

Lords of the Night - Zombies

Jump by TheLastOne

The night has always held monsters, horrors, and nightmares. Things held back only by firelight, and things that would snuff out that firelight. Ghouls and goblins aplenty. Some are open threats that batter at the walls, only slowly driven back by the mortal races. Others are more subtle. They hunger for life, insinuate themselves into communities, and corrupt them from within for their own dark designs.

Because there is death, there is Decay. Morals decay before fear, and the path to righteousness becomes gangrenous. Because loved ones are lost, men row against the tides of time and death, and open dark paths. The Six Paths of Creation, the Six Paths of Gariach, are such an upstream journey against the currents of sense and nature. And so we Decay.

Age and Gender

Undeath is as unfair as death is kind. It can steal away the young, the old, and anyone in between. Man or Woman, Child or Elder, all are the same before the hunger, the loss, and The Decay. Do you yet live? Time will change that. Pick what meaningless shape fits your fancy, and let entropy grind it to your preference.

However, the Deathless, the half-dead children of mortals and zombies, cling only tenuously to life, their common name a cruel joke. If you chose this race, your age is set to that of an 'adolescent' of four. You'll hit adulthood in a year, and will leave this jump before your fifteenth year, when death would come for you.

Species

Living, undead, or something in between. All of them decay, and Decay threatens all of them. Do you still burn with your first life, or knowing the horrors of oblivion cling all the harder to your second?

Living

You are alive. You are of one of the common races, a human, dwarf, elf, gnome, halfling, or other common stock. You live and breathe. Your heart beats. You have so much to live for. How have you gotten caught up in this tale of decay and ruin?

Zombie

You are a product of one of the Six Paths of Creation, a potent undead, yet plagued by a cosmic force of destruction called The Decay. It eats not just your body and mind, but will swallow your soul entire if you let it. So fight, cling to your unlife, and keep its dark flame kindled.

Alchemical

The Alchemical Zombie is the path that can most easily pass for human. Their markings are subtle for a long time, they replenish themselves through alchemical injections that could pass for medicine (though brains are involved in making the serum). And they aren't undead.

They're called the 'living dead,' but they aren't necromantic in nature. They are animated by using alchemy to create a kind of 'false life.' That false life can feel a little odd to magics that detect life, but it does show up as life. They don't show up under effects that detect unlife, or negative energy.

They can't be turned, and holy effects that target the undead (holy water, some spells) affect them like the living.

However, while Alchemical Zombies are more resilient than they were in life, they are less resilient than other undead.

In many ways this path is among the 'cleanest' ways of raising someone as an undead, so many wizards and alchemists have turned to it to bring back loved ones. Likewise, for a wizard reaching the end of his life, without the skill to become a Liche, it looks like a more desirable way to cheat death than many.

Many miss that all Alchemical Zombies are touched by madness.

And many tragedies have been born from this line of thought.

Unless you pick up a drawback, such insanity has spared you, though don't be surprised if the more educated don't trust you, expecting such a mental fault.

Eldritch

Created by the Path of Sorcery, the Eldritch Zombie is the enemy of the force that Kindled them. They are a curse upon magic. Witch hunters, and mage killers, they are known for eating the very forces that would control them. Gariach himself denounced the Path as too terrible, and destroyed his own notes.

In the end, like so many genies, it wouldn't go back into its bottle. And even if it had worked, it would only have delayed the recreation, for Eldritch Zombies can be spontaneously created by great acts of magical destruction.

In many ways an Eldritch Zombie really is closer to a curse than a person, and they are by far the least human of those raised by Six Paths. They hunt and feed on magic, divine, arcane, they care not. But it is as much out of a kind of impersonal malevolence as it is hunger.

Ether

Known as both the most evil of the Six Paths, and as the kindest, the Ether Zombie is a creature of both spirit and flesh. The life force and souls of the living are turned into tethers to bring the soul of the deceased back to their body and animate it with abundant spirit.

It is the most evil of the paths, for it is founded upon the sacrifice of souls, a crime even if committed upon the wicked. It is a destruction so thorough even the Gods cannot undo it.

It is the kindest path, for it inflicts no cruel or dark change upon the recipient, though there is a shift in personality, a distance and a mercurial spirituality that grips those raised this way. It may be kind to the mind, but it is great enough to often make them often seem like a different person.

Their wealth of spirit is so great, and their essence so fluid, that they can pour it into additional bodies, raising servants and helpers made from their own spirit. Harm to such vessels means little to the Zombie, the spiritual essence so invested just pouring back into the Ether Zombie's lake of self.

Golem

Stitched from multiple corpses, animated in a blaze of lightning, the slow-witted but strong Golem Zombie is usually created as a servant. Their broken minds are filled with the thoughts of several different donors, a condition that grows worse over time as new parts are stitched on to replace those lost to rot.

What the lack in wit, they make up in brawn. They are often heavily surgically augmented, beyond what's merely required to make them. Also the Decay can't force their essence to self-cannibalize. If they don't feed enough to fuel themselves, they fade into a torpor, but their foundation is undamaged. Lastly, they need not feed on people - while they can absorb the bioelectricity of life at the moment of death, they also can simply feed on lightning.

They can develop talents around enduring, healing, their patchwork nature, and using lightning. Normal Golem Zombies are somewhat dim-witted, but this fate has spared you unless you pick up a drawback. They are constructs instead of undead.

Mock (Mandatory Mock Zombie drawback)

The Mock Zombie is a failure. In an attempt to understand the lasting undeath of the Vampire and the Lich, Gariach created something less than either. The stolen undeath of a Vampire is used to fuel the reanimation, but the entropic forces harnessed to commit the theft leave the resulting Zombie a mess of corruption, something more vile and putrescent than a normal Zombie.

A Mock Zombie, generally speaking, is more often created by accident than anything else. Sometimes a victim of a Vampire's embrace fails to rise, only to return centuries later as a Mock Zombie. They also are created as science experiments - creators sure that they can solve the problem of how the necromantic energies are stolen from the vampire sacrifice and transferred to the corpse to be raised; attempt after attempt to create a 'perfect' zombie.

They can assume the form of a rotting mass of sludge, a kind of ooze, and they can develop a host of gifts to wield acid and poison, and a unique affliction that can cause a victim to steadily degenerate into ooze and rot. Once those victims finally die, they immediately animate into a kind of undead sludge called an ooze zombie.

Revenant (200cp, must take either the Dishonored or Bodyguard drawback, or The Great Work perk)

The Revenant Zombie is a champion empowered by dark spirits, granting a driven mortal temporary return to fulfill a final duty. While some particularly knowledgeable necromancers know how to bargain with such spirits to arrange for a mighty agent, most Revenants are spontaneously risen or summoned forth as agents of terrible vengeance.

Revenants are largely physically unchanged, forever bearing their death-wounds, though their muscles swell with superhuman might. As long as they follow their Quest, their very passion sustains them. Bereft of it or frustrated, they must turn to feeding on flesh. And of course the Bound Revenants called up by necromancers have no Quest.

Revenants wield a host of charms and tricks to excel at combat, and return from destruction in under a minute to continue the fight if destroyed.

Deathless

The unnatural and alchemically quickened children of a Zombie and the living, Deathless are strange and macabre. They are pale and as slight of frame as a serious anorexic, with male Deathless slightly shorter than average for a human. They living a waking dream, but fall into a short death-like trance in place of sleep.

They are mules, seedless and baren, and they reach adulthood by their fifth year. They maintain peak fitness until their fifteenth year. At some point after their fifteenth year they begin to rot while still alive in a horrible and rapid degeneration as the earth calls them back to it. Most kill themselves. Generally speaking, methods to extend life fail on the Deathless: most forms of Undeath won't take, and even those that can will only take if the Deathless does so itself, on its own. Generally speaking, only Lichdom is a path to survival.

Small blessing that it is, Deathless are natural and talented Necromancers, so Lichdom within the 10 healthy adult years they have is an achievable goal... for some.

Origins

Any origin can be a drop-in without history in this world.

Innocent

You are an innocent caught up in this tale of death. Maybe you have become a horror, a great evil to be fought, or maybe you are still a lamb, but either way your hands are unstained with the filth and corruption that permeates the dark society of the Undead in which you find yourself.

Innocents have a 200cp stipend to spend exclusively in the item section.

Monster

You are the monster, the talons in the dark, and the dark tale of violence that follows. Maybe it's justice, and you are a scourge upon evil. Maybe it's malice, and you are a curse and a blight on every bright thing in this world. But you are something terrible.

Necromancer (100 cp)

You dig through the muck of entropy, searching for nuggets of truth before they're swallowed by the endless grind of death. Your nails might be crusted in the filth of sin, your endurance tested by the labors of the dig, and you might be filled with the understanding that, if civilization ever sees you, it will reject you utterly.

