

SAVAGE UNDEAD



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Introduction

This document provides a set of generic guidelines for creating undead. Unlike races, which typically have 2 points worth of racial abilities, *Savage Undead* uses zero-sum templates that can be applied directly to an existing character.

However undead *do* have potent combat bonuses, so it's important their drawbacks really are enforced!

Supernatural Powers

Many undead have supernatural powers, which can be represented using the Arcane Background Edge. If an undead template grants an Arcane Background then some of its powers may be fixed (meaning that undead always take that particular power, and ignore its rank requirement). Characters who already have an Arcane Background receive New Power instead, and must use it to take the fixed power (if any).

Mindless Undead

Some types of undead are little more than mindless automatons who follow orders to the letter. Give them Subservient Spawn; they also gain the Fearless ability for free, but their Smarts drops to d4(A).

Back from the Grave

Some undead won't stay dead unless they are killed in a specific manner. Undead with Rapid Regeneration might even be allowed to regenerate themselves from "dead" back to "incapacitated", as if the former were just another wound level. Should the Game Master consider this ability too powerful, they can also apply further penalties or restrictions.

One way to handle an immortal character is with a strict interpretation of the "Replacement Characters" rule from *Savage Worlds*, which allows the player to create a new character with one fewer advance than their previous character. Applying this approach to an immortal character would effectively make death cost one advance.

Final Touches

Skeletal undead generally lose their natural armor. Each point of lost armor should be priced as a Minor Hindrance for the purposes of balancing abilities.

Trappings can also be modified as appropriate, for example an undead dragon might breathe ghostfire, while its powers would become necromantic.



Special Abilities

All undead gain the following package. Note that these benefits and drawbacks do not replace racial abilities, instead they are added on top of whatever abilities the character had previously.

- **Undead:** Undead are invariably tough and difficult to destroy. They gain +2 Toughness and +2 to recover from being Shaken, don't suffer any additional damage from called shots, ignore all wound modifiers, become immune to disease and poison, and no longer need to sleep, drink or eat (at least not normal food).

- **Walking Corpse:** There is something unnerving about the presence of undead. Perhaps they forget to blink or breathe, or their flesh is cold and clammy, or maybe there's a faint whiff of decay about them. On a subconscious level, living creatures know something isn't quite right; the character suffers a -2 penalty to Charisma, except when dealing with necromancers or other undead.

- **Grave Touched:** Undead begin with one of the Minor Hindrances described in this document. At the Game Master's discretion, additional Hindrances can be added in exchange for an equal value in Edges (one Major or two Minor Hindrances are worth one Edge).

- **Spawn:** All undead begin with one of the Spawn Hindrances. This Hindrance can only be removed by taking the Free Will Edge.

- **Ravenous:** Undead feed on the living and/or the dead, either physically (such as eating corpses or the flesh of the living, or consuming blood) or spiritually (such as feeding on emotions, draining life force, etc). This is treated like the Major Habit Hindrance, except whenever the character becomes incapacitated from the Fatigue, they enter a mindless feeding frenzy until sated. The character also starts each game session with one fewer Benny than normal, but recover the Benny the first time they sate their hunger that session.

- **Predator:** Undead no longer make natural healing rolls, nor can they Bleed Out, or suffer permanent injuries. They cannot be healed by the Healing skill or power, unless the latter has a necromantic trapping that heals undead. Instead, they require d6 hours and a successful Trait roll, usually using Stealth, Survival, Streetwise or Persuasion, depending on where and how they are hunting (Game Master's discretion). On a success the character removes one wound, while on a raise they either remove two wounds or halve the hunting time (their choice). An incapacitated character can still drag themselves around, but are considered Prone, and can only feed on completely helpless victims. Undead with an Arcane Background recover d6 Power Points on a success or better, but no longer recover Power Points naturally.

- **Free Meal:** If a food source is already right in front of the character (such as an unconscious victim lying at their feet) they can eat their fill. This automatically restores one wound (and d6 Power Points if they use them), but also gives one level of Fatigue. If this would cause the character to become incapacitated, they can no longer move. This Fatigue vanishes after d3 hours.

