



## A GIFT TO DIE FOR!

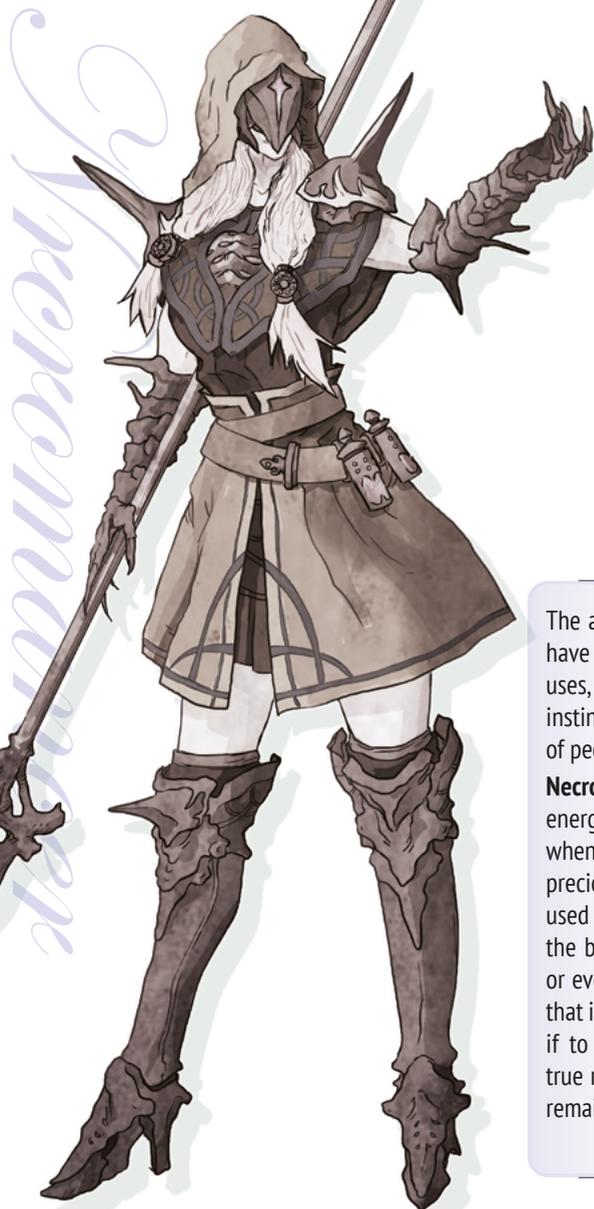
MASTER THE NECROMANTIC ARTS  
AND FACE A TERRIFYING BOSS!

HALLOWEEN SPECIAL 2022



# NECROMANCER

ALSO: Grave Queen, Reanimator, Vampire



*Waste not,  
want not.*

The arts of soul manipulation have seen a wide variety of uses, but few will strike an instinctual fear in the hearts of people as Necromancy can.

**Necromancers** reap spiritual energy moments before death, when it is at its brightest; this precious power can then be used to fuel their control over the balance of life and death, or even to inhabit a corpse so that it moves again. And yet, as if to mock their dark efforts, true resurrection of a lost one remains a mirage...

- ◆ Who taught you in the ways of necromancy? Are they living or (un)dead?
- ◆ Your powers act against the natural soul cycle. How do you feel about this?
- ◆ Are you cold and grim, or decadent and sardonic?
- ◆ Who have you lost? Who would you resurrect, given the power to do so?



## NECROMANCER FREE BENEFITS

- ◆ Permanently increase your maximum Hit Points **or** Mind Points by 5 (your choice).

## NECROMANCER SKILLS

### BEYOND THE REALMS OF DEATH

[+5]

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

[+3]

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

[+3]

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]**; **or** 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.

# NEW HEROIC SKILLS

## BIRTH OF THE CRUEL

**Requirements:** you must have mastered the **Necromancer** Class.

When a non-Villain NPC you can see that belongs to the **beast, humanoid, monster, or plant** Species dies, you may spend 2 Grave Points and **reduce your maximum Hit Points and Mind Points** by an amount equal to that NPC's **level**. If you do, their corpse becomes a **Minion** who obeys your telepathic commands:

- ◆ Its **Species** becomes **undead** and it receives all **undead rules** (see page 305 of the **Core Rulebook**). The new Affinities to **dark, light, and poison** damage overwrite any preexisting Affinity, but the original Species' rules are otherwise **maintained**.
- ◆ Its **Rank** becomes **soldier**; if the original creature was an **élite** or **champion**, the GM must reduce the Minion's HP and MP accordingly (Skills are **maintained**).
- ◆ The newly created Minion is a completely new creature and has full HP, full MP, and no status effects. It retains the original creature's **equipment**.
- ◆ Your Minion takes its own turn during conflicts, and the Game Master must count it as an **additional Player Character** when designing a conflict.
- ◆ When you **rest**, your Minion also gains the full benefits of resting.
- ◆ If your Minion is reduced to 0 Hit Points, if you are **more than 1 travel day** away from it, or if you die or fall unconscious, your Minion is immediately **destroyed**.
- ◆ You may also destroy your Minion **at any time**; if you want to create a new Minion, you must first destroy the current one.
- ◆ If your Minion is destroyed, your maximum HP and MP scores **return to normal**.

## HARVESTER OF SORROW

**Requirements:** you must have mastered one or more Classes among **Entropist** and **Necromancer**, and must have learned **both** the **Drain Spirit** and **Drain Vigor** spells.

When you cast the **Drain Spirit** or **Drain Vigor** spells, the amount of Mind Points or Hit Points you recover is **equal** to the MP or HP loss suffered by the target, respectively (instead of being halved).

Additionally, your **Drain Spirit** causes the target to lose **[HR + 20]** Mind Points if you are **level 20 or higher**, or **[HR + 25]** Mind Points if you are **level 40 or higher**, instead of the normal **[HR + 15]**.

## PULSE OF THE MAGGOTS

**Requirements:** you must have mastered the **Necromancer** Class.

As long as you have **at least 1 Grave Point**, you gain Immunity to **dark** and **poison** damage, Resistance to **physical** damage, and Vulnerability to **light** damage. These Affinities **overwrite** any other Affinity for those damage types, and cannot be altered in **any way** as long as you have at least 1 Grave Point.

## SAMPLE CHARACTER BUILDS

### DEATHMAGE

Dexterity **d6**, Insight **d8**, Might **d8**, Willpower **d10**

Entropist (2 levels): **Entropic Magic (SL 2: Drain Spirit, Drain Vigor)**

Necromancer (2 levels): **Beyond the Realms of Death, Children of the Grave**

Spiritist (1 level): **Spiritual Magic (Heal)**

Tome, sage robe, 270 zenit.

### REAPER

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Necromancer (3 levels): **Beyond the Realms of Death, Fear is the Key (SL 2)**

Weaponmaster (2 levels): **Bladestorm, Bone Crusher**

Chain whip, sage robe, 220 zenit.



## ABOUT THIS CONTENT

This is a Halloween Special Class designed for **Fabula Ultima**, written by **Emanuele Galletto** and published by **Need Games!** It is an odd Class in terms of both narrative implications and abilities, so make sure to discuss its availability during the campaign with the entire group.

Find more at: [www.fabulaultima.com](http://www.fabulaultima.com) and [www.patreon.com/roosterema](http://www.patreon.com/roosterema)

***Songs that inspired the Skill Names for this Class:*** *Beyond the Realms of Death (Judas Priest), Birth of the Cruel (Slipknot), Children of the Grave (Black Sabbath), Fear is the Key (Iron Maiden), For Whom the Bell Tolls (Metallica), Harvester of Sorrow (Metallica), Pulse of the Maggots (Slipknot), Rondo of Nightmare (Babymetal).*

# CARMILLA

An ancient vampiric demon possessing the undead body of an unfortunate noblewoman, Carmilla has become the ageless ruler of Cairnstein Castle, a great fortress towering over the mountain pass between two nations.

- ◆ As **Lady Carmilla**, she alternates between **Bloodblade** and **Guard** while in **human form**, and between **Drain Vigor** and **Glacies** when in **bat form**. If reduced to 0 Hit Points, she transforms into **Bloodcurdling Carmilla**.
- ◆ As **Bloodcurdling Carmilla**, she performs **Shadow Barrage** on her first and third turn, **Spellbreak Claw** on her second turn, and **Bloodchill Wave** on her fourth turn.

## LADY CARMILLA (Champion 3)

Lv 30 ◆ UNDEAD

**Traits:** Ancient, arrogant, decadent, knowledgeable.

DEX d8	INS d8	MIG d8	WLP d10	HP	300 ◆ 150	MP	160	Init. 12
DEF +1	M.DEF +2			VU	IM			VU  IM

### BASIC ATTACKS

- ✦ **Bloodblade** ◆ **[DES + VOL] +6** ◆ **[HR + 10]** damage, and the target suffers **weak**. Damage dealt by this attack has no type, thus being unaffected by Affinities.

