

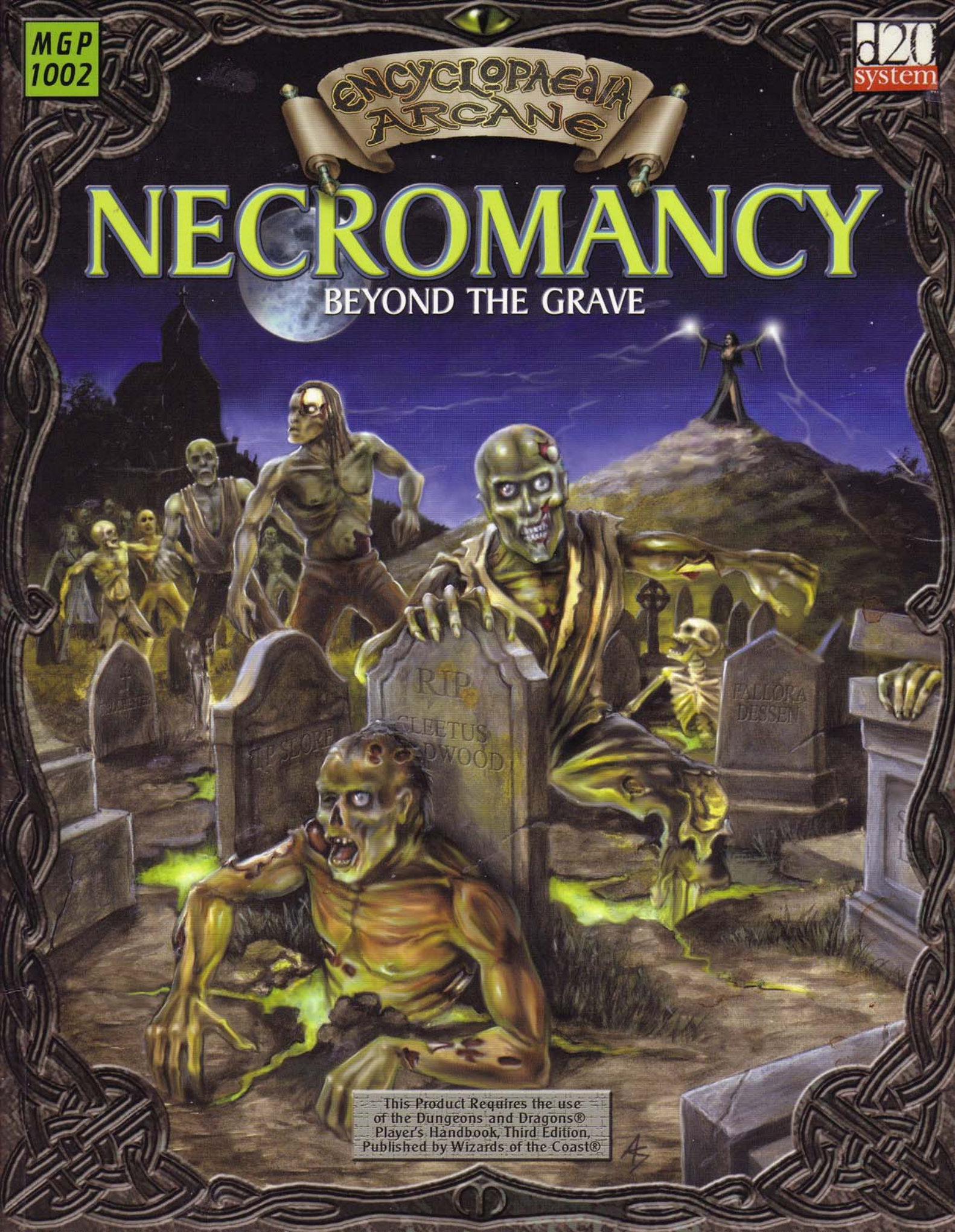
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ENCYCLOPEDIA
ARCANE

NECROMANCY

BEYOND THE GRAVE



This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®



Encyclopaedia Arcane

Necromancy

Beyond The Grave

Matthew Sprange

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INTRODUCTION

Throughout the civilised lands of man, dwarf and elf, the practice of necromancy is universally shunned, its knowledge suppressed and its practitioners persecuted. Only now, with the advent of *Necromancy – Beyond the Grave*, are the darkest secrets of this terrible and frightening magic finally revealed. One skilled in wizardry or sorcery may use this tome, for good or ill, and tap the powers inherent beyond death for their own direct benefit. For those willing to risk the wrath of a society opposed to the art, mastery of necromancy may bring the most potent of magical energies to command.

As with any of the black arts, the practitioner runs the very real risk of succumbing to the same forces he is seeking to harness. Continued exposure to the powers of death can inflict a terrible toll upon both body and sanity, causing the necromancer to gradually become more like the undead under his control. The physical dangers are all too real, the slow corruption usually going unnoticed for a great amount of time as the practitioner, consumed by his studies, ignores the first effects. Few true masters of necromancy continue completely unscathed, their magicks constantly draining their humanity with each casting until their bodies become little more than dry husks, mere vessels for the incredible mind and will that drives them to fulfil unearthly ambitions. Others choose merely to dabble in the art but the corrupting influence of necromancy may begin at any time and its effects are permanent. So too is the lure of power the practice can offer and many practitioners are propelled by their research, pursuing such promises even as their own body and mind begin to break under the strains imposed.

The fact necromancy, that is, the study and control of the forces that arise from death itself, is reviled throughout the world is easy to comprehend. Whilst many dark arts and forbidden lores exist within the realms of magic, necromancy is often deemed the lowest, the tool of the irrevocably evil. Whatever his true intentions, any necromancer manipulates the streams of magic around him to alter the effects of death and what passes beyond. Corpses may be raised from the earth to walk once more, spirits can be recalled to speak with the living and, as a practitioner's power grows, the very forces of life and death may be touched upon and made manifest within the material world. Such actions are

repugnant to most for they are the very perversion of all that is natural – necromancers play with powers that mortals were simply never meant to touch, that once only the gods themselves were able to bring into effect. Necromancers are people who can prove there is indeed life, of a sort, beyond the grave.

ENCYCLOPAEDIA ARCANE

This is the second book of the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based D20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not just intended for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

NECROMANCY – BEYOND THE GRAVE

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to greatly expand the use of necromancy within their campaign. You will find chapters dedicated to those who practice the art, as well as a plethora of new spells that, finally, fully flesh out the necromantic school of magic. Necromantic feats are also featured, allowing characters to tap directly into the powers of undeath, channelling the negative energies through their own bodies, though rarely without cost.

Necromancy will always be a magical art vilified by civilised societies and this alone is enough to push many potential practitioners away to far safer pursuits. The few who choose to master this magic, however, may suffer terrible afflictions caused by the forces they wield but may just possibly learn the true nature of the boundaries between life and death. Ultimately, what greater knowledge and power is there?

Arathriell looked up from her book and smiled slightly at her companions as they sparred. Gudge had just soundly boxed the ears of the young human who still sat blinking in the rumpled grass of the clearing. It never ceased to amaze her that the pair seemed always to be fighting, whether each other or actual foes. It was a facet of the warrior mind-set Arathriell could not fathom. Peron rubbed the side of his head as the dwarf helped him to his feet. She returned her attention to the book once more. It truly was a rare find. Arathriell had recognised it almost immediately as a copy of one of the 'tomes of the dead' discussed only in whispers at the college where she had received her training. She had thought never to find such lore in her lifetime let alone actually possess it. She quickly found her place again and resumed her reading. *There are entire planes of existence, far from the material world, comprised entirely of negative energy. These are dark places, filled with matter and energies that are the pure antithesis of any unprotected life, annihilating it utterly upon contact.*

Peron's loud grunt as he again went sprawling in the bruised grass of the improvised arena, followed by the dwarf's throaty laughter, made Arathriell look up again. 'Maybe you should take to reading with Ara over there—it might suit you better than a warrior's life,' Gudge managed to gasp between chuckles.

Peron smiled and plunked down next to the interrupted mage. 'Mayhap I will. What's she reading? Perhaps I'll turn in my sword for a quill.'

Arathriell closed the tome around her finger. 'Nothing you would be interested in, I am quite sure.' She could just imagine the pair's reaction should they learn that she was reading about the creation of the creatures that had nearly killed them all. The young man arched his brows mischievously. 'How can you be so sure? I might just surprise you.' He deftly snatched the book from the woman's hands and rolled to his feet before she could react. 'Let's see what we have here,' Peron began to read aloud, *'There are certain places in the world that seem to naturally funnel and concentrate negative energy, thus giving a greater chance of undead being created when any creature dies.'* The young fighter frowned, his good humour dashed.

Gudge spat and made the sign against evil. 'For the love of the gods, woman, why would you want to read something as awful as this?'

Arathriell glowered as she grabbed her book from Peron. 'I just found it a few days ago. This was the first chance I had to read it.' This was not entirely true, she was nearly finished reading the portions she could understand, and had already tried some of the lesser magicks it contained, with no small amount of success.

'Found it! More like barely survived to drag it along. Sell it to pay the priests for healing, *that* is what you should do.' Gudge crossed his arms and glared at the young woman. 'I'll not travel with a would-be mistress of the dead.'

Arathriell sighed, 'The whole book may not be about the undead... I'll know more when I've finished reading. If it contains nothing of use to me, I will sell the book.' *Or at least make sure that you never see me read it again,* she added to herself.

'Ara, promise us that you'll get rid of it.' Peron's face was uncharacteristically sombre.

Her affection for the young fighter nearly made Arathriell speak before thinking. After a moment, she said, 'If there is nothing of interest in the book, I promise I will sell it.' *That's not really a lie, there is much of interest in it, so I'll not have to sell it,* she rationalised.

The dwarf shook his head. 'If ever I meet a mage or a woman with good sense, I'll shave my beard. If I ever meet another female mage, I'll run.'

The mage tucked the book in her pack and watched her companions with itching boredom as they continued their seemingly endless sparring. *You do your training, I'll do mine.*



NECROMANCY - AN OVERVIEW

The art of necromancy covers far more than the raising or, more correctly, the animating of corpses and the speaking with spirits of those long since dead. Instead, it comprises of a multitude of disciplines, each distinct and yet related. The accomplished necromancer is at least familiar with all and will strive to seek mastery of several. Such wizards are renowned for considering all matters dead as their domain. This inevitably leads to a desire to manipulate the forces of death and undeath, thus placing practitioners at odds with societies as a whole, their art seen as a perversion of the natural order of the world. Death is considered the final end of all things by most civilisations, at least in the material world, and so for a necromancer to meddle with such powers, to bring the appearance of life to a corpse or to recall a spirit of the deceased is a hideous aberration at best. Whatever their true motivations and ambitions, necromancers will always face a degree of mistrust and suspicion amongst their arcane peers and be viewed as downright evil by the common man. After all, if a man buries his wife today, what will he make of a wizard who has the ability to call her corpse from the grave tomorrow and cause it to walk in a grotesque parody of her former life?

The scope of necromancy is far broader than the nightmares of civilised folk, though if the full truth were to be made known to all, it is possible that practitioners would not be tolerated even in sorcerous circles. Many wizards dabble in necromantic magicks, pursuing spells and prestidigitations they merely consider useful, even whilst remaining ignorant of their true source of power. Others might actively pursue necromancy in their spellcasting but shy away from the greater secrets, whether through ignorance of their existence or moralistic reasoning. Very few embrace necromancy completely, to the exclusion of all else, and so the practice is much shrouded in mystery, with very few secrets of the lore passing from one necromancer to another. The loss and subsequent rediscovery of this knowledge can be a long and painful process, and without the dedicated research of mainstream wizardry, can sometimes pose great danger. Whilst such blithe ignorance persists in the art, so too will the notion that necromancy is

inherently evil, as are those who pursue the black knowledge.

Negative and positive energies are two direct opposites any mage may tap. But nothing good or wholesome ever came from negative powers.

Old adage from the School of Magic

NEGATIVE ENERGY

To assume that necromancy is the full and complete study of death and what lies beyond is something of a misconception, though the lay reader may fail to see the truth. Principally, the art teaches the manipulation of negative energies, a term that, understandably, has certain connotations of evil and ill will.

Negative energy is but a basic part of the structure of the universe, as natural as the sun rising by day and the moon by night, though many are those who choose to ignore this. There are entire planes of existence, far from the material world, comprised entirely of negative energy. These are dark places, filled with matter and energies that are the pure antithesis of any unprotected life, annihilating it utterly upon contact. It is important to draw a distinction between such places, however, and the infernal planes of demons, devils and fiends which are truly the seat of all that is dire and evil.

This negative energy is also to be found in the material world, though it exists in equilibrium with all elements and forces and, in its way, is as necessary as any of the others for the continuation of the world. This is the source of power all necromancers seek to harness and control during their research and spellcasting. That negative energy is bound closely with death is beyond dispute and this is the reason a necromancer of any great power is often seen as a master of the dead. Such energies are not often the actual cause of death in any mortal creature, be it sentient or otherwise, but they are intrinsic to the transformation between life and death. When any creature dies, the negative energy present in all things accumulates and concentrates in a massive release felt keenly by those with a sensitivity for such things. Everything the creature ever was in life, all its thoughts, feelings and experiences shape the negative energy that flows through its very spirit at the moment of

death, possibly causing great ramifications elsewhere in the world. The energy released by the death of, say, a mere squirrel may be of little note to mankind, but the final end of a great hero witnessed by the greater gods themselves may reverberate throughout the natural world, carried by the convoluted streams of negative energy to cause great and terrible natural disasters on the other side of the globe.

Such great events are rare and virtually impossible for any mortal to predict precisely. The art of necromancy instead concentrates on more local sources of negative energy for its power. A small proportion of necromancers are adept at utilising the great rush of negative energy caused at the moment of death in another but most seek to call the power to themselves from their immediate surroundings and from there, manipulate it to their own ends. Negative energy is present everywhere, bound into the very fabric of the material world and thus every rock, tree, even creature will always have a tiny amount flowing through them that a necromancer may draw upon. This is the principle cause of entropy and is the reason why nothing lives forever, for every living creature dies a little each day as it is touched and caressed by this life-destroying force. In the very greatest magicks of the art, a necromancer will become a potent conduit for these energies, causing them to rush towards him where they will be concentrated before being unleashed, much the same as takes place in actual death.

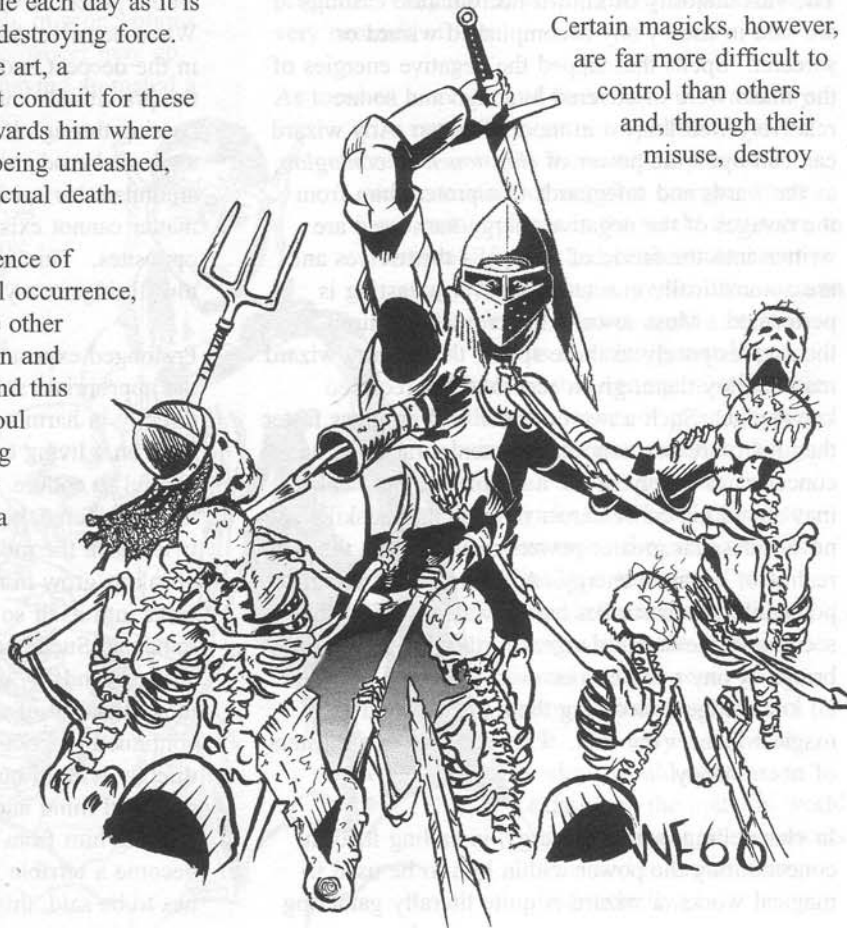
It can be seen that the actual presence of negative energy is a purely natural occurrence, perhaps as necessary as any of the other forces of nature. The manipulation and control of them, however, is not and this is where necromancers may fall foul amongst others of their kind, being judged corrupt and evil no matter what their intent. There are only a certain number of ways negative energy may be channelled and made manifest, and very few of these may be considered acts of good, or even decent by the standards of civilised societies. When unleashed, this magic may grant a practitioner tremendous power. He will be able to cause unreasoning, gut-wrenching fear in his enemies, drain the very life essence from

them or raise an ancient ship from the bottom of the sea to wage his wars. But he will be utterly unable to stimulate the growth of a single flower or feed the hungry with his art. In controlling negative energy, a necromancer is courting dark and dangerous powers.

THE PRICE TO PAY

All magic, to one extent or another, poses inherent dangers to those who would tame the wildly fluctuating powers and so the practice has evolved many methods throughout the ages to reduce such risks. The first lessons any apprentice is forced to endure are designed to both illustrate the potential harm misused magic can do, thus granting a deep-rooted respect for the art early on, and to teach common wards and bindings necessary to cast low level spells without uncontrollable feedback consuming the novice utterly. Very few fully appreciate the damage poorly wielded magicks can do and only the oldest and wisest practitioners, who have seen with their own eyes their peers' failures, truly understand the breadth of the precipice every arcane spellcaster must avoid.

