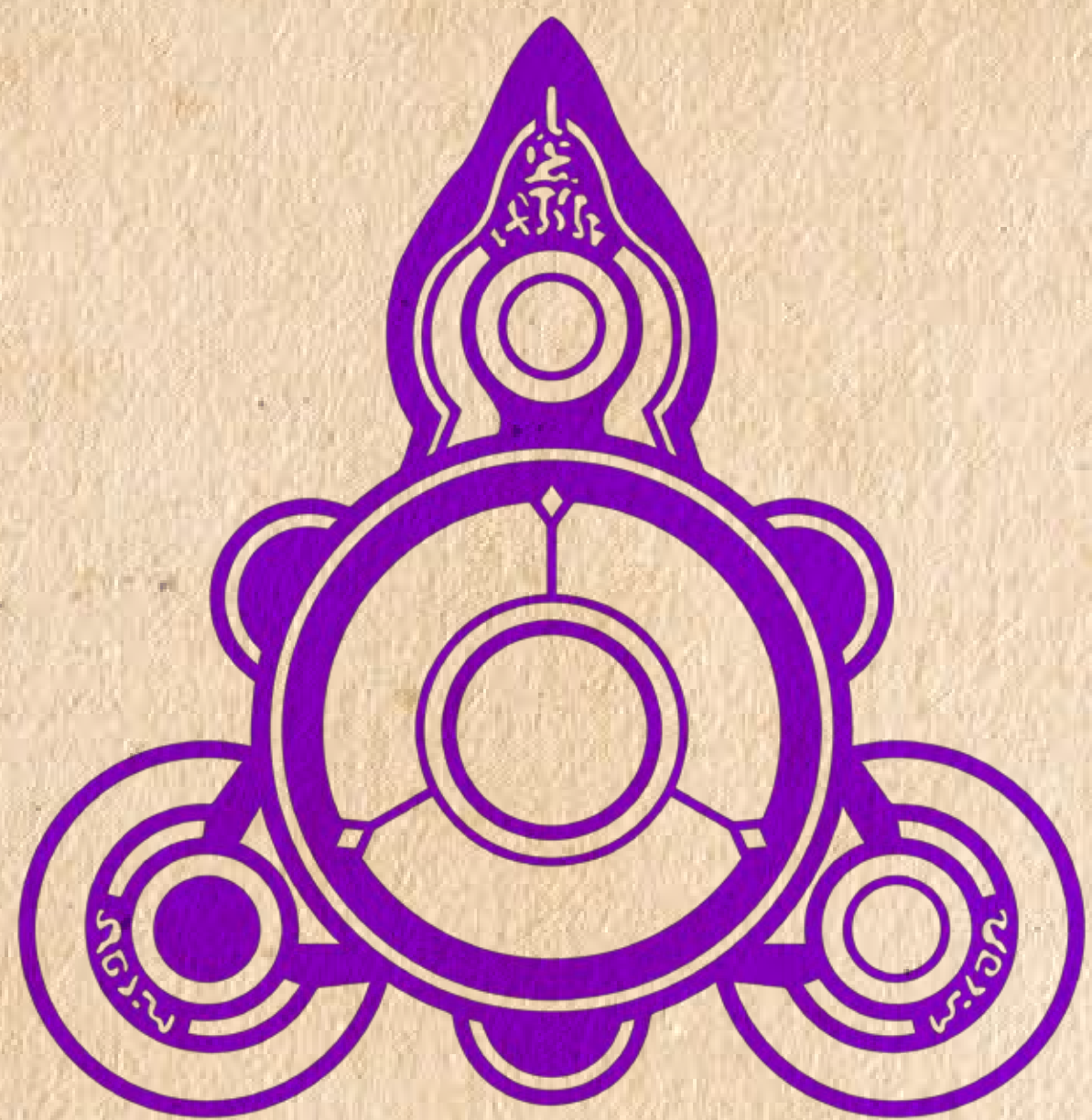
You escaped with 15 spells total, which will take your life to master.

## Liber Mortis

The very first book of necromancy from which all others are derived. The first written by humans, it contains rituals, secrets and techniques for raising the dead from their rest and controlling their actions.

The spookiest of all schools, practitioners are often traditional necromancers. Despite this, they are often the caretakers of the dead.

+Synergy: Choose 1 spell (below Tier 2) from another school



## Tier 4

### Detect Undead

A ritual that when performed will grant knowledge about the locations of any nearby undead. It is accurate enough to identify them inside a room, it can also provide a direction and a population count.

The after-effect of casting this spell lets the caster "see" the outlines of undead through solid objects, up to 10m away.

### Command Undead

While almost all undead are mindless, they are not inherently under your direct control. They would turn on you as soon as anyone else. This ability causes any undead other than those you raise to serve you, follow your commands and do your bidding.

This ability persists while you sleep, but cannot command another's undead.

### Create Undead

This spell allows the caster to raise one that has died as a member of the undead, no longer alive but still walking amongst the living. The spell ensures their creator will always command them. They have all the strength and physical ability they had possessed when alive, however they lack any intelligence. They will decay at the same rate as any other dead.

### Ward Undead

Acting as a magical barrier to both risen dead and spirits that persist, this spell creates a necromantic shield through which none of the dead can pass. Any room, door, building or marked space that this spell is cast upon shall reflect the unliving, though when cast in the open shall only make them recoil. It does not drive the undead out.

### Invisibility to Undead

A useful spell that allows the caster to hide in plain sight any target they wish. Like a cloak of invisibility, any and all undead will be unable to detect the target, no matter what sense is used. Even the sense of touch is obscured. This spell affects all undead indiscriminately, even your own, and will only shield a single target.

### Slow Death

An empathetic spell, it uses necromantic energies to slow down the speed at which the target dies, in a form of mild stasis. If the injuries causing death would let the target slip into unconsciousness, that is also delayed. If the caster gives the spell enough energy, they can strengthen it enough to halt death entirely in a full-power stasis.

# Spells



## Tier 3

### Disguise Undead

Used to pass off the dead as the living, this spell can hide the stench of decay and mask the visage of death. Beings affected by this spell look, smell, and feel exactly like the living, though it does not give them the ability to speak nor can it make them act like the living. Useful if the caster wishes to keep undead servants amongst the living.

### Corruption

Causing the eventual death and decay of the target, this spell inflicts a slow-moving necromantic necrosis. The rot inflicted cannot be treated by mundane means, and will initially afflict the extremities, creeping inwards. When cast upon one already afflicted, it will reverse the spell entirely, restoring all damaged areas.

### Feign Death

A spell used to disguise the living, it can fool all but the most perceptive of people, tricking their senses and making them fully believe the target is dead. All signs of life are masked perfectly, though spells can break through the deception. The spell can also paralyse the target for a set duration chosen by the caster.

### Vision of Death

Cast upon a target, this spell shows them a sight of utter horror; their own death. While not being the exact method by which they will die, it is likely to happen and if the caster knows how they will die it can be very real.

Affecting more than one target reduces the believability of the spell.

### Imbue Life

Granting the semblance of life, this spell allows the caster to instill necromantic energies into inanimate objects. This causes the appearance of life, allowing it to move on its own. Additional strength given to the spell grants the objects sentience, enough to follow simple commands and perform simple tasks they can do.

### Ray of Enfeeblement

Bringing the target nearer to death for a short time, this spell causes the target to become weak and sickly. The target becomes winded after only a few dozen steps, while finding running impossible.

By draining the target's strength, the caster may empower this spell to cause paralysis, lasting for minutes, hours, or days.



# Spells



## Tier 2

### Life Transfer

The process of channelling life essence from one being to another. The caster of the spell determines how much is transferred. Diminishing returns reduce the benefit by half each time. If fully drained of life force the target will die, or if a spirit, disappear. The target may resist, and if stronger than the caster may break the spell entirely.

### Enhance Undead

Improving an undead being that currently exists, this spell makes it harder, stronger and faster. It may become grotesque and bigger in size, but not more intelligent. You cannot target yourself, nor cast it on the same undead more than thrice. If multiple Enhanced undead are in an area they can communicate simple ideas to each other, such as intruders.

### Create Mass Undead

All undead creations formed are one at a time, a laborious process. This spell allows the caster to raise a large number of undead at a time. Up to 10 undead can be raised each time this spell is cast without penalty, but if more than 10 are raised at once then all the undead are 10% weaker for every additional 10 undead raised.

### Touch of Death

Only able to be cast on contact with a living thing, this spell will cause the death of the target when cast. Typically death is from an induced heart attack or aneurism, but the death can take the form of any near-immediate death the imagination creates, that requires no outside force.

This spell cannot cause a suicide.

### Death Ward

This spell is cast in a place or on an item, such as a door or a book, able to be keyed to ignore certain people; it always ignores the caster. Anyone not keyed to be ignored will suffer an instant death, from means that needs no outside force.

Those that died before are not immune, dying a final, soul-slaying death.

### Create Greater Undead

Far greater in strength than common undead, this spell creates an unliving thing that is much bigger and more powerful than anything a necromancer will usually employ. They have the strength of many men and possess great intelligence for an undead, able to match the average, or even greater, mind of the living.

# Spells



## Tier 1

### Lichdom

Found in the texts you saved is the classic method of immortality. Severing your soul from your body and placing it within a nigh-indestructible phylactery: inanimate, able to be carried, and valuable. This severance requires a ritual suicide, from which you rise undead and immortal. The body will decay as normal, unless prevented. While the phylactery is intact, the lich's body can regenerate from even complete destruction. If killed, the lich's body will re-form in a safe place; after which the lich will appear as though no harm has occurred.

### Death Warden

The Death Warden is intended to end lives of any and all upon which it is inflicted. That did not stop you from figuring out a method by which you could invert it in its entirety. You discovered that by changing a large number of key parts you could cast this altered version upon yourself, permeating your being with its tendrils; as well as freeing yourself of the slippery slope of ageing. You shall not die as long as the spell lasts. This repairs any and all injuries, and stops any and all methods of death. Only decapitation may kill you, everything else is just an inconvenience.

### Reaper

Death is often unexpected, but after making a deal with Death herself, it is a surprise no longer. Acting as a Reaper on behalf of Death, you reap souls and aid their passing into the afterlife. Additionally, you can now see or sense the lifespan of all animals you see, including the sapient. All that die have at least several years left that life robs from them. Death allows you to claim any unspent life-force from those you reap for yourself, as long as you did not directly nor indirectly cause their death.



# Spells

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## Kroveri Hæma

Elvish script inked in human blood and bound in an ornate wood, the grimoire radiates a lust for blood. The book itself is addictive, with readers longing to read it more. Those that do not master it will be mastered.

