

# Legion of the Damned

A supplement for use with the MEP Light System

By: Grant Graves

This supplement is compatible with Hero 8™, Realmwalkers Light™, TekHL™, Soul Axis™, Placidhaven™, and Cychosis™.

Placidhaven, Hero 8, Realmwalkers, Realmwalkers Light, Haunted Steel, TekHL, Soul Axis, The Realmwalker's Codex, and Cychosis are™ trademark Grant Graves and Mind's Eye Publishing.

Placidhaven, Hero 8, Realmwalkers, Haunted Steel, The Realmwalker's Codex, and Cychosis are ©1999 Grant Graves and Mind's Eye Publishing. All rights reserved under the Universal Copyright Convention.

TekHL, Realmwalkers Light, and Soul Axis are ©2000 Grant Graves and Mind's Eye Publishing. All rights reserved under the Universal Copyright Convention.

---

## Templates of the Damned

---

### True Doppelganger

The true doppelgangers is one of the most damned creatures in the cosmos. Given their ability to impersonate others, with uncanny precision, they have become a creature hunted throughout untold numbers of worlds. While some may merely stand in one's place while he's away, others might find a roaming individual, kill him, assume his identity, and manipulate its victim's friends and affairs, then move on to its next scheme.

Doppelgangers are hunted throughout the whole of the Cosmos. Many do not trust them, regardless of their fealty, and often attempt to kill them whenever their presence is made clear. News of a doppelganger always spreads paranoia and mistrust.

Still true doppelgangers are a rare find, as it is hard to find someone who can completely assume the role of another. Still yet, it is harder to find one with enough talent to survive its first infiltration.

Many make one to many small mistakes before those who eventually manage to put two and two together. Usually by the time the doppelganger figures out that someone knows its identity is false, it is dangling from the end of a rope.

Successful doppelgangers must be very cunning and spend a great deal of time studying those they desire to assume. Most never attempt to assume a position of great power, for it is almost impossible too perfectly impersonate one that is known by many, without raising the suspicions of at least a few. It is said in doppelganger circles, "It is impossible to emulate a king, and foolish to emulate a begger."

In its natural state, a doppelganger's skin is a pale clay in coloration, best described as a dingy gray-brown with colorful patches, covering the entire spectrum, that pulse and fade, flutter and swirl, across the whole of its body. Its eyes as dull as its skin, its stature is thin and fragile, resembling an elf, and its face is void of marks, scars, and hair, giving it an eerie complexion. Doppelgangers, in their natural form, have no gender.

### Abilities

#### Impersonate Others

The doppelganger, just as all other creatures, must master his talents to be successful. It is imperative that the doppelganger learn the ways of impersonation quickly, if it is to survive.

The doppelganger can not automatically assume any humanoid form it desires. It must study an individual of that race before it attempts to impersonate. Even then, the doppelganger may only impersonate that individual. Once the doppelganger has the ability to assume an individual, he may stay in that individual's form for as long as he desires, except when he sleeps. When the doppelganger sleeps his concentration and muscles relax and he assumes his original form.

Doppelgangers may only impersonate individuals that they have seen up close and studied. Furthermore, the doppelganger will only emulate the aspects of an individual to which they have been made aware. For instance, if an individual that the doppelganger attempts to impersonate has a deep scar on his chest, the doppelganger will not emulate that mark unless it sees it. Many young doppelgangers prefer to watch from the shadows, and study others as they pass, mimicking their every move. They often follow an individual long enough to assume his form then take off on their own. Later, they will attempt to add more individuals to their collection of personalities as they perfect their skills.

Doppelgangers must study an individual for one round before they emulate. Once the doppelganger has studied the individual, it takes three turns to assume his form.

#### Note on Skills

While it is important that the doppelganger master his skills of impersonation, it is equally important that he learn other skills as well. Many doppelgangers have wasted a great deal of time studying an identity they desired to assume, only to find that the individual's main occupation was something that they had not learned.

Of course low level doppelgangers will not be able to mimic an individual perfectly. As far as the success of the doppelganger, it is up to the referee to decide whether or not its performance is convincing. There are moments however that others might notice something different about a person, but can not put their finger on it. To the same accord, without looking, what color are your best friend's eyes?

To be fair, so long as the doppelganger plays within his restraints, and attempts to actually mimic a person, give him the benefit of the doubt. Yet, when he makes major mistakes, such as talking to the friend of his victim when he can't emulate humanoid voices, don't be afraid to hammer him. If he's missing a scar, unless across the victim's face, it'll probably be overlooked. At least make a perception roll giving the doppelganger a bonus.

#### Impersonate

The doppelganger may impersonate any person it has studied with a successful roll. Any time a situation arises that may warrant suspicion, the doppelganger must make a roll to attempt to fool the person or make a correction. In rare cases, such as a scar, the doppelganger may not be allowed to make the roll.

In most cases, table manners, quirks, or confusion on the part of the doppelganger gets it in trouble. The doppelganger may roll +1 die for every even level it achieves to attempt to emulate a person or their mannerisms.

**Quick Change (2):** this talent allows doppelganger to shift forms in one turn. This requires making a successful roll.

**Concentrated Sleep (2):** to maintain an identity, the doppelganger must use minimal concentration, such as mildly flexing a muscle. When doppelgangers sleep, they relax, and assume their natural state. This skill allows the doppelganger to maintain his identity while sleeping. This requires making a successful roll.

## Ghosts

Ghosts are restless spirits whose passing onto the next world is prevented for a number of reasons: it may be angered over its betrayal and murder in life, it may have an urgent message it needs to pass, or accomplish some task, left unfinished in its former life. Ghosts cannot rest until their journey has come full circle and all ties to life can be properly severed. In the worse case scenario, the ghost may not be aware that it is dead, and continues to live on incapable of recognizing the differences between the real world and the ghostly realm of Limbo. These souls are surely damned, for they have no way of knowing to initiate their Ascension.

