

SCARLET BONES



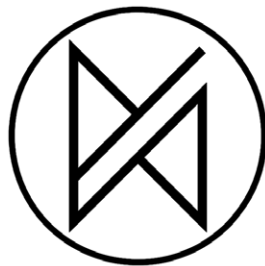
STORMFORGE
PRODUCTIONS

A MOD FOR
THE SIGIL SYSTEM



SCARLET BONES

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INTRODUCTION

Welcome to Scarlet Bones, a mod for the Sigil System that deals with drinking blood, raising corpses, stealing bodies and undead slaves.

Scarlet Bones is all about changing who you are to gain great power. The blood mages become soul-parasites that need to drink blood in order to survive, and can transfer their consciousness to other bodies. Necromancers, on the other hand, must be undead first before they can learn how to raise and control the dead.

HOW TO USE THIS MOD

This mod is simply an addon to the core Sigil System rules, so you need to have the Sigil System (preferably 1.2 or later) in order to effectively use these rules.

Scarlet Bones does not change any rules found in the corebook, but it does give you a lot of new options for playing characters who have (or want to) become soul-sucking blood mages or undead-raising necromancers.

As with any of the Sigil Mods, Scarlet Bones is entirely optional to use during your games, and you can pick and choose which parts of it to use. The powers and abilities shown in this mod are all balanced with each other, so it is highly recommended that if you use multiple powers in a section, that you use them as they appear here.

WHAT'S IN THIS MOD

This mod is split into two distinct parts: *Blood* and *Bone*. What each part covers is fairly self explanatory.

In each section you will find a detailed description of what each archetype is, how they come to be, how to “reproduce” and how their powers work. Blood mages and necromancers work in entirely different ways, and the only common thread between them is the fact that for both you need to give up your humanity to gain their powers.

At the end of each section there is a short character creation part that adds onto the Sigil System's core character creator. If you want to start a game as either a blood mage or a necromancer then

this part will help you discover how your character gained his new-found abilities and how he has been forever changed by the ordeal.

TWO SIDES OF THE SAME COIN

Both the blood mages and necromancers come in two flavours: melee-focussed and ranged-focussed. The powers and abilities for each type of blood mage or necromancer are broadly the same, but it is the way they use them that differentiates the two types. Unsurprisingly, melee-focussed blood mages and necromancers thrive in hand-to-hand combat and so how they use their abilities will give them that edge in fighting. The ranged-focussed ones prefer to hang back a bit and therefore their take on the bloody and undead abilities will aid them in other ways.

Whether you play as a melee-focussed or ranged-focussed character, you will still be as much of a blood mage or necromancer as if you chose the other type. Giving these two options merely gives you more variety in *how* to play the blood mages and necromancers. They may be equal in powers and strengths, but a melee-focussed or ranged-focussed blood mage (or necromancer) can be played like two entirely separate characters.

GAINING THE ABOMINABLE POWERS

A key part of gaining blood magic or necromantic powers is to lose your humanity.

For blood mages, they become soul-parasites, jumping from host to host and having to feed on fresh blood daily. For necromancers, they must first be one of the undead masses before they can gain necromancy.

To say it is an important milestone in a character's life is quite the understatement; it quite literally will change the character's life forever and so anyone wanting to become a blood mage or necromancer should think carefully about it.

This mod gives you the rules for how to use the powers, and how a human changes into a parasite or undead. It does not, however, tell you how to go about obtaining that transformation itself.

In short, this is because it will depend entirely on



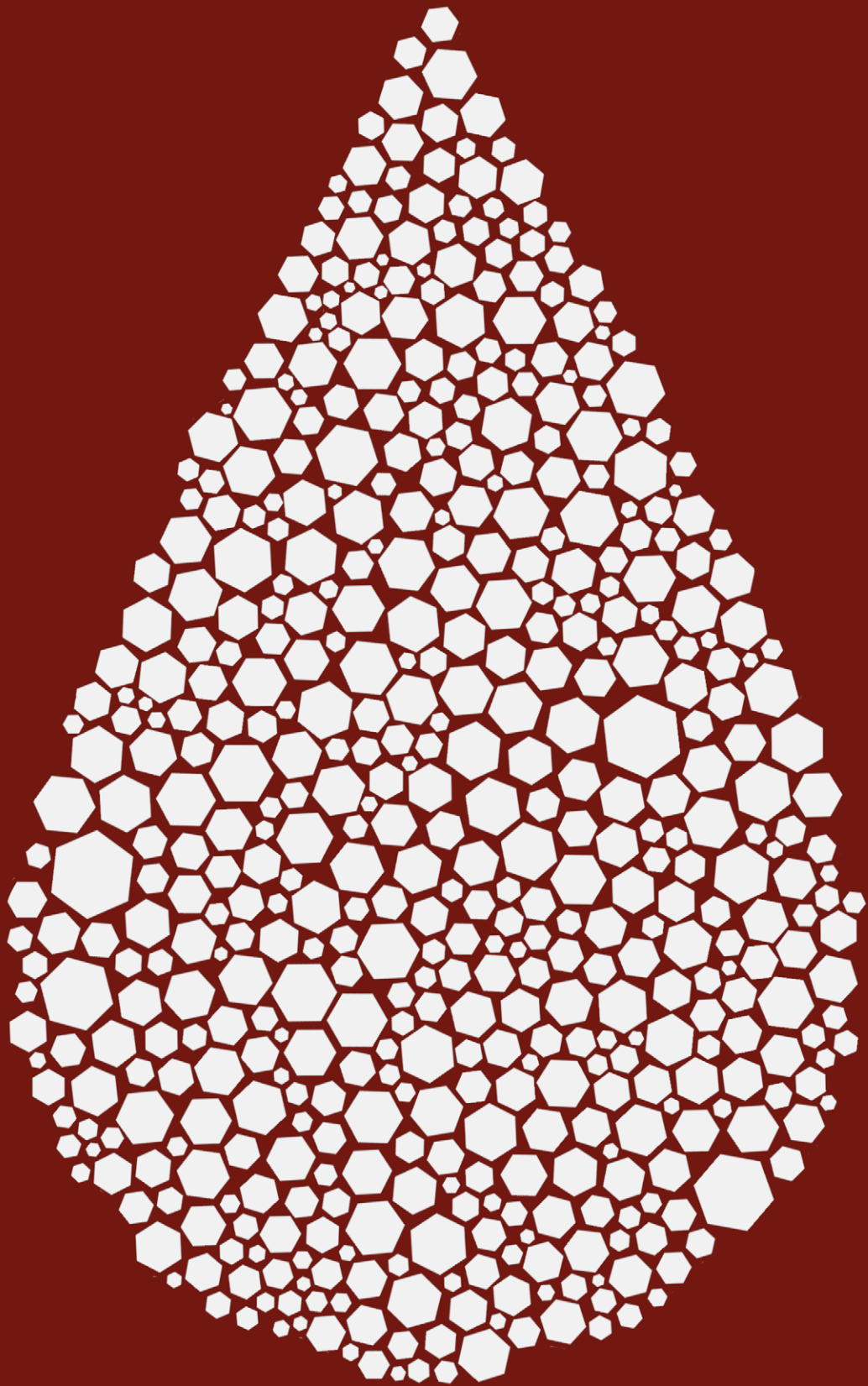
your own setting and campaign, and how that setting or campaign's blood magic and necromancy works.

Are your blood mages or necromancers an accepted part of the population? Are there blood magic or necromancy colleges, or magic colleges with these practices within them? Can anyone walk up to a blood mage or necromancer and apply to become one of them? Are there secret societies of blood mages and necromancers in your setting or campaign, where people must rise up through the ranks before being considered “enlightened” enough to join the undead/parasitic “elders”. Or perhaps, are the blood mages and necromancers part of an “evil empire” and the populace are drafted into their ranks without having a say in the matter? Or are they outcasts in society, hunted wherever they are found and they only create more blood mages and necromancers if and when they can?

The lore about how to gain the abominable powers in this mod is entirely up to you. As long as you make the rules consistent with each other and with the tone and genre of your setting and campaign, they will be believable.



BLOOD



BLOOD MAGIC

When you hear the words “blood magic”, it brings to mind images of devious warlocks and hags drawing the blood out of some hapless victim to fuel their dark rituals. The truth isn’t quite as fanciful as that, but it isn’t too far off the mark.

In the Sigil System, blood magic is the ability supernaturally shape living human blood to do as you please. You can create tools, weapons or armour with it; you can enhance your physical abilities, or even weaken your opponents. Blood Magic in the Sigil System is less a ritual and more a tool to be used.

In that vein, there is nothing morally wrong about using blood magic... from a certain point of view, at least. It is an amazing tool that will make you more powerful than ever, and it will definitely make your life easier. It is, however, a perversion of nature and, more than this, it requires destruction in order to work. You either have to make someone else bleed to use your abilities or make yourself bleed to use them. Being so inherently destructive will shape how a person thinks and acts, even if he is the most virtuous of all men.

Blood magic isn’t inherently wrong, but it takes a lot to make it right.

THE MONSTER WITHIN

Anyone can become a blood mage, some even do it willingly, but there is a terrible cost involved. Many who look for the power of blood give up their dreams once they uncover just how much of themselves they will need to pay to become a blood mage.

The reason for this is that a blood mage isn’t actually human. Oh, it certainly looks human (most of the time), but that is the illusion it presents in order to get closer to its prey.

