

The Necromancer

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The necromancer is a class unto itself which deals primarily with the powers of the sphere of death, although much controlling and summoning magic is also available. They have powers similar to those of both clerics and magic users, and are considered by many to be priests of some sort, due to their cleric-like powers.

Necromancers are a highly-unique class, due to the fact that they have spells common to both priests and mages. They have a patron deity, and pray for their spells, but at the same time they keep and record spell books, which they use during their prayers. They may only request spells from their patron which are in their spell books. If a mage or priest were to come across a necromancer's spell book, he might be able to use the dweomers contained therein---however, such usage would almost certainly draw him into evil practices, and slowly alter his alignment to evil.

The origin of necromancers is unknown. Sages speculate that, like timelords, necromancers may have originated in a plane far removed from Mendenein. The first known necromancer, Omnirz, served Drothgol, the god of death, as High Priest of his temple in the city of Maus (see Blackmoor). Others have served Orcus (especially Orcus), various Cthulhuoid deities, Zendore, Daemonmasters, etc. Rarely are elves necromancers, but when so, they serve their gods of death (of course, they are rarely evil, if true to their elven heritage...).

Necromancers fight as thieves and save as magic users. They begin their career with two weapon proficiencies, and gain one more for every five levels they attain. Their non-proficiency penalty is -4. Though non-humans are able to be necromancers, they are rare indeed; treat their level limits as those of clerics.

Minimum Ability Scores

Strength	3
Intelligence	10
Wisdom	13
Dexterity	8
Constitution	7
Charisma	3
Comeliness	nil
Perception	nil

Racial Stock: human, elven, half-elven, dwarven, and half-orcish

Alignment: Necromancers tend to be *very evil*, though they may be any non-good alignment.

Experience Table for Necromancers

Experience Points	Experience Level	Spells Usable By Level							d4 for Accum. Hit Points
		1	2	3	4	5	6	7	
0-2750	1	2							2
2751-5500	2	2	1						3
5501-11,500	3	3	1						4
11,501-23,000	4	3	2						5
23,001-46,000	5	3	2	1					6
46,001-92,000	6	4	2	1					7
92,001-185,000	7	4	2	2					8
185,001-375,000	8	4	3	2	1				9
375,001-800,000	9	4	3	2	2				10
800,001-1,225,000	10	4	4	2	2				11
1,225,001-1,675,000	11	5	4	3	2	1			12
	12	5	4	3	2	2			
(450,000 xp per level above 11 th)	13	5	4	3	3	2			(one hit point is gained per level above 11 th)
	14	5	4	3	3	2	1		
	15	5	4	3	3	3	1		
	16	5	5	3	3	3	2		
(males are known as necromancers; females are known as necromants)	17	5	5	4	3	3	2	1	
	18	6	5	4	4	3	2	1	
	19	6	5	4	4	3	3	2	
	20	6	5	4	4	4	3	2	
	21	6	5	4	4	4	3	3	
	22	6	6	5	4	4	3	3	
	23	6	6	5	4	4	4	3	
	24	6	6	5	4	4	4	4	
	25	7	6	5	5	4	4	4	
	26	7	6	5	5	5	4	4	
	27	7	6	6	5	5	5	5	
	28	7	7	6	5	5	5	5	
29	7	7	6	6	6	5	5		

Necromancers gain a 5% experience point bonus if they have Int and Wis of 14 and 16, respectively, and a 10% experience point bonus if Int and Wis are 16 and 18.

Necromancers gains spell bonuses based on the average of their Int and Wis. They pray for their spells, as per clerics, but also keep spell books to aid in their meditations and memorization of their daily prayers.

Armor Permitted: none

Shield: none

Weapons Permitted: caltrop, dagger, dart, garrote, knife, staff, sword (long, bastard, broad, falchion), and the weapon(s) of his or her patron deity (if any)

Oil and Poison: yes

Special Abilities of Necromancers

All necromancers are able to Turn Undead as a cleric two levels higher than their own level; the option to control undead is allowed only with respect to evil undead.

<u>Level</u>	<u>Special Abilities Gained</u>	<u>Identify Undead</u>
1	none	20%
2	none	25%
3	none	30%
4	Sanctuary from Undead	34%
5	Speak with Undead	38%
6	Hold Undead	42%
7	Nightvision	46%
8	Resistance to sleep, charm, and hold magicks	50%
9	Charm Undead	54%
10	Resistance to poison, cold, and paralyzation magicks	58%
11	Travel to the Plane of Shadow	62%
12	<u>Resistance to energy draining, aging, and strength draining</u>	66%
13	Travel to the Negative Material Plane	70%
14	Undead Touch	74%

Explanation of Special Abilities

Identify Undead: This allows the necromancer to tell what kind of undead he is facing, roughly how strong it is, and what attacks are most likely to be ineffective or effective against it. In addition, this percentage chance can be treated as a minor sage ability for discovering harder to find information about undead.

Sanctuary from Undead: Any undead must save vs. paralyzation to attack the necromancer. If the save is failed, the undead will ignore the necromancer as if he was not present. This ability is negated if the necromancer attacks the undead. It is usable up to once daily per four levels possessed by the necromancer.

Speak with Undead: Necromancers with this ability can speak to any undead with an intelligence of low or higher; programmed undead will repeat their instructions if the necromancer makes his Identify Undead roll in conjunction with this skill. It is usable at will.

Hold Undead: A necromancer may command any undead to immobility with this power; the paralysis lasts for 1 round per level of the necromancer +/- one round per level difference between the necromancer and the undead target. The chance of success is 35%, plus 5% per level of the necromancer above sixth, minus 3% per hi die the undead possesses. This ability is usable up to once per six levels possessed, but only once per four hours.

Nightvision: This provides the necromancer with infra- or ultravision (his choice) of 12" range, and the ability to see in any darkness (natural or magical).