- **Torpor:** Undead do not normally sleep, but they are able to enter into a state of suspended animation, during which they no longer require sustenance. They remain in this state until disturbed, possibly for years or even centuries, as they cannot wake of their own volition. When they finally wake up, they are treated as having slept for no longer than 24 hours for the purposes of Ravenous. This ability is commonly used by mummies, draugr, ghosts and guardian undead, who remain inactive until some foolish thief disturbs their grave. However the occasional vampire has also been known to enter torpor while being transported on long voyages in their coffin.

Design Notes

The Undead racial ability is not explicitly priced in the *Savage Worlds* core rules, but mechanically it is exactly the same as Construct (which is +2) and +2 Toughness (which is +4), bringing the total up to +6 according to the SWD race creation rules.

Although I consider Construct very strong for a +2 racial ability, I also feel that +1 Toughness is a bit weak for a +2 ability (by comparison, Brawny gives +1 Toughness and greater carrying capacity, which means superior weapons, shields and/or armor), so pricing Undead as a +6 ability seems reasonable.

Walking Corpse is a -1 racial ability (it is like the Outsider Minor Hindrance), Grave Touched is a -1 racial ability (you literally take a Minor Hindrance), Spawn is a -2 racial ability (you take a Spawn Major Hindrance), and Ravenous is a -2 racial ability (it is similar to the Habit Major Hindrance, although a bit harsher).

Predator is based on the Repair limitation that is usually paired with Construct, tweaked to better fit undead, and not really a separate ability. Free Meal ties in with Ravenous and Predator, and once again isn't really a separate ability, but a clarification of an existing mechanic. Torpor is primarily for flavor, and therefore isn't priced as a racial ability.

Note: The *Super Powers Companion* offers its own Undead ability, but it is much more expensive and also quite a bit weaker. If you wish to use it, you will need to rebalance the other *Savage Undead* abilities.



13 Horrifying Hindrances

Some Hindrances don't make sense for undead – for example a skeleton can't be Obese, an immortal might always regrow lost limbs, and so on. Such Hindrances must be exchanged for something more appropriate, they don't simply disappear. However there are other Hindrances that are specific to undead, as follows:

Spawn Hindrances

Spawn Hindrances give very harsh penalties, but can be overcome by taking the Free Will Edge.

BOUND SPAWN (MAJOR)

This creature is bound to a particular place, usually their tomb or grave, or location of death. They must return during the day, otherwise they suffer a level of Fatigue, which can eventually lead to their true death.

Some undead are bound to a particular person or object instead, which they must then follow around.

A rare few undead may even be bound to a specific task, in which case they suffer a level of Fatigue each day they don't focus on their task. Once their task is complete they return to the grave (or take Free Will).

FERAL SPAWN (MAJOR)

Some undead find themselves constantly fighting to overcome their base instincts. This creature cannot use abilities or maneuvers requiring concentration, they always use Wild Attack in combat, and they gain Bloodthirsty (they can't resist snacking on prisoners).

SUBSERVIENT SPAWN (MAJOR)

This fell creature must obey the direct commands of its creator to the best of its ability. If ordered to attack friends or perform obviously self-destructive actions, it can make an opposed Spirit roll to ignore that order (although the creator can reissue the order if they are present). The creator can also demand the presence of their spawn through the telepathic bond they share, and the creature must respond.

If the creator releases their spawn, dies, or is simply unable to control any more minions, this Hindrance should be replaced with Feral Spawn.

Vulnerability Hindrances

It is strongly recommended that every undead has at least one Vulnerability Hindrance.

ALLERGY (MINOR OR MAJOR)

This tainted creature suffers pain and physical injury from contact with a specific common substance, such as garlic, salt, holy objects, direct sunlight, etc.

As a Minor Hindrance, the character suffers 2d6 damage each time they're exposed to the substance. As a Major Hindrance they suffer 2d10 damage, and have a 1 in 6 chance of catching fire.

In the case of continuous exposure (such as walking around in sunlight), roll for damage once per minute, with the first damage roll taking place immediately upon initial exposure.

If the substance is used for a damaging attack (such as being hit over the head with a holy relic), then roll the Allergy damage instead of the regular damage if it is higher, but don't roll for both sets of damage.

CONDUIT (MINOR OR MAJOR)

Something is anchoring this terrible creature to the land of the living. If the conduit is destroyed, so is the creature, however the anchor is reasonably tough (and also has three wound levels, much like a Wild Card).