Certain magicks, however, are far more difficult to control than others and, through their misuse, destroy



NECROMANCY - AN OVERVIEW

'For the love of the gods, what is that smell?' Gudge covered his nose and mouth with a gauntleted hand as his eyes began to water.

Arathriell sniffed then shrugged. 'I don't smell anything.'

Peron blinked and turned his head. 'I think it's coming from your pack, Ara.'

The mage arched a brow and opened her pack. She inhaled deeply, rather enjoying the putrid miasma of her spell components. 'Ah, here's the culprit. These rations must have been improperly dried.' She tossed a small packet of dried meat to the side of the road.

As her companions watched the parcel arc into the grass, Arathriell quietly cast the odour-masking glamour she had created for just this purpose. She closed her pack and smiled at her companions. 'That should take care of it.'

not only the practitioner but also the land and peoples surrounding him. Such disciplines quickly gain reputations as being dark or black arts. The two most notable examples are, of course, demonology and necromancy, though less powerful fields, such as witchcraft, are also addressed in the same way by the lay person.

The vast majority of known necromantic castings are safe in use by any accomplished wizard or sorcerer. Spells that tapped the negative energies of the world were discovered long ago and so are relatively well known in modern times. Any wizard can call upon the power of *chill touch* or *contagion*, as the wards and safeguards that protect him from the ravages of the negative energy harnessed are written into the fabric of the spells themselves and are automatically enacted whenever a casting is performed. Most so-called necromancers limit themselves purely to these spells, though any wizard may employ them, given access to the required knowledge. Such a necromancer will progress faster than his more cosmopolitan contemporaries as he concentrates purely in the necromantic field but he may spend his entire career developing his skills and never guess far greater powers reside within the realms of negative energy. A few may just see the potential in their studies but be warded off by the seemingly inevitable dangers further progress will bring. A tiny number, however, will fully embrace all knowledge concerning their chosen field of magic whatever the cost. These are the true masters of necromancy.

In channelling negative energy, in calling it forth, concentrating the power within him to be used in magical works, a wizard is quite literally gathering

the same energies a dying man does. To any with the sight of such things it will look very much as if he is dying, the negative energies being brought together to take his spirit away from the material world. Whilst the better known necromantic practices possess the safeguards that protect a wizard from the ravages of negative energy, further progress into the understanding of necromancy as a whole proceeds without these wards and barriers. When negative energies are called upon to be used in the deepest and blackest of necromantic practices, the practitioner must face the life-sucking wind passing through his very body, feel it begin to chip away and erode his magical defences as it begins to annihilate his spirit. Negative energy and living matter cannot exist together for they are essential opposites. This is the chasm every necromancer must bridge every time he uses his arcane talents.

Prolonged exposure to raw negative energies without the appropriate safeguards place a necromancer directly in harm's way. The effect these energies have on a living creature can be both marked and painful to endure. A body can be literally drained of its living force, becoming no more than a husk, twisting in the most hideous of ways, so that claws or talons grow in the place of hands, or that the face sinks into itself so only a dry skin-covered skull remains. Such energies also have the strength to shatter minds by exposing the practitioner to the most dreadful of nightmares. Ultimately, the continued practice of manipulating negative energy directly will all but kill the wielder, with only his powerful mind and knowledge of necromancy keeping him from the grave. He will gradually become a terrible undead creature himself though, it has to be said, this kind of immortality is exactly

TO PASS BEYOND THE GRAVE

Hit Die: d4.

Requirements

To qualify to become a deathseeker, a character must fulfil all of the following criteria.

Alignment: Any non-good

Spellcasting: Must be able to cast arcane spells of 3rd level or higher.

Knowledge Skills: Necrology 10+

Class Skills

The deathseeker's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the deathseeker prestige class.

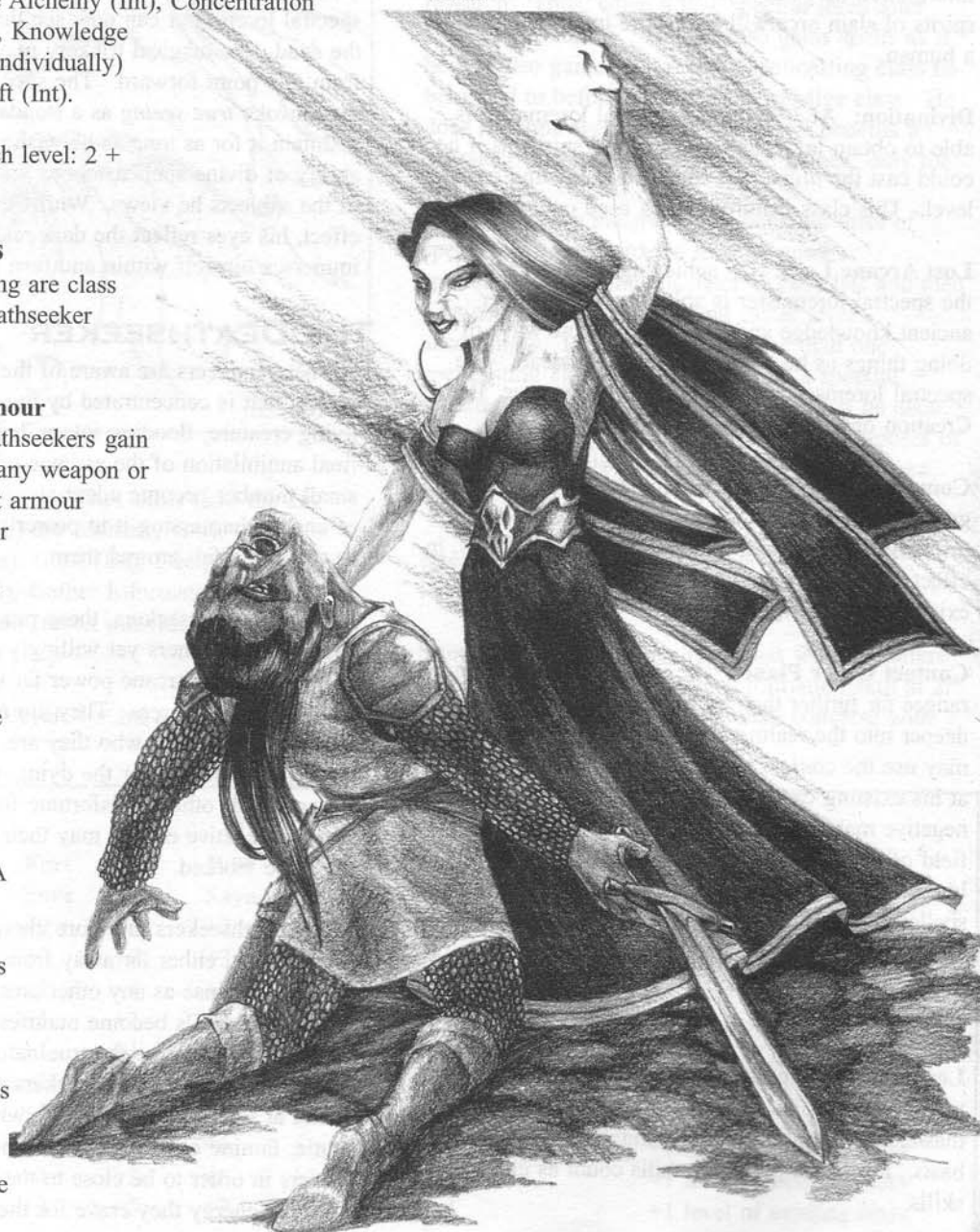
Weapon and Armour

Proficiency: Deathseekers gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A deathseeker continues training in magic as well as his own field of research. Thus, when a new deathseeker level is gained, the character also gains spells as if he had also gained a

level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of deathseeker to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a deathseeker, he must decide to which class he adds each level of deathseeker for the purposes of determining spells per day when he adds the new level.



what some practitioners seek in their study of necromancy.

Few necromancers ever reach this end. Most flee the practice when they see just what effect exposure to negative energy has upon them. Others blindly follow the art, heedless of the costs, only to have their minds broken or their bodies so weakened they can no longer continue the magic that has consumed their lives. A smaller fraction master the practice though, and these are truly mages of awesome might. They trade their bodies, minds and spirits to become an undead thing, capable of controlling the forces of negative energy at will and with little further risk. As to whether such a trade is worthwhile and fair, who can say?

CREATURES OF UNDEATH

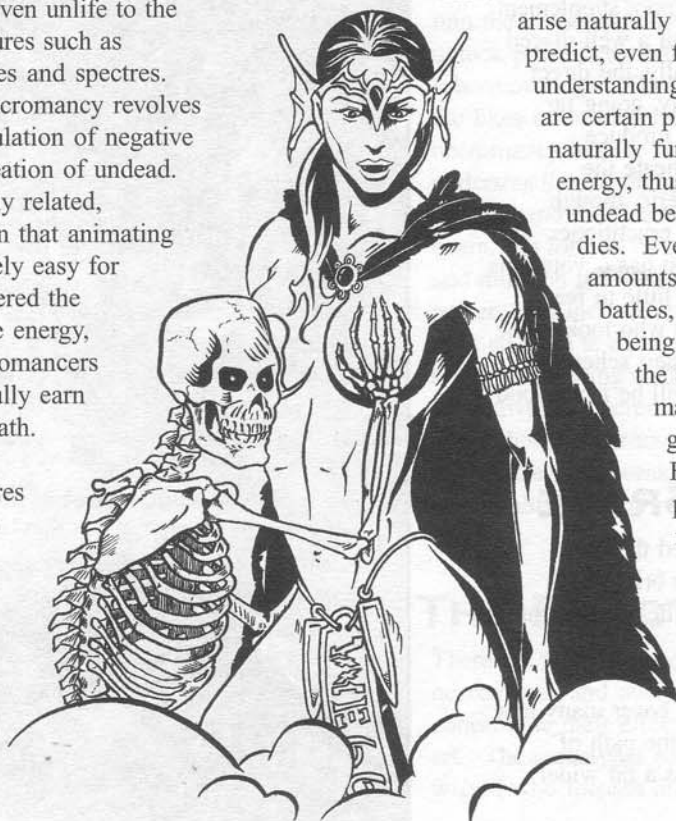
When thinking of necromancy, even a learned wizard of another school of magic may be forgiven for immediately conjuring images of a legion of zombies and skeletons, raised from the grave and under the total domination of their evil master. As with many of the black arts though, misconceptions persist and few realise that a necromancer may go through his entire career without having animated a single corpse or given unlife to the most dire of creatures such as mummies, vampires and spectres. The practice of necromancy revolves around the manipulation of negative energy, *not* the creation of undead. The two are closely related, however, and given that animating the dead is relatively easy for one who has mastered the control of negative energy, there are few necromancers who do not rightfully earn the title lord of death.

All undead creatures are, in one way or another, created through the application of negative energy. However, it does not follow that all are intentionally created by

necromancers. Negative energy, as we have seen, is a natural force when concentrated into a being upon its death. In unusual circumstances, strange things may happen.

In the normal course of events, a creature dies, negative energy is drawn in and then dissipates as the body grows cold and the spirit departs. Such energy is a potent force though and if any lingers or is trapped by any means, then the corpse may indeed walk once more or the spirit remain in the material world. Charged with negative energy and driven mad by the nightmares they continually witness, if they remain sentient at all, these creatures pursue the living with a vengeance. Whether it is through a conscious jealousy of those who still possess life or the power of negative energy naturally driving them to destroy, the newly created undead usually becomes twisted and evil, seeking to bring an end to all living creatures. This is why the world is plagued with such undead as ghosts, ghouls, wraiths and many more, creatures created through natural means to wage an unending war against the living. In their own way, these undead creatures are not aberrations at all, not the perversion of nature many presume. They are however, utterly twisted and the very nemesis of life.

As to when a creature of the undead may actually arise naturally is extremely difficult to predict, even for those with a greater understanding of negative energy. There are certain places in the world that seem to naturally funnel and concentrate negative energy, thus giving a greater chance of an undead being created when a creature dies. Events can also gather larger amounts of these energies, with huge battles, the scenes of great slaughter, being an obvious example though the side effects of powerful magicks have been known to give much the same effect. Finally, a spirit itself may possess the inherent will to remain upon the material world to fulfil some great purpose that drove it on in life. It is easy to see that undead would continue to exist upon the material world whether or not necromancers remained to create them intentionally.



THE ARCANES AND THE DIVINE

It is relatively common knowledge that the priests and clerics of the more malevolent deities often gain the ability to create and control the undead. What is not generally known is that the powers of a religious body, fuelled by dark but divine power, can easily exceed those of even the most experienced necromancer. For clerics to have such capabilities can sometimes pose a problem for some necromancers, particularly if they are competitively engaged against religious bodies. Few faiths are able to duplicate arcane wizardry to any great extent and necromancy is alone in being exceeded in certain areas, especially when it comes to the creation of undead.

The necromancer, however, has many weapons at his disposal and several advantages above the use of divine magic in his field of expertise. First, he is not beholden to the wishes of any greater deity and may always act as he chooses without running the risk of losing his powers if he fails to obey every tenet of a faith. A necromancer's skills are his alone. Second, as well as being a master of negative energy, necromancers also tend to be accomplished wizards in their own right and there are few who cannot supplement their animating of zombies with a well-placed *magic missile* or *fireball*. Finally, the direct manipulation of negative energy, going far beyond mere spellcasting, can produce powerful effects that may duplicate the divinely-granted forces of a cleric, though admittedly at some cost to the practitioner. A master of necromancy, one who has devoted his life to the study of the art, has little to fear from the religions of the world who look to the creation of undead to further their schemes. The full range of his powers will be far beyond their limited understanding.

BEYOND THE GRAVE

In this chapter, we have covered the basic practices of necromancy in the briefest of detail. Far greater knowledge lies further into these pages.

Throughout this book, we will cover many new abilities a character following the path of necromancy may enjoy, such as a far wider

range of spells, necromantic feats and potent magical items. Primarily, these rules are intended for necromancers – those wizards who have specialised in the necromantic school of magic and the various prestige classes that utilise necromancy, either detailed in the next chapter or within other rulebooks. However, the art of necromancy is a broad one and many use its powers, sometimes without even knowing it. Thus, so long as the listed prerequisites are met, any arcane spellcaster, including sorcerers and bards, may use the rules in this book. If they discover one of the new spells presented here and are of sufficient level to use it, they may include it within their repertoire. Necromantic feats may also be used by any arcane spellcaster who is not strictly a necromancer but they will, of course, also suffer exactly the same penalties. The practice of necromancy is not something to be played with in an irreverent fashion and so any practitioner is advised to either embrace the art completely or leave well alone. No doubt such a character will have been warned many times by his mentors. . .



TO PASS BEYOND THE GRAVE

Despite all the dark tales of black-cloaked mages armed with bone wands hiding in the depths of ruined castles, surrounded by hordes of ghouls and zombies, there really is no such thing as a typical necromancer. The water is muddied further by the fact that, as one of the schools of magic, wizards from all fields may dip into the practice to seek the tools they require in their own studies. A great many use necromantic magic in some way, though they tend to keep such secrets to themselves. On the other hand, a master necromancer, corrupted by the negative energy in which he almost permanently enshrouds himself, may be easy to spot but the unnerving thought is that virtually any wizard may be a necromancer choosing to portray himself as otherwise, with no one being any the wiser.

It is a truism that only a mage greatly skilled in the necromantic arts can truly judge whether the practice itself may or may not be inherently evil in nature and yet who could accept such a biased view? What tends to be more important are the reasons why a wizard has chosen to adopt necromancy as his specialised pursuit, rather than the nature of the magic itself. As with any other school though, you will find practitioners who merely dabble, others who make it their life's work and a tiny fraction who become so obsessed with their pursuit of knowledge that they become entirely ignorant of the possible dangers they pose to others.

THE BLACK SCHOOL

A mage may have many reasons to pursue the necromantic arts, beyond that of simply utilising the potent spells he uncovers that harness the negative energies central to this practice. There are evil men, of course, who seek power at any cost, willing to sacrifice body and mind in order to create legions of the dead that no army may stand against. Such practitioners are, thankfully, few and far between, though they may cause tremendous harm and are ultimately those who cause the entire vista of

necromantic arts to be dismissed as nothing more than the work of pure evil.

Others believe the art holds the key to immortality, to what is truly life beyond the grave. These individuals may be motivated by nothing more than an intense fear of death itself, the end of all their dreams, hopes and passions. A few, more selfless, may work hard to restore life to the still corpse of a long-lost lover or friend. Perhaps because of their relatively short lives, humans form, by far, the greatest part of such practitioners.

It is easy for others to mock such work. Priests especially will pronounce the gift of immortality to be granted only by the eternal gods, at their own whim to reward the service of their most faithful followers. There may be no little truth in these proclamations for whilst it is just possible to extend and prolong life through the harnessing of negative energy, there are scarce answers to the question of true immortality that do not involve becoming undead, quite literally a creature of the night. It is a tragedy of necromancy that those studying with the purest of hearts succeed in doing little more than creating nightmarish undead, creatures that only parody life rather than assume a natural form.

Whatever their goals, the practitioners who delve into the deeper secrets of necromancy are set to unlock powers that have the potential to rival any school of magic. Far from being a poor cousin to the likes of evocation and transmutation, necromancy has the ability to grant a wizard understanding of the greatest mysteries, to comprehend the fine boundaries between life and death. So long as he is willing to stake both body and mind on the realisation of his goals, his arcane powers will increase exponentially. As to whether such strength is equal to the weakening of the body and the shattering of the mind, this is a question for the individual necromancer. Some would no doubt argue though, that to achieve undeath, to leave behind the petty weaknesses of the living for immortality, at least of a kind, is the greatest power of all.