A blood mage is a parasite, a leech that lives off its host. It cannot be seen or felt, because it is not of this world. It is a soul-parasite, jumping from host to host to extend its lifespan. It is a curse passed on from one mage to the next, and that is why the blood mages have taken to calling the parasite the Blood Curse.

The only way to become a blood mage is to have the Curse passed onto you by another blood mage. Only a blood mage can create another. When a blood

mage gives you the Blood Kiss and vomits the Blood Curse into you, the parasite inside that blood mage gives birth to an offspring that finds its way to your soul. Once there, it wraps itself around your soul and merges with it. You, the you behind your eyes, the you that forms your persona and consciousness, become one with the parasite.

You are now a blood mage.

Your body is no longer *your* body. It is just a fleshy puppet being controlled by you. It is a host, the first of many, that you will steer and command throughout your long life. And while it is your host, you can do with its blood whatever you wish.

FEEDING THE BEAST

The true cost of being a blood mage is not simply selling your soul. After all, many people do that every day. No, the true cost is often only discovered after the transformation from man to parasite, long after anything can be done to stop it.

You are the soul-parasite, not the host body you inhabit, and just as the host body required food to survive, so do you. Unfortunately, you do not quite exist in the material plane, you are a being of the æther, a wandering soul. Your needs are somewhat different. Some might say that devouring other souls, as the servants of the Outsider often do, would be the best way to sate your hunger, but they would be wrong. Souls are far too pure and rich for a creature such as yourself, they could destroy your very essence. What you need instead is a source of life, a source of soul, that is watered down enough for you to consume.

What better food is there then than blood? Blood is the answer to all your problems, but it is also your worst addiction. As a blood mage, you literally cannot survive without fresh human blood. Your host body is only alive because you as the soul-parasite will it to be. That takes a lot of energy, and without a constant supply of fresh human blood, your host body will begin to decay and break down. Sure, you can try and jump to another host once yours has decayed to near death, but that is only stalling the inevitable. Sooner or later you will have to drink someone’s blood or you will die.



BLOOD

As a blood mage, you must drink fresh human blood each and every day. This blood must come from a living human being and it cannot be more than a few minutes old. This means that another person can willingly shed blood for you, but you must then drink it immediately before the little bit of soul-power that is in it disappears. Feeding on animals won't help you one bit, and the only human corpses you can feed on are those freshly killed. If their blood is still warm and flowing, it will do the trick.

You don't need to drink a person dry every day to survive, you only need around a pint each day to keep your host-body ticking over. For every additional pint of blood you consume, you extend the time until your next required feeding session out by one day. As the human body has around eight pints of blood in it, if you consume all the blood inside a human body you will have a week and a bit before you need to feed again.

If you can't, or won't, consume blood every day, you will have to watch your host body rot and decay around you until you die. For every day that you don't drink at least a pint of blood, you must pass a Will Skill Check. If you fail, you take the amount by which you failed as Physical Damage. Determine the Hit Location by reversing the numbers on the dice (e.g.: a 49 becomes 94). If you succeed on the Will Skill Check, then your host-body is safe for now, but you are using soul-energy you can't afford to waste, and when you crash, you will crash hard.

The longer a blood mage remains without consuming blood, the harder it is for him to retain his body. Regardless if you succeeded or failed the Will Skill Check, each successive day that you go without blood will bring another Check, and each check will be more difficult than the last. After the first day, each Will Skill Check will gain a cumulative -10 modifier. This means that after three days of going without blood the modifier to the Will Skill Check will be -30.

While it may be noble to refuse to drink the blood of others, if your host-body dies while you are still inside it, you will die as well.

THE BLOOD KISS

It's the most fundamental of all the blood mage's abilities. It keeps the blood mage alive and keeps the species going.

The Blood Kiss is the sole method the blood mage has to infect another person with the Blood Curse, or to jump from one host to another.

As the name implies, this ability involves blood and kissing, but it is so much more (and some say so much less) than this. To give the Blood Kiss, the blood mage places his mouth over that of another person and vomits ætheric blood into the victim's mouth. Along with the blood that is forced down the victim's throat comes the Blood Curse. When a blood mage gives the Blood Kiss, he chooses whether he wants to jump hosts or if he wants to infect the victim with the Blood Curse. He can't do both.

However, before the blood mage can make this choice, he first needs to be able to give the Blood Kiss. Very few people will allow you to vomit blood into their mouths, so unless there is a willing "victim", the blood mage needs to subdue someone in order to finish the job. This might mean tying someone up, dosing or drugging someone so they are asleep while the blood mage initiates the Blood Kiss or using brute strength to keep them still.

Even if the blood mage can keep their bodies still, he still needs to keep their mouths open. The Blood Kiss takes around 15 seconds to finish (or 3 Combat Turns), and during this time all of the blood mage's focus and concentration is on his victim and the Blood Kiss. If anyone or any outside force removes him from his victim, he won't notice until it is too late. The blood mage and his victim might also have to perform Opposed Might Skill Checks (or other Skill Checks that the GM deems suitable) to see if the victim can successfully fight back against the blood mage, if the victim is conscious throughout the ordeal.

Once the time is up and the Blood Kiss is finished, there is nothing more that the victim can do. Either they will become a blood mage as well, or they will lose their consciousness forever.

SPREADING THE CURSE

The first option that a blood mage can choose to do with his Blood Kiss is to spread the Blood Curse to the victim. This will turn the victim into another blood mage.

When this happens, the soul-parasite that is the blood mage gives birth to an offspring. This parasitic larvae travels down the torrent of ætheric blood that is being vomited down the victim's throat and find its way to the victim's soul. Once there, it irrevocably



binds itself to the victim's soul and merges with it, creating a new blood mage. This is a permanent process that can never be undone.

The new blood mage has all the powers and abilities that all blood mages do, so be very careful to whom you grant this power. They may just use that power to turn on you.

A NEW HOST

The safer and more predictable route is for the blood mage to simply transfer himself from his current host into that of the victim.

When this happens, the blood mage's consciousness in the form of the soul-parasite in his current host travels along the stream of ætheric blood being vomited into the victim. Once inside the new host, the blood mage forcefully ejects the host's soul and its consciousness. The victim, in a sense, dies as the blood mage takes over the host body. There is no way to bring the host body's original soul and consciousness back. Once the blood mage has taken over, those are lost forever.

It's not all moonshine and roses for the blood mage, however, and care must always be taken when jumping from one host to another. When a blood mage leaves behind his old host body, he leaves everything that came with it, good and bad. All the Physical Wounds he had taken vanishes, but so does all the effort he put into increasing the old host's physical abilities.

When a blood mage jumps hosts, he loses all the Physical Skill Levels he had with his old host, and gains the Physical Skill Levels of his new host. He also gains any Physical Wounds that his new host body has suffered.

The host he leaves behind has no soul nor a consciousness and becomes effectively brain dead, dying mere minutes after the blood mage leaves it. In this short time, the old host cannot be used by any blood mage to transfer his consciousness into. A host is only ever good for one use, after this it is gone for good. It can, however, be raised by a necromancer but a soulless, used-up host can never become Awakened.

FOUR LEGGED HOSTS

It is technically possible for a blood mage to jump into an animal, but it is ill-advised. All of the same rules apply for jumping into an animal host as for a human host, but when a blood mage chooses an

animal host, he loses far more than normal. Jumping into an animal host means that the blood mage loses the Skill Levels in all his Skills except for Intuition, Lore, Special and Will. The remaining Skills' Levels he gains from the animal (if the animal even has those applicable Skills). If he ever jumps back into a human host, he will gain the Levels in the Skills he has lost from his new human host. From then on, those Skill Levels become his when he jumps to a new human host.

An animal host is not meant to contain a human soul (even one as debased as a blood mage's soul-parasite), and it is a constant struggle for the blood mage to keep his persona and consciousness intact while he remains in an animal host. For every day that the blood mage spends inside an animal host he must roll a Will Skill Check. Succeeding on this Check means business as normal. Failing, however, means the blood mage permanently loses Skill Levels in his Intuition, Lore, Special and Will Skills. The amount he loses is equal to the number on the "ones" dice of the roll for the Will Skill Check.

If any of these four Skills ever reach Level 0, then the blood mage loses his consciousness as permanently becomes the animal host he inhabits.

YOUR BLOOD OR MY BLOOD

Blood mages come in two different varieties. While they share nearly all the same powers and abilities, it is *how* they do it that differentiates the two types. It all comes down to whether the blood mage uses his own blood for his abilities or the blood of others.

The first type of blood mage is the **Chimera**. The Chimera uses his own blood, and that means he is often covered in Wounds (mostly self-inflicted) since a blood mage can only shape blood into tools and instruments when it is outside the body. Unsurprisingly, Chimeras can often be found charging into melee combat as every Wound they take only gives them more blood to work with.

The Chimera's unique ability is to be able to control the blood within his own body, to push his muscles and limbs further than what they ordinarily could do. To do this, the Chimera rolls a Special Skill Check. If he succeeds, then the result of the roll becomes a bonus modifier he can use to any Skill Check that requires him to move around or be



BLOOD

physically active (such as Athletics to dodge, Fight to attack, Might to grapple, etc.). This bonus modifier lasts for as many narrative actions (or combat turns) as the first digit on the Chimera's Special Skill Check.

For example: if the Chimera's Special Skill is 50 and he rolled a 37, he gains a +37 to Skill Checks involving him physically moving around for the next 5 narrative actions or Combat Turns.