As a Minor Hindrance the conduit is something that can be hidden away in a remote location. As a Major Hindrance the conduit must always remain near the creature, perhaps even carried on their person.

NOCTURNAL (MINOR OR MAJOR)

This monstrous creature becomes slow and sluggish during the day, suffering a -2 penalty to all trait rolls.

As a Minor Hindrance the penalty applies when the character is exposed to direct sunlight, but not when they are indoors, or wrapped in heavy clothing. As a Major Hindrance the penalty applies throughout the entire day, regardless of whether or not the character is actually exposed.

SLEEPER (MINOR OR MAJOR)

Unlike most undead, this creature requires rest. As soon as the sun rises he falls into a deep sleep, and if he wishes to resist he must make a Vigor roll every hour, with a cumulative -1 penalty for each hour after the first; failure results in a level of Sleep Fatigue. If the character is incapacitated by this Fatigue then they immediately fall asleep.

When the sun sets, all Sleep Fatigue is removed, even if the creature managed to stay awake all day. If disturbed while asleep, the character can make a Vigor roll (with the last cumulative penalty he had, if any) to attempt to wake up.

This is treated as a Minor Hindrance if the creature becomes incorporeal or invulnerable during the day, and a Major Hindrance if his body simply falls into a state of torpor and remains vulnerable.

WEAK SPOT (MINOR OR MAJOR)

Undead don't normally suffer any extra damage from called shots. However this particular creature has a weak spot (usually their head or heart) which suffers the normal +4 damage if hit with a called shot.

As a Minor Hindrance, the monster suffers a further +2 damage (in addition to the normal +4) whenever he is struck in his weak spot.

As a Major Hindrance, a successful attack to the weak spot using a weapon of a specific material (such as wood, silver, etc, chosen when this Hindrance is taken) causes automatic paralysis if it inflicts a wound (after Soaking). The paralysis lasts until the weapon is removed, after which the wound still remains.

WEAKNESS (MINOR OR MAJOR)

This creature is particularly vulnerable to one specific substance, suffering +4 damage as a Minor Hindrance, or double damage as a Major Hindrance.

The character may take this Hindrance multiple times, selecting a new substance each time. Examples include silver, iron, wood, blessed weapons, fire, etc.

This Hindrance only applies when damage would normally be rolled. For example, an undead creature with Weakness (iron) can still pick up and handle iron objects without suffering any damage (take the Allergy Hindrance as well if physical contact causes pain and injury); Weakness would only apply if someone were to stab the creature with an iron sword, or if they fell onto an iron spike, etc.

Miscellaneous Hindrances

These Hindrances are available to all undead.

HIDEOUS (MAJOR)

This foul monster is beyond ugly (if it's *just* ugly, take the Ugly Hindrance instead – the character can't take both). The creature might be skeletal or decomposing, or its flesh could be gray and obviously long-dead, or perhaps fat maggots visibly burrow below the surface of its sallow puckered flesh. The character suffers a -4 penalty to Charisma.

MARKED (MINOR)

There is something supernatural about this individual which can give away its nature, even if it covers itself with clothing. Examples include casting no reflection, moving out of sync with its shadow, plants wilting in its presence, an aura of unnatural cold, glowing eyes that are clearly visible in the dark, etc.

RESTRICTION (MINOR OR MAJOR)

There are certain rules this fell creature is required to follow as part of its supernatural nature. Examples include being unable to enter a home unless invited, being unable to cross running water, being unable to lie or break a promise, having to count grains of rice if they're dropped at the character's feet, having to sleep in dirt from the creature's own grave, being unable to cross a barrier of salt, etc.

The creature cannot intentionally break these rules, and if forced or tricked into breaking them, suffers an automatic level of Fatigue.

The Game Master should decide if a restriction is Minor or Major based on how often it's likely to come into play, and how much impact it has. But generally speaking, most Restrictions should be Minor.

SHAMBLER (MAJOR)

This monstrous beast moves slowly and stiffly. Reduce its Pace by 2, and it can no longer run.

13 Eerie Edges

Undead have access to 13 new Edges. All characters can take Free Will, but the availability of other Edges depends on the specific type of undead, and should be decided by the Game Master.

Feel free to extend these options with other Edges, and/or apply necromantic trappings to regular Edges. Note that requirements can be ignored if they're part of the initial undead template.

