

Dungeon Theme: Undead

This document contains the content you'll need to create interesting, consistent, and meaningful undead dungeons: dungeon scenery, necromancer artifacts, patchwork monsters, grotesque familiars, sacrificial chambers, spirits, curses, enchanted skulls, and much more.

This content is designed to work with Dungeon Essentials, Dungeon Rooms, and the Undead Campaigns.

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Undead Creatures

“Lesser” undead are those with little to no intelligence that just react to environmental changes (sound, movement, etc). If left to themselves they wander aimlessly or follow what other undead are doing.

Undead Creatures	Description
Amalgam	A very large animated “body” of sorts made from a collection of many bodies. It is considered a patchwork monster, but is large enough to be in its own category. Tend to be very strong and resilient, but also slow.
Corpse	A corpse is a well-preserved “dead” body that has been reanimated. It’s like a zombie, but not so rotted or decayed. Corpses are generally faster, more “intelligent,” more athletic, and more dangerous than zombies.
Corpse, Dissected	A reanimated corpse that has been almost completely dissected, and is not capable of meaningful function. Their bodies are used for extra supplies as needed, and what’s left is usually shackled to something.
Corpse, Enlarged	A magically enlarged, animated corpse. They tend to be very disfigured, often hunchbacked, and have large bumps or muscles where there shouldn’t be any. They are usually built for heavy labor or combat.
Corpse, Patchwork	A reanimated corpse with different parts added or removed: limbs, horns, bone arms, eyes, etc. They are designed to be much more effective in a task; either for manual labor, war, or a simple manufacturing process.
Corpse, Steampunk	A reanimated corpse that was patched together with alchemical or mechanical technology to improve their function or utility for specific tasks: labor, combat, manufacturing, etc.
Corpse, Test Subject	A patchwork corpse that was significantly altered for necromancy research rather than specific utility. They have very bizarre modifications: limbs that make no sense, missing body parts or organs, etc. They are rarely useful in combat, but may also be difficult to kill. Very common in any necromancer’s lair.
Corpse, Tortured	An animated corpse that is patched together with painful devices designed only to torture the original victim and perpetuate their source of misery. These corpses are unlikely to be useful in combat, except in large numbers, but are unlikely to be sentient enough to comprehend a desire for death.
Entrails Blob	An animated blob-monster made of entrails. If parts of its body are severed it can become smaller versions of its larger whole until it is reduced to about 40cm in diameter. May hang from ceiling or use floor.
Fleshy Sac	An animated sac of flesh with eyes on its exterior. Moves by lurching its whole body, like a large muscle. When pierced, entrails and organs may pour out of its sides. May optionally have arms attached.
Ghost	Can’t interact with physical beings, but can scream, moan, and otherwise indicate distress that can alert others. All are cursed, but most don’t have enough awareness or intelligence to address that topic.
Heartbond	A levitating heart with a ghostly body that surrounds it, giving the appearance of an undead spirit. It has telekinetic powers, but generally holds things with its ghostly arms to preserves its strength. The heart can be damaged, but the rest of its body cannot.
Lich	A highly intelligent or clever animated skeleton, capable of human intelligence through powerful magic. They can be extremely powerful and effective, but may be difficult for necromancers maintain control of. Many lich were originally necromancers that chose to become a lich in order to become immortal.
Lich, Mage	A lich that can cast magic; often elemental magic. They have either learned the spheres of spell-casting that are possible through their form, or they can activate magic that was enchanted into them.

Skeleton	An animated skeleton, capable of basic intelligence and perception through enchantment. Often has a life sustaining enchantment gem or crystal engraved into their skull.
Skeleton, Exo	An animated skeleton with additional extrusions of exoskeleton, bone overgrowth, extra bones, etc. They tend to be slower due to the added weight, but are much more resilient than their brethren.
Mummy	A corpse (or zombie) that has been wrapped in linen, either to preserve the body or to weave enchantments into the wrappings. Mummies can have any “Corpse” trait apply to them. If their linens are woven with enchantments, they may be superior to an otherwise equivalent corpse or zombie.
Wraith	A semi-transparent ghostly humanoid that can fly. It can switch into a semi-physical form to cause physical damage and intangible forms to pass through walls. It ignores non-magical attacks when intangible.
Zombie	An animated corpse that has been significantly rotted or decayed over time. All “Corpse” trait apply to zombies, with the only difference being the quality of the corpse. Zombies are slower, less athletic, and generally behave less intelligently than more preserved corpses do.
Zombie, Animal	The animated corpse of an animal, rather than a human or meta-human. They can have any “Corpse” trait, applying the similar alterations to their nature.