Resistance to sleep, charm, and hold: This provides a base 20% resistance, plus 8% per level above eighth; if attacked with these powers, the necromancer will be totally unaffected if this roll is made. This is not magic resistance, therefore the level of the caster has no bearing upon this ability.

Charm Undead: This ability allows a necromancer to permanently take control of any undead he has successfully turned or controlled by turning. The undead gains a saving throw versus spells; if failed, it will faithfully serve the necromancer for the rest of its days. If the undead saves, it will attack the necromancer with great fury (+2 to hit, +4 to damage). This power is usable up to once per nine levels possessed, but only up to thrice weekly.

Resistance to poison, cold, and paralyzation: This functions exactly as Resistance to sleep, etc., above, save that a base 15% plus 5% per level above tenth is gained.

Travel to the Plane of Shadow: Similar to the effects of a Hierophant Druid, this allows near-instantaneous (2 segment) transition to that plane, plus the ability to survive in that environ. The necromancer may remain in that plane for up to two days per level he possesses above fifth. This power is usable up to twice monthly.

Resistance to energy drain, aging, and strength drain: As sleep, et al, resistance above, this confers a base 10% plus 3% per level above twelfth to not be affected by those attacks.

Travel to the Negative Material Plane: As above, but the transition takes 6 segments to complete, and the necromancer may remain for up to 1 day per level above ninth. This power is usable up to once monthly.

Undead Touch: This talent is the greatest which a necromancer may perform; it allows him to create the effects multiple undead attacks in one fell strike. He may combine three effects, and one more per five levels he possesses (i.e., four effects at 19th, six at 24th, and, the maximum, five at 29th level). He may still continue to learn various attacks at the rate of one per five levels, but cannot include more than five in a single attack. The necromancer may learn these powers from other necromancers with the same power, or directly from undead able to use such powers. Typical powers taken, though others exist, are: energy drain (1 or 2 levels, learned separately), strength drain, rotting disease, aging, paralyzation, frost damage, and fear.

Spell List for Necromancers

- * denotes that the spell is modified for casting by this class
- *italics* print denotes that the spell is reversible
- underlined print denotes that the spell is from Ed Greenwood's **The Lords of Darkness (REF5)**
- **boldface** print denotes that the spell is from Jon Pickens' "The Specialist Mage: Unofficial New Spells for the Necromancer" (**Polyhedron # 28**)
- **boldface and underlined** print denotes that the spell is new

	Cantrips	First Level	Second Level
01	Chill	Ceremony	Animate Dead
02	Color	Charm Person	Automaton*
03	<u>Corpselight</u>	Command	Continual Light
04	Curdle	<i>Comprehend Languages</i>	<u>Death's Door</u> *
05	Dampen	<i>Cure Light Wounds</i> *	<i>Detect Charm</i>
06	Dim	<i>Detect Evil</i>	Detect Invisibility
07	Dusty	<u>Detect Life</u> *	<i>Forget</i>
08	Exterminate	Detect Magic	Hold Person
09	Haze	<u>Ebony Hand</u>	Identify
10	Knot	Feign Death*	Improved Shatter
11	Sour	<u>Frostspray</u> *	Invisibility
12	Spill	Invisibility to Undead*	<i>Know Alignment</i>
13	Spoil Holy Water	<i>Light</i>	Ray of Enfeeblement*
14	Untie	Preserve	<i>Resist Fire</i>
15	Wilt	<i>Protection from Evil</i>	Skull Watch
16	Wrap	<u>Protection from Light</u>	<i>Slow Poison</i>
17	(all Legerdemain, Personal, and Haunting cantrips too)	<i>Remove Fear</i>	<u>Spectral Hand</u>
18		Scare	<u>Spectral Wings</u> *
19		Shatter	Stinking Cloud
20		<u>Undead Mount</u> *	<u>Summon Phantom</u>
21		Undead Servant	<u>Undead Summoning 2</u>
22		<u>Undead Summoning I</u>	Web
23			Wraithform*

	Third Level	Fourth Level	Fifth Level
01	Charm Monster	<i>Abjure</i>	
02	<i>Cure Serious Wounds*</i>	Animate Dead Monsters*	Avoidance Bone Blade
03	Dig	Cone of Cold	
04	Dispel Magic	<u>Corpse Blight 1</u>	Cloudkill
05	Fear*	<i>Cure Critical Wounds*</i>	Commune Crimson Scourge
06	<u>Fingers of Leprosy*</u>	Death Armor	
07	<u>Frostweb</u>	Dispel Possession	<u>Corpse Blight 2</u>
08	Glyph of Warding	Dolor	<i>Dispel Evil</i>
09	Ice Storm*	Evard's Black Tentacles	Disrupt Undead Enchant An Item
10	<u>Imprison Essence*</u>	<i>Fire Shield</i>	
11	<u>Lifeleech*</u>	Hold Monster	Ensnarement
12	<u>Mummy Touch</u>	<u>Lathen's Sphere</u>	<u>Enspell Essence</u>
13	<u>Protection from Undead</u>	Magic Mirror	Feeblemind Geas
14	<u>Ray of Paralysis</u>	Move Earth	
15	<i>Remove Curse</i>	Negate Turning*	<i>Heal</i>
16	<i>Revenance</i>	<i>Neutralize Poison</i>	<u>Liche Life</u>
17	Suggestion	<u>Omnirz' Mantle of Decay</u>	<u>Life Glamour*</u> Magic Jar
18	<i>Tongues</i>	<i>Protection from Evil 1" radius</i>	Otiluke's Freezing Sphere Plane Shift
19	<u>Undead Summoning 3</u>	Reanimation	
20	Wall of Bones*	Sequester	Projected Image
21	Wall of Ice	<u>Sphere of Nullity</u>	<i>Raise Dead</i>
22		<u>Teleport Undead Undead</u>	Simulacrum
23		<u>Summoning 4</u>	<u>Spectral Stalker</u>
24		Vampire Mist	Sword of Darkness*
25		<u>Vampiric Ray</u>	<u>Undead</u>
26			<u>Summoning 5</u>
27		<u>Wall of Blackflame</u>	Wall of Force
28		<u>Wall of Terror</u>	Wall of Stone
29		<i>Ward Against Undead*</i>	
30		<u>Web of Weakness</u>	