Some detectives utilise blood magic, and royalty is Empowered, but dark legends surround it. Thus it is cautiously accepted.

+Free Perk: **Bloodcrafter**,

or

+Free Minion: **Thrall**



## Tier 4

### Sanguine Senses

One spell from the Kroveri Hæma that grants unconventional sensory perception. By first creating a ritual seal from the caster's own blood upon a flat surface such as a floor, wall, or even a shield, the caster may then cast this spell upon it. The spell will turn the seal invisible, and by focusing on the seal the caster may see through it like a window.

### Pulse of Calm

Cast upon a being or animal, this spell creates an overwhelming sense of peace and tranquility within the target. <sup>1</sup>It can also be used to disturb peace, inviting stress and anxiety instead.

The target will have a steady and slow heart rate, a clear mind, and all other symptoms of being calm and collected; or the opposite<sup>1</sup>.

### Create Thrall

When a person drinks the caster's blood laced with this spell, they will be gifted with the ability to perform superhuman feats for a limited time. If the person drinks this blood 3 times they shall enter into the caster's service as a thrall, a mindless quasi-vampire with pale skin. They look human, but may only obey the caster.

### Blood Spilt Anew

Typically used to investigate murders that have no suspects nor victims, this spell enchants a bloodstained object used to commit a murder.

When held near the murderer the blood on the object will flow from the stain. The effect of the spell is visible to all, and is near-flawless in its ability to detect.

### Blood Boil

A spell that when cast upon a target causes their blood to boil in their veins, elevating their body temperature from 37° to 45° without killing them.

The process is excruciatingly painful and causes harm to both their circulatory system and organs, but any and all damage is undone when the spell is ended.

### Lift Bloodstain

Blood is a precious commodity, being able to use that which has been wasted, is very valuable. This spell allows you to lift blood out of objects, clothes or any other material and send it into a container or flask.

Blood that has been lifted from a stain leaves no trace of the stain, nor does it carry with it any traces or contaminants.

# Spells



## Tier 3

### Ritual Enhancement

By replacing regular paint with blood, usually 2 litres' worth, you may increase the potency of another ritual or spell that you cast. This lasts as long as the spell does, and improves the results of the spell or ritual by 20%. Adding another 2 litres blood used to enhance will grant another 20% bonus each time, adding half the amount adds half the bonus.

### Bloody Memories

A spell cast over blood, either spilt or not, touching the blood will allow the caster to experience the last few minutes of a person's life before the blood was shed. Consuming the blood will allow the caster to see the memories of the blood's owner.

This requires a ritual to ensure your memories do not mix.

### Create Nosferatu

Beastly drinkers of blood, they are like living corpses. Perverted simulacra of their original race, they are enhanced beyond their natural limits. Their claws are sharp and ears pointed, and they have acute senses, great strength and speed. Nosferatu will die when the Mother's light shines on them. Similar to a blood oath, Nosferatu are bound to obey their sire.

### Blood Tracking

Using a small amount of blood from a target, the caster can use this spell to locate the target. Contained in a wide-bottomed flask or container, the ensorcelled blood will pool in the direction of the target.

If the ensorcelled blood is dripped upon a map, it will stream to and pool above the target's location, but not soak in.

### Blood Burst

A spell in the Kroveri Hæma intended for combat, when cast it will cause the veins of the target to burst, blood flying in heavy spurts from their arteries. The target will die, depending on the amount of blood loss suffered.

The caster can choose the number of veins and arteries that will burst.

### Bloodthirsty Weapon

This spell imbues a weapon to be lighter, sharper and stronger, with the wielder gains skill with the weapon. The more the blade drinks of blood in battle, the greater the effect that is received.

With every kill, the wielder will be tempted to draw it more and more often, and be less willing to grant clemency to opponents.



# Spells



## Tier 2

### Night Falls

The Kroveri Hæma contains a ritual that uses a blood-powered spell to bring about night when there was once day. For the next 48 hours the world is veiled from Mother's light, for as long as you live. The moon shines blood-red and all natural light is darkened, with only magelight and fire illuminating the world in the darkness.

### Hæmohilia

A spell that enchants a vial of blood with the ability to heal. Drinking the blood will cause temporary illness, but after this, drinking blood from any source will cause the drinker to heal their wounds for every 10ml of blood drunk. Animals and lower lifeforms grant 1% healing per 10ml drunk, but intelligent lifeforms grant 5% healing per 10ml drunk.

### Empower Bloodline

A ritual that grants a person a single, great gift. Improved intellect, superior strength, rapid reflexes, enhanced endurance, hurried healing, and many others may be granted. The spell may be cast on an object, binding its ability to be used to select bloodlines. A single bloodline may only stand to be empowered once, but can be de-powered.

### Blood Pact

A powerful ritual that when performed causes two people to be bound together, by the strength of their word, forcing them to honour fully any pact. This binding will inflict severe agony or even death upon either or both, if they break their oath.

Both people will be unable to forget the pact until it is completed.

### Blood Runs Dark

A spell that causes the blood of the caster to darken to an inky black. While the spell is active, the black blood generates a magical shield that protects the caster from magical detection; and a vampire may walk in the sun. If the spell is Ritually Enhanced, the blood becomes cold, making the caster thermally invisible, and dampen sounds in the shield.

### Bloodguard

This ritual uses blood that is painted upon a body with a specific pattern to grant an enhanced resistance to spells. Another pattern gives enhanced physical resistance, and yet another gives enhanced spiritual resistance.

The marks upon the body will not wash off or be disfigured, to remove the marks requires the wearer remove them.

# Spells



## Tier 1

### Vampirism

You read that Empower Bloodline is said to work on one's own bloodline, though the results were never stated, and sought to combine it with Hæmohilia. You died. Then you un-died. Now you are stronger than any living person with an empowered bloodline, stronger, faster and hardier than any normal vampire. A thirst for blood welled up inside you. You may pass this power on by causing your blood to be drunk by someone. Beware the sun, for the Mother's light burns those that have forsaken her as you have, by seeking out immortality in this way.

### Blood Bath

While bathing in blood will do nothing, a Blood Bath will, provided the correct rituals and spells are observed, extend the life and return the youth of those that Bathe. Any wounds and injuries sustained can be washed away with the Blood Bath, consuming blood to do so. More grievous injuries consume more blood, with dismemberment requiring 15 to 25 litres to heal; depending on the limb and whether it is completely regrown or not. While not making the ritualist more resistant to damage, they are entirely human and as such lack any physical signs of inhumanity.

### Blood Thrall

Combining a number of spells within the Kroveri Hæma into a single blood drinking ritual, you were able to bestow great power upon the drinker. They will become bound to your will, allowing your direct control over them. As long as a single thrall lives you will live on, and you will possess their body through your blood. Multiple thralls dilute the ritual's power relatively, with direct control over 1-6, strong influence over 7-14, to minor influence over 15+. A thrall's death un-dilutes the influence.



# Spells

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## Liber Animas

Written in magic ink and bound with the soul of a sacrifice, this grimoire contains the knowledge to bind souls and spirits to your will, manipulate the spirit realm. The sacrifice is bound to serve you and may appear in a spectral form.

Some practitioners are well-regarded and welcomed in societies, while others are rightly feared, hated for their abuse of loved ones.

+Free Companion: **Nadya**



## Tier 4

### Speak with the Dead

This ritual is often a sign that a person has necromantic potential and may happen accidentally. When deliberately cast, a specific soul can be communicated with. The caster will hear their voice, or they may choose to talk with a soul that may have information on a topic. Mages of all kinds do not like called up like this.

### Command Spirit

Any spirit that the caster finds about can be forced to do their will. Usually cast upon malevolent entities causing harm rather than benevolent ghosts seeking peace, this spell compels the target spirit to carry out the command and lasts for a single order, expiring once it is completed.

### Create Ghost

By taking the spirit of a recently-deceased person or the soul of a still-living being, the caster can impart into the spirit an unwillingness to move on to the next life. They may also indenture the spirit into their service, and cause them to do their bidding. These ghosts can only interact with the world if they wish to do so.

### Summon Spirits

A ritual that calls to the caster a number of spirits from the afterlife. The caster must be specific what spirits can be called by this ritual, lest any spirit that wishes answers the call. Not all spirits that answer are friendly. Common summons such as “ancestors” or any other specific group to which a spirit can belong work best.

### Spirit Ward

By casting this spell in a place the caster creates a ward that will drive away any spirit, ghost and possessed that seeks to enter into it. In addition to preventing ingress into the warded area, this spell also forces the egress of any spirits lingering within, including those Astral Projecting. The necromantic energy of undead is also affected by this.

### Craft Soulfask

The Liber Animas has a set of plans that outline the creation of a glass flask that can hold a single soul that has been removed from a body, or an item. Loose souls nearby will feel drawn into the flask while it is open.

The soulfask is enchanted to trap the spirit within and prevent them escaping as long as the cap is on.

# Spells



## Tier 3

### Memories of the Soul

The Liber Animas has a spell that can be cast upon a pool containing souls, such as a soulwell, that can give the caster a look into the memories of the souls contained within. Souls that have passed may also be called into the pool temporarily to lend their memories to the pool so that the caster may experience them.

### Astral Protection

Commonly paired with Astral Projection, this spell shields a spirit or soul from that which would directly affect it. Souls cannot be ripped from a person protected with this spell, nor can those that wander be kidnapped.

This lasts as long as the spirit is free of a vessel. It may be cancelled, though.

### Exorcism

The method by which unwanted spirits and ghosts can be forcibly expelled from a person or place, this ritual can be dangerous if performed improperly. By casting holy water and reciting the ritual's spell, the exorcist can drive any unwanted spirits.

No malevolent spirit or ghost can enter the exorcised place for a month.

### Circle of Bones

Constructed from bones, this circle is used in a ritual of communication across vast distances. By calling a spirit into this circle a caster can communicate with another circle, through the spirit. The circle at the other end and the caster will both be able to hear each other, but after the call is ended the spirit will depart.

### Astral Projection

The ritual that frees the soul to wander the world and return safely back to their body. The souls of other projectors as well as the dead that wander the world can be met while projecting. The projected soul cannot interact with the world, but neither can they be trapped or constrained by the physical world. Gravity also has no hold on them.

### Trap Soul

This spell of the Liber Animas allows the caster to instill a consciousness into an object, such as a weapon, by trapping a soul within it. These souls may imbue the object with power and can even be allowed to move or manipulate the object on their own. The souls will know intimately the secrets of the object while within.



