

# The Tomb Warden



# NAME

# LOOK

Samuel, Ezekiel, Sara, Nox, Abby, Umbra, Sister Clementine, Tristan, Vaulya, Gaheris, Whisper, Brother Percival, Adrukai, River, Faemira, Zacharias, Iluz, Seth, Veronica, Natanaël, Blue

Distant eyes, Kind eyes, Daring eyes  
Styled Hair, Balding Hair, Snow-White Hair  
Pale Skin, Weathered Skin, Full-body Tattoos  
Battered Armor, Ancient Armor, Glowing Armor

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

## DRIVES

- SHEPHERD TO THE GATES  
Perform the last rites for a slain sentient.
- FRIEND TO THE HELPLESS  
Inconvenience yourself to help out a restless ghost.
- GUARDIAN OF THE LIVING  
Endanger yourself to protect someone from injury.

## STARTING MOVES

- I SEE DEAD PEOPLE**  
You see the spirits of deceased sentients. Communication with them is challenging though. Choose one.
- They don't speak, they just use gestures. They hear you just fine though.
  - You don't see them at all, you only hear their voices. Nobody else does.
  - You don't see them, but you feel their presence. They send images and fractions of memories into your head to communicate.

**MEDIUM**  
Meditate near a disturbed grave (many underground structures have tombs, almost all dungeons have sentient creatures that died inside of them) to have an angry ghost possess you. You can only be possessed by one ghost at any given time. Gain 3 fury.

- GHOST POWERS**  
When you are possessed with an angry ghost whose grave you are protecting and unleash its fury roll+WIS. On a 10+: Choose two of the following. On a 7-9: Choose one.
- Produce an otherworldly scream, frightening the weak-willed.
  - Telekinetically pick up appropriate items out of your environment (maybe a pile of rubble, a drawer full of knives or the weapons of slain foes) and Volley them against Near enemies. On a 7-9 instead of ammo, reduce fury.
  - You enemies can't hide from you. For a minute you see Near enemies and know where they hide and sense vague movements from Far ones.
  - Do not spend 1 fury.

**TRAINED WARRIOR**  
Ignore the clumsy tag on armor.

- UNFINISHED BUSINESS**  
When you spend a day inside of a settlement and look for a restless ghost roll+WIS. On a hit you find a ghost in need with payment to offer. On a 7-9 pick one from one of the following categories, the GM will pick one from each of the other two. On a 10+ you may pick one each from two, while the GM only gets to determine one. The GM does not need to reveal what they chose. Use your own ideas, if both of you agree.
- Who they are:
- A criminal, executed or perished in pursuit of their deeds
  - A pariah, despised for legitimate reasons
  - Someone formerly powerful, feared and hated by those currently in power
- What they want:
- Justice. A wrong corrected. The scales rebalanced.
  - Vindication. Their name cleared. Their stigma removed from their family.
  - Revenge. Blind fury against those who opposed them. No regard for proportions or guilt.
- What they offer:
- Crucial information on your current task.
  - A secret offering leverage against someone important.
  - Valuable equipment or riches.

## BACKGROUND

- RAISED IN AN ORDER  
You were trained in a religious order from a young age (maybe the Monastery of St. Celestine, the Silent Knights or the Temple of Otreus?). They taught you the secrets of the Underworld. You start with the Forgotten Treasures move.
- RAISED BY DEAD PEOPLE  
When you had no one left, the ghosts of the dead took you in. They taught you how to channel their power from a young age. When you gain fury, gain 1 additional fury.
- REVENANT  
You came back from the dead and have not been the same since. When a sentient dies within a mile of you, you can sense it. Also, you always know where the nearest disturbed grave is.

## BONDS

Fill in the name of one of your companions in at least one:

The ghost of \_\_\_\_\_'s dead relative gave me a message. I don't blame them that they don't want to listen.

\_\_\_\_\_ had my back when we brought down that Necromancer.

I owe them.

\_\_\_\_\_ should learn to handle their weapon, before they injure someone.

\_\_\_\_\_ thinks a ghost is out to get them. They are not wrong.



# THE TOMB WARDEN

LEVEL

XP

# GEAR

Your load is STR+8. You start with dungeon rations (5 uses, 1 weight) and scale armor (2 armor, 3 weight). Choose your weapon:

- Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight).
- Claymore (close, +1 damage, two-handed, 2 weight, messy, forceful).

Choose two:

- Adventuring Gear (1 weight)
- Healing Potion (1 weight)
- Ouija Board
- Ethereal Dagger (hand, 1 weight, ghost-hurting)

# ADVANCED MOVES

When you gain a level from 2-5 choose from these moves:

## A PARTY INSIDE MY HEAD

You can now host three angry ghosts simultaneously. Any ghost past the first only gives you 2 additional fury.