The other type of blood mage is called the **Bloodletter**. As the opposite to the Chimera, the Bloodletter can only use the blood of other people to fuel his abilities. Bloodletters are seen as the more reserved and cunning blood mages as they have to plan out how to get the blood needed for their abilities. They can't simply injure themselves for fresh fuel. Blood mages can only shape blood that is exposed to the air through wounds and injuries, so a Bloodletter must first harm someone before they can use their powers.

While Bloodletters can't shape the blood inside other people, they can affect it. The Bloodletter can temporarily restrict the blood-flow of another person (within Medium Range) to stun them and stop their movement. To do this, the Bloodletter rolls an Opposed Special Skill Check against the target's Constitution Skill Check. If the Bloodletter wins this Opposed Check then for every 10 points that his result was greater than his opponents, the target is stunned for 1 narrative action (or Combat Turn).

For example: if the Bloodletter rolled a 53 and the target rolled a 27, the Bloodletter's result was 26 greater than his opponent, meaning that his opponent will be stunned and unable to move for 2 narrative actions or Combat Turns.

SHAPING BLOOD

The main method through which the blood mage affects the world, and what gives them their name, is by shaping blood into various tools and instruments.

Below you will find a list of what a blood mage is capable of, but it is anything but an exclusive list. It is only there to give you some rules for what a blood definitely can do. It's a broad list that incorporates quite a lot, but it can't cover everything your imagination can. If, however, you can think of other uses for blood and the way to shape them, feel free to work out how to do so with your GM and the best way to go about it.

DRAW BLOOD

This is the simple act of pulling any blood around the blood mage towards him. It is most useful for Bloodletters as it allows them to draw the blood from other people's wounds towards them, but it can still work for Chimeras who have spilt blood and need to get it back to them. A blood mage can draw blood towards himself from anywhere inside Near Range, and takes only a second or so for the blood to reach the blood mage. This means that the blood mage can perform an additional action in his Combat Turn.

If the blood mage needs blood from a distance greater than Near Range, it will cost a Sigil per range band (1 Sigil for Medium, 2 for Far, 3 for Distant) to be able to draw the blood to him. Because the blood will have to travel a decent distance to get to him, if a blood mage draws blood from Medium Range, it is the only action he can take that Combat Turn; if he draws from Far Range it will take up two Combat Turns; and from Distant range it will take three Combat Turns.

CRIMSON TOOLS

This is the most broad and vague of all the blood mage's shaping abilities. All it means is that the blood mage can shape blood into whatever tool is required for him to do whatever it is he needs to do. If he needs to pick a lock but doesn't have a lock-pick, or needs to open a crate but doesn't have a crowbar, or needs to hammer in a nail but can't find a hammer... well he can always just shape blood into the tool he needs and then carry on with his work. It is for this reason that many blood mages carry very little on them, since they know they can just shape whatever they need at a moment's notice.

BLOOD WEAPONS

One step up from creating tools is to create weapons. A blood mage can shape blood into whatever shape and type of weapon he desires, and the ones he does create work just as normal weapons do in the mechanical sense. For example: a Light Class weapon has a -5 penalty to use, but a +10 to damage. The class of weapon created depends on the Severity of the Wound from which the blood was drawn. A Minor Wound will only give a Light Class weapon; a Significant Wound will give a Medium Class weapon; and a Grievous Wound will give a Heavy Class weapon.



BLOOD

BLOOD VS WEAPON CLASS

Minor Wound	Light
Significant Wound	Medium
Grievous Wound	Heavy

What makes the Blood Weapons special is that they are extra effective against living flesh. The power of the soul-parasite that is the blood mage can corrupt the blood in the weapons, causing necrosis and decay in each wound that the weapons cause.

If the blood mage successfully hits a living opponent, he can spend a Sigil to automatically increase the Severity of the Wound caused. If no damage is done (by being blocked by armour for example), then the Sigil spent will cause a Minor Wound. Only one Sigil can be spent for each successful hit.

The shape of the Blood Weapons can be anything that the blood mage wants. They can be the standard swords and axes, or they can even take the form of great claws or talons. The blood mage can even shape the blood into a ranged weapon, but be careful because once this ranged Blood Weapon is fired, the blood is gone with it. The blood mage will have the draw the blood back to be able to use it again.

BLOOD ARMOUR

With weapons, there must come armour. A blood mage can shape and harden blood into a form of armour to protect himself from incoming attacks.

Shaping blood into armour works on a Hit Location by Hit Location basis. The blood mage must decide first how much blood he wants to expend on a specific Hit Location's armour before moving onto the next. He can't use one amount of blood to simply cover all his Hit Locations (unless he genuinely has more than enough blood to cover all Hit Locations in one go).

Just like with Blood Weapons, the strength of a Hit Location's Blood Armour depends on the amount of blood that went into shaping it. Blood from a Minor Wound will only give Light Armour; a Significant Wound will give Medium Armour; and a Grievous Wound will give Heavy Armour.

BLOOD VS ARMOUR TYPE

Minor Wound	Light
Significant Wound	Medium
Grievous Wound	Heavy

Blood Armour cannot be stacked on top one another (so you cannot eventually have +60 armour), and they don't mechanically stack with other armour. If you already have armour on a Hit Location that is better than the Blood Armour, use that other armour's value instead. If the Blood Armour is better, use its value instead.

Being able to create as much armour as you need, when you need it, is priceless benefit, but a blood mage can also sacrifice his Blood Armour to ensure he stays unharmed.

If the blood mage is successfully hit by a Physical attack on a Hit Location that is covered by his Blood Armour, the blood mage can spend a Sigil to negate any damage he would have taken. If the blood mage does this, the blood on that Hit Location (and thus the Blood Armour) is permanently lost and cannot be used again by a blood mage.

If two blood mages are fighting against one another, and both want to spend a Sigil to increase the Severity of the Wound (by the attacker) and negate all damage (by the defender), the defender must choose first whether to spend a Sigil or not.

CURSED FRAMES

The final major way in which blood mages can shape blood is by creating a type of exoskeleton around a specific Hit Location. This amplifies that body-part's ability to perform tasks, and can also help against the damage done to a limb by Wounds.

When a blood mage shapes blood in this fashion, he gains a positive modifier to using that Hit Location or body part in Skill Checks. This works almost in the exact opposite manner to Wounds, which gives the character a negative modifier to using that Hit Location in a Skill Check.

As with everything else thus far, the amount of blood used for Cursed Frames depends on the amount of blood used. Blood from a Minor Wound will only give a +5 modifier; a Significant Wound will give a +10 modifier; and a Grievous Wound will give a +15 modifier.

BLOOD VS BONUS

Minor Wound	+5
Significant Wound	+10
Grievous Wound	+15

Just as with Blood Armour, you can't stack the bonuses gained from the Cursed Frames. The



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greatest bonus you will ever get from a Hit Location is +15.

Cursed Frames are great for enhancing what the human body is capable of, but they can be most effective doing the exact opposite to enemies. Where the Cursed Frames can help the blood mage, he can put it on victims to hinder their movement.

A blood mage can spend a Sigil to shape the Cursed Frames onto any person within Near Range. The rules for applying the Cursed Frames works the same as for himself (in that it must be done on a Hit Location basis, but the bonuses that the Cursed Frames gives the blood mage becomes penalties to the victim's movement. E.g.: +15 becomes -15.

The Cursed Frames stay on the victim for a number of narrative actions (or Combat Turns) equal to the first digit of the blood mage's Will Skill Level, or until the victim has successfully succeeded on an Opposed Constitution vs. Will Skill Check.

BLOOD IN ACTION

Now that you know what you can do with the blood, it's time to see how it works in practice.

SHAPING SPEED

As with Drawing Blood, all the other shaping actions takes only a second or so to shape. This means that a blood mage can shape blood and then perform another action during a single Combat Turn. A blood mage can shape up to three things in a Turn before he can't do anything else that Combat Turn.

PICK OR CHOOSE

There are plenty of things that can be done with shaping blood, but they can't all be done at the same time on the same Hit Location. If the blood mage has one type of shaped blood on a Hit Location, he can't then also have another on there at the same time (regardless of how much blood was used to shape it). For example: a blood mage cannot have both Cursed Frames and Blood Armour active on his Torso Hit Location at the same time. The blood mage can choose to reshape the blood each Combat Turn as he likes, to vary between the two, however.

This restriction includes Blood Weapons. If the blood mage is holding a Blood Weapon then he can't also have Blood Armour or Cursed Frames active on

the Hit Location that is holding that Blood Weapon.

Lastly, while a blood mage can shape blood and then perform another action in a single Combat Turn, this does not mean that the blood mage can always make an attack and then quickly reshape the Weapon to Armour to protect himself. Depending on the narrative actions being taken, the GM could well declare that the attack ended the Combat Turn before the blood mage could reshape the Blood Weapon.

POOLING BLOOD

Knowing how much blood a blood mage has at his disposal can be the difference between life and death. This only becomes more complicated once the blood mage has shaped so much blood that he can't keep track how much he has and where it went.

As mentioned in the descriptions for the Blood Weapons and Armour, blood is measured by the Severity of Wound it was taken from. The amount of blood gained from each Severity scales up by two for each step up. Thus, two Minor Wounds worth of blood is equal to one Significant Wound worth of blood.

BLOOD AMOUNTS

2 Minor Wounds = 1 Significant Wound

2 Significant Wounds = 1 Grievous Wound

2 Grievous Wounds = 1 Location Destroyed

This also means that if you get all the blood from a Location Destroyed Wound, it accounts to eight Minor Wounds worth of blood.