# Spells



## Tier 2

### Create Soulstone

Used to enhance a ritual or spell's power by consuming part or all of the soulstone. The soulstone is forged from the crystallisation of souls, either a single soul or multiple together, into an ice-blue rounded crystal equal in mass to the number of souls that were used to create it. The stone grants a 5% boost in spellpower per soul consumed.

### Sever Soul

A spell that causes great distress, with the body being left bereft of its soul. The soul is then left unanchored to the material world, and may be captured. Such a soul retains the ability to use their senses, though they cannot touch the physical world.

Most likely the target of this spell will be very angry at the caster, so take care.

### Create Greater Ghost

A ritual that is cast over a dying person that transforms their soul into a being with great power, bound to serve you.

With their mind intact and their body discarded they are yours to command.

Able to interact with the physical world and unable to be affected by physical objects.

### Craft Soulwell

A set of plans for the construction of a Soulwell, which can hold souls as a liquid. The well can be the size of a bowl, up to even a dam in size. The larger well requires more effort to construct, and cannot be converted to one. The souls each fill a standard cup. Souls loosed from a body are naturally attracted to Soulwells, equal to [its radius x 10].

### Soul Swap

Tied to a seal, this spell loosens the binds between body and soul, allowing the souls of two bodies to switch. For 7 days, or as long as the seal is intact, the souls will be bound to the new bodies, then revert to their own bodies. Each particular swap can only occur once, and each soul suffers from diminishing durations per swap.

### Extract Soul

Often a soul that has been trapped in an item may wish to be freed, or it may be necessary to remove them. This spell allows the caster to forcibly separate a soul from the object in which they reside, setting them loose.

Any object that was powered by or granted powers by the soul inside it will lose these powers.

# Spells



## Tier 1

### Soul Drinker

While the instructions to build a Soul Well concerned how to craft it they never outlined its purpose.

That purpose was hidden, but you have discovered it. The purpose of the Soul Well is to drink the souls. Each soul nourishes you, transferring their lifespan to you, that remained from the point of death. Sustaining bodily harm will consume a soul to regenerate, with more grievous bodily harm consuming more souls. The drinker can only hold 13 souls at a time.

### Body Snatcher

The art of severing your soul from your body and sending it to inhabit the body of another by dislodging the owner's spirit. This technique will allow you to change your identity as frequently as you wish, even evade any paladins that pursue you. Mastering the ritual can allow it to be used on the fly, with little to no prep time involved, but failure to perform it correctly will have the most dire of consequences.

Be careful to keep your identity intact, some have gone mad from too many snatches and lost their sense of self.

### Körperlos

Traditionally preceded by a ritual suicide is the spellbound ritual for freeing the spirit in a ghostly afterlife, allowing you to free your spirit from its earthly shackles and live in the physical realm. Earthly barriers have no effect upon your new form and though you have forsaken all physical pleasures, no ailment or injury may affect you. In addition, you are uniquely able to resist spells targeting spirits, such as Soul Trap, though it may not be completely fool-proof. Most interesting of all, restless spirits seem drawn to your presence.



# Spells

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## Promræn Caro

Bound in leather made from human skin and containing parchment pages of human flesh, this grimoire contains the forbidden knowledge to shape and warp flesh. Some secrets may even lead to the creation of life.

Equally feared and revered, the great heights of its potential are marred by its atrocities. Healers are traditionally welcomed by all.

+Free Companion: Kreie

or

+Free Perk: **Surgeon**

## Tier 4

### Gentle Repose

A spell from the early chapter of the Promræn Caro that allows the caster to halt the decay of a body that was caused by death. As long as the spell is active the body will remain exactly as it was when the spell was cast.

This applies to parts of the body that are no longer connected, such as limbs that have been severed.

### Cure Injury

From the chapter that concerns injuries and healing, this spell allows the caster to repair any wound and stem all bleeding. This spell may heal injuries that linger or did not correctly heal. The spell is not able to re-attach limbs nor reverse death, instead focus is placed on such measures not being necessary.

### Inflict Paralysis

A spell that will cause the target to lose the ability to move their extremities as well as muscles and organs able to become paralysed, chosen by the caster upon casting. Particular limbs or organs can be affected or all of them. The paralysis may slowly affect the target over time, or instantly affect them when the spell is cast.

### Calcify

From the Promræn Caro, this spell allows the caster to change a targeted living thing to a rock-hard stone-like form. The changing of the composition of flesh and other parts to an incredibly tough solid is determined by the caster, as different levels of concentration when casting affect speed. The caster may also target only specific parts of the body.

### Reinforcement

Concerning health, this spell will cause the target's bones to increase in strength, even to the point that they may not be broken. Muscles may also be reinforced, lending supernatural strength and reflexes to the target. Their skin when reinforced will turn blades and deflect arrows. Other reinforcements are also mentioned by the spell to exist.

### Create Abomination

Outlined in the Promræn Caro are rituals that can cause the horrific mutation of living things into a usually mindless, and always soulless, form that possesses great strength. Tough and able to resist attacks, their particular necro-bio energy resists spiritual assault. Totally obedient to their creator, they will carry out all orders.

# Spells



## Tier 3

### Natural Weapon

This spell causes the target to grow spines, claws or other lethal features from their body. The weapons may vary in size and may be composed of any number of things, from bone, skin, muscle or may even cause the growth of venom sacs and the fangs to use them. An example of weapons that this spell causes is poisonous sweat.

### Alter Appearance

A spell of cosmetic origin that is usually used to disguise the caster, it can alter many aspects of the caster's visage, and even be cast upon another. The target is changed to resemble that which the caster desires, from a new face to a different body type to even an entirely different gender. Any pre-existing conditions still exist, even if disguised.

### Cure Disease

Able to kill diseases and purge poisons that reside in, or have been introduced to, people. Able to undo the damage caused by diseases, such as necrosis or nerve damage or even coagulated blood.

However this spell cannot reverse death nor undo loss of limbs.

### Limit Bane

A recipe for a potion contained in the Promræn Caro that assists the one that consumes it in breaking their limits. Increasing strength, speed, endurance, and others, beyond normal levels to what could be described as superhuman. The potion requires consistent imbibing to retain the benefits. Withdrawal inverts the bonus granted for a short time.

### Warp Flesh

Spells from the Promræn Caro that allow the caster to twist and shape flesh as if it were clay. Seamlessly attaching flesh and limbs and allowing the new owner to manipulate them as if they were their own. The limbs may have been severed, and when warped will be returned to its original state. The flesh need not be from the host's race.

### Enhanced Senses

Illustrating a person with exaggerated sensory organs, this spell allows the caster to imbue a target with enhanced senses. By using flesh from a specific animal, the spell will change a single organ to replicate the ability possessed by that specific animal.

Each instance of the spell can enhance an additional sense, but each one only once.



# Spells



## Tier 2

### Rejuvenate

Within the Promræn Caro are explicit instructions for a spell that regenerates tissue, dead or alive. Fuelled by energy, necromantic or mundane, the spell can revitalise a body and make it work as good as new. It may not extend life, or heal wounds or illnesses that may cause death.

It can counter spells that affect the body.

### Alter Age

From the Promræn Caro, this spell allows the caster to age a target by any number of years, but no more than 10 years initially. It can age a target or reverse ageing, as the caster wishes. Suffering from diminishing returns, the spell's effect will halve each time it is cast on a target, past the initial casting.

### Create Skinwalker

Taking a human and binding them, spells are cast over them and their body contorted. By touching someone's bare flesh, they may assume their appearance. Skinwalkers may also mimic perfectly any voice they hear. They lose their sense of self, in order to assume the self of others, and their soul, which makes them spiritually hardened.

### Mass Growth

The Promræn Caro has within it a spell that will cause massive increases in size, strength, and other abilities. Flora become almost animal-like, with fast reflexes and vine whips that can strike out at enemies. Fauna become grotesque versions of themselves, capable of feats beyond natural bounds.

### Craft Plague

A spell that causes a sample of blood or an existing disease to mutate into one that carries the traits desired. The plague may be transmitted however you wish and even target only specific kinds of people, and may be benevolent or malevolent, grant enhanced strength or cause atrophy.

One with Cure Disease may cure it.

### Create Life

Requiring a sample of a person be placed inside a vat engraved with spells from the Promræn Caro. A spell from the Promræn Caro will transform the sample into a rapidly growing embryo, whose age and size are limited only by the size of their vessel. An additional spell within the Promræn Caro may be used to force a spirit to take up residence in this embryo.

# Spells



## Tier 1

### Potion of Khizaz

The Promræn Caro contains a formula that details a method to restore, strengthen and improve the body and reverse ageing. Resulting in a potion that will alter the very fundamental function of the physical body. Transforming your body into the peak of beauty and performance. All damage and age is reversed, making you the picture of health, and youth. You will not age past this point, and any further damage that is not fatal will be repaired, the more serious the longer it takes.

### Clone

Building upon the spell to create life, you added your own touch and altered it for an old soul. Crafted using your own self as a template, you created a synthetic body of your own design; able to change each time. In biostasis until needed, ensorcelled to awaken upon your death, it will hold your spirit. Able to be any age, gender, race, it may look any way desired. Multiple bodies can be made at a time, they are assigned a number in a queue to receive your spirit.

### Devourer

By follow the steps laid out in a ritual in the Promræn Caro, your physical form underwent a series of changes that grant immortality, and an innate ability to know which parts need replacing. By consuming healthy flesh and working organs from the living yours are replaced, extending your life. Any parts of a foreign race that are superior to your own can be consumed. Physical damage will not kill you, instead placing you in a 23-year coma. Consuming flesh will regenerate any damage done.



# Spells

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## Reunu Pertemru

The Reunu Pertemru is the first of all necromantic works, containing many ancient secrets in the form of a scroll. The esoteric enigmas once contained lie hidden. Said to contain great power, nearly all of which has been lost in time. Its curses are able to affect equally the body, mind and spirit.

Most practitioners keep their business discrete, due to the stigma of being related to the Child, thus few consider them real.

+Free Perk: **Artificer** or **Scholar**



### Sand Storm

Spells that control sand and direct it to the caster's will. The ability to control sand is proportional to the amount, with less sand being stronger. The caster may craft weapons from the sand equal to steel versions, or even direct sandstorms up to a kilometre wide, or any action in between; though they do not last longer than the duration of the spells cast.

### Curse of Hallucination

Able to stand alone, or be tied to an event or trap that triggers it. After triggering, either immediately or after a delay, the target will experience hallucinations that are indistinguishable from reality to the target. Curse carries the power to cause all kinds of harm. No harm or hallucination will be apparent to others.