Animated Parts

Animated Parts	Description
Arm	A detached, animated arm that can drag or flop itself around. Not very strong or useful on its own, but may have siblings. It can use weapons and tools, and may have other tricks up its sleeve.
Eye Drone	A mass of eyes that hovers in the air, clearly infused with magic. Different eyes blink at different times as it patrols. It is likely easy to distract, and may get confused or not be capable of certain identification.
Eyes	Animated eyes that can stretch their optic nerves a few inches to recoil or extend, such as to peer around a corner. They will watch others movements, blink, and otherwise react to their surroundings. They may hang from ceilings or objects from their optic nerves, be floating inside a jar of fluid, etc.
Hand, Agile	Animated hand that can move with advanced athletic complexity.
Hand, Enchanted	Animated hand that can move through the air as though it were still attached to a human. Most are vengeful, but it is possible for them to communicate with gestures. Can use weapons, tools, etc.
Hand, Sluggish	Animated hand that can crawl around with its fingers, but has limited mobility.
Head	Animated head, severed at the neck. May speak with a disembodied voice, or just watch and react to things.
Skull	Animated skull, capable of talking with a disembodied voice.
Skull, Floating	Animated skull that can levitate through the air as though it’s still attached to a body. Can speak with a disembodied voice. May be accompanied by enchanted hands.

Undead Sources

Undead creatures are sustained by a source of magic. Understanding that source is a powerful tool for those who are faced with the undead. If the source of that magic is destroyed or disrupted, any undead that rely on that particular source will perish.

The most powerful necromancers may be able to weave this magic directly into the bodies of the undead, but even they will usually opt for low-effort methods for their lesser minions.

Source	Description
Binding Artifact	A mid-effort artifact that powers nearby undead. This generally sustains a small number of undead, but is reasonably powerful at doing so. Undead fueled by this magic cannot leave the artifact’s range.
Enchantment, Local	A low-effort enchantment woven into localized energies. It can sustain many undead, often large swarms of them. Undead creatures that are fueled by this enchantment are usually weaker than normal and are unable to leave the enchantment’s range.
Enchantment, Room	A low-effort enchantment woven into very close-quarter energies. It is reasonably powerful, but has very short

	range (generally a single room). Any undead that leave the range will perish.
Gemstones	A high-effort gemstone that requires extracting specific essences. This only sustains a single undead, but allows the undead to perform at full capacity. The gemstone is usually socketed into the undead creature to allow them to roam freely at any distance. Destroying the gemstone will immediately destroy the undead.
Internal	A very high-effort enchantment, woven directly into an undead's bones and internal energy pathways. This is extremely powerful, and allows the undead to move freely at their desire, but is generally reserved for the most powerful undead that would require such freedoms.

Necromancy Rooms

Rooms	Description
Arena	An arena to test out or observe undead monsters, or for the sport of torturing prisoners and sacrificial victims. Observation arenas often have smaller seating, but much more elaborate environments to gauge a number of behaviors in the undead creatures that roam them.
Catacombs	Catacombs, for the purposes of necromancy, are just areas that undead can be stored until they are needed. There may be coffins, shelving, or ground space for undead to lie inactive or roam halls.
Church, Unholy	Necromancers often have unholy religious practices based in ideologies that would bring them comfort. Often contain religious scriptures written in blood, sacrificial altars, pews for cult attendance, channels of blood formed into symbols, unholy statues, etc.
Classroom	A classroom for the dark arts of necromancy. Contains desks, lab equipment, tomes of necromancy lore, scrolls written in blood, medical kits, shelves, diagrams, charts, displays of normal anatomy and chakra anatomy, cult paraphernalia, unholy relics, necromancy supplies, body parts, barrels of blood and body fluid, potions, etc.
Deathwater	A source of deathwater in a pool, stream, etc. Most forms of deathwater are highly acidic, poisonous, smell foul, feel like the touch of the death, swirl and turn as ghosts flow through it, and glow an eerie green color. These sources are "grown" by feeding it victims, alchemy components, body parts, organs, ghosts, etc.
Dining Rooms	Dining rooms and kitchens are usually decorated with bone furniture and shelving, undead artwork, bone dishes and utensils, unholy relics and symbols, statues of necromancers or undead constructs, etc.
Garden, Alchemy	A garden for raising certain alchemical plants. Often connected to alchemy labs, or partially contained within them on flatbeds and shelving units. They generally need enchantments to sustain them.
Garden, Undead	Some necromancers study the undead lifeforms of plants, trees, mosses, etc. These gardens are often filled with bizarre, corrupted, chaotic plants and vegetation with undead visuals.
Lab, Alchemy	A workshop for producing custom alchemical components and potions, which are needed for research and development. Contains lab equipment, plants, alchemy supplies, tomes of alchemical lore, notes, etc.
Lab, Medical	Necromancers perform their most crucial research here on living and undead bodies. Often contains supplies of body parts, tools for surgery, tomes of necromancy lore, research notes, lab furniture and supplies, etc.
Labyrinth, Undead	Labyrinths are large expansions designed to hold very large quantities of undead (humanoid, creatures, and other) until they are needed, usually with the intent of raising a full undead army. Labyrinths are often entire dungeons unto themselves, but are much more loose in their construction.
Library	Most necromancy lairs don't have enough books or research supplies to warrant a library, instead having shelving where appropriate. If a full library is present, the dungeon is likely occupied by an entire order of necromancers; likely one that has been around for many years.
Living Quarters	Living quarters for necromancers, apprentices, cultists, assistants, servants, slaves, etc. Usually decorated with unholy symbols, relics, statues, supplies, and undead artwork. Their furniture and shelving is often constructed of bone frames, with patchwork skin used for blankets, pillows, and textiles.
Meeting Room	A meeting room, typically built for discussion groups of necromancers, disciples, cultists, or servants that carry out the lair's operations. Typically contains furniture for gathering, shelving, unholy decorations, etc.
Office, Study	An office reserved for quiet research. Typically contains desks, shelving for books and research notes, chests of small belongings, writing utensils, etc. May be connected to a library, living quarters, meeting rooms, etc.
Pit, Containment	A pit room that contains undead monsters below for containment until needed. May also contain deathwater pools that get regularly fed with excess body parts, new victims, etc. Often contains bone bridges to cross.
Prison	A captivity location for prisoners, either as current or future victims of the necromancy arts. They have likely been subjected to torture and may be mentally or spiritually corrupted. Often shackled or locked into cells.