## LOST TREASURE

When you perform an elaborate ritual to summon forth the shade of a lost object from the Underworld, roll+WIS.

On a 7-9: Pick any mundane item of decent quality. You have a vision of why this item was special to someone. Describe it.

On a 10+: That or the GM will offer you a choice between two useful magical items of legend, explaining their abilities after you made your choice. Any one player can supply the story behind the item (Where and how was it made? What made it significant? How was it lost/destroyed?). If they do, they mark XP.

Any object summoned this way disappears at sunrise. Any unique object can only be summoned once.

## IMBUE WEAPON

When you transfer an angry ghost into your weapon, it becomes capable of hurting ethereal monsters. Roll+WIS. On a 10+ choose 2, on a 7-9 choose 1:

- Your damage die wielding this weapon becomes a d10.
- Ignore non-magical armor.
- Not have it break after the battle.

## INVISIBLE ALLIES

When you spend a few quiet minutes contacting the ghosts inside of a place and making your good intentions known, you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage. They intervene with an appropriate manifestation (a rock or a handful of dirt thrown from nowhere, sudden cold icing the floor, a weapon jerked aside by an invisible force) and negate the damage..

## WISDOM OF THE PAST

When you Spout Lore or Discern Realities using the knowledge of a ghost that possesses you, take +1 forward to do so. On a 7-9 you are temporarily confused about your identity, your location or what it was you wanted to do next.

## OCCULT SCHOLAR

When you first encounter an important creature, place or item pertaining to the Dead or Undead, you may ask the GM one question about it; the GM will answer truthfully. The GM may then ask you "How do you know this?". Tell them the truth, now.

## HOME SWEET HOME

When you have access to appropriate materials and tools and build a vessel out of ghost's personal items or remains, it will not be forced to retreat to the Shadows at sunrise as long as its able to retreat to it. You can take it with you and it has weight 0.

## EXCORCISM

When you ask a ghost to leave the body of someone unwillingly possessed, they will.

## DAILY NIGHTMARES

When you Make Camp, dead people will give you clues in dark and violent dreams. Take +1 Forward to any one Defy Danger roll during the next day. Explain what gruesome outcome you narrowly avoided.

## INVISIBLE DAGGERS

Add the following option to your Ghost Powers move:

- You may reroll your damage in your next Hack and Slay. The new result counts.

## WATCHERS IN THE DARK

When you Take Watch and allow the ghosts of the dead to watch over the sleep of the living, you automatically succeed as if you had rolled a 10+, even if you did not stay awake.

## WALKED THE EARTH...

Choose a move from a playbook no other player is using.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

## DANSE MACABRE

When you make a tour of the local graveyards to invite the Dead to party, treat it as having spent 200 coin to use the Carouse move. In addition to the other choices from Carouse, choose one:

- A building appears in town that had burned down decades ago.
- A number of grief-stricken locals make peace with their loss.
- A local (long-dead) legend makes an appearance or a mischeivous revenant spills an explosive secret.

## SKILLS LONG FORGOTTEN

*Requires: Wisdom of the Beyond*

You may also use the possessing ghost's skills, aiding one of your allies as if you were a hireling with a skill equal to your level. The GM will tell you about the ghost's trade.

## FRIENDS ON THE OTHER SIDE

When you perform a ritual to call upon the allies you have made in the Underworld, they will answer your call and offer their help. Roll+CHA.

10+: They will help you if you promise to later do them a favor they name right now.

7-9: They will only help you part of the way OR they ask for a significant price to be paid in advance.

## DEATH IS MY HOMEBOY

When you or somebody near you is about to make a Last Breath roll, you can choose to call on Death for assistance. If you do, they will not die no matter how many pieces they are chopped into, but turn to dust at the next sunrise.

## PHASING OUT

*Requires: Invisible Daggers*

Add the following option to your Ghost Powers:

- Become immaterial for a few moments.

## JOURNEY TO THE UNDERWORLD

By performing a complex and demanding ritual, you can open a portal to the Underworld. It will stay open just long enough for you and your allies to pass through. The GM alone knows what you encounter on the other side.

## BACK IN FIVE MINUTES

When you violently eject your soul to go for a stroll, you are able to walk through walls, invisible, unaffected by mundane attacks, and unable to influence your environment. Your physical body is left in a defenseless heap. Roll+WIS. On a 10+ choose two, on a 7-9 choose one.

- See the invisible.
- Gain two fury to use Ghost Powers as if possessed.
- Snap back when your body experiences pain.

## ...AND THE PLACES BEYOND

*Requires: Walked the Earth...*

Pick another move from a playbook no other player is using.