

Necromancy Can Be Good



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You've found my spellbook! I won't question your methods!

I was Errol Grim, or more specifically, the body half of Errol Grim. If that doesn't make any sense to you, I've probably explained it in a later part of the book! What's important here is that my body was reanimated, and I was able to stick around to learn some magic.

What kind of magic? Necromancy of course! :)

The school of necromancy is capable of so many wonderful things besides lifting my bony butt out of the ground. It used to be an artform celebrated for realizing multiple schools of magic into a dance between life and death. I understood that even the gods had no problem with necromancy, or most of them at least!

Nowadays, I couldn't shuffle into a temple without people clutching their holy symbols and shouting, "hee hoo zombie!" Priests in Faerun will curse an entire school of magic (except for resurrection whenever the rich find it convenient, and I'm allowed to judge) as if it were inherently unlawful! Necromancy gets reduced to the magic of undead armies and the removal of "actual" life.

But necromancy can be good! I dedicated my time to studying its history, uncovering some long forgotten spells, and archiving those spells onto these pages. It would warm my remains if even one person ends up saying, "That Errol Grim! They really opened my eyes with their book!"



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THE NECROMANCY I KNOW

The word necromancy means "divination of the dead," which is the original intent of this school of magic. Practitioners sought knowledge thought lost to the past. Poets would send cherished memories and love from grieving families to those they miss. Necromancy was personal in that it encouraged growth in life and comfort in death.

You might find it interesting that divining magic such as this is separate from the school of divination. The school tends to focus more on the future, seeking portents from the gods and the living among you. Meanwhile, necromancy takes the basic function of divining magic and focuses it solely within the study of life and death.

You'll find that as the practice of necromancy grew, it started to encompass other schools of magic in the same way. Necromancers became capable of evoking or abjuring necrotic energies that could deteriorate life. They could transmute flesh to slow or reverse aging. They could even conjure forth the mind or the spirit outside of one's physical body.

THE NECROMANCY THEY SEE

Maybe this potential is where the modern perception of necromancy grew out of. Having that much power over life and death comes with a responsibility to not abuse it or use it against those who do not (or cannot if you're dead) give their consent. From there, people were able to demonize the entire practice as unholy. I can't honestly blame someone not wanting to see their grandfather's corpse shambling towards them. I mean, I didn't ask to be raised and inducted into an undead army, either!

However, this problem extends to all magic and might. A wizard casting fireball at a farmer is definitely evil. A cleric magically compelling a person to speak truths against their will is evil, too. A zombie necromancer having a chat with a restless spirit? Even Asmodeus would never do such a horrendous act! :)

My hope is for more people to understand and accept necromancy, like we do the other schools of magic. Young necromancers shouldn't be turned away from communities that could help them grow! Greater knowledge and discipline of magic comes with lesser instances of mishandling and abuse.

This knowledge doesn't have to stay lost in the past.

THE BODY, SPIRIT, AND MIND

To be considered alive, a creature must typically possess a **body**, a **spirit**, and a **mind**. I'm almost certain there are living creatures out there who only possess two out of the three, so let's call this more of a rule of thumb.

The **body** is the physical vessel used to interact with the world, most typically on the material plane. Bodies keep the spirit and the mind together and in sync so that you aren't trying to process three separate existences simultaneously. A body by itself may be reanimated as a *zombie* or *ghoul*.

