

The Remnant

An Official Fellowship Expansion Pack



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The Remnant is the fourth *Fellowship* expansion pack. The Remnant is most notable for still being here. They are a champion who has defied all odds, endured a pain the rest of the world cannot even imagine, and come out the other side still trying to save it. The Remnant is a survivor.

Mechanically, the Remnant turns pain into advantage. Being hurt doesn't hinder them, and they heal by hurting their enemies. They never go down, they never die, but if they fall too far they become a wild beast, lashing out at everyone around them. Remnants hurt, and they share that hurt with the world that wronged them.

The most dangerous time to be around a Remnant is when Darkness Reigns within them. But this terrifying power can be an advantage - that fury can be channeled into your enemies, and the Remnant can fight on through situations where anyone else would have long been destroyed.

When the Overlord faces the Remnant, they must know that the Remnant is in pain. Anyone playing the Remnant wants to be dark and mysterious, they want to put themselves in danger for the sake of danger. They are suicidal, and cannot die.

When you want to play to their strengths, give them ancient ruins to admire. Give them unbeatable odds to throw themselves against. Give them excuses to be torn down, so they might build back up. Give them the obstacles their Curse makes trivial. And let them angst.

When you want to play to their weaknesses, give them allies who want nothing to do with them. Exploit their lack of gear. Destroy what little they come to care about. Show them the ruins of what used to be their people. And show them how lonely this world really is.

New Content

The Remnant expansion does not feature any new mechanics. It does, however, feature errata. If you play the game without the errata, you're not really doing it wrong, but these changes should make for a better experience.

You can get the printable character sheet for The Remnant here:

<http://www.mediafire.com/file/ck4ifgn3y6fmgg7/>

Core Game Errata

The Heir's final Gear Option turned out to be a trap choice by mistake. There is a Fellowship move that is strictly superior to the final choice, and the symbol of royalty doesn't ever refresh its one Use, by rules as written, because its not part of your Gear.

Replace the Heir's entire final Gear Option choice with the following:

You have a castle or keep to call your own, complete with servants.

You also have a symbol of royalty, which will grant you an audience with anyone you show it to. This symbol is irreplaceable. Do not lose it.

You also gain the Fellowship of the community you call home. Choose one Fellowship move from Chapter 4 to start the game with.

Second, almost all of the multiclass moves tell you to take a Core move from another playbook. Upon further consideration, most Core moves aren't very good for Sharing, and a lot of them outright cannot be Shared at all!

As such, these moves have been changed to take Custom moves instead. It simply opens up a lot more build diversity and is generally a better idea.

The changed Moves are: *Cultural Appreciation*, *Cultural Giant*, *Foreign Exchange*, *Half-Dwarf*, *Half-Elf*, *Half-a-Hafling*, *Half-Orc*, *New Programming*, and *Unique Upbringing*.

All of these Moves tell you to take a Core Move from any basic playbook. They should instead tell you to take a Custom Move from any basic playbook.

The Squire's *Teach Me Your Ways* is unchanged.

However, that last change causes a small problem in a different part of the game. With this change, Destiny Playbooks that require moves from specific playbooks have become very difficult to qualify for outside of the playbook they're made for. Destinies are intended to expand your character in any way you want to take them, so this is not ideal.

For example, nobody can take *Touch The World Lightly* unless the Elf shares the move with you. This makes becoming the Elven Elite Destiny very difficult if you are not The Elf, and impossible if there isn't an Elf player in your group to share the move with you.

So, a change is needed. These Destiny's existing Requirements have been replaced. The requirements of Destinies that did not need stats or moves were more interesting anyway. These changed Requirements will bring them more in line with the other Destiny playbooks.

Destiny Playbooks that previously required specific stats and moves no longer require those stats or moves.

The Elven Elite now has **Requirements:** You have earned the Fellowship of the Elves.

The End of Days now has **Requirements:** You have earned the Fellowship of the Harbingers.

The Final Form now has **Requirements:** You have earned the Fellowship of a Dragon.

The Halfling Sheriff now has **Requirements:** You have earned the Fellowship of the Halflings.

> *Hey! Over Here!* now **Requires:** *Sting Like A Bee.*

The Knight now has **Requirements:** You have personally taken harm in place of every other player.

The Orc-Boss now has **Requirements:** You have earned the Fellowship of the Orcs.

