

Creature

Choose creature, origin, memories, magicks, order, weapon & potential armour of your scoundel

Roll or Choose 1

- Skeleton
- Zombie
- Ghost

	X	X	X		
X					

How many souls you have to hand over to the master **Expectation**

Origin

Roll or Choose 1

- Failed Guard (good in Fighting, Forensics, Defend)
- Wanted Thief (good in Stealth, Traps, Athletics)
- Lonely Veteran (good in Muscles, Weapons, Tactic)
- Dishonoured Noble (good in Perception, Evaluate, Decadenz)
- Cursed Priest (good in Magicks, Alchemy, Symbols)
- Fallen Scholar (good in Secrets, History, Herbs)

Memories

Roll or Choose 1

- You were the final member of the ritual (good in Cults)
- A dagger in your back in the thick mist (good in Omen)
- The chalice carried the good poison (good in Poison)
- He spoke of rest and lied (good in Lie)
- She never told you of the sickness (good in Illness)
- You did it to save everyone else (good in Sacrifice)

Weapon

Roll or Choose 1

- Jagged Blade
- Bony Bow
- Gnawed-off Arm

Armour

Roll or Choose up to 1, Expectation +1

- Broken Schield
- Torn-up Chainmail
- Dented Helmet

↑
Resistance

Magicks

Choose up to 3, increase starting Decay by 1 per spell...

- Thunder (Create some small lightning)
- Inflamm (Sets something on fire)
- Dark (Creates a roomful of artificial darkness)
- Rot (Reduces all plants to dead ash)
- Wind (Calls a mighty wind)
- Circle (Creates circle of forced arcane peace)

Drive

Roll or Choose 1

- Eat Souls!
- Steal Artefacts!
- Discover Wonders!

Command

Obey!


Obey the Master!

Name _____

Player _____

Master Najesh, Lord of the Dead

Decay


5
4
3
2
1

Notes



Princes of Midnight

