

# NAME

Elric, Solomon, Lictor, Godfrey, Cedric, Morgana, Takhisis, Kitiara, Soth, Nergal, Osiri, Tuoni, Melinoe, Erebus, Yama, Ankou, Mara, Azrael

# LOOK

Hollow eyes, dead eyes, or glowing eyes  
Withered hair, bald, or eerie helm  
Ornate finery, bloodstained finery, or ancient finery  
Embalmed body, withered body, or bony body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE D10

ARMOR 

HP 

CURRENT	MAXIMUM
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YOUR MAX HP IS 10 + CONSTITUTION

## ALIGNMENT

- EVIL  
Kill someone to show Death's superiority.
- LAWFUL  
Endanger yourself to fulfill an order from Death.

## DEATH'S DOMAIN

- THE REAPER  
Death takes those whose time has passed, and they reward you for fulfilling their task. When you **take someone's life**, heal 1 HP.
- LORD OF THE UNDERWORLD  
Death, in addition to being ruler of those passed, is heir to the riches beneath the earth, and Death is generous with their gifts. You gain two gifts from Death instead of one.
- SPIRITS OF THE PAST  
Death is not one voice, but many. When **Death gives you an order**, you may ask for another one.

## BONDS

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ fears death. I can feel it.

\_\_\_\_\_’s fearlessness in the face of death disturbs me.

\_\_\_\_\_ sends many souls to my lord.

Death has warned me about consorting with \_\_\_\_\_.

## STARTING MOVES

### BURIED ON SUNDAY, BORN ON MONDAY

When you **reach 0 HP**, you do not take your Last Breath. Instead, you come back to life a few moments later with half HP. You will also receive an order from Death; you might receive it immediately or at a later time, GM's choice. When you **reach 0 HP before fulfilling an order from Death**, you die irrevocably.

### ARMORED

You ignore the clumsy tag on armor you wear.

### HONOR THE DEAD (CHA)

When you **stand over the remains of your enemies and call forth their spirits**, roll+CHA. On a 10+, gain 3 Souls. On a 7-9, gain 1 Soul.

You cannot gain more souls from a battle than there are bodies of the fallen.

### COMMANDER OF CORPSES

When you **bind a spirit to a corpse**, spend as many Souls as you wish. Treat the undead soldier as a hireling with no Loyalty or Cost, Warrior 2, and as many points in one of the following skills as Souls spent:

- SKELETON: When you **take watch**, add the skeleton's skill to your roll.
- ZOMBIE: When a **zombie stands between you and an attack** you increase your armor against that attack by the zombie's skill, and they mark one Stress.

Each undead soldier has 2 Stress. When an undead soldier takes damage, mark one Stress. When an **undead soldier's stress boxes are all filled**, it falls apart.

### DEATH NEVER EATS, NEVER SLEEPS

Your link to Death grants you vitality. When a **move tells you to mark rations**, ignore it. In addition, you gain the benefit of making camp through a few hours of devotion to Death.

SOULS:

# THE GRAVE KNIGHT

LEVEL   
XP

# GEAR

Your Load is 12+STR. Choose one gift from Death:

- A skeletal steed, fearless and tireless (+2 Control)
- An exoskeleton of undeath (3 armor, 1 weight, implanted)
- A banner that, when displayed, exudes an aura of dread and fear
- A death mask that, when worn, allows you to speak with the dead & undead
- A rune-inscribed skull that allows you to ask 3 questions of Death

Choose your weapon:

- Executioner's axe (close, +1 damage, two-handed, 2 weight)
- Sickle (close, 1 weight) and shield (+1 armor, 2 weight)

Choose two:

- Scale armor (2 armor, clumsy, 3 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (2 uses, slow, 0 weight)

# ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

## BONECRAFT

When you **craft or modify a weapon or suit of armor using bones**, add one of the following tags:

- **ANATHEMA**: It is bane to what the bones were part of in life, dealing +1d4 damage to them.
- **SOULBOUND**: You may spend 1 Soul to ask the spirit whose bones make up the item something about what it knew in life.
- **NECROMANTIC FOCUS**: You can spend 1 Soul while displaying the weapon or wearing the armor to command an intelligent undead (or several mindless undead).

## ON A PALE HORSE

When you **summon undead steeds for you and your companions and you ride them like devils through the wild**, treat it as rolling a 10+ on the trail-blazer roll to undertake a perilous journey.

