

Revenant

(Choose this sheet at *The Last Door*.)

Purpose

(Choose one to replace your Motivation.)

○ Longing

Name the person or persons you refuse to let go of: _____

When you spend the night watching them, regain all your hit points or clear all your debilities.

If they die peacefully and pass through the Last Door, so do you.

When they rebuff you or recoil from you, mark a Terrible Consequence. If they are taken from you violently, mark the Final Consequence.

○ Vengeance

Name the person or persons who must pay the price: _____

When you make one of them pay and make sure they know why, regain all your hit points or clear all your debilities.

When you kill the last of them, pass peacefully through the Last Door.

When they defeat or escape you, mark a Terrible Consequence. If they die before you're finished with them, mark the Final Consequence.

○ Duty

Name the major task you refuse to leave undone: _____

When you spend the night working on your task, regain all your hit points or clear all your debilities.

When the task is finally complete, pass peacefully through the Last Door.

When you fail to perform your task or suffer a material setback, mark a Terrible Consequence. Should the task become impossible to perform, mark the Final Consequence.

Instinct

(This replaces your former Instinct.)

Obsession: To cause trouble for your allies by pursuing your Purpose.

Undead moves

(You gain all of these.)

Unliving

You do not breathe, eat, drink or sleep. You do not heal normally. You gain no benefit from magical healing, Make Camp or Recover.

Unstoppable

When you push the limits of your undead body, lose 1d4 hit points and pick 1:

- ◆ Perform a feat of inhuman strength
- ◆ Act with uncanny speed and grace
- ◆ Refuse to be moved, held back, or knocked off course

Undying

Neither poison nor disease do you harm. You feel little pain. When you take damage from cutting, stabbing, or crushing, take half damage (after armour, rounded up).

When you are reduced to 0 hit points, roll +Con. On 10+, regain half your max hit points and pick 1. On 7-9, regain half your max hit points and pick 2:

- ◆ Mark a Terrible Consequence
- ◆ You're out of the action until the next sunset
- ◆ Your body is permanently maimed in some way (discuss with the GM)

On 6 or less, choose either to regain 1 hit point and apply all 3 from the list above, or to give up this sheet and gain the Ghost sheet instead.

Terrible Consequences *(Choose one when instructed.)*

Breakdown

You lash out in an unthinking, unfeeling rage that lasts until the next sunrise. Ask the GM what snippets you remember.

Unstable

You are increasingly prone to episodes of rage. Whenever you roll 6 or less, the GM can choose to have you enter such a rage.

Carrion Stench

You are followed always by a horrible odour. Natural beasts will shun you, and even predators will avoid you and your companions.

Deathly Visage

It's clear to all who look upon you that you are dead. When you use intimidation and your sinister appearance to Persuade, you have advantage.

Home To Vermin

Bugs, moths, and other vermin have taken up residence in your animated corpse. If you treat them with genuine kindness, they will repay it by doing you small favours. Treat them as having 1 hit point each.

Nightkin

You can only see in black, white and red. Sunlight blinds you, and direct sunlight burns your skin. However, you can now see clearly in even absolute darkness.

Quarry

The Pale Hunter has caught your scent. Expect a visit soon.

Strange Appetites

Pick 1: still-warm blood dying breaths brains bone and marrow rotting meat eyes

When you consume it, heal damage equal to half of your maximum hit points, or heal a debility.

Insatiable

When you have the opportunity to indulge your Strange Appetites, gain advantage on your next roll if you choose to do so, or Defy Danger if you choose not to (the danger being your overwhelming desires).

Final Consequence *(When you run out of Terrible Consequences, or when instructed.)*

Your tenuous connection to humanity is lost and you become a monster under the GM's control.

Ghost

(Choose this sheet at The Last Door.)

Purpose (Choose one to replace your Motivation.)

Longing

Name the person or persons you refuse to let go of: _____

When you spend the night watching them, regain all your hit points or clear all your debilities.

