

DREADBOUND

Omensworn RPG Zine | Issue #1



NEW GRIM SORTS



Necromancer (10% | Max L 5)

Hit Die: D6 | *Light Armor.*

Summon a number of undead equal to level per day, requires a corpse and ritual. Acts as mercenary.

Spend omen die to immediately summon one undead.

Starting Equipment: *Weapon, light armor, blood vial, bone dust.*



Wytch Blade (25% | Max L 8)

Hit Die: D8 | *Medium Armor.*

Roll 2D6 for random spells.

You do not suffer penalties for casting spells while in armor.

Spend omen die to ignore critical spell failure.

Starting Equipment: *Weapon, light armor, shield, old tome.*

Bane Lord (Training Required)

Hit Die: D6 | *Medium Armor.*

Gain second attack.

Spend omen die to empower undead, +1 bonus.

A necromancer can take up training to become a Bane Lord once they reach level 5.

Wytch Knight (Training Required)

Hit Die: D8 | *Medium Armor.*

Gain advantage on saves vs. spells.

A Wytch Blade can take up training to become a Wytch Knight once they reach level 8.

NECROMANCY

Necromancy in Ayotha is a forbidden and reviled art, associated with the darkest forces that have sought to subjugate the world. Those who practice this magic are often inextricably linked with the Slender Crown, whose Black Crusades have left a legacy of terror and dread in their wake.

Necromancers are individuals who, either through desperation, ambition, or pure malevolence, have delved into the study of death and undeath. Their magic allows them to manipulate the forces of life and death, raising corpses from their eternal rest to serve as mindless thralls or imbuing themselves with unholy vitality.

During the Black Crusades, necromancers played a key role in the Slender Crown's armies. Known as Death Weavers, they raised legions of undead warriors from the countless fallen, turning the casualties of war into an ever-growing horde. The sight of a Death Weaver on the battlefield was a terrifying omen, their presence signaling a relentless tide of undead.

Despite the end of the Black Crusades and the disappearance of the Slender Crown, necromancy has not been eradicated from Ayotha. Hidden away in the darkest corners of the world, necromancers continue their grim work. Some seek to unravel the secrets of immortality, others aim to gain power and influence, while a few are driven by a twisted desire to bring about the return of the Slender Crown.

In the eyes of most in Ayotha, necromancers are the ultimate traitors, forsaking the natural cycle of life and death. They are hunted relentlessly by witch hunters, holy warriors, and other enemies of the Slender Crown. Despite this, necromancers continue to persist, hidden within the shadows of Ayotha's society.

To become a necromancer, one must first gain access to the forbidden knowledge of death magic. This often involves making a pact with an existing necromancer or a dark entity, or discovering a hidden tome of necromantic lore. The process of learning necromancy is as dangerous as it is reviled, with many would-be necromancers meeting a grisly end.

The practice of necromancy in Ayotha is a lonely and dangerous path, fraught with peril both from the living and the dead. Necromancers live in the shadows, always on the run, their lives a testament to their dark and terrifying power. Yet despite the risks and the stigma, there are always those who are willing to pay the price to wield the power of death itself.

Order of the Shrouded Veil:

This secret society was formed by necromancers who sought to escape their past and reintegrate into society. They use their powers discretely, often posing as healers or morticians. They have a strict code to never raise the dead and only use their powers for the preservation of life and easing of death. Their secrecy is paramount, as discovery would lead to their destruction.



Cabal of the Crimson Eye:

These necromancers revel in their dark powers and seek to bring about the return of the Slender Crown. They believe that the Seventh Omen, the Crimson Eye, is a sign of their god's imminent return. They operate in the shadows, conducting horrific rituals and raising undead armies in preparation for the Slender Crown's return.



Betrayers of Bone:

Comprised of necromancers who turned against the Slender Crown during the Black Crusades, they view their powers as tools to be used against the undead and the Slender Crown's remaining loyalists. They operate in small, secretive groups, and are known to work with witch hunters, providing information and aiding in the destruction of undead creatures.