Ritual Room	Very important rooms for necromancy lairs, where rituals and spells often occur. Often contains altars, chalk, channels of blood in the form of symbols, shackles, unholy statues, components, candles, supplies, sacrificial tools, etc. May be connected to or a section of an unholy church.
Spirit Room	A room where spirits and ghosts can be seen due to the enchantments present. Spirits are attracted here, or may be bound from unholy rituals. Often contains candles, ritual symbols, gemstones, glowing gemstones (contain binding enchantments), necromancy decorations, unholy statues, weapons that hit spirits, etc.
Storage, General	Storage for general supplies, unrelated to necromancy: food pantries, clothing and worn equipment, ritualistic or event-specific cult accessories, etc.
Storage, Supplies	Storage areas for necromancy supplies: body parts, organs, surgical tools, barrels of blood or body fats, scrolls, parchment, journals, grimoires, etc.
Storage, Undead	Storage areas for undead may include cold storage (for preservation), tanks filled with preservation liquids, or just enclosed areas that undead won't disrupt more important work. May include undead on hooks, shackled undead, free roaming undead, undead lying inactive on slabs, rotting meats or carcasses, etc.
Torture Room	These rooms are built for torture, often to extract specific energies related to necromancy practices. May contain torture equipment, shackled prisoners, containers of body parts, pools of blood or entrails, etc.
Vault	A vault for storing particularly precious materials, supplies, or artifacts pertaining to long-term goals. Due to its importance and infrequent use, it may be trapped and/or have its entrance concealed.

Common Items

These items are commonly found around a necromancer's dungeon.

Decor	Description
Altar	Altars to perform sacred rites, prayer, worship, unholy practices, etc. May have runes, symbols, and blood.
Astrology Charts	Charts to identify the current astrological cycles, positions, and meanings.
Blood	Blood splashed on the floor along with entrails, dripping from a drawer or ceiling, in a container, etc.
Blood, Channels	Blood running through small channels in the floor, altars, walls, or pooling in rune formations.
Blood, Symbols	Blood that has been smeared or etched into symbols on the wall, ground, doors, altars, etc.
Calendar, Unholy	Calendars or other time tracking mechanisms that also measure unholy events. Often has small notes scribbled on each day. May contain significant events, dates, moon cycles, astrological positions, etc.
Coffin	A coffin, either open or closed. May have an occupant in it.
Cult Trinkets	Small handheld religious trinkets or figurines that dark cultists and devotees would own.
Food, Edible	Food, often dried and in bulk, stored in boxes and barrels separate from other supplies.
Food, Grotesque	Boxes or barrels of food of fleshy meal that is likely used to fuel or heal certain forms of undead.
Ritual Supplies	Candles, candlesticks, symbols on the floor, chalk, chandeliers, etc.
Shackles	Sets of shackles, often in pairs. May be attached to walls, on chairs, on the floor, on an altar, etc.
Torture Equipment	Equipment used to torture: burning, piercing, tearing, precision surgical, etc.
Torture Racks	Racks for torturing victims: stretching (or removing) limbs, piercing with spikes, etc.
Unholy Statues	Statues of undead creatures, abominations, undead gods and deities, patchwork monsters, cultist figures, etc.

Storage	Description
Barrel, Supplies	Barrels that contain necromancy supplies: blood, entrails, flesh, body fluid, body fat, etc.
Box, Supplies	Box with necromancy supplies: bones, flesh, skulls, spines, body fat, crystals, gemstones, etc.
Chest, Sacrificial	A chest containing sacrificial supplies: sacrificial dagger, necromancy scrolls written in blood, shackles, tomes of unholy scripture, surgical tools, etc. The chest often has etchings of unholy symbols.
Hook Racks	Racks with hooks on them; large ones for undead creatures, smaller for body parts or supplies.
Jar, Animated Eyes	Animated eyes in a jar of fluid. The eyes may follow movement, blink, and react.

Jar, Organs	Living organs, contained in fluid: beating hearts, breathing lungs, functioning stomachs, etc.
Medical Cabinet	A medical cabinet. May contain pills, potions, salves, oils, sewing kits, bandages or wraps, etc.
Medical Kit	A medial kit that contains surgical tools, sewing kits, bandages or wraps, salves, oils, potions, etc.
Shelf, Supplies	A shelf filled with necromancy supplies: dried entrails, bones, skulls, dried skin, spines, gemstones, etc.
Shelf, Research	A shelf that contains notes, journals, research papers, scrolls, tomes of knowledge on necromancy, etc.
Tank, Broken	A broken or damaged tank that looks like it could contain a creature of some sort. The damage may appear as though something broke out of it.
Tank, Creature	An animal, monster, or beast stuck in a tank that is filled with strange preservation fluids. May react.
Tank, Empty	A tank that looks like it could contain a creature of some sort. May be partially filled with liquids.
Tank, Humanoid	A human or meta-human stuck in a cylindrical tank that is filled with strange preservation fluids. May react.
Tank, Undead	A tank with strange preservation fluids that contains an undead creature. It may react to others.