But you have your reasons. And so you dig.

Perks

The 100cp perks are free for their origin, while all other perks are 50% off for their origin.

General Perks

The Center Cannot Hold (400 cp)

You have seen the face of Decay, and even if you don't understand what you saw, it left you changed. Entropy takes all things. Today. Tomorrow. Death is inevitable. Patch, repair, heal, restore... it's all just blind hubris. Sire a thousand children, and still your bloodline will one day pass. Raise an empire, and its every building and work of art will one day rot to nothing. There is no immortality through blood, legend, works, or accomplishments. It is just empty folly. Trying to make something last one more day is the ultimate arrogance. All things die. All things return to dust. Dethrone those proud kings that think anything they have done holds meaning.

It all Decays. Find peace in your return to oblivion. You possess a number of strange gifts from touching the face of ruin.

You have an insight into how to cause damage to... anything. This won't hand you a complex or specific answer, but it is a strong intuition in the right direction.

Injuries you cause tend to have worse knock-on effects. If you cut someone, the wound is more likely to get infected, cause shock, interfere with concentration, twist wrong when they move too fast, and so on. If a wound could interfere or cause a further problem, it probably does.

Lastly, things you hurt resist fixing. Damage you do draws things closer to their end. Undoing that is more difficult. While a human might be able to heal a light wound, it would take five to ten times as long to heal. A serious injury will become a permanent wound without high technology or magical healing. And even such advanced techniques will find themselves frustrated and stymied before they can finally overcome your influence.

All of these gifts work on more abstract things. Societies you damage will see that damage spread and interfere, and those societies will resist healing, for example. This works on friendships, projects, stock values, social mores, and vampires, to name a few examples. If something can end, you get insight into ending it, your damage spreads, and it resists healing.

Well Educated (600cp, Discounted for the Golem Zombie and the Alchemical Zombie)

Maybe the good doctor was extra careful with his choices of brain bits, or maybe you were the kind of person to figure out how to achieve undead immortality yourself, but you're quite well educated.

Pick one -

- Artificer
- Archivist
- Factorum

This perk can be bought multiple times, each time adding another educated class. You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

Living Perks

One of the Many (100 cp)

There are a lot of living people. Most people are living. Stopping living usually involves ceasing to be a person. As a living person, you are part of the largest demographic on the material plane.

Now you can vanish into demographics. If you can pass as a member of locally unremarkable demographic, then it's very hard for people to distinguish you or remember you. A noble in a king's court, a soldier in a legion, a mother in the park with her children... As long as you can pass, you are effectively invisible. Your minor actions are attributed to the group as a whole if

that makes sense, or otherwise to a generically unidentifiable individual. People largely won't even notice the effect.

This won't help you pass; you have to pass on your own. It won't help you if you become too distinct: you must fit in and blend with your group. The strong-willed and extremely perceptive can overcome this. You can turn this off and on when you want.

Golden Days (200 cp)

It's said that people don't know how good something is until it's gone. Problems always feel more serious than they actually are, luxuries and comforts dismissed, and joys faded into the background. Maybe that's why no one wants to hear your complaints.

Your problems are less serious than they might seem at first glance, or rather they become so, as if a light finger was on the scale. Good things happen more often too, as if something was nudging them your way. This is things like good friendships, spontaneous parties, and chances at love, rather than luck in battle or winning the lottery. Though it will make conflicts less likely in the first place, and easier to defuse.

Live your golden days, for life is finite.

Full of Energy (400 cp)

You are literally full of life. Overflowing with it, really. You regenerate twice as fast as a troll, with such regeneration hampered by negative energy and similarly ruinous forces. Even if it gets through your regeneration, you quickly heal such wounds at half your rate of regeneration.

If your health is full, your abundant life force pours into a lake of vitality that you can instantly parcel out to heal yourself, or lay on hands to bolster the living, ward away negative energy, and burn the undead. You may learn to wield this in more exotic ways over time, but it's safe to say that you will be untouched by disease, and most curses are washed away if they attempt to infest you.

This lake is about the same size as your 'natural' level of life-force. If that lake is full, the excess life energy will form an invisible haze about you that bolsters friendly life, kills harmful disease by overwhelming it much as the Positive Energy Plane does to all life, scours away at curses and hostile magical forces, poisons the undead, and generally invisibly works in your favor. If, for some reason, you wouldn't want it to do one of these things, like you don't want to poison your daughter or husband or wife who has come back as a zombie, it won't.

See end-notes.

Light of Life (600 cp)

You burn with the Light, a flame of life that becomes like the radiance of a Star about you. Wards against darkness, driving back the undead, and wielding positive energy as a weapon comes naturally to you.

You effectively gain the Master of Radiance as a Gestalt, with unlimited Radiant Aura, and casting as a Favored Soul. Further development will grow you into a Favored Soul, one naturally and inherently empowered by the concept of the Sun and Positive Energy rather than from a specific divinity, with all the spells you gain from this being appropriate to those two sources. The connection and empowerment are innate, a seed of divinity inside you expressing itself, rather than something external, granted, that could be taken away.

The wings you manifest will be radiant things, made of sunlight, and they can be dismissed at will.

Zombie Perks

Zombie Perks are discounted to both Zombies and Deathless.

Corpus (Free, Mandatory, and Exclusive to the Zombie. Deathless free at the end of Jump)

The Kindling flame of Unlife, the fuel for the Zombie. Each kind feeds it, renews it in a different way. They consume parts of the fire every day to remain animated.

- Corpse takes the place of Constitution for zombies, giving them health bonuses and helping them make saves exactly the same way.
- There is both Permanent and Temporary Corpus. Normally all permanent Corpus loss is Drain - it's gone forever with no way to recover it. You will regain it all at the end of each jump, and after the use of any 1-up.
- Each breed has unique ways of regaining Temporary Corpus. They can also spend it to fuel undead powers.
- The Kindled Fire inside them lets all of the Risen heal naturally, but they can expend Temporary Corpus to heal unnaturally fast. This life isn't free: the Zombie must spend its Signum each day to remain animated. After this jump you won't need to keep doing this unless you're only animated through this perk.
- If slain/destroyed, the Kindled Fire will restore them after a period of time at the cost of 1 Permanent Corpus.
- It's possible to sacrifice a permanent point of Corpus to regain all temporary, as long as they have at least one point of temporary Corpus. If they have none, they only regain 1d6.
- If a Risen reaches 0 temporary Corpus and has spent one to remain animated, they will automatically consume a point of permanent Corpus to regain 1d6.
- Below five points of Corpus, the Risen starts suffering increasingly serious mental problems, until they revert to something like a normal zombie.
- Normally your soul would be consumed beyond even the help of the Gods if your permanent Signum ever reached zero. In this jump you'll simply die. After this jump (or

as a Deathless in this Jump with The Great Work), as long as you have other forms of life-force keeping you animated, it reaching zero just means you lose access to all Zombie abilities from this jump.

Rage, rage, against the Dying of the Light(100 cp)

The true horror of ending, of the great night, is lost on the living. However scared they are of it is nothing but a pale shadow to the visceral refusal to end felt by the Undead. They will cling to their remaining unlife with a tenacity that no living person will ever feel.

They will simply never give up, never bend, never surrender. Their will is greatly fortified, even in the face of forces beyond them. This tenacity is infused into their very bodies. Effectively, they can use their Will in place of Fortitude, forcing their bodies to ignore and overcome things through sheer intent. A Deathless's body will force up poison he hasn't realized he imbued, or refuse to go into shock no matter how much damage she has absorbed.

Bring up the dead to consume the living (200 cp)

As an undead, you are tied to anti-life, negative energy, and the terrible engines of death. For most undead, this is true, but not necessarily useful thing for the Undead in question. But the Zombies created by the six paths have a unique adversarial relationship with the dark forces that animate them.

You have learned how to wrench free a small pool of dark energy that can grow with effort and will grow with time, a pool that you can use to rebuke other undead like a cleric. You also gain the Undead Mastery and Zone of Animation feats. Undead Mastery will expand the number of Undead an Ether Zombie can animate.

All Things Decay (400 cp)

You are literally full of death. Overflowing with it, really. You regenerate twice as fast as a troll, with such regeneration hampered by positive energy and similarly constructive forces. Even if it gets through your regeneration, you quickly heal such wounds at half your rate of regeneration.

If your unlife is full, your abundant death force pours into a lake of oblivion that you can instantly parcel out to heal yourself, or lay on hands to snuff out the living, ward away positive energy, and heal the undead. You may learn to wield this in more exotic ways over time, but most forms of wards and sanctification is washed away if they attempt to bar or hinder you.