The Ur-Dwarf now has **Requirements:** You have earned the Fellowship of the Dwarves.

The War Machine now has **Requirements:** You have taken a life, and felt nothing.

And finally, a couple of the Overlord's Basic Moves should be Core Moves instead. The specific move that should be Core are *Cut Them Real Bad*, *Master Plan*, and *Overlord Damage*.

The reason for this change is a simple one - Generals cannot use any of those three moves. Therefore, they should not have been listed among the moves your Generals have access to.

The core playbooks have been fixed at the same link they've always been able to be downloaded from: <http://tinyurl.com/FellowshipPlaybooks>

In addition, as of the release of this product, the playbooks found in every copy of the game have been fixed to align with this errata. This includes The Constructed, The Dragon, and The Giant. The Fellowship PDF and books are not being updated, as most of the changes to those books is very minor. The changes are only listed in the printable playbooks.

The Remnant

Basic Playbook

My people are dead. Our cities are ruins. Our culture is lost. But some small part of me can't let go. I can't watch it happen again, happen to more of you living folk. I can't let this pain I feel be felt again.

I have seen this Overlord you all fear. You have good reason to. It's happening all over again. More will be lost, more destroyed. The world is ending, you know? I can't help but despair. This is all so very hopeless. We'll never make it.

But I can't help but try. I can't let it happen again. I can't watch another become like us, so hollow, so hungry, so empty and angry and hurt and empty and hungry and hurt and... and...

Forgive me. I am but a Remnant of the past. And I can't let go.

The Remnant is cursed. Your people are shattered shells of what they once were, living in the dark places outside civilization. The Remnant offers you the ability to ignore fear and pain, drain strength from your enemies' weaknesses, and play a hero enveloped in darkness and angst.

Play as The Remnant if you want to lament your cursed existence, if you are drawn to the glamour of the grave, if you want to play a dark and brooding hero, or if you just want to be a monster with cool, death themed superpowers.

Names

Choose one from each, or make up your own:

Your Name

Adelie, Agitha, Burns, Casper, Diggs, Dulcinea, Evangeline, Graves, Ivan, Lilliana, Maverick, Morticia, Necrosa, Shawl, Telmin, Velebeth, Walpurga

Your Curse

Anchored, Bloodwild, Deathbreaker, Doomridden, Dustmade, Formbroken, Godblighted, Hopelost, Joyseeker, Nightlocked, Soutlathered, Sunbanned, Terrorfriend, Worldbanished

Look

Choose one from each list:

- Dark Eyes, Empty Eyes, or Searching Eyes
- Bald Head, Flowing Hair, or Punk Hair
- Battered Armor, Old-Fashioned Funeral Clothes, or Tattered Rags
- Ambiguous Figure, Emaciated Form, or Shattered Body

Stats

Two of your stats are determined by your Curse.

Assign +2, +1, +0 to your other stats however you like.

Agenda

Choose one:

- **An Old Grudge**
Hassle, thwart, and destroy your ancient enemies at every opportunity.
- **Don't Forget**
Dwell on your pain. Tell us about how things used to be.
- **Live In The Moment**
Forget the past. Forget the future. Act in the now.

Remnant's Core

The Remnant has the following Moves.

Unending Despair

You can never have Hope. The dead simply don't feel things quite like the living do. Your positive emotions are very small, and pass quickly.

You can never have Despair. Injury and pain do not hold you back, and you cling to this world out of spite.

This Move cannot be Shared with the Living.

Feed On Pain

When you cause harm to another, you heal one damage. The type of harm does not matter - emotional or physical, it all sustains you.

You no longer need to eat or breathe to survive. In fact, you cannot eat - you can never *Fill Your Belly*, and Food is worthless to you.

This Move cannot be Shared with the Living.

The Lost Ones

Your people are gone, forgotten, but their legacy lives on. You can Command Lore about the curse that plagues you, the nature of undeath, the plight of your people, and the ruins they've scattered throughout this world.

When you arrive somewhere you have been before (your call), tell us what it was like back then, and tell us one thing that hasn't changed.

This Move cannot be Shared.

Inner Darkness

You cannot be Taken Out. **While all of your stats are damaged**, you lose all of your other Agendas, and gain the Agenda **Darkness Reigns**.

Darkness Reigns

Your curse consumes you. Act with vengeance and lash out in despair.