Lab Resources	Description
Alchemy Supplies	Pouch of small body parts (fingers, eyes, flesh patches, etc), vials of blood, potions, salves, oils, empty vials, hand shovels, pouch of undead plant matter, bags of bones, etc.
Blood, Vial	A vial that contains modified or slightly enchanted blood for writing notes and recording research.
Books, Necromancy	Books on undead, spirits, surgery, anatomy, patchwork monsters, necromancy, etc.
Books, Scripture	Books on religions and scriptures that necromancers would take comfort in. May include cult scriptures.
Bones	Bones in drawers, on shelves, in piles, scattered near lab equipment, etc.
Bones, Dust	Bones that have been ground into a dust, often contained in jars or in small mounds near lab equipment.
Desk	Desk with necromancy notes, tomes, writing utensils, ink, requisition notes, candles, lantern, runes, scrolls, magical symbols, daggers or small tools, etc.
Entrails	Entrails in small fluid tanks or jars, hanging from racks, etc.
Gemstones	A collection of gemstones stored in a desk, on a shelf, etc. Used for enchantments.
Prisoner, Jailed	A prisoner that has been jailed behind bars or in an isolated room.
Prisoner, Shackled	A prisoner, possibly one that has been forced to endure torture, shackled or chained to something: walls, chairs, altars, floor chains, heavy ball, etc.
Salves	Supplies of salves, oils, and other viscous alchemy goods.
Scrolls, Blood	Scrolls written in blood, often for necromancy spells or research notes. May be scattered in labs. Often paired with quills and vials of blood.
Skulls	Skulls in piles, lined on desks and shelves, stationed at lab equipment, strewn on the ground, etc.
Spines	Spines on racks, inside drawers, hung from ceilings, or near lab equipment. They may occasionally twitch, coil, or squirm uncomfortably; particularly if disturbed.
Surgery Tools	A mixture of surgery tools, torturing tools, medical equipment, etc.
Undead, Shackled	An animated corpse shackled or chained to something: walls, chairs, altars, floor chains, heavy ball, etc.

Weapons	Description
Anti-Ghost Weapons	Weapons that can damage ghosts, spirits, etc.
Bone Wands	Bone wands and bone staves. Used for focusing spells, rituals, enchantments, etc.
Corrupt Weapons	Weapons that can be injected into something to corrupt it. Corruption takes time, and these weapons are particularly difficult to make due to the tormented essences that must be extracted to create them.
Trivial Holy Weapons	Weapons enchanted with very limited holy magic, making them useful to control undead movements.
Sacrificial Weapons	Weapons that are designed for unholy sacrifices. Often contain symbols and small channels for blood.
Unholy Weapons	Weapons with a dark, unholy presence. May feel cursed or like the touch of death. These may deal significantly more damage to priestly types that actually worship and follow holy paths.

Necromancy Scrolls

Necromancers frequently have spell scrolls around their lairs, particularly in laboratories. They are usually written with enchanted blood and feel cold or dark to the touch. Some radiate an eerie aura or coil unnaturally at the edges. Others shudder or shake in the presence of light. When used, the scrolls burn themselves, starting from the lines of every major symbol on the parchment as it releases the enchantment.

Scroll	Description
Call Undead	Draws undead creatures from the area to the location of casting. Each spell provides a different strength and radius of effect, but it is common to work from up to a few kilometers away.
Control Undead	Allows the caster to take control (by willpower) of a standard undead creature for a long scene. More powerful undead variants may be capable of resisting control, but no longer treat the caster as hostile.
Corruption Burst	Detonates an unholy magic at a designated source in the nearby vicinity. Causes significant damage to those in the radius of effect, and may temporarily incite dark hallucinations, paranoia, or reduced willpower.
Death's Memory	Caster can extract recent memories of a corpse that recently died. The memories go back about one week, fading the further back the memories attempt to reach.
Harm Undead	Causes significant damage to an undead creature, often with burning effects that internalize rapidly or burst sections of them into ash. May affect multiple undead, or an entire area of effect.
Heal Undead	Helps to repair an undead creature that was damaged by normal means. This can help regrow missing body parts or adjust the conditions of their body fluids to rejuvenate them.
Patchwork	Provides the enchantments needed to integrate body parts together, also assisting with the neural connections to make it usable. Requires medical and surgery skills to correctly implement.
Raise Undead	Raises a dead body into a zombie, or animates a skeleton. Some scrolls are temporary; others are permanent.
Repel Undead	Causes undead creatures to feel compulsion to avoid the caster, or the location the spell was cast, depending on the nature of the scroll. Most such scrolls last for a long scene.
Sense Corruption	Caster can sense the presence, strength, size, approximate shape, distance, and direction of unholy grounds in the wider area. Also provides insights into enchantments, its history, etc.
Sense Evil	Caster can activate this magic to sense the presence of evil-aligned individuals at long range, and will be immediately aware of any in the nearby vicinity. Also reveals the depths of their insanity, motives, etc.
Speak with Undead	Allows two-way communication with an undead creature or spirit. Undead creatures that are not sufficiently intelligent will still be able to exchange basic drives and motivations.
Spread Corruption	Corrupts the surrounding area with dark, twisted, vile, undead, unholy energies. Will corrupt leylines and energy nodes as well. A very dark power; must capture extreme suffering of victims to produce.
Undead Empathy	Allows the caster to empathically sense an undead creature's motives, drives, or thoughts (if sufficiently intelligent). Users will often feel sick, since they're feeling the undead energies. Gain significant benefits to understand how to handle the undead to make it do what you want, confuse or avoid them, etc.