THE PRACTITIONERS

There are many different paths into the study of necromancy and many practitioners tend to concentrate their efforts in one specific field of the art. The archetypal necromancer is the specialist wizard who focuses on this school of magic to the





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detriment, though not the exclusion, of all others. Such a mage can be a powerful enemy to those who gain his ire for not only will he have access to spells that manipulate negative energy, he will also likely have a vast repertoire of magicks from a variety of disciplines. These specialist necromancers rarely go far into the practice of the art though, contenting themselves with the safe magicks, sanctioned by wizards and colleges of great power. The door is always nearby, however, and ultimately *any* wizard, specialist or no, may uncover arcane lore that reveals necromancy to be far greater in breadth than they ever dreamed before.

Other necromancers, sensing the power they unlock through study and research, are drawn irresistibly to certain fields of the art. Such prestige classes are

detailed throughout this chapter. The spectral loremaster, for example, is a mage who values knowledge and learning beyond all else and is not bound by the normal conventions of society as to where he may find it. Recognising that what is contained in the written word is but a fraction of the wisdom of the ages, he communes directly with spirits long since dead to uncover lore that might otherwise be lost forever to the living.

Deathseekers are perfect examples of those practitioners so often reviled by civilised societies and it is easy to see why. Their powerful magic is fuelled by the negative energies gathered upon the death of the living and so deathseekers quickly gain the reputation for being vultures who prey upon the weak and helpless in order to work their art.

Skills of the Art

In dealing with matters of life, death and negative energy, the practitioner is exposed to, and expected to learn, whole new vistas of knowledge. Any field of the arcane is one of study and research so that no wizard or sorcerer may proceed far without becoming an extremely learned individual. The following are all Knowledge based skills, each representing a body of lore within the necromantic art.

Knowledge (Anatomy)

Though usually the province of accomplished healers, knowledge of the anatomy of all sentient races is a passion for many necromancers, not least because so many of their spell components require the harvesting of bones and organs. Knowing a liver from a kidney is often essential to a practitioner. Having 5 or more ranks in Knowledge (Anatomy) grants a +2 synergy bonus on Heal checks.

DC 10: Knowing where major organs lie in the corpse of the same race.

DC 15: Recognising the effects of disease or poison upon healthy bodies (though not necessarily the exact nature of such).

DC 30: Remembering how minor organs function in creatures completely different from own race.

Knowledge (Necrology)

This skill represents a character's entire knowledge of the realms of undeath and the utilisation of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities, as well as in more regular studies. Presented below are some examples of what may be attempted with this skill, along with suggested DCs.

DC 10: Telling the difference between a zombie and a ghoul.

DC 15: Recognising a vampire as it manifests its powers.

DC 30: Recalling the history and lore of a famed but ancient lich.

Knowledge (Spirit Lore)

The realm of the spirits, those who have quite literally gone beyond the grave, is a unique and convoluted area of knowledge, full of misconceptions and falsehoods. A sage well-versed in spirit lore is able to separate fact from fable and cut to the truth of any spirit-related dilemma he is confronted with.

DC 10: Telling the difference between good and evil spirits after conversing with them.

DC 15: Recognising the manifestation of a spirit in the material world.

DC 30: Recognising a spirit is lying.

Last we come to the dread necrophage. If the deathseeker is openly reviled by decent peoples, the necrophage is hounded and persecuted for the aberration of nature he is. Utterly twisted in his desire to pursue the greater depths of the necromantic art, he becomes a robber of graves, a merchant of flesh that he seeks to pervert and bring back to a most unnatural form of life. Combining a great knowledge of both the twisting courses of negative energy and detailed anatomy, he becomes able to physically graft body parts from other beings onto his own person to create a grotesque monster that hungers only for more flesh. Those attempting to step beyond the grave are amongst the lowest and most debased of all society but it is the necrophage that is truly a deviant beyond all redemption.

THE SPECTRAL LOREMASTER

Spectral loremasters are spellcasters who concentrate on knowledge gleaned from the spirits of those long gone and value secret lore above treasure and title. Such studies allow the practitioner to enhance himself in all areas, to quite literally become a greater person though ultimately, the aim is simply to know and understand all they come into contact with. It is not uncommon for other loremasters to shun the practice of raising and communing with dead spirits for it certainly carries its own dangers but many are the spectral loremasters who operate within normal society, gaining only a reputation for being knowledgeable in all fields.

The spectral loremaster understands that the great libraries of the world only represent the tiniest repositories of information and learning and that for every secret of lore uncovered in some lost tome, a thousand more have been lost through death. This

knowledge is still available to the living, however, if one dares investigate the dark realms others instinctively avoid. This path requires extreme dedication but the adherent will be rewarded with forgotten secrets his peers will never discover. The true spectral loremaster will exchange anything, even his humanity, for this knowledge.

Some pursue knowledge purely to gain power over others but most simply seek learning for learning's sake, determined to reveal the wisdom of ages past to the benefit of all. All are insatiably curious. A spectral loremaster rarely concerns himself with the raising or animating of the dead and indeed may actively avoid doing so in order to avoid angering the spirits with which he regularly communes. Many practitioners regard this as the most sanitised field of necromancy.

It must never be assumed, however, that such mages are merely timid sages or studious bookworms. The lore they discover often holds enormous innate power and it is likely that should a spectral loremaster ever be forced to battle, he will know a great deal more about his enemy than his enemy knows of him. Knowledge is always equal to power.

Hit Die: d4.

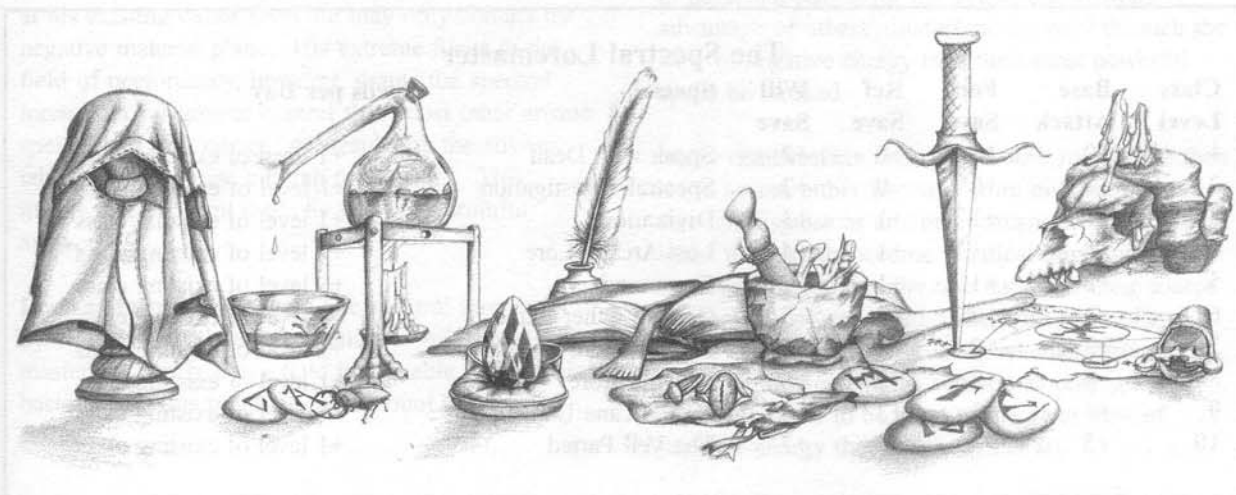
Requirements

To qualify to become a spectral loremaster, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast arcane spells and may not have divination as an opposing school of specialisation.

Feats: Spell Focus – Necromancy

Knowledge Skills: Arcane 7+, Necrology 7+





Class Skills

The spectral loremaster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Scry (Int) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the spectral loremaster prestige class.

Weapon and Armour Proficiency: Spectral Loremasters gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A spectral loremaster continues training in magic as well as his own field of research. Thus, when a new spectral loremaster level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of spectral loremaster to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a spectral loremaster, he must decide to which class he adds each level of spectral loremaster for the purposes of determining spells per day when he adds the new level.

Speak with Dead: Once per day, the spectral loremaster may cast the *speak with dead* spell.

Spectral Investigation: This class feature confers an unusual use of the Gather Information skill at 2nd level – the spectral loremaster may converse with

The Spectral Loremaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Speak with Dead	+1 level of existing class
2	+1	+0	+0	+3	Spectral Investigation	+1 level of existing class
3	+1	+1	+1	+3	Divination	+1 level of existing class
4	+2	+1	+1	+4	Lost Arcane Lore	+1 level of existing class
5	+2	+1	+1	+4	Commune	+1 level of existing class
6	+3	+2	+2	+5	Contact Other Plane	+1 level of existing class
7	+3	+2	+2	+5	Lessons from the Grave	+1 level of existing class
8	+4	+2	+2	+6	Spectral Lore	+1 level of existing class
9	+4	+3	+3	+6	Lost Arcane Lore	+1 level of existing class
10	+5	+3	+3	+7	The Veil Parted	+1 level of existing class

the spirits of those who died in the local area. The actual information available may vary greatly. The dead may not know exactly what happened yesterday but they will recall events their living counterparts may have forgotten or never seen. It usually takes between ten minutes and an hour for a spectral loremaster to commune with the spirits of those who died in his immediate area.

This class feature lacks the compulsion that makes spells so potent and spirits may flat out lie, just as the living do. Normal reactions to the spectral loremaster's race, nation and attitude will effect the information he gathers as well – obviously, the spirits of slain orcs will have little interest in aiding a human.

Divination: At 3rd level the spectral loremaster is able to obtain information from dead spirits as if he could cast the *divination* spell at his existing caster level. This class feature may be used once per day.

Lost Arcane Lore: On achieving 4th and 9th level the spectral loremaster is able to piece together ancient knowledge and find entirely new ways of doing things as he communes with the dead. The spectral loremaster gains a single Metamagic, Item Creation or Supernatural feat.

Commune: At 5th level the spectral loremaster's growing power permits him to force even more information from long gone spirits. He may now, in effect, cast the *commune* spell once per day at his existing caster level.

Contact Other Plane: The spectral loremaster now ranges far further than he has ever before, pushing deeper into the realms of the dead. At 6th level he may use the *contact other plane* spell once per day at his existing caster level but may only contact the negative material plane. His extreme focus in the field of necromancy, however, grants the spectral loremaster far greater control than most other arcane spellcasters can muster. All results on the answer table are shifted one column to the right. This means that on a roll 0-65, he will get a truthful answer.

Lessons from the Grave: The spectral loremaster, by 7th level, is able to communicate with the past masters of nearly every field imaginable on a regular basis. From this point, all skills count as class skills.

Spectral Lore: From 8th level, once per day, the spectral loremaster may consult with the dead for ancient legends and information from distant times. This works in the same way as the *legend lore* spell at his existing caster level but the spectral loremaster has the advantage of possibly conferring directly with the spirits of the very legends in question. If the spectral loremaster has only vague rumours regarding the subject, he is counted as actually having detailed information. Having detailed information allows him to cast *legend lore* as if the subject was present and at hand.

The Veil Parted: At the pinnacle of his powers, the spectral loremaster can now see through the eyes of the dead. No magical trickery may ever fool him from this point forward. The spectral loremaster may invoke *true seeing* as a standard action and maintain it for as long as he wishes. He gains the ability of divine spellcasters to know the alignments of the subjects he views. Whilst this ability is in effect, his eyes reflect the dark realm he so often immerses himself within and turn pure black.

THE DEATHSEEKER

All necromancers are aware of the rush of negative energy that is concentrated by the death of any living creature, flooding into a dying body in the final annihilation of the essence of life. A very small number become adept at tapping into this flow of energy, harnessing it to power potent spells, even as the living fall around them.

Known as deathseekers, these practitioners are often reviled by all others yet willingly accept the stigma in exchange for arcane power far in excess of other wizards and sorcerers. They are rarely welcomed once recognised for who they are, as deathseekers, in perpetual search for the dying, take callous advantage of others' misfortune for only through the flow of negative energy may their most powerful spells be worked.

Many deathseekers therefore choose to practice their art in secret, either far away from civilisation, or through disguise as any other arcane wizard. Only when their spells become manifest might another spellcaster determine the true nature of their source of magical power. Deathseekers are most often found at scenes of great death, whether through battle, famine or plague, sometimes posing as healers in order to be close to the great flow of negative energy they crave for the art.



The Deathseeker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Deathseeker Casting Proximity to Death 10'	+1 level of existing class
2	+1	+0	+0	+3	Unleashed Negativity 1/day	+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Proximity to Death 20'	+1 level of existing class
5	+2	+1	+1	+4	Unleashed Negativity 2/day	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Proximity to Death 30'	+1 level of existing class
8	+4	+2	+2	+6	Unleashed Negativity 3/day	+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Proximity to Death 60'	+1 level of existing class

Deathseeker Casting: A deathseeker is able to draw upon the vast amounts of negative energy that flood into a living creature as it dies, using this force to fuel his spells far beyond that which he is ordinarily capable.

When any living creatures within the listed Proximity of Death to the deathseeker are slain by any means, he may call the resulting negative energy to him as a standard action. He will gain a number of spell levels equal to the character level or Hit Dice of the creatures. Negative energy may not be drawn from the death or destruction of undead, constructs or outsiders. These spell levels may be used to increase the effective caster level of any spell he subsequently casts, potentially increasing his spellcasting ability by a great amount.

For example, a character with levels Wizard 7 and Deathseeker 1 would ordinarily cause 8d6 points of damage when casting a memorised *fireball* spell. If he draws upon the negative energy of a slain 2 HD creature, he would be able to subsequently cast the same spell at an effective caster level 10, causing 10d6 damage.

Once these bonus spell levels are used in this fashion, they are expended and the deathseeker must draw additional negative energy to him from other slain creatures in order to empower further spells. Creatures of less than 1 HD may not be used to boost spells in any way – the negative energy brought about by their deaths is insufficient to fuel anything but the most minor of spells. A deathseeker may store these bonus spell levels for an amount of minutes equal to his class level before they dissipate and he may not store more than twice

his character level in bonus spell levels at any one time.

The deathseeker must draw the negative energy to him within one minute of a creature's death or it will dissipate beyond his reach. Once a creature has yielded negative energy in this way, further amounts may not be drawn from it and the deathseeker will be forced to locate another fresh corpse. At the Games Master's option, certain areas and locations may generate a continuous amount of negative energy that the deathseeker may draw upon. Ancient burial grounds and nodes that touch upon the negative energy plane are two such possible examples.

Proximity to Death: Deathseekers start at 1st level by being able to draw upon the negative energy of any creature that dies within 10 feet and in line of sight to them. This subsequently rises to 20, 30 and 60 feet at 3rd, 6th and 10th levels respectively. Furthermore at 10th level, the deathseeker becomes so in tune with the realms of the dead that he no longer needs to draw a direct line of sight to recently slain corpses in order to draw negative energy from them.

Unleashed Negativity: At 2nd level, the deathseeker gains the spell-like ability to utilise the negative energy he draws from the dying to directly power his darkest spells. Instead of using the bonus spell levels gained to increase the caster level of existing prepared spells, the deathseeker may use them to create an additional spell slot. The spell level of the slot created is equal to the character level or Hit Dice of the creatures he draws negative energy from and may not exceed the maximum spell level he may normally cast.



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As with the Deathseeker Casting rules, he may only store these bonus spell levels for an amount of minutes equal to his class level and he may not store more than his caster level in bonus spell levels at any one time. Any necromantic spell the deathseeker knows may be cast using this spell slot though he need not specify the exact spell until he is ready to cast it. In addition, no material components will be required by the spell as it is powered directly by the pure stream of negative energy the deathseeker is manipulating.

Extra spells may be cast in this way equal to the number of times listed on the table below.

THE NECROPHAGE

Many are the necromancers who were first drawn into the art through a fascination of both the power of negative energy and its effect upon the anatomies of the living. Indeed many necromancers, despite the prejudice of civilisation, are often adept healers. However, a fine boundary always exists in the darker arts and the necrophage crosses this line through an obsession that borders on insanity. He is a scholar of the physical attributes of living creatures and is drawn forward by the idea of creating the perfect being through the combination of vital organs and limbs. This foul and debased practice is made possible only through the direct and hazardous manipulation of negative energy, encouraging its flow through his own body and that of others as he strives to attain a physical perfection through his own methodical crafting.

The accomplished necrophage is also able to perform a reverse practice, grafting organs and limbs of the once living to the nightmarish undead he creates and raises. Though the acts of the necrophage are repugnant to most, all too often he is able to find willing subjects, those who agree to be worked upon by his careful but maddened touch, in order to gain greater power themselves. It is not until later they find they have become indebted to the necrophage as few masters of this art are able to keep grafted organs from naturally rotting and decaying. Once the necrophage begins his work upon a living creature, he must constantly maintain his creation or risk its premature disability or death.

Some may call the necrophage a simple grave robber but such a term can never encompass this practitioner's ideals. Through the intense research of both the physical and the arcane, he seeks to attain complete mastery over the boundaries that

separate life and death. This is both his goal and his bane.

Hit Die: d4.

Requirements

To qualify to become a necrophage, a character must fulfil all the following criteria.

Alignment: Any non-good

Spellcasting: Must be able to cast arcane spells.

Knowledge Skills: Anatomy 7+, Arcane 7+ and Necrology 10+

Class Skills

The necrophage's class skills (and the key ability for each skill) are Alchemy (Int), Craft (Int), Knowledge (all skills, taken individually) (Int), Heal (Wis) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the necrophage prestige class.

Weapon and Armour Proficiency: Necrophages gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A necrophage continues training in magic as well as his own field of research. Thus, when a new necrophage level is gained, the character may also gain spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means he adds the appropriate levels of necrophage to the level of another spellcasting class he already has, as listed on the table below, and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a necrophage, he must decide to which class he adds each level of necrophage for the purposes of determining spells per day when he adds the new level.

Basic Grafting: This allows the necrophage to modify the subject (be it himself or another living creature) and increase one innate physical ability, based on the type of creature the necrophage uses as a donor. The donor creature must be relatively intact, not heavily decomposed and of the same size class as the subject for grafting. Donor creatures may not be undead, fey, outsiders, constructs or incorporeal. The necrophage can endow his subject with one attack form, speed, ability score, natural Armour Class or one special ability related to a specific body part from a donor creature with a CR of less than the necrophage's class level, rounding up.