Ghosts are the transparent image of a person, usually at the time of death. They may have their necks broken or gaping, or any other horrible wound that sealed their fate. Those who died a less violent death may show no outward sign of trauma. They are usually clothed in the garments they wore at the time of death, were buried in, or in what they were fond of wearing prior to that.

### Where do ghosts Live?

Commonly, ghosts are confined to a limited area, usually remaining near the place of their death, or a place they were fond of. For the sake of the player character, ghosts are able to move to different places and times through the ethereal negative energy persona of realms, known as Limbo (see Soul Axis™).

Ghosts leave no trace of themselves in the real world. All are oblivious to their presence. Not even a perception roll will detect a ghost. Those with access to powers, such as Presence Sense or Detect Spirits will be able to detect them. Reality hackers (Realmwalkers™: Earth), while in "The Mode" may make a perception roll to detect a ghost's energy signature, but short of the listed methods given above, ghosts are undetectable.

#### Power Manifest

One clue that ghosts are present is through encountering certain sounds that are obviously out of place to their surroundings. These creatures can project the sounds that were significant to them in life. This can range from children at play or merely footsteps.

However, as a player character, to interact with others, you have the power of manifestation. This allows you to become quasi-real. When in this state you may fully interact with others, however, you may also be injured. This is referred to as "Phantom mode".

To make the ghost character, simply make a character in the Soul Axis™ RPG and use the manifest power. When using manifest, the ghost will be able to interact just as a regular character, however, shifting back to the ethereal form (called Phasing) requires 1d6 rounds. If the ghost is beaten in the manifest form, it is defeated permanently.

#### Phantom Shift

You also have the power of the phantom shift. These are extremely rare and terrifying illusions appearing to take people back in time to when you were alive. You may use them to let them understand your death or more about you.

People in a phantom shift may freely interact with the illusion, but any attempt to significantly alter the outcome will shatter it. The illusion may continue at different times, or may repeat itself endlessly. Sometimes they happen on their own, often on the anniversary of the ghost's death, or other meaningful dates.

#### Minor Object Possession

You also have the ability to possess objects for a short period of time (2 rounds +1 round per level). The ghost may possess one object per level. These objects can not be used to cause harm to another, only mere interactions may be performed; for example, the chimes of a clock ringing, or animating a doll. The mere sight of this can be so frightening that the ghost may produce, on a successful roll, the effects of Fear, as the magic.

#### Ghost Templates

##### Poltergeists

The poltergeist is a mischievous spirit, a wild, wandering, supernatural force with minuscule intelligence. It is attracted to families with children, psychics, and places of power. Once such a place or person is found, the ghost settles in for a long haul. It is almost oblivious to the activity of the humans who share its home, interested only in humans as a source of food (feeds on fear) or play. \*Must have the Fear essence.

##### Syphon

The syphon is an evil entity that inhabits inanimate objects. It can inhabit any form of no living matter, but may only switch objects up to once per story per level. It may not inhabit any object over 10 points +2 points per level. If the syphon has no place to inhabit, it is considered beaten for the rest of the story. Does not have the Phantom mode.

##### Tectonic Spirit

One of the most powerful and dangerous of entities that craves and feeds on the suffering and pain of living creatures. It "builds" a body out of any available materials or debris (leaves, twigs and wood, skeletal remains, toys, rags, junk, dirt and rocks, etc). All objects must be small and not currently alive.

To build its body, it pulls these objects into an humanoid mound. The entity can inhabit and animate small humanoid or animal shaped objects, such as dolls, puppets, skeletons, mannequins, and some statues. The entity can only build or inhabit a body once per story per level. Its body will have 10 points +2 points per level of material. If the entity's body is destroyed, it is considered beaten for the rest of the story. Note that setting fire to the animated object won't hurt the spirit, and will create an animated burning monster, for the duration of the fire. Does not have the Phantom mode.

##### Possessing Spirit

Also called Oden, Haunt, or Dybbuk, the Possessing Entity is often considered to be the most powerful and dangerous of the ghostly entities. They are an intelligent and malevolent force that relishes torment and anguish. Like the others, they can be psychic vampires, feeding on the energy of its victim, and those unshielded around it.

The touch of a Possessing Spirit drains 2 points. As the character is drained, he feels a creeping numbness over his body. If the points of a victim reach zero, the haunt enters the body and

possesses it. A successful possession means the entity has fully inhabited the body of a living creature and totally dominates it. The spirit can enter the body by entering an orifice, such as the mouth. When it is inside a body, there is a faint astral aura about the face.

Often the Possessing Spirit does not kill its victim or deaden his or her thoughts. As if the victim's body were a coach, and the mind its driver, the spirit basically binds and gags the driver and take the reins himself.

The helpless victim is completely aware of what the spirit is doing. He is simply helpless to act. He can even communicate mentally with the spirit. The spirit may leave of its own free will, or be driven out. This requires a successful roll, scoring two or more points, but may only be performed once per hour. If the spirit is driven out, the person returns to normal. Of course, the victim may be "handed the reins" to a body that is weary at best, and mortally wounded at worst.

The entity can allow the victim to regain his/her faculties and momentary control without leaving the body, but by releasing its domination over the host. The entity can regain control instantly, and, unlike the victim of the possession, always has a complete awareness of what is going on when it isn't in command. When it chooses to do this, the victim may make a roll to attempt to drive it out.