Necromancy Potions

Scroll	Description
Blood Nutrition	The drinker permanently gains the ability to safely consume blood and entrails without suffering from contamination, toxins, etc. Instead, they will gain nutrients. Commonly used by necromancers and unholy cults due to the amount of blood contamination in their water. Has been adopted as an unholy religious act.
Bone Regrowth	Regrows lost or missing bones. The process is unrefined, as it has been primarily designed for use on undead creatures. May cause minor unexpected bone growths.
Extract Pain	Drinker endures unbearable torture, radiating energies that a trained necromancer can collect and use for spells, enchantments, scrolls, or other forms of magic.
Flesh Regrowth	Regrows flesh, and to a lesser extent organs and body fluids. The process is unrefined, as it is has been primarily designed for use on undead creatures. May cause minor unexpected patches of flesh.
Immobilize	Paralyzes a target, preventing their body from moving. The effect lasts up to a long scene, but they will be

	completely aware of all physical sensations during this time. Necromancers often use this for surgery.
Paralyze	Paralyzes a target, preventing their body from moving. The effect lasts up to a long scene and will nearly eliminate all sensations of pain while paralyzed.
Sustain Life	Allows a body to retain its life for up to a long scene, even in the process of losing major body parts and organs that would normally kill them. Necromancers often use this before surgery operations on their victims.
Sustain Undead	Prolongs the un-life of an undead creature that has no other source of magic sustaining it. This effect lasts for a few days. Upon expiring, the undead needs a new source of magic to sustain it, or it will perish.

Necromancy Artifacts

Artifacts	Description
Corruption Stake	A stake (or similar artifact) with a skull on top. Will slowly generate energies of corruption and force it through the stake's blade. Over time, this will twist and corrupt the localized energies to be unholy.
Gemstone, Spirit	An enchanted gemstone, designed to capture and bind spirits or mental essence that can be used in later rituals. Glows when there is essence contained within. Destroying it also destroys the contents.
Grimoire, Dark	A dark grimoire. Necromancers love to use these. It is themed with very dark, grotesque, and unholy imagery. Provides extremely fast lookup and recording of information. Often comes with a bone quill and blood vial.
Lich Tome	A 100+ page tome. Every page is a magical scroll written in blood. If the entire tome's instructions are followed (gruesome and painful) and every scroll is cast in the process, this grants eternal life to a target. Their body will eventually decay into a skeleton. They are not invincible, but they will never die old age.
Resurrection Tome	A 100+ page tome. Every page is a magical scroll written in blood. If the entire tome's instructions are followed and every scroll is cast in the process, this will resurrect a dead body. The longer the subject was dead the more horrified and confused they will be when awakened.
Skull of Knowledge	A giant (1+ meter diameter), talking skull that has been stripped of all emotion and willpower. It answers questions, points out considerations, and can think like an intelligent creature. Often used to memorize and regurgitate data, exchange messages between users, observe and report, contemplate knowledge, etc.
Spirit Shackles	A set of shackles that works on ghosts. A spirit is usually bound within the shackles upon discovery.
Undead Irritant	A strange looking object that undead dislike and will generally avoid – similar to how someone might react to a particularly foul smell. It radiates a strange energy, but not one that is destructive or corrupt.
Undead Toy	A strange looking dark artifact that undead are attracted to and will spend time around. It radiates a particularly strange energy, but not one that is inherently corrupt.

Undead Dungeon Environment

Events & Effects	Description
Blood Eyes	An enchanted eye, drawn in blood, on a wall or other surface. Necromancers with the proper clairvoyance magic can peer through. The eye will open and look around, just as the necromancer is.
Cursed Movement	Objects being thrown at random, rattling, shaking, or otherwise being moved when they shouldn't. In areas of high corruption concentration, these may be able to deal trivial amounts of damage to victims.
Deathwater	Pools or streams of highly acidic deathwater. It glows with an eerie green color, with shadows and ghosts that flit through it and around its edges. Its contact with ghosts appears to disrupt the water. Contains extremely unholy magic within it. Has many bones, body parts, and entrails floating in it.
Eerie Lanterns	Lanterns with eerie green undead glows that have strange effects: highlight blood in enchanted colors, cause nearby blood to pool or react, reveal passing spirits as semi-transparent, repel or attract undead, etc.
Ghostly Screams	A variety of different ghostly and eerie noises: blood-curdling screams, violent screams, moans of depression and desperation, ominous bellows, etc.
Ice Tank	A solid structure of enchanted ice that contains a creature inside: skeleton, prisoner, zombie, etc.
Roaming Spirits	Visible ghosts and spirits that roam the halls, pass through walls, etc. They may or may not react to anyone's presence, but appear generally unhappy and cursed to be in the area.
Undead Familiars	Creatures that were raised as undead, and sufficiently trained or dominated to become familiars. They are like