For example, arms may be removed from a donor and placed upon the subject to increase their Strength score, whilst legs may be used to transfer either speed or Strength, but not both. A heart may be transferred to confer a Constitution score, whilst manipulative feet and hands confer the Dexterity score of the donor creature to the subject.

Skills or innate knowledge may never be transferred between donor and subject, nor may Intelligence, Wisdom or Charisma scores be modified through this process. In addition, special qualities not based around a specific body part may not be transferred. A troll's regeneration ability could not be passed to a subject, for example, though a necrophage could take the tentacle of a carrion crawler and pass the paralysis quality to his subject. The Games Master is the final arbitrator over what abilities may be gained from each graft the necrophage performs.

Not all of a necrophage's experiments are deemed successful, even by his standards. Each grafting of

The Laboratory of the Necrophage

Grafting is a dangerous procedure that takes several hours to perform. A necrophage needs a secure place to work, filled with the unique tools of his craft. This laboratory is quite costly, requiring the investment of 2,000 gp per CR of the donor creatures the necrophage intends to work on. Such a place will be filled with mundane tools such as saws and other crude medical instruments but also more exotic items such as tubes, vials, pumps and alchemical compounds to aid in the preservation of harvested organs.

a subject must be made with a successful Anatomy check, DC 15. This DC is modified by the following;

- CR of donor creature
- Subject receiving graft is necrophage himself -5
- Grafting taking place outside of necrophage's laboratory +10
- Replacement of prior graft -5

Failure in this check will mean the donor body part is destroyed and the subject must make a Fortitude save at DC 15 or die. Every time the necrophage attempts a graft, he must make a Negative Energy check as described on p34. Failure will result in him rolling upon the Negative Energy Side Effects table as normal, though the grafting itself will still be successful, so long as the Anatomy check was passed.

Once grafted, a body part will continue its natural decomposition, a process only partially slowed by

The Necrophage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Grafting	+1 level of existing class
2	+1	+0	+0	+3	Body Enhancement I	
3	+1	+1	+1	+3	Enhanced Grafting	+1 level of existing class
4	+2	+1	+1	+4	Augmentation	
5	+2	+1	+1	+4	Body Enhancement II	+1 level of existing class
6	+3	+2	+2	+5	Advanced Grafting	+1 level of existing class
7	+3	+2	+2	+5	Enhanced Augmentation	
8	+4	+2	+2	+6	Body Enhancement III	+1 level of existing class
9	+4	+3	+3	+6	Master Grafting	
10	+5	+3	+3	+7	Body Transformation	+1 level of existing class



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the subject's own body. For one week, the grafted body part will remain fully effective. For a further one week after this, it will visibly begin to decay and the subject will lose all benefit he gained from it, though the body part will still continue to function as if it were the subject's own original organ or limb. After this period of time, a rotting limb will simply fall off, whilst an organ will completely cease to function. Use of healing spells such as *restoration* will result in the grafted organ or limb being physically rejected by the subject's body and replaced with one more natural.

Only one graft may be performed on each subject.

The Games Master should be aware that subjects of freakish or outlandish appearance are likely to be openly reviled in civilised societies whilst those sporting rotting flesh met with outright hostility. In many ways, this is the major drawback to the necrophage's art and should always be borne in mind. The Games Master is advised to read the notes concerning undead characters on p51 for ideas on how to handle such situations.

Body Enhancement I, II and III: Body Enhancements reflect a growing mastery of the necrophage's main concentration of study. Each time a body enhancement is gained, the necrophage may graft one body part upon himself and avoid all decomposition effects described above. It becomes a permanent part of him, though he may replace it with a new graft at any time and again avoid all decomposition effects.

Enhanced Grafting: At 3rd level, the necrophage may perform up to two grafts on a subject.

Augmentation: From 4th level onwards, the necrophage may perform Basic Grafting on any corporeal undead he creates or animates. Grafts performed upon undead creatures are never subject to decomposition effects.

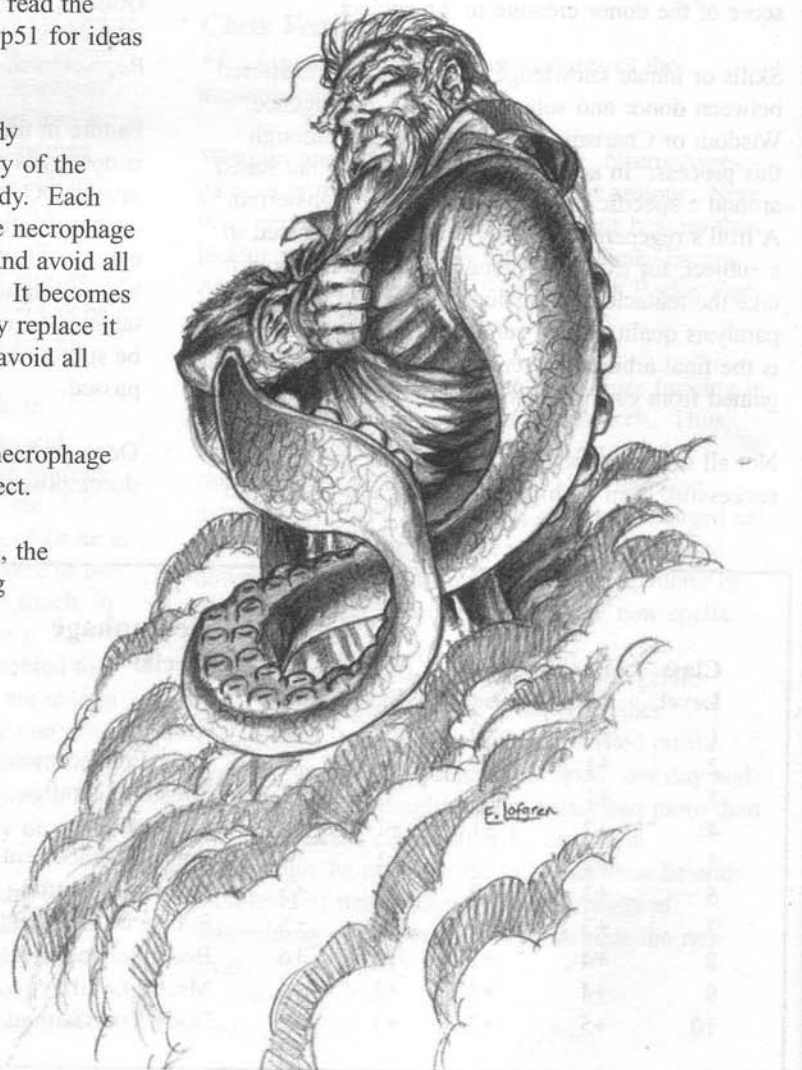
Advanced Grafting: At 6th level, the necrophage may perform up to three grafts on a subject.

Enhanced Augmentation: Gained at 7th level, the necrophage may now perform Enhanced Grafting on greater undead and Advanced Grafting upon lesser undead. He is also able to

construct flesh golems as detailed in Core Rulebook III, even if he does not possess the Craft Magic Arms and Armour or Craft Wondrous Item feats. The construction of a flesh golem in this manner requires the necrophage to make a Negative Energy check as detailed on p34. Failure will result in him rolling on the Negative Energy Side Effects table.

Master Grafting: At 9th level, the necrophage may perform any number of grafts upon a subject.

Body Transformation: By 10th level, none of the grafts a necrophage performs are subject to decomposition, whether they are upon himself or another subject. In addition, any special quality possessed by the donor creature may now be grafted on to a subject, regardless of earlier restrictions. The Games Master is the final arbitrator of what body parts are required to gain specific special qualities.



NECROMANTIC SPELLS

A necromancer's true power lies both in his knowledge of undeath and his extensive repertoire of spells, carefully studied and collated throughout his career. The magic of the necromantic school governs the harnessing of negative energies and their application to the living, the dead and the unliving. Through his manipulation of these forces, a necromancer is able to animate corpses to do his bidding, drain the vitality from living creatures and perform acts that are far beyond the scope of any other school of magic. An accomplished practitioner is truly a wizard or sorcerer of awesome powers, straddling the boundaries of life and death as he calls forth and controls the negative energies that define the art.

Legions of skeletons. Cities of the dead. Ancient hulks kept afloat by magic and crewed by the unliving. These are the things necromancy promises. Great power may well lie therein. But it is only power to destroy, never to create. And is such power truly worth becoming a creature of the night oneself?

The Morals and Ethics of the Arcane

the strength and power to stand alongside a practitioner of any other school of magic and not be found wanting. A full list of all the necromantic spells an arcane spellcaster may use is provided on p63.

Animate Animal

Necromancy

Level: Sor/Wiz 0

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One animal corpse touched

Duration: Instantaneous

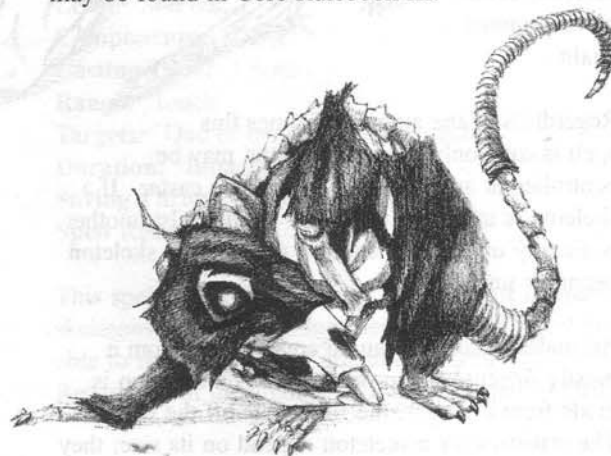
Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead animal into an undead skeleton or zombie that follows your spoken commands. This spell will only animate dead animals of tiny-size. The skeleton or zombie can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton or zombie remains animated until it is destroyed. A destroyed skeleton or zombie cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single undead animal may be controlled at any one time by a single caster. If an undead animal is animated using this spell whilst another is already under your control, the original animal becomes uncontrolled.

An undead animal can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a tiny-sized skeleton or zombie may be found in Core Rulebook III.



NECROMANTIC MAGIC

What follows is a multitude of new spells that will greatly magnify and enhance the powers of any necromancer in the game. With the appropriate study and research, a practitioner may now uncover spells that will allow him to animate the dead, from tiny rodents to great fleets of death hulks that can terrorise the seas of any civilised nation. He will be able to prolong his own life far beyond that of any other wizard, or greatly enhance the abilities of the dead he brings into his service. The necromancer's art is one that has been veiled by mystery and misinformation ever since the practice of magic appeared in the world, with practitioners hideously limited by the few spells that are taught by tutors who fear and abhor the greater subtleties necromancy may grant to the courageous. Now, for the first time, the true scope of the necromancer is revealed. As never before, a necromancer now has



NECROMANTIC SPELLS

Material Component: A small black onyx gem worth at least 10 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Animate Skeleton

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead creature into an undead skeleton that follows your spoken commands. This spell will only animate skeletons of medium-size or smaller. The skeleton can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton remains animated until it is destroyed. A destroyed skeleton cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single skeleton may be controlled at any one time by a single caster. If a skeleton is animated using this spell whilst another is already under your control, the original skeleton becomes uncontrolled.

An undead skeleton can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they

do not depend on what abilities the creature may have had whilst alive. See Core Rulebook III for details.

Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Animate Zombie

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

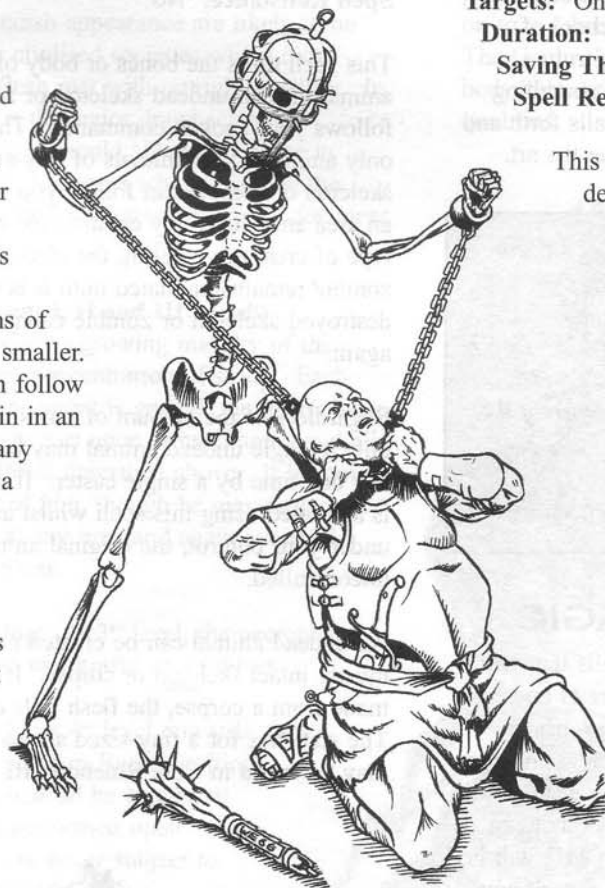
This spell turns the bones or body of one dead creature into an undead zombie that follows your spoken commands. This spell will only animate zombies of medium-size or smaller. The zombie can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The zombie remains animated until it is destroyed. A destroyed zombie cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single zombie may be controlled at any one time by a single caster. If a zombie is animated using this spell whilst another is already under your control, the original zombie becomes uncontrolled.

An undead zombie can be created only from a mostly intact corpse.

The statistics for a zombie depend on its size; they do not depend on what abilities the creature may have had whilst alive. See Core Rulebook III for details.

Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.





this score must make a Will save or be automatically slain. This spell does not affect undead creatures, nor the caster.

Material Component: A small segment from the brain of a mass murderer.

Bleeding Wound

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

This is a more powerful necromantic spell than *wound*, it too accelerating injuries to living tissue and making wounds more serious. With this spell, even a small pin prick can cause a subject to bleed to death, as the wound resists all attempts to halt the flow of blood.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, each round, for the duration of the spell. This effect does not apply to subdual damage. Stopping this bleeding requires the application of any magical healing or a Heal check at DC 15. This spell has no effect on undead, constructs, animated objects or outsiders.

Material Component: Bladed weapon buried with a corpse for at least one year.

Bones of Steel

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One or more skeletons touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell greatly strengthens the bones of animated skeletons, literally making them as hard as steel and able to resist far greater amounts of damage. Regardless of the amount of times this spell is cast,

Annihilation

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30 ft. radius

Duration: Instantaneous

Saving Throw: Will (negates)

Spell Resistance: Yes

Through the use of this spell, you harness the very essence of negative energy present in your surroundings, calling it to you, magnifying its power and then sending great waves of destructive power radiating away from you. The natural world itself recoils from the use of such magic, with plant life wilting under the wave of negative energy and small animals fleeing desperately before being drained into lifeless husks.

Use of this spell will automatically destroy all plant life and tiny animals of under 1 HD within the area of effect. In addition, roll 1d6 per caster level and total the result. Any creature with hit points below



NECROMANTIC SPELLS

you may only strengthen the bones in 2 HD of skeletons per caster level.

Casting bones of steel on a skeleton will grant a +2 enchantment bonus to its Armour Class. The spell will stay in effect until the skeleton is destroyed.

Material Component: Any portion of metal armour that has been buried with its deceased wearer.

Chill Blood

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

A coruscating black ray of negative energy is created by this spell. It twists towards its target, almost caressing the subject's body as it seeps in. The effect is immediate and all too apparent to the victim, as a small amount of their blood suddenly freezes within their veins, causing immense pain and discomfort.

A subject affected by this spell will lose an amount of hit points equal to $1d4 + 1$ per caster level and is stunned for one round. If the subject succeeds in a Reflex save, the ray only glances it. The subject will suffer half the normal damage and not be stunned. Only living, warm-blooded creatures are affected by this spell.

Material Component: Three drops of blood from a corpse that died of cold.



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Death's Shadow

Necromancy

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Touch

Targets: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By touch, you transfer a small amount of negative energy directly to a creature that attacks and

disrupts their vital organs before dissipating. If a Fortitude save is made, no damage is caused. Failure, however, will result in 1d12 hit points of temporary damage. This damage is regained at the rate of 1 point per round, even if the subject is taken into negative hit points. If hit points are taken down to -10 or less, then the subject is indeed dead.

Detect Dead

Necromancy

Level: Sor/Wiz 0

Components: V,S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds the dead, allowing you to locate hidden corpses by magical means. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of corpses.

2nd Round: Number of corpses in area.

3rd Round: The location of each corpse detected. If a corpse is outside your line of sight, then you only discern its direction but not its exact location.

Flesh Made Foul

Necromancy

Level: Sor/Wiz 8

Components: V,S,M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell channels great amounts of negative energy in a very short space of time. Unleashed against one creature its life force will be annihilated by the black bolt of twisting negative energy and it may very well become one of the walking dead. Flesh decays or even becomes insubstantial as the black energy floods through the victim's body, to be held under the permanent thrall of the necromancer.

The caster must make a ranged touch attack against any living creature within range. If the attack succeeds, the subject gains negative levels equal to 1d4 + 1 per 4 caster levels.

If the subject survives this attack, they will regain all lost levels after a number of hours equal to your caster level. If the subject gains as many or more negative levels than it has hit dice, then it is automatically slain and within one round, transformed into one of the undead. The type of undead is chosen by you but cannot have more hit dice than the subject originally had in life. The undead creature is under your permanent control until destroyed, though no more than one undead creature may be controlled through the use of this spell at any one time.

Undead creatures targeted by this spell will have any lost hit points restored, damaged or severed limbs replaced and become immune to turning attempts for 1 hour per level of the caster.

Material Component: Heart of sentient creature that died of disease, famine, violence or magic.