Background Edges

These Edges are generally only available when the character first becomes undead, and they should be included as part of the template.

INCORPOREAL

Requirements: Novice

This ghostly character loses the +2 Toughness from Undead. Damage can now only cause the creature to become Shaken, unless it is caused by a magical source (including magic weapons), an incorporeal attack, or a Hindrance (all incorporeal undead must have at least one additional source of damage). This monster's own attacks also inflict no direct damage against corporeal opponents (even if the attacks are magical), although he can cause his opponents to become Shaken and inflict damage indirectly. He can also use Tricks, Tests of Will, and the Push maneuver.

This creature is able to pass through solid objects. Whenever he moves, he can choose to vanish from his current location and then reappear at his destination, although this doesn't change the maximum distance that he can move each round, nor does it prevent his opponents from getting a free attack if he withdraws from combat. This character cannot pass through or enter locations that have been warded against spirits.

LIFESENSE

Requirements: Novice

This monstrous creature gains a +2 bonus to Notice and Tracking rolls made against living creatures. She also ignores visibility penalties when making attacks against adjacent living targets.

NIGHTSIGHT

Requirements: Novice

This creature doesn't suffer any vision penalties due to darkness, but he does suffer a -2 penalty to all trait rolls while in bright light (the sort of brightness that would cause a normal mortal to shade their eyes). This penalty can be negated by wearing a deep hood, or a pair of sunglasses.

TAINED

Requirements: Novice

Whenever someone is Shaken or suffers wounds from this creature's unarmed attacks, they need to make a Vigor roll or suffer a level of Fatigue. If they are hit with a raise then the Vigor roll is made at -2, and they are paralyzed on a failure (in addition to the Fatigue).

Paralyzed victims make a Vigor roll at the beginning of their turn to try and recover, a raise allows them to act the same round, otherwise the recovery consumes their action. A natural 1 on the Vigor die results in another level of Fatigue.

Anyone incapacitated by this Edge falls unconscious for 1d6 hours, and if the taint is deadly (chosen when this Edge is first taken) they are treated as if they were Bleeding Out.

The taint can represent poison, disease, or a magical curse, depending on the specific type of undead.

TERRIFYING

Requirements: Novice

This monstrous creature is terrifying to behold, or perhaps they radiate a palpable aura of fear. Any living being who sees this character must make a Fear check.

Freedom Edges

These Edges allow undead to break free from some of their normal restrictions.

BLUSH OF LIFE

Requirements: Novice, Spirit d8

This individual appears to be living - they can even breathe (although they don't need to), make their heart beat, and it looks natural when they blink. Their fangs and claws (if any) are retractable, and this creature can walk freely among the living. This Edge removes the -2 Charisma penalty from Walking Corpse.

FREE WILL

Requirements: Novice, Spirit d8

This creature has learned to forge their own destiny, and is no longer bound to a master, or at the whim of an inner monster. Remove the Spawn Hindrance.

MAGICAL SUSTENANCE

Requirements: Novice, Spirit d8

This enchanted being doesn't actively feed, instead they are now fueled by magic. Remove the Ravenous ability, this creature now makes a natural healing roll every 5 days and recovers 1 Power Point per hour, the same as a living creature.

Combat Edges

These Edges reflect the supernatural combat abilities possessed by many undead.

RAPID REGENERATION

Requirements: Novice, Vigor d8

This creature is able to rapidly heal injuries. Spend a Benny as a normal action to make a natural healing roll, ignoring all natural healing modifiers except for the Fast Healer Edge (if the character has it). A critical failure on this roll causes a level of Fatigue (as if from lack of sleep) instead of a wound.

Incapacitation is treated as if it were just another wound level for the purposes of Rapid Regeneration.

RESILIENCE

Requirements: Novice, Special

This character is extremely tough, and makes a free Soak roll whenever they suffer damage from a source other than one of their Vulnerability Hindrances.

The character must have at least one Vulnerability Hindrance that causes damage in order to qualify for this Edge.

SLOW REGENERATION

Requirements: Novice, Vigor d8

This creature recovers from injury much faster than most living creatures. Make a natural healing roll once per day as a free action (the day starts at midnight).