	regular creatures that take on the appearance of zombies, skeletons, etc.
Undead Plants	Plants, vegetation, and moss in corrupted areas. They tend to be dark (usually a sickly black), wilted, thorny, etc. Species may: be poisonous, drink blood, release rotten odors, have eerie glow, attract spirits, etc.
Whispers, Dark	Dark and ominous whispers. May be difficult to make them out. Certain areas will be heavily concentrated, particularly in areas with the most corrupt presence, giving a polluted sense of gibberish.

Curses

Curses are small orbs that contain black smoke in the form of a skull, spirit, or figure of an unholy creature. If the smoke is released, it will move toward a nearby victim and attempt to be inhaled. It moves at the speed of a smoke puff, so it's easy to avoid unless you're bound. If it gets inhaled, the curse will weave itself into the user and begin to take effect.

Curse	Description
Aura, Distrust	Victim gains an aura that causes others to be subconsciously distrustful.
Aura, Fear	Victim gains an aura that causes others to be wary and afraid of them.
Aura, Mockery	Others will feel as though the victim is silently mocking them, and/or will want to openly mock them.
Aura, Repulsed	Victim gains an aura that causes others to be subconsciously repulsed.
Aura, Threatening	Others will feel as though the victim is always the edge of being hostile and threatening.
Aura, Wilting	Victim gains an aura that saps and destroys plant life, rapidly wilting it and eventually killing it.
Branded	Curse inflicts a living, moving brand on the skin. It appears as blood or scar tissue, and targets the face.
Compulsion, Backward	Victim will only walk backwards, significantly slowing their activity (particularly in combat).
Compulsion, Believer	Victim will compulsively accept the ideologies set forth by the curse, converting them to a cause.
Compulsion, Binary	Victim will only give "yes" or "no" response, and use "yes?" or "no?" as questions.
Compulsion, Food	Curse inflicts victim with new tastes or diet: drinks blood, dislikes meat, desires raw eggs, etc.
Compulsion, Lies	Victim will always lie. Never says anything true, even on the most mundane of topics.
Compulsion, Move	Victim will have an unusual movement pattern: hopping, dancing, jazz-hands, skipping, swagger, etc.
Compulsion, Priest	Victim will compulsively preach the creator's ideologies. May spread a cult, act as a savior, etc.
Compulsion, Reveal	Victim will always announce their presence when it hasn't been revealed yet, even if in hiding.
Compulsion, Rhyme	Victim speaks only in rhymes.
Compulsion, Riddle	Victim speaks only in riddles.
Compulsion, Rude	Victim intentionally defies social graces and etiquette: belches loudly, chews with mouth open, etc.
Compulsion, Truth	Victim will always speak the truth. Some with high willpower may still be able to speak it deceptively.
Decomposing	The victim's body will slowly decompose and rot over the course of weeks, even while living. It is possible to repeatedly heal the body, but the curse continues its slow attrition until it has been removed.
Disfigure	The victim's body will contort or become disfigured: hunchback, inverted knee, twisted arm, etc.
Distracted	Victim is often distracted and has a hard time focusing or concentrating.
Hallucinations	Victim hallucinates as specified by the curse: shadow figures, tiny creatures, ghosts, etc.
Hypnosis, Botch	Cursed to fumble, stumble, or otherwise make mistakes when a hypnotic code word is spoken.
Hypnosis, Duty	Victim will perform a specific duty at the first possible opportunity when a hypnotic code word is spoken.
Hypnosis, Emotion	Cursed to feel a particular emotion (fear, anger, etc) when a hypnotic code word is spoken.
Hypnosis, Motion	Victim makes a specific physical action when a hypnotic code word is spoken.
Hypnosis, Sleep	Cursed to fall asleep when a hypnotic code word is spoken.
Magic, Weakened	Victim's magic is weakened, harder to cast, or requires more energy.
Magic, Wild	Victim's magic is now less predictable, and has a tendency to cause chaotic and wild surges.