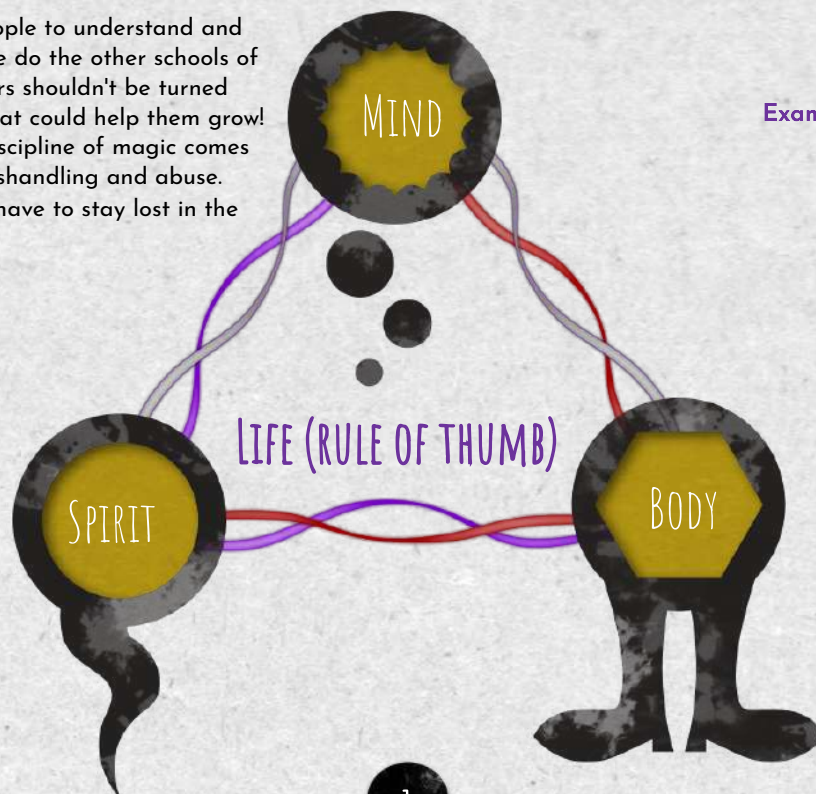
The **spirit**, or soul, is what makes up consciousness. It operates the body it's tied to. When its tether to the body is broken, it either passes into the plane it knows to seek out after death, or it stays behind as a *ghost* or *specter*.

The **mind** is the collection of experiences and memories gathered by the body and spirit. The mind provides reason for the living creature's next actions, especially any needs they may have. An isolated mind could travel into the Astral Plane and experience dreams.

The mind is especially interesting! The body and spirit individually create their own experiences before they are synced inside the mind. When the body and spirit are separated, it's as though the mind is split in two. The experiences of the spirit may drive it to return as a *revenant* and right some wrong. Likewise, the body's experiences could be manifest as an *echo* of the memories it had in life.

There are also cases where a creature has all three, but is still considered dead due to special circumstances. *Vampires* and *liches* have the tether between the body and spirit severed and then tied back together again. Their body goes into a numb sort of stasis or rapidly deteriorates, and I can't imagine either being a pleasant experience.

It isn't necessary to know all of this to be a necromancer. However, you're surrounded by the living, the dead, and the in-between! Thorough knowledge of the life system's nuances is necessary to be a great necromancer. :)



Example Necromancy Spells Involving Each Pillar

Body

Feign Death
*Life Transference**
Speak With Dead

Spirit

Magic Jar
Resurrection
*Soul Cage**

Mind

*Cause Fear**
Astral Projection

**From Xanathar's Guide To Everything*

THE SPELLS I'VE FOUND

My necromancy spellbook is an ongoing effort to archive lesser-known spells and magic long thought forgotten. I've found cloistered necromancers (alive and dead) who were happy to trade notes. I even sought guidance from bones older than the dirt they're buried in!

These spells deviate from the common necromancy options found in a spellbook. There are spells that dull or rapidly change the life force within the body. There are also more traditional necromancy spells, allowing for a variety of different means to communicate with the dead. I can assure you they're all really powerful in the right situations.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. If a spell can be cast as a ritual, the ritual tag also appears in parentheses.