The goals of possessing spirits are often to cause mayhem and destruction. It feeds on the fear, anger, and hate of those around it. Since it is unharmed by the death of its host, it considers the host to be expendable. Getting rid of such an entity is very difficult. Another method is to try to talk or trick it into leaving, but it is very difficult. Psychic powers can be used to attack the Entity. Does not have the Phantom mode.

## Haunting Spirit

A haunting entity is a misguided and confused spirit. Although we may not see it, we leave a psychic impression wherever we have been. Our homes and work places hold the strongest emanations, because that is where we spend our time. Generally, the psychic impressions fade or are so weak that they are imperceptible. However, strong emotions leave a deeper, lasting mark, the food of these spirits. Haunts will reenact that fragment of a memory endlessly, often because there is something important that needs to complete its Ascension.

## Dullahan

Legends are filled with headless phantoms that herald an imminent death. Dullahans are terrifying and emit a fear aura (same as the magic), that carries the possibility of causing insanity (requires an additional roll, after the fear roll, that results in three sixes being rolled).

Dullahans only appear at night. They often manifest as something horrific, such as a coach carrying headless passengers. These are part of the Dullahan manifestation and are not separate entities. Dullahans cannot run over objects or running water. At sunrise it will return to its place of rest, usually a graveyard. If a person passes through a Dullahan's graveyard, or other haunted site, the creature will chase them. If the Dullahan catches a victim, it will drain all life energy from him, although it doesn't always kill.

---

# Hexen

The life of the hexen is an on-going tragic irony. Cursed by his own convictions, when the hexen, a priest of a good alignment, uses his powers, they manifest the negative aspect.

Sometime before the hexen's quest began, he committed an act deemed so unholy that his instead of manifesting in the purity of

light, his powers are channeled through the darkness of the soul and take the negative aspect of the prayer or gift. No matter how much he repents, his own conviction curses him a sinner. Now he must quest, to cleanse himself, and put right what once went wrong.

Every hexen's sin is different, but the similarities of all are agonizing guilt and total remorse. Whether or not the hexen's powers ever restore themselves to their once righteous state is determined by the referee.

To create the hexen character, generate the character as though he were a priest of a good mythos from the Placidhaven™ setting.

## Negative Manifestation

Regardless of whether the hexen's deity has forgiven his actions, the pain and guilt of the hexen causes his powers to distort. Whenever the hexen performs a prayer or uses a gift, if that prayer or gift has a positive and negative aspect, the power takes the negative aspect.

For example: if the hexen had selected the prayer of Bless, it manifests as Curse. If Courage has been selected, it becomes Agony. Prayers and gifts that do not possess dual aspects, such as Deadened Pain, function normally.

This can only be changed if the hexen quests to resolve his matter. The journey must be long and enlightening, and he must always seek truth. In the end, if the hexen proves himself worthy to himself, his powers will convert back to their original righteousness. The hexen then becomes a normal priest.

---

# Living Corpse

You died...kind of. You were buried, but something happened; your soul refused to leave your body. Clawing your way to the surface, you realized you seemed very much alive. Your body functions had ceased, you possessed a fetid odor, and you were in fact rotting... but very, very slowly.

You are a living corpse. Not quite a zombie, but not quite human. Some things are the same, but others have changed. You still think, but only in flashes, you communicate by thought and empathy, and suddenly no one likes you.

**Incredible Strength (3):** scores +2 points.

**Resistance to Projectile Weapons:** all ranged attacks score -1 point.

**Fetid Odor:** Using this ability scores one point against the corpse that does not replenish until the end of the story. By tearing a chunk out of himself, the corpse releases a cloud of putrescence, making all others in the area violently ill with his odor. Those in the confrontation, lose all combat oriented talent bonuses and one turn per round.

## Mummy Variation

If the player prefers, he may select the mummy variation of the living corpse template. This variation's motif corresponds to the classic horror movie, complete with bandages. However, instead of the Fetid Odor ability the mummy has Mummy Rot.

Mummy rot is a touch that scores 1d6 points from a touch (requires a roll) and does not replenish until the end of the story. The player must announce his intentions of doing this before making a roll.

---

# Lycanthrope

## The Curse of Lycanthropy

Many a poor soul has succumbed to the tainted existence that is Lycanthropy. Because of its method of transference, lycanthropy is considered to be a disease rather than a curse. It is a disease that allows the afflicted to transform himself, taking on the affinities of animals.

Of the lycanthrope numbers, the most common by far are those who share the aspects of the wolf. Long ago, they were considered to be the only type of lycanthrope that existed. In more recent times, however, there has been a sharp increase in lycanthrope numbers, which eventually lead to the sightings of those who were afflicted with newer "strings" of the disease, sharing traits with animals such as the bat, bear, cat, fox, and others of the like.

While not viewed to be as threatening as the vampire menace, there are an increasing number of hunters that are specializing in lycanthrope hunting.

## Becoming a Lycanthrope

Lycanthropy, just as any other disease, must have a method of transference. The disease courses through the blood and lingers on the body of the afflicted. The body's pores seethe with its taint, yet it may only be transferred while in animal-man form.

When a lycanthrope attacks a potential victim, the disease may be transferred via the saliva of the lycanthrope contacting the blood of the victim, blood on blood contact, or even flesh on blood contact (such as a claw raked across flesh). For some unknown reason, only humans can be afflicted with lycanthropy.

After being attacked by a lycanthrope, the person must make a successful roll, given three chances, to resist becoming a lycanthrope. However, there is -1 roll allowed for every five points suffered by the victim. The victim always gets one roll. If the roll fails, the victim becomes a lycanthrope of the same animal type as the one that attacked him.