Mood Alter	Victim is perpetually shifted to feel a particular mood: fear, anger, depression, etc.
Limb-Lock	One of the victim's limbs is now locked into a straight position; it's joints will not bend.
Loose Grip	Victim has a hard time holding things, and will regularly drop or release objects.
Odor	Victim has an unpleasant or foul odor that encompasses them.
Sickly	The victim is permanently sick to the degree of a common flu; they will be miserable, slow, lethargic, etc.
Speech, Alteration	The victim has a modified speech: new accent, grating voice, very high pitched, deep voice, etc.
Speech, Animal	The victim can only speak in animal language (growls, barks, squeaks, etc). Can be understood by animals.
Speech, Boring	The victim's speech is painfully slow, and radiates an energy that incites boredom and disinterest.
Speech, Impediment	The victim has a difficult speech impediment: stuttering, slurring, etc.
Speech, Inability	The victim is mute and no longer able to speak.
Speech, Mockery	The victim's speech always comes across as intentionally sarcastic and condescending.
Susceptible	Victim is more susceptible to something: fire, cold, piercing damage, blunt damage, etc.
Target, Projectiles	Fired projectiles that are sufficiently close to the victim are drawn closer, increasing the chance to hit.
Target, Magic	Magic cast sufficiently toward the victim will draw closer, increasing the chance to hit.
Terror	Victim is unreasonably terrified of a specific thing. Makes the victim easy to subdue the source is known.
Part Monster	The victim becomes part monster. Enough to make it obvious, but not enough to alter abilities.
Part Undead	The victim becomes part zombie. Enough to make it obvious, but not enough to alter abilities.
Undead Attraction	Undead creatures are attracted to the victim, and can sense the victim from a notable distance.
Weakness	Victim is physically weakened: less agile, lower strength, lower constitution, etc.
Were-Creature	The victim transforms into a were-creature at designated intervals. This will affect behavior and abilities.

Named Undead

Named Undead are variants of undead that are enchanted with extremely powerful and dangerous magic, specifically designed for use in combat.

Named Undead	Description
Charred Ones	Zombie-like undead with fire magic flowing through them. Love to detonate themselves.
Cracklers	Lightning-infused skeletons that cast electric magic. Will detonate a powerful shockwave on death.
Fallows	Undead animals that were imbued with magical enchantments.
Grazers	Muscular, skinless masses of flesh that absorb body parts to grow and heal.
Liches	Immortal beings that were converted into an undead skeletal form to sustain them.
Lurkers	Zombie-like undead with minor earth powers. Can burrow in the ground and sense vibrations.
Reapers	Evil spirits that break apart animated skeletons and undead to forge their magical armor.
Vicarus	Skeleton priests with near-human intelligence that can control and augment lesser undead.

Charred Ones

Charred Ones are zombie-like undead whose bodies are a hybrid of dark flesh and coal. Fire magic flows through their bodies and dances around their skin. Their eyes burn with the imagery of fire and flare up occasionally. They possess considerable fire magic, but are slow and heavy due to the weight of their coal-like flesh. Despite their elevated powers, Charred Ones belong to the classification of the lesser undead. Their intelligence is still minimal and their powers manifest entirely through instinct.

Their greatest danger is their legendary “detonation,” that causes them to magically explode in a fiery "self-

destruct" action. This effect happens when they suffer too much damage or when they intentionally activate it. Most are enchanted with an instinct to call upon this effect in close proximity to their enemies. To them, it feels like releasing a breath after holding it for a long time.

Their detonation takes a few seconds to trigger. Their body will violently shake and intense fire will flare up around them. Then, a giant explosion of magical fire and charred bone shrapnel will cause severe damage to anything within a large radius; often as much as ten meters. After the detonation occurs, the body of the creature has exploded as shrapnel, but a wraith will appear in its place.

Cracklers

Cracklers are lightning-imbued skeletons with a penchant for fast-paced combat. They possess a number of abilities, including several forms of lightning magic: lightning strikes, shockwaves, and lightning auras that reach out and strike nearby targets. They move nearly twice as fast as a typical human, can "charge" in sudden bursts of movement, and possess extraordinary athletic ability. Cracklers feel compelled to do everything as quickly as possible and with as much force as they can muster. Despite their moderate intelligence, they are much harder to control than other undead due to their hyperactive insanity.

Small lightning effects jump and trickle through the bones and bodies of Cracklers at all times, and their eye sockets light up with active balls of lightning. When they move, threads and bursts of lightning follow in their wake. Even in total darkness, the lightning on their bodies gives off light comparable to a large campfire. If physical contact is made with a Crackler, the shock of touching them can cause as much damage as a weak form of lightning magic. Small jolts of lightning can leap from the Crackler toward anyone in close combat, particularly when a point of physical contact is made (such as with a weapon).

Cracklers possess a final "detonation" power that activates on their death, discharging a rippling shockwave of magical lightning outward. The effect can be quite dangerous in melee range, but can be managed like a stun attack a few meters from the epicenter.

Fallows

Fallows are creatures that were turned undead and imbued with magical enchantments. Their physiology is similar to their natural animal forms, but with the typical undead alterations. It is possible for Fallows to be raised in a skeletal body, though it is more common for them to possess partially rotting flesh (like zombies).

Fallows can be difficult to manage due to their nature, but can possess considerable advantages that make them worthwhile. Many are sustained through magical bonds with their creator, making them undead familiars. If they're not given direction, Fallows revert to their animal instincts.

Fallows have no need to eat or sleep and are much more resilient to damage. Each Fallow is unique, but they are generally imbued with magic that follows their personality and nature to some degree.

Grazers

Grazers are a muscular, fleshy form of undead whose skin has been completely stripped from their body. A line of blood tends to follow in their footsteps, even when they have no wounds. They are slightly stronger and faster than humans, and are intelligent enough to wield and use weapons.

The wounds on Grazers heal much faster than normal. Their bodies regenerate at fast rates; quickly enough to watch deep wounds sealing themselves off. However, they can only heal a finite amount of health. Grazers can "absorb" limbs, flesh, bones, and the body parts of the dead into themselves; including those that are severed from undead beings. Their bodies generate a telekinetic field of magic that "magnetically" pulls nearby flesh and body parts into them, absorbing it into their bodies.