Cantrips (0 Level)	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Chouxphenom</i>	-	-	Yes	-	-	-	Yes	Yes	Yes
<i>False Echo</i>	-	Yes	Yes	Yes	-	-	-	-	Yes
1st Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Call Haunting (Ritual)</i>	Yes	-	Yes	Yes	-	Yes	-	Yes	Yes
<i>Death Sense</i>	-	-	Yes	Yes	Yes	Yes	-	-	-
<i>Raise Memory</i>	Yes	-	Yes	Yes	-	-	-	Yes	Yes
2nd Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Ectoplasmic Blast</i>	-	-	-	Yes	-	-	Yes	Yes	Yes
<i>Numb</i>	Yes	-	-	Yes	-	Yes	-	-	Yes
<i>Solidify Spirits</i>	Yes	-	-	-	Yes	Yes	-	-	Yes
3rd Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Befriend Undead</i>	-	Yes	Yes	-	Yes	-	-	Yes	Yes
<i>Fleeting Echo (Ritual)</i>	-	-	Yes	Yes	-	-	-	-	Yes
<i>Rigor Mortis</i>	Yes	-	Yes	-	-	Yes	-	Yes	Yes
4th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Append Limb</i>	Yes	-	Yes	-	-	-	-	-	Yes
<i>Heart Link</i>	Yes	Yes	Yes	-	Yes	-	-	Yes	Yes
<i>Older/Younger</i>	-	-	Yes	-	-	-	-	Yes	Yes
<i>Petit Mort</i>	-	Yes	-	-	-	Yes	-	Yes	Yes
5th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Self Conduit</i>	-	-	Yes	Yes	Yes	-	Yes	Yes	Yes
<i>Borrowed Time</i>	-	-	Yes	-	Yes	-	-	Yes	-
6th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Greater Echo</i>	-	-	Yes	Yes	-	-	-	-	Yes
7th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Soul Swap</i>	-	-	Yes	Yes	-	-	-	Yes	Yes
8th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Spirit Marker</i>	-	-	-	Yes	-	-	-	Yes	Yes
9th Level	Artificer	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard
<i>Death of the Author</i>	-	Yes	Yes	-	-	-	-	-	Yes

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

APPEND LIMB

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sewing needle)

Duration: Instantaneous

You hold a severed body part up to a creature's stump where they previously had a body member. The spell instantly causes the limb to weave itself to the stump as naturally as possible, returning any mobility to the creature.

The severed body part does not have to be the member that previously existed on the creature's stump. The spell will succeed as long as the limb has a relatively similar structure to the missing limb.

BEFRIEND UNDEAD

3rd-level necromancy

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a breath mint)

Duration: 24 hours

You attempt to overpower the magic animating an undead creature you can see. The target must make a Charisma saving throw or be charmed by you for the duration of the spell. If you or one of your companions harms the target, the spell ends.

The target is not compelled to follow all of your commands, especially if a command would cause them to harm themselves or the source that originally animated them.

BORROWED TIME

5th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a gold crown worth 500 gp)

Duration: 24 hours

You make a justification to your god or patron to temporarily bring a dead creature back to life. The creature must have been dead for no more than a century, did not die of old age, and isn't undead. If the powers that be agree with your justification and the soul is free and willing, the target returns to life in a temporary body with all their hit points. When the spell ends, or the target is slain within 24 hours, the temporary body fades away and the target's spirit returns to where it came from.

This spell cannot be used on the same creature again. Additionally, future attempts to resurrect the creature have the value of their material component costs doubled.

My head nearly fell off my shoulders when the borrowed time spell was explained to me! You're not even the one who's casting it; you gather the material components and open a channel to a higher power to help you out!

They might not even help you, either. Your situation could be beneath them, or raising the dead might be outside their power.

I guess that makes borrowed time a great necromancy spell. Either someone comes to life, or your hopes die! :)



LINGERING SPIRITS AND HAUNTLINGS

Lingering spirits deteriorate over time in various ways. More often than not a lost soul may wither into nothing more than their strongest emotions (anger and sadness are prime choices).

If a spirit is lucky, they'll deteriorate more gracefully! Older spirits that grow weaker and smaller, or fragments of a once powerful spirit, become **hauntings**. A haunting is typically willing to tether themselves to living creatures to get stronger or reclaim the lingering fragments of their soul.

As I understand it, they gain a craving for sweets, too!