If this character has any Vulnerability Hindrances that cause damage, then damage from those sources cannot be regenerated with this Edge, but the natural healing roll can now be made once per hour.

UNHOLY STRENGTH

Requirements: Novice

Many undead have incredible physical strength, and this fearsome creature is one of them.

Increase current and maximum Strength by +1 die step each. This Edge can be taken once per rank, and it can even be taken retroactively for any earlier ranks that have been missed.

Social Edges

This Edge represents the ability to create and control other undead.

CONTROL SPAWN

Requirements: Seasoned, Spirit d8

This foul monster is able to create one Subservient Spawn, who is required to obey them in all things. This Edge can be taken multiple times, each time it is taken the character can control one additional spawn.

Note that only Legendary characters can use this Edge to control Wild Cards.



13 Putrid Powers

Included here are a selection of 13 new powers that might prove useful for necromancers and other dark spellcasters.

BLOOD OATH

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Permanent

This spell must be cast on two willing creatures, one of whom may be the caster. Both creatures must then swear an oath, and the first to break the oath suffers a curse chosen by the caster when the spell is cast.

The curse should be comparable with a Hindrance (either Minor or Major), and it cannot be resisted or dispelled.

At the Game Master's discretion, it may be possible to eventually break the curse, but this should involve an epic quest worthy of a true hero.

DEATHSENSE

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 10 minutes (1/10 minutes)

This spell allows the caster to sense how close to death people are, simply by looking at them. The caster can easily distinguish the living from the dead, can see at a glance how sick or injured people are, and can also pinpoint undead with unerring accuracy. All of these abilities work at a range equal to the caster's Smarts.

The caster receives a +2 bonus to all Healing and Knowledge (Medicine) rolls, and ignores all visibility penalties when attacking undead within range.

ECTOPLASMIC HAND

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 3 minutes (1/minute)

This power causes an ectoplasmic hand to manifest in the air beside the caster. The hand can be controlled and moved telepathically as a free action, but it cannot move further away from the caster than the range of the power. Should the caster move beyond the range, the hand will be dragged along with him.

The caster may cast spells through the hand as if it were actually his own physical appendage, although he still needs to rely on his own senses for visibility and targeting. The hand is incorporeal and invulnerable to damage, although it can be destroyed with *dispel*.

EVIL EYE

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

This power allows the caster to infuse their eye with a potent and nefarious curse. The caster may then turn their malevolent gaze upon one living creature each round as a free action, including the round in which the spell was cast, although the same victim cannot be targeted more than once per casting.

Victims of the caster's gaze must make a successful Fear check at -2, increased to -4 if the spell was cast with a raise.

FALSE LIFE

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 minutes (1/minute)

This spell grants the caster limited protection against injury. The next wound she suffers (after resolving any Soak roll) is automatically negated.

If the caster suffers multiple wounds from a single attack, this spell only negates one of the wounds. The spell immediately ends after negating a wound, and it does not remove or prevent Shaken status.

The caster cannot benefit from more than one False Life spell at any one time.

HEX

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: Permanent

This power targets a single living creature, who must have intentionally wronged the caster in some way, whether by attacking them, causing them a tangible loss, or even just insulting them.

The targeted creature suffers 2d8 nonlethal damage, with an additional +d6 damage if the spell is cast with a raise. If this inflicts enough damage to render the target unconscious, they must make a successful Spirit roll or suffer a permanent curse of the caster's choice. The exact effect of the curse will need to be negotiated with the Game Master, but it should be comparable with a Minor or Major Hindrance.

► **Death Curse:** Should the caster be incapacitated by someone, they may cast this spell on their attacker immediately before making their Vigor roll, ignoring all penalties from wounds and Fatigue.

LICHDOM

Rank: Legendary

Power Points: 30

Range: Self

Duration: Instant

This power allows the caster to transform themselves into a lich. They immediately gain the lich template, and also receive the Free Will Edge (to compensate for this power only being useful for a single casting).

PLAGUE TOUCH

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

For the duration of this spell, the caster becomes the carrier of a short-term debilitating disease, or a short-term lethal disease if the spell was cast with a raise. Anyone the caster touches must make a Vigor roll to resist becoming infected (see *Savage Worlds*).