## Tier 4

### Embalming

Ritually cast, this spell causes the corpse targeted to dry up and become immune to decay. The spell permeates the corpse and shields it from natural consequences of death, preserving it for an indefinite period of time. After permeating the corpse the spell causes it to harden and become very resistant to damage, but without affecting mobility.

### Curse of Enfeeblement

Magic cast that can be triggered by a trap or door opening, or regular casting. Either immediately or after a delay the target will begin to feel weak, their limbs heavy, and they will be compelled to sleep; waking tired and lethargic. They will no longer be as strong and fit as they were, instead they will be as brawny as an elderly man.

### Create Mummy

The ritual by which a deceased person is mummified, with their internal organs removed and spells cast over them.

This bestows great power, a hardier and tougher form, and a weakened version of your curses. These mummies are loyal servants that carry out every command of the one that created them.

# Spells



## Tier 3

### Curse of Suffering

Able to stand alone or be tied to a triggering event or trap. After triggering, those affected will either instantly or over time begin to feel pain, as if their entire body was on fire and every bone broken at the weakest, scaling up to pain beyond imagination. While no harm will actually be caused, the anguish experienced will feel real.

### Regeneration

Restoring the body back to its original state by stealing the health and life-force of others, leaving them a husk. This skill allows the caster to recover from almost any injury as long as there is a good supply of people to drain. While it heals damage and replaces lost organs and body parts, it does nothing to reverse ageing.

### Scourge of Scarabs

This spell calls forth a swarm of scarabs that burrow into the flesh of the living people, inflicting suffering upon them while moving towards their brain. Once here the scarab lodges itself in the part that controls motor movements and takes over the body. These scarabs are under the command of the caster and carry out their desires.

### Curse of Deprivation

Able to stand alone, or tied to a triggering event or trap. After triggering, targets will over time begin to become unable to use their senses, with even the sensation of touch not unaffected. The senses affected and the degree to which they are affected is determined by the caster. The caster may also choose if the victim senses the caster.

### Father's Shield

A defensive ritual normally cast upon the dead to protect them in the afterlife, it shields them from both physical and spiritual harm on their journey.

It can be cast upon the living, granting them similar though less powerful protection. The spell allows the living to repel, but not defeat, the dead, but targeted spells may still work.



# Spells



## Tier 2

### Resurrection

The ability to bring the dead back to life with a spell in the Reunu Pertemru, they look exactly as they did before they were raised. Consisting of calling the spirit of the deceased back to inhabit their body once again, it works best on willing souls but can be applied as well upon reluctant individuals. If the spirit is trapped prior, the spell will fail.

### Curse of Death

Able to stand alone or be tied to a triggering event or trap. Depending upon the chosen time of the caster, the effect of this curse may cause the death to be instant or delayed. The manner of death may also be chosen when cast, though deaths necessitating an external force may not be cast. The caster may choose whether or not spirits or undead are affected.

### Curse of Slavery

Able to stand alone, or tied to a triggering event or trap. After triggering, either immediately or after a delay, the target will lose their free will. Those affected will find themselves unable to make decisions for themselves, relying on those around them for guidance—or the curse caster, if nearby. Those affected will actively fight to remain affected.

### Mother's Khopius

Used as a mercy to those restless and tormented spirits that linger in pain. This spell is able to slice through the ties that bind souls to the physical realm, and release necromantic energy from its vessel.

Not destroying or damaging the spirits, they are cut loose and forced to pass on, unable to be recalled back to the world of the living.

# Spells



## Tier 1

### Mummification

Your research into the ancient texts from Teb'Ihr have come to fruition with your discovery of mummification. Requiring that your minions and any companions finish the ritual you start, you end your life and your minions enter your body in a specially repaired sarcophagus.

Your bandaged, dessicated corpse will rise from its tomb to live again, incredibly resilient to damage, able to easily shrug off most forms of physical and elemental assault. Mummies still have a phylactery, their bodies, which allows them to regenerate fully as long as it is mostly intact.

### Worm That Walks

The Homme-Da was a most horrific punishment reserved for those that had committed the most heinous treason, with carnivorous worms eating their flesh until they die. Anyone awoken from this death will become immortal, with the same worms constituting their body. Almost immune to physical damage, as long as even a single worm survives, the Worm can live. The bite of individual worms lack lethality, but infect the victim. This will cause worms to grow within them, after critical mass the Worm can control their body in addition to their own.





# Companions

Pick 2 companions - or pick 1 extra perk or spell for each companion you do not pick.



Zahra

A Teb'Ihran desert witch that heads a trading caravan through the great desert, she is not tied down to any place. She has a close-knit family that she has raised from the dead.

"Many things are moved through the desert. But i don't ask questions."



Xihal

The last apprentice your master trained, she moved in a different direction resulting in her absence. She is more skilled than you, but willing to train you out of loyalty to your dead master.

"He was a good man. I respected him greatly. Let's finish what he started."



Giesselle

Young for a lich, she is a master of necromantic illusion and disguise. She wants to live vicariously again. She has contacts and resources all over the world and will share them if you live large for her.

"I vacationed in Machevstro a while ago. Some of my students may still be there."



Emily

A kindhearted, naïve girl, she was brought up by the dead that she raised. She will need to be looked after, but she has great untapped potential, desires knowledge, and wishes to help others.

"The dead are so much more interesting than the now-living, don't you agree?"



Sasha & Sir Henry

Missing her father Sir Henry, a warrior with unearthly prowess, she resurrected him. She is gentle and caring, but must learn to control her great power, and needs a friend to help her.

"I love my daddy. Can he come too? You will teach her, she deserves the best."



Rauha the Reaper

A reluctant yet effective Grim Reaper, in the service of Death herself, she shepherds the souls of the deceased. She has shepherded many in her time, and seeks a friend to keep company.

"Oh, I can stay. It's just it gets lonely when everyone hates your presence."



Ivana

Safeguarded by a bone golem she discovered, she seems to attract the dead to her. Wishing to help you to teach her how to control her gift, and share the burden of care.

"I don't know why, they just keep showing up. I take care of them, and they stay."



Tallessi

Concerned with the preservation of their looks, their kind of magic focuses on immortality. As skilled in necromancy as they are vain, there is no other more skilled in preservation than him.

"Oh my, that is hideous. Why live forever if you hate your reflection?"



# Companions

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Seir Luukis Akeldam

A Death Knight of renown, he was forsaken for having a kind heart. A great warrior and philosopher, he will do great things, and follow any Good leader in doing Good in the world.

"I once burnt down an orphanage. They were happier under my roof."



Afuzad

A Death Warden, he wishes to be king. He wants to reshape the world, believing mortals lack the ability to rule the world correctly. He seeks to replace all rulers with his loyal followers.

"Mortals are so short-sighted in their endeavours. I know I can do better."



The Laughing Man

A lich of renown exiled from the monastery the liches once had, for his puns. He knows a great deal about necromancy, and will once again have an apprentice to teach the art of jok- necromancy.

"Don't you think I'm humerus? You must lack a funny bone. Ha ha. I kill me."



Bones Hathcock

A rogue skeleton that was raised to murder his home town, he seeks to make amends for his past. Once a ranger, he knows forestry and tracking, but is also gifted with unearthly patience.

"I once waited, unmoving, for 7 weeks. For the slightest hint of that bastard."



Leth'Arin

The latest in a long line of gravekeepers, a deathborn necromancer with a self-taught talent for the art. He cares for the dead, duty-bound, yet wishes to one day go out into the world and learn.

"No, venerable ancestor, I did not ask her out. My studi- Oh, fine. I'll do it."



Zahnef'Del

The only necromancer from the Sinti people, to his knowledge, he travels all over Southern world running his caravan. Not content to sit in a tower and read, he visits libraries to study instead.

"I rarely stay longer than necessary. The Knights Maternis won't catch me again."



Jinpen

A shaman from the monastic tribe of kobolds, they are a kindhearted soul with few possessions. They raise the dead to aid them in releasing their burden and progress in the afterlife.

"All is part of the wheel of life. Sometimes it needs a hand in turning."



Demilich Master

The wise and powerful master that taught you everything you know. He sought you out after your escape to continue your studies. A last-ditch attempt to escape Death, he needs a hand now.

"This form is limited, yes, but it helped me get ahead of the manic mob that killed me."





# Companions

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**Sarah**

A young woman with remarkable skills in h emomancy. She knows many tricks and secrets and can aid you well, and her skill with blood is great. She does not lead, and expects you to do so.

"Blood in the hand is worth twice that in the vial. Why? I can teach you."



**Lady Aino**

The Red Lady is an old countess with a talent for h emomancy. She is a big name in the region, and does not move much. She is willing to patronise your interests, wishing you share your deeds.

"The world would be so boring if I did not orchestrate amusements occasionally."



**Kaija**

A vampire, once held starving deep within a stronghold. You freed her, making her your loyal ally. She is strong, swift, seductive, and willing to use her wiles to beneficial ends.

"How about we see if I can't trade a smile for a night's stay, shall we?"



**Ela**

An old but young vampire, she is still innocent; but is stronger, swifter, and smarter than she looks. She looks up to you, and will follow in your footsteps, treating you like a parent.

"Can we get a bite to drink after I finish my homework?"



**Lester**

A socialite vampire with a taste for high society, he has homes in the major cities, but no real friends. He desires a companion to share his unlife, and enjoy it with him, willing to finance your efforts.

"Yes... Excellent! It's 'blood magic' you say? We need to do this more often."



**Baron Orloke**

The baron has great strength and a mind that belies his appearance. He has had few friends and his visage scares most. His castle retains a library with books on many things.

"You stand before me... I'm impressed. A friend? I... I suppose I can be that."



**Nazar**

A painter with a thirst for pain, he has a great knowledge of art and is willing to teach you his arts. Since living a hedonistic life he no longer fights, instead he prefers a captive audience.

"Now, it's time for us to start dealing with the business at hand."



**Myrnaux**

The oldest of vampires, they were a member of the Disciples of Blood, the cult that founded the school of h emomancy. They seek to teach a student all the skills they know, one last time.

"Even immortality gets old eventually. I am ready to complete the circle."



**Pallessa**

A beautiful member of the Fair Ones, she is an old hand at the Kroveri H ema. She is incredibly intelligent, obsessive, and observant, using blood magic to solve crime, and catch and eat criminals.

"Like blood, justice is best served hot. It tastes just as sweet as well."