This lake is about the same size as your 'natural' level of kindled animating force. If that lake is full, the excess negative energy will form an invisible haze about you that bolsters friendly undead, kills harmful life, scours away at blessings and hostile magical forces, poisons the living, and generally invisibly works in your favor. If, for some reason, you wouldn't want it to do one on this things, like you don't want to poison the husband who dragged you back to the living world, it won't.

See end-notes.

The Great Work (600 cp, Exclusive Zombies and Deathless)

In the end, Gariach was forced to accept that the kindled flame of unlife is but the pale and malformed imitation of the true flame of life. But just because he couldn't achieve something doesn't mean something can't be done. You are the product of one of the many attempts to not merely imitate Life, but surpass it.

You kindle with only the lightest burden of undeath. You count as of the First Signum for the purposes of burdens and downsides, and the Fifth Signum for purposes of strengths. It may be possible for you to push beyond the Signum Pentat, though such a strengthening of your Kindling won't happen naturally, but rather as the product of work and necromantic investiture.

You do not gain marks of decay.

Your Corpus is eternal and self-sustaining. If this was to be mechanically represented, you would recover either two points of permanent Corpus per day, or one point of permanent Corpus and all your temporary, whichever is most advantageous to you.

If you're Deathless, you now live up to the name. You gain a pool of Corpus, and the Corpus Perk, now. You also no longer age past your prime.

Alchemical Perks

Nigredo (100 cp)

The first step is breaking things down to their basics, before putting them back together. You always understand how far you can atomize knowledge, and are able to source all the bits.

If you're starting an experiment, you can use this to completely break down your starting premise, break down what you think you know, find every source for every one of those bits. You will keep discrete knowledge of what you think every step is doing, what it's checking for. If you get unexpected results, you'll be able to atomize what those results are, what conflicts with what you know, and what doesn't.

This makes you no more right than you were before, but helps immensely in figuring out where you're wrong. Likewise, if you one day discover a source of yours was unreliable, you'll know every bit of information you got from him directly or indirectly, and be able to find every conclusion you're using that he contributed to.

It won't tell you which ones are manipulations, but you'll know that you have a bias because of something he said to you in passing because you'll be able to identify every contributor to your every bias.

Albedo (200 cp)

The counterfeit flame of life burning in the soul of every Alchemical is both gripped by Decay, and yet at the same time burns all the possibilities of Alchemy. This has granted you odd insights into how to breakdown and reform matter.

You can make various alchemical substances, products that have impossible properties. Using sand as a base ingredient, you could smelt it into stone that once it hardens, is highly flammable. Or both pliable yet harder than steel. Such transformations are partly fueled by the flame of false life that burns within you - it is an alchemical flame almost without equal, and when utilized properly it can have incredible properties.

You need to proper tools to work and transform the materials you're working with. You're alchemically treating that materials, not enchanting them, so you can't simply 'lay' the effect on them. Whatever you end up doing should be something that can be framed as 'material properties' rather than 'enchantments.'

Citrinitas (400 cp)

You can now create alchemical engines like your own Kindling flame, a physical transformation that establishes an immaterial alchemical flame inside something that then fuels further transformations. This can be used to create constructs or solid state systems that behave like mechanical systems. Yes, there are mechanical computers, and yes, such systems can be impossibly good - the alchemical equivalent of a clockwork soldier.

This perk explicitly plays well with other creation and crafting abilities you have, including Albedo. The Alchemical Flames these engines are build out of are fueled by Silver, Gold, and the very fires of life. Corpus works too. It may be possible to work with other supernatural fuels, but unless it's something like the power cosmic or Quintessence, it will require significant work to adapt.

Rubedo (600 cp)

You can imbue your craft with perpetuity.

For gross structure, you can form a half-real substance from Corpus and Gold that, when invested in an object, perfects and transcends that object. Afterwords, you're left with the perfected shadow of the transcended object. Such shadows resist damage much like lesser artifacts, and if they are somehow damaged will restore themselves over time. The shadow is also just better then the original untranscended object was.

It costs roughly five parts gold for every one part of the object to be transcended.

For engines and other systems that need to be fuelled, it starts out costing as if to pay to transcend enough fuel for it to run all day to create a perpetual engine that runs on a common fuel. There is no good benchmark for all the different exotic fuels you might have, but it's safe to say that it grows exponentially more expensive the more exotic the fuel.

Eldritch Perks

For Hate's Sake (100 cp)

...is hate. When you need to get yourself back up, you can call upon your hate. When you falter, you can call upon it. It sustains you, a directionless malevolence.

You now possess a well of hate you can draw upon at need. In a fight, you can fight harder, more viciously, because you can call upon this hate. It doesn't make you a technically better fighter, but it gives you the cold focus to seize victory because you WANT it more than any living being.

If you're struck down, the Hate can fuel your will to get back up. To refuse to fall to something like THAT. If some necromancer binds and enslaves you, you can throw your full being against those chains relentlessly forever, uncaring of the pain, through the strength of your HATE. There is no end to it, an endless ever reliable ally.

You don't have to call upon it. Nothing can force you to do so. Calling upon it will forever be your choice. But while it can fuel your will, your drive, it isn't will or drive. It's hate, and you'll feel it as you call upon it. And you'll find the hate, the cold anger, satisfying. You will be one of the people who likes being angry.

Better to Curse the Darkness(200 cp)

You consume magic to kindle the dark bonfire of your unlife, but what is magic? Are dreams magic? Is hope? Is Life?

Yes.

While all Eldritch Zombies can consume 'normal' forms of magic, like Arcane or Divine, you can slowly consume the "magical" spark of life around you. People within a range of about forty feet, stronger close to you and weaker at the edge, will grow tired faster, emotions will be dampened, reactions stilted, perceptions unfocused, and thoughts slower and more mechanical (though only in ways that make people less capable).

It will start weak, and slowly grow stronger. Someone would actually have to be ill or otherwise weakened for the effect to be deadly, but it can grow to be a serious malaise. This consumed energy can add up over time, help sustain you, but it would take a lot for it to become enough to feed your hunger by itself.

It's more about making other people's lives worse, than making yours better. You can turn this off, but you can't target it.

Fear and Loathing (400 cp)

Your malevolence reaches beyond you.

A rational person could weigh your strengths and weaknesses, and realize as a Witch Hunter you aren't that special, that anti-magic is a common toolkit. Ultimately, the prepared and intelligent Witch kills the Witch-Hunter nine times out of ten.

The Witch you're hunting is so paralysed with fear that such intellectual strength is beyond him, for your pursuit is a curse of terror.

You're scary. Like dragons wish they were scary. The fear reaches in front of you, as far as three days ride by horseback. Those you're hunting start having nightmares, oftentimes so bad that only the strongest willed will willingly try to sleep after the second night. By the time you're a town's distance away the feeling of being hunted, of being prey, has reached the level of Dragon Fear. By the time they're in your presence, only the strongest willed have a chance of even being able to move.

You don't have to release this curse, and the directionless and ever tightening feeling of pursuit is a poor guide to where you're coming from. You can inflict this fear as generally or specifically as you want.

The Most Dangerous Game (600 cp)

Bounty Hunter, Witch Finder, the Eldritch Zombie hunts the greatest and most dangerous of Game. Men. You have become a talented hunter indeed.

Pick one -

- Scout
- Assassin
- Ninja
- Spellthief

This perk can be bought multiple times, each time adding another hunter class. You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

Ether Perks

Armored in Ink (100 cp)

The Ether Zombie is covered in occult tattoos, the glyphs that were used to channel the consumed souls into them to initially Kindle them. The forces involved have invested them with

power, give you “+5 skin”. You can reassign these bonuses as you will within the ‘+5’ budget, once per day.

These assignments must follow the normal rules for assigning bonuses. This perk doesn’t give you any way on its own to receive further enchantment.

And the Dead will Outnumber the Living (200 cp)

You can more freely pour your excess soulstuff into a greater variety of forms. Pour it into the leftover memories of the dead, and animate shadows and poltergeists. Rather than normal zombies, you pour hunger into the flesh of your servants and call them up as Wights. You can’t call up particularly elite or rare forms of undead, but you can have your pick among the common types.

Friends on the Other Side(400 cp)

Ether Zombies oftentimes are guided by strange voices, spiritual presences no one else feels or experiences. You are one of them, but the forces guiding you are clearly helping you and furthering your interests. You are just given an advantage at... everything. You pick the right door at the end of a riddle without reading the riddle. You aim for weak spots you never noticed. You react to attacks you never saw coming.

This never gives you more than immediate knowledge, and about things happening right around you now. It can help you pick the right answer from a multiple choice question with a definite right answer, but can’t tell you a friend will betray you next week. Not even if they made the choice right now, unless they are in your presence when they make that choice.