PROFANE REVIVAL

Rank: Heroic

Power Points: 10

Range: Smarts

Duration: Instant

This spell must be cast on a corpse. The victim's soul is dragged back to the world of the living, where they take on undead form, although the precise type of undead depends on the trapping of the power. Profane Revival only works on the bodies of living creatures, it cannot reanimate destroyed undead.

RESURRECTION

Rank: Legendary

Power Points: 10/30

Range: Touch

Duration: Instant

This power can restore wounds the same as *greater healing*, but can also resurrect the dead, as long as at least some small portion of their body remains intact.

Resurrecting someone requires a successful arcane skill roll, 2d6 hours of time, and 30 Power Points. The resurrection permanently reduces the creature's Vigor by 1 die step, unless the caster succeeded with a raise. Should the creature's Vigor be reduced below d4, the power automatically fails. Only one casting is allowed per creature, failure means they are permanently dead.

The resurrection process restores all permanent injuries, except those chosen as starting Hindrances.

SOUL JAR

Rank: Legendary

Power Points: 10

Range: Smarts x 2

Duration: 1 hour (1/hour)

This spell is cast on a gem, into which the caster's soul

is transferred. While his soul is inside the gem, the caster can sense the location and strength of other life forces within range, and his own body appears lifeless.

The caster may attempt to possess the body of any life force in range as a full-round action. The victim can resist with a standard Spirit roll (at -2 if cast with a raise); if they succeed, they cannot be targeted again with this casting of the spell. If they fail, their soul is moved into the gem as their body becomes possessed.

While possessing a host body the caster retains his own Smarts, Spirit, skills and mental abilities, but he gains the host's physical attributes, stats and abilities in place of his own. He may leave a host body as a normal action, returning to the gem and sending the host's soul back to their body. If the host dies while in range of the gem, the caster returns to the gem and the host's soul departs. When the spell ends, all misplaced souls attempt to return to their bodies.

The range of this spell is the greatest distance a soul can travel between gem and body. If a soul is forced to leave its body or the gem and its destination is beyond the range of this spell, it departs (i.e., dies). Similarly, if a body has been killed, its soul cannot return, and will depart when the spell ends. Destroying or dispelling the gem immediately ends the spell, sending any souls back to their bodies (if within range).

SPEAK WITH DEAD

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Instant

This spell targets a corpse, which must be reasonably intact and physically capable of speech; the target can resist with an opposed Spirit roll, but only does so if they would have viewed the caster as an enemy in life. The corpse is briefly imbued with a semblance of life, and forced to answer one question, or two questions on a raise. If either the arcane skill roll or the opposed roll fail, the caster must wait a full week before using this spell again on the same corpse. The corpse is limited to whatever it knew in life, and its answers tend to be brief and cryptic, but it cannot lie.

WAIL OF THE BANSHEE

Rank: Heroic

Power Points: 2

Range: Cone Template

Duration: Instant

This spell targets all living creatures within a Cone Template, as long as they are able to hear the caster's voice. Those who fail to resist with an opposed Vigor roll suffer 2d12 damage, and anyone incapacitated by this spell automatically dies.

► **Sacrifice:** The caster may suffer an automatic level of Fatigue instead of paying the Power Point cost if he wishes.

13 Abominable Archetypes

The following are some example undead archetypes. Note that “Natural Weapons” is just a trapping for the Martial Artist Edge.

DRAUGR

Draugar are hideous animated corpses with swollen flesh, and deathly pale or even blue skin, who usually remain within their graves or burial mounds. Draugar possess superhuman strength, and have a number of magical abilities, such as the power to increase their size. Many of them can transform into wisps of smoke in order to escape their graves.

When a draugr leaves a building, they must always exit through the same way they entered.

- **Ravenous:** Consumes life force.
- **Bound Spawn:** Burial mound.
- **Weakness (Minor):** Iron.
- **Unholy Strength:** +1 die step to Strength.
- **Arcane Background:** Growth/Shrink (fixed).
- **Hideous:** Horrifying to behold.
- **Marked:** Stench of decay.
- **Restriction (Minor):** Exits (see description).

GHOST

Ghosts are the restless spirits of the dead, who remain bound to a particular place, usually either the location where they died or the place where they are buried. Ghosts are incorporeal, and feed upon the emotions of the living.