Ghoulish Curse

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

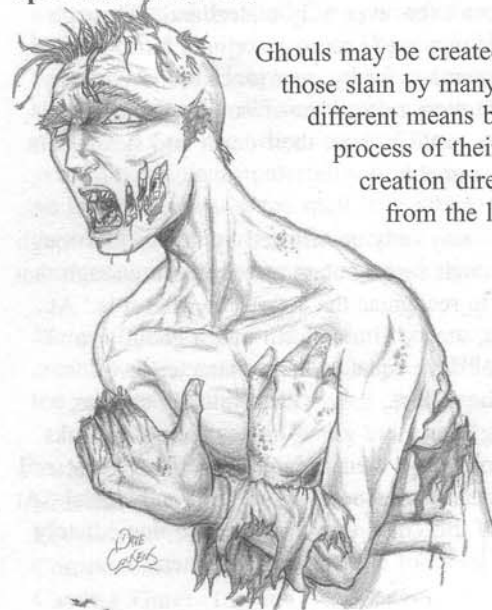
Range: Touch

Targets: One living creature

Duration: Instantaneous

Saving Throw: Fort negates

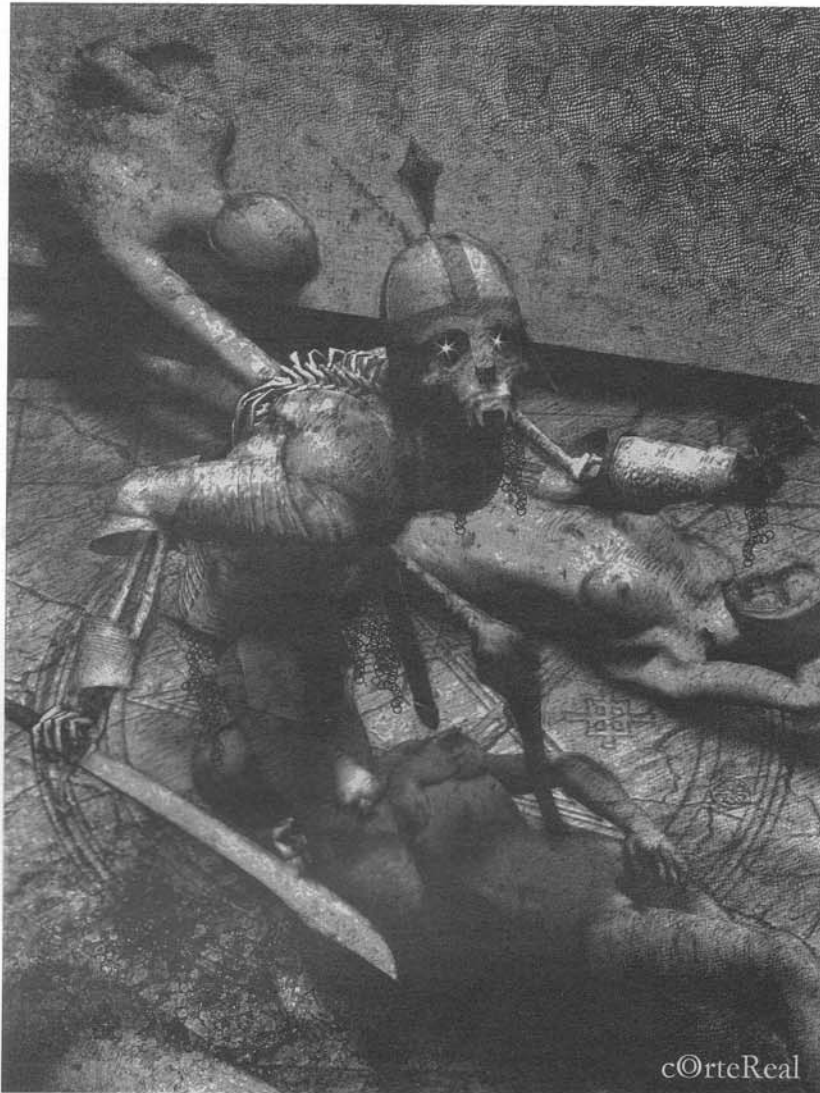
Spell Resistance: Yes



Ghouls may be created from those slain by many different means but the process of their creation directly from the living is



NECROMANTIC SPELLS



a dark secret few ever truly understand. Through the use of this spell, you may bring a terrible curse to your enemies, for by your touch alone you may set into motion a dread transformation that will ultimately result in both their death and subsequent rising as a ghoul.

A subject may only be affected by this spell through touch, though such contact may be light enough that they fail to recognise the action for what it is. At this point, they will transform into a ghoul in a number of days equal to their character level. During these days, they will physically change, becoming ever more ghoul-like as their skin sinks and begins to rot, their eyes pull back and glow, and their demeanour becomes more feral and bestial. At the end of this time, they will die and immediately rise as a ghoul of chaotic evil alignment.

At the moment of touch and at the beginning of every day during the transformation, the subject may make a Fortitude save. Success will result in the breaking and nullification of this spell, returning the subject to normal within one day. *Remove Curse* will have the same effect.

Material Component: Dirt from an ancient grave.

Graft Weapons

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One or more skeletons or zombies touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell, you can graft all manner of melee weapons directly onto the forearms of the skeletons and zombies you have animated, fusing metal and bone to become one. This, in effect, replaces the hand and forearm of the skeleton or zombie with the weapon used as the material component, thus greatly enhancing the creature's

combat capabilities. It now fights with the weapon being an extension of its own body, granting a +1 competence bonus to all rolls to hit in close combat. The skeleton or zombie also, naturally, now does the damage of the weapon rather than its own claw or slam attacks. Weapons grafted onto undead creatures in this way are considered natural weaponry. Regardless of the amount of times this spell is cast, you may only graft weapons onto 2 HD of skeletons or zombies per caster level.

Only weapons of the same size class or smaller may be grafted onto skeletons or zombies by the use of this spell. However, you may choose to graft two weapons onto each skeleton or zombie, simply by providing two weapons for each as a material component. When this is done, the undead creatures so affected will no longer be able to pick up or manipulate objects, as their hands are now replaced

by weapons. However, they will be able to make two attacks per round, once with each weapon, though they lose the competence bonus described above.

Material Component: At least one melee weapon per skeleton or zombie that is touched. The fusion of metal and bone is a permanent process and so the weapon will be expended during the casting, even if the skeleton or zombie is later destroyed.

Identify Undead

Necromancy

Level: Sor/Wiz 0

Components: V,S

Casting Time: 1 action

Range: 60 ft. quarter circle emanating from the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Through the use of this spell, you may divine the nature of any undead creature you face. This spell immediately informs you of the type of all undead within the area of effect with Hit Dice no greater than your caster level.

Invigoration of Undeath

Necromancy

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: 30 ft.

Area: Zombies in a 30 ft.-radius centred on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell increases the flow of negative energy through zombies, causing them to move with far greater speed and fluidity than normal. Zombies within the area of effect automatically gain the Improved Initiative feat. In addition, they may also ignore their *partial actions only* special quality.

The *invigoration of undeath* lasts indefinitely, until the zombies are destroyed. No matter how many times you use this spell, however, only 2 HD per caster level worth of zombies may benefit from its effects. Further castings will simply have no effect.

Material Component: The heart of a Fighter or Warrior.

'Why do you weep? Every day these tears flow, unstaunched by my best efforts of comfort. Such is the fortitude of children. But what a small price is paid. For nearly four hundred years have I lived, breathed and *learnt*. The secrets of the arcane are mine to control, from the accelerated growth of the tiniest flower to the total domination of the greatest demonic nobility from the abyss. I recall lessons taught by the greatest loremasters centuries before your grandparents ever walked this paltry world. What are your achievements? Frolicking in the fields and playing truant to your father's wishes? What small knowledge lies in your tiny head. All I ask is but a pint of blood each day and all you do is weep. Do you not know what prized lore you preserve in my longevity? If you were to die tomorrow, what would be the loss? If I were not to receive this vital sustenance the disappearance of my vast accumulated knowledge would be disastrous. What a waste. Why do you weep?'

Longevity

Necromancy

Level: Sor/Wiz 6

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell negates the effects of natural ageing on the recipient of the spell for a period of one day. It had no effect on ageing caused by magical or divine means. Multiple *longevity* spells cast within the same day have no additional effect upon the recipient. Cast each day, this spell does, of course, grant the recipient immortality of a type – they will no longer age whilst the spell is in effect, though they will still be vulnerable to death from other sources, such as disease, poison and injury.

Material Component: One pint of blood from a creature of the same race but at least half the age of the recipient of this spell.

Protection from Undead

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action



Range: Touch
Targets: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell wards a creature from attacks by undead. It creates a magical barrier around the subject at a distance of one foot. The barrier moves with the subject and has two major effects:

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply to attacks made by undead. Second, the barrier blocks any attempt by undead to possess the warded creature or to exercise mental control over it, as with the *protection from evil* spell.

Material Component: One bone from a creature who had the ability to turn undead.

Raise City

Necromancy
Level: Sor/Wiz 9
Components: V,S,M
Casting Time: 1 day
Range: Special
Targets: Ruined settlement
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

There are few spells more powerful in the necromancer's repertoire than the ability to raise an entire civilisation from death. This is the ultimate goal of many practitioners who do not quest solely for undeath themselves, the animation and control of an entire legion of skeletons ready to do their bidding. From the ruins of an ancient town or city, you will cause skeletons to claw their way out of the ground, to rise up in perfect servitude to your every demand.

You must be upon the site of a ruined and deserted settlement to cast this spell successfully. Complete skeletons are not required for the use of this powerful spell (scattered dust and bones are just fine) but no sentient creature must have lived within the settlement for at least 50 years.

Once cast, a number of skeletons will animate in accordance with the size of the settlement as it was when it was inhabited. A small village will yield between 60-600 skeletons, a town between 800-8,000 and a city between 1,000-10,000. The

skeletons will be under your complete control until destroyed. A destroyed skeleton cannot be reanimated again and once cast, this spell may never be cast again by any other wizard in the same location.

The skeletons are unable to venture further than 25 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

Material Component: Ruined, deserted settlement and a collection of items from the ruined settlement worth at least 5,000 gp. The items are consumed in the casting, the settlement itself remains intact after the skeletons have risen.

XP Cost: 10 XP per skeleton raised.

Raise Death Fleet

Necromancy
Level: Sor/Wiz 9
Components: V,S,M
Casting Time: 1 day
Range: Long (400 ft. + 40 ft./level)
Targets: One or more sunken ships
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Few necromancers ever uncover the secret knowledge to perform one of the most awesome acts of the art – the raising of an entire fleet of death hulks. Such an action is worthy of the very greatest of arcane spellcasters and history itself may be changed as a powerful undead fleet suddenly appears to destroy a nation's shipping.

One or more sunken ships must be in range of the spellcaster for this spell to have any effect. *Raise death hulk* will cause up to one ship per spell caster level to rise to the surface of the sea, where they will be magically seaworthy and under the full control of the necromancer. A destroyed ship cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only one ship per caster level may be controlled at any one time by a single caster.

Any type of ship may be raised this way and they will have a full complement of crew, usually zombies, though skeletons may also appear if the ships have lain at the bottom of the sea for more than a year. The Games Master is the final

arbitrator of the ship types and the nature of their crew. Death hulks, along with all kinds of other ships, will be fully detailed in our forthcoming supplement, *Seas of Blood*.

Material Component: One or more sunken ships and the corpse of a renowned sea captain. The corpse is consumed in the casting, the ships themselves are raised to the surface.

XP Cost: 1,000 XP per ship raised.

Raise Death Hulk

Necromancy

Level: Sor/Wiz 7

Components: V,S,M

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Targets: One sunken ship

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the most awesome feats any necromancer can hope to perform is in the raising of a sunken ship from the sea floor, complete with undead crew, to be brought to the surface under the total control of the practitioner. Such death hulks are the stuff of legend, kept afloat through powerful magicks, despite the great holes in their hulls through which the sea flows freely. Animated skeletons and zombies patrol the deck, performing all the tasks they did in life and forming a frightening boarding party when the ship goes into battle.

A sunken ship must be in range of the spellcaster for this spell to have any effect. *Raise death hulk* will cause the ship to rise to the surface of the sea, where it will be magically seaworthy and under the full control of the necromancer. A destroyed death hulk



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cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only a single death hulk may be controlled at any one time by a single caster.

Any type of ship may be raised this way and it will have a full complement of crew, usually zombies, though skeletons may also appear if the ship has lain at the bottom of the sea for more than a year. The Games Master is the final arbitrator of the ship type and the nature of its crew. Death hulks, along with all kinds of other ships, will be fully detailed in our forthcoming supplement, *Seas of Blood*.

Material Component: One sunken ship and the corpse of a sea captain. The corpse is consumed in the casting, the ship itself is raised to the surface.

XP Cost: 1,000 XP.

Recall Spirit

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One corpse

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Through the use of this spell, you can summon a spirit back to the body that it once inhabited.

Recall spirit may be cast on a body that has lost its spirit, through the effects of spells such as *magic jar* and *astral projection* or on a corpse that has subsequently caused the creation of an undead creature.

If used for the latter, the undead creature may make a Will save to resist the attempt. Failure will result in its destruction.

Material Component: A live rook.

Sensory Link

Necromancy

Level: Sor/Wiz 2

Components: V,S

Casting Time: 1 action

Range: Touch

Targets: One undead creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

By casting this spell, you become able to see and hear through the eyes and ears of a controlled undead creature you have animated or raised. No other communication of senses is permitted through the use of this spell, nor are special sight or hearing qualities, such as darkvision. Only one such *sensory link* may be maintained at any one time. The maximum range a *sensory link* may be maintained between caster and undead is 1 mile.

Shadow Horror

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Special

Saving Throw: Will negates (special)

Spell Resistance: Yes

Through this spell, you gather a small amount of negative energy to yourself, then send it as a ball of dark seething power to a target. This force flares for just the briefest instant, weakening and stunning the victim as it is enveloped by a swirling cloud of darkness.

The subject temporarily loses 1d4 points of Strength and is treated as stunned on its next round. In addition, the subject suffers a -2 morale penalty to attack rolls, ability checks, skill checks and saving throws for 1 round per 2 caster levels. Strength will be regained at the rate of 1 point per day.

Shadow Mastery

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action



Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Calling upon dark and twisted powers, you are able to cause an enemy's own shadow to rise up against him. This manifestation causes the shadow to cloak itself around its owner, making him very susceptible to attacks formed from negative energy.

The subject must be casting a shadow for this spell to have any effect and thus will not work in pitch blackness or against vampires. For the duration of the spell, however, the subject will cast no shadow at all as it envelops his body. A Will save is permitted to negate the effects of this spell. If this is failed, the subject suffers the following penalties for the duration of the spell;

1. Any hit point reducing necromantic spell targeting the subject will automatically cause extra damage equal to the caster's level.
2. Any save required to reduce or negate the effects of a necromantic spell suffers an additional -1 penalty.
3. All healing spells will cure less damage than normal, equal to the caster's level.

Shadow Skin

Necromancy

Level: Sor/Wiz 8

Components: V,S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level and special

Saving Throw: None

Spell Resistance: Yes

This spell charges your body with negative energy to both protect you from damage and draining the life force of those who would cause you physical harm.

As the spell is cast, your skin takes a darker tone as the magical power floods your system, held in check only by the wards and safeguards of the incantation.

You are immune to all energy-draining effects whilst protected by this spell and also gain damage reduction 10/+1. Any living creature making a touch attack

or using natural weaponry against you automatically receives a negative level with no save. You may also make touch attacks without generating attacks of opportunity – a successful strike on a living target will cause it to gain a negative level. Once you have inflicted a number of negative levels equal to your caster level, the spell discharges.

All negative levels gained through the use of this spell are regained after a number of hours equal to the caster's level. However, any creature reduced to an effective level of 0 is slain.

Shrieking Missile

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Touch

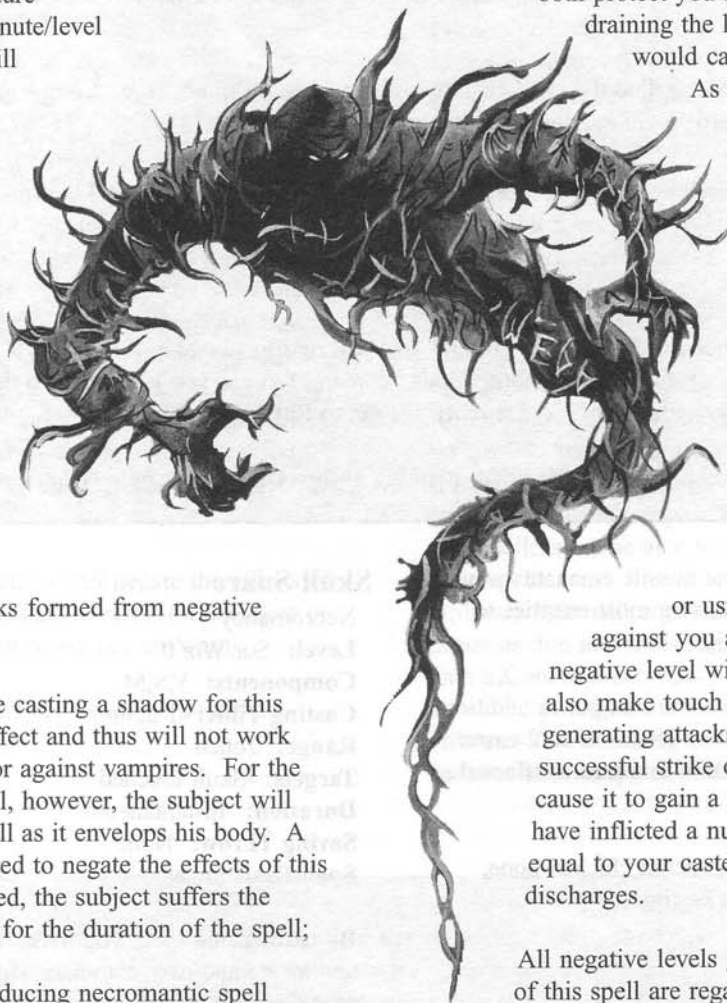
Targets: Missile touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may cast this spell on any non-magical missile, be it sling stone, arrow or trebuchet stone, binding it with nearby spirits who are irresistibly drawn in by the flood of negative energy caused. When fired, the missile screams the cries of a thousand tortured souls as it flies through the air, unnerving any



NECROMANTIC SPELLS

Peron propped himself up on one elbow and smiled down at Arathriell. 'Ara, how long have we been together? The three of us, I mean.'