Since Chimera's only use the blood in their own body, this hopefully won't happen to them all too often, but the Bloodletters may well want to get all the blood out of a victim. So here's a table to show how much blood an average person will have in them. This presumes a Constitution Skill Level of 30.

BLOOD IN THE AVERAGE PERSON

48 Minor Wounds worth of blood

24 Significant Wounds worth of blood

12 Grievous Wounds worth of blood

6 Locations Destroyed worth of blood

Some times it isn't easy to know how much blood came from what sort of Wound, especially when you just find it laying on the ground. In circumstances such as these, it is up to the GM to determine exactly



BLOOD

how much blood is there to be used.

THE DREADED CLOT

Blood doesn't stay fresh forever. Eventually it clots and dries and decays. A blood mage can only shape and use blood that is fresh and flowing. Once it dries up or becomes degraded in any way, it becomes unusable to a blood mage. It is for this reason that blood mages can't shape the blood of the undead.

As long as the blood mage is actively and constantly shaping the blood, it won't decay, clot or dry up. Once he stops, however, he will only have a certain amount of time before the blood becomes unusable. How long this is will depend on the GM's discretion, based on the context of the scene and the current narrative. However, a good rule of thumb is two hours for Minor Wound worth of blood and doubling the time for each step in Severity.

BLOOD DRYING TIME

Minor Wound	2 hours
Significant Wound	4 hours
Grievous Wound	8 hours
Location Destroyed	16 hours



CREATING A BLOOD MAGE

This section is meant as a supplement to the Character Creation found in the Sigil System corebook. If you're busy creating your character (before you start the game with it) and you want to be a blood mage, then you can roll on the tables below to get some additional information and background about your brand new blood mage character.

None of the tables below give additional Skill Levels, so don't worry about adding anything onto your current Skills. These are just there to flesh out your character.

As with the Character Creation found in the Sigil System corebook, simply roll a d100 on each of the tables to discover how your blood mage came to be.

If you have already started an adventure or campaign and you wish to become a blood mage, then the quest to do so will be up to your GM. Make sure you talk to your GM about it so you are both on the same page about where you want to take your character.

HOW MANY HOSTS HAVE YOU HAD?

We put so much of our minds, of our very selves, into our identity. Some might even say that our identities *are* us. This extends far beyond the social and philosophical; indeed our strongest identity is comes from our body. So... what do you do when you can change bodies at will? How is identity, your "self", your consciousness changed and shaped by

HOW MANY HOSTS HAVE YOU HAD?

01-10	A fair few, I wear out my hosts quickly.
11-20	A round dozen. I'm an old hand and switching hosts.
21-30	Enough to have outlived everyone I once knew.
31-40	I try not to keep count. It's better this way.
41-50	I'm on my third one now and getting the hang of it.
51-60	Just a few. I pick my new hosts carefully.
61-70	Just the one. Haven't yet felt the need to leave it.
71-80	Many, too many. I'm growing tired of jumping around.
81-90	Only two. It feels strange being in a new body.
91-100	So many I can barely remember my original body.

the fact that you may have had dozens or hundreds of different bodies? The number of hosts that a blood mage has had says a lot about him, and the reasons he has for changing hosts says even more.

HAVE YOU CREATED ANY BLOOD SPAWN?

Having a child is a serious business, and no less so for the blood mages. If you create a blood mage, he becomes (in a sense) your offspring, your spawn. There is an inherent connection between the blood spawn and the blood mage that created them, just as there is between any father and son. What's more, because a blood mage can only be created by another, it means that all blood mages are related in some manner. It is a great family of soul vampires, and if you are going to add to that family, you must have a reason.

HAVE YOU CREATED ANY BLOOD SPAWN?

01-10	I didn't have a choice.
11-20	I would never inflict this curse upon others.
21-30	I've lost count of the number I've created.
31-40	It was the only way to save someone I loved.
41-50	Not yet, perhaps one day I will.
51-60	Of course, the more of us there are, the better.
61-70	Only when I need to. I don't take this power lightly.
71-80	When I get the chance. It's harder than it looks.
81-90	Yes, but only if they meet my strict criteria.
91-100	Yes, I must suffer then so will others.

WHY WERE YOU CREATED?

That reason for creating a blood spawn can come to define the spawn's entire identity. A necromancer's thrall is a slave from the moment it is created to the moment it perishes, but when a blood mage creates a spawn, that spawn is an equal to its progenitor from the moment of its "birth".

Creating a spawn can be dangerous and foolish or it can be the best decision ever. Which was it for you? Why did you progenitor bring you into this blood-starved world? Why did you cross the threshold between mortality and everlasting hunger? It is your only and entire reason for existing, so what was it?



BLOOD

WHY WERE YOU CREATED?

01-10	For a specific purpose that has long been fulfilled.
11-20	He refused to tell me the reason.
21-30	He wanted a friend and companion.
31-40	I begged him to do it.
41-50	I killed him before I could find out.
51-60	I never knew my creator, so I can't say.
61-70	I was created by accident. He never meant to.
71-80	I was to be a soldier in his ghoulish army.
81-90	To be a thug, some muscle to throw around.
91-100	To be an immortal slave.

HOW DO YOU HANDLE YOUR NEW HOST'S LIFE?

Taking on a new host means taking on a whole new life. Just because your new host's consciousness is dead, that doesn't mean all the people who knew that host and loved it are dead as well. As you walk through the world with a new face, there will be people who recognise it, who come up to you to talk to you, to love you, or perhaps even to take revenge on something your host did to them. What do you do in a situation like this? How do you handle knowing that there are people out there who know more about your host than you?

If this is still your original host body, then take this question to mean how you believe you will handle your next host's life.

HOW DO YOU HANDLE YOUR NEW HOST'S LIFE?

01-10	Depends how wealthy the new host is.
11-20	I give it a try. Sometimes they surprise me.
21-30	I become them fully, the new life becomes my cover.
31-40	I blend in quickly and stay hidden from my enemies.
41-50	I don't. I make sure to leave their life behind.
51-60	I silence anyone who could expose my identity.
61-70	I try to slip away as smoothly as possible.
71-80	I try to spare my host's loved ones from my sins
81-90	I use it and abuse it until it begins to bore me.
91-100	With cautious optimism.

HOW ARE YOU KNOWN BY THE MORTALS?

No matter how careful you are when you are jumping hosts or sucking the blood out of some poor innocent, eventually the tales of your deeds will spread. People will come to know you by a name, not your own, but a fearsome name that speaks of hidden dangers, shadowy monsters and blood drinking demons.

HOW ARE YOU KNOWN BY THE MORTALS?

01-10	the Face-Stealer
11-20	the Wendigo
21-30	the Changeling
31-40	the Vampire
41-50	the Blood-Drinker
51-60	the Polymorph
61-70	the Mind-Stalker
71-80	the Shapeshifter
81-90	the Flesh-Eater
91-100	the Skinchanger

Lastly, to find out if you are a Chimera or a Bloodletter, simply roll a d100. If the result of the roll is 50 or less, then you are a Chimera. If it's above 50 then you are a Bloodletter.



PERKS & QUIRKS

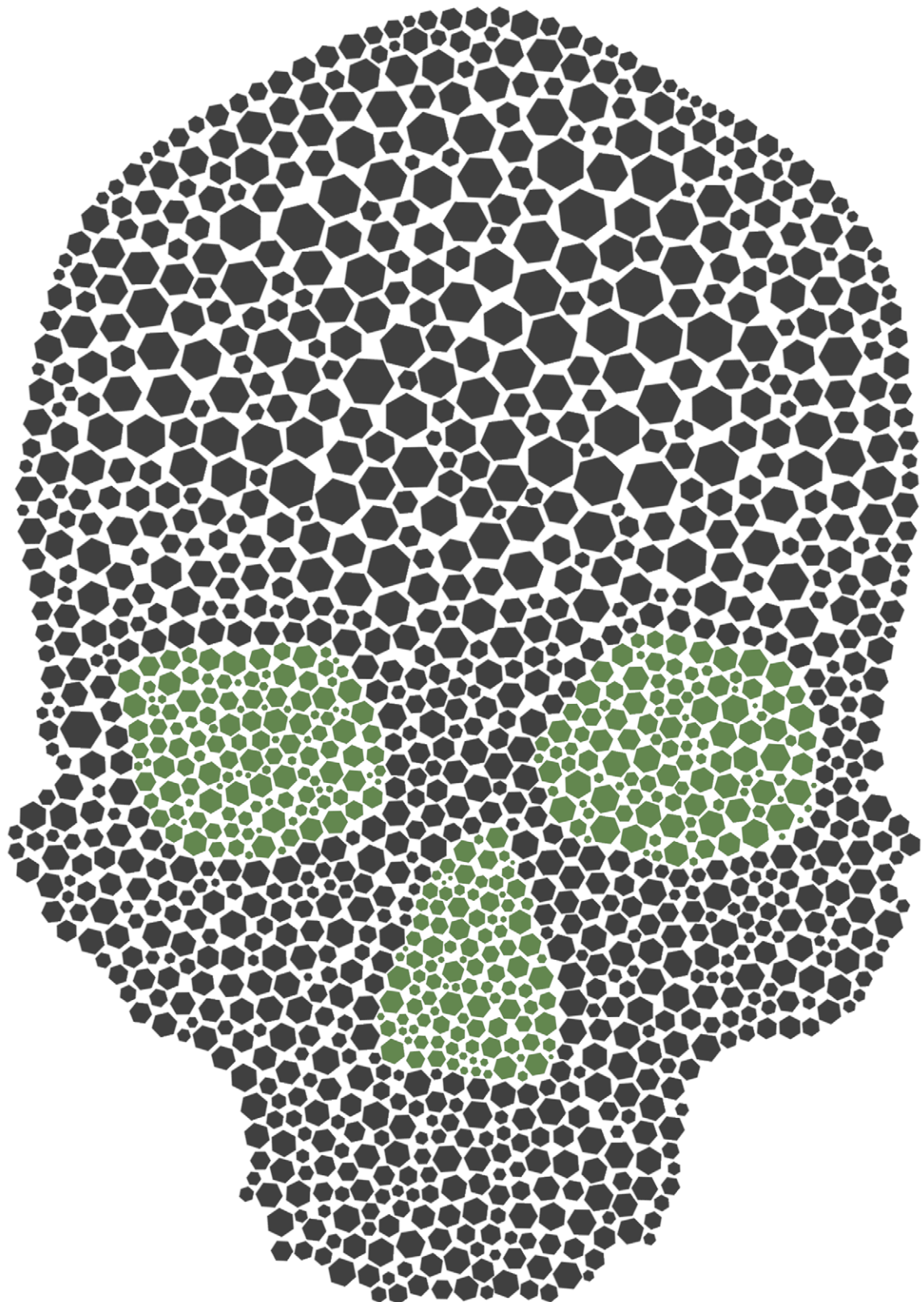
This section gives you Perks & Quirks built around the Blood Mage themes that you can use to further customise and grow your Bloodletter and Chimera. **All of the Perks & Quirks below require you to be a blood mage in order to use them**, however you will be able to select any of them regardless of which Skill you level up.