When Darkness Reigns within you, you are easily controlled and cannot disobey an order given to you by a **Threat to the World**, and the Overlord can make you *An Offer You Can't Refuse*.

What Is Your Curse?

Choose the option that best represents what's left of your people:

- **A Curse of Blood (+2 Blood, -1 Any)**

Your blood boils and writhes beneath your skin. You are constantly on edge, and you need your fix to calm down. Drinking blood gives you a blood-high, temporarily easing your discomfort. An ally may damage their Blood stat to trigger *Feed On Pain* for you.

When you *Feed On Pain* by drinking their blood, on your next roll, you roll three dice and keep the best two.

- **A Curse of Dust (+2 Any, -1 Blood)**

You are cursed with eternity, and pain does nothing to you. Your body will keep going even after you are ground to dust. Your natural Armor comes with 2 Uses instead of 1 Use. You can spend 1 Use of your Armor to prevent harm caused to an ally within your reach. **When you *Feed On Pain***, you may recover 1 Use of your Armor instead of healing.

- **A Curse of Hunger (+2 Any, -1 Grace)**

You are cursed with an unending hunger, and an overwhelming desire to eat. You still cannot *Fill Your Belly*, because eating provides you no sustenance, no fulfillment. Instead, you can eat anything. Your bite is a *Melee, Necrotic* weapon, and anything you put in your mouth and eat is destroyed forever, unable to be retrieved by any means.

- **A Curse of Spirit (+2 Grace, -1 Any)**

You are cursed to exist as only a spirit, to live on without the ability to touch, to feel, to eat, or to rest. Your body has long since disappeared, and only your spirit remains. You can float through walls, disappear, and fly, but you also cannot touch anything or anyone. It all passes through you.

You do not choose a weapon when choosing your Gear, and you cannot use violence to *Finish Them* or *Keep Them Busy*.

Remnant's Gear

You carry your memories and little else, although you are naturally hard to wound (Armor, 1 Use).

Choose your weapon, all are Melee:

- An ancient weapon, poorly maintained, but it will last a little longer.
- A puppet you carry, ready to fight for you.
- Dark shadowy magic, clinging to your soul.
- Your frightening claws and mighty fangs.

Your Curse makes some things difficult. **Choose one or two difficulties:**

- Daytime. Direct sunlight weakens you. You cannot make Moves other than *Get Away* while in direct sunlight.
- Doors. You cannot enter a room or building without an invitation.
- Blessings. You cannot enter holy places, harm someone in holy clothes, or approach someone holding a holy symbol aloft.
- Water. You cannot swim, and rain makes travel very difficult for you. Touching running water deals damage to you.
- _____ . Write something common, such as silver, wood, or birds. Touching this damages you, and you cannot *Overcome* attacks made using this thing.

Your Curse makes some things easy. If you chose one difficulty, **choose one.**

If you chose two difficulties, **choose two:**

- Conversation. Your voice is strangely hypnotic, and people are always willing to listen to you when you *Talk Sense*.
- Nighttime. You can see perfectly in the dark, and anyone who meets you at night will fear you and avoid you if they see you.
- Open ground. You are very fast, and may even be able to teleport. You can travel across an entire room in an instant.
- Walls. You can climb along any surface with ease, even the ceiling, and you climb as quickly as you can run.
- Weaponry. Mundane swords and arrows cannot harm you. At best, they only slow you down. Weapons made of supernatural materials, such as silver, cold steel, or blessed wood, work normally on you.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

When _____ tells me they do not fear me, I believe them.
_____ 's fate is bound to mine in ways we do not yet understand.
_____ found me in the ruins.
_____ understands the darkness inside me.
_____ is a precious light I must protect.
I cannot let _____ fail in their quest.
_____ gives me purpose when nothing else does.
I often go hunting alongside _____ .
_____ has promised they won't forget me.
I've been haunting _____ for all their life.

Remnant's Custom

Choose two of these Moves to further define what it means to be the Remnant.

Ancient History

You have remembered something of your old self. Take a Custom Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

Boogeyman

When your enemies stand outside the light, you may *Keep Them Busy* no matter how many there are. **When an enemy is alone with you in the darkness**, you can destroy them.

Cornered Rat

While you are damaged, your attacks gain the *Dangerous* tag.