Within these limitations, they’re overwhelmingly strong. If you needed to mechanically represent this for something other than multiple choice (which you’ll just always win), think of it like a +10 insight bonus on everything that makes sense for an insight bonus.

The forces helping you are outer-planes forces. Powers that hedge them out can interfere. They also work through divination. Powers that protect against divination can also interfere. Though that interference can still say something, and they’ll likely pass that on to you.

Speaker for the Dead (600 cp)

The Ether Zombies is a spiritual creature as much as a physical one. His vast soul stirs the waters, dredging up memories of the dead. These fragments gather about him, the empty fragments entrusting him with their remaining will.

Henceforth, the Ether Zombie is empowered to speak for them, with their voice, their Cleric. He gains this class as a Gestalt, with the Deathbound Domain and the Mysticism Domains. He doesn’t need to worry about Alignment or behavior. Any act that drives one dead voice away pulls a different one in.

Golem Perks

Hack Job (Free, Exclusive Golem)

The Golem Zombie is a product of construction. You get 100cp to spend on surgeries, and all Surgeries are discounted.

Thunder and Lightning (200 cp)

Those made by the Path of Surgery are Kindled by Lightning, and Lightning still loves them. You can turn up the Lightning dial for the area around you, making sparks more likely, charges develop faster and more strongly, and empowering lightning magic. The air will fill with static, and after a couple minutes of this, any electrical weapon will begin to draw down a secondary lightning strike upon anything hit.

A Golem Zombie in such an area can always call down a lightning strike upon themselves, merely by raising their hand and burning a spark of their Corpus flame. Such a strike will also hit anyone standing too close to the Golem.

Crafted by the hand of a loving father(400 cp)

A Golem Zombie is a made thing, a crafted creation. The work is hard and ugly, and so the product often is too. But whatever hand made you was deft and clever, and they forged something even the Craftsman Gods would look upon with approval. Maybe that actually happened, or maybe they used parts from demigods, or blessed tools.

However it was done, you are a unliving work of art.

Gain the Paragon Template.

Mock Perks

Horrifying (100 cp)

You are capable of being horrifying completely beyond your actual power, to such an extent that people simply don't want to deal with you. Your stench can make them gag, their eyes water, their skin burn. People don't even want to look upon you, don't want to approach you. It's a visceral reaction, a rebellion of the senses.

Heroes who could evenly fight you hesitate, having to fight their urge to retreat. Those stronger than you will look for excuses not to deal with you themselves. They'll force the task on others, put it to the bottom of the list. Let you run rather than finish you off.

This works poorly against truly mindless things, or things that have no feeling of disgusted. An A.I. probably won't be affected (though depending on how it was built, if it was based on human thought-routines, it might). A bio-robot might not be mentally affected, but that won't protect it from the physical effects on its own. Sufficient will can overcome the mental aspect of this, but that's a lot of will.

You can toggle this on and off, though even off a Mock Zombie is disgusting.

Post jump, you can tag this to a different emotion to theme the ability around, though you can only do it once unless you have another perk that grants that ability. A non-Mock Zombie can use that retheme when they buy this ability.

Sludge (100 cp)

The Mock Zombie is as much sludge and rot as solid flesh, even when they don't assume their disgusting slime forms. Damaging sludge is a difficult prospect indeed, and you exemplify that.

Physical attacks pass through your, stirring you up but only removing a small amount of mass as splatter, greatly reducing damage. Your mass shifts as you need it. Lower to the ground, giving you more stability. Shifting weight into your arm as you swing to give it greater momentum. Your flesh liquifies around people trying to grip you, and seals to things you're trying to grip.

What this looks like on a non-mock zombie is up to you. Maybe it's chi, maybe it's micro-transformations. Fanwank responsibly.

Plague (100 cp)

You can start one when you want to. Your liquifying flesh can aerosolize into a deadly plague. You can also pour your flesh into a water supply, and it will stay viable for hours in freshwater, or months in a more contained environment. You can also infect those you attack with your natural weapons, if you can get a bit of 'you' into their blood.

While divine healing can burn it away, or nanomachines might dismantle the undead cells, it will kill most mortal things it infects that lack an enhanced immune system within hours. Some victims will liquify, reforming into dozens of small undead oozes. Others will rise as more normal zombies. These undead will infect those they attack in turn, and so on with the cycle continuing.

While you can't directly control the undead raised this way by this perk, you can point them in directions.

You choose when this perk activates, though turning it off won't undo what you've already unleashed.

Legacy (Variable)

Mock Zombies are products of stolen and degraded undeath. You show that heritage, a reflection of the undead you were made from. Pick any one perk from Lords of the Night: Vampire. You may buy it, though its cost is doubled.

That means a Mock Zombie gets it for the 'normal' price, as this perk is discounted for them. You may only buy this perk once.

Revenant Perks

Champion (Free, Exclusive Revenant)

All those things Revenants are good at, you truly excel at. You're passion and drive swells so much that you recover some Corpus any time you have a significant satisfying accomplishment or overcome a real challenge. You are stronger, faster, more dexterous, than you should be. You shake off blows that should damage you.

You can rage more often than you should be able to, and your rage gives you greater benefits while clouding your mind less than it should.

You can come back to life a number of times per day equal to your Signum without paying permanent Corpus. You can choose when and where you reform, from a single breath after your destruction, to five minutes after. You can appear as far as a mile away, to right at the back of the one who struck you down.

Oath-Keeper (200 cp)

Whether Bound or Unbound, the Revenant is defined by oaths. They may be the oaths he took while still alive, ones that caused deathly spirits to look upon him with respect, and lend their aid towards him fulfilling them. Or they may have been made post-death. The pacts of service he made to be able to come back.

Regardless, you are familiar with oaths. You can tell when someone's behavior is being driven by a magical oath or something similar, like a geas. If given a chance to learn about an oath, you'll understand its boundaries on an intuitive level. If you're dealing with something like the Fae, who are bound by both explicit and implicit rules, you'll quickly understand those rules, maybe even better than they do, understand the grey areas, and understand when their limitations would come into play when it wouldn't be expected.

You can call upon fate and death to bind agreements as a supernatural power. You can bind any agreement made with you as a participant as if with a Quest spell. You yourself will be so bound to your part. The supernatural effect will have the strength as if cast by an Overdeity of Magic. You can't trick someone into this - they will feel the power before a word leaves their lips.

If someone is completely at your mercy, you can demand they accept such a Quest, but you cannot use magical compulsion to force the issue.

Master of Arms (400 cp)

As a Revenant, you are known to be one of the most unstoppable forms of the undead. And you live up to it. Whenever you further perfect your martial skill, the power of your Rage grows and

you develop further Undead Talents. When your Rage grows, you find the singular focus of it increases your martial skill and the passion feeds your undead nature. When your undead nature flourishes, it also expresses itself in martial skill and rage.

If we were making a character sheet, every time you bought a Rage Feat, you would also gain another Corpus power and a Fighter Bonus Feat, and vice versa for buying a Corpus Power, or a Fighter Bonus Feat.

Juggernaut (600 cp)

You are a unliving fist of your cause, whether it be the Master you failed to save while alive, the necromancer who brought you back, or just your own interest.

Pick one of -

- The Crusader.
- The Incarnate. Regardless of actual alignment, the Revenants connection to oaths and duty make them count as Lawful.
- The Knight.
- Barbarian with the Whirling Frenzy alternate class feature.

This perk can be bought multiple times, each time adding another warrior class. You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

Deathless Perks

One of the Few (100 cp)

There aren't many Deathless. There really aren't that many Deathless. There are more Archmage than Deathless. You don't need to do anything to stand out, you just do. More than that, you seem like you're both interesting and important, and you don't need to do anything to back up these traits.

You could slightly raise your voice on a crowded street, and suddenly everyone falls quiet to listen. You could walk up to the gates of a castle, and ask to speak to the king, and there are better than even odds you would be invited inside.

This perk works best when people are unfamiliar with you, and it works worst on people you've convinced of your own irrelevance.

Time Flies (200 cp)

There are many talented old wizards who have devoted decades of work to achieving immortality, and they didn't even start that search until they were already skilled and experienced in their magic. And many of them fall short. You have a single decade.

Good thing you can make the most of your time.

Any kind of extended work or project you're working on progresses unnaturally fast. Or at least, your contribution does. Specifically, it goes five times as fast. You can read a book five times as fast, set-up a ritual five times as fast, craft five times as fast, study or do research five times as fast, and so on.

This never works on action or dynamic set pieces. You could do five days of ritual work in a single day, but the high point at the end of the ritual, the part that must not be interrupted least horrible consequences befall everyone? Normal time.