**Duchess Victoria**

An unearthly attractive yet ruthless Fair One, she has ruled her land for centuries. After taking a liking to you, she decided to host you at her castle, teach you the old ways of blood magic.

"Power is key. You either have it, or serve those who do. Which are you?"



**Shevyla**

Locked in a cell for a crime she did not commit, she is a blood mage that specialises in combat spells, able to defeat anyone she fights with. You became her strongest friend after freeing her.

"Did I practice in there? I didn't have much to do in there but practice."



**Seir Ejsa**

Knighted by a general centuries ago but lordless since then, she is a highly skilled and deadly killer. Off the battlefield she is a sophisticated noble, a member of high society that holds great parties.

"If I be nice and just torture the prisoners, can I hold a yuletide ball? Thank'ee sire."



**General Count Codrin**

The master warrior, genius tactician, former head of the vampire army, he is skilled in the ways of war. Valuing his Fair people above others, he seeks to enslave the living, and rule above them.

"I do not give faces. They are inferior. They will learn so beneath my heel."



**Edward**

Spending an immortal lifetime stuck in libraries, he made a social faux pas that got him ousted from polite society. Desiring a library of his own, he will help you find knowledge to fulfill his dream.

"Sure I've read that book. Where? I'm not sure, we will have to retrace my steps..."



**John**

A warrior with a troubled past, he unconsciously channels blood magic into his fighting style. Given training, he could become a battlemage. He prefers to live away from those who call him a freak.

"I don't know why, but when I get angry, my blood boils. Then theirs does too."







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Aiyana

Endlessly joyful, she is incredibly generous and kind. She is entirely self-taught, and has picked up some skills that have not been seen before. She does not like evil, and desires the world to be caring.

"I'm happy I could help them get the mean dead lady to leave their home."



Elisabeta

The formerly well-respected medium and healer in her village, she was cast out. She is a learned spiritualist, in need of a place to live. She chose to live with you, and will help out.

"It doesn't matter that I can't fight. I can get people to do that for me."



Grace

The poltergeist spirit of a woman alone for years. Few saw her so she has latched onto you. She will make herself useful any way she can. She is skilled with her blade, which can cause harm.

"Hey listen, I recognise that place! I can get in there for you if you want."



Cassandra

A necromancer's spirit that was ripped from her body due to an interrupted ritual. She can do little, but if you find her a vessel she will teach you. Tough, she does what is necessary for the Father.

"No, no, that's not how you do it. I only I had a body I could show you."



Kolya

A bodysnatcher with many secrets, he has stolen numerous forms. After decades alone he wants a change, and is willing to show the world as his many eyes saw it.

"Perspective is a powerful thing, and being able to see alternates is priceless."



Alfred

A human subjected to a cruel fate, their soul was bound in a suit of armour. They escaped, and haunted by their actions, they have been working to right the wrongs they were forced to commit.

"I only look mean and evil. I used to be a kid, for Mother's sake!"



Risdare

A mounted warrior and his steed. Killed in combat and somehow returned from the dead. Retaining his skill, his axe remains deadly as it was in life. They pledged to serve you to have a purpose again.

"Why do you shy away from the fight? Do you want to live forever?"



Endhinat

Ancient and cunning, he is the creator of one of the first soulwells. More than a thousand souls have passed his lips, but now he seeks a protégé to teach his arts so that he may explore the next life.

"Nothing tastes as sweet as a soul plucked before it is ripened, but I've had my fill."



Morgan

In constant contact with souls from childhood, she grew up with spirits at her beck and call. Naïve, she has few skills talking to the living. Very trusting, she needs a guiding hand in her life.

"Why did he cry when I said she forgives him? She is happy for him."



Nadya

The spirit of a young servant bound to the Liber Animas, she knows its contents and can recall them instantly. She doesn't like doing evil, keeps your home cleaned and will cook for you.

"Sigh, yes master. Turning to page 304. Oh, and dinner is nearly ready."



Jeylah'Den

A necromancer's spirit cursed to only partially possess bodies, she needs a friend to care for her when not in control. Able to raise and control spirits, she seeks to take revenge for the curse.

"Please help me, I'm not in contro- thank you for looking after me while I was out."



Trapper Alder

Crafting the perfect form of immortality is an eternal quest. Alder the surgeon failed in an experiment, and wound up a ghost skeleton. He retains his sense of humour, and loves to pull pranks.

"I once nailed a fellow acolyte's shoe to the floor. What a trip that was."



Lingjiang

Wandering the world to put dark spirits to rest, they seeks to right what is wrong. Patient, sagely, calm, he always knows what to do. He seeks a student to carry on his dangerous work.

"You will not give. You will get it right. One day your life may help others rest."



Sho'Khah

Trapped for untold years until he was released, he was a murderer cursed with a perversion of immortality. Able to kill even better now that he is dead, his release bound him to you in servitude.

"I guess we're stuck together then. Oh boy, here I go killing people!"



Dekosto

An unwilling undead walking amongst the living, seeking out their best duellists, he wishes to find someone good enough to defeat him. They believe you will attract such people.

"I relish killing the warriors that will come for you. Maybe one will be skilled."





# Companions

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Venika

An eccentric and affluent surgeon that lost her medical licence. Flawless skills with the knife, she leaves neither seams nor scars. Despite an apparent lack of magic, her work is just as good.

"What's the problem with giving someone another pair of arms? They're handy."



Patchwerk

Sewn together from several bodies, she is vain and envious. Possessing split identities, each of them pursues hidden agendas. Some are to help the world, others to conquer it, some in between.

"Our enemies cannot anticipate our actions if we don't work in concert."



Catherine

One of your master's first creations, she is an old friend from your first days. She knows almost as much about flesh magic as him. She needs some final touches to be complete, and unlock her magic.

"Just because I can't do it myself doesn't mean I don't know how it's done."



Vereena

While trying to create a super soldier, she accidentally turned herself into an incredibly strong, deadly creature. Retaining her intellect, she seeks a student to reverse her predicament.

"You think I'm a monster, don't you? I'll never find a way to fix this."



Valaul

A creation that was abandoned, he has been alone, and used you as his model of behaviour. He has skill at fleshcraft and has the potential to become one of the greatest in the world if trained.

"Will you be my friend? Nobody wants to be my friend. They all run away."



Scourge

Master Chemist and an overwhelming fighter, he mastered the Limit Bane potion's potential. Very intelligent despite his looks, he has a mind for planning. He wishes to rid the world of evil.

"I have broken many who claim to do right by the world. They never did it right."



Herman

A scientist gone mad, his obsession with creating surgical and anatomical expertise, and skills in graverobbing. Learning how to fleshwarp being his life's goal.

"It's alive. It's moving, it's alive! It definitely moved, right? It's alive!"



Tor'Dan'Oim

A Devourer that lived for centuries gaining many skills. He has an alien perspective, but will come to value you and your views. He has been away from society, and requires help with it now.

"I will take the role of teacher and season it with a pinch of mentor. Delicious."



Kreie

A Kreierung, created in a Xanthuun Vat. Based on a mix of samples, possessing the genetic memory of all. They use you as their model of behaviour, and will assist you with their knowledge.

"You are my parent, and I will do my best to make you proud."



Angiela

A half-werewolf pack leader, she is strong and swift with a talent for tracking. She wishes to find her father, and learn the necromancy with which he created her. Her pack is unique.

"We look out for each other, for the pack. We don't like the city much, nor them us."



Isabella & Mollina

A potionmaster and her assistant sister, she studied under one of the best. Wishing to open her own apothecary store to help out the locals, she seeks a place from which to run her shop.

"Keep steering Molly, the crazy Count's karma is nearly ready."



Shanina

A chimæra made with a human, she just wants a home and a loving parent. Orphaned and lonely, you stumbled upon her by chance. She doesn't know much, but she's devoted, and will help as she can.

"Where is daddy? Will you help me? People don't like me any more."



The Face

A charismatic and socially skilled skinwalker. They can assume the form and identity of either gender easily, accurately, and flawlessly, enough to fool any. Their ability to shape-change is second to none.

"Trust me, [name], I know we can get in. The plan will come together."



Dr Payaty

Specialising in artificing, and making things work, they wish to see if he could create a flesh-mech automaton. They seek a partner with whom to work hand-in-hand to make this real.

"You see, by placing these plates on the heart you can stimulate it. See it beat?"



Peter Blauerhimmel

Completely obsessed with nature, defending it, and enhancing its ability to defend itself, he requires a safe space to work. He knows much about cross-species necromancy, and is willing to collaborate.

"The elves have it wrong. You cannot simply co-exist. Nature must be equal."



Kernel Dinve

Crafted from nature itself, he is as studry as the oak, as patient as the trees, and as durable as the weeds. You do not know why he follows you, but he seems friendly, protective and does most things you say.

"\*Creaking noises\*"



# Companions



Pick 2 companions - or pick 1 extra perk or spell for each companion you do not pick.



**Neretti**

A cunning priestess from the Child's temple, she can regenerate mummies and is able to pass as living. She recognises, and will serve, you as the next pharaoh without fail.

"Yes, my pharaoh. Together we will succeed where Amenthès failed."



**Lamidura**

A Sinti sorceress skilled in the arts of the Reunu Pertemru. She seeks to establish a homeland for the Sinti people, and plans to use Ancient necromancy to do it.

"Say, I'll teach you necromancy if you help me help my people."



**Eshe**

A former High Priestess woken from death, she requires regeneration. She is initiated into arcane secrets, knowing many ancient spells and curses lost to time.

"Ayah, I was so happy in the afterlife. I suppose I can return to my duties."



**Elatiya**

The leader of a large sect of the Child cult that permeates the Untamed Lands. She has knowledge passed down for centuries, as well as adaptations of her own.

"We have waited for millennia for one to set our plans in motion. For you."



**Hautuni**

The Buzzing Mistress of the desert, she is the leader of an Oasis Town. She is an expert on the insectoid side of the Reunu Pertemru, and can craft life from the desert itself.

"Don't mind the buzzing. That's the direbees making honey, honey."



**Akhelida**

A mysterious being from Inalmiya, she travels the world to stop global catastrophes. Skilled in martial arts, versed in ancient locations, she seeks an ally in her quest.

"There is no point learning necromancy when the world is destroyed. Join me."



**Zyanya**

The legitimate ruler of the Untamed Lands, she wishes to unite them all as her kingdom. Seeking the throne, she is a fair and just person, much-loved by her subjects.

"I wish to tame the Lands and make them great. I wish you would help me."

# Companions



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**Rho'Mahl**

The legendary Desert Scorpion, leader of the swift Shabh Soldiers. A warrior without peer, he was accidentally raised, and will raise his Soldiers again, pledged to serve.