	Sixth Level	Seventh Level
01	Banishment	
02	Control Weather	<i>Antipathy</i>
03	<u>Corpse Blight 3</u>	Astral Spell
04	Death Spell	Binding
05	<u>Death Strike</u>	<u>Bound Resurrection</u>
06	Energy Drain	<u>Cemetery Blight</u>
07	Fellblade	Clone
08	<u>Imbue Undead With</u> <u>Spell Ability</u>	<u>Control Undead*</u> Deathlink
09	Mass Charm	
10	<i>Regeneration</i>	Gate
		Henley's Digit of
11	<u>Raise Dead Fully</u>	Disruption
12	Restore Spirit*	<i>Holy Word</i>
13	Sink	<i>Imprisonment</i>
14	<u>Spectral Guard</u>	<u>Lifeblast</u>
		<u>Mantle of</u>
15	<u>Summon Soul Eater</u>	<u>Blackflame</u>
16	Trap the Soul	Permanency
17	<i>True Seeing</i>	<u>Rift</u>
18	<u>Undead</u>	<u>Soulsummoning</u>
19	<u>Summoning 6</u>	Symbol
20	<u>Wall of Death</u>	Truename
	Word of Recall	<u>Undead</u>
		<u>Summoning 7</u>

First Level Spells

Cure Light Wounds: In either form, this spell heals or causes 5-8 points (d4+4) of damage.

Detect Life (Divination) Reversible

Level: 1

Range: 2" per level

Duration: 1 round per level

Area of Effect: two creatures/level

Components: V, S, M

Casting Time: 2 segments

Saving Throw: none

Using this spell, a necromancer can determine if a creature examined is alive, dead, or undead. The necromancer may *detect life* in two targets per round. The reverse of this spell allows a necromancer to *detect unlife* in the same area. The material component is the necromancer's unholy symbol.

Feign Death: The duration of this spell is 3 rounds per level, otherwise it is the same as the third level magic user spell of the same name.

Frost Spray (Evocation/Conjuration)

Level: 1

Range: 1/2" per level

Duration: instantaneous

Area of Effect: cone 1/5" at beginning, 3" wide at end

Components: V, S, M

Casting Time: 2 segments

Saving Throw: 1/2

This spell causes a small *cone of cold* to come into being. It causes 6-16 (4d4+2) points of damage to all within the area of effect; creatures immune or resistant to cold take no damage, but those drawing on power from the Elemental Plane of Fire take +1 damage per die, up to maximum damage, and save at -2. The material component is a few drops of water.

Invisibility to Undead: Save that the duration is 4 rounds per level of the necromancer, and that it will affect any undead, it is the same as the first level cleric spell of the same name.

Undead Mount: As per the spell description, save that the mount can hold up to 1500 gp weight plus 50 gp per level above third (in addition to the caster and his belongings). The mount moves at 22" over any level surface (including water and quicksand). Mounts conjured by a caster of eighth level or higher may fly at a 17" speed (MC: B). For combat purposes, the mount has 1d4+2 hit points per level of the caster, is AC 4, and can attack once per round for 2-10 points of damage.

Undead Summoning 1 (Conjuration/Summoning)

Level: 1
 Range: 4"
 Duration: 1 round per level
 Area of Effect: special
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none

This spell will summon from 2-8 hit dice of low-level undead---poltergeists, skeletons, animal skeletons, or zombies---to serve the caster in whatever capacity he wishes. The material component is a bit of the flesh from a zombie.

Second Level Spells

Automaton: This spell is the same as the third level cleric spell of the same name (see White Wolf Magazine #9), save that the body must make a system shock roll ever five rounds, at -20%.

Death's Door: The reverse of this spell, *death's gate*, is new, and allows the necromancer to knock a victim unconscious (at his current hit points) and inflict 1 hp damage per round for 1 round per level of the necromancer. The victim will regain consciousness at the end of the spell. The material component is the necromancer's unholy symbol, and a bone shard from any creature slain by a *sword of wounding*.

Ray of Enfeeblement: The necromancer drains 30% + 3% per level above second, otherwise it is the same as the second level magic user spell of the same name.

Spectral Wings: This spell is similar to *fiery wings* (Oriental Adventures), in that it creates a pair of phantom-like wings (appearance chosen by the caster) for 1 turn + 5 rounds per level of the necromancer. The wings confer MC: C on the caster.

Summon Phantom (Conjuration/Summoning)

Level: 2
 Range: special
 Duration: special
 Area of Effect: 1/8th mile radius per level
 Components: V, S
 Casting Time: 1 round
 Saving Throw: special

The spell summons the nearest phantom to the necromancer, if one is within the area of the effect and if it fails a saving throw of 14 to resist the spell. The phantom will arrive within 3-8 rounds after the casting is complete, and will then perform its record of death. It is not under any other compulsion of the caster, though it may speak with the necromancer if it wishes to do so. It will depart (involuntarily) within 5-50 rounds after it was summoned, unless confined within a magic circle or the like.

Undead Summoning 2: This spell is the same as *Undead Summoning 1*, save that the casting time is 4 segments and 4-10 HD of the following may be summoned: ghouls, huecuva, poltergeists, skelters, or those undead listed under *Undead Summoning 1*.