Walk in Dreams (400 cp)

The Deathless are denied sleep. They subside on trances that give their bodies the minimal recovery needed to endure another day. They do, however, dream. They dream constantly, every waking moment of their lives. Your dreams are filled with symbolism and prophecy. Free associations, hints, and foreshadowing haunt everything you see and here.

Walk past a girl, and you see her ten years from now, beautiful, dancing in her wedding dress and happy. Walk past a ruin, and you see the home it will one day be renovated into. Walk past a priest, and you see the poison he whispers in ears. What's future, what's history, and what's symbolism is unclear, or sometimes the same thing.

These visions will never distract you from something important or that you should focus on, though the "real world" can distract you from your visions.

If you have access to dreamlands or the like, you can walk in both them and the waking world simultaneously, and you are a natural weak-point between such places and the physical world when you want to be. You can see through all illusions, as you never mistake a dream for reality. You can't be damaged, harmed, or maddened by knowledge, whether it's a memetic infection, basilisk hack, or being possessed by an entity that can seize anyone who knows its name. You can't be driven mad by anything.

Nothing you see particularly disturbs you just by existing. Seeing someone harmed might upset you because you don't like harm, but while seeing non-euclidean geometry might be confusing, it won't upset you. You could see and touch a Dunwichers and it wouldn't bother you at all.

If Friends on the Other Side gives a trickle of information, carefully selected to be useful to you, Walk in Dreams means you're wading through an ocean of significant information, with no explicit guarantee you'll ever figure out who it's significant for.

Necromancy (600 cp)

You're talented at it. Really talented in fact.

Pick one of -

- Dread Necromancer
- Pale Master, casting as a sorcerer.
- The Death Master
- The Necromancer Class from Lords of the Night: Zombie, if you have it.

This perk can be bought multiple times, each time adding another necromancy class. You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

Innocent Perks

Innocent in Intent (100 cp)

You are still clean. Your aura, your posture, your eyes, your features, how you move, talk, speak, express yourself. It all tells this story. If the villagers find you over your gutted and consumed parents after a feeding frenzy, they will believe you when you express your innocence. You were turned by someone else. It wasn't really your fault. It's not your fault you're a monster.

You can and will get the benefit of the doubt again and again, with people making excuses for you. People will go out of their way to make accommodations for you, because you are innocent. Maybe they feed you bandits. Maybe they waylay travelers for you, untrustworthy strangers passing through to feed your hunger. You are their people after all, you all have to stand together.

This is the benefit of the doubt, so once the doubt is gone, you no longer benefit.

Innocent in Malice (200 cp)

Grudges simmer underneath the surface, problems waiting to grow into cracks, ripping apart the foundations of families, communities, nations. Problems are ignored until they explode. Around you, they don't. People find the emotional strength to let go of things they want to let go of, rather than let them fester. They speak about their problems with each other, and have an extra measure of empathy to understand other people's grievances against them.

This doesn't force people to let go of grudges they're unwilling to let go of, or to express empathy. But it does make it easier to do so if they're willing. You benefit from all of these effects too.

Innocent in Consequence (400 cp)

You speak with conviction, you act with purpose. Other, wiser, more jaded souls see the truth. You are innocent of what it all means. They gather to you, moths to the flame, to throw themselves in front of the barbs of your enemies. They make excuses for it, but you give them something. You make them remember what it was like to believe, to feel clean and young and whole.

You will never lack for champions and advocates who see something in you that they find themselves valuing enough to defend, unto their own destruction if necessary. You won't get to choose who they are, and they won't necessarily announce themselves, some acting from the shadows, others forcing their help on you, but it will come steadily.

Innocent in Evil (600 cp)

People say that falling is easy. You never understood it. The straight path has never been narrow for you. The world arranges itself around you to offer you alternatives to moral compromises.

If there is both a dark and light path, the light path will be made easier and more rewarding, with fewer downsides. If there isn't, the world will try really really hard to rearrange itself until there is, and use any remaining wiggle room to make that path easier.

Depending on the issue you face, the light path won't always be easy, and this is not an all powerful force. It's possible to find yourself in a scenario without any good answers... But you would really have to work at it to get there, or be traveling in a particularly dark world.

Monster Perks

Red in Tooth and Claw (100 cp)

A human can be unarmed, but a zombie can't be: their unliving bodies are naturally a danger to those around them. Your nails have subtly shifted into bone talons, your teeth have hardened and sharpened. Not merely bone, your natural weapons hit hard, damaging like the slam attack of a zombie one signum more advanced. More than that, they're invested with power, as if they were "+5 talons and teeth". You can reassign these bonuses as you will within the '+5' budget, once per day.

These assignments must follow the normal rules for assigning bonuses. This perk doesn't give you any way on its own to receive further enchantment.

The Hungry Dark (200 cp)

Monsters should be feared, not seen. You have an instinctive awareness of this, and can naturally follow through. You have a feel of what's being observed, and what's not. You know the aggregate field of focus for everyone around you. You know how far every sound will travel, and what sounds will be dismissed. You know the moment someone focuses their attention on you in a general way, and the moment it becomes specific.

By focusing on specific people, you can learn more. You know if a guard is actually looking at something, or if he's zoned out, and an idea of what level of disturbance it would take to draw his attention. You know what his field of view is, specifically, and where in it his attention is focused. You know how good his senses are: if his eyes have adapted to the dark, or if he's nightblind. You know where his attention is about to shift to, though only with a small warning.

All sounds you inadvertently make are lessened, your feet lightened. You more easily blend into the shadows, into crowds, and have an instinctive understanding of places people won't look even when those places are out in the open - you know the exact alley to step into to have searchers walk right by you without them realizing it.

Lastly, you're just good at traditional skill-based stealth, even without all the advantages above.

The Quickened Dead (400 cp)

You are fast as death, when he comes calling. By the time someone realizes you're going to move, you've already done so. With the burning on a single spark of Corpus from your Kindling, you become Hasted like the spell as a Supernatural Power for about 12 seconds per Signum.

If you have no Corpus, you may spend Constitution in its place. If you have no Signum, this lasts 12 seconds.

For five times as much energy, you can speed up until most people seem to be standing still, but you only get 6 seconds of time-stop for each Signum.

Reap the Living (600 cp)

You are an unnatural reaver of lives, harvesting them by the bushel.

Pick one -

- Hexblade
- Duskblade
- Soulknife
- Swashbuckler
- Warblade
- Lurk
- Elocater
- Warmind

This perk can be bought multiple times, each time adding another violent class. You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

If you have picked up Soulknife, you may pick up the Soulbow on a followup purchase.

Necromancer Perks

Experienced in Evil (100 cp)

When you run into roadblocks, ways around them are more obvious to you.

When these ways around are particularly dark, anti-social, blasphemous, or would for some reason invoke serious disapproval or censure, whole plans will appear in your mind. These plans would be as if you had spent a day going over it. It won't just be a complete plan, it will be one with exit strategies. It will include looking for flaws, figuring out how to get away with it, how to hide you did it, what loose ends might be left, and how to tie them up.

Every hour of work, of research, or observation for the plan will add the equivalent of another day of planning. This will also work for less problematic plans, but only half as well. A half-days work with of planning, rather than a whole day.

You are also as tainted by darkness as you will be. Corruptive effects, tainted spill-offs, dark resonance, and the infectious nature of evil will all leave you untouched. You could sleep next to a hell artifact, and your body, mind, and soul will all be unchanged and unharmed by the experience.

Real Research (200 cp)

Improving the fundamentals is hard, unrewarding, and necessary. No number of new ninth circle spells will change the world. Casting such creations is more art than science, and limited to an elite few. Making a better Magic Missile can change the world.

You know how to improve things starting at the basics. You could figure out how to improve Magic Missile, a bit. And use that improvement to improve all first circle force spells that throw the force effect. And from there improve all first circle force spells. And from their all second level force spells... And so on.

You can share the products of your research, too. Some techniques might be easy, maybe a change to the spell itself. Others might be harder, techniques for maximizing what you get out of already built spells.

You could use this to improve anything you understand on a deep technical level.

The perk comes with deep technical knowledge of death, undeath, Negative Energy, and how tainted forces interact with the physical world, and how they can be manipulated to support dark spells and the raising of undead.

The Living shall envy the dead (400 cp)

As a necromancer, you obviously know a decent amount of necromancy.

Pick one -

- True Necromancer. The divine caster levels are as if from a Cleric with the Death and Deathbound Domains. The arcane side is as of a Necromancy Specialist Wizard.
- Anima Mage. The arcane side is as of a Necromancy Specialist Wizard.
- Noctumancer. The arcane side is as of a Necromancy Specialist Wizard.