## The Beast Within

From the time a man becomes a lycanthrope, he must constantly battle primal urges. When hungry, a lycanthrope can not resist the urge to feed, when angered, he can not resist the urge to lash out. More often than not, the lycanthrope desires to hunt and feed in the animal-man or animal form, but always prefers to fight in the animal-man form. When situations arise that test primal urges the lycanthrope must make a successful roll or succumb to the urge.

## Traits Shared by All Lycanthropes

The following are traits shared by all lycanthropes.

**Shift:** All lycanthropes may shapeshift at will into one of the three forms listed below. When a lycanthrope shifts forms, he can not transform from man form to animal. He must work his way through the levels of change. That is, he must assume the animal-man form, before shifting into the animal form.

### Forms

**Man:** All lycanthropes can assume their native man form. While in the man form, the lycanthrope displays no powers or talents other than those that affect the five senses.

**Animal-Man:** The animal-man is a twisted convergence of the animal aspect and the man form providing the best of both worlds, further personifying the marriage of beast with man. The animal-man form has evolved as the preferred form for combat, and is by far the most powerful.

**Animal:** At the other end of the spectrum lies the animal form. The animal form usually allows the lycanthrope to move faster, as well as use special talents akin to animals. It is the least preferred combat form.

The time required to shift forms is 2 turns per form. That is a lycanthrope can shift from the native man form to that of the animal-man in 2 turns, then to the animal form in 2 more turns, requiring a total of 4 turns.

**Regenerate:** When wounded, a lycanthrope regenerates one point per round from normal weapons and magic. Only wounds caused by silver weapons or Haunted Steel™ do not regenerate until the end of the confrontation.

**Animal Aspect:** All lycanthropes have one animal aspect that bestows upon them powers that they can use in various forms. The character may select only one animal aspect.

### Wolf (6)

**Animal-Man:** the character looks like a wolf-man; covered in hair, with dog-like facial features including an elongated muzzle and pointed ears, growing in height one to two feet. The character can bite and claw. The character also gains the Strong, Tough, Alert, and Fast Attack talents.

**Animal:** the character takes the form of a wolf, but is about three times the size of a normal wolf. The character can bite and claw and may move quickly, allowing it to leave a confrontation at any time.

### Bear (6)

**Animal-Man:** the character gains the facial features of the bear, the body is covered in a thick fur, and the character grows two to four feet in size. The character can bite and claw scoring +1 point. In addition, the character gains the Strong, Tough, and Mega-Tough talents.

**Animal:** the character takes on the form of a bear; can bite and claw, scoring +1 point; gains the Mega-Tough talent.

### Bat (5)

**Animal-Man:** the character takes on the facial features of a bat. The character's limbs and body are covered with a fine, thin fur and become thin and elongated. Flaps of skin attached beneath the arms stretch and join at the torso, serving as wings. The character can fly, as the power, and can bite and claw. The character also gains Dodge, Alert, and Agile talents.

**Animal:** the character becomes a giant bat measuring about four feet in height, and can fly, as the power. Also gains the same talents it has in the animal-man form.

### Cat (Panther, Lion, Tiger, Etc.) (8)

**Animal-Man:** the character takes on the facial features of a cat and his body becomes covered by a light fur. The character grows about a foot in height, can bite and claw, and gains Alert, Agile, Dodge, and Fast Attack talents.

**Animal:** the character takes on the form of a cat, but about five times the normal size. Same as the Animal-Man form.

### Fox (7)

**Animal-Man:** the character looks like a fox-man; covered in hair, with a thin dog-like muzzle and pointed ears. The body becomes thin and frail in appearance. The character can bite and claw, and gains the Fast Attack, Dodge, and Alert talents.

**Animal:** the character takes on the form of a fox, but about four times larger than a normal fox. May run fast, leaving a confrontation at any time.

#### Rat (7)

**Animal-Man:** the character looks like a rat-person; covered in hair, with a thin muzzle and pointed ears. The body becomes thin and frail in appearance. The character can bite and claw, and gains the Dodge, Lucky: Near Miss, and Alert talents.

**Animal:** the character takes on the form of a rat, but about four times larger than normal. May run fast, leaving a confrontation at any time.

#### Exclusive Talents

**Quick Change (2):** character can change from man to animal-man, or animal-man to animal in one turn.

**Razor Claw (2):** if the lycanthrope rakes his claws against a rough surface for one turn, he scores +1 point from clawed attacks for the rest of the confrontation.

**Heightened Sense (1):** the character gains only one aspect for every point placed in heightened sense.

**Sight:** 4 X normal human range.

**Smell:** 4 X normal human range. Can specialize the sense of smell to gain the ability to recognize an individual, within range, by scent.

**Hearing:** 4X normal human range.

**Quick Foot (1):** the character gains the Agile talent, or the ability to leave a confrontation at any time.

**Savage Strength:** character scores +1 point when using non-ranged attacks.

---

## Necromancer

Dark and evil, the necromancer wanders about spreading his taint and fear to countless worlds. Their blackened souls taint the ground on which they walk. Necromancers have a perverted obsession with the dead and death. They spend their years learning the art of necromancy, then use their twisted talents to terrorize others, gain power, and command their own legion of the damned.

Necromancers have the ability to use necromantic magic.

**Necromantic Magic** listed as NM on the character sheet.

**Agonize (2):** this magic is identical to the evil priest prayer, however, it summons visions of impending doom.

**Aura of Pestilence (2):** this magic may be used on any individual. It creates a diseased aura around the individual, making him violently ill suffering -1 turn per round and scoring -1 point.

**Detect Graves and Tombs (1):** allows the necromancer to detect tombs and graves anywhere within the area.

**Detect Spirits (1):** identical to the priest prayer.

**Detect Undead (1):** allows the necromancer to detect any undead creature within the area, even those attempting to mask their identity.

