

Undead Test Material:

This material is meant for players to test out the new material for Undead campaigns. It allows players to interact with, create, and be undead. This is Test Material and you should speak with your Game Master before choosing any of these options.

Flaws are a new type of Character Option. A Flaw yields only negative bonuses such as vulnerabilities, but unlocks new traits which are unique to that Flaw. Flaws have no requirements, and can be taken at any time with GM permission.

New Flaw:

Undead: Flaw

You have died and been reanimated. You are now are undead and are vulnerable to elemental damage. You are damaged by silver and holy water as though they were acid, and can never be in the favor of the gods Deelug, Forjah, or Azurath.

Suppress Cravings:

Grit Trait: Requirement: Undead Flaw

Life is a habit you have become accustomed to, but habits can be broken. You do not need to sleep, breathe, or eat food to survive. You still require a period of relaxation in order to gain the benefits of a Long Rest.

Endless March:

Fortitude Trait: Requirement: Undead Flaw

Your reformed body is sluggish, but embrace your hindrances and you'll never stop fighting. You can give yourself a Sensory Complication on any attack or disadvantage on any check. When you use this ability, recycle the cards used in the attack or check.

Grey Feast:

Tradition Trait: Requirement: Undead Flaw

If you are not able to use Gut Magic, you can now use Gut Magic. If you already had Gut Magic when you took this trait, you can eat the mind of a creature to temporarily gain their insights. At any time within a week of consuming at least 100lbs of food, you can consume the entire brain of a dead creature. This then empties the Gut Magic reservoir. For up to one hour after using this ability, you are proficient with all weapons and in all checks that the owner of the brain was. You can also see some of the brain's owner's memories with a Observance check with a Severe complication, although failure causes a headache that makes you discard 5c.

Corruption:

Luck Trait: Requirement: Undead Flaw

When you cause a creature to become wounded with an unarmed melee attack, that creature becomes a zombie cohort of the same species. This creature follows you and will try to attack any creature that you attack. You can use these cohorts to attack as a horde.

New Trait

Dominating Will:

Tradition Trait

You can take control over animated creatures. As a Coercion Check, you can contest control for the will of any animated creature that you can sense, such as a construct or undead. Creatures without any free-will resist little, and only have a Simple Complication when resisting control, but will obey your commands if they understand them, and they will act as a cohort.

Undead that have free will, or that are currently under the control of a master, can choose to contest the Coercion check with a Calm Check. If they fail to surpass or match your coercion check with their calm check, they lose control of the target, but they maintain control if they succeed. If a creature fails their Calm check, they are able to immediately make a check to regain control of the undead with a Coercion check. These checks for control can be made as free action at any time.

At the start of your turn, you can adjust the willpower of the creature that is under your control. As a free action, you may choose to **Bind their will**, **Hinder it**, or to let it be **unrestrained**.

While you **Bind** their will, the creature will not have access to any of their traits or abilities that are not natural to them. They will only be able to attack in melee with their foes, and they are not proficient with any weapons. The undead will also have disadvantage on all checks, and are unable to speak.

While you **Hinder** an undead's will, they will maintain the weapon proficiency they had while they were alive. These undead have access to all the Traits they had while they were alive, but they are unable to make any checks with proficiency. These undead are able to speak simple sentences, but their mind is in a perpetual fog that makes their sentences slow and often incoherent.

While **unrestrained**, the undead have access to all of the abilities and proficiency that they had while they were alive. They maintain all of their bonuses, abilities, and can speak and think as well as they could when they were alive.

New Magic Implement:

Book of the Dead: Small Magical Implement

Animate Dead: Target dead humanoid or beast become reanimated as a zombie. Once used, this ability cannot be used again for ten minutes.

Dark Chrysalis: Target Wounded Creature is enshrouded in a chrysalis. Over the next 24 hours, it is slowly transformed into a Ghoul. Once used, this ability cannot be used again for ten minutes.

New Mundane Item:

Star of Forjah: Shield: Small: This item is blinding to undead and demons. Gives a Sensory Complication to the wearer towards Undead and Demons they are attacking.

New Witch Pact

Lich Pact

You make a pact with a lich or necromancer, bonding their power over death to your will. Members of the Lich Pact use the undead as Cohorts, allowing an army of the dead to fight in their place.

When you take this Pact Option at level 1, you are able to control undead as through you had the Dominating Will trait.

Raise Dead: Starting at level 1, while you have a Queen card in your hand, you can reveal it and become in the favor of your pact master until the end of turn. While in the favor of your pact master, you are able to discard a card from your hand and add Base Foundation to a dead or undead humanoid or beast you can sense. If this creature is dead they become undead.

Raise Monster: Starting at level 5, you can add Base Foundation to any dead creature, and are no longer restricted to only animating Humanoids and Beasts.

Ghost: Starting at level 10, you can tear spirits from the Shadow Realm, and no longer need dead bodies to summon the dead.