Wraithform: This spell lasts 1-8 rounds + 3 rounds per level, but is otherwise the same as the third level illusionist spell of the same name.

Third Level Spells

Cure Serious Wounds: This spell heals or causes 8-17 (3d4+5) points of damage, but is otherwise identical to the third level cleric spell.

Fear: Saves against this spell are at -2, but is otherwise the same as the 4th level MU spell.

Fingers of Leprosy (Evocation)

Level: 3
 Range: 4" + 1" per level
 Duration: instantaneous
 Area of Effect: one individual
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: ½

The caster evokes this spell by cutting the undersides of his fingers at the completion of the casting, which mingles with a blast of purple netherforce drawn from the depths of Hades. The energy cascades out of his fingers, and he plays it along the victim, causing 1-6 points of damage per level of the caster, as the energies rot, flay, and shred the skin from his bones (one-half damage if a saving throw versus spells is successful). In addition, the victim must succeed in a second saving throw vs. poison or become infected with a random disease.

Frostweb (Evocation)

Level: 3
 Range: ½" per level
 Duration: 1 round per level
 Area of Effect: 12 cubic inches (in any dimensions)
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: special

The spell calls forth a *web*, in exactly the same manner as the second level magic user spell. The strands of a *frostweb*, however, are ice one- to two inches thick, and are unnaturally cold. Those caught within the strands suffer 3-8 points of damage per round (no save). A *frostweb* is easier to escape than a standard *web*, due to the brittleness of the ice--halve all escape times compared to *web*. Victims wielding magical fire (a *flametongue* sword, *burning hands*, etc.) can escape a *frostweb* in one round (the web will still inflict damage that round, however). Frost resistance or immunity applies. The material component is a spider web, and one scale from either a remorhaz, ice devil, or white dragon.

Ice Storm: This spell causes +2 per die of damage, up to the maximum, when cast by a necromancer.

Imprison Essence (Necromantic)

Level: 3

Range: touch

Duration: 1 hour per level or 1 round per level

Area of Effect: one creature

Components: V, S (M in first version)

Casting Time: 4 rounds or 4 segments

Saving Throw: special

This spell binds within a body the particular spirit that usually resides in that particular body. Thus, it will prevent a soul or spirit from travelling to its plane of origin after death, and it will allow healing to revive consciousness, even from beyond -10 hp (although all healing magic would only function at one-third its usual strength). *Imprison Essence* will also prevent the use of *commune*, *magic jar*, *possession*, *contact other plane*, and similar spells. The first version of this spell lasts 1 hour per level of the caster and requires 4 rounds to intone, while the second version requires only 4 segments to cast and lasts 1 round per level of the necromancer. Both versions require that the caster include the name of the body and the spirit to be affected by the spell (in general both names will be identical). The material component is the body, and ink derived from the blood of the body, which is used to write the body's name upon its forehead using a virgin quill, thus binding the spirit within. The shorter version has no material component.

Lifeleech (Necromantic) Reversible

Level: 3

Range: touch or 2"

Duration: permanent

Area of Effect: one creature

Components: V, S (M for second version only)

Casting Time: 5 or 7 segments

Saving Throw: ½

This dweomer allows the caster to drain the hit points from a victim and to transfer them to the caster as healing (thus an unwounded caster of this spell gains no benefit from it, other than to damage the victim). The spell has two versions. The first, developed by Omnirz the Decayed, is the standard version, in which the caster must touch the target with his bare hand on exposed flesh (thus, flesh to flesh contact is necessary). This version has no material component, and is cast in 5 segments. The second version, known to several major daemons, devils, and demons and to powerful mortal necromancers with infernal connections, takes longer to cast, but manifests as a ray of vicious lapis lazuli (which hits as a monster of the same level as the caster). This version has a material component: the caster's fresh blood (any amount will do), one ounce of the blood of a vampire bat, and some part from the body of a creature with *vampiric transference* in any form: *obliviax* (memory), *transposer* (hp), *fang dragons* (hp), etc. Both versions drain 1-3 hit points per level of the caster, which a successful saving throw will halve; damage caused is transferred to the caster as healing. The reverse of this spell, *life touch*, transfers the hit points from the caster into another as healing. Flesh to flesh contact is required to use *life touch*.

Mummy touch: This spell is a specialized version of *cause disease*. It maintains all aspects of the standard spell, save that the material component is some of the flesh, bone, or wrappings from a mummy currently in existence.

Protection From Undead (Abjuration) Reversible

Level: 3

Range: 0

Duration: 2 rounds per level

Area of Effect: 1" radius sphere

Components: V, S, M

Casting Time: 8 segments

Saving Throw: special

This spell functions as the *protection scroll* of the same name, save that the necromancer can affect a number of undead equal to $1\frac{1}{2}$ HD times his level. The caster may choose to affect only a certain kind of undead (vampires) if confronted by multiple undead types, or he may use the spell to try to screen against all undead (in which case the lower HD undead present are affected by the spell first). All undead suffer according to the rules for breaking magical protection circles if they physically destroy the protective sphere. The reverse of the spell, *protection from life*, works against living creatures in the same way that *protection from undead* works against undead: they cannot pass the barrier, etc. Living creatures, for this spell, are defined as any normal creature from the Prime Material Plane which does not need magical weapons to be hit, is not *summoned* or *conjured*, and has no innate magical abilities for standard representatives of its race (thus, werewolves, dragons, and unicorns would be unaffected by the spell, while elves, trolls, orc shamans, and ochre jellies would be affected). The material component is 10gp weight of essence/remains from either a positive quasi-elemental (*protection from undead*) or a negative quasi-elemental (*protection from life*).