If they die peacefully and pass through the Last Door, so do you.

When they rebuff you or recoil from you, mark a Terrible Consequence. If they are taken from you violently, mark the Final Consequence.

Vengeance

Name the person or persons who must pay the price: _____

When you make one of them pay and make sure they know why, regain all your hit points or clear all your debilities.

When you kill the last of them, pass peacefully through the Last Door.

When they defeat or escape you, mark a Terrible Consequence. If they die before you're finished with them, mark the Final Consequence.

Duty

Name the major task you refuse to leave undone: _____

When you spend the night working on your task, regain all your hit points or clear all your debilities.

When the task is finally complete, pass peacefully through the Last Door.

When you fail to perform your task or suffer a material setback, mark a Terrible Consequence. Should the task become impossible to perform, mark the Final Consequence.

Instinct (This replaces your former Instinct.)

Obsession: To cause trouble for your allies by pursuing your Purpose.

Spectral moves (You gain all of these.)

Tethered

Choose a physical thing of great significance: your mortal remains, an object, the place where you died, or whatever. This is your tether, which keeps you bound to the physical world.

Whenever you are reduced to 0 hit points, your essence disperses until the next sunset, and then reforms next to your tether with half your maximum hit points.

If your tether is destroyed, mark the Final Consequence.

Unliving

You do not breathe, eat, drink or sleep. You do not heal normally. You gain no benefit from magical healing, Make Camp or Recover.

Disembodied

Your body is dead and gone, but you persist as an incorporeal spirit. You normally go unseen, the material world dim and distorted to you, and you can barely affect it. You can be harmed only by that which harms spirits or ghosts

When you manifest a ghostly presence in shadows or darkness, the world becomes clear again. For each of the following you wish to be true, lose 1d4 hit points:

- ◆ You appear solid and whole, much as you did in life
- ◆ You can speak clearly and intelligibly
- ◆ Your touch (or ghostly weapons) can harm the living (ignores armour)

You remain manifest for as long as you concentrate. Pain, shock or direct sunlight can threaten your concentration.

Terrible Consequences *(Choose one when instructed.)*

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Insatiable

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Final Consequence *(When you run out of Terrible Consequences, or when instructed.)*

Your tenuous connection to humanity is lost and you become a monster under the GM's control.

Minion

(Choose this sheet at *The Last Door*.)

Your master *(Write its name and any titles you know. It owns you now.)*

Your master's command *(Choose one, in agreement with the GM.)*

- To stoke conflict, confusion or distrust.
- To erode hope, faith, honour or self-image.
- To hide, bury or smother things or ideas.
- To inflict cruel and unnecessary harm.
- To desecrate, mutilate or otherwise ruin things of value.
- To shock, horrify or terrify others.
- _____

When you cause trouble to your allies by voluntarily obeying your master's command, gain 1 favour token.

When the GM suggests that you obey your master's command, gain 1 favour token if you agree to do so. Or, if you resist, roll +Wis. On 10+, you resist the command and may act freely. On 7-9, pick 1:

- ◆ Stand dazed, fighting for control
- ◆ Start acting as commanded, but stop yourself before you go too far
- ◆ Harm yourself (d6 damage, ignores armour) to regain control

On 6 or less, you come to your senses later, having done gods-know-what.

Instinct *(Choose one to replace your former Instinct.)*

- Curiosity:** To learn something terrible about your master, your powers or your condition.
- Resistance:** Successfully act contrary to your master's command.
- Shame:** Deceive a friend or ally to hide your condition.

Minion moves *(You gain both of these.)*

Favour

You can never have more than 3 favour tokens. When you would take a fourth token, instead discard all your tokens and pick 1:

- ◆ Ask a question of your master, and gain advantage on your next roll that acts on the answer
- ◆ Gain a new Mark of your choice, and ask the GM to cross off a Mark you don't already have that you can never gain

Dark Succour

When you are dying or killed, your master intercedes on your behalf. You will recover, either here and now or at a time and place of your master's choosing. Then discard all your favour tokens and roll +the number you discarded.