Lifelike

You can blend in better than most. No one will immediately notice your curse, and most who see you find you wholly forgettable. **When you Get Away into a crowd**, you may roll with +Wisdom instead of +Grace. **When you sit in a public place and listen a while**, you may ask the locals a question from the *Speak Softly* list without rolling.

Lash Out (Blood)

When you wildly strike out with intent to kill them, roll +Blood. On a 7+, you may pay a price to deal damage to them. On a 10+, you also deal damage to them. On a 6-, you may damage all of your stats to deal damage to them anyway, in addition to whatever Hard Cut the Overlord gives you.

Remember Me?

Those who you hurt do not forget. When you *Feed On Pain*, you may Forge A Bond with them. Bonds forged this way do not make them your Companion. You may erase a Bond you hold to make the listed person run from you.

Speak With Dead

You can *Speak Softly* with corpses. When doing so, you may also ask, "How did you die? What do you regret most?" regardless of the result of your roll.

Unnatural Tenacity

Pain means nothing to you. When you roll one of your damaged stats, you may take one damage to roll three dice and take the best two for your result.

Remnant Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood or Grace by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Remnant Custom.
- Strengthen your curse. Choose another Gear option that your curse makes easy, or remove a Gear option that your curse makes difficult.
- Take another Remnant Custom, ask someone to Share a Move with you, or strengthen your curse (as above).
- Share one of your Moves with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. When you Change, choose a Destiny you meet the requirements for and take its first Move.

Remnant Companions

The Remnant's Companions are those creatures in the night that can be reasoned with. Remnants do not keep much company.

Ghoul: This undead is endlessly hungry, and always looking for their next meal.

Stats: Hungry, Tough As Nails

Skeleton: These skeletal warriors use whatever weapons they used in life, and spend most of their time trying not to fall apart.

Stats: Just Bones, Weapons Training

Specter: These ghostly spirits like to cause trouble, but they are mostly harmless. They'd rather scare you than kill you.

Stats: Spooky, Poltergeist Powers

Vampire: These refined undead have more self control than most, but at the end of the day, they still just want to kill you and eat you.

Stats: Dangerously Sexy, Blood Frenzy



The Remnant's Fellowship

The Remnants barely exist anymore, but they do still exist, clinging to this world in places and ways no one expects. To earn a Remnant's Fellowship, you must go to the forgotten places of the world, to the dark and miserable places where the living and the remembered never go.

Rarely will you earn their Fellowship by helping or impressing them. Rather, a remnant's Fellowship is earned by honoring their memories, finishing their final tasks, or finding what they had left behind. The ruins and dungeons that dot this world are not simply monster houses - they are what's left of who the Remnant was, and they have a purpose. Find that purpose and you find their value.

An Ancient Library

An old library of the past, full of secrets. After spending several hours perusing the books found here, each player chooses a single topic. They may Command Lore about that topic whenever they are in this community.

Buried Treasure

The ghosts of the past have left their treasure behind. Each player adds some Forgotten Treasure (Precious, 2 Uses) to their Gear.

Conversion Chamber

You have found something dark and truly terrible - the source of the Remnant's curse. Any player who willingly follows the ritual described inside this chamber gains the Remnant's Curse. They gain all of the Remnant's Gear and all Moves the Remnant knows that cannot be Shared with the Living. They are now dead, and this process is irreversible.

Forbidden Power

The fellowship finds the secret to a forbidden technique of the Remnants. Each player chooses one option from the Remnant's final Gear list, the list of things their curse makes easy. This option is not added to their Gear - instead, they may pay a price to gain access to that Gear option for the duration of any scene.



The Ancient Secret

Destiny Playbook

There is a reason you are all that remains of your people. You have remembered that reason, and you're bringing that reason back.

Requirements: You have revealed or discovered a world-shaking secret.

The Ancient Secret starts with the Move *What Was Once Lost*.

What Was Once Lost

You have remembered everything - the pain, the joy, the fear, the power, the rage, the despair, all of it. And that memory fuels you, empowers you, strengthens you. **When you roll with either Hope or Despair**, roll three dice and take the best two. **If you were the Remnant**, Hope and Despair affect you again, like they do everyone else.

Ancient Secret Advancement

When you Level Up, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by 1, to a maximum of +3.
- Take a Remnant Custom.
- Take an Ancient Secret Custom.
- Take an Ancient Secret Custom.
- Take an Ancient Secret Custom.