Ray of Paralysis: This spell is essentially the same as the third level illusionist spell *paralyzation*, save that the spell manifests as a ray which will affect any number of creatures of any level that are struck (the ray streaks out to its maximum range of 2" per level when cast). If the victims successfully save vs. paralysis, they dodged the ray and remain unaffected.

Undead Summoning 3: This spell summons 7-13 HD (2d4+5) of the following undead: coffer corpse, ghast, penanggalan, wight, juju-zombie, zombire, plus those listed previously. It takes 6 segments to cast.

Wall of Bones: This spell is the same as the fourth level wu-jen spell *wall of bones*, save that the spell takes 3 segments to cast, has a range of 1" per level, lasts 1 turn per level, and has a material component of a bone shard from a destroyed vampire. Once conjured, a *wall of bones* regenerates 3 hp damage per round.

Fourth Level Spells

Corpse Blight 1 (Necromantic)

Level: 4
 Range: 2'' per level
 Duration: permanent
 Area of Effect: special
 Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: none

This spell is an improved version of *animate dead*, and allows the necromancer who casts it to create undead skeletons and zombies which are animated at their original level or hit dice. It can affect dead individuals who were up to fourth level when alive. The animated remains attack and save as their original class, if any. Zero-level characters rise as normal zombies or skeletons. The necromancer may animate up to his level in hit dice of these undead (i.e., a 9th level Necromancer may animate up to 9 HD worth of corpses who were 4th level/HD or less when alive). The material components are a rock chip from a grave stone and the bone marrow from any fourth or higher level/HD creature (living or dead).

Cure Critical Wounds: Cures/causes 12-27 hp (3d6+9).

Death Armor (Necromantic/Evocation)

Level: 4
 Range: 0
 Duration: 4 rounds + 1 round per 2 levels of caster
 Area of Effect: one creature
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: none

Death Armor creates an aura that surrounds the necromancer, and courses with darkly baleful energy drawn from the Negative Material Plane. The aura provides base AC3 protection; other magical protections will enhance this, as will a low or high dexterity. Any successful attacks from metallic weapons will transfer some of the negative energy from the armor to the attacker, and will inflict 2-13 points of damage (d12+1) to him. *Death Armor* prevents special weapons effects from occurring (decapitation from a *vorpal* weapon, *wounding*, etc.). If an attacker strikes the armor with flesh (such as a monk's open hand attack, monster claw/claw/bite attacks, or a spell caster using a touch spell), the attacker suffers 7-17 points of damage (2d6+5), and must save versus death magic or lose 1-3 levels for the next 1-3 days. The material component is the scale from a death dragon or a dracolich.

Lathen's Sphere (Alteration/Evocation)

Level: 4
 Range: 0
 Duration: special
 Area of Effect: one creature
 Components: V, S
 Casting Time: 4 rounds
 Saving Throw: special

Upon the completion of casting, *Lathen's Sphere* surrounds the necromancer with a putrid sphere of swirling green and yellow colors. This sphere aids a necromancer's meditation, and lasts as long as he meditates without interruption. While within its confines, *Lathen's Sphere* cuts the time required to pray for and to memorize spells in half.

Negate Turning (Abjuration/Evocation)

Level: 4
 Range: 3" + 1/2" per level
 Duration: 1 round per level
 Area of Effect: one to four persons
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: special

As the spell in **Polyhedron 28**, save that 4 targets save normally, 2 or 3 targets save at -1, and 1 target saves at -4. If the save is failed, the victim cannot turn undead for the duration of the spell; if the save is made, the victim turns undead as if three levels lower (minimum first level). The material component is 15gp worth of powdered topaz, the powdered dung from either a ghast or vampire, combined with a dram of unholy water; this mixture is dried into a single pellet, one of which must be crushed for each victim to be affected by the spell.

Omnirz' Mantle of Decay (Alteration/Necromantic)

Level: 4
 Range: 0
 Duration: 2 rounds and 1 segment per level (see text)
 Area of Effect: one creature
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: special

This fell dweomer creates an aura of deathly grey energy around the caster's hand; any creature struck successfully by the caster will suffer the full effects of the spell. When the victim is hit, the aura transfers from the caster's hand to the creature touched, and envelops his entire body within the sickly "glow." The victim immediately begins to rot, losing extremities at the rate of one per segment, as outlined in the **Dungeon Masters Guide** for the malevolent rot effect from artifacts (see page 163, top of the right-hand column); thus, toes are lost first, followed by fingers, arms, legs, and head, which is always last. (It would take a 25th level necromancer to rot a victim entirely, over the course of 2.5 rounds). A successful saving throw versus spells means that this spell will last only half as long as it normally would. Due to the excruciating agony and horror of

watching one's body slough away, while under the effects of this spell, victims are penalized as if struck by a *symbol of pain*. This spell, while very powerful, has one major drawback: if the caster does not rid himself of the aura within the two rounds after the casting completes, the aura will transfer to himself, and affect him normally (a saving throw is still allowed, of course). Digits and limbs lost to rot are unable to be *regenerated* without first having a *heal* or *restoration* cast on the victim. A *bladeless* dweomer is ineffective against this spell.