- Eldritch Disciple. The divine caster levels are as if from a Cleric with the Death and Deathbound Domains.
- Eldritch Theurge. The arcane side is as of a Necromancy Specialist Wizard.
- Cerebremancer. The arcane side is as of a Necromancy Specialist Wizard. The Psionics Side is as of an Ardent with the Death and Knowledge Mantles.
- Psychic Theurge. The divine caster levels are as if from a Cleric with the Death and Deathbound Domains. The Psionics Side is as of an Ardent with the Death and Knowledge Mantles.

This perk can be bought multiple times, each time adding another necromancy class.

If you are getting multiple Arcane Casting Progressions via this perk, substitute Sorcerer Spell Progression for Wizard Spell Progression for each after the first. All the spells for the sorcerer progressions must be 'appropriate' for a necromancer - they represent the dark and tainted forces you've internalizing in your quest for unnatural lore.

If you are getting multiple Psionic Manifest Progressions via this perk, substitute Wilder Manifest Progression for Ardent Manifestor Progression for each after the first.

If you are getting multiple Divine Casting Progressions via this perk, substitute Favored Soul Spell Progression for Cleric Spell Progression the second. All the spells for the Favored progression must be 'appropriate' for a necromancer - they represent the dark and tainted forces you've internalizing in your quest for unnatural lore.

The Divine spells gained by this perk represent cosmic secrets you've unearthed and bent to your will, rather than the support of a deity or a connection to a higher force.

You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot.

Break the door, wrench the lock, smash the door-posts, force the doors (600 cp)

The thing about necromancy, that you've come to understand, is that it's a door. A door leading to more necromancy, and it's increasingly horrible revelations all the way down that recursive road. You can start it off. Perform an act of necromancy that leaves a mark - a village eaten by zombies, a breach between the Material Plane and the Negative Energy Plane, the creation of a particularly powerful free-willed undead...

And you can seize control over a 'door' that now exists in your spirit. The bigger the necromantic mark, the more that was sacrificed, the more potent the forces created or unleashed, the greater the door.

That door can be opened, once.

- To either greatly empower a single act of necromancy.

- To necromantically empower you in a specific, limited, but permanent way. For example, permanently empowering a single spell, power, or similar effect you can invoke with a necromantic blessing.
- Gain a new spell, power, or similar. Spells gained this way are cast like a good aligned cleric's spontaneous cure spells.
- As fuel to create an epic spell.
- The ability to cast extra epic spells per day, as long as they're 'appropriate' to the dark forces you gained them from.
- A wish granted. Not as the spell, as a favor paid. Coin of value from the dark forces.

And yes, the power from a door can empower you to greater necromantic heights, so that you can create another greater door, from which you can gain better benefits.

Surgeries

While many Zombies are brought back with non-invasive, or minimally invasive means, some are seriously altered before, or even after, they are raised. These surgical enhancements can only be purchased by Zombies.

After this jump, subtle or passive augmentations will subtly integrate into your body in hard-to-detect ways. More blatant ones, like swords for hands, will vanish when you don't want them, and appear when you do.

Weapon (50cp)

A normal weapon, surgically fitted. These can be surgically added claws, horns, or fangs instead. You can import a weapon into this slot. The Golem Zombie may spend his Surgery cp on an item to be imported here. That item is considered part of the surgery and is discounted. Creating a natural weapon or embedding a weapon makes it a part of you: in addition to making it impossible to disarm you, you are even deadlier with it, making you more likely to hit and any wounds you inflict more damaging.

Armor (50cp)

Armor, surgically fitted. You can import a set of armor into this slot. The Golem Zombie may spend his Surgery cp on an item to be imported here. That item is considered part of the surgery and is discounted. Directly attaching armor to you reduces the ability for your foes to find gaps in the armor, as well as reducing the negative effects of the armor on your ability to move and endure.

Shield (50cp)

Armor, surgically fitted. You can import a shield into this slot. The Golem Zombie may spend his Surgery cp on an item to be imported here. That item is considered part of the surgery and is discounted. Directly attaching a shield to you leaves your hand free, even if it is not a buckler, and makes it more natural for you to use it to defend yourself.

Giant Sinews (50cp per rank)

Zombies are known for their unnatural strength, but negative energy can only empower normal humanoid muscle so much. Some necromancers have experimented with using grafted muscle fibers from giants to improve upon standard zombies without significantly increasing their size. One purchase is enough to make you as strong as an ogre, while the maximum of three purchases leaves you as strong as a fire giant.

Pegasus Sinew (50cp per rank)

On the other hand, zombies are not typically known for their speed. This is more of a consequence of standard necromantic rites than any limitation of negative energy. By re-stitching the joints most vulnerable to decay with sinew harvested from pegasi, zombies can equal much more powerful undead in speed and reflexes. A single purchase makes you as swift as a ghost or minor vampire, while the maximum of three purchases allows you to equal a dread wraith.

Ooze Gland (50cp)

Weak zombies are limited to flailing and occasionally biting their opponents. Stronger ones may gain some control over the negative energy which animates them, slamming it into their opponents. In both cases, undead hunters can make preparations which rob these natural weapons of much of their power. Necromancers' response in this arms race has been to graft gland-like organs harvested from oozes to their zombies, causing their natural weapons to secrete acids which harm even the prepared hunters. You have a set of these glands and are immune to their acid. You also resist other acids, though not to the point of full immunity.

Elf Eyes (50cp)

While most zombies seem to sense their surroundings using senses beyond sight, intelligent zombies can benefit from improved vision. A simple upgrade replaces the rotted eyeballs of a zombie with fresh elven eyes, extending visual acuity in low-light conditions. This doesn't help in complete darkness, but you can easily spot even the small light held by your enemies.

Drow Eyes (50cp)

Alternatively, some necromancers who seek minions capable of operating in complete darkness will use the rarer drow eyes as replacements. These allow for complete darkvision, but such vision is only in black-and-white. Normal illumination is mildly uncomfortable to drow eyes, though not enough to cause any degradation in combat effectiveness.

Arcane Eye (50cp)

Lastly, some intelligent zombies are "blessed" by their creators with the ability to create an arcane eye. By purchasing this, you are one such zombie. One of your eye sockets is permanently empty, but you can, at-will, create a magical sensor which appears in the empty socket and quickly fades to invisibility. This sensor can be mentally controlled to travel

anywhere on the same plane at roughly running speed, and can squeeze through spaces no larger than one inch wide. You can see through the sensor as though you were there.

Wings (50cp)

Zombie hordes are generally not known for their mobility. A simple moat and set of castle walls is enough to stymie large numbers of zombies completely. Necromancers unwilling or unable to create naturally flying undead have developed procedures to add that capability to other corporeal undead. No matter what type of creature your wings were harvested from, be it angel, devil, faerie, or even some sort of giant bird, you can fly. While your flight is initially slow and clumsy, it improves as you gain practice with the wings, up to your normal land speed and as skillful as any bird. By that time, the wings often appear as decayed as the rest of your appearance.

Additional Arm (50cp per rank)

Two arms good, four arms better? Well, let's start with three arms and see how things go from there. Some necromancer had the bright idea of grafting one or more extra arms onto you, relying upon negative energy to deal with the whole joint-attachment issues. You can use this extra arm to attack, or to hold items, or do whatever else an arm could do, though it's not as coordinated as your natural arms. You can have up to three extra arms, though each arm is less coordinated than the one before, and you have to figure out where they all fit on your body.

Drow Heart (50cp)

Well, if the necromancer already used up the drow's eyes, he might as well see what its other parts can do. Waste not, want not. It turns out that the drow's heart can be alchemically treated and inserted into a zombie. While zombies don't need hearts to pump blood, the drow's heart is the source of its innate resistance to magic. You gain the ability to resist spells, enough to disrupt the spells of a moderately powerful spellcaster 50% of the time, growing more effective against weaker casters and less effective against archmagi, hierophants, and epic spellcasters. It may be possible to improve upon this resistance with future research and self-treatment.

Vampire Heart (50cp)

Naturally, once cardiological zombie research began, necromancers began looking at other possible replacements. This is one of the rarer organs available for grafts - an intact vampire's heart. The necromantic energies present in a vampire's heart provided the capability that the troll's heart failed to do: quick healing of wounds. You heal as quickly as the vampire from which this heart was taken, though you lack the ability to turn into a cloud of mist if you would be disabled.

Eye Stalk (100cp per rank)

Most grafts and surgeries improve a zombie's physical characteristics. While this is understandable - brain grafts have the potential for unpleasant side effects, and no necromancer wishes to be attacked by her own minion - the fact remains that magical capabilities are a force multiplier in combat. Thus, clever necromancers have sought creatures

who possess magical abilities which are not tied to the creature's mind. While Project Blink Dog still has kinks to work out, grafts of eye stalks from beholders have borne fruit.