Ancient Secret Custom Moves

A Dangerous Secret

You are a **Threat to the World**. You can Command Lore about the things which threaten this world: apocalyptic events, terrifying monsters, elder gods, and **Threats to the World** other than the Overlord or their Generals.

Hide In Plain Sight

When you will yourself to become secret while no one is currently paying attention to you, no one can see you, acknowledge you, or notice you. So long as it doesn't harm someone or draw attention, you can do anything you like and remain secret, unnoticeable, forgotten. **If you do anything that gets you acknowledged by anyone else**, the secret is broken, and everyone can see you and react to you normally again.

Necromancy

When you place a dying or recently dead body within the shadows and tell them the dark secrets of the world, they return to life, whether they like it or not. You gain a Bond with them, and they are both living and dead.

To Stare Into The Abyss

You have gained a glimpse of true power, and become monstrous. You gain any two *What Is Your People?* Moves from any basic playbooks. You cannot choose an option that someone else is currently using, because you've become something unlike anything found in this world. Tell us how you've changed, and rewrite your Look to fit the new you.

Your Secret's Safe With Me

When you *Speak Softly* or *Talk Sense* with someone, you may ask them their darkest secret or their greatest weakness, and they will tell it to you. They will not even realize they told you unless they think back on it later.

The Remnant's Enemies

These threats and the set piece that goes with them are new toys for the Overlord to play with, and are the kinds of things you may find in the ruins and the forgotten places the Remnants call home. Some of the Threats here are the Remnant's Companions, for when they are not so friendly, while others are wholly new.

Ghouls, Skeletons, Specters, and Vampires are a part of the Overlord's *The Scourge* army option.

The Death Hunter is a part of the Overlord's *The Organization* army option.

❖ **Death Hunter:** *A hunter specializing in destroying the undead. They have been a thorn in the Remnants' side for years.*

Tools For The Job: Death hunters know the weaknesses of the Remnant, and carry all of them. They are also Melee, Ranged, and Piercing.

Not Ready To Die: The Death Hunter will always survive any encounter with them, unless you explicitly go out of your way to kill them. This stat works even while damaged.

Single Minded: The Death Hunter doesn't care about anything other than their prey. They will not harm anyone who doesn't get in their way.

❖ **Frankenstein:** *Stitched together from multiple bodies before being brought back to life, this creature is confused about its place in the world.*

Stitched Together: Frankenstein is both alive and dead and not sure what to think about that. While this stat is damaged, Frankenstein is Dangerous.

Vendetta: Someone has done Frankenstein wrong, and they are out for blood. When the target of their Vendetta is here, anyone trying to interfere with Frankenstein must pay a price to do so.

❖ **Ghoul:** *This undead is endlessly hungry, and always looking for their next meal.*

Hungry: Ghouls are always hungry and will eat anything they can catch. If your Grace is damaged, a ghouls Cuts against you are Hard Cuts.

Tough As Nails: The first time a ghou would be damaged or destroyed, damage this stat instead.

❖ **Skeleton:** *An agile pile of bones, usually armed, sometimes armored, often cackling, always trouble.*

Just Bones: Skeletons do not take damage from anything that would slip right through them or is made to harm flesh. Most piercing weapons, ranged weapons, slashing weapons, and poison or fire-based attacks will have very little effect on a Skeleton.

Weapons Training: Skeletons almost always carry a weapon of some kind. A skeleton has a single tag from this list: Armor (1 Use), Piercing, or Ranged.

❖ **Specter:** *These ghostly spirits like to cause trouble, but they are mostly harmless. They'd rather scare you than kill you.*

Spooky: Specters want you gone. If your Courage is damaged while you face a Specter, temporarily replace all of your Agendas with **Run Away**.

Poltergeist Powers: Specters can lift and throw anything they can see, no matter how heavy it is. Specters can float, and move through walls. Specters do not take damage from weapons of any kind.

❖ **Vampire:** *These refined undead have more self control than most, but at the end of the day, they still just want to kill you and eat you.*

Blood Frenzy: Vampires use your weakness to their advantage. If your Blood is damaged, you are in Despair when dealing with a vampire.

Dangerously Sexy: A Vampire's beauty is beyond compare. If your Sense is damaged, you will not willingly harm them, no matter what they do to you. You can attempt to *Overcome* this if they put your life in danger.