Sphere of Nullity (Abjuration/Evocation)

Level: 4

Range: 0

Duration: 1 round per level

Area of Effect: 5 foot radius sphere

Components: V, S, M

Casting Time: 7 segments

Saving Throw: none

Upon completion of casting, the necromancer evokes a black, opaque sphere around himself. The *Sphere of Nullity* protects against positive energy attacks by drawing on the energies of death magic from the lower planes. All attacks based on positive energy (*Henley's Digit of Disruption*, *lightning*, *sunray* attacks from a priest of Noonos, etc.) are saved against at +2, and inflict -1 damage per die (scoring no damage on an attack is possible). *Light*-based attacks are negated completely, and spells that derive their power from shadow are saved against at +3, -2 damage per die. A sphere of nullity has additional, specific effects on the following spells:

- *negative plane protection*: if already cast on the caster when a Sphere of Nullity is invoked, the caster suffers effects as if *negative plane protection* was cast on the Negative Material Plane (see Dragon 58 or Unearthed Arcana)
- *dispel evil*, *holy word*: the former is negated, and a save is permitted against the latter (if made, the caster is unaffected; if failed the caster is treated as if one column up for purposes of the *holy word's* effect on him)
- *magic missile*: 100% reflected back upon the caster
- *volley*: the spell volleyed is dissipated into the *sphere of nullity*, with no effects to either spell caster
- *prismatic (sphere, spray, wall)*, *azure flame*, *Jaquar's shield of incineration*: these spells are drained away if they contact the sphere, but they also simultaneously destroy the *sphere of nullity*

If a *sphere of annihilation* and a *sphere of nullity* ever come into contact, the *sphere of annihilation* may:

- 01-35 immediately destroy the *sphere of nullity*
- 36-45 pass through the *sphere of nullity* as if the spell was not present, without otherwise affecting the spell or the *sphere of annihilation*
- 46-85 dump the caster and all within a 5" radius into another plane, leaving the *sphere of annihilation* behind, and the *sphere of nullity* in place; destination plane is:
 - 01-25 the Plane of Shadow
 - 26-75 the Negative Material Plane
 - 76-90 a random lower plane
 - 91-95 a random alternate Prime Material plane
 - 96-100 another multiverse

- 86-90 cancel the *sphere of nullity* and affix the *sphere of annihilation* in place, immobile, for a number of weeks equal to the number of rounds of remaining in the *sphere of nullity*'s duration
- 91-95 ricochet the *sphere of annihilation* in a random direction at a maximum velocity determined by combining the levels of both parties, and taking the higher Int bonus of the sphere's owner or the necromancer who cast the *sphere of nullity*; figure the direction as if the *sphere of annihilation* was a grenade-like-missile
- 96-100 place the sphere of annihilation under the complete control of the caster of the *sphere of nullity* for the remaining duration of the *sphere of nullity*; the caster is not made aware of this control by any feeling, intuition, etc., although the owner of the *sphere of annihilation* will realize that he has lost control of the sphere (though he may not know who has it....)

The material components for this spell are one vial of unholy water (traced in the floor in an unbroken circle around the caster), a pre-cast *protection from good* spell (this has no effect and is absorbed into the casting), the *death ray* eye from a beholder, and a piece of black jet fashioned into a sphere and valued at 100 gp or more (this shatters at the completion of the casting).

Undead Summoning 4: 7 segments to cast, able to summon 10-16 HD (d4+d6+6) of the following creatures (plus those mentioned previously): apparitions, haunts, sons of Kyuss, and/or wraiths will answer the call.

Vampiric Ray (Evocation, Necromantic)

Level: 4

Range: 2'' + ½'' per level

Duration: instantaneous

Area of Effect: one creature

Components: V, S, M

Casting Time: 5 segments

Saving Throw: special

This spell creates a pulsing ray of midnight blue energy which lashes out toward the caster's target; a successful saving throw versus dragon breath indicates that the ray missed (it may strike a secondary target). If struck, a victim suffers 9-30 points of damage (3d8+6), and must save vs. death magic or lose one level (as if *energy drained*). The damage caused by the ray is transferred to the caster as healing; ten additional points of damage are healed if the victim is *energy drained*. The material component is a pinch of dirt from the grave of an anti-saint, anti-paladin, or a demonic knight of doom.

Wall of Blackflame (Evocation)

Level: 4
 Range: ½" per level
 Duration: 1 round per 2 levels of caster
 Area of Effect: special
 Components: V, S
 Casting Time: 4 segments
 Saving Throw: ½ (see text)

This spell causes a *wall of blackflame* to appear--thus it is invisible, and cannot be detected by normal sight, introversion, or ultravision; *detect invisibility*, *true sight*, *dust of appearance*, a *robe of eyes*, etc. will reveal the wall normally. Passing through the blackflame causes 2-10 points of damage (d4+d6), plus 2 points per level of the caster (a successful save vs. dragon breath will reduce this damage by half). In addition, all items exposed to the blackflame must save vs. *magical fire* at -2 or be destroyed. The caster may create up to 1" of blackflame, in height or width (since the wall has no thickness) per level he possesses.

Wall of Terror (Alteration/Phantasm)

Level: 4
 Range: 3" per 2 levels
 Duration: 1 round per level
 Area of Effect: 5 foot radius sphere
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: negates

This enchantment causes a non-existent barrier to come into being, which, if believed, creates a feeling of uneasiness by merely being within the wall's vicinity (within 3"). Any attempts to approach or to pass through the wall will cause effects as a *fear* spell. However, victims will sense a "wrongness" and a "bad feeling" about the wall, and will not willingly approach closer than 2", nor will they willingly pass through the invisible barrier; they will even fight to prevent this (treat as a *symbol of discord* if heated arguments ensue about the wall for four or more rounds). Victims who successfully save vs. spells will be completely unaffected by the wall; those who fail sense the wrongness, etc. as outlined above. (To set the tone for this effect, read Leiber's "The Jewels in the Forest"). The material component is a miniature wall crafted from any clear glass, crystal, or gemstone; it shatters upon completion of the spell.

Ward Against Undead: As **Lords of Darkness**, save that the casting time is 8 segments, duration is 1 turn plus 1 round per three levels of the caster, and that area of effect is a 1"x1"x1" cube per level of the caster. The spell may be voluntarily dismissed at will by the caster. Assume that the version as detailed by Greenwood is in effect for most holy structures that benefit from a *forbiddance* spell.