The woman shrugged as she pulled the blankets closer around her. 'I'm not sure. Long enough for you to be able to grow a proper beard so Gudge doesn't call you *boy* any more.'

The warrior chuckled and nodded. 'True enough.' Peron lay back down and closed his eyes. 'I guess it just didn't seem that long.'

'Why do you ask?'

Peron shrugged and reached out to touch Arathriell. 'No real reason. I was just noticing the white streaks in your hair. I don't remember them there before. Gods, woman. I swear you get colder to the touch every night. Remind me to buy you another blanket when we get to Ralize.'

Arathriell lay horribly awake well into the night, blinking at the stars. *It has only been five years.*

enemy. When it lands, the missile emanates waves of fear and oppression, causing most enemies to break and run immediately.

The missile does damage as normal but in addition also creates an area effect of 25 ft. + 5 ft./2 caster levels. Every creature within this area is affected as if by a *fear* spell.

Material Component: Powdered chicken bone, sprinkled on to missile to be fired.

Skeletal Spikes

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 10 minutes/level

The use of this spell causes your bones to warp and writhe, until large, wickedly sharp spikes burst forth from under your skin. These bony spikes make it exceedingly difficult for any enemy to approach without suffering nasty wounds. You are granted 1d3 additional gore attacks per round that count as natural weaponry and cause 1d6 damage.

Note: Only undead spellcasters may use this spell without penalty. If used by a living creature, it will automatically be reduced to 0 hit points.

Material Component: A horn or spike from a creature of at least 3 HD.

Skull Snare

Necromancy

Level: Sor/Wiz 0

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: Skull touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you make a single skull alive and aware and may command it to guard a single specified area of no more than 10ft. radius. It may move itself in a very clumsy fashion within this area and will automatically attack any creature but the caster entering the area.

The skull can make a bite attack against one creature in the area of effect each turn. It makes a single attack roll (base attack bonus +0). The skull does 1 point of damage with each successful attack. In addition, once a successful attack has been made, the skull retains its grip on its victim, reducing their speed to one-half of normal until it is destroyed.

The skull is considered to have 1 hit point and an Armour Class of 10. Once the skull has been destroyed, it may not be animated in this way again.

Material Component: One skull of a medium-sized creature.

Strike Barren

Necromancy

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Often seen as merely a petty curse by all spellcasters but the most vile of witches, its effects can be devastating for the subject. By guiding small amounts of negative energy to specific parts of a subject's body, a skilled and manipulative exercise in itself, you may cause them to become infertile, utterly incapable of producing offspring for the rest of their lives.

The use of *remove curse* will negate the effects of this spell. This spell has no effect on outsiders or creatures who do not reproduce anyway.

Material Component: The skull of an infant.

Threshold of Unlife

Necromancy

Level: Sor/Wiz 6

Components: V,S,M

Casting Time: 30 minutes

Range: 100 ft.

Area: 100 ft.

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

By outlining an area to be affected with chalk and ashes from a burnt corpse, you can greatly increase the ambient negative energy present in your surroundings. The effectiveness of all healing spells within this area is halved, whilst all damage dealt, from any source, is increased by one-half. Normal healing by rest is not possible within the area, nor will spellcasters be able to rest for the preparation of their spells.

Ordinary light still enters the area effected but becomes dim and indistinct. Those inside the area gain a Concealment Miss Chance of 10% when attacked by ranged weapons from outside. Undead creatures that normally suffer in daylight, such as spectres and vampires, will face no ill effects whilst

The huge crash of the stone door slamming shut shook the foundations of the keep, causing Kallia to whirl round in shock and surprise. She could not even hear her comrades though she knew they must even now be hammering against the great stone bastion, desperately trying to reach her. Alone. Kallia peered into the gloom, preparing a range of spells, ready for any threat that may show itself. Her enemy was near.

The poor illumination of the single sputtering torch far on the other side of the massive chamber seemed to dim and Kallia crouched slightly in readiness. A wave of movement and she saw her nemesis, the dark sorceress Taballae, Lady Bone, Death's Pale Mistress, a hundred other black titles to follow her name. The foul necromancer moved swiftly closer, her thin robes streaming behind her as Kallia whispered arcane words of terrible might to blast her enemy into the realms of death she so enjoyed.

Taballae uttered a single word of the night, a mere syllable charged with dark power. Kallia cried out loud as she felt the very blood in her veins turn to ice for just an instant, a coldness that penetrated the core of her slight form and shattered the concentration of the spell she was building. Glancing up, shaking away the pain, she looked directly into the soulless eyes of Taballae, the nightmare witch who had once destroyed that which they had both loved in an act of jealousy and cruelty. Her gaze moved in trepidation to the tiny human skull Taballae brandished in front of her face. The necromancer's own visage was a rictus of hate and vengeance, her thin black lips moving in rhythm to the negative energy she was drawing upon. Kallia raised a hand, desperately trying to summon her own magical power through the receding pain. Taballae reached forward to grasp Kallia's stomach and once again she felt a deathly cold sweep through her body to concentrate in absolute agony within her womb. The dark woman hissed.

'I curse you, bitch. For every wrong you ever did me before, I curse you. Never more will you offer a man all a woman can. Crawl from your pit of despair if you will, but always know it was I that did this to you.'



NECROMANTIC SPELLS

inside the area. All undead creatures will automatically regenerate 1 hit point per round whilst inside the spell's area of effect.

Material Component: White chalk mixed with ash from a cremation.

Undead Conduit

Necromancy
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: One undead creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

By strengthening the bondings of negative energy between yourself and an undead creature you control, you may project your necromantic castings greater distances than normal. For the duration of the spell, you may cast any necromantic spell you know and have prepared from a controlled undead creature rather than yourself. In terms of range, touch attacks and area of effect, the undead creature effectively becomes the caster of these spells, though all other variables of the spell, such as caster level, are yours.

Material Component: Pinch of bone dust.

Unfetter Undead

Necromancy
Level: Sor/Wiz 6
Components: V,S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 50 ft. radius emanation
Duration: 1 day
Saving Throw: Will negates
Spell Resistance: No

By manipulating the strands of control that exist between undead and their master, this spell can disrupt and distort such bindings. All undead within a 50-foot radius of the spell's target become uncontrolled unless their master makes a successful Will save. Undead affected by *unfetter undead* are difficult to control for some times afterwards and so all Turning checks are made with a -4 penalty for a further 1 hour.

Material Component: Three drops of blood from a corpse that died of cold.

Voice of Deathly Whispers

Necromancy
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Touch
Targets: One undead creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Often used in conjunction with *sensory link*, this spell allows you to magically project your voice from any corporeal undead creature you have touched and control. Unless you have cast *sensory link* on the undead creature previously, you must be able to physically see it during the use of this spell.
Material Component: The tongue of a sentient creature.

Visage of the Dead

Necromancy
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Personal



Targets: You
Duration: 10 minutes/level

Through the use of this spell, you can alter your appearance and form to that of a corpse or zombie of the same size class. Body temperature will feel cold, limbs will stiffen and flesh will appear putrid and rotting. Although the usual undead abilities and immunities are not granted by *visage of the dead*, you do gain a +2 resistance bonus to saves against cold, electrical, sleep and poison attacks. In addition, you no longer need to breathe whilst the spell is in effect.

If used to hide amongst the dead, the spell grants a near flawless image. Assume the caster has taken 20 with a Disguise check, adding the caster's level and ranks in Disguise as additional bonuses. Generally, such a test need only be taken if the caster is being carefully examined. The caster may still move freely, however, and will appear much like an ordinary zombie, though he does not gain any further benefits other than those outlined above.

Material Component: Dirt from a fresh humanoid grave.

blow is ignored. A section of wall whose hit points drop to 0 is breached. If a creature attempts to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

Material Component: Intact arm bone.

Wound

Necromancy
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

This necromantic spell pours a minute amount of negative energy into a subject, accelerating injuries to living tissue and making wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, for the duration of the spell. This spell has no effect on undead, constructs, animated objects or outsiders.

Material Component: Bladed weapon buried with a corpse.

Wall of Bone

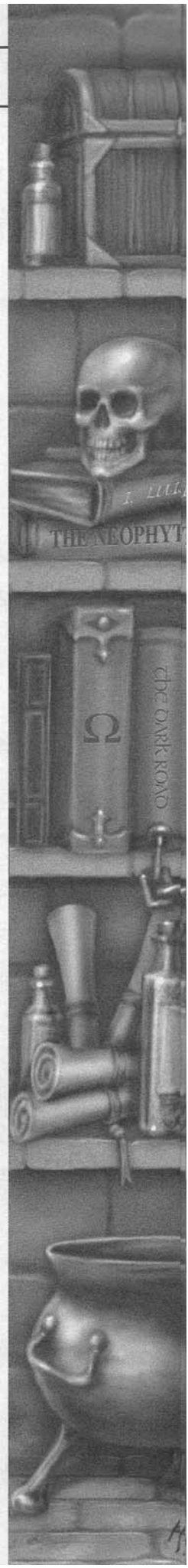
Necromancy
Level: Sor/Wiz 4
Components: V,S,M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Bone wall whose area is up to one 5-ft. square/level
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

You cause a vertical bone wall, anchored to the floor, to appear in a an area unoccupied by physical objects or creatures. The wall of bone is 1 inch thick per four caster levels, though by halving the wall's thickness, its area may be doubled. Each 5 foot square of the wall has 10 hit points per inch of thickness. One side of the wall is flat and featureless polished bone, whilst the other manifests bony arms that attack anyone attempting to approach. These arms have a base attack bonus equal to that of the caster and each round 1d3 will attack anyone within 5 feet of the wall, inflicting 1d6 points of damage on a successful hit.

Creatures can hit the wall automatically but it is so durable that the first 5 points of damage from each

There is a far darker side to the practice of necromancy, a black pit that inevitably brings doom to those who choose to study the shadowy art. Magic can rarely be performed without a toll exacted upon the wielder and it is known amongst learned mages that necromancy can demand the highest of prices. For those daring the certain risks, necromancy offers the possibility of immortality, of life beyond death, and a powerful desire for this most elusive of goals can form, in itself, a type of madness. Within necromancy, there lies a very real trap. In communicating with the dead, a mage can become steeped in the deepest of forgotten lores but always there is the lure of great power and of life after death.

Loremasters of the Ancients



NECROMANTIC FEATS

Whilst necromancers are often powerful wizards in their own right, those that pry deeper into the hidden and convoluted mysteries of their art are able to tap and control negative energy directly. No longer restricted to mere sanitised spellcasting, an accomplished necromancer will slowly learn to draw negative energy to him at will, without recourse to memorised spells that ultimately limit his true potential. This is where the real power of the necromantic school of magic lies. Through the direct manipulation of negative energy, practitioners are able to shrug off the effects hostile undead may cause, animate corpses by mere touch and duplicate almost any divine ability of those clerics who worship death in all its forms.

Such power, however, comes neither easily nor without a price. A neophyte necromancer is unlikely to be even aware of such abilities and even one more experienced may find himself courting great danger in his obsession to understand the art he has devoted his life to. Drawing upon negative energy in this way ravages both body and mind, the flow of power flooding the practitioner's very being to destroy the essence of his life. Prolonged exposure is extremely hazardous and the visible effects can be marked. Limbs may be twisted or contorted into dreadful aberrations, flesh may decay whilst still on the bone and eyesight severely damaged by direct sunlight. Furthermore, negative energy may remain after such magic is worked to cause further unwanted effects – animals and small children may flee in terror from an afflicted necromancer, sensing the dark power within him; plant life may wither at his passing or he may develop a need and desire to consume the flesh of the dead. Ultimately, the necromancer will move inexorably towards a state of undeath, becoming little different from the dread creatures associated with the practice of necromancy. The secrets of the art are open and ready to all willing to devote their lives to the magic but none should doubt the inherent risks that will be run in its application.

You believe you can control and manipulate the ravaging power of negative energy without cost to yourself? This force is the very antithesis of life and to meddle in the art without the wards and bindings of established magicks is folly at its height. Pursue such strength of art if you must. You will be marked to all as a destroyer so vile as to warrant the most cruel of punishments.

The Morals and Ethics of the Arcane

USING NECROMANTIC FEATS

Necromantic feats are gained and used in the same way as those listed in Core Rulebook I. They differ only in that the power used comes from the character's control of negative energy rather than from some innate ability of the character himself, and that there are possible (even probable) side effects to contend with.

Only arcane spellcasters may choose to take a necromantic feat rather than one listed in Core Rulebook I or other publications and then only if they meet the listed prerequisites of each.

Unless stated otherwise, all necromantic feats are performed as standard actions. In addition, a Negative Energy check must be made every time a necromantic feat is used, as the practitioner is concentrating hard to control the flow of negative energy he must draw to his person in order to avoid undesired side effects. This is made at DC 10, with his caster level and Intelligence bonus being applied as positive modifiers. A roll of 1 is always deemed a failure.

Upon failure, the player must roll on the Negative Energy Side Effects table below and apply the result to his character. Success will mean the character has safely resisted the effects of the negative energy flowing through his system – this time, at least. Regardless of whether the Negative Energy check is passed or not, the necromantic feat will still function as normal.

A player may choose to modify the dice roll on the Negative Energy Side Effects table by using half his caster level, rounded down, as either a bonus or

penalty. In this way, he may intentionally try to minimise the effects of the negative energy or embrace them fully. The choice to modify the roll on the table must be made before the dice are actually rolled.

Negative Energy Side Effects

D20	Side Effect
1	Aura of Unease
2	Animal Terror
3	Light Sensitivity
4	Stench of Death
5	Eater of the Dead
6	Plague Carrier
7	Holy Aversion
8	Glowing Eyes
9	Life Corruption
10	Talons
11	Negative Level
12	Disfigurement
13	Reduced Healing
14	Frail Body
15	Insanity
16	Cadaverous Figure
17	Charisma Loss
18	Strength Loss
19	Constitution Loss
20	Undeath

Aura of Unease

A common affliction of many who practice the necromantic arts, any who come into prolonged contact with you will feel distinctly uneasy. It may be your overly dark but piercing eyes, an air of intimidating power or merely a general sense that something is ‘wrong’ that puts people on their guard. They are unlikely to deduce the nature of your necromantic art from this feeling unless they have come across this particular side effect in the past though it is likely it will affect any negotiations you attempt. You also gain a +2 circumstance bonus to any Intimidation checks. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Animal Terror

Very young children and mundane, non-magical animals will seek to avoid you at all costs and will attempt to remove themselves from your presence in the quickest way possible. If restrained in any way,

their distress will be obvious, with horses shying away and dogs barking, for example. It will be quite impossible to ride any such animal as a mount. The first time this side effect is gained, animals will only attempt to avoid you if you move within five feet of them. This range increases by ten feet every time this side effect is rolled. This is no maximum radius for this effect.

Light Sensitivity

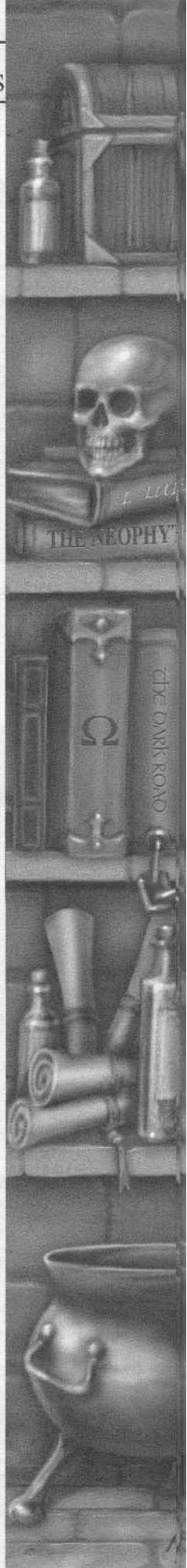
Your eyesight becomes unusually sensitive to bright sources of light, to the point where they can actually cause physical pain. From this point on, you will suffer a -1 penalty to attack rolls when in bright sunlight or within the radius of a *daylight* spell. However, you will also gain low light vision extending to a range of 60 feet if you did not already possess it. Existing low light vision will be extended by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Stench of Death

A perpetual stench of corpses and disturbed graves constantly surrounds you, resisting all attempts to alleviate it. This may be masked by the use of ever more potent perfumes and musks though their application will, of course, be painfully obvious to any you meet. Such fragrances will cost 10gp per day every time this side effect is rolled for the stench of death gets progressively worse, should you choose to disguise it. A -1 circumstance penalty to Hide checks must also be applied every time this side effect is rolled for.

Eater of the Dead

The corrupting effects of negative energy flow through your body, driving you to debased acts that defy all normal conventions of society. You develop a highly unnatural desire to feast on the flesh of the dead, an abhorrent act to all but the most primitive of creatures. The first time this side effect is rolled, you must consume a small amount of flesh from a humanoid corpse at least once a day or suffer the cumulative but temporary loss of one Strength point each day you abstain. The second time this side effect is rolled, you may only eat flesh from humanoid corpses, normal food causing you to retch uncontrollably. Failure to do so will result in the Strength loss described above, as well as the normal effects of starvation as described in Core Rulebook II. Strength points will be regained at the rate of one per day after consumption of corpse flesh has



been resumed. Subsequent rolls will have no further effect and must be re-rolled on the Negative Energy Side Effects table.

Plague Carrier

Continued proximity to the forces of death and undeath have all but eroded your body's natural defences against disease and infection. However, as you continue to transform through the constant flow of negative energy flooding through your system, such diseases and plagues cease to have any real effect upon you. The Games Master will randomly select a disease from Core Rulebook II, or create one himself. You are now a carrier of this disease. Whilst immune to its effects yourself (even from outside sources), anyone coming into contact with you runs the very real risk of contracting it, as described in Core Rulebook II. The use of a *cure disease* spell will vanquish this disease as normal but it will automatically return within 1d6 days. Subsequent rolls of this side effect will cause yet another disease to be carried.