**Fear (2):** same as the magic.

**Fog of the Damned (3):** this creates a fog within the area that renders all undead invisible. This may only be used once per confrontation.

**Protection from Good (2):** same as the magic.

**Rot Flesh (3):** when touched, a victim has 1d6+2 points scored against him (requires a roll).

**Scent of Decay (3):** releases a cloud of putrescence, making all others in the area violently ill from the fetid odor. Those in the confrontation, lose all combat oriented talent bonuses and one turn per round.

**Sense Magic (2):** same as the magic, Detect Magic.

**Shroud of Darkness (2):** same as the magic, Darkness.

**Speak with Dead (2):** same as the priest prayer.

**Steal Soul (5):** whether successful or not, this magic may only be used once per story. The victim must make a successful roll, or the necromancer steals his soul. Once captured, the necromancer rips it to shreds, extracting from it what he desires. The necromancer may choose one talent, power, racial trait, psychic power, magic, etc. and keep it permanently. The unfortunate victim of this magic must be discarded, forever defeated.

**Summon Skeletons (5):** this magic allows the necromancer to summon 1d6 skeletons per level he has achieved. The skeletons burst from the earth, ready to serve their master. The necromancer may control them with the same efficiency as the Create and Control Undead evil priest gift. This magic may only be used once per story per level of the necromancer.

**Summon Zombies (5):** this magic allows the necromancer to summon two zombies per level he has achieved. The zombies burst from the earth, ready to serve their master. The necromancer may control them with the same efficiency as the Create and Control Undead evil priest gift. This magic may only be used once per story per level of the necromancer.

**Unholy Bolt (1):** summons a black orb of energy from the soul of the necromancer; may be used as a ranged attack.

**Veil of the Damned (5):** the Veil of the damned is a powerful curse that causes its victim to slowly rot. The victim of this magic must make a successful roll or lose a cumulative one point per day (-1 on day one, -2 on day two, -3 on day three, etc.), until it either finds a cure, or is defeated. Those defeated in this manner must be discarded.

---

## Puppet Master

The puppet master is an odd fixture in the world of horror. They are magic-users possessing an art form that gives them the ability to control puppets (marionettes by trade). Normally evil, but sometimes of a good alignment, they create twisted abominations that serve their every whim. These nasty little cohorts are usually constructed as a creature or a twisted marionette, the cast from the plays of a child's nightmares.

#### The Puppet

It takes one week for the puppet master to carve and construct the wooden animate. Once he "brings it to life", it remains active until destroyed. The puppet master may only command one of these creatures per level. The puppet has no mind of its own, and is considered to be a golem. It will obey simple few worded commands.

#### Puppet

Level: 1

Points: 4

May be wearing ornamental armor and may be using miniature versions of weapons (axes, bows, swords, etc.), however, an attack from a puppet scores no more than two points.

#### Human Puppetry

Upon reaching fourth level, the puppet master has the ability to control humans with the same efficiency as he does his marionettes. When the puppet master attempts to control a person, the victim must make a roll and fail. The victim may roll once per hour to break the control.

Commanding a person requires using one turn constantly to maintain control. The puppet master may only command one person per turn he has. The person commanded is obviously under the

influence of another, as it moves like a marionette, however, this still requires a successful roll to determine the type of control. Unlike his puppets, the person will obey every command. The puppet master may even communicate with others through the commanded person. By merely speaking at his location, the words come out of the human puppet's mouth.

#### Magic Use

In addition to his normal powers, the puppet master may also purchase any one or two point magic.

---

## Revenant

Blessed by the essence of Vengeance, the cursed existence of the revenant is a nightmare. Revenants are beings whose lives were ended short and unjustly. Because of the circumstance of their demise, they are selected by the essence of Vengeance, to return to the place in which they were killed, and seek out those connected with their untimely departure, then distribute upon them the wrath of Vengeance.

Revenants are pawns of a higher power. The essence of vengeance, like any other in the Cosmos, is required to feed. It uses revenants as a reliable fuel source, feeding on their anger and despair. While all beings, at one time or another will feed the essence of vengeance, revenants are its key to assured strength and survival. Only those who's demise was horrible, such as a brutal, torturous murder will be selected by Vengeance.

## The Torment Within

Each revenant has a personal link to its major purpose, to find those responsible for its death, and kill them. To help ensure its path, vengeance has blessed these poor beings with agonizing memories and horrible visions.

In the beginning, the revenant will remember nothing; then slowly it will have flashes and sensations of events surrounding its death. Slowly it recalls the event and is tormented by memories of its former life accompanied by feelings utter sadness and bitter rage.

Feeling as though robbed of its existence, Vengeance soon helps the revenant remember those who killed him. At this time, by a psychic link, the revenant begins to sense his assailants. The hunt is on. Vengeance prepares for feeding.

## The Remorseless Hunter

Once the hunt begins, the revenant will stop at nothing to exact its twisted justice, killing all that gets in its way. The revenant will still act according to his nature in life, but with a sinister twist and bloodthirsty attitude.

In life, most revenants were of a good or neutral alignment, but always good in demeanor. The revenant will not harm innocents, children, and just authority figures. Revenants may also help those in need, with a completely altruistic nature, as they have no need for anything anyone could provide for them, other than information.

## Gifts from Vengeance

Vengeance provides its pawns with plenty of gifts to ensure success.