"My soldiers are faster than the wind. They will never see us coming."



**Amenthes**

A legendary pharaoh with awesome power, martial skill and tactics, he awoke after millennia to try to conquer the world in the name of the Child. He rewards any allies.

"Only the world uniting stopped me before. I have learnt from my mistake."



**Ngawang**

Ancient as the sands, he is forgotten more than most will know, and seeks to establish his own empire based on his secrets. He needs help realising this.

"The wind blows. The dunes dance. I endure. It has always been such."



**Öbottakh**

Once the greatest general of the ancient land Khryhs'Alb. A master of guerilla warfare and tracking, and a great warrior. He authored the legendary Sodan Taide.

"I have countless confirmed victories. They called me Mighty Darkraven."



**Seboket**

The constant bodyguard of all pharaohs, and former father of entire legions of elite soldiers. Skilled warrior and anti-assassin, they can stop all mundane attempts.

"Assassins don't really prepare for a death roll into suplex combo, do they?"



**Moskheon**

An ancient Worm That Walks of times long past now squirming back into the present. They seek a new outlook on the world and wish to travel with you to see what changed.

"The perspective of insects is truly fascinating, if you care to look."



**Sefekhi**

A mage from the Child's temple, he has served as a priest and wizard with eldritch arts lost to time. He desires a master to serve and will carry out orders with great loyalty.

"Scaring the plebs by turning rivers into blood got old. So did I, in time."





# Companions

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Ekaterina

Master of hunting dangerous prey, she lost her spear at the age of 12. She has captured many slaves, living for the hunt, and will catch more for her master.

"The prey never know i'm there, until it is too late. Then they're mine."



Sitamun

Sly and skilled at politics, she is wealthy and loved by her people. Wishing to expand and conquer other lands and Lands, she will become your patron if you serve her well.

"I may not be strong enough to take on the North, but with you I will be."



Eudokiya

One of the elves from deep in the forests of Valaistir, she is looking to find a new home. She has skills in hunting and tracking, and seeks a new master to make use of them.

"I tracked you here, what makes you think you can just not hire me?"



Kalia

Priestess of the Mother, she cares for those that need aid. With divine powers of healing and the ability to repulse evil, she protects the weak. Those that help her prosper.

"I serve the Mother in helping others. Will you do the same?"



Melanya

A rogue member of the Dark Knight clan, she seeks a better purpose for which she will draw her sword. Armed with a plethora of martial arts skills, she wishes to serve.

"What techniques do I know? What don't I know, you mean. I've learnt them all."



Kallisto

A beautiful woman of high standing in the courts of nobility, she is able to make men and even women fall under her sway. She looks like someone you once knew.

"It's amazing what a few words and a certain look can accomplish."



Maireni

Travelling from place to place, she has refined her haggling and sales skills, as well as her sleight of hand and card playing. She has access to more than the white market.

"Test your luck. Pick a card, any card. Oh, not that one. That one's a dagger."



Ahiliha

Used to leading forces with sound judgment, she is unflappable and a great tactician, able to rapidly adapt to any situation. She can lead just about any force to victory.

"I itched to fight since i was young. Leading fighters instead is smarter."

# Companions

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Lobsang

A quick and accurate writer, they studied at a great college, and mastered researching. Fluent in all the world's languages, he also wishes to learn necromancy.

"Cyka? You mean elf. I learnt that one in college."



Maajid

Wandering the desert and the surrounding lands, he looks out for those that need help. He has skills with his weapons and a strong sense of morality. He can take a beating.

"The living deserve to continue living and i will ensure that happens."



Dante

An older man with a o defeat record, he is a professional tactician. Endearing like an uncle, he will aid you in battle with his claymore.

"I've planned it all out, you see. First they come, then we get crazy."



Danar Nebeff

A legendary warrior on a quest for new purpose, he has supernatural strength and stamina. He desires a new commander to pit him against impossible odds.

"Army of darkness? Normal Tuesday night for Danar Nebeff."



Alyona

The elven lone lancer of Leuchtevsto, they are so incredibly skilled in combat that they eschew proper armour. Ending up with a life debt to you, they will serve for life.

"No, I will not cover myself. By distracting them, I ensure victory."



The Bandit Leader

A mysterious individual with which you share little in common, they serve for their own reasons. With a gang of bandits behind them and a set of skills, they know how to win.

"The only unfair fight is the one you don't win; so fight dirty and cheat often."



William

Wishing to be crowned the new Teb'Ihran king, he needs an ally to make it happen. Political intrigue and playing games of thrones is his forté, with brutally efficient tactics.

"I'm sure we can arrange some deal for you. How about a duchy?"



Agedoke

Old and set in his ways, he knows much that was kept secret by his order. He is the last in a long line of monks and is looking for a successor to pass on his knowledge.

"No, that is not how you do it. Why? Because this is how it's done."





# Companions

Pick 2 companions - or pick 1 extra perk or spell for each companion you do not pick.



**Xandros**

A low-profile lich who claims that he has visions of things beyond this world. Determined to make sense of his visions, he will stop at nothing to save the world with his extra-reality knowledge.

"...then I saw plague that killed all magic. Absurd, I know, but still I wonder..."



**Imhotep**

An improperly-preserved mummy, his memories and mind are fallible; he is very suggestible. He has formidable powers rival your late master, but needs guidance in everyday life, or he flits on whim.

"I forget, did I put my pants on me, or that guy I raised? Do I even wear pants?"



**Henry**

Experienced and skilled even for vampires, he is a professional assassin for hire. He specializes in killing necromancers and other magic users. Used to being alone, he will slowly grow fond of you.

"Finish up those skeletons and let's go. There are more waiting elsewhere."



**Nathan Salem**

A skilled trader & friend of finer arts, with friends in nearby every city of every race; manipulated by spirits to move things in his favor. He prefers to move pieces on the board than get his hands dirty.

"Why sit on the throne as a target, when you can hold the strings in the shadows?"



**Kaspar L. Meyer**

Nearly 300 years old, he is the vampire lord of the area, leading one a large clan. He fights a bitter war against the Mother's Church for killing his wife and unborn child, he has sworn to hunt them.

"They think they are so high and mighty, that they decide who lives and dies? No."



**Maxwell**

A prominent healer who runs a successful bar, taking over for the late last owner. Will let you stay the night for free, and can send you any kind of specimen you desire, though in low numbers.

"Watch the garden out back, the plants have a bit of a bite to them today."



**Captain Barbuto**

A notorious pirate who inspired fear in all, he was betrayed by his crew and forced to walk the plank. He made a deal to escape his fate, gaining magic, and is again at the helm, more terrifying than ever.

"Aye, laddies! Now this poor fool will learn how I lost me beard!"



**Captain Vossler**

More alive than most living, he maintains his lust for battle and plunder in death. He commands his own formidable and feared pirate frigate - The Hollow Pale. He seeks a partner to in his ventures.

"We're the kings of the sea. Why shouldn't we should live it up?"



# Companions

Pick 2 companions - or pick 1 extra perk or spell for each companion you do not pick.



**Tirbath Zaun**

A shaman with a deep but perverted understanding of the human body. Roaming through the country, he uses his allies to make some coin both as a healer and through other less reputable means.

"Their ills are vanished when I visit. Why concern themselves with what else I do?"



**Byron Lee**

A necromancer who uses his undead as an easy source of labor, he has gained a position of some renown in his small town. He can teach you how to command your undead to perform greater works.

"Children play at war with the dead, not realizing their true potential."



**Good Doctor Aenas**

A mortician and entrepreneur, he uses his knowledge in the service of rulers afraid of death. He is willing to extend the aegis of the noble class from his many clients to you if you lend a hand.

"The desperate always end up paying, one way or another."



**Vashaa Blanc**

A renowned duelist and courtier with many contacts, and secretly a vampire. Not many are capable besting her in combat be it verbal or physical. She has trouble settling down for too long.

"I don't ask where you've been all night, you don't ask where I've been."



**Altha the Bard**

Travelling minstrel and wandering lich, disillusioned with world domination. He helps the dead move on, and entertains the living with singing, and songs played by his skeleton orchestra.

"I am a thousand winds that blow. I am the diamond glint on snow."



**Victor Zakharov**

A Cynical yet convincing doctor turned backroom politician. At one point he used to be a doctor, now he uses his powers to manipulate the nobles, since after all, no one really wants to die.

"There are two certainties in power, human nature and death, I use both."



**The Flesh Broker**

One of the most influential slavers, she's selling her merchandise in every region, legally or not. She seeks an artefact called "Schmerz Rätsel" fabled to contain the secret of ultimate bliss.

"I dreamed of a world where pleasure and pain are one. I can give you a glimpse..."



**Valeriya**

An elven witch, her consciousness became accidentally shared by 3 clones simultaneously. She knows many secrets but also forgot many, and will help reproduce the accident that made her.

"You wanted to see me? The other two can research while we're busy, you know."



# Minions

You manage to escape with your life, and any minions you found by your side.



μ1  
Nº: 10

Requires:  
Create Undead

## Skeleton Horde

A number of skeletons raised from a mass grave, alone they are not very strong, but they are rarely alone. Animated with magic alone, they do not possess a soul.



μ2  
Nº: 10

Requires:  
Create Undead

## Zombie Horde

Raised peasant corpses, marked by the energy that powers them. They possess mindless loyalty, the strength they had in life, and durability beyond their living self.



μ3  
Nº: 2

Requires:  
Create Undead

## Totenhund

Risen dogs that blindly serve their creator, they are the most loyal of all undead. Able to rip the flesh from bone with great ferocity, their senses are also equally as sharp.



μ4  
Nº: 1

Requires:  
Create Undead

## Bayrok

An abnormally agile undead, skilled with the bow and claw in combat. Nearly rotting, its smell is distinct, as is the inhuman accuracy with which it strikes.



μ4  
Nº: 1

Requires:  
Create Greater Undead

## Executioner

A master of ending lives, the precision of its axe allows it to sever heads or limbs with equal accuracy. Slow, it relies on its armour to survive long enough to kill.



μ6  
Nº: 2

Requires:  
Create Greater Undead

## Greater Skeleton

A pair of skeletons enhanced with additional arms and intelligence, they share a mind. Able to act in unison, they are aware of what happens to the other at all times.



μ6  
Nº: 1

Requires:  
Create Greater Undead

## Zombie Giant

One of the races not possessing sapience, this corpse was raised in its creator's service. Strength unrivalled by anything and unliving endurance serve it well.