NECROMANCY

Ebon Hand:

This secretive cult believes in the ultimate supremacy of death over life. They consider the Slender Crown as the ultimate expression of death's power and see necromancy as a sacred art. Members of the Ebon Hand work in clandestine cells scattered throughout Ayotha, conducting dark rituals and plotting to bring about a new age of death.

Whispering Shadow:

This order of necromancers uses their powers to control and manipulate the world of politics and power from behind the scenes. They use their undead minions to gather information, carry out assassinations, and enforce their will. Lilith Nightshade, a master of manipulation and illusion, leads the Whispering Shadow, using her powers to shape the fate of nations.

Circle of the Black Tear:

This group of necromancers are scholars and researchers, dedicated to understanding the full potential and limitations of their powers. They work in secrecy, gathering knowledge and conducting experiments that often skirt the edge of morality. Elara the Pale, a woman of incredible intellect and curiosity, leads the Circle of the Black Tear.

THE SILENT CHOIR:

Necromancers who have given up their identities and live a life of silence and meditation, using their powers only in the service of others. They take in the sick and dying, using their knowledge of death to ease suffering and provide comfort. The Silent Choir is led by **BROTHER SILENCE**, a former priest who turned to necromancy in a desperate bid to save his dying congregation during the Black Crusades.



THE IMPACT OF NECROMANCY

In Ayotha, magic is not an inherent part of the world but a foreign, alien energy drawn from a plane of existence known as the Dreamer's Realm. This realm, while incomprehensible to mortal minds, is a place of chaotic and limitless power. When magic, and especially necromancy, is used in Ayotha, it creates ripples in the fabric of reality, bridging the gap between the mortal world and the Dreamer's Realm.

Necromancy, due to its nature of manipulating life and death, creates particularly strong and noticeable disturbances. The animation of the dead, the manipulation of souls, and the drain of life force are all actions that resonate strongly within the Dreamer's Realm. This disturbance can be sensed by the entities that inhabit or have connections to the Dreamer's Realm, such as the agents of the Slender Crown and other otherworldly creatures.

The Slender Crown, an entity of unfathomable power and malign intent, is particularly drawn to these disturbances. As a being that exists partially within the Dreamer's Realm and partially within Ayotha, it is acutely aware of the use of necromancy. Its agents, the undead and monstrous creatures of its army, are compelled to investigate these disturbances, hunting down necromancers and either recruiting them to the Slender Crown's cause or destroying them to prevent their power from being used against it.

10

THE DREAD CONSUMES...

15

THE OMENS RETURN... ROLL 1D6

- | | |
|----------------|----------------|
| 1. DEADLY FOG. | 4. DROUGHT. |
| 2. FLOODING. | 5. IRON RUSTS. |
| 3. FAMINE. | 6. CROPS FAIL. |

25

THE OMENS RETURN... ROLL 1D6

- | | |
|-----------------|-----------------|
| 1. DROUGHT. | 4. MAGGOTS. |
| 2. BETRAYAL. | 5. WAILING. |
| 3. DEMONS CALL. | 6. ANIMALS DIE. |

50

THE OMENS RETURN... ROLL 1D6

- | | |
|-----------------|---------------------|
| 1. GRAVES OPEN. | 4. STARS FALL. |
| 2. PLAGUE. | 5. MASS NIGHTMARES. |
| 3. INVADERS. | 6. SHADOWS AWAKEN. |

75

THE OMENS RETURN... ROLL 1D6

- | | |
|----------------------|--------------------|
| 1. RITUAL COMPLETES. | 4. ENDLESS WINTER. |
| 2. INTENSE WINDS. | 5. MONSTERS GROW. |
| 3. ENDLESS DARKNESS. | 6. MASS TRANSFORM. |

90

THE MISTS OF ENLIL

100

THE VEIL SHATTERS

BLACK CONCLAVE

The Black Conclaves are an esteemed order of hunters, renowned and feared for their ability to slay the monstrous beings that roam Ayotha. They were formed in the aftermath of the Black Crusades, serving as a bulwark against the monstrous remnants of the Slender Crown's armies.