The more body parts a Grazer absorbs, the larger they become. Conversely, if they take wounds, their regeneration will cause their body to shrink as it "consumes" the energy of the organic material that it had absorbed. As Grazers grow in size, their strength and movement rate on land also increases. It is possible for a Grazer to grow up to four meters tall when there is sufficient flesh or body parts available, although this size cannot be maintained for long periods of time. They eventually return back to their normal human size.

Liches

Though very difficult to achieve, a sufficiently powerful necromancer can transform his mind and body into a Lich. This grants immortality and a magical bond with their memories and skills, allowing them to continue their lives indefinitely in a skeletal form. This comes with sacrificing certain natural magic, particularly any forms that relied on chakras, auras, or internal energy. However, their opportunity for using arcane arts remains, and they can discover new forms of undead magic after transforming.

Liches have many of the undead advantages. They have no need for food, flesh, breath, or sleep. They are unaffected by diseases, sickness, and poisons. Liches are fairly weak against physical assaults, but they are extremely resistant to magic. For this reason, Liches tend to avoid close confrontations, instead seeking to empower themselves with ranged magic; often with the assisted protection of force fields or minions to obstruct paths to them.

Though Liches are not inherently chaotic or evil, most of the necromancers that choose to undertake this process have certainly gone that route. It is common for Liches to amass armies of undead, which is fairly simple given their extraordinary knowledge of necromancy and the powers they gain from becoming one.

Lurkers

Lurkers, sometimes referred to as "Burrowers," are zombie-like undead with special earth magic that allows them to submerge themselves and move through the ground. They create "burrows" beneath the surface and often rest there until disturbed. They have a more earth-like appearance than typical zombies. They hunch and move in staggered patterns. It is not in their nature to run, so evading them above ground is generally not difficult.

Lurkers will often "sleep" or remain motionless in their burrows when there are no specific instructions provided to them. If there is combat in the area, Lurkers won't participate unless they are directly attacked or the ground above their burrows is disturbed.

Lurkers can be difficult to fight because of their unique ability. They will submerge themselves into the earth when they are wounded or when their opponents are attacking from a distance. Since they are highly aware of the vibrations of creatures above them while submerged, it is easy for them to locate their opponents and grapple them from below. Lurkers heal their bodies while submerged; a day or two of submersion is usually sufficient to fully restore them.

The grip of a Lurker is extremely strong, and they are known for grabbing their enemies from below ground. However, their ability to move through the ground does not extend to others. They cannot pull someone into the ground with them. They can, however, significantly immobilize those above them.

Reapers

Reapers are dark, ghostly entities with thick black auras that inflict a sense of dread and agony. A Reaper is conjured by extracting the essence of a large corrupted land and forging it into a creature of pure evil. The land will be purged of its corruption in the process, and transferred instead into the Reaper.

The size of a Reaper directly correlates to its power, and the most powerful Reapers may grow as large six meters

tall. They are semi-tangible. They can interact with normal objects, but ignore nearly all damage from normal weapons and attacks. They fly at speeds that are faster than a sprint and always hover above the ground.

Reapers are known for their living bone armor that they acquire by magically ripping apart skeletons or other undead and transforming their bones into armor. Victims of this process will release unholy shrieks as their bones pop and disfigure to the whims of the wraith. The Reaper can then merge the bones into their new armor and encase themselves in it. This grants them a "living" armor that is deeply infused with dark magic, powered by the original victims' magic. It provides considerable physical and magical protection for the Reaper.

Every Reaper possesses its own forms of dark magic, but all Reapers share a common agenda to seek revenge on the world for the grievances that were made against them. All Reapers possess a notable degree of necromancy, including the ability to animate the undead. This feat is used for the sole purpose upgrading their armor, as they have no need for something as inferior as the lesser undead to aid them.

Vicar

The Vicar are the "priests" of the undead and take a commanding role among them. Their bodies are the form of tall skeletons with greatly enlarged and strengthened bones that make them very difficult to damage. They possess a near-human intelligence and powerful forms of undead magic unique to the personality of each Vicar. An unnatural black aura permeates the world around them with several offshoots of dark, mist-like tendrils that seem to move on their own, tapping into nearby energies of life and draining them. Vegetation near their presence will slowly wilt and become diseased, eventually dying if the presence is sustained for too long.

When undead creatures are nearby, the dark tendrils of the Vicar will reach out to them and connect with their energies. The Vicar can use this connection to enhance their own powers; as well as to control, enhance, and heal the undead that are connected to them. This allows their undead minions to possess strengths and powers that they would not be able to manage on their own. Vicar range in power. Some can sustain a connection up to nearly thirty minions at once, but most are closer to five. They do not require a connection to undead to command them. Vicar often lead legions of undead into battle.

Only the bodies of powerful magic users can be raised as Vicar, and it is very difficult to achieve. It is even more difficult to control a Vicar than to raise one. They tend to possess enough willpower and intelligence to resist obedience of most others, although powerful necromancers often understand those limits before raising one. Vicar may be willing to work in tandem with their creator, however, and this is a common agreement among followers of a necromancer and cult members that follow them.