- **Ravenous:** Negative emotions.
- **Bound Spawn:** Haunts a particular place.
- **Allergy (Minor):** Salt.
- **Incorporeal:** Non-physical entity.
- **Restriction (Minor):** Can't cross salt barrier.
- **Marked:** Aura of unnatural cold.

GHOUL

Ghouls are gaunt, gray-skinned undead with cruel features and gleaming yellow eyes. They usually dwell in graveyards or burial grounds, as they prefer the taste of decomposing flesh. However they won't pass up the opportunity for fresh meat if it is offered!

- **Ravenous:** Feasts on corpses.
- **Feral Spawn:** Animal cunning.
- **Marked:** Foul stench.
- **Nightsight:** Some have Lifesense instead.
- **Natural Weapons:** Str+d4 claws.
- **Tainted:** Poisonous claws.
- **Hideous:** Gaunt with tight gray skin.
- **Weakness (Major):** Blessed weapons.
- **Weakness (Minor):** Fire.
- **Allergy (Minor):** Holy objects.

IMMORTAL

Immortals are not undead in the traditional sense, but there are similarities in the way they're created.

Some immortals receive their power from a conduit (such as a magical portrait which ages in their place), others from a curse or magic elixir (in which case they are Marked by the magic).

Immortality heightens the desire for various kinds of physical pleasure, and these urges must be sated.

- **Ravenous:** Physical pleasures.
- **Conduit (Minor):** Some have Marked instead.
- **Free Will:** May choose their own path.
- **Blush of Life:** They appear normal.
- **Living flesh:** Lose the +2 Toughness bonus.
- **Vitals:** Lose the immunity to called shots.

LICH

Liches are powerful necromancers who manage to transform themselves into undead through a terrible ritual, binding their soul into a phylactery while still retaining their intellect. Destruction of the phylactery ends the ritual, so the lich must guard it carefully.

Characters must have an Arcane Background with necromantic power trappings in order to become a Lich. They are initially bound to the location where the ritual took place, typically a secret lair.

- **Magical Sustenance:** Doesn't feed.
- **Bound Spawn:** Secret lair.
- **Conduit (Minor):** Phylactery.
- **Hideous:** Desiccated or skeletal figure.

MUMMY

Mummies are desiccated corpses wrapped in strips of linen, preserved by a complex embalming process and animated with potent magic. Most are no more than mindless guardians, but some retain their intelligence and free will.

The touch of a mummy inflicts tomb rot, which is a combination of curse and disease. This works in much the same way as Tainted except that instead of causing paralysis on a raise, it inflicts a long-term chronic, minorly debilitating disease (see *Savage Worlds*). The curse must be lifted before the disease can be cured.

- **Ravenous:** Consumes souls.
- **Bound Spawn:** Tomb or crypt.
- **Conduit (Minor):** Preserved organs in jars.
- **Nightsight:** Can see in the dark.
- **Natural Weapons:** Str+d4 fists.
- **Tainted:** Touch inflicted tomb rot.
- **Hideous:** Desiccated flesh.
- **Weakness (Major):** Fire.
- **Shambler:** Slow shuffling gait.



POLTERGEIST

Poltergeists are troublesome spirits who frequently haunt a person rather than a location, and physically interact with the world around them. Their twisted visages are hideous to behold, and they usually prefer to remain out of sight, using their telekinetic powers to levitate objects and push people around.

Many poltergeists also take the Invisibility power in order to more easily hide themselves.

- **Ravenous:** Negative emotions.
- **Bound Spawn:** Haunts a particular person.
- **Allergy (Minor):** Salt.
- **Incorporeal:** Non-physical entity.
- **Arcane Background:** Telekinesis (fixed).
- **Hideous:** Twisted features, looks scary.
- **Restriction (Minor):** Can't cross salt barrier.
- **Marked:** Makes a lot of noise.

REVENANT

Revenants are vengeful spirits who reanimate their own corpses in order to resolve some unfinished task. They return from the dead with the aid of their spirit guide, which usually assumes the form of a mundane animal or bird.

The spirit guide accompanies the revenant on their journey, but does not take any actions other than to watch. It is treated as a Wild Card, but isn't under the revenant's control, and tries to avoid combat as much as possible.

If the spirit guide is incapacitated, the revenant will lose its supernatural abilities until the guide recovers. If the spirit guide should ever be killed, the Revenant will immediately return to the grave.