THE WYTCH BLADES are the backbone of the Black Conclaves. These skilled warriors are adept at both swordplay and sorcery, utilizing a combination of physical attacks and spells in combat. Their training is rigorous, often starting at a young age, and only the most dedicated and resilient become Wytch Blades.

THE WYTCH KNIGHTS are the elite members of the Black Conclaves, distinguished by their prowess on the battlefield and their deep understanding of magic. They are the leaders, the strategists, and the most formidable hunters in the Conclaves. They are respected and admired, serving as both role models and commanders for the Wytch Blades.

The Black Conclaves are divided into three main sects, each with its own focus and philosophy:

THE CONCLAVE OF THE TOME: This sect is dedicated to the study and understanding of magic and the monstrous beings they hunt. They serve as the scholars and researchers of the Black Conclaves, delving into ancient texts and forgotten lore to uncover new ways to combat their enemies. Their leader is known as the Archscribe.

THE CONCLAVE OF THE SWORD: This sect focuses on martial prowess and the development of new combat techniques. They are the warriors and the weapon masters of the Black Conclaves, always at the forefront of any battle. Their leader is known as the Highblade.

THE CONCLAVE OF THE SHIELD: This sect is devoted to the protection of the innocent and the defense of Ayotha. They serve as the guardians and healers of the Black Conclaves, using their magic to protect and heal, rather than to harm. Their leader is known as the Shieldbearer.

Each sect of the Black Conclaves operates semi-independently, with its own hierarchies and traditions, but they all work together towards their common goal: to protect Ayotha from the monstrous threats that still lurk in its shadows.

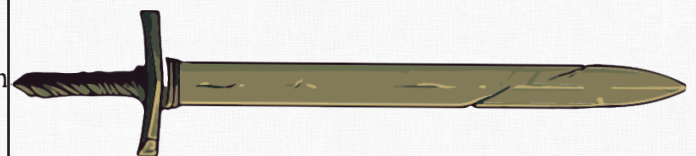
THE RITE OF INITIATION: When a new member is accepted into the Black Conclaves, they undergo an initiation ritual. This involves a night of fasting and meditation, followed by a trial designed to test their combat skills, their magical abilities, and their resolve. If they pass, they are branded with the emblem of the Conclaves—a blackened sword crossed with a stylized spellbook and a shield, signifying the three Conclaves of the Tome, the Sword, and the Shield.

THE WYTCHBLADE TRAINING: The training of a Wytch Blade is rigorous and challenging, involving both physical combat and the study of magic. Each new member is paired with a Wytch Knight, who serves as their mentor and guide. They are taught how to blend their swordplay and magic seamlessly, and how to use their abilities to hunt and combat monsters. The training is grueling, but it serves to prepare them for the trials they will face in the field.

THE CONCLAVE GATHERINGS: Once a year, all members of the Black Conclaves gather in a secret location. This is a time of exchange and bonding, where stories are shared, new techniques demonstrated, and strategies discussed. It's a rare opportunity for the solitary hunters to interact with their peers, reinforcing the bonds between them.

The leader of the Black Conclaves is SERAPHUS THE AGELESS, a figure shrouded in mystery. Rumors swirl around him—some say he was a former student of a necromancer who turned against his master, others whisper that he made a pact with a Time Entity to gain immortality, while a few even suggest he was a survivor of the Black Crusades, cursed or blessed with eternal life. Regardless of the truth, Seraphus has led the Conclaves with a steady hand for as long as anyone can remember. He is wise, powerful, and utterly dedicated to the Conclaves' mission.

Despite their noble cause, the Black Conclaves are viewed with suspicion by many in Ayotha. The combination of martial prowess and magic in their members makes them formidable, and their secretive nature does little to assuage fears. Some worry that they are too similar to the monstrous forces they hunt, and that their powers could easily be turned against the innocent. Yet, despite the distrust, they continue their work, driven by a relentless resolve to protect Ayotha from the horrors that threaten it.