Each time you purchase this surgery, you gain one eye stalk from a beholder, which grants you the power of whatever eye is on the stalk. Unlike a beholder, you need to concentrate to use each power rather than being able to use multiple eye stalks at once. Also, it should go without saying that you can't fit the central eye onto an eye stalk, but it's being said anyway.

Fresh Meat (50cp per rank)

Zombies are tough, but if a necromancer has invested all the time and effort into creating a perfect monster, it would be a shame if it fell apart too quickly. This simple surgery layers flesh upon flesh, reducing the rate of your decay and providing you with more mass that needs to be destroyed before you cease to function. While you're somewhat tougher and still about the same size, this doesn't improve your Signum. As a side benefit, this meat helps you disguise yourself as still-living. One purchase might fool a half-blind group of thugs in a dark alley, while the maximum of three purchases leaves you exceptionally ugly and scarred but extremely lifelike.

Items

Dark Money (100 cp per purchase)

You have wealth available. This isn't exactly the same as having wealth - rather, money issues are taken care of. If you look to get an apartment, you'll have enough wealth around to make a down payment, and after that initial payment the monthly expense for that place will never show up again, taken care of before it ever reaches you.

The first level takes care of expenses as if a level five expert was diverting his income to paying for you. Each additional purchase, to a maximum of four purchases, raise that level by 5. This means that in good times, this can cover more, and in bad times, less.

Wealth by Level (100 cp per purchase)

You've acquired good gear. Each purchase of this gives you 5 levels worth of wealth by level to spend on equipment, to a maximum of four purchases. Anything bought this way is considered CP backed, with all of the normal return over time features, and restock if used up features.

You don't have to spend all the GP. Any you don't spend, you get to keep and use, and it's CP backed the way any other item got this way is backed.

If you sell or give away something bought this way, it will only be reproduced at the beginning of the next jump, or in ten years, whichever comes first. Using the gold you kept is considered 'giving it away.'

The Golem Zombie can have a second set of purchases of this, and those purchases are discounted, but they must be imported into Surgery purchases. Anything left over is lost.

Minor Artifact (600 cp)

There's a lot of DnD out there, from TSR, Wizards of the Coast, and countless third parties. You can claim anything up to a Minor Artifact for 600 cp. The Golem Zombie can buy a minor artifact to import into a surgery. If he does, it's discounted.

Companions

Old Friends (50-200 cp)

The curse of undeath claims those you know. Import in an old companion with 600cp, or 8 for 200cp.

New Servants (50-200 cp)

Alternatively, craft new allies to fill out your ranks at the same rates.

Strange Allies (100 cp each)

For 100cp you may buy a pass to recruit an ally that you meet in the world. They have to agree to come with you, but by buying this you guarantee that you'll run into interesting people who would like in on this whole jumping business.

Drawbacks

Dishonored (+0 cp, exclusive Revenant Zombie)

You died with duties unfulfilled, tasks unfinished. Things to do. And this called out to the spirits of the grave, of death and vengeance and duty. Your stay upon the mortal earth is founded on these anchors, and while you may take brief rests to think and recharge yourself, you'll swiftly return to your duty.

If you finish all your tasks, you can find new oaths to swear to remain bound, but you'll spend your entire time here busy, fighting for causes.

Bodyguard (+0 cp, exclusive Revenant Zombie)

You were called back by a necromancer to act as his bodyguard. It's a good gig, you have reasonable freedom. But you are his bodyguard. You have to keep him safe, free, and well. Him getting injured isn't a failure as long as you weren't totally negligent, but if you truly fail to measure up to the task, your chain ends.

This Drawback is mutually exclusive with **Bound to Another's Will**.

Wander the Earth (+100 CP): During your time in this world, you will find no place to make your home. After you have stayed for more than a week in a particular place, you will begin to grow

anxious. If you manage to remain there, by a month's time, this anxiety is nearly all-consuming. It takes a year before you could return to that location without the anxiety immediately returning at whatever level it previously was. This includes your Warehouse, if you have one.

Weathering the ages (+100 cp)

The Void nibbles at the world. The Arcana has descended, searching for allies against the coming darkness. The Decay mindlessly chews away. The Light is vigilant. There are many players here, and their games are long and involved. Ten measly years lets you easily escape notice. No more, now you must survive here longer, with all the increased risk that brings.

Every time you take this, double your time here, a maximum of seven times, but this last doubling caps your stay at 1000 years.

Strange Corners (+100 cp)

There are a lot more strange and threatening little cults and nameless forces in the world. You're much more likely to run into eldritch things that you have no idea about, that operate on rules you don't know or understand. This raises the max threat level only a bit, but makes the world somewhat more dangerous on average, and in ways that you won't be able to predict until you run into them.

What Goes Bump In the Night (+100 CP)

You have night blindness, making it hard for you to make out anything once the sun sets and twilight begins. Lanterns seem less bright, candles might as well not be lit for all the good they do: even any light-based magic you may possess is only somewhat effective at dealing with this blindness - treat all magical light effects as providing half their usual illumination for you. (They still have their usual effects for others.) Let's hope the undead don't stay up past their bedtimes.

Fear Not (+100 cp, or +0)

We don't have much knowledge about the forces of light. We hear a little about Iliari, the Light Vampires. That is, we know they exist. We hear about how the alien intelligences of the Guild of Wizards have made overtures to them against their common enemy. We know of the Magisters, Light Wizards who bind themselves to its essence by wand and staff. But we know little of THEM.

Well, they're weird. They're the kinds of things that need to announce "Be Not Afraid" when they show up. This doesn't make them stronger, exactly, but makes how they go about things more sideways, harder to predict, to prepare for, to defend against. More likely to act without you ever realizing they've acted.

This is a drawback if you're a nasty sort. It's free if you're siding with The Light, as it means they're more useful allies... but if you're an unnatural undead, expect them to keep a jaundiced eye on you..

Rot Advances (+100cp - 300cp)

The Decay has a message. That you shouldn't even bother. Things die, and you should let them. Now it seems the world agrees. At 100cp, it feels like the world has an agenda to show you. A fallen noble tries to teach her children reading and writing, in hopes that they could better their lives and escape the drudgery of serfdom. She fails. A son tends to his father, comes down with a cough, and the father worsens and dies no matter what the son does. Books fail to be properly copied and are lost. Structures decay, collapse, and leave the uncleared corpses of buildings across the landscape.

For 100cp, the world because a depressing place in inescapable decline, but it isn't necessarily fast, and it will never hurt you.

For 200cp, it can't directly hurt you. Healers you need die. Orders you seek help from have lost the relevant knowledge. The decline is faster. The world hastening the end of species so arrogant to think anything they did could last or matter.

For 300cp, it can't directly doom you. Within ten years, most civilization will collapse.

Decaying Cadaver (100-600cp)

Each time you take this, you gain more Marks of Decay, gaining more and more weaknesses. You gain 5 points worth Marks of Decay, with the effects of them fiat backed drawbacks. For points of reference, losing your immunity to energy drain and ability damage is a 1 point Mark of Decay, losing your immunity to mind affecting power is a 2.

Various insanities, weakness, and the loss of strengths fill this list, so you can simply come up with your own idea, and something similar is probably on it.

Many Marks of Decay grow worse as you advance in Signum, without 'taking up' more points.

Take a side (+100, or +200, Living can only get 100cp regardless of side)

Now you have to. As a Zombie, you are bound to dark unnatural forces, forces the Powers of Light oppose, but that doesn't mean that you have to oppose them in turn with any particular vigor. Or you might try privately cling to your humanity while hiding what you are from everyone. Now this option is closed to you.

On taking this, you must side with The Light or The Darkness, and honestly pursue the goals of furthering your side and thwarting the other. You become driven for your cause. This doesn't mean you'll throw your life away for nothing, but you're motivated enough to risk your life for enough of a reward.

This is only an +100 cp drawback if you side with Darkness, as you easily fit in, and your undead nature gives you automatic cred. You already have most of the people against you who will be against you for taking this side. Likewise, 'Team Evil' is to an extent a selfish team. You'll

be taking risks... but those are risks for personal advancement. Maybe taking those risks is dumb as a jumper, but you'll still be getting things out of it.

This is +200 cp if you side with Good. People won't trust you, and some people on your side may very well try and kill you. Your enemies will intimately understand what it's like to be you, and can at times predict you to an uncanny extent. People will keep assuming you're a mole or traitor, and you'll repeatedly have to prove yourself.

And good... isn't about you. It's about recognizing that there are things bigger and more important than you. Not only will you be working towards other peoples benefit in many cases, but for the right cause Good might ask you to sacrifice your own life. Not to get rid of you or something. It can simply be because some goals are worth it, are bigger than you.