- ◆ **Does not Tire:** Revenants are restless beings. They are constantly fueled by the desire to seek vengeance and therefore are not required to rest, eat, or drink.
- ◆ **Regeneration:** Revenants have awesome regenerative powers and are capable of regenerating one point per round.
  - ◆ However, revenants can be considered undead. In their case, points scored from silver weapons or fire score +2 points.
- ◆ In the case of magic, revenants do not heal until the end of the confrontation.
- ◆ **Immunities:** Revenants are immune to toxins and fear.
- ◆ **Psychic Powers:** Revenants are formidable psychics. They may possess the following powers at the cost of points. Adrenaline Control, Heighten Sense, Heighten Physical Attribute, Object Read, Read Aura, and Suggestion. Alignment Change, Clairaudience, Clairvoyance, Danger Sense, Empathy, Heighten Pain, Inflict Emotion, Insert Memory, Precognition, Presence Sense, Psychic Navigation, Read Thoughts, and Send Thought.

## Death for the Undying

Death for the revenant only comes when the essence of vengeance will allow the soul to rest. This usually occurs after the revenant either kills those linked to its death, or refuses to continue feeding the essence.

---

## Vampires

Of all the undead that roam the Cosmos, the vampire is one of the most feared. Vampires stalk the realms, feeding on the living without mercy or compassion.

## Erstgeboren

The primary essence of a vampire stems from a cosmic intelligence that is so ancient and its name so long forgotten, that it is only known as the Erstgeboren. Erstgeboren, in its natural form, is an energy being that appears as a twisted globular rarely ever achieving a defined shape for any length of time. Occasionally a clenched fist, contorted face, twisted tentacle, or gnashing maw might erupt from any part of the globular, only to disperse with the segregated energy being reabsorbed into the primary being.

Erstgeboren is the essence of savagery. Its desires are id-like. To maintain its energy, Erstgeboren must feed on the essence in human souls that define order and humanity.

## Method of the Hunt

To feed, Erstgeboren will find a realm and send a fragmented portion of his essence to inhabit the body of a victim. Erstgeboren's touch instantly converts the humane portion of the soul into its life's energy, leaving only the savage and predatory portions, as well as whatever functions are needed to efficiently aid those portions, such as reasoning.

The creature left behind after the feeding is a vampire. It attempts to create a base of energy for Erstgeboren by feeding on other humanoids. With a single bite from the vampire, Erstgeboren is feed, and its victim is turned. The victim, now a vampire, feeds, and

its victims feed, and their victims feed, until finally an entire civilization is destroyed.

## The Curse of Vampirism

Vampirism is a horrible curse that steals the soul and torments the turned with savage desires. Those who become vampires lose their humanity, as well as their ability to control their appetites. The end result is a monster that mercilessly stalks the land finding pleasure and sustenance partaking in the cattle known as humans.

## Powers of the Vampire

All vampires have special powers granted to them as a result of the "Touch of Erstgeboren". When Erstgeboren creates a vampire, its manifested powers may differ from another created by him. However, these powers are usually passed along to their victims. On occasions, however, when the powers of a victim turned vampire manifest, they mutate, creating what is referred to as a new breed of vampire. To date, the Faction of Order has recorded in its annuals over 200 breeds of vampires. Most manifest combinations of the powers and weaknesses listed later.

## Creating the Vampire Character

Vampires are of the Bestowed character class. Character creation is as normal, except the player may only spend points on talents, gear, or **Vampire Powers**, listed as **VP** on the character sheet. The player may select weaknesses that grant bonus points to spend toward selecting more powers. All vampires have the below listed weaknesses and must select at least one more additional weakness. The vampire is also required to select either the holy water / cross / garlic weakness or the wood / fire weakness without gaining additional points to spend toward powers.

The point expenditure system for creating vampires is intended for use in creating breeds, not individual vampires. If the vampiric change is the result of a character being bitten by another vampire in the game, then the character will receive the powers and weaknesses of that vampire.

## Weaknesses Shared by all Vampires

**Required Feeding:** Blood does not flow through the veins of the vampire. Blood from its victim pools in its stomach and is slowly absorbed, as it is needed, to help maintain the creature's appearance and functions. All vampires are required to feed on blood from a living humanoid. A vampire must feed on at least one pint of blood every other night. A vampire may resist the urge to feed. This requires making a successful roll. On the next night, if the vampire still desires to resist the urge to feed, another successful roll is required. For each night the vampire resists feeding, a successful roll is required. Eventually, the vampire will fail the roll, and go into a frenzy that requires him to feed. When this occurs, the vampire must consume ½ the amount of blood he resisted before the frenzy resides. The vampire will not rest until the thirst for blood is quenched; even if this requires feeding during day hours, which may kill the vampire. Vampires can consume one pint of blood in 1d6 rounds.

**Not Feeding:** If the vampire chooses to resist feeding, he is -1 turn per round and loses all combat talents after three days. The effect cumulates for each night the vampire resists.

**Reduced Aging:** Vampires age at a much slower rate than normal mortals do. It is believed that at the precise moment of death from a vampire bite, the portion of the soul that is humane leaves the body, while the rest remains. The remainder continues to "live" aging only one year for every ten normal mortal years. For some, the parting of the soul from the body occurs at such a slow rate that they become effectively immortal. Furthermore, all vampires are immune to all normal diseases.

**Savagery:** As the aspect of humanity has been seared from the soul, the vampire becomes savage, making it difficult to control the body's appetites. Whatever the mortal loved in life, the vampire will desire. Whenever the situation arises, in which case an element of desire is present, the vampire will find it near impossible to resist partaking of that element as so to appease his desires, no matter the cost. In addition, when it is time to feed, the vampire succumbs to savagery.

Vampires may resist savagery by making a successful roll. A failed result indicates the vampire's inability to control the urge. For every three rounds the vampire is presented with a desire, he must make an additional roll. This excludes feeding.