PERKS	
NAME	EFFECT
Blood Armour Proficiency	Blood Armour grants you an additional +10 armour.
Blood Sense	Spend a Sigil and choose to know 1 of the following: if there are characters within Far Range other than those you can currently see; how many characters are within Medium Range; or the location of all characters within Near Range.
Blood Weapon Proficiency	Blood Weapons do an additional +10 damage to living flesh.
Bloodbending	Choose a target and roll a Special Skill Check. If you succeed and your roll is higher than the target's Will Skill Level, you can control the target's body (via his blood) for a number of turns/narrative actions equal to the first digit of your Special Skill Level.
Familiar	Spend a Sigil each time to automatically succeed a Will Skill Check to retain your consciousness inside an animal host.
Heamomania	When you fail a Will Skill Check in relation to not having fed on blood, you take choose to take Mental Damage instead of Physical Damage.
Muscle Memory	When you move to a new host, choose four Physical Skills of your current host. You retain the Skill Levels for these four Skills in your new host.
Restraint	You only need to feed on fresh blood once every two days, rather than one.
The Last Jump	You can move your consciousness into an undead host, but after this you are no longer a blood mage. If you moved into a necromancer, you lose the necromantic abilities and powers.
Your Blood and My Blood	Burn a Sigil to change from a Bloodletter into a Chimera and vice versa.

QUIRKS	
NAME	EFFECT
Black Blood	You become undead, but remain a blood mage. You can only drink and shape the blood of other undead.
Demonic Diet	Instead of drinking blood, your parasite requires you to consume flesh. You must consume a Grievous Wound's worth of fresh human flesh each day to avoid taking Will Skill Checks.
Dreaded Finality	You can no longer move your consciousness into other hosts. You can, however, still create other blood mages.
Haemophilia	You can not heal Wounds that bleed in a session in which you used your blood magic.
Pollutants	Failing a Will Skill Check to survive the thirst also does Mental Damage equal the Physical Damage you receive.
Primal Thirst	Increase the amount of blood you need each day to avoid Will Skill Checks by one pint (This Quirk can be selected multiple times)
Short Bloodsighted	Reduce the maximum range in which you can control blood by one Range Band. (This Quirk can be selected multiple times)
Sola Homines	You can only move your consciousness to other humans and never animals.
Spiritual Impotence	You can no longer create blood mage offspring.
Vampiric Burden	You lose the ability to shape and control blood, but your thirst remains. You can still move your consciousness to other hosts and create offspring.



BONE



NECROMANCY

Necromancy is the art of speaking to the dead, but it is also far more than just that. In the Sigil System, necromancy is the art and magic of raising the dead back to a parody of life, enslaving them to your will and commanding their actions.

Necromancy may not be an inherently evil type of magic (it is a tool like anything else), but it *is* an intrinsically destructive type of magic. The necromancer is forcefully pushing a soul back into a dead body in order to get some use out of it. Most times the newly raised undead is not sapient and is unaware of what is going on, but a necromancer *can* raise sapient undead who know exactly what is going on. Even if the conscious undead escape the grasp of their necromancer master, they are still looking forward to an eternity of undeath, existing as an abomination of life.

Necromancy may not be evil, but it certainly isn't nice.

THE SPECTRE OF UNDEATH

To be able to call on and raise the dead, you must first be dead yourself... or rather undead. Only an undead character can become a necromancer, but that isn't the only obstacle. In order to use necromancy, you must be an *Awakened* undead.

There are two ways to become an Awakened undead. The first is by being raised as one by a necromancer and this is by far the most common way. An Awakened is the most powerful undead a necromancer can raise, as it is a necromancer creating another necromancer. If you use the character creation part at the end of this section to create your necromancer character, it is assumed your character is an Awakened.

The second way is for a non-Awakened (but sapient) undead to kill a necromancer. The death of a necromancer releases a copious amount of necrotic energy. If there is a sapient undead in the immediate vicinity, this energy will flow into him and he will then become a necromancer. If no sapient undead are nearby, then the necrotic energy is released into the æther and is lost forever.

A non-Awakened, sapient undead is a rare sight and in the Sigil System can be created in two ways.

The first is by being raised by a necromancer as a *Shade* as you will find later in this section; and the second is through the *Penance* of breaking the *Oath of the Lifegiver* (found in the *Brightest Night* mod)

UNDEATH

Being undead comes with a host of benefits and challenges. Most of these will be seen through roleplay, but there are certain mechanics that will affect your undead character.

Depending on what setting you play in, people may have quite mixed reactions to seeing an undead in their midst. You should expect a lot of distrust, if not outright hostility, in civilised areas and those places that have seen the worst of necromancy. Sometimes it would be best to hide any exposed flesh and hope no one realised the stink of decaying meat in the air comes from your character.

One thing you will have to keep track of is the eerie and sickly green light that emanates from every undead's skull. The more your body decays, the more pieces of your face that fall off, the more of this sickly green light will be shown. The shining green eyes of the undead are particularly easy to spot at night, when it is the only part of them that can be seen.

As undead, your body will rot and decay, but it will never reach the stage where you are nothing but a skeleton (unless you were raised like that). The necrotic energy powering all undead slowly mummifies the rotting flesh on their bodies. This means that, while most of your flesh will rot and fall off, there will always be *some* that still cling onto your skeleton.

The most obvious consequence of undeath is that the bodily requirements and functions of a living body no longer work. The undead do not eat, do not drink, do not breathe, do not reproduce, and do not sleep. This gives them some clear benefits over the living, but they also miss out on a lot of joy and pleasure that these activities bring.

Undead are also not affected by blood magic as they have no living blood inside them to affect. The necrotic energy powering the undead taints and corrupts their decaying blood, making it unusable by blood mages. If a blood mage becomes undead, he loses all his blood magic as well.



Onto the more mechanical side of things. If you are undead, your wounds no longer heal by natural means; and if you aren't a necromancer then you cannot heal your wounds at all. Mechanically this means that an undead's Wound Slots do not refresh, not even the Minor Wound Slots. Every injury he takes is permanent.

The act of raising an undead forces its spirit violently back into its body. This takes a toll on the sanity of the undead, and because of that if your character becomes undead during the course of a campaign or adventure, then he will permanently lose 20 Levels in his Will Skill. If you start the game off as an undead, this doesn't happen as it is assumed your character has already learned to cope with all his insanities.

BRAINS VS. BRAWN

There are two types of necromancers you can play as in the Sigil System: the **Reaver** and the **Lich**.

The Reaver is the archetypal death-knight. He strides into battle, clad in armour and followed by his army of undead, seeking out mighty foes to do battle with. The Reaver is a melee focussed necromancer and raises the dead through the act of killing mortals, and heals his injuries by killing his own undead thralls. All of his undead slaves' abilities are also geared toward making him more deadly in combat.

Being a Reaver means having a high turnover of undead minions and always being in the thick of battle, but the Reaver also creates stronger undead than the Lich. This means that his army may be small, but it will be powerful.

The Lich, on the other hand, is the classic undead mage. He prefers to stay out of combat as much as possible, letting his undead thralls do all the hard work. Instead, the Lich is more concerned with his schemes in the world, and the flow of magic that he can utilise. The Lich raises his undead slaves by raising any dead corpse he can find (that haven't already been undead), and he heals himself by drawing on the residual necrotic energy found in all corpses. All of his minion's abilities are centred around protecting the Lich in battle and helping him outside of battle.

Being a Lich means having a large number of undead to do your bidding, but each on their own

will be weaker than what a Reaver can do. That will suit you just fine as a Lich, since you can raise as many as you want, and your minions will help find you more corpses to turn into your undead horde.

RAISING THE DEAD

How the Reaver and the Lich raise their undead thralls is the main difference between the two, and affects how the two are played the most.

INTIMATE AND PASSIONATE

The Reaver raises the dead through the act of killing the person via hand-to-hand combat. It is through this act of killing that the Reaver forces the victim's soul to remain in his body and become the Reaver's undead slave.