Mock Zombie (Required and exclusive to Mock Zombie, +200 cp)

The one thing a Mock Zombie wants is to not be a Mock Zombie. And like all Mock Zombies, that's denied you. You can't take on an alt-form for the duration of the jump.

Mercury Fumes (+200 cp, exclusive to the Alchemical)

You do have the normal Alchemical Zombie weakness, a progressive infection of madness.

Dumb Muscle (+200cp, exclusive to the Golem)

You haven't been spared the shattered and weakened mind of the Golem Zombie, suffering from the classical Fictional Multiple Personality Disorder - your extra minds don't drive you to do things, rather, the conflict leaves you confused and pilant to the wills of more focused people.

Picking this drawback means you give up the Discount on **Well Educated**.

To live is to kill (+200 cp, an appropriate perk or item or power or companion, limited to zombies.)

Do you have something that lets you feed your Zombie hunger without actually hurting people? Now you don't. If you're one of the kinds of Zombie that had options that let you avoid hurting people to feed... now those options don't work. Serum needs to be made from healthy brains, Bio-electricity is the only kind that works, and so on.

If you have The Great Work, Permanent Corpus consumed to refill your Temporary Corpus doesn't recover during this jump.

Proper Quest (+200 cp)

Shortly after starting this jump, you'll find yourself on a proper Quest, a series of events that start out "level appropriate" for a "5th level party", and steadily escalate into the Epic. The fate of things you will actually care about will be in the balance, and the conclusion will be earthshaking, one way or the other.

Things that Man was not meant to know (+200 cp)

Did you know Call of Cthulhu has a d20 port? Now the mythos is coming to a place near you. Though don't depend on your stat block lore to predict them, the mythos has come in a great number of different forms over the years. The real 'gods' largely won't rise, or descend, or whatever, without serious bad luck. Or good luck depending how you look at it. But it greatly increases the general horribleness of the world with things that are hostile to you, whatever side you're on.

Strange Aeons (+200 cp)

Did I say luck for them to wake up? I meant to stay asleep. Terribly things stir and it will require you to be on the ball to keep them from waking fully.

Other Evils (+200 cp)

This is a lot like the above drawback, only for Elder Evils. Elder Evil cults, fragments, and influences will abound, but they actual Evils won't awaken/descend/break free. Probably. Unless you do something. Probably. Not necessarily the Elder Evils you're familiar with, or they might be strangely changed. Because you signed up for this kind of drawback.

Portents of the End (+200 cp)

This is another drawback, strangely similar to another drawback. Yeah, they're waking, being summoned, being freed, whatever. You don't know which ones. It's time to fight to hold back the end, one more day.

Unnecessarily Sinister (+200/300 CP)

You intend to overthrow the evil necromancer using the power of orphans' hearts? Why?!... oh, you mean that you're leading an army of orphans to crusade against the necromancer. Why did you phrase it like that? For 200 CP, you come off as creepy even when you're trying to act normal: poor choices of phrasing, leering and looming when you mean to smile, and so forth.

For 300 CP, you really *are* that creepy. Even when there's an easier, less morbid way to achieve your goals, you tend to find the methods which are more convoluted and at least somewhat morally objectionable. Even if you've signed up to work for Team Evil, expect to have some of your allies bothered... by your lack of efficiency, if nothing else.

Bound to Another's Will (+200/400/600 CP)

When you arrived in this world, you were subjected to a geas which left you the servant of another. For 200 CP, this master is somewhat reasonable - aligned with your morals, approximately as competent as you are, and considerate of your needs. For 400 CP, the master has one large flaw or several smaller ones: perhaps she's arrogant and unwilling to listen to your suggestions, or he's a cowardly bully who uses you to cow others. For 600 CP, the master is your moral opposite, competent, and views you as a tool. If you are not a useful tool, then you risk being used as fodder.

You may not knowingly and willingly allow your master to come to serious harm through action or inaction. If he or she dies without immediately becoming a free-willed undead, you are free from your geas.

This Drawback is mutually exclusive with **Bodyguard**.

Void Target (+300 cp)

You have drawn the gaze of that which lies beyond the boundaries of creation, a force that seeks to consume the universe itself, and those that Dreamt it into being. It can't directly reach into reality to get you, but it's agents will always be searching, seeking you out. It wishes to subvert you, and will only settle for consuming you if that fails, but either fate ends your chain.

Times of Trouble (+300 cp, or 0 cp)

Is it a bad time to have come over?

Yes. Yes it was.

This setting is sort of bare bones because it's incomplete. So instead, you get to graft it onto a more complete setting. During a really bad time period. Times of Troubles, Spellplague, or something worse. Whatever it is, it's going to cause a lot of chaos. Unpredictable chaos, with the new players in the mix. Chaos that will spill over and create danger and uncertainty basically everywhere.

Alternatively, you can graft this to another setting in a more normal time period, but you don't get any points for it, it's just a toggle.

This can allow this jump to act as a Supplement for another jump set in a Dungeons and Dragons world, or something very similar to a Dungeons and Dragons world. The CP for both jumps is kept separate.

While this can be used with the other Lords of the Night jumps, you must be either a mortal or a Deathless - how a vampire changed a Embraced a Deathless might make an interesting story, but a Zombie Vampire is just silly. I can't make a similar rule about other jumps you might use this with, since I don't know what you're going to combine this with, but still...

Fanwank responsibly.

Only Inhuman (+300 cp)

Requisite power/item/warehouse lockup drawback is required.

Endnotes

Lords of the Night was a d20 gameline during the early years of the Open Game License Movement. It was going to be a series of horror themed supplements and it was going to have an “opposite line” of Powers of Light. It was generally well received. However after the first three books were released, the line died for no obvious reason.

You can get it here -

https://www.drivethrurpg.com/product/19339/The-Lords-of-the-Night-Zombies?src=also_purchased

Several perks here give you virtual Gestalt Slots. You can buy several of these perks, they all generate their own Gestalt Slot. Some of them give prestige classes instead of normal classes. Ignore entry requirements.

Zombies gain Marks of Death over time as their power grows, with these marks creating new frailties and weaknesses, or taking away strengths. Enough Marks of Death and their Signum advances. The Signum Pentat goes from one to five, and every advance of Signum comes with advancing downsides. Greater hunger, more obvious undead appearance, and other issues. However Signum is also the zombie ‘power stat’, with the strength of their native abilities based on it.

At the end of each jump, all your Marks of Death are wiped away, and your zombie form becomes an alt-form. Some powers come with some downsides. You can largely consider those a form of mark of death - fanwank responsibly. However, if you wish to continue developing new abilities you’ll continue to gain marks of death.

Deathless have the ability to gain Corpus Powers, but instead of gaining drawbacks, they can have a maximum number of Marks of Death equal to their character level. They also don’t have Corpus, so presumably they have to take Con damage for Corpus powers that need fuel, and they have no Signum, so presumably they count as Signum 1.

Post jump they gain a pool of Corpus that they can use in all the normal ways. They can refill it through Serum, as Alchemy is implied to be involved in parts of creating the Deathless.

By design, the Deathless are supposed to take the Necromancer class introduced in Lords of the Night: Zombies., which has Ageless as an 18th level class feature. I’m letting them become lichs here because frankly it makes sense, and the Necromancer class is an iffy class. I was honestly tempted to not even offer it, and it’s the Deathless favored class.

The Great Work helps you regenerate lost Permanent Corpus, it doesn't help you grow your Permanent Corpus.

If you're a Zombie with **Full of Energy**, or a living with **All Things Decay**, they still work. Basically, they both are using flowery language to say 'you have a pool of the relevant energy as big as your Hit Points.' Just like a vampire can feed on life to renew itself, the Positive Energy of **Full of Energy** can be fed on in a useful way to let you heal. Likewise, just like some necromantic classes can heal themselves with Negative Energy, the death in **All Things Decay** can be used to help you heal even if you live.

This doesn't let you do such in general, only with your own pool, and only for yourself.

If you have both **Full of Energy** and **All Things Decay**, both effects stack, your reserves will work together to accomplish passive goals, much like using both extreme heat and cold together can more quickly break and ruin things. Your regeneration can be pierced by the kind of powerful forces that can be both weal and woe. Unlike normal regeneration in D&D, however, sufficiently overwhelming force can kill you regardless of whether the coup de grace uses your bane.

Light of Life won't cause problems for you, even if you're undead. All the perks here, even if they cause you to wield an inappropriate energy, still won't cause problems for you. The Perk will take care of that issue.

If you have both **Friends on the Other Side** and **Walk in Dreams**, Friends on the Other Side will help you 'randomly' pick dream elements that are relevant to you, though your friends aren't all knowing, so they'll only be able to help you find ones with obvious connections or ones that will play out in the near future. Their insight will also help you interpret what you see.

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