

Bone Head

8



STR 0
COR 0
DEF +5
SPD 0
WIS 0
HP 0
CAP 0

FEATURE Warp 0/P

This Creature's head has developed a boney shell which deflects damage.

"For a moment I thought it was dead, its flesh half eaten by worms. Then it opened its eyes and lunged at me!" Nighteyes, a Tigrean Hunter

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Bone Head

Blast the Link

16



NECROMANCY Spell 1/F

Success at +WIS versus each member of a Channel Link causes 2d6 magic damage and forces that target out of the Channel Link. If all characters with the Channel Link Boon fail the roll, the link fails. It takes one hour to re-establish a link for a group or to add an individual to the link. A necromancer must have Tap the Link in play to use Blast the Link.

FEA-004 ILLUSTRATION © SUSAN VAN CAMP 1999

Blast the Link

Bone Quaker Scream

16



FEATURE Warp 0/P

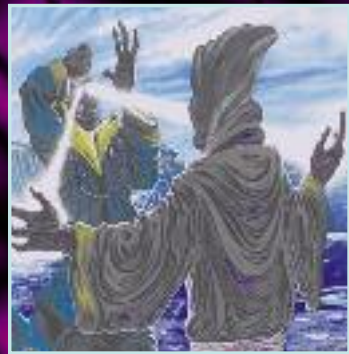
Independent card. Once per round this creature can focus a scream at a target within 150 feet. This scream inflicts 2D6+4 physical damage directly into a single target, ignoring all DEF. *"I thought its face was the most hideous thing I'd ever seen, then it opened its mouth!" Calvin Mujab*

FEA 007 ILLUSTRATION © SUSAN VAN CAMP 2000

Bone Quaker Scream

Pain Link

12



FEATURE Warp 0/P

When this creature is damaged by an attacker in any way, the attacker suffers half as much damage as does this creature. The damage from Pain Link is magic damage direct to HP. Only Valarian Deflections protect against Pain Link damage.

FEA 002 ILLUSTRATION © 1997 ED BEARD JR.

Pain Link

Pass the Pain

12



NECROMANCY Spell 0/F

Independent Card. Play to pass the damage of a single attack to one of the caster's Risen Skeletons, Risen Zombies or Charmed Mad Spawn. The undead or mad spawn must be within 500 feet of the caster. All damage from the attack is taken by the flunky. *"Hey, what do you think all these skeletons are for?" Ramshead*

FEA 005 ILLUSTRATION © 2000 SUSAN VAN CAMP

Pass the Pain

Drain Form

8



FEATURE Necromancy Spell Ace 0/R

Independent card. Success at +WIS allows the caster to drain the current form card of a targeted shape shifter. The form is drained on the target's next initiative number, before the target uses any actions. A necromancer may cast only one Drain Form per round.

FEA-008 ILLUSTRATION © 1998 MARK POOLE

Drain Form

Tap the Link

6



NECROMANCY Spell 1/V

The user of this spell hears everything transmitted by characters through a Channel Link. Spell range is 1500 feet. *"Now they tell me even my thoughts can be stolen by a death mage, what next?" Tasha Diaz*

FEA 003 ILLUSTRATION © 1997 MELISSA BENSON

Tap the Link

Spawn Song

16



FEATURE Warp 0/P

Independent card. Success at +WIS versus +WIS allows this creature to inflict a -8 SPD penalty that lasts to the end of the current combat round. The user may sing once per round, targeting all creatures within 500 feet. Warpspawn, plague beasts and cast members with 2 or more features are immune to Spawn Song. *"I listened to the beautiful melody till the Spawn wacked my head." Red Rock*

FEA 006 ILLUSTRATION © SUSAN VAN CAMP 2000

Spawn Song

STR 0
COR 0
DEF 0
SPD 0
WIS +3
HP 0
CAP 0

Dispel Ability

3



FEATURE Necromancy Spell Ace 0/F

Independent card. Success at +2 +WIS dispels one shape shifter ability that a character has put into play, not including forms. The card value of the targeted ability is added to the character's roll to resist the dispel. If the dispelling necromancer wins, the target ability is drained.