On 10+, pick 1. On 7-9, pick 2. On 6 or less, all 3:

- ◆ Gain a new Mark of the GM's choice
- ◆ Choose and cross off a Mark that you don't already have
- ◆ Your master gives you a task. You can never gain favour tokens until you have completed it

Marks *(Choose one when you first take this sheet, in agreement with the GM.)*

○ A Festering Rot

Things in your presence rot, crack, corrode, and spoil. You are unharmed by poison, disease, caustic substances, and vermin bites.

When you roll doubles, something on your person is ruined. The GM will tell you what and how.

○ Child Of The Deep

Reduce your maximum hit points by 2. You can breathe in water, and suffer no harm from cold or pressure. Your skin becomes squamous. When you go a day without immersing yourself in water, mark a debility.

When you are near a body of water, you can spend 1 favour token to call forth a slimy tentacle. It will do your bidding, as long as that bidding involves violence and drowning. It has 6 hit points and deals d10 damage.

○ Death Mask

You find or craft a horrid mask. When you wear it, undead treat you as one of their own, and you can spend 1 favour token to fill any living thing that sees you with dread. They must choose to flee, cower, or stand fast. If they stand fast, you have advantage on your first roll against them.

When you do not wear your mask, you have disadvantage on all rolls.

○ Quicksilver Dreams

Reduce your maximum hit points by 2. You can spend 1 favour token to inflict false sensations on anyone you can see.

When you sleep, everyone nearby who also sleeps suffers terrible nightmares and has disadvantage on their first roll after they awaken.

○ Red Wrath

Reduce your maximum hit points by 2. Whenever you are compelled to violence because of your master's command or any other means, you have disadvantage if you try to resist.

When you let your fury fly and lash out at someone, spend 1-3 favour tokens and roll +tokens spent. On 10+, deal 2d8 damage (messy, forceful) and shock, terrify, or impress any onlookers. On 7-9, the same happens, but you keep attacking your victim (or their corpse) in an unthinking rage, heedless of other danger.

○ Shadow's Cold Embrace

Reduce your maximum hit points by 2. You cast no shadow and have no reflection. While you are exposed to sunlight or holy light, you cannot spend favour tokens for any reason.

Otherwise, you can spend 1 favour token to:

- ◆ Remain unnoticed, even when under scrutiny or after doing something to attract attention
- ◆ Leave no trace of your comings or goings

○ Speak Truth, Whisper Secrets

Reduce your maximum hit points by 2. You can look someone in the eye and spend 1 favour token to learn one of the following:

- ◆ What do they desire above all else?
- ◆ What secret shame do they bear?
- ◆ What is their greatest fear?
- ◆ What is their worst memory?

When you use the answer against them, you have advantage.

○ Torment's Blessing

Your wounds are slow to heal. When you recover hit points, recover only half the amount that you should. But you never need to Defy Danger due to pain, blood loss or wounds.

When you speak a word of torment, name someone nearby, spend 1-3 favour tokens, and roll +tokens spent. On 10+, they take 2d4 damage and are wracked with pain; lesser victims are incapacitated, and mighty foes are momentarily stunned. On 7-9, they take 1d6 damage (ignoring armour) and are momentarily stunned.

○ Unending Hunger

Gain an extra Instinct: 'To wantonly devour flesh'.

When you Make Camp, you must consume an extra 1d4 supplies.

You can spend 1 favour token to:

- ◆ Touch something. For as long as you hold it, everyone who sees it desires it.
- ◆ Gain a horrid, iron-rendering maw (3 piercing) for as long as you wish. With it comes the ability to eat and digest anything.

Final Mark *(When you must take a new Mark but there are none left.)*

Your humanity is utterly lost and you become a monster under the GM's control.