**Daylight:** Unless the vampire is a daywalker, daylight kills the vampire, QUICKLY. Daylight cumulatively scores one point per round. That is to say, 1 point in the first round of being out in daylight, 2 in the second round, 3 in the third, etc. Unless the vampire is a daywalker, during daytime, he must find a safe abode far beneath the ground, where sunlight may not reach him. During the daylight hours, the vampire lapses into a coma, one from which he can not be awakened until the sun goes down.

### Cost

### Vampire Powers

**5 Superhuman Reflexes:** the vampire's reactions are heightened to an equivalence of five times faster than a normal human. Gains +1 turn per round, +1 to initiative.

**4 Superhuman Strength:** scores +3 points from non-ranged attacks. May also roll two additional dice when performing a feat that requires strength.

**5 Daywalker:** the vampire has the ability to go out into daylight without the sun causing any physical harm, however, the rays from the sun still causes mild discomfort, and the vampire will have difficulty seeing (-1 turn per round).

**4 Magic Use:** the vampire starts with no spells, but may learn any one point magic.

**3 Latent Psychic:** the vampire may select three one point psychic powers.

**2 Ability to Turn:** not all of Erstgeboren's "children" have the ability to turn others into vampires. This ability allows the vampire to turn others into vampires. Turning another into a vampire requires a successful roll. The vampire's fangs must remain in contact with the victim for 1d6 rounds, the whole time sucking humanity, and feeding Erstgeboren. The victim receives a roll to resist the turn. If the victim struggles to resist the vampire keeping his fangs in him, an overpower feat is required every round. If the victim succeeds in the overpower, turning automatically fails. If the victim fails, within 1d6 days, it will become a vampire.

If the vampire has a master, any newly created vampire will serve the master. If the vampire is a loner and has the persuasion talent, new vampires will serve him.

**2 Mist Form:** the vampire can take on the form of a mist. While in this form, the vampire is immune to non-magical weapon attacks; however, the vampire can not attack, save the use of magic. Magic and weaknesses still harm the vampire. The vampire

can merge with non-magical fog or mist. Changing forms requires one round.

**2 Bat Form:** the vampire can take on the form of a bat measuring about six inches in height. The vampire retains all scores and abilities, but can fly as the power. Changing forms requires one round.

**2 Wolf Form:** the vampire can take on the form of a wolf. The vampire retains all scores and abilities. Changing forms requires one round.

**3 Hypnotic Gaze:** the vampire has the ability to use the magic Charm once per confrontation. With this variation, however, it is apparent to all that the victim of the gaze is under the influence of another.

**4 Regenerate:** the vampire has the ability to replenish one point per round.

**5 Immortal:** unlike most vampires, the life essence of an immortal vampire drains at a rate that appears almost non-existent. The vampire is effectively immortal, but may still die by means of violence.

**2 Incite Fear:** same as the magic, Fear.

**3 Disguise Nature: Anti-Detect:** the vampire has the ability to disguise his nature with master proficiency. The vampire can not be detected as a vampire by any means, including magical, save the special perception roll of the Hunter.

**3 Resist Savagery:** the vampire has the ability to resist savagery completely and is never required to make a roll when faced with a desire. The exception to this is feeding, yet the vampire may still resist feeding for twice as long before having to make a roll. When the vampire must feed, he is only required to feed as though he resisted normally.

**2 Earthmeld:** the vampire can bury himself up to one foot deep in the ground and rest there for as long as needed, including during the day. During an Earthmeld, however, the vampire lapses into a stasis from which he can not be awakened until sunset. During this time, he is completely vulnerable.

**3 Shadow Blink:** the vampire has the ability to disperse himself in an area of shadows equal to or greater than his size. The vampire can then re-materialize within another part of the shadow or any other shadow within the area, so long as the area supports his size. The vampire may only stay dispersed for 1d6 rounds.

**2 Telepathy:** this ability is equal to the psychic power.

**2 Manipulate Shadows:** this ability allows the vampire's shadow to move freely and independently of his actions. The vampire controls the shadow by subconscious thought; whatever he is thinking, his shadow will mimic. For example, if he is considering killing another out of anger, his shadow may attempt to choke his victim.

The shadow has no effect on others except when the vampire consciously commands it to do so. Only then, the shadow is only capable of light brushes or taps on the shoulder.

The vampire may also command the shadow to perform minor tasks, such as opening and closing unlocked windows and doors, or pulling curtains or tapestries aside. Conscious command of a shadow does require using a turn. Attempting to notice the shadow's independent movement requires a successful roll.

**3 Command Night Creatures:** this power allows the vampire to command creatures of the night such as bats, rats, and wolves. The vampire may control only one animal type at a time and only 1d6 bats or rats per level and one wolf per level. A number within the vampire's control range will always be nearby to aid him. A bat, rat or wolf never attacks a vampire with this affinity.

The statistics for the night creatures follow.

|        | Rat | Bat | Wolf |
|--------|-----|-----|------|
| Level  | 1   | 1   | 1    |
| Points | 1   | 1   | 4    |

---

#### Weaknesses

**+5 Earthbed:** the vampire is required to have a bed sown with dirt from the region in which he was turned or born in order to rest. If the vampire does not have an earthbed present when he is required to rest, during his next active period, he is -1 turn per round. On the third day, the vampire loses all combat bonuses. On the fifth day, the vampire lapses into a stasis from which he can not be awakened until the he is placed on an earthbed. After reaching the earthbed, the effects are reversed, one day at a time, until the vampire returns to normal.