Web of Weakness (Evocation/Alteration)

Level: 4

Range: 1” per 2 levels

Duration: 2 turns per level

Area of Effect: 8 cubic inches in any combination of dimensions

Components: V, S, M

Casting Time: 6 segments

Saving Throw: special

This spell creates a *web* with all the characteristics of the second level magic user spell of the same name; in addition, a *web of weakness* numbs its victims, causing them to lose one full point of strength per round they remains within the web’s confines (a fighter with exceptional strength drops to 17, 17 to 16, etc.). This will naturally increase the amount of time that a victim remains entangled in the webs. The material component is a vial of shadow ichor, within which is steeped either a snowflake or a scale from a white dragon.

Fifth Level Spells

Corpse Blight 2 (Necromantic)

Level: 5

Range: 2” per level

Duration: permanent

Area of Effect: special

Components: V, S, M

Casting Time: 14 segments

Saving Throw: none

This is an improved version of the *corpse blight 1* spell. It will animate slain characters up to 7th level/7 HD, with their full powers, hit points, etc. The necromancer may animate twice his level in HD of undead. The material components are three pinches of dust from different graves from which undead have risen.

Enspell Essence (Necromantic)

Level: 5

Range: touch

Duration: permanent

Area of Effect: one creature

Components: V, S, M

Casting Time: 6 turns

Saving Throw: none

This spell mimics the functionality of the *resurrection* spell from **Call of Cthulhu**: it takes the “essential salts” of creatures and returns them to full life. The process to create such salts remains a highly-sought-after secret, known to few---even among necromancers. Using this spell, a necromancer could restore life to a being despite the fact that it had failed its system shock survival roll. Of course if a successful dispel magic is cast upon the recipient of this spell, he is reduced back to a state of dusty salts. The material components, besides the salts to be restored, are also unknown to the common necromancer....

Liche Life (Abjuration, Evocation/Conjuration)

Level: 5
 Range: 0
 Duration: 1 round per 2 levels
 Area of Effect: one creature
 Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: none

This spell provides the necromancer with the magical protections of a lich. He can only be affected by +2 or better magical weapons; he is immune to *sleep*, *charms*, *hold*, *poison*, *paralyzation*, *cold*, *aging*, *enfeeblement*, *blackflame*, *electricity*, *death magic*, *exorcism*, *body sympathy*, *insanity* (including *confusion* and *feeblemind*), *polymorph*, and has *fire resistance*. In addition, the caster regenerates at the rate of 1 hit point per round, even after death (as long as the spell remains in effect, of course). Each casting of this spell ages the caster by one year; a system shock survival roll is also required or the caster permanently loses 1 point of constitution. The material component is a bone fragment from a lich, which the necromancer swallows at the completion of casting the spell.

Spectral Stalker (Conjuration/Summoning)

Level: 5
 Range: 0
 Duration: special
 Area of Effect: special
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: special

This spell is the necromancer's version of *invisible stalker*. It summons a spectral stalker from the depths of the ethereal plane which serves in a manner similar to an invisible stalker, but it will not warp the wording of a command if killing is involved. The material components are one pint of fresh blood from a virgin of the species that the necromancer wishes the spectral stalker to kill, 500 gp worth of crushed black pearls, and a small dagger forged of black adamantite (6500 gp value, minimum). (Author note: I think that spectral stalkers were based on Midnight Stalkers, published in Grenadier's 1986 **Monster Manuscript** booklet, but I'm not sure now).

Sword of Darkness: the same as the sixth level wu-jen spell, save that a Sword of Darkness cast by a necromancer is good for one attack per level of the caster, and that levels drained may be lost permanently (victims must succeed in a System Shock roll for each level drained; if lost, the levels are lost permanently).

Undead Summoning 5: 8 segments to cast, summons 12-21 HD (3d4+9) worth of undead. It can summon each of the creatures previously listed, as well as mummies, shades, and spectres.

Sixth Level Spells

Corpse Blight 3 (Necromantic)

Level: 6
Range: 2'' per level
Duration: permanent
Area of Effect: special
Components: V, S, M
Casting Time: 21 segments
Saving Throw: none

This spell will animate characters of up to 12th level/HD, as per *corpse blight 1*. The necromancer can animate up to thrice his level in HD of undead. The material components are fresh blood (one gallon per HD of animated undead), 3000 gp worth of powdered diamond, and a pre-cast *death's gate* (which is absorbed into the casting of this spell and has no other effect).

Death Strike (Evocation/Necromantic)

Level: 6
Range: 3'' + 1'' per 4 levels
Duration: instantaneous
Area of Effect: 1'' square area
Components: V, S, M
Casting Time: 7 segments
Saving Throw: negates

This spell is a deadly magical attack which slays the targets and turns their bodies into emaciated and shrunk, dry husks unless they fail to save vs. death magic. Victims who fail the death magic save must make a secondary save (a system shock survival roll at -35%) or their souls are slain as well as their bodies---thus making the victims impossible to restore to life via *raise dead* or *resurrection*. If the victims make the initial save vs. death magic, they take no damage, but have a 40% chance -2% per level of the victim to be struck unconscious due to the power of the dweomer. The material components are the flesh from a victim of a nabassu's *death stealing* attack, and one ounce of powdered claw from a nabassu.

Raise Dead Fully (Necromantic)

Level: 6
Range: 0
Duration: permanent
Area of Effect: one creature
Components: V, S, M
Casting Time: 12 turns
Saving Throw: special

This spell brings a slain character back from the dead, however he does not require rest to recuperate, and is fully *healed* in the process as well. The material components are the same as those of a normal *resurrection* spell.

Restore Spirit: this spell is the same as the seventh level shukenja spell, save that the material components are a chunk of astral matter (anything native to the astral plane will do), and something of great value to the person having his spirit restored.