BLACK CONCLAVE

The Black Conclaves are a beacon of hope in a world haunted by darkness. Their traditions, rites, and the leaders of each Conclave are integral to their mission and their identity.

THE RITE OF THE LONG VIGIL: This rite is performed when a Wytch Blade is ready to ascend to the rank of a Wytch Knight. The initiate must spend a week in isolation, standing guard over a grave of an unknown soldier fallen during the Black Crusades, reflecting on the sacrifices made and the responsibility they are about to undertake. At the end of the week, if they have not faltered, they are recognized as a Wytch Knight in a ceremony attended by all members of their specific Conclave.

THE OATH OF SHADOWS: Every member of the Black Conclaves takes this solemn vow to protect Ayotha from the monsters that lurk in its shadows, regardless of the personal cost. The oath is a binding magical pact, taken in front of the entire order, that reinforces their commitment and loyalty to the cause.

The Conclave of the Tome is led by ARCHSCRIBE THALIAS. A former scholar turned monster hunter, Thalias is known for his vast knowledge and his analytical mind. He is adept at deciphering ancient texts and piecing together clues about the enemies they face.

The Conclave of the Sword is headed by HIGHBLADE ERYNDOR. A seasoned warrior with countless battles under his belt, Eryndor is a master of various combat techniques and a veteran of numerous monster hunts. He is stern but fair, always pushing his charges to exceed their limits.

The Conclave of the Shield is guided by SHILDBEARER MYRANDA. She was a healer before joining the Conclaves and has integrated her nurturing instincts into her leadership. Myranda excels at defensive magic and battlefield strategy, always ensuring the protection of her comrades and the innocent.

Each leader brings their unique skills and perspectives to the Conclaves, contributing to the overall strength of the order. While they each lead their own Conclave, they defer to Seraphus the Ageless in matters concerning the entire order, acknowledging his wisdom and experience.

The history of the Black Conclaves is a tapestry of heroism and sacrifice, a testament to their dedication to their cause. They have faced countless horrors, suffered many losses, but have always risen to the challenge. Their history is a source of pride, and a reminder of the importance of their mission. And as they look towards an uncertain future, they draw strength from their past, prepared to face whatever horrors Ayotha might throw at them.

Members of the Black Conclaves wear distinctive uniforms that serve both a functional and a symbolic purpose. The base of their attire consists of dark leather armor, both durable and flexible, allowing for efficient movement during combat. The armor is reinforced with strategically placed steel plates that provide extra protection without hindering mobility.

A cloak of deep midnight blue, almost black, is worn over the armor. It's enchanted to be resistant to elements and minor magical attacks. The hoods of these cloaks are large, often obscuring the face in shadow, adding an element of intimidation and mystery. On the back of the cloak is the emblem of the Black Conclaves — a blackened sword crossed with a stylized spellbook and a shield, each outlined in silver.

The Conclave of the Tome embellishes their uniforms with silver runic patterns, symbolizing their dedication to knowledge and magic. Members of the Conclave of the Sword wear a bandolier across their chest, where various small weapons can be easily accessed. The Conclave of the Shield adds an additional layer of enchanted chainmail beneath their armor, symbolizing their commitment to defense and protection.

Betrayal or failure within the Conclaves is a grave matter. Given their oath and the severity of their mission, traitors are not tolerated. If a member is discovered to have betrayed the order or joined the Slender Crown, they are hunted down by their former comrades and given a choice: return and face judgment, or die as an enemy.

Those who choose judgment are subjected to the Rite of the Broken Blade — a public trial where their crimes are laid bare. The trial is conducted by the leaders of the Conclaves, with Seraphus the Ageless presiding. If found guilty, the punishment is severe. The traitor is stripped of their powers, both magical and martial, through a ritual that leaves them a mere shell of their former self. This is a fate considered worse than death, for they are left powerless in a world filled with nightmares. This punishment serves as a warning to others, reinforcing the gravity of their oath and the consequences of breaking it.



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