μ8  
Nº: 1

Requires:  
Create Greater Undead

## Wendigo

A mortal that consumed their race's flesh in great quantities, hulking and undead with a hunger for flesh. Its strength depends on how much flesh it has in its stomach.



μ10  
Nº: 1

Requires:  
Create Greater Undead

## Death Knight

What once had lived now serves eternally with martial prowess. It is armoured and armed with its sword, with an oath of service to its creator that binds it to their will.



μ10  
Nº: 1

Requires:  
Create Greater Undead

## Wight

Far rarer and even more powerful than zombies, the Wight retains its intelligence. Stronger and more durable than before, it is utterly loyal, and nigh-unkillable.



μ12  
Nº: 1

Requires:  
Create Greater Undead & Enhance Undead

## Frost Knight

A Death Knight enhanced with the chill of Death itself, its touch alone is anathema to life. An aura of cold follows them, chilling the air and freezing the soul.



μ15  
Nº: 1

Requires:  
Create Greater Undead & Lichdom

## Lesser Lich

An intelligent disciple imbued with lichly powers of undeath. Are able to raise their own undead and cast their own spells, they are cunning but obediently serve you.

# Minions

You manage to escape with your life, and any minions you found by your side.



μ1  
Nº: 02

Requires:  
Create Thrall

## Thrall

Once mortal, these twisted beasts are now the mindless servants of their creator endowed with strength. Sterile, they cannot turn the living into vampires.



μ2  
Nº: 01

Requires:  
Create Thrall & Bloodthirsty Weapon

## Lequitoch

An insect that drank vampiric blood, their proboscis is capable of punching through most armour. Controlled by their master, they drain the blood of their targets.



μ3  
Nº: 02

Requires:  
Create Nosferatu

## Vampire Bride

Female nosferatu of a Beastly and feral with less bestial nature, they are utterly devoted to their creator. They have a shared, twin-like intellect combined with a slender yet strong frame.



μ4  
Nº: 05

Requires:  
Create Nosferatu

## Bestial Vampire

A Beastly and feral with large fangs and massive wings, they are the mindless slaves of their creator. Cunning instead of intelligent, they prefer ambushing prey.



μ4  
Nº: 01

Requires:  
Create Thrall & Empower Bloodline

## Pulmis

Formed from a heart, it stealthily replaces the host's one. Assuming control of the body, it grants enhanced abilities, and regeneration. It can transplant itself if found.



μ5  
Nº: 01

Requires:  
Create Nosferatu

## Vampire

Once mortal, now these vampires are undead, and have the strength and speed of the nosferatu. Still like their mortal self, carried into their next life is their personality.



μ6  
Nº: 01

Requires:  
Create Nosferatu

## Hunter

Children of the night, hunters seek out their prey and drain their life. Stronger and faster than mortals with a thirst for blood rivaled by none. They are very stealthy.



μ7  
Nº: 01

Requires:  
Create Thrall & Empower Bloodline & Sanguine Senses

## Hæihound

A loyal former canine. Blind, it relies on its unrivalled senses, supreme speed and strength, a crushing bite and razor-like claws to obey its master's wishes.



# Minions

You manage to escape with your life, and any minions you found by your side.



$\mu 2$   
N<sup>o</sup>: 1

Requires:  
Summon  
Spirits

## Ghost

The ghost of a person, it is not able to move on, and thus seeks out a purpose in this world. They do not have the skills to move things yet though they will learn one day.



$\mu 2$   
N<sup>o</sup>: ?

Requires:  
Create Ghost

## Bestial Spirit

Created from an animal's soul, this spirit is devoted to its master. It has unearthly strength and endurance, but still respects earthly limits. (10 small / 1 large spirit.)



$\mu 3$   
N<sup>o</sup>: 1

Requires:  
Create Ghost

## Wraith

Created when a dying mortal has undergone tremendous stress, this incorporeal spirit has massive amounts of negative energy and the power to harm the living.



$\mu 4$   
N<sup>o</sup>: 1

Requires:  
Trap Soul

## Living Armour

The soul of a warrior bound in armour, it has all the skills it once had in life, with supernatural reflexes and flexibility. The perfect bodyguard for almost any situation.



$\mu 5$   
N<sup>o</sup>: 1

Requires:  
Create Ghost

## Spectral Knight

The restless spirit of a long-lost knight that wanders this world. His weapon is ethereally sharp, cutting soul and flesh alike. He sees the finder as his master.



$\mu 6$   
N<sup>o</sup>: 1

Requires:  
Create Greater  
Spirit

## Phantasm

A shade of a kerokus crab, it possesses all the deadly features of a living one. Its claws and teeth are still razor-sharp, and it can intimidate people to the brink of death.



$\mu 7$   
N<sup>o</sup>: 7

Requires:  
Summon  
Spirits

## Scheming Spirits

Cunning and conniving courtiers in life, these spirits are manipulative. Capable of possessing mortals, but not moving things on their own. Binding them is wise.



$\mu 7$   
N<sup>o</sup>: 1

Requires:  
Create Greater  
Spirit

## Shade

Created from the spirit of a twisted and deranged being, it possesses its intelligence from life, with a twisted imagination and a desire to cause mayhem at its creator's order.



$\mu 8$   
N<sup>o</sup>: 1

Requires:  
Summon  
Spirits  
&  
Trap Soul

## Chained Soul

Enslaved and bound to its chains, it is a soul forced to serve. Once a specialist in life, they were called back to this world to lend their expertise in their profession.



$\mu 10$   
N<sup>o</sup>: 1

Requires:  
Create Greater  
Spirit

## Shadowdancer

A spirit in the form of a shadow, it is mute. Able to become invisible, assume the shadow of others, and hide within darkness, it does well as an excellent assassin or bodyguard.



$\mu 12$   
N<sup>o</sup>: 1

Requires:  
Trap Soul  
&  
Soul Well

## Soul Collector

Powered by a ghost in the skull, it is a humanoid earthen golem. Restless souls near it are trapped within the ever expanding bubble on its back; to be deposited in a Soul Well.



$\mu 15$   
N<sup>o</sup>: 1

Requires:  
Create Greater  
Spirit

## Primeyst'Ma

A dark spirit created from the fatal torture of an individual, it has powers able to cause unspeakable horror. A force of nature, they are all but unstoppable.

# Minions

You manage to escape with your life, and any minions you found by your side.



$\mu 1$   
N<sup>o</sup>: 10

Requires:  
Create  
Abomination

## Ghoul

Mortality twisted into a gruesome caricature of itself, they have sharp claws but only simple minds. Hound-like, they serve their creator in any way that they can.



$\mu 3$   
N<sup>o</sup>: 2

Requires:  
Mass Growth

## Ahüdrien

A sentient, carnivorous plant, rooted in place. It spreads its tendrils out, sensing all within its span. Territorial, it protects its land from threats by eating them.



$\mu 4$   
N<sup>o</sup>: 4

Requires:  
Create  
Abomination  
&  
Mass Growth

## Night Wing

One a bat, or a mortal, it now flies the skies. It can resist arrows, though its wings cannot. As smart as a hound, it employs its cunning to move undetected at night.



$\mu 4$   
N<sup>o</sup>: 3

Requires:  
Create  
Abomination  
&  
Mass Growth

## Chimæra

Created from a combination of three hounds, it is loyal. Able to tear limb from limb and savage any target with its massive jaws, it is swift on foot.



$\mu 6$   
N<sup>o</sup>: 1

Requires:  
Create  
Abomination  
&  
Create  
Skinwalker

## Fleshpuppet

Parasitic in nature, it can wear a body as a disguise or amplify its strength and durability, and use it like a puppet. Highly contagious in nature, it can replicate itself easily.



$\mu 7$   
N<sup>o</sup>: 1

Requires:  
Create Life

## Created Life

Created from the dead by artificial means in a lab. Only visually different, they have a warrior's brain that gives them fighting skills, and can do other jobs just as well.



$\mu 8$   
N<sup>o</sup>: 1

Requires:  
Create  
Skinwalker

## Skinwalker

Crafted from a mortal, its original appearance stolen, it can look and sound like any mortal person, and it uses this well. It serves its master in clandestine missions.

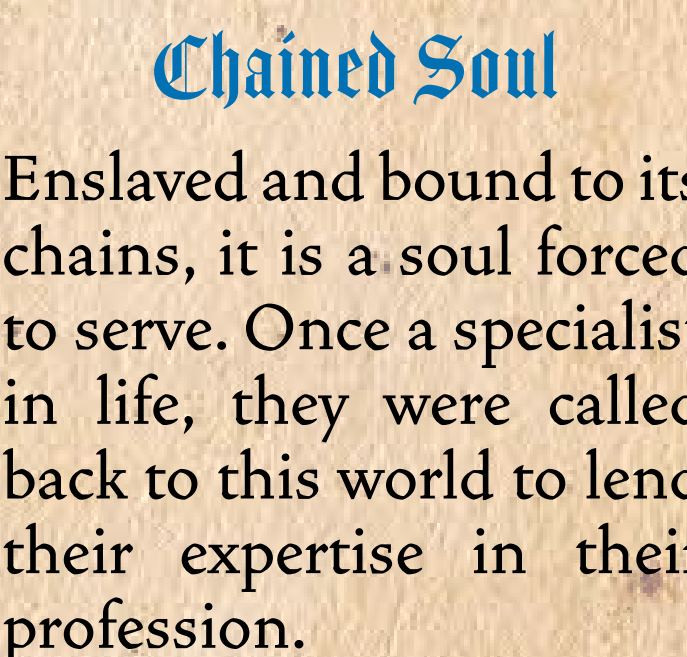


$\mu 9$   
N<sup>o</sup>: 1

Requires:  
Create  
Abomination  
&  
Mass Growth

## Slyther

A melting pot creation of dangerous animals, it is a deadly, stealthy, and soulless predator. Possessing a hardened carapace, it can also walk on nearly any surface.



$\mu 10$   
N<sup>o</sup>: 1

Requires:  
Create  
Skinwalker  
&  
Mass Growth

## Trap Mimic

Part plant, part insect, able to do more than simply copy appearances. It conceals features able to rend flesh from bone. Its disguises are foolproof, but it fears fire.



$\mu 15$   
N<sup>o</sup>: 1

Requires:  
Create  
Abomination  
&  
Calcify  
&  
Reinforcement

## Gargoyle

As hard as stone yet as agile as flesh, they are tough, very strong, able to leap and fly. Weak to sunlight, they prefer to move at night. They serve their master as guardians.