- **Ravenous:** Negative emotions.
- **Bound Spawn:** Must complete a task.
- **Weakness (Minor):** Whatever killed them.
- **Rapid Regeneration:** They heal very fast.
- **Conduit (Major):** Animal spirit guide.

SKELETON

Skeletons are the magically animated bones of the dead, and they frequently serve as rank and file troops in the armies of necromancers and liches.

Most skeletons are mindless; those who retain their intellect (including player characters and other Wild Cards) are usually referred to as "Skeletal Champions", or sometimes as "Death Knights".

Skeleton characters automatically shift one point of Spirit to Agility if possible (i.e., as long as this doesn't take either attribute outside the normal valid range).

- **Magical Sustenance:** Doesn't feed.
- **Subservient Spawn:** Conjured by magic.
- **Weakness (Minor):** Bludgeoning weapons.
- **Hideous:** It's an animated skeleton.



VAMPIRE

Vampires are nocturnal undead who feed on the blood of the living. The precise nature of their abilities and weaknesses vary significantly depending on what sort of mythology they're based upon, those described here are just one possible example.

For Hollywood-style vampires, replace Nocturnal with Allergy (sunlight). But please, for the love of all things unholy, don't ever create a vampire archetype with Marked (sparkly).

- **Ravenous:** Drinks blood.
- **Subservient Spawn:** Has a master.
- **Nocturnal (Minor):** Sluggish in sunlight.
- **Unholy Strength:** +2 die steps to Strength.
- **Resilience:** Very tough flesh.
- **Nightsight:** Can see in the dark.
- **Weak Spot (Major):** Stake through heart.
- **Weakness (Minor):** Fire.
- **Weakness (Minor):** Blessed weapons.
- **Allergy (Minor):** Holy objects.
- **Restriction (Minor):** Invite to enter home.
- **Restriction (Minor):** Can't approach crosses.
- **Marked:** Doesn't cast a reflection.

WIGHT

Wights are hideously twisted undead, with withered flesh and bestial features. They are cunning predators, stalking their prey singly or in packs. Those slain by a wight are doomed to rise as one themselves.

Wights have an insatiable greed and possessiveness of the trappings of their mortal lives, and relentlessly hunt those who steal from them. Some legends claim that their treasure is also cursed, and that hapless thieves will eventually be transformed into wights.

- **Ravenous:** Consumes life force.
- **Bound Spawn:** Treasure.
- **Conduit (Minor):** Treasure.
- **Nightsight:** Can see in the dark.
- **Natural Weapons:** Str+d4 claws.
- **Tainted:** Poisonous claws.
- **Hideous:** Horrifying appearance.
- **Weakness (Major):** Blessed weapons.
- **Allergy (Major):** Holy objects.

WRAITH

Wraiths appear as incorporeal shadowy figures with pinpoint points of light for eyes. They fear the light and hate the living, and are driven by an overpowering urge to kill. Those slain by wraiths will rise as one themselves.

- **Ravenous:** Consumes life force.
- **Feral Spawn:** Driven by violent urges.
- **Allergy (Minor):** Direct sunlight.
- **Nightsight:** Can see in the dark.
- **Incorporeal:** Non-physical entity.
- **Tainted:** Life-draining touch.
- **Hideous:** Terrifying visage.
- **Restriction (Minor):** Can't cross salt barrier.
- **Allergy (Minor):** Holy objects.
- **Nocturnal (Minor):** Sluggish in sunlight.
- **Marked:** Aura of unnatural cold.

ZOMBIE

Zombies are the decomposing living dead, animated either through magic or a virus. Those created by a virus are driven by an insatiable hunger for living flesh, and spread their infection with a bite. Zombies animated through magic replace Tainted with Magical Sustenance, and don't create spawn.

Zombies tend to be mindless, those few who retain their intellect (including player characters and other Wild Cards) are called "Zombie Lords", and these fell creatures often learn the dark art of necromancy.

- **Ravenous:** Devours flesh.
- **Subservient Spawn:** Sometimes Feral Spawn.
- **Weak Spot (Minor):** Head.
- **Lifesense:** Can sense the living.
- **Tainted:** Infectious bite.
- **Hideous:** Decomposing.
- **Shambler:** Slow shuffling gait.