FEA-009 ILLUSTRATION © 1998 HEATHER BRUTON

Dispel Ability

Charm Madspawn

12



NECROMANCY Spell Ace 1/V

STR +2
COR 0
DEF 0
SPD +2
WIS 0
HP +24
CAP +1

Charm Madspawn

Success at +WIS allows the caster to form a psychic link with a targeted Mad Spawn. The caster can see and hear what the Mad Spawn sees and hears, as long as the creature remains within one-half mile. A charmed Mad Spawn always follows the caster's orders and adds the necromancers WIS to its defensive rolls involving WIS. A necromancer may only have WIS+2 charmed Mad Spawn at one time.

FEA-010 ILLUSTRATION © 1998 MELISSA BENSON

Eye Stalks

6



FEATURE Warp 0/P

This creature has an additional set of eyes on stalks. It adds +6 to all perception rolls. It is never surprised when awake.

FEA-013 ILLUSTRATION © 2000 SUSAN VAN CAMP

Eye Stalks

Zombified

28



FEATURE Warp 0/P

After killing this creature, a necromancer used a terrible ritual to raise it from its grave. Now the creature is a zombie controlled by a Death Mage. This card may be combined with any cast card to create a zombie of terrible strength. This creature gains a +12 versus Free the Dead.

FEA-016 ILLUSTRATION © 2000 SUSAN VAN CAMP

Zombified

Two Heads

12



FEATURE Warp 0/P

STR +1
COR 0
DEF 0
SPD 0
WIS +2
HP +12
CAP 0

Two Heads

Each round a two headed creature is in combat, roll 1D6.

1. Creature is confused, no actions this round.
2-4. Creature has one action this round.
5-6. Creature is in agreement and has two actions this round.

Taint DEF: +3

FEA-011 ILLUSTRATION © 1998 MARK POOLE

Skeletized

16



FEATURE Warp 0/P

STR +2
COR 0
DEF +1
SPD +2
WIS 0
HP +24
CAP 0

Skeletized

After killing this creature, a necromancer used a horrible ritual to raise it from its grave. Now the creature is a skeleton controlled by a Death Mage. This card may be combined with any cast card to create a skeleton of terrible strength. This creature gains +6 versus Free the Dead.

FEA-014 ILLUSTRATION © 2000 SUSAN VAN CAMP

Murder Maw

18



FEATURE Warp Anchor 0/P

Independent card. A creature may use a murder maw make a +8 STR melee attack. The STR from weapons is not added to Murder Maw attacks.

"It bit me... with it's chest!"
Monxa Monthralli

FEA-017 ILLUSTRATION © SUSAN VAN CAMP 2000

Murder Maw

Twice Risen Necromancer

8



FEATURE Necromancy Ritual 0/P

STR +5
COR 0
DEF +1
SPD -2
WIS -2
HP +24
CAP +2

Twice Risen Necromancer

One week after dying a second time, the caster returns to life, even if his body has been destroyed. The caster drains his Risen Necromancer card and gains the Twice Risen Necromancer card. Twice Risen Necromancers are hideously deformed by this ordeal.

"I'm not pretty, but I'm here." Nundang the Persistent
Taint DEF: +8

FEA-012 ILLUSTRATION © 1998 JEFF MENGES

Too Mean To Die

8



FEATURE 0/P

Once this creature reaches zero health points it refuses to die. Roll 2D6. On a result of 7 or greater it continues to fight until end of this round. Roll at the end of each round to see if it can continue to fight the next round, ignoring the fact that it should be dead.

FEA-015 ILLUSTRATION © 2000 SUSAN VAN CAMP

Too Mean To Die

Mergespawn

10



FEATURE Warp Ritual 0/P

Rare, dangerous death magic can be used to combine two vicious warpspawn into a single monstrous being. A mergespawn has two actions and one movement each round. Add together the stats of any two warpspawn to get the stats for this horror. The mergespawn feature can't be removed using Purify Body.

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Mergespawn