

FABULA ULTIMA ♦ HALLOWEEN SPECIAL 2022

NECROMANCER

Choose one:

- Permanently increase your maximum Hit Points by 5.
- Permanently increase your maximum Mind Points by 5.

BEYOND THE REALMS OF DEATH ○○○○

When another creature you can see loses Hit Points while in **Crisis**, if they are not undead, you gain **1 Grave Point**. You may never have more than **SL + 1** Grave Points.



When you are reduced to 0 Hit Points, you **lose all Grave Points**; then, if you lost at least 1 Grave Point this way and this is the **first time** you are reduced to 0 HP during this scene, you do not **Surrender** nor **Sacrifice** yourself; instead, you recover an amount of HP equal to **SL, multiplied by the amount of Grave Points you lost this way**.

CHILDREN OF THE GRAVE ○

You can always communicate verbally with **undead** creatures. Once per scene, you may ask an **undead** a single question; they are compelled to answer truthfully.

FEAR IS THE KEY ○○○

After you cause one or more enemies to lose Hit Points, if you have acquired the **Beyond the Realms of Death** Skill and at least one of them is suffering from **shaken** and/or **weak**, you gain 1 Grave Point and recover **SL × 2** Hit Points and Mind Points.

FOR WHOM THE BELL TOLLS ○○○

When you deal damage to a creature with a spell, if that spell only deals damage to that creature, you may spend 1 Grave Point. If you do, choose one option:

- if that creature is suffering from one or more status effects, the spell deals extra damage equal to **(SL × 2) + the number of status effects on that creature**.
- if that creature is suffering from no status effects, they suffer **shaken**.

RONDO OF NIGHTMARE ○

When you cast an offensive spell with a **target** of "One creature", you may spend 2 Grave Points to have it target **all** creatures you can see that are present on the scene (perform a single Magic Check and confront it with the Magic Defense of each target).

If you do, all damage dealt by the spell becomes **dark** and its type cannot change.