## SOUL SIPHON

When you **steal the life energy from a creature**, roll+CHA. On a hit, you gain 1 Soul. On a 10+, the creature also takes damage equal to your level.

## STRENGTH OF DEATH

While you have at least one Soul, you deal +1d4 damage.

## BLACK BLADE

You gain a signature weapon, as a fighter. In addition, you can choose the following enhancement:

- **WREATHED IN SOULS**: This weapon has piercing equal to the number of Souls you have.

## DUKE OF DEATH

When you **have more undead soldiers than your Constitution**, they count as a unit with 2 Morale and 1 Damage.

## UNDEAD, BUT NOT UNARMED

When you **bind a spirit to a corpse**, they reanimate better equipped for battle, whether with armor and weaponry made from other corpses or shadowy equipment. They have Warrior 3 and have +1 Stress. If you have Sovereign of Stiffs, they gain +1 Morale and +1 Damage.

## STORMBRINGER

You gain vitality from the spirits of the slain. When you **gain Souls**, heal your CHA in HP.

## ARE YOU MY MUMMY?

Add the following skill to the Commander of Corpses move:

- **MUMMY**: When a **creature attacks a mummy**, they are inflicted with mummy rot and start to turn to dust. Whenever the attacker takes damage, they take +the mummy's skill in damage.

## DEATHLY DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move deals with souls and the afterlife.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

## MASTER OF THE BLEACHED BANNER

When you **summon an army of undead soldiers**, roll+Souls spent. On a hit, you summon enough undead to fight one battle or siege for you. As a unit, they have 3 Morale and 2 Damage. On a 10+, choose three. On a 7-9, choose two:

- The army is massive, +2 Morale.
- The army is well equipped, add *ranged*, +1 Damage.
- You've raised skeletal steeds as well, add *mobile*.
- The army is relatively intelligent and can utilize tactics.

## AGENT OF THE BLACK GATE

When **someone takes their Last Breath in your presence**, on a 7-9, you may offer them a deal in addition to Death's. If they accept your deal, they are returned to life and bound by the terms of your agreement. How Death feels about this is up to the GM.

## AVATAR OF DEATH

When you **roll a 12+ to hack and slash**, you deal your damage, avoid their attack, and scare the living daylights out of them, the GM will describe how. If they live, they'll live in mortal fear of you and of Death.

## AEGIS OF SOULS

You can use Souls, 1 for 1, as hold when you defend.

## KNIGHT OF THE SKULL

You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

## UNHOLY MISSION

When you **act to fulfill an order from Death**, take +1.

## POWERED BY SLAUGHTER *Replaces: Strength of Death*

While you have at least one Soul, you deal +1d8 damage.

## MOURNBLADE *Replaces: Stormbringer*

You gain vitality from the spirits of the slain. When you **gain Souls**, heal your CHA in HP and take +1 Forward.

## THEN WE WILL FIGHT IN THE SHADE

Add the following skill to the Commander of Corpses move:

- **SHADE**: When a **creature attacks a shade**, roll a d6. If the number is less than or equal to the shade's skill, it misses and the shade doesn't mark Stress.

## DEATHLY INITIATE *Requires: Deathly Dabblers*

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move deals with souls and the afterlife.

# UNDEAD SOLDIERS

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

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SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

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ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

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SHADE: \_\_\_

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WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

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ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

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MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

## UNDEAD SOLDIER

WARRIOR: \_\_\_ STRESS:

SKELETON: \_\_\_

ZOMBIE: \_\_\_

MUMMY: \_\_\_

SHADE: \_\_\_

# UNDEAD UNITS

## UNDEAD UNIT

DAMAGE: \_\_\_ MORALE:

RANGED

MOBILE

INTELLIGENT

## UNDEAD UNIT

DAMAGE: \_\_\_ MORALE:

RANGED

MOBILE

INTELLIGENT

# COMMAND UNIT

When you issue orders to a unit of soldiers you command, roll. If you give the orders in person, roll+CHA. On a 10+, the orders are recieved intact and the unit follows them as best it can. On a 7-9, something gets lost along the way: the GM will modify the orders in some way; the unit carries out the mangled orders as best they can. On a 6-, something goes seriously wrong - the GM will either modify the orders dramatically, replace the order with whatever the unit desires, or have the unit hold its ground.