### SPELLS

- ★ **Drain Vigor** ◆ **[INS + WLP] +3** ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.  
The target suffers **[HR + 15] dark** damage. Then, Lady Carmilla recovers an amount of Hit Points equal to half the Hit Point loss suffered by the target.
- ★ **Glacies** ◆ **[INS + WLP] +3** ◆ **10 MP × T** ◆ **Up to three creatures** ◆ **Instantaneous**.  
Each target suffers **[HR + 15] ice** damage.  
**Opportunity:** Each targets suffers **slow**.

### SPECIAL RULES

**Ruler of Cairnstein** ◆ Lady Carmilla gains a +3 bonus to Opposed Checks during social occasions, or while within the throne room of Cairnstein Castle.

**Shifting Form** ◆ Lady Carmilla begins the conflict in **human form**. At the end of each round, if she is in **human form**, she takes on a **bat form**; or, if she is in **bat form**, she takes on a **human form**. While in **human form**, Lady Carmilla has Resistance to **fire** and **ice** damage and her **Bloodblade** attack deals 5 extra damage; while in **bat form**, Lady Carmilla is Immune to **physical** damage and her **Drain Vigor** spell deals 5 extra damage.

**Undead** ◆ Lady Carmilla is immune to **poisoned** and HP recovery may harm her (see page 305 of the **Core Rulebook**).

**BLOODCURDLING CARMILLA (Champion 4)**

Lv 30 ♦ DEMON

Traits: Ancient, arrogant, bloodthirsty, vengeful.

DEX d10	INS d8	MIG d8	WLP d8	HP	440 ♦ 220	MP	120	Init. 13							
DEF +0	M.DEF +0				VU		AB				RS		VU		IM

**BASIC ATTACKS**

- ✓ **Spellbreak Claw** ♦ **[DES + VIG] +6** ♦ **[HR + 10]** dark damage. This attack deals 5 extra damage for each status effect present on the target (up to 10 extra damage); if the target is affected by one or more spells with a **duration** of "Scene", they are no longer affected by any of those spells instead.
- ✗ **Shadow Barrage** ♦ **[DES + VOL] +6** ♦ **[TM + 10]** dark damage, and the target suffers **shaken**. This attack has **multi** (2).

**SPELLS**

- ☆ **Bloodchill Wave** ♦ **30 MP** ♦ **Special** ♦ **Instantaneous**.  
Carmilla chooses any number of creatures she can see: each of them suffers 25 **ice** damage and also suffers **slow**. This spell can only be cast **once per turn**, and only during Bloodcurdling Carmilla's **last turn** of each round.

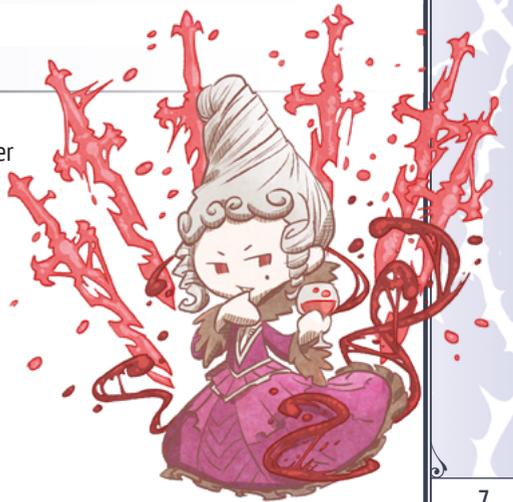
**SPECIAL RULES**

**Vicious Rend** ♦ After an offensive () spell hits Bloodcurdling Carmilla, if she is in **Crisis**, she performs **Spellbreak Claw** against the creature who cast that spell (if able, and only after the offensive spell has been resolved).

**Immunities** ♦ Bloodcurdling Carmilla is immune to **poisoned** and **slow**.

**PRIDEFUL VAMPIRE**

Carmilla is extremely arrogant and hardly tolerates showing any weakness; in both her phases, if she ever has **30 MP or less** or is **suffering from two or more status effects**, she uses an action and spends 1 **Ultima Point** to recover as soon as possible.



Cling to the spark  
lighting your path.



For what lies in darkness  
is yet unknown.



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**Writing:** Emanuele Galletto ♦ **Illustrations:** Emanuele Galletto,  
Lorenzo Magalotti, Catthy Trinh ♦ **Pixel Art:** Ben Henry, Rackham Café



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