Holy Aversion

The power of faith from those who serve deities of good has always had a powerful effect upon the darker purposes of

negative energy and as it flows through your system, an aversion to holy powers becomes evident. You will no longer be able to tolerate the presence of holy symbols and icons of good deities and will not willingly approach or stay within five feet of them unless you make a Will save, DC 20. Good clerics will also be able to turn you, using your character level in place of undead Hit Dice, though no cleric will be capable of destroying or commanding you no matter their deity or strength as you are not yet wholly undead. In addition, contact with holy water will cause your skin to burn and sizzle, causing 1d6 points of damage. This side effect may only be applied once and subsequent rolls must be re-rolled on the Negative Energy Side Effects table.



Undead Template

This template is applied to any necromancer who succumbs to the ravages of negative energy through the use of necromantic feats though a Games Master is free to use it in other circumstances as they see fit. The creature type of the character immediately changes to undead. All the character's original statistics, skills and special abilities remain except as noted below.

Hit Dice: Increase to d12.

AC: The original character's natural armour improves by +2.

Special Qualities: The character retains all the original character's special qualities and gains those listed below.

Darkvision (Ex): Range 60 feet.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Necromantic Feats: The character no longer needs make Negative Energy checks when using Necromantic feats.

Abilities: The character gains +1 Strength, -1 Dexterity and -2 Charisma but, being undead, has no Constitution score.

Glowing Eyes

Your eyes begin to glow with their own inner crimson light, easily noticeable except within strong, direct sunlight. You gain darkvision with a range of 60 feet from this side effect. If you already possessed darkvision, its range increases by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Life Corruption

With small amounts of negative energy now flowing as easily through your system as blood, you have become, in a sense, the very antithesis of life itself. The natural world will recoil from your passing, with plant life withering and small animals snuffed out by your mere presence. From this point on, your touch will cause all natural plants and tiny creatures of less than one Hit Dice to die immediately and food to rot or turn sour. Subsequent rolls of this side effect will extend its radius by five feet each time. This side effect has no effect on larger forms of life or those of the undead, construct or outsider types.

Talons

One of your hands twists and warps as you mishandle a small amount of negative energy in the use of a necromantic feat. It withers and reforms into the likeness of a talon or bony claw. From this point, your unarmed attacks cause d4 points of

damage. This has no further games effects and you will still be able to manipulate objects and cast spells normally. A second roll of this side effect will cause your other hand to form into a talon but subsequent rolls after this must be re-rolled on the Negative Energy Side Effects table.

Negative Level

Pure, unrefined negative energy can have a crippling effect upon those who misuse it. During the use of a necromantic feat, its power ravages your body and mind, temporarily crippling you. You gain one negative level immediately. This is temporary, however, and the negative level will be regained one day later. If your character level drops to 0, you are slain, destroyed by the very power you sought to control.

Disfigurement

A slip in concentration whilst controlling the negative energy of your art causes a momentary flashback of dark power, painfully ravaging your body and leaving it all but broken. A disfigurement of the Games Master's choosing is applied immediately, be it a twisted limb, a pronounced limp (possibly reducing speed), a hunch or anything else he decides as suitable. Subsequent rolls of this side effect will cause additional disfigurements.



Reduced Healing

Negative and positive energies are direct opposites, the antithesis of one another, their combination only resulting in the annihilation of both. As your body becomes increasingly charged with negative energy, the positive energies used to heal wounds cease to have such potent effect. Every time this side effect is applied, you will gain 2 hit points less than normal from any type of healing magic. Note that this cumulative penalty *can* result in a loss of hit points if it is higher than the amount gained through a healing spell.

Frail Body

Your body, ravaged by the powers you continually seek to channel, becomes far weaker and less resilient to the damage it may suffer. Wounds bleed far longer than they used to, broken bones do not mend as quickly and even light blows may cause greatly increased bruising. Every time this side effect is applied, you will suffer an additional hit point of damage whenever you are wounded, whatever the cause. This also applies to subdual damage.

Insanity

A close call with the ravaging forces of negative energy allows a glimpse, just for an instant, into the spirit realms of the dead, dark realms into which

mortals were never meant gaze. All too aware of your own mortality, something snaps in your mind as terrifying pressures beyond all mental endurance press in from all sides. From this point on, you are considered to have gained a type of insanity of the Games Masters choosing. The effects of insanity are of the Games Master's choosing and are covered in greater detail on p50.

Cadaverous Figure

The forces you are attempting to control begin to permeate your body, annihilating it by degrees and draining the very essence of your life. Your whole body will wither and decay upon your bones to ultimately leave a cold, dry husk barely able to sustain life and will. It will not be long before you resemble nothing so much as a walking corpse. This side effect may be applied any amount of times, becoming more pronounced each time, as determined by the Games Master. As a guide, the first time it is rolled, only a sinking in of the eyes and a deathly pallor of the skin may become apparent. By the fourth or fifth time it is rolled for, you will look more like a zombie than one of the living and further results will result in the semblance of a lich or one of the other greater undead.

Charisma Loss

The continued use of negative energy begins to have a destructive effect upon your body and mind, with dangerous and everlasting results. You lose one point of Charisma permanently.

Strength Loss

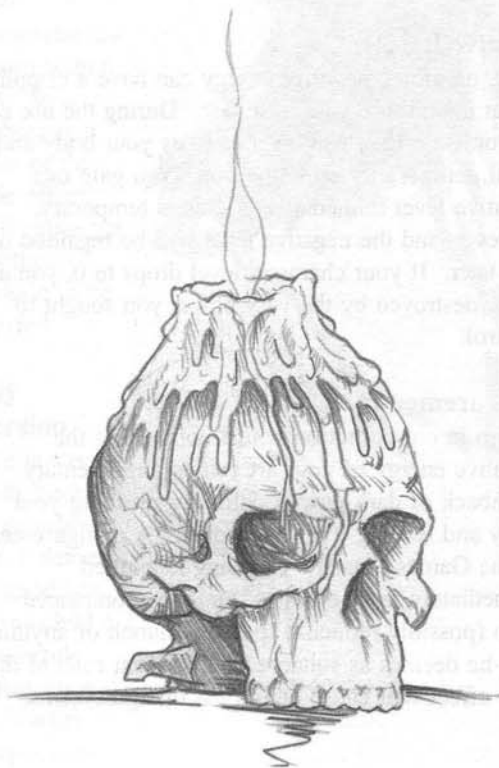
The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Strength permanently.

Constitution Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Constitution permanently.

Undeath

There comes a time when the manipulation of negative energy demands too high a price for any living creature to sustain for long before they must pass beyond the grave and reach for unlife. Your flesh will begin to decay and you will be sustained almost purely by the negative energy that now runs



Grushnak leered, his piggy orcish eyes alight as he saw the small number of the invading human force. The dull light of their single lantern illuminated the twisting cave as two burly warriors at the front battled fiercely with Grushnak's underlings, though the orc could also spy a small-built archer and some dark-robed wizard behind them, doing their best to aid their fighting comrades. Grushnak waited impatiently behind the rest of his orcs for his turn in the fight. The cave was far too narrow to get more than two or three orcs into battle at any one time but the human warriors seemed capable enough at hacking down the weaker members of the tribe Grushnak had sent first in order to wear them down. He had his eyes set firmly on the magnificent shining breastplate the smaller of the two warriors wore. After this battle, Grushnak would claim it as his own.

A guttural cry went up at the front and a younger orc retreated, scrambling past the rest of the tribe until he ran straight into Grushnak, who clouted the whelp before sending him back into the fray. More of the orcs fighting the warriors began to flee, too many for Grushnak to halt. Knowing even a small amount of invaders could cause a full rout amongst his more numerous orcs in the small confines of the cave, Grushnak let loose an immense battle cry that slowed some of the others as he hefted his heavy battle axe. The time had come for him to enter the fight.

He rushed forward, raising his axe high above his head as he saw one of the humans dispatch yet another young orc with a straight sword thrust to the throat. His first swing was met by a steel shield and the clash of metal upon metal resounded and echoed throughout the caves. Grushnak grinned and swung back for another blow.

The wizard stepped forward then, almost timidly, and Grushnak fancied he had a chance at severing the head of the foolish mage as the dark figure knelt and reached between his battling allies to actually touch the corpse of the young orc. A quick series of stabs from one of the warriors drove Grushnak back momentarily and the orc chieftain blinked as he watched the corpse begin to move of its own volition. It shuddered as it stood upright, its flesh beginning to wither and fall from bone before him. In mere seconds, Grushnak was confronted by a grinning orc skeleton, moving by its own will and brandishing its old spiked club as it clattered a step toward him.

Something snapped inside Grushnak as terror flooded through him. What black sorcery was this? He could already hear the rest of the orcs behind him running away, crying in fear as they fled. The sight of this fearsome skeletal warrior, approaching him with murderous intent in defiance of all things natural, was too much for Grushnak. With one short scream, he turned and ran after the other orcs.

freely through your system. Every time this side effect is rolled for, the Games Master will apply one of the following to your character;

- a) Immune to critical hits
- b) Immune to subdual and ability damage
- c) Immune to energy drain
- d) Immune to death from massive damage

Once all of these have been gained, apply the undead template in the box text below immediately. You are no longer a natural creature of the living world but have become a dark monster of the night – one of the dreaded undead.

Animation by Touch (Necromantic)

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisite: *Animate dead*, Death Touch

Benefit: This necromantic feat works in all respects as the *animate dead* spell, except that you only need touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Augment Undead (Necromantic)

You are able to gather and focus greater amounts of negative energy into the undead you animate and create, vastly increasing their resilience to damage.

Prerequisite: Necrology 4+

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether



NECROMANTIC FEATS

through a spell or another necromantic feat), it will grant the undead creatures maximum hit points, +1 hit point per Hit Dice for every 3 caster levels.

Command Undead (Necromantic)

This feat is often considered the mark of a true necromancer for with it, a practitioner may cower and command undead creatures of all types, even those he has not created or animated himself.

Prerequisite: Necrology 8+

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.



Death Touch (Necromantic)

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victim's of the very essence of their life.

Prerequisite: Necrology 4+

Benefit: By making a successful melee touch attack against a living creature, you may attempt to slay them outright by channelling a bolt of powerful negative energy through them. When you touch,

roll 1d6 for every caster level. If the total is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the death touch has no effect. Both the use of this spell and the touch attack are considered to be a single standard action.

Empower Undead (Necromantic)

The undead you create and animate are truly awesome creatures, able to ignore the powers of many clerics that would have lesser undead fleeing or cowering at their feet.

Prerequisite: Augment Undead, *Animate dead* spell

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures a Turn Resistance equal to half the caster level.

Replicate the Divine (Necromantic)

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you may now cast spells normally reserved for clerics of the Death domain.

Prerequisite: Any other necromantic feat

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level. However, whenever you actually cast this spell, a Negative Energy check must be taken, with the appropriate penalties applied if it is failed.

Special: This necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

Resist Magic (Necromantic)

Enveloping yourself with barriers and wards made of pure negative energy, you are able to ward off many spells and magical effects that might otherwise consume you. Whilst this feat is in use, you are cloaked in a wavering, shadowy field that twists in disturbing convolutions as it drives away attacks of a magical nature.

Prerequisite: Necrology 11+
Benefit: The use of this feat grants you Spell Resistance 12 for 1d6 rounds. This is effective against all forms of magical attacks, not just those that rely on necromancy and negative energy. However, this Spell Resistance cannot be stacked.

Spirit Dissertation (Necromantic)

Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the dead. Though running the risk of gaining the reputation of

conversing with spirits of those long since dead, you are now able to gain ages old wisdom from people and creatures that have passed from this world and journeyed into the next.

Prerequisite: Augment Undead, Replicate the Divine, Necrology 6+

Benefit: Through the use of this necromantic feat, you may now speak directly with the spirits of the dead. This is a supernatural ability that works in an identical fashion to the *speak with dead* spell. You may use this feat a maximum of once per day.



LICHDOM

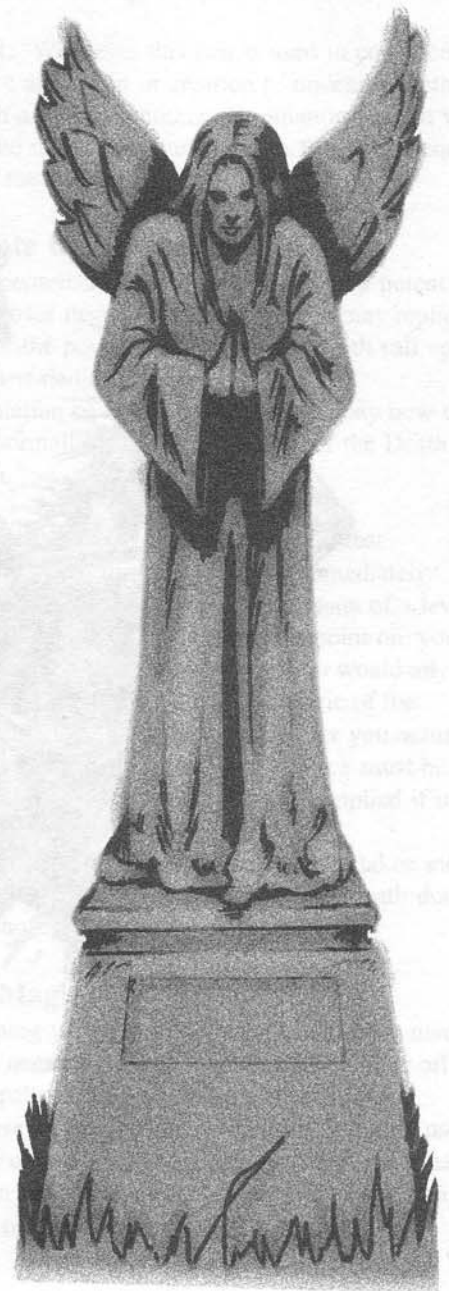
Immortality. The goal, the very pinnacle of achievement for a great many arcane spellcasters in the world. There are warriors and knights who seek to gain everlasting fame through deeds of great valour and heroism, whilst rogues and thieves in every city constantly attempt to outmatch one another in feats of daring and superlative skill for much the same reason. Priests and clerics are assured of everlasting life in the domains of their gods, if they prove worthy followers. It is the arcane practitioner alone who seems to be particularly susceptible to the dream of eternal life, to outlive all his peers, to see all the tomorrows yet to come.

I know it is inevitable that there are a few of you here, right now, who desire what you no doubt consider the ultimate arcane power – the transformation into undeath, the stepping beyond the grave. If you ever attain such a state, you will truly be in governance of magicks of great magnitude, I grant you. But you will no longer breathe. Or taste. Or enjoy life's loves, music and passion that we mere mortals perhaps take for granted. Is it worth the price? I have made my decision. You must all make yours.

Haras Ventrus, Master at the College of Magic –
from a lecture to new students

Through legend and myth, a practitioner may learn of many possible routes to immortality, many paths to avoid the death that is inevitable to every mortal creature. It is through necromancy, however, that many are drawn in the quest for this goal. There is a common presumption that through the study of negative energies, one is naturally brought closer to the understanding of the fine boundaries between life and death. With this understanding, a practitioner may uncover the lore needed to circumvent his own death and, possibly, that of others. Ultimately, there is no easy way to achieve a permanent immortality, for the universe always seems to contrive that nothing of worth is ever given easily. Many a necromancer will use spells of longevity to vastly increase their lifetimes, though such magicks must be constantly cast each and every day for the desired effect and require a continual draining of blood from subjects, be they willing or otherwise. In one way or another, time always seems to finally catch up with such

practitioners. Others, however, are drawn by a morbid fascination to the undead creatures they constantly animate and create. Once past the relatively basic skills of animating automatons such as skeletons and zombies, a necromancer will become all too aware that the greater undead possess both intelligence, awareness and, were it not for his own control of them, their own dreams, hopes and ambitions. Such ponderings have consumed necromancers in the past and their studies take a much darker turn as they begin to pry into the mysteries of the art to discover how intelligence and awareness might be preserved in a body immune to



the disease and ageing of mortals. This is the study of lichdom.

The decision to begin the attempt to become a lich is not one to be taken lightly and yet many practitioners rarely recognise the point of no return, even as they cross. So intense is their study and research, they may never actually ask why they pursue such a goal or whether the forfeits they must pay are worth the boons. The drive to discover, to learn, to know is a trap all too many arcane scholars and wizards brush against in their careers but the practitioner who aspires to lichdom is often bordering on the insane in his desire for long-forgotten knowledge and, ultimately, power. The lifespan of any mortal is insufficient to comprehend the greater mysteries of the universe and thus the idea of becoming an ever-living lich is appealing to some.

In attaining lichdom, the practitioner leaves behind all concerns of the flesh. Never again to eat, drink, breathe or enjoy the fruits of love, no matter how he desires them. His flesh will decay, rotting into nothingness as the husk of his body is driven by sheer willpower alone. However, he will gain tremendous power that can be focused into his continuing studies. No longer concerned with the

'I am every nightmare Mankind ever dreamt. I am the scourge of all his petty ambitions. The champions of light are powerless to hold back the eternally growing tides of my legions. I am everlasting woe.'

day-to-day lives of mere mortals, he will start to conceive schemes and machinations that may take centuries to unfold. He will now be immune to almost anything that can harm living creatures, bar magic, and the years, centuries, even millennia that lie ahead of him ensure no mortal practitioner will ever be his peer. To be a lich is to become one of the walking dead but for one of determined will and conscience it is, perhaps, the only true path to the ultimate arcane power.

In keeping with the myriad ebbs and flows of magic, there is more than one method to attain the transformation into a lich. Dark artifacts of immense power may grant the undead state immediately and the use of ritual magic (*Relics and Rituals* by White Wolf Publishing) are at least known, if rarely used. Artifacts are things born of legend though and may

be hard to find, whilst few necromancers have the benefit of knowing, much less trusting, other arcane spellcasters wishing to devote their energies that he may outlive them all. To become a lich is possible purely through a practitioner's own knowledge, skill and ambition but it is one of the most hazardous undertakings known to any school of magic.