$\mu 20$   
N<sup>o</sup>: 1

Requires:  
Create  
Abomination

## Abomination

A gargantuan mass of undead flesh, it crushes, kills and destroys all that its master commands. Not bright at all, though it would take a miracle to kill one.



$\mu 25$   
N<sup>o</sup>: 1

Requires:  
Create Life  
&  
Limit Bone  
&  
Warp Flesh  
&  
Reinforcement

## Tagon

Pumped full of Promræn potions, with an obedient soldier's brain. It is a super-strong, hulking form, able to shrug off most attacks with its subcutaneous armour.



# Minions

You manage to escape with your life, and any minions you found by your side.



$\mu 1$   
N°: 10  
Requires:  
Create Mummy

Sadikh

Servants beyond the clutches of death, their powers are limited but their ability to complete tasks set, and their undying loyalty, set them apart from the rest.



$\mu 3$   
N°: 9  
Requires:  
Scourge of Scarabs

Leieurqin

A swarm of scorpions crafted from sand and stone. Ambush predators, they work in packs to take down prey, aided by their keen sense of smell and ability to tunnel in sand.



$\mu 3$   
N°: 1  
Requires:  
Create Mummy

Khri-Habi

Priests of ages long-past recently resurrected, they will continue their work under a new master. Skilled at wordcraft, their speech is convincing to those in need.



$\mu 4$   
N°: 6  
Requires:  
Create Mummy & Embalming

Aptreganga

Mortals mummified in an ancient method, they are exceptionally hardy and strong. Armed and armoured, they can use tactics in combat, and follow complex orders.



$\mu 5$   
N°: 1  
Requires:  
Create Mummy

Akert

The honoured dead of a deceased soldier from the Untamed Lands that was raised into eternal service. It will fight tirelessly for its master in the service of the Child.



$\mu 6$   
N°: 1  
Requires:  
Scourge of Scarabs

Kiandhem

A cunning, scarab-like beetle, it is a stealthy hunter with a tough carapace, sharp claws, and powerful pincers. Capable of flight, scaling surfaces, and swimming in sand.



$\mu 7$   
N°: 1  
Requires:  
Sand Storm

Dessicator

Living sand, it looks and feels almost like quicksand. Able to suck and replace it with sand, it can then control the body for a time.



$\mu 8$   
N°: 5  
Requires:  
Scourge of Scarabs

Dire Ant

Swift as a snake, armed with a sword-like claw and protected by an armoured shell. Naturally skilled in combat, they fight with hive-mind co-ordination.



$\mu 10$   
N°: 1  
Requires:  
Create Mummy

Ze'Atashma

Likened to a sand witch or even a succubus, they are deceptive, seductive, and deadly shape-shifters. It creates mirages and illusions, and is as hard to kill as sand itself.



$\mu 12$   
N°: 1  
Requires:  
Create Mummy

Aher-Minakh

Created from kobolds warped beyond nature and entrusted with the task of defending temples from all invaders. They are incredibly strong and remarkably resilient.



$\mu 20$   
N°: 1  
Requires:  
Scourge of Scarabs

Impandinus

A towering scorpion formed from sand, stone and animal bones. Its shell is nigh-unpiercable, its pincers can crush pillars. It is agile, able to swiftly move beneath the sands.



# Minions

You manage to escape with your life, and any minions you found by your side.



$\mu 3$   
N°: 10  
Requires:  
Mass Growth & Scourge of Scarabs

Chitter Scarab

A number of scarabs armed with new weapons. Protected by a tough shell and able to rapidly skitter on all surfaces. Small in size but deadly, they can infiltrate most places.



$\mu 5$   
N°: 7  
Requires:  
Craft Plague & Create Mass Undead

Plague Zombie

Zombies that are infected with a plague crafted by their creator. The zombies will spread the plague wherever they go but may inspire terror in people that see them.



$\mu 7$   
N°: 1  
Requires:  
Create Nosferatu & Create Abomination

Ripper

Created from a person twisted by both blood magic and flesh magic. A vampiric desire for blood of its own, its strength and speed inspire fear.



$\mu 7$   
N°: 1  
Requires:  
Create Ghost & Craft Plague

Corruption

A ritually cursed plague-bearing spirit, it possesses bodies and burns through them quickly. It changes the host into a powerful and obedient monster able to tear through men.



$\mu 7$   
N°: 1  
Requires:  
Embalming & Resurrection & Trap Soul

Mahariib

The toughened corpse of a soldier raised and impregnated with the spirit of an ancient warrior. It excels at combat and possesses the intelligence it had.



$\mu 9$   
N°: 1  
Requires:  
Create Greater Undead & Trap Soul

Bone Golem

A construct formed from bones, strengthened by its spirit with supernatural strength and stamina. They are bound to obey their creator, and can replace any lost bones.



$\mu 9$   
N°: 1  
Requires:  
Create Thrall & Trap Soul

Blood Golem

A construct formed from flesh and blood, enhanced by its spirit with strength and stamina. Obedient to their creator, they are able to self-repair by assimilation.



$\mu 10$   
N°: 1  
Requires:  
Embalming & Create Nosferatu

Mummified Vampire

Some of the first and strongest of all nosferatu unearthed in a dig, they have few equals in combat. Excellent warriors, they are trained in brutal martial arts.



$\mu 15$   
N°: 1  
Requires:  
Create Greater Undead & Scourge of Scarabs

Apepvuko

A scarab merged with a corpse, it is the most dextrous of all undead. Mindless, it relies on brute overwhelming force to win; and can fight multiple enemies at once.



$\mu 15$   
N°: 1  
Requires:  
Craft Plague & Create Greater Undead

Noxiour

Filled to the brim with a disease of your making, it is able to throw ribcages of diseases, and possesses natural armour and weapons. It senses via magic, as it lacks organs.



$\mu 20$   
N°: 1  
Requires:  
Create Greater Undead & Create Thrall

Moerhrg

A vampiric worm residing within the skeleton of a murderer. Their whip-like attacks infect, making victims another Moerhrg. If improperly killed, they form 2 Moerhrg worms.



$\mu 25$   
N°: 1  
Requires:  
Gentle Repose & Trap Soul

Flesh Golem

Titanic in size, containing hundreds of bodies, with as many souls bound within. As strong as the sum of its bodies, it can shrug off damage easily, and assimilate corpses.



Common and Uncommon are numerous. Rare are difficult to find, but not impossible.

# Minions

You encountered people after your escape, if any, who stayed with you to help you.



$\mu 1$   
N°: 10  
Rarity: Common

Slaves

Purchased from the Elves, these people are bound to serve. Not well treated but fearfully obedient, they will do as they are told and are considered expendable.



$\mu 1$   
N°: 1  
Rarity: Common

Commoners

Not the most independent of people, they flock to a leader to guide them. Competent with hard work and manual labour, they will work on any normal work required.



$\mu 1$   
N°: 1  
Rarity: Common  
Requires: Inn (Lair)

Tavern Wench

A woman with no combat skills that wishes to work in a tavern or inn. She can cook, clean and serve meals and drinks, and knows how to handle rowdy customers.



$\mu 1$   
N°: 2  
Rarity: Uncommon

Kobold Veteran

Seasoned in combat and skilled at fighting, they have a desire to prove themselves further. Under-equipped, they are agile, talented in dirty fighting, and loyal.



$\mu 2$   
N°: 1  
Rarity: Uncommon

Groundskeeper

Doesn't ask questions, just looks after the place. They know how to clean and keep things in order, and can serve as manager or similar roles but will not do your dirty work.



$\mu 3$   
N°: 1  
Rarity: Rare

Kobold Dragoon

Skilled rider of scorpions and veteran warrior, they are willing to serve for glory's sake. An expert in chi'imp warfare, they do not fight fairly, and can teach those tactics well.



$\mu 3$   
N°: 2  
Rarity: Uncommon

Soldiers

A pair of soldiers with no allegiance that pledged themselves to a new master. They can train other living beings to fight, and have soldier friends in other towns.



$\mu 3$   
N°: 1  
Rarity: Uncommon

Debauched Priest

The town's spiritual leader, they (sometimes secretly) worship the Father and seek to gain power. They know secrets about the flesh and the gods and will share them.



$\mu 3$   
N°: 1  
Rarity: Rare

Alchemist

Master of the art of alchemy and skilled in the science of chemistry they create new potions with a slew of interesting effects. Will pursue morally grey topics for science.



$\mu 4$   
N°: 3  
Rarity: Rare

Coven

Hidden from common society, they practice magic from the shadows. Wishing to serve a purpose, they will use their skills to make their desires manifest.



$\mu 3$   
N°: 1  
Rarity: Rare  
Requires: A Castle Lair

Master Smith

As skilled maker of weapons and armour with arts passed down from father to son, he is able to craft pieces of art that can save lives as well as take them away.



$\mu 3$   
N°: 1  
Rarity: Unique

Lone Wolf

Cursed with an immortality they never chose and a new bestial power beyond their understanding, they seek help to make sense of their new life and powers.



$\mu 5$   
N°: 1  
Rarity: Rare

Scholar

A person with no combat skills, scant real-world experience but a wealth of knowledge and skills in researching and finding secrets and information on most topics.



$\mu 5$   
N°: 1  
Rarity: Uncommon

Disgraced Guard

A skilled combatant that lost their high standing after failing to protect their charge. Exiled from their home and forced into vagrancy, they offer their sword a new master.



$\mu 6$   
N°: 1  
Rarity: Uncommon

Assassin

A master assassin skilled in the arts of disguise, poison and killing. Willing to serve if it benefits them, they enjoy money and murder. They serve for fun and fortune.



$\mu 7$   
N°: 1  
Rarity: Rare  
Requires: Mother Worship

Mother's Priest

A moral and steadfast man wielding the power of healing. They aid the destitute and help the poor, abhor slavery, combat and evil with their Mother-given magic.



$\mu 3$   
N°: 1  
Rarity: Uncommon

Thief

Skilled at all the arts of infiltration, they wish only to make coin, and have ambiguous morals at best. If ownership needs to change then they are the people to have.



$\mu 3$   
N°: 1  
Rarity: Rare

Accomplice

A person convinced that aiding a necromancer would be beneficial to their station, they carry out orders and can walk through towns without raising suspicion.




$\mu 12$   
N°: 1  
Rarity: Rare

Turned Huntress

Once an agent of the Mother's Church, then Turned by the Punaini. She is a friendly but brutal person. Willing to follow orders as long as they are violent.



$\mu 12$   
N°: 1  
Rarity: Rare

Elementalist

Master of ice and fire, they wield the elements with expert ease. Alternating between hot and cool demeanor, they are capable of great harm and great benevolence.