**+4 Hideous Appearance:** the vampire's physical appearance is horrid. The creature has hallow yellow eyes, pale skin, a maw full of jutting fangs, a contorted face, and a long, slender, diseased looking body. Anyone viewing the atrocity beholds the vampire as a monster. The vampire will never be trusted, regardless of its powers of persuasion. Upon entering a city or village, the creature will be attacked by its natives, held in contempt, refused service, etc.

**None or +4 \*Holy Water / Crosses / Garlic:** A vial of holy water holds enough for five uses, each scoring two points against the vampire. A cross will automatically hold a vampire at bay. The vampire will not be able to enter the area. Touching a vampire with a cross scores +1 point per round that the cross remains in contact with the vampire. Garlic holds the vampire at bay, keeping it from attacking and scores one per round that the vampire remains in the area.

**+3 Running Water:** running water scores 1d6 points for every round that the vampire is in contact with it.

**None or +4 \*Wood / Fire:** Wood only harms a vampire if it is fashioned in the form of a stake. The stake must be stabbed into the heart of the vampire. This requires a successful called shot roll, which kills the vampire instantly. Fire scores 1d6 points for every round that the vampire is in contact with it.

**+3 Silver:** any weapon fashioned of silver scores double points against the vampire.

**+4 Magic:** the vampire is intolerable to magic. Magic has double the effect on the vampire.

**+4 Ravenous Hunger:** the vampire is required to feed on one pint of blood every day. Resisting the urge to feed is impossible.

**+5 MageBane:** the vampire is required to feed on magical energy for sustenance. When the vampire feeds, he must find a magic user, such as a mage, and drain his blood. This is achieved though a normal bite. MageBane can resist feeding, just as normal vampires. The effects of not feeding are the same as those for other vampires, except that after two weeks of not feeding, the magebane dies.

**+3 Invitation Only:** the vampire can not enter a building, other than one he owns, with the intentions of harming another without first being invited. If the vampire enters the building without being invited, he will not be able to harm another, even to protect himself. The vampire can not ask to be invited. Public buildings are considered invited.

---

# Undead Compendium

---

## **Banshee**

Level: 3 (+3)

Points: 18

P May only be injured by magic gear.

M Fear: as the magic.

P Banshee Wail: banshees may wail three times per confrontation. All within the area must make a successful roll or are petrified, losing all turns in the next round.

Victims of their own hands, banshees are the souls of those who have committed suicide. They remain here, in infinite sadness, pulled by their unfinished business. They are transparent, but glow with a dull gray hue, their faces transformed by their pain. They use the essence of Sadness as their weapon (see Soul Axis™).

**Ghost:** listed as a character template.

---

## **Ghoul**

Level: 2

Points: 9

T Strong: scores +1 point.

Ghouls are creatures of mystery. Undead, but still retaining a fragment of their soul, they wander about feeding on the corpses of those they kill. They are twisted abomination of their original selves, their limbs stretched, their tongues long and thick (to lick marrow from bones), their teeth razor-like, and nails transformed to thick claws.

**Mummy:** listed as a character template.

---

**Revenant:** listed as a character template.

---

## **Shade**

Level: 3 (+5)

Points: 16

P Shadowmeld: allows the shade to move in and out of shadows unnoticed.

P May only be harmed by magic gear.

A soul that when it leaves its body becomes trapped in its own shadow, shades are one of the most feared undead creatures. Merely a shadow, shades often follow a victim, melding with his shadow until he sees the proper opportunity to attack. When it does, it rises off the background and takes on a life of its own. It attacks the victim mercilessly pounding and slashing at him until he is dead.

Shades kill only for pleasure, as they have no need to eat. However the only delight these twisted souls find in their hellish existence, is the slow torturous murder of another. They use the Rage essence as their weapon (see Soul Axis™).

## **Skeleton**

Level: 1

Points: 4

P -1 point scored from edged weapons (blades).

Just as the words says, these creatures are the animated skeletons of the long dead. Whether that of an animal, creature, or man, a skeleton always has the same amount of points, so long as it is

medium sized. Smaller skeletons, such as of a cat only have 2 points, while larger ones, such as a giant's skeleton, are up to 10 points. When necromancers use the Summon Skeleton NM, they summon man sized four point skeletons.

---

## **Skinless One**

Level: 1

Points: 7

Skinless ones are the damned that were condemned to death. To show the pain of their sentence, their corpses roam the earth, stripped of the skin.

---

## **Spectre**

Level: 4

Points: 20

P Chilling Touch: on a successful roll scores 1d6 points on the victim and the victim is paralyzed in a chilling fearful state for one round.

P May only be harmed by magic gear.

Spectres are little more than a variation of the Dullahan ghost found in the templates section.

---

## **Undead Mage**

Level: 5

Points:

Mage in life, now a mage in death, the undead mage has the abilities of the mage (see Placidhaven™) and the living corpse templates. Obsessed with their study of magic in life, they continue to strive after death. The mage will have 12 points from which to purchase magic.

---

**Vampire:** listed as a character template.

---

## **Wraith**

Level: 3

Points: 14

Wraiths are evil spirits of long dead greedy, merciless, powerful people (politicians, businessmen, etc.) that must feed on the souls of others to carry on. They attack with the essence of Greed (see Soul Axis™). If beaten by a wraith, the character must be discarded.

---

## **Zombie**

Level: 1

Points: 6

P Paralyzing Touch: successful roll or no turns for one round.

Zombies are the animated bodies of the dead. These creatures may be that of an animal, creature, or man, regardless however, the zombie always has the same amount of points, so long as it is medium sized. Smaller variations, such as of a cat only have 3 points, while larger ones, such as a giant's skeleton, are up to 14 points. When necromancers use the Summon Zombies NM, they summon man sized six point zombies.

---