In game terms this means that once the Reaver has dealt his killing blow, he rolls a Special Skill Check. As it is the physical act of killing that powers his necromancy, the Reaver adds the damage he dealt in his killing blow as a bonus modifier to his Special Skill Check. Remember this is not the roll he made for his Combat Skill Check, but the damage he dealt after armour and weapon damage modifiers have been taken into account.

The Special Skill Check to raise the undead happens immediately, and thus in the same turn as the Fight Skill Check that killed the opponent. If the Reaver is successful in this Skill Check then he gets a new undead minion. If he fails the Skill Check, then the soul is lost forever and cannot be raised to undeath.

The Reaver does not always have to be the one to deliver the killing blow. Once a Reaver has dealt damage (of any amount and severity) to an opponent, that enemy is then *marked* for the rest of the session. If the Reaver or any of his undead thralls deals damage to that marked enemy and kills him before the end of the session, then the Reaver can still roll a Special Skill Check to try and raise that victim. Even if it is one of the Reaver's undead minions, and not him, that deliver the killing blow, that damage is still added to the Special Skill Check as a bonus modifier.

Bear in mind that the victim's death must come directly at the hands of the Reaver or his undead slaves. Bleeding to death, going into shock, falling to your death; none of that counts since those are



the indirect effects of the Reaver and his minion's actions.

COLD AND CALCULATING

The Lich, on the other hand, does not need to go anywhere near danger in order to raise his own undead.

The Lich can raise any corpse within Near Range simply by succeeding on a Skill Check. There are some conditions to this, of course, with the first being that the Lich cannot re-raise an undead corpse. If the corpse in question had already been an undead minion (to any necromancer) then the Lich cannot raise it again.

The Lich must raise each undead corpse on his own. He cannot have his undead thralls do it for him like the Reaver can.

The Lich also doesn't get any bonuses from any other Skill Checks to use for his Special Skill Check as the Reaver does. What the Lich *does* get are bonus modifiers to his Special Skill Check based on how long the target corpse has been dead for.

The longer a corpse has been dead, the more difficult it is to raise it. However, the difficulty never falls below a +0 bonus modifier. This is because the soul of a person stays around its body for the first week after death (hence why the Lifegivers can resurrect a person within seven days). This makes it easier for the Lich to raise the undead, but after seven days the soul has departed meaning the Lich has to go find that soul in the æther. Whether it has been eight days or eighty days, once the soul has departed the body, it is equally as challenging to go find it.

LICH RAISING MODIFIERS

+40	Fresh corpse
+35	1 day
+30	2 days
+25	3 days
+20	4 days
+15	5 days
+10	6 days
+5	7 days
+0	>7 days

UNDEAD STRENGTH

Whether it was a Lich or a Reaver that raised up the thrall into undead servitude, rules for working out the strength of an undead minion are the same.

All undead other than Shades and Awakened use a single Skill for all of their Skill Checks (and for working out how many Wound Slots they have per Hit Location).

It is called the **Undead Skill** and its level is the result of the positive Special Skill Check rolled to raise the undead slave in question. For example, if a Reaver raised an undead thrall by rolling a 46 then that minion's Undead Skill would be 46, and it would have four Wound Slots per Hit Location.

LEECHING LIFE

As mentioned early, an undead's wounds do not heal and his Wound Slots do not refresh. This is only true for all undead that aren't necromancers. A necromancer can heal his own wounds by drawing on the necromantic energy of the dead around him.

LIFE FOR LIFE

Just as Reavers raise the dead through the act of killing, they also heal themselves through killing. To heal his wounds, a Reaver must kill one (or more) of his own undead thralls. Once the killing blow has been struck, check how many Wound Slots the now-dead thrall still had remaining and transfer over as many of the Reaver's Wounds (regardless of Hit Location) as it takes to fill up the dead minion's Wound Slots.

Care must be taken in two ways. Firstly: killing a thrall can inflict Wounds which will reduce the number of available Wound Slots that you can use to transfer the Reaver's Wounds. Secondly, if the dead minion does not have enough available Wound Slots, or if the Reaver has too many Wounds, then you won't be able to transfer all of the Reaver's Wounds to the thrall. This means you might have to go look for another undead slave to kill.

NECROTIC OSMOSIS

The Lich, on the other hand, has a far more *clean* process for healing his wounds. Just like how a Lich raises non-undead corpses, he also heals by harnessing their latent necrotic energy.



The Lich can target any non-undead corpse within Near Range and roll a Special Skill Check. If the Skill Check is successful then the Lich can choose any of his Wounds and reduce its Severity by one step for each 20 points he rolled above 0. For example, if the lich rolled a 23 then the Severity of the Wound he chose would be lowered by 2 steps. This means that a successful roll of 60 or higher would completely heal a Grievous Wound (as it would take down 3 steps).

If the Lich failed his Special Skill Check, then there is not enough necrotic energy within the corpse to heal any of his Wounds, no matter how Minor that Wound may be. A Lich can also use a specific corpse only once to heal himself.

Lastly, any corpse that has been used to heal the Lich can then not be used to create an undead thrall.

LEADING LIFELESS LEGIONS

Raising the dead and leeching necrotic energy to heal their wounds are the only necromantic powers that necromancers have. To command their undead army, they must do so as any other captain or leader would: through verbal commands.

For the undead to follow their necromancer's orders, he must actually speak it to them (or convey it through some form of sign language). If the necromancer doesn't speak to his undead slaves, how else will they know what he wants?

Luckily for the necromancer, the majority of his minions will follow all his commands to the letter. It is only the dangerous Spawn that can't be controlled. Even the Awakened undead, necromancers in their right, will follow their master's orders but can attempt to resist his influence by rolling a Will Skill Check.

While the necromancer's undead will always obey his commands, only the Shade and the Awakened will be able to follow complex orders. For the other undead, their minds haven't adjusted well to their new undead forms and are can only follow the simplest of commands: go here, do that, kill him, protect me, guard this place; that is the sort of orders that works best for the undead thralls.

Each type of undead a necromancer raises (other than the Spawn and Awakened) will have a special ability. This ability will be different depending on if it is a Lich or Reaver that does the raising, and the special abilities are all activated by spending a Sigil.

The special abilities can be used as often and as many times as you have Sigils remaining.

THE RAISED DEAD

Below you will find the list of undead that it is possible to create. There are eight different kinds of undead a Lich or Reaver can raise, and the exact one raised depends on the result of the Special Skill Check the necromancer made to raise the dead. When you roll to raise an undead, consult the table below to see what type of undead you raised.

ROLL NEEDED TO CREATE UNDEAD TYPE

01-14	Siren
15-28	Ghoul
29-42	Glutton
43-56	Mule
57-70	Hound
71-84	Shade
85-100	Awakened

The higher the roll is, the more powerful of an undead is raised, but that doesn't mean that all Ghouls and Sirens are always weak. The result of your Special Skill Check only shows the strongest type of undead you can create, it doesn't limit you to just that one. For example, if you rolled a 40 for your Special Skill Check, you can raise a Siren, a Ghoul or a Glutton; and whichever one you choose will have an Undead Skill Level of 40.

The eighth type of undead, the Spawn, is not on the table above because it is only raised if you fail the Special Skill Check. It will also have an Undead Skill Level of whatever you rolled, but because a failed roll means you rolled above your modified Skill Level, a Spawn is always strong and always dangerous.

The undead below follow the rules for NPCs found in the Sigil System corebook's GM Section. They come in three types: *Faceless*, *Accursed* and *Exalted*. In brief, *Faceless* means they have the regular 6 Hit Locations a PC can have, *Accursed* means they only have 1 Hit Location for their entire body, and *Exalted* means they have 6 Hit Locations as well having their own pool of Sigils to draw from. See the Sigil System Corebook for more details.



BONE

SPAWN

Accursed

It is the most dangerous of all the undead a necromancer can raise. It has no sapience, no consciousness, not even really a mind to speak of. From the moment it is summoned it will attack the closest target (even its creator) until either the Spawn or the target is dead. If the Spawn survives, it will do it all over again until it is killed. Spawn are a blight upon the landscape and some survive years, terrorising the lands until a band of knights are brave enough to take it down.

SIREN

Accursed

The Sirens are the most pitiable of all the undead. They are completely sapient and aware of what is going on, but their mind has completely cracked by being reinserted into their body, leaving them utterly insane. They are driven only by fear and will do whatever they can to be away from wherever they are. The Siren will defy any order given to it and will only attack to defend itself. Instead it will try and run away as fast and far as possible, screaming at the top of its lungs as it does so.

Fortunately for the Siren, it lasts for only a brief while before its soul leaves its body. The Siren lasts only for a number of narrative actions (or combat turns) equal to the number of the “ones” dice on the roll to raise it. E.g.: if you rolled a 36 in your Special Skill Check, then the Siren will last for six narrative actions (or combat turns)

Reaver Ability

Second Sight: The Siren becomes an extension of the Reaver, and the Reaver can perceive everything the Siren can until it dies. This extrasensory perception does not confuse or disorient the Reaver, it merely extends the breadth of what he can perceive.

Lich Ability:

Siren Song: The Siren's screams become a haunting and enchanting melody that worms its way into the ears of all who listen. All characters, other than the Lich and his undead thralls, must pass a Will Skill Check or become stunned and entranced until the Siren has died.

GHOUL

Accursed

The Ghoul is a creature of hate and rage. It is

the anger of the soul made manifest, the twisted darkness within the soul brought into the light, but a candle that burns twice as hot burns out twice as quickly. The rage that personifies the Ghoul eats away at its very soul and it will only be able to sustain its body for a brief moment before its soul burns out.