BECOMING A LICH

The process that leads to the transformation into a lich is lengthy, expensive and extremely dangerous for practitioners who begin before they are truly ready. Only the more powerful spellcasters may even attempt to become a lich and of those, only a very tiny fraction may actually succeed. The cold fact is that to become one of the undead, one must actually die first. One simple mistake, one tiny flaw in the preparations will end the life of the practitioner permanently. No great goal of immortality in the wretched husk of a lich will welcome, only a dark, dry grave.

BEGINNING THE TRANSFORMATION

To even begin the process of becoming a lich, the necromancer must meet the following requirements;

- Spellcasting:** Must be able to cast arcane spells of 6th level or higher
- Feats:** Brew Potion, Craft Wondrous Item, Spell Focus – Necromancy, Spirit Dissertation
- Knowledge Skills:** Necrology 14+, Spirit Lore 12+

No mere hedge wizard or tavern prestidigitator may consider, or even be aware of, this terrible rite of sorcery. Only the most powerful of wizards and sorcerers have the skill and strength of will necessary to contemplate stepping beyond the grave.

THE PHYLACTERY

Every lich has a phylactery in which the very essence of their life force is retained. So long as the phylactery remains intact, a lich is truly immortal for the destruction of its physical form will merely cause the raising of another within days. A phylactery may take virtually any material form, though it is always a masterfully crafted item that proves extremely durable.

The creation of a phylactery is the first step a necromancer must take to begin the transformation. He must expend 120,000 gp in the process, which



LICHDOM

includes the cost of the masterworked item that will serve as the actual phylactery. The crafting takes 120 days, following all the usual rules for creating a wondrous magical item and will also cost the necromancer 4,800 XP. *Magic jar* and *permanency* spells must be cast into the phylactery as it is being crafted.

THE CONCOCTION OF DEATH

The phylactery created, the necromancer must now prepare a potion of death, a brew so charged with negative energy it annihilates life upon contact. It is this potion the necromancer must drink to end his current life and make the transformation into unlife. One mistake in the preparation of this lethal concoction will bring only death to the practitioner when the time arrives for his passage to lichdom.

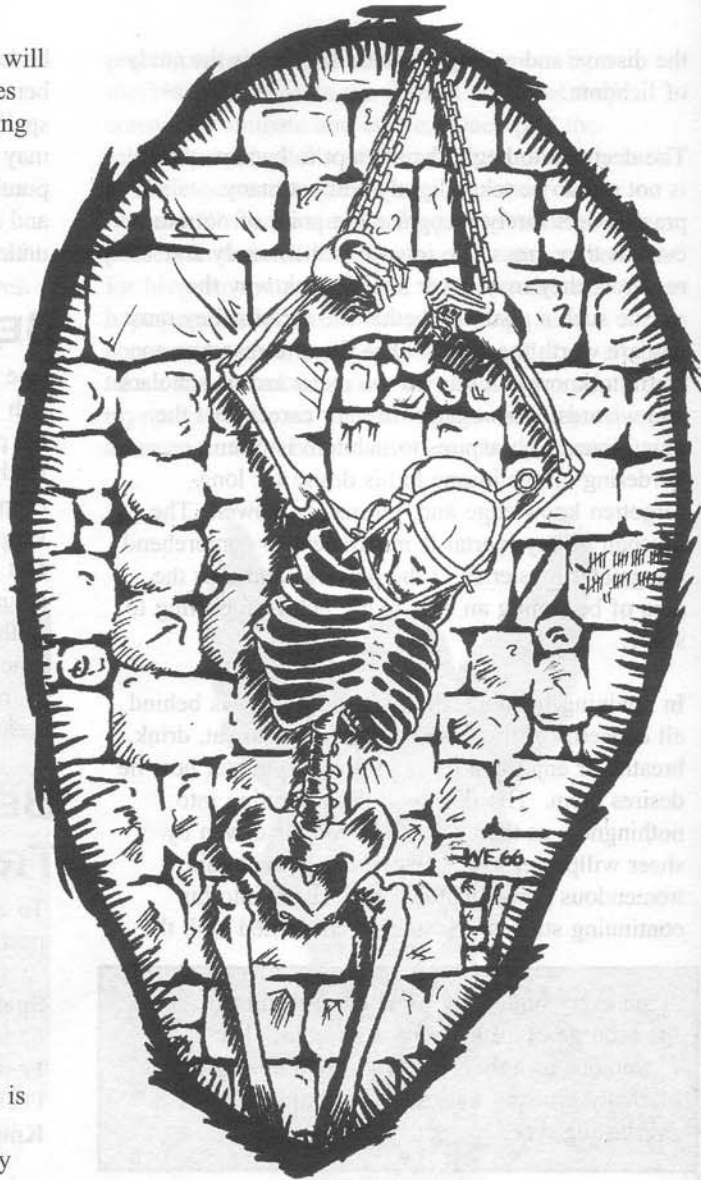
This deadly potion takes 25,000 gp, 3,600 XP and one week to brew. As it is being prepared, the necromancer must cast *animate dead*, *chill blood*, *enervation* and *permanency* into it.

THE TRANSFORMATION

The potion must be drunk at the height of a new moon, for liches are creatures of the night and it is in this darkness where their powers are greatest. Consumed at any other time, the potion will only grant the most dire of results.

Upon drinking the potion, the necromancer will fall comatose for 2d10 days with no means, magical or otherwise, able to revive him as he slowly dies. At the end of this time, he must make an Intelligence check at DC 20 in order to discover if the preparation of the potion was truly flawless. Failure will result in the death of mind, body and soul as the negative energy unleashed by this most awesome of magicks consumes him utterly. A practitioner dying in this way may not be raised or resurrected by any means.

Success, however, will grant the necromancer true immortality as he rises into new unlife as a lich. Apply the lich template in Core Rulebook III immediately. The necromancer has now truly stepped beyond the grave.



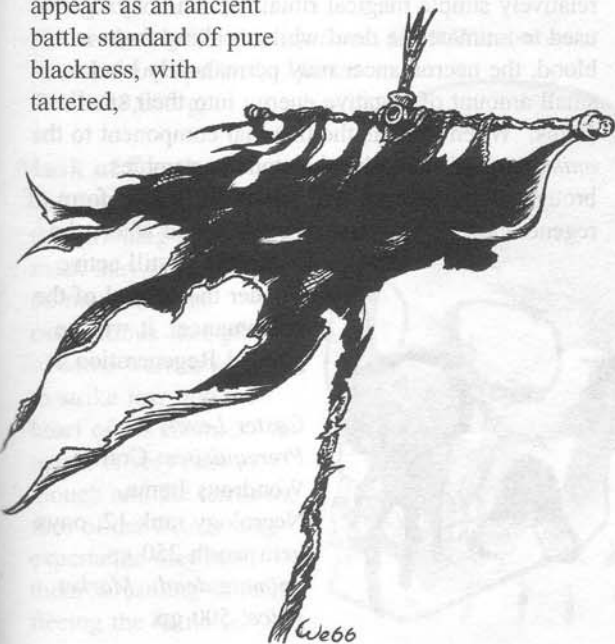
'Cruel and capricious, I may be. Entire nations have birthed, lived and died whilst you troubled me with your petty rivalry and infantile ambition. I have been patient with you in the past. Oh yes, I have been patient. But you could never recognise the powers of darkness have always been mine to control at will. You will now pay for that most serious error of judgement. Here you will be incarcerated for all time, here within your own rotting carcass. Bone and putrid flesh shall be your prison and I, your lord and master, shall draw upon your energy as I see fit, to strike down the enemies you so foolishly set against me. I will grant them a quick death, for they have been mere pawns in your endless game. But you, you will suffer for eternity, I promise you. With each passing epoch, you will grow a little weaker, whereas I can only become ever stronger.'

MAGICAL ITEMS

Though shunned by many of the practitioners of the great colleges of magic, the secrets of necromancy are a powerful lure to some. Seeking to exploit their skills in the art to their utmost limits, such arcane spellcasters are able to uncover hidden lore of immense power, all but ignored by their peers. In doing so, they gain a great advantage over any practitioner who is content to study only the most mainstream and sanitised of magical learning. Necromancers will inevitably study not only the manipulation of negative energy and the spells with which to harness it but will delve deeper into dusty tomes tucked away in the furthest recesses of the great libraries. It is here they may discover the knowledge required to craft potent items of magical power that also utilise the forces of undeath and negative energy in their application. Such items may be much sought after by adventurers and scholars alike for they harbour powers beyond the experience of most and can be deadly when turned upon an enemy.

Black Banner

Throughout many worlds of fantasy, dark tales are told of this dread artifact and it often gains a notoriety of legend that borders on the mythical. Many may have heard of the Black Banner, but few truly believe in its existence. This war banner appears as an ancient battle standard of pure blackness, with tattered,



decaying cloth and a staff so brittle it may snap at any time. The Black Banner seems to be, however, impervious to any damage.

Once planted in the ground, the powers of the Black Banner come into effect over all corpses in a radius of one mile. Every round, the Black Banner acts as if it had cast either *animate dead* or *create undead* as a sorcerer of 30th level, at the bearer's discretion. Once per day, it may cast *create greater undead*, again as a 30th level sorcerer. All undead animated and created by the Black Banner automatically have maximum hit points, Turn Resistance 8 and are under the complete control of the banner's bearer. If such undead fight within line of sight of the banner, they may not be turned, rebuked, controlled or destroyed at all.

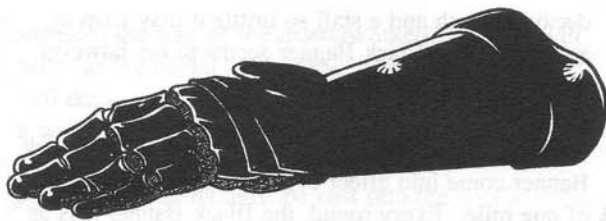
Any free-willed undead coming into line of sight of the Black Banner must make a Will save at DC 30 or immediately come under the control of the banner's bearer. Whilst in contact with the Black Banner, the bearer is immune to any form of negative energy, level drains, *slay living*, *cause wounds*, *harm* and any necromantic spells.

The Black Banner's power may only be disrupted in a very small number of ways. A *sphere of annihilation* will cause the banner to teleport randomly up to 1,000 miles away, causing all undead under its sway to lose their additional benefits and become uncontrolled. Legend says that only an artifact of equal but positive energy may actually destroy the Black Banner if placed in physical contact with it. Physically transporting the Black Banner to the Positive Energy plane is likely to have a similar effect but the explosive reaction of such large quantities of positive and negative energy brought together would likely prove fatal to any who tried.

Major Artifact

Black Gauntlet

The *black gauntlet* is an item of rare beauty and few are ever made successfully. It appears as a jet black metal glove, completely smooth and featureless with almost imperceptible joints to allow the free movement of fingers and wrist. By outstretching his hand to a living target, the wearer of the *black gauntlet* can cause it to choke as it is overwhelmed by waves of negative energy. The target must make a Fortitude save at DC 20 or be stunned for 1d4 rounds. If the target succeeds in its Fortitude save,

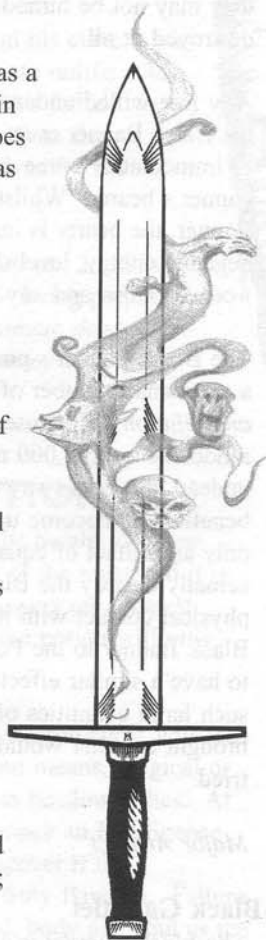


the magical power of the *black gauntlet* is temporarily drained and may no longer be used for the rest of the day. So smooth is its fitting, the *black gauntlet* does not impede spellcasting and there is no increased chance for arcane spell failure.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 15,000 gp.

Blade of the Banshee

This +1 *long sword* appears as a normal weapon until swung in battle. Ghostly, spirited shapes flow up and down the blade as it is wielded, all the while crooning laments and promises of eternal night. This low but disturbing muttering rises sharply in volume when the blade strikes a living enemy, becoming a howling shriek of everlasting torment that can shred the very soul of its victim. In addition to normal damage, any living creature who is struck by this sword is affected by the *wail of the banshee* spell, as if cast by a 17th level sorcerer. They must make a Fortitude save or be slain.

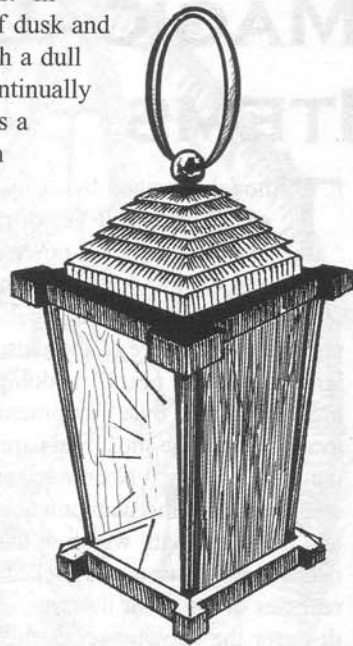


Caster Level: 17th;
Prerequisites: Craft Arms and Armour, *Wail of the Banshee*;
Market Price: 306,000 gp.

Bone Delver Lantern

The corrupt and debased beings who practice the grave robbing of others of their own race run a very real chance of becoming dreaded bone delvers if slain during their night-time activities. The lanterns bone delvers perpetually carry are mundane items that have been infused with negative energy in the same way as

their unliving bearers. In between the hours of dusk and dawn, they glow with a dull reddish light and continually cast *detect undead* as a cleric of 6th level. In addition, they add +2 to any neutral or evil cleric's attempt to rebuke or control undead. The *bone delver lantern* is completely powerless during daylight hours and will not even show an aura if *detect magic* is cast. They are innately evil creations and will grant one negative level upon any good-aligned creature for as long as they carry it. The lantern must be physically taken from a bone delver before the creature is destroyed in order for the item to retain any power.

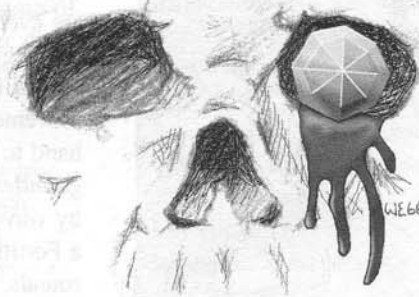


May not be crafted; Only formed when a slain grave robber rises as a bone delver; *Market Price:* 4,000 gp.

Bloodied Onyx

Necromancers uncovering the deeper lore of their art may soon discover a process long understood by practitioners of ancient times. By performing a relatively simple magical ritual over the onyx gems used to animate the dead whilst soaking them in blood, the necromancer may permanently bind a small amount of negative energy into their small forms. When used as the material component to the *animate dead* spell, the skeletons or zombies brought into existence will possess a limited form of regeneration. At the end of every round where the skeleton or zombie is still active and under the control of the necromancer, it will be granted Regeneration 2.

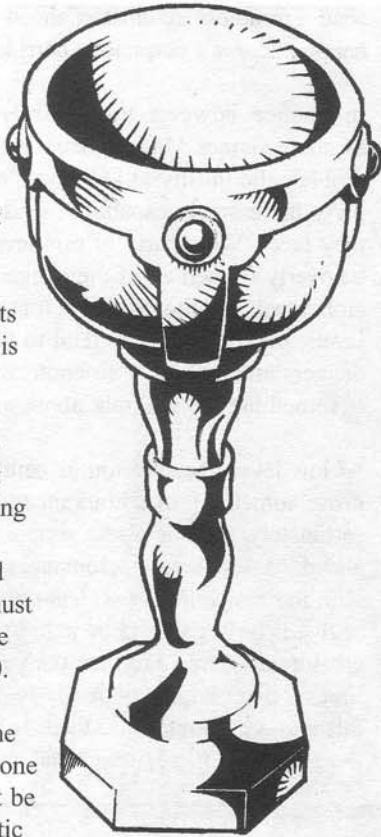
Caster Level: 9th;
Prerequisites: Craft Wondrous Items, Necrology rank 12, onyx gem worth 250 gp, *animate dead*;
Market Price: 500 gp.



Cup of the Damned

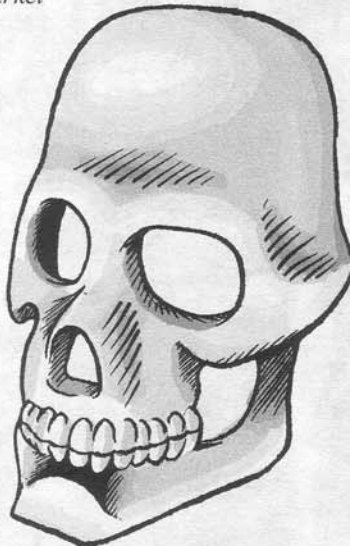
This golden and highly decorative chalice looks innocuous to any examination and it may be presumed its function is purely aesthetic. Its purpose, however, is altogether darker, though one skilled in the necromantic arts may find great power when drinking from it. Anyone drinking any liquid from the chalice must make an immediate Will save at DC 10. Success will mean they are granted one extra spell slot for one day, though it must be used for necromantic or death domain spells. This spell slot may be of any level they are normally able to cast. Failure will result in the drinker being immediately slain and raised as a zombie dedicated to protecting the chalice from any creature. Non-spellcasters and good-aligned divine spellcasters receive no benefit through drinking from the *chalice of the damned*, though they must still make the Will save.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Items, *Animate Dead*; *Market Price:* 30,000 gp.



Mask of Death

On first appearances, this grinning skull-faced mask may seem to be