❖ **Zombies:** *Shamble. Hunt. Lunge. Eat. Braaaains.*

Painless: Zombies do not stop attacking until they are destroyed. If they take damage while all of their stats are already damaged, they are destroyed.

Simpleton Hivemind: A group of zombies acts as a single unit, moving as one towards the nearest source of living meat. They are easily duped and confused - **when this stat is damaged**, the group breaks up and cannot focus on anything that isn't within arm's reach.

Set Piece: Haunted House

❖ **A Forbidden Place:** They told you not to go here. Nothing good can be found here, people who come here disappear. They're never seen again. It may not be a house, it may be an abandoned section of city or the lost woods, but it is definitely haunted. But somewhere in here, there's the Overlord's Weakness, or a Source of their Power, or a clue to their past, and you need it.

Spooky: No one can hold Hope here. This stat cannot be damaged.

Living Nightmare: Anyone who gets Taken Out in this place disappears. To everyone else, they simply disappeared while no one was looking. They will wake up days later, outside the haunted place, missing something important, and with no desire to ever come here again.

❖ **Shifting Walls:** Its easy to get lost here. It's even easier when you don't notice all the ways it changes around you.

I Saw This Before: There is a central hall, lobby, or plaza, and every path leads there. No matter what direction they turn, no matter where they go, anyone traveling through this haunted place will end up back in this central place. **When they find the secret trick to reveal the true path,** damage this stat.

Unnerving: Nothing will hurt you hear, not directly, but this is not a good place to be. **When someone gets lost or frustrated,** they must pay a price immediately, as they jump at shadows, freak out over nothing, or simply get worn down emotionally from their time here.

❖ **Get Out:** When they find what they came for, as soon as their goal is within sight, all of the things they were afraid of happening suddenly happen, all at once. The haunted place is done with you - get out or die.

Inimical: The walls, the floor, the doors, even the very air itself is out to kill you now. **When anyone uses a move that is not *Get Away* or *Overcome*,** they must pay a price first.

Evil Residents: The way out is full of monsters. When someone enters a room while trying to leave, they will always find a ghoul, skeleton, specter, or zombie blocking their path.

Set Piece: The Unkillable Lich

❖ **Ancient Evil:** A lich is the ultimate undead life form, the final goal of terrible, forbidden necromancy. They live forever, cannot be harmed, and have access to a wide array of powerful spells and undead minions. To defeat the lich, you will need to take care of its various defenses, one by one. The lich can only be destroyed when these three stats are damaged:

Eternal Fear: The lich is terrifying. Anyone approaching the lich takes damage to Sense. Anyone with damaged Courage cannot approach at all.

Touch of Death: The lich's touch is Melee and Necrotic. Anyone trying to *Finish Them* must pay a price.

Wizardry: The lich's spells are Ranged and Dangerous. Anyone trying to *Overcome* the lich's spells must pay a price.

❖ **Phylactery:** The phylactery is a little gem or jar, holding the lich's soul. Whatever it is, it's very fragile, and very well hidden. If anything happens to it, the Lich becomes vulnerable. **While the lich has their Phylactery**, the lich cannot take damage.

Hidden Away: The lich keeps their phylactery in the safest place they possibly can. This means it has to be close, either carried by the lich or hidden somewhere the lich can check on it regularly.

Soul Secret: The phylactery is easily destroyed once found. **When you shatter the phylactery**, it immediately rebounds to the Lich themselves. They feel it. Choose one of their three stats (Eternal Fear, Touch of Death, or Wizardry) and remove it - it is gone forever, never to return.

❖ **Minions:** The lich has as many minions as it needs, wherever it needs them, of any kind of undead it desires. **If you can fight it in a holy place, somewhere magic doesn't work, or somewhere no one has ever died**, the lich does not have Minions there. **If you can gather an army or a lot of Companions to be a distraction**, the lich does not have Minions while they are dealing with your distraction.

Gangway: The lich's forces always show up in Groups. **If the lich knows you're coming**, they show up in Gangs instead. There are minions guarding both the Phylactery and the lich at all times, regardless of what else the lich has their forces doing.

Summoner: The lich can always make more minions. **If the lich's Wizardry stat is undamaged**, they can summon a Group of Zombies, Skeletons, or Specters as a Soft Cut.