However, while it remains in its earthly coil, it is a terror to behold and will attack whatever comes closest. Killing is its first and most powerful instinct, and if the necromancer does not give it any orders it will always seek out the nearest creature (that isn't its master or his undead thralls) and try to kill it. The only thing that can make it stop is the commands of its master.

The Ghoul lasts only for a number of narrative actions (or combat turns) equal to the number of the “ones” dice on the roll to raise it.

Reaver Ability

Bounding Charge: The Reaver lends the Ghoul his power and experience, and with this the Ghoul becomes stronger than ever. Upon activating this ability, the Ghoul makes a charging melee attack (+20 bonus modifier) to any target within Near Range.

Lich Ability:

Intercept: The Ghoul is first and foremost a tool. Its purpose in life is to serve the Lich and how better than to become his personal guard. Upon activating this ability, the Ghoul instantly appears beside whomever is currently engaging the Lich in melee combat, and the Ghoul makes a standard melee attack against the opponent.

GLUTTON

Accursed

The Gluttons are the hordes of ravenous undead that fill children's frightful tales with images of walking corpses eating little children. The Glutton is the human mind at its most avaricious and desperate. From the moment the Glutton is raised, it starts to break down and decompose. Only by eating the flesh of others can it stave off its own death, and so it is constantly on the prowl for more meat.

The Gluttons do not have the passion and agility of the Ghouls. They shamble and shuffle everywhere they must go, and reach out with desperate hands at anything they would want to devour. However, as with the Ghouls, the Gluttons will attack any other creature in sight other than its master and his minions. Only the necromancer's commands will



stop his attacks and direct him elsewhere.

A Glutton lasts for as long as it has devoured human flesh. This flesh can come from living mortals, corpses and other undead. For every amount of flesh equal to a Grievous Wound that the Glutton devours, it will last an additional encounter (narrative or combat) and for each amount of flesh equal to a Limb Destroyed (effectively an entire limb) that the Glutton devours, it will last an additional session.

Reaver Ability

Necro-splosion: The necrotic energy inside the Glutton has turned its insides in a caustic, fuming concoction that could eat through steel itself. Each bite the Glutton takes only fuels this toxic cauldron inside it. At the Reaver's command, the necrotic energy inside the Glutton overpowers it, and the Glutton explodes, covering everything nearby in its caustic, toxic sludge. Upon activating this ability, the Glutton makes a (+25) attack to all characters in Close Range. The Glutton then dies.

Lich Ability:

Unnatural Dread: The Glutton is a walking nightmare. Anyone that has seen it consuming living flesh never sleeps well again. Even seeing its putrid, shambling corpse dripping caustic liquid is enough to make anyone retch and heave. The Lich takes full advantage of this by channelling his loathing through the Glutton, scaring the weak willed stiff. Upon activating this ability, any character (other than the Lich and his minions) within Close range or who is looking at the Glutton must pass Will Skill Check or be frozen in fear for a number of narrative actions equal to the first digit of the Glutton's Undead Skill Level.

MULE

Faceless

A mule is a dependable creature. It does what it is told and goes where it should, but it isn't the brightest nor the fastest of animals. Like its namesake the Mule is the most dependable of all the undead. It never questions orders (it literally can't) and it always does what it is told. It is also the most commonly seen undead thrall as it never expires unless it is killed. These qualities makes it a mainstay in necromantic armies, but a mule is easy to kill and easier to avoid since it doesn't have the speed of other undead to keep up with its targets, or the agility to block each attack that comes at it.

What it lacks in agility, it makes up for in more esoteric ways that the necromancers take full advantage of.

Reaver Ability

Shadowstalk: A slow and cumbersome minion is of little use to a warlord like the Reaver, but one that can hide in shadows and ambush his victims is exactly what the Reaver needs. The mule is slow and cumbersome in body and mind because half its soul is left behind when it is raised. The Reaver can take full advantage of this semi-ethereal quality by forcefully joining each half of the Mule's soul for a brief moment. Upon activating this ability, the Mule disappears from sight and gains +25 to all stealth related Skill Checks for a number of narrative actions equal to the first digit of its Undead Skill Level.

Lich Ability:

Martyr: The Lich's main goal in life is to remain alive... well to remain un-killed. There are Mules aplenty in this world, and the Lich can afford to waste some. If the Mule is within Close Range of the Lich, any time that the Lich receives a Wound he can activate this ability to pass off that Wound onto the Mule. The Lich does this by holding tightly onto the Mule's ethereal soul-half and using it as a shield for his own soul.

HOUND

Faceless

A dog is a man's best friend, and the Hound is the necromancer's best friend. It is the ever faithful guard dog, the attack dog, and the bloodhound, that every necromancer needs. It will last until it is killed, meaning the necromancer's faithful hound will always be near him. Nearly all the different types of undead are a personification of one feeling or emotion from their mortal lives. This emotion is then seared into their very soul as they are forced into their dead bodies. For the Hound, this is the feeling of belonging, of family, and of loyalty. A Hound would do anything for its master, and often does too much in its eagerness to please its master. Anything that comes close to the necromancer is often attacked by the Hound as it sees everything as a threat to its master's life.

Reaver Ability

Double Strike: With the Hound's ever present eagerness to please its master, it will attack anything the Reaver points at with a gusto that makes the Glutton and Ghoul seem positively sloth-like



by comparison. The Reaver knows this, and will encourage the Hound to press on further and further, even if its body can't keep up with its desires. Upon activating this ability, the Hound can make another attack (against any target in range) on its turn, without forfeiting further turns. This ability can be activated as many times as the Reaver wishes.

Lich Ability:

Corpse Sense: The Lich can only raise corpses after death, not in the act of killing like a Reaver. Therefore, the Lich always hunts for corpses wherever he goes, like a carrion bird in search of prey. The Hound, always ready to please, makes this a far easier mission. It will strain its senses to such a degree that they break through the veil of this reality to almost see the flow of necrotic energy throughout the world, leading the Lich to any corpse he wants. Upon activating this ability, the Hound knows the location of every corpse within Far Range.

SHADE

Faceless

Sometimes when a necromancer attempts to the force the soul of the dead back into his body, the soul rebels. Mostly this results in the Spawn if the soul is strong enough or the Siren if the soul is too weak, but other times the process goes horribly wrong... or horribly right depending on whom you ask.

The Shade is an undead thrall without a soul. Somehow in the process of raising it, its soul managed to flutter away to whatever afterlife there may exist, but its mind remained behind to be trapped in its body. The Shade is a cold an empty thing. It has all the memories of its past life and all of its personality, but it has no emotions since it has no soul. Without its soul it is the perfect slave. It is fully conscious and sapient, as agile and adroit as a person, capable of much more than it ever could in its mortal life... but without a will to fight back against its master.

The Shade does not even have the luxury of going insane. All it does is follow its master's orders with the same lack of emotion. Carrying a tray of biscuits elicits the same emotion from it as crushing an infant's skull.

Reaver Ability

Dance of Death: Unhindered by emotions, the Shade can become the perfect killing machine, and the Reavers take full advantage of this, training their Shades to become brutal, nigh-genocidal

murderers. The Reaver especially train the Shades to fight alongside them, to complement them in battle, and to be able to reap more corpses together than apart. The Shades are startling good at that. If the Reaver successfully hits a target in melee combat *and* the Shade is in Close Range, he can activate this ability. The Shade will then immediately (regardless of whose turn it is) make a melee attack against the same target.

Lich Ability:

Akashic Records: There are things out there in the cosmos that mere mortal minds cannot comprehend. Even the immortal undead cannot break into these cosmic secrets because, in a sense, their souls still make them mortal. The Shades, on the other hand, are without souls and perhaps the only truly immortal beings. This allows them to tap into the mysterious Akashic Records: the vault that holds all knowledge of the cosmos, past, present, and future.

Upon activating this ability, the Lich can ask the GM any specific question about any person, time, place or event. The GM must answer truthfully, but there are a few constraints on this ability. Firstly, the Lich can only ask about a specific place, event, person or time once per session. Once he has peeked into the Akashic Records, he has seen all he can for now. The GM can disallow further questions if the Lich is trying to be clever about his questions. Secondly, the question must be either a "who", "what", "where", "when", or "why" question. The Lich cannot ask a "who" and "when" question. For example: a Lich cannot ask "who will attack me and when?" Once he has asked "who will attack me," he also cannot ask "when will I be attacked" as it about the same person and event.

AWAKENED

Exalted

The Awakened are necromancers in their own right, just like their masters who raised them. The Awakened are treated as characters with their own Sigils and with all 20 Skills. They can also raise their own undead, creating a personal army of thralls.

When an Awakened is raised, if the "ones" dice of the roll is an odd number then the Awakened is a Lich, if it is an even number, the Awakened is a Reaver.

Lastly, if the necromancer rolls exactly on his modified Skill Level when raising an undead, the undead is automatically an Awakened.



CREATING A NECROMANCER

This section is meant as a supplement to the Character Creation found in the Sigil System corebook. If you're busy creating your character (before you start the game with it) and you want to be a necromancer, then you can roll on the tables below to get some additional information and background about your brand new necromancer character.

None of the tables below give additional Skill Levels, so don't worry about adding anything onto your current Skills. These are just there to flesh out your character.

As with the Character Creation found in the Sigil System corebook, simply roll a d100 on each of the tables to discover how your necromancer came to be.