Summon Soul Eater (Conjuration/Summoning)

Level: 6
Range: 0
Duration: special
Area of Effect: special
Components: V, S, M
Casting Time: 9 segments
Saving Throw: none

This spell summons a soul eater from the depths of the Negative Material Plane. The soul eater's price for its services is always a soul. It will perform any task, but if it does not involve killing the soul eater will demand additional payment. Soul eaters are faultless trackers, and are often employed as assassins by necromancer. The material components are the soul offered to the soul eater, and six pints of fresh blood from any source, in order to attract it to the Prime.

Undead Summoning 6: takes 9 segments to cast, summons 15-36 HD (7d4+8) of undead. It can summon ghosts, skeleton warriors, spectral stalkers, and vampires as well.

Wall of Death (Necromantic/Evocation)

Level: 6
Range: 1"per level
Duration: special
Area of Effect: special
Components: V, S, M
Casting Time: 9 segments
Saving Throw: none

This spell creates a wall of negative energy drawn directly from the Negative Material Plane. It appears as a wall of dead black darkness. Any form of life which touches the wall must save vs. death magic or die. Those who save are unaffected by the wall. The material component is a miniature wall carved of obsidian which has been handled by a life-draining undead creature.

Seventh Level Spells

Bound Resurrection (Necromantic, Enchantment/Charm)

Level: 7
 Range: 0
 Duration: special
 Area of Effect: one creature
 Components: V, S, M
 Casting Time: 24 turns
 Saving Throw: none

This spell raises a slain creature from the dead, in the manner of *raise dead fully*, and places him under a *geas* spell which forces him to serve the necromancer until the letter of the *geas* has been fulfilled. Note that due to accessibility of victim's spirit at the time of the geasing, there is no saving throw against the *geas*, even if the victim is higher level than the necromancer and would receive a save against a normal *geas*. The material components are slender chains of black adamantite and gold alloy (8000 gp value); the chains are wrapped around both the hands of the victim and those of the necromancer as part of the casting ritual.

Cemetery Blight (Necromantic)

Level: 7
 Range: 2" per level
 Duration: permanent
 Area of Effect: one cemetery
 Components: V, S, M
 Casting Time: 1 round (but see below)
 Saving Throw: none

This dweomer is the hallmark of a necromancer: with *cemetery blight*, he can raise an entire cemetery to do his bidding. All buried creatures, regardless of level, are subject to the necromancer as if a *corpse blight 3* had been cast upon them. A *cemetery blight* can only be cast after a great sacrifice to the necromancer's patron deity/demon/whatever. The spell may only be cast after receiving his master's approval, on a moonless night (controlling the weather to block the light of the moon is one possible loophole...). The material components are ten live human sacrifices, a pre-cast *wall of bones* (to serve as an altar), a *vampiric ray* cast into the center of the graveyard, a pre-cast *ceremony: desecrate ground*, a *charm undead*, and a dagger once wielded by a lich (used to kill the sacrifices in conjunction with lethal *undead touch* powers).

Lifeblast (Necromantic/Evocation)

Level: 7
 Range: 2"
 Duration: permanent
 Area of Effect: one creature
 Components: V, S
 Casting Time: 1 round
 Saving Throw: ½

This spell summons a netherforce of pure negative energy which strikes its victims with no visual evidence of its cause. If the victim does not save vs. death magic, he is totally drained of all levels at once, he dies, and he will rise within eight nights as undead if proper precautions are not taken. If the save is made, the victim remain intact with one-half of his original levels, losing all of the accumulated hit points, spell levels, etc. This dweomer also transfers 1d6 hit points of healing energy to the caster for every level drained from its victim. *Restoration* spells will return the lost levels in the normal manner.

Mantle of Blackflame (Evocation)

Level: 7
 Range: touch
 Duration: 1 round per 10 levels
 Area of Effect: one creature
 Components: V, S
 Casting Time: 8 segments
 Saving Throw: negates

This spell is the same as the fifth level shade spell of the same name, save that the damage is 6-20 hit points (2d8+4) damage per round.

Rift (Evocation)

Level: 7
 Range: 10" plus 1" per level
 Duration: special
 Area of Effect: one creature
 Components: V, S, M
 Casting Time: 2 rounds
 Saving Throw: special

This spell has two versions, both of which have identical effects, but from different sources. A *rift* may be drawn from either the Positive or Negative Material Planes. Both versions take the form of a huge cloud of energy (1" long per level x 8" wide x 2" high) that moves at a rate of 8" per round, destroying everything in its path, no saving throw (magic resistance, if successful, will protect a creature for that round only). The cloud lasts as long as concentration is maintained, and for a random period of 4-42 rounds (2d20+2) afterward, due to the incredible strength of the forces summoned. If concentration is broken (caster takes damage, etc.), the *rift* will be out of control, and will move at a 12" rate, as it sucks more energy from its home plane into the Prime. For every round that a *rift* exists, there is a 2% cumulative chance that it will escape control of the

caster, even if his concentration is not disturbed. For each round that a *rift* remains out of control, there is a 3% accumulative chance that it will detonate in a huge explosion causing 45-185 (2d8x10 +25) points of damage (save vs. dragon breath for half). This spell is very rare, and in all the history of Mendenein it has only been used twice (once before recorded history, and once in Blackmoor...).

Soulsummoning: except for the changed name, and the material components (an offer, a drop of the caster's own blood, and a 500 gp value piece of carved jet), this spell is identical to the ninth level wu-jen spell *summon spirit*.

Undead Summoning 7: takes 1 round to cast, summons 20-34 HD (2d8 +18) of undead, including the following: death knights, demi-liches, groaning spirits, and liches. There is a 1% chance per level above 14th that the necromancer will receive a minor death instead of whatever he decided to summon.

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Note that the spell Fingers of Leprosy was originally created by my old PSU DM, Allen Ruch---a truly warped individual and an excellent game master :D