CALL HAUNTLING

1st-level necromancy (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a vial of ink; a small bag of sweets worth 1 sp, which the spell consumes)

Duration: Instantaneous

You paint a small sigil on your body with the ink, allowing a **hauntling** (See Appendix) to use you as a tether to your plane of existence. They appear within an unoccupied space within range. If you cast this spell while a hauntling is already tethered to you, the first sigil will fade, and that hauntling will disappear.

The hauntling acts independently of you, but they always obey your commands. In combat, they roll their own initiative and act on their own turn. They cannot take reactions normally.

When the hauntling drops to 0 hit points or your sigil is tarnished, they disappear. You may or may not tether the same hauntling after you cast this spell again.

While your hauntling is within 50 feet of you, you can communicate with them telepathically. If the hauntling remains outside of that range for more than 24 hours, your sigil will fade, and the hauntling will disappear.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the hauntling regains access to their reaction.

CHOUXPHENOM

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

This spell produces a harmless but unsettling or paranormal phenomenon in the area. You create one of the following magical effects (or a similar effect) within range:

- A creature's teeth begin to chatter.
- A creature's muscles start to spasm intermittently.
- A creature feels like it's being watched.
- Creatures in the area get goosebumps.
- Creatures in the area suddenly feel cold.
- Your head is capable of freely swiveling around your neck.

If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

DEATH OF THE AUTHOR

9th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a magic item and a strong opinion)

Duration: Instantaneous

You reach into the memories of a magic item and sever its connection to its creator, allowing you to rewrite up to three of its properties from their original intentions. Properties that get changed must be of equal or lesser power to the original effect. This includes:

- any damage type it deals
- an ability score it affects or utilizes
- a spell it can inherently cast

This spell cannot be used to remove curses or detrimental properties from a magic item, though it can change the nature of these effects. You may need to work with your DM for more complicated changes.

I've got to admit, manipulating the life and death of **CONCEPTS** flies high over my skull. This spell is so cool though!

My theory is that when you make a memory of someone or something directly, you're leaving an impression on them as well. So if you're able to tap into that impression, you can either deteriorate or rejuvenate it as you see fit!

But where are impressions stored in an inanimate object? Do they have their own minds? I don't think so, unless they were possessed by spirits... Souls of artifice maybe?

My brain is getting tied in knots!!

DEATH SENSE

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (6 cp)

Duration: Concentration, up to 10 minutes

For the duration, you can feel the presence of undead, deceased, or dying creatures within 30 feet of you, as well as where they are located. If the creature is on the verge of death, you have a general idea of how much longer they have left to live.

The spell becomes overwhelming and immediately ends if the number of targets is greater than your Constitution score.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 10 feet for each slot level above 1st. You can also withstand a number of targets equal to your Constitution score × slot level before it overwhelms you.

ECTOPLASMIC BLAST

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your spirit stretches out of your mouth or other open orifice on your body and attempts to grapple a target within range. It uses your spellcasting modifier to resolve the grapple. This grapple can also be used against undead or incorporeal creatures that are normally immune to being grappled.

Your spirit has the same armor class as you do. If your spirit is successfully attacked, fails its grapple check, is pulled out further than its range, or lingers outside your body for 1 minute, it immediately withdraws back inside of you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, your spirit's range increases by 10 feet for each slot level above 2nd.

Have you ever sneezed so hard it feels like your soul is going to pop out of your nose? Did you know that your soul could pop out of your nose, and that's how a lot of people have died before you?

Necromancers figured out how to let their spirits fly out a short distance from their bodies without severing the tether between the two. So now we have ectoplasmic blast, and you don't have to worry about dying from it!

Just try not to sneeze while casting the spell!

ECHOES, REANIMATED MEMORIES

Memories and experiences are hardy. It's likely that there's a few childhood memories that you'll take with you into your old age and beyond!

Echoes can be created by drawing out the memories lingering in a body. A corpse can continue to peacefully rest while you go about your business. Quickly though; echoes don't last very long! That's why you always plan ahead before using any magic.

FALSE ECHO

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of porphyry)

Duration: Instantaneous

You touch a willing creature. As the target thinks of another creature they believe to be dead, their memory manifests into a static, physical form within five feet of you. This spell reproduces the appearance, sound, and smell the target most vividly remembers. The echo disappears when you stop touching the target.

FLEETING ECHO

3rd-level necromancy (ritual)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a bowl of water with a piece of porphyry at the bottom, which the spell consumes)

Duration: 10 minutes

You manifest some of the memories of a tangible corpse in range into a physical form in an unoccupied space you choose within 10 feet of you. The spell fails if the corpse was the target of this spell within the last tenday.

Until the spell ends, this fleeting echo moves through the motions of their memory to the best of their ability. They are not conscious of their current environment and cannot recognize any attempts at interaction, as if they were sleepwalking.

You can choose either of the following sets of memories to manifest into an echo:

Strongest Memory. The echo moves through the most influential memory their body experienced in their lifetime. The echo's appearance resembles the age of the body during this memory and appears to be carrying any items they were carrying at the time.

Last Moments. The echo moves through the last 10 minutes they experienced while their body was still alive. The echo's appearance resembles their body's appearance right before death and appears to be carrying any items they were carrying at the time.

GREATER ECHO

6th-level necromancy

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a bowl of water with a diamond worth 500 gp at the bottom, which the spell consumes)

Duration: 1 week, or 1 day if the creature has been dead for longer than a century

You manifest all of the memories of a tangible corpse in range into a physical form in an unoccupied space you choose within 10 feet of you. The spell fails if the corpse was previously the target of this spell.

The echo takes on the appearance their body remembers the strongest, along with any important items they were carrying at the time. They have the same statistics and abilities that their body had in life, but with a -2 to all Charisma rolls. They recall their body's life and experiences, except for any out of body experiences their spirit may have encountered. They are not affected by any of the curses their body may have once had, unless it was a strong part of their identity.

As the spell reaches the end of its duration, the echo and their gear fades and appears translucent until completely disappearing from existence.

HEART LINK

4th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a silver chain)

Duration: 8 hours

You touch two willing creatures and link their life forces together. The spell fails if either of these creatures is already under the effects of heart link, or they were summoned into service by magical means. Until the spell ends, the linked creatures share a pooled amount of hit points equal to the total number of hit points both creatures currently have. Any damage either creature sustains draws from this hit point pool. They now also share the higher Constitution saving throw modifier between the two.

If the linked creatures find themselves too far away from each other, they feel pain as if their bodies are being pulled apart. A linked creature takes 1d6 necrotic damage if they end their turn 30 feet or more away from the other linked creature.

Should the linked creatures be reduced to 0 hit points, they must make their own death saving throws as normal. However, successes and failures are shared, meaning the creatures will stabilize if they collect three successes between the two of them, or they die if they collect three failures.

NUMB

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (hot tea)

Duration: 1 hour

You touch a creature and diminish their sense of feeling, imbuing them with an undead-like resilience. Until the spell ends, the target gains a damage threshold equal to 1d4 + your spellcasting modifier. The target is immune to all non-psi-chic damage types, unless the amount of damage from a single attack is equal to or greater than the target's damage threshold, in which case, it takes damage as normal.

In addition, the target's speed is halved, and it has disadvantage on Strength and Dexterity saving throws.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage threshold increases by 1d4 for each slot level above 2nd.

OLDER/YOUNGER

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and attempt to temporarily age or youthen their body. The target must make a Constitution saving throw. On a failure, they succumb to the effects of the spell. (A willing creature can choose to fail the save.)

Until the spell ends, the target has their age either increased or decreased by one life stage as shown in the chart below. A creature cannot be killed or aged out of existence by way of this spell; the spell will end right before their age reaches such a point.

Changing a target's age may cause their physical and mental capabilities to change as well. The following adjustments may be applied to their rolls:

Life Stage	Adjustments
Infant	-5 to all ability checks and saving throws
Child	-5 to Constitution and Wisdom ability checks and saving throws
Adolescent	+5 to Dexterity and Charisma ability checks and saving throws
Adult	+5 to Strength and Intelligence ability checks and saving throws
Middle Age	-5 to Dexterity ability checks and saving throws, and +5 to Charisma ability checks and saving throws
Senior	-5 to Constitution ability checks and saving throws, and +5 to Wisdom ability checks and saving throws
Decrepit	-5 to all ability checks and saving throws

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can further change the target's age by one additional life stage for each slot level above 4th.

PETIT MORT

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, M (scented oil)

Duration: Instantaneous

You curl your fingers in the direction of a willing creature in range that you can see. The target suffers one level of exhaustion, but regains all of their hit points. Afterwards, the target's speed is reduced to 0 until the end of their next turn, as a wave of bliss and lethargy sweeps over them.



RAISE MEMORY

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (1 cp)

Duration: Concentration, up to 1 minute

You touch one willing creature. Until the spell ends, the target's brain is youthened, and their memory is improved. They gain +5 to Intelligence (History) checks to remember details they may have forgotten.

Raise memory is a spell I can personally thank for putting my head on straight! :)

Sometimes your necromancer gets the bright idea of galvanizing the undead army. Sometimes that's enough to make you remember you're too bright for the undead army, and you walk off on your own~

RIGOR MORTIS

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of embalming fluid)

Duration: Concentration, up to 1 minute

You target a creature's limb. The creature must succeed on a Strength saving throw, or that limb becomes completely stiff and heavy. Until the spell ends, the limb is considered indestructible and devoid of any feeling. Due to the limb's sheer weight, the creature must succeed on a new Strength saving throw each time they try to use their limb like they normally would.

SELF CONDUIT

5th-level necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a comma-shaped bead worth 20 gp)

Duration: 20 minutes

You call for any spirits nearby on the ethereal plane to possess your body for a short period of time. While you are possessed, the spirit can recall any information they know and utilize your body to the best of their ability. They can communicate using any language either of you know.

When using this spell, there is a 10 percent chance that a malicious spirit may try to possess you. You must succeed on a DC 15 Charisma saving throw, or the spirit takes control of your body for the full duration of the spell.

SOLIDIFY SPIRITS

2nd-level necromancy

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a bag of flour)

Duration: Concentration, up to 1 minute

You target a creature with incorporeal movement or etherealness that you can see. That creature must make a Constitution saving throw. On a failure, they are now physically tangible on your plane of existence and cannot use any ability to move through objects or across planes.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional number of targets for each slot level above 2nd. Each target must make their own saving throw.

SOUL SWAP

7th-level necromancy

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a pair of mismatched footwear, and an empty vessel if performed with one soul)

Duration: Instantaneous

You swap the souls of two willing creatures, or one willing spirit and an empty vessel. If the empty vessel used to be a living creature, the spirit must succeed on a Charisma check against that creature's CR.

The targets' game statistics are replaced by the new body/vessel's statistics, though they retain their alignment and their Intelligence, Wisdom, and Charisma scores. Targets retain the benefits of their own class features. If the new body/vessel has any class levels, they can't use any of its class features.



SPIRIT MARKER

8th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a wax seal)

Duration: Instantaneous

You set the seal on an object of your choice. When you die or your spirit is separated from your body for longer than 1 minute, as long as you are on the same plane as the seal, your soul will be pulled into and contained within the sealed object.

While your soul inhabits the object, your consciousness is preserved. You are aware of your surroundings as if you were in the object's space, but you cannot move. You can communicate via telepathy up to 30 feet. If you know the spell *soul swap*, you are able to cast it without the verbal or somatic components.

After spending at least 10 days inhabiting the object, the object gains some of your residual magic. It is considered magical, if it wasn't already, and grants +2 to any rolls made while using the object.

Should the seal or object break while your soul inhabits the object, your spirit is released into the afterlife.

If you make a second seal with this spell, the previous one loses its magical properties.

I visited my grave the other day! It was still shallow and torn up, just like I left it. My necromancer didn't even have the courtesy to clean up the mess! At least I'm glad I was able to during this visit, but it takes a lot of work for a zombie to get to this point!

I've got my own semblance of a spirit now, but I would love to get in contact with our original soul at some point. Erroll's soul... They were absolutely brilliant, and we had a wonderful life! I just hope they're proud of what I've been doing since we split.

I think they are proud. When I finished cleaning the grave, a butterfly came by and landed on my collarbone. I don't think I've ever known such a reassuring warmth that's come close to that moment.

Thank you, Erroll. :)

APPENDIX

ECHO ADVENTURERS

A greater echo may manifest with the memories of something unfulfilled, or an injustice they need to rectify still. They might not have a lot of time to bring peace to their past life, but adventuring can be a great means of at least attempting to do so.



NEW RACIAL MODIFIER: ECHO

An echo can be an interesting alternative to a revenant player character. They're suited for shorter adventures, or allowing someone to participate for 1-2 sessions without committing to an entire campaign.

These options can be used in addition to your race's subrace features.

RACIAL ADJUSTMENTS

Your echo character gains the following traits.

Ability Score Adjustment. Your Constitution score increases by 2 (to a maximum of 20), and your Charisma score is reduced by 2.

Dissipation. Your existence is temporary, usually only lasting a tenday before vanishing. Any gear you have collected since your creation is left behind.

Pure Memory. You gain +5 to Intelligence (History) checks to remember details that your body has experienced.

Stubborn Thought. You have a +1 bonus to death saving throws.

Recall. When you take damage, you can use your reaction to teleport to any position you previously occupied within the last 30 seconds. You cannot use this feature if the position you chose is currently occupied or exists on a separate plane. You regain the use of this feature when you complete a short or long rest.



HAUNTLING

Tiny undead, any alignment

AC	HP	SPEED	CHALLENGE		
11	2 (1d4)	0 ft., fly 40 ft. (hover)	1/8 (25 XP)		
STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills History +3

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages any languages they knew in life

Ethereal Sight. The haunting can see 60 feet into the Ethereal Plane when they are on the Material Plane, and vice versa.

Incorporeal Movement. The haunting can move through other creatures and objects as if they were difficult terrain. The haunting takes 1 force damage if they end their turn inside an object.

ACTIONS

Etherealness. The haunting enters the Ethereal Plane from the Material Plane, or vice versa. They are visible on the Material Plane while they are in the Border Ethereal, and vice versa, yet they can't affect or be affected by anything on the other plane.

Possession (1/Day). The haunting can attempt possess a beast. If the target has a CR of 0, the haunting disappears, the target is incapacitated, and it loses control of its body. The haunting now controls the body. They can't be targeted by any attack, spell or other effect, except effects that turn undead. They retain their alignment, Intelligence, Wisdom, and Charisma scores, and their immunity to being charmed or frightened. They otherwise use the possessed target's statistics, but don't gain access to the target's knowledge or proficiencies.

The possession lasts until the body drops to 0 hit points, the haunting ends it as a bonus action, or the haunting is turned or forced out by an effect like a *dispel evil and good* spell. When the possession ends, the haunting reappears in an unoccupied space within 5 feet of the body. The target is immune to this haunting's Possession for 24 hours after the possession ends.

REACTIONS

Veil (3/Day). When an adjacent creature is the target of an attack, the haunting can use their reaction to quickly hide themselves and the target (if they are willing) into the ethereal plane, preventing any damage. They are visible on the Material Plane while they are in the Border Ethereal, yet they can't affect or be affected by anything on the other plane. The haunting must use their next turn to return them to unoccupied spaces within 10 feet of (or nearest to) the spaces they vanished from.

Spirit marker is pretty neat, huh? I got to witness you flip through these pages
even after I've been "gone" for so long!

I hope I opened your eyes to the wonders of necromancy! Magic isn't good or evil
itself, but in the right hands, necromancy can be good! ;)

Check this out though! While I'm contained in here, I can transform the book into a
magic item of your choice once per day. Think of it as a big thank you for giving
little Errol the time of day!

If you'd like to help me find another vessel to swap my soul into, we can discuss
that a little later during your adventures~ ;)