If you have already started an adventure or campaign and you wish to become a necromancer, then the quest to do so will be up to your GM. Make sure you talk to your GM about it so you are both on the same page about where you want to take your character.

HOW LONG HAVE YOU BEEN UNDEAD?

This is the perhaps the one question that will have the most impact on your character. How long he has been undead for will say a lot about his state of mind and how he sees the world and the mortals around him. A character undead for a year will look at the

HOW LONG HAVE YOU BEEN UNDEAD?

01-10	A life time, the ones I loved have grown old and are withering away.
11-20	Aeons. I can barely remember my old life.
21-30	Centuries, perhaps. I have seen entire nations rise only to fall.
31-40	Decades. About as long as I was alive.
41-50	I'm still a young undead, but a few years old.
51-60	I can't say. I don't even know anymore if I was ever mortal.
61-70	It's only been a few soul shattering days.
71-80	Long enough to understand the eternity I have to look forward to.
81-90	A century or more. Everyone I know has died.
91-100	What?! What do you mean I'm undead?! I was alive a moment ago.

world quite differently than someone who has been undead for centuries, if not millennia. Necromancers often use their age as a type of hierarchy, with the eldest being given the greatest respect and admiration. Your age could well be an indicator of how well you do in necromantic society.

HOW DID YOU ESCAPE FROM YOUR CREATOR?

A necromancer is not born, he is created. Every necromancer had a master who created them, and who in turn was created as well. There is an unspoken, but unbroken link from your character to the very first necromancer who ever existed and who now lives only in legends and myths. The relationship between master and slave is crucial to understanding necromancers, and how your character was freed from his creator will say a lot about how he interacts with his own thralls.

HOW DID YOU ESCAPE FROM YOUR CREATOR?

01-10	He disappeared and I never saw him again.
11-20	He was magnanimous and gave me my freedom.
21-30	I haven't. I'm still working for him.
31-40	I never knew my creator.
41-50	I refused to work for him until he let me go.
51-60	I sneaked away while he was busy and hoped for the best.
61-70	Simple. I killed him and then walked away.
71-80	Someone killed him and released me from slavery.
81-90	We became friends and he couldn't think of me as a slave.
91-100	We came to an agreement that benefited us both.

HOW DO YOU FEEL ABOUT THE UNDEAD?

Like it or not, your character is now undead and will remain so until his soul finally, and permanently, leaves the mortal plane. He also has the nigh-singular ability to create more undead. All this means is that he will spend a frighteningly large amount of time around other undead, whether he wants to or not.

How he feels about the undead will say a lot about a variety of things. If he feels negatively about the undead, it could very well mean he feels positively towards the living, and vice versa. If he dislikes the



BONE

undead then perhaps he will raise less of them and use what he has more sparingly. His feelings about the undead will also say how he feels about himself. He is as undead as the rest of them, after all.

HOW DO YOU FEEL ABOUT THE UNDEAD?

01-10	I can't believe I'm of the same kind as these mindless brutes.
11-20	I fear for the day when they see me as they do the mortals.
21-30	I'm curious how far these tools can be pushed and what can be done with them.
31-40	I have greater things to worry about than them.
41-50	They have a fate worse than death, a nightmare they can't wake up from.
51-60	They are bound to eternal servitude, but lucky enough not to know what's going on.
61-70	They're my eternal brothers. I'm happy to have them.
71-80	We are better than the mortals. We are the new order that will endure forever.
81-90	They are everything I hate about myself, they mean nothing to me.
91-100	Their old life may be gone, but at least they now have a second chance.

WHAT WILL YOU DO FOR THE REST OF ETERNITY?

Whether your character is a hundred years old, a thousand, or even a staggering ten thousand years old, it doesn't matter. When it comes to the infinity of time ahead of him, ten millennia is a drop in the ocean of eternity. What plans does he have? What does he hope to accomplish? He can do anything and everything he wants when he is staring into infinity, so what will he choose?

WHAT WILL YOU DO FOR THE REST OF ETERNITY?

01-10	Atone for all the sins I have committed.
11-20	Create a world only of the undead.
21-30	Gather more riches than I could ever spend.
31-40	Get away from the world the living inhabit.
41-50	Make the world a better place than when I left it.
51-60	Making sure the mortals know (and fear) my name.
61-70	Rule the cosmos.
71-80	See as much of the universe as I can.
81-90	Time will tell.
91-100	Wreak vengeance on all those who have slighted me.

HOW MANY UNDEAD DO YOU HAVE?

Everyone needs to start somewhere, and your character may be lucky enough to start off the game with some undead thralls. The number you roll for isn't the total amount he has ever raised, merely the number he currently has.

THRALLS

01-25	0
26-50	1
51-70	2
71-85	3
86-95	4
96-100	5

TYPE OF UNDEAD?

If you're lucky enough to have some undead minions to call your own, simply roll on the table below to see what sort they are. Not all the undead are listed here, only the non-Awakened, permanent ones.

TYPE OF THRALL

01-50	Mule
51-80	Hound
81-100	Shade

HOW ARE YOU KNOWN BY THE MORTALS?

Everyone needs a title, a name that the world will know them by. For a necromancer, this is more crucial than ever, as your title will become more recognisable than your own. No one is afraid of Timothy, but the Corpse-Taker is someone you don't want coming after you.

HOW ARE YOU KNOWN BY THE MORTALS?

01-10	the Cadaver-Lord/Lady
11-20	the Corpse-Taker
21-30	the Life-Stalker
31-40	the Reaper
41-50	the Revenant
51-60	the Soul-Thief
61-70	the Spectre
71-80	the Spirit-Stealer
81-90	the Timeless
91-100	the Wight-King/Queen

Lastly, to find out if you are a Reaver or a Lich, simply roll a d100. If the result of the roll is 50 or less, then you are a Reaver. If it's above 50 then you are a Lich.



PERKS & QUIRKS

This section gives you Perks & Quirks built around the necromancer themes that you can use to further customise and grow your Lich and Reaver. **All of the Perks & Quirks below require you to be a necromancer in order to use them**, and a few are specific to Liches or Reavers, however you will be able to select any of them regardless of which Skill you level up.

PERKS		
NAME	EFFECT	PREREQUISITE
A Fresh Start	When you raise a defeated enemy, the Wound caused by your deathstroke is healed.	Reaver
Awakened King	Awakened Necromancers you raise remain enslaved to your will. Instead of rolling a Will Skill Check to resist, Awakened roll a d100. On a roll of 100, they break free of your mental grasp.	Lich
Balanced Scales	Regardless how long a corpse has been dead for, the modifier to the Special Skill to raise it is always +20.	Lich
Deathly Promotion	Spend all your remaining Sigils (minimum of 3) to advance one of your minions up one rank of thralldom (eg from Ghoul to Glutton or Mule to Hound). You cannot create Awakened this way.	Necromancer
Equal Opportunity	You can use both the Lich and Reaver Special Abilities of your undead minions	Necromancer
Mind Link	You can suffer a Significant Mental Wound instead of Spending a Sigil to activate a thrall's Special Ability.	Necromancer
Near or Far	Burn a Sigil to change from a Lich into a Reaver and vice versa.	Necromancer
Not Today	You can burn a Sigil to completely heal all your Wounds. When you do this, you lose control of all your thralls.	Necromancer
Spirit Talker	When raising an undead, you can choose to raise the spirit instead of the body, creating a poltergeist. If you do this, the thrall loses its normal ability and instead gain the following one: "Spend a Sigil to turn the thrall incorporeal. In this state it can walk on water and it passes through all objects. It cannot physically interact with the world. Spend another Sigil to turn it corporeal again."	Necromancer
Walking Dead	On a critical success in a Fight Skill Check against a living opponent, you can have that enemy become your thrall. The living thrall counts as a Shade for his Special Ability and will become undead upon his death (if his head is not destroyed).	Reaver

QUIRKS		
NAME	EFFECT	PREREQUISITE
Decomposition	At the start of each session, you gain a Minor Physical Wound on each Hit Location.	Necromancer
Fair Trade	When you raise a thrall, you take damage equal to the deathblow you inflicted on the same Hit Location.	Reaver
Final Scion	You cannot create any Awakened undead.	Necromancer
Hallowed Ground	You cannot set foot on holy ground. Not in any church or temple, graveyard or cemetery, or any place blessed by a priest.	Necromancer
Loose Leash	At the start of each session, you must spend a Sigil for each thrall you currently control. If you do not, you lose control of that minion.	Necromancer
On the Third Day	You cannot raise corpses that have been dead longer than 3 days.	Lich
Reluctant Slave	It requires 2 Sigils to activate a thrall's Special Ability.	Necromancer
Soul Tension	You gain a permanent Minor Mental Wound for each undead thrall you create. When the thrall expires, so does the Mental Wound.	Necromancer
Spawner	Any undead you raise automatically become Spawn.	Necromancer
Weak Willed	You can only control as many undead thralls as the first digit of your Will Skill Level.	Necromancer



We always want to make the best games we can, and to do that we need to know how we're doing. If we know what we're doing wrong then we can fix it, and if we know what we're doing right then we know not to mess with it.

Your feedback is more valuable to us than gold and silver, and we would be eternally grateful if you could do us a favour and fill out the Sigil System Feedback Survey. It will be your chance to tell us exactly what you think about the system and you can even say what type of projects you want us to work on next. You will have our undivided attention.

We've also got a gift for those who do the survey: you can grab any one of our paid digital products for free. So if you've had your eye on a game of ours, but haven't gotten it yet, now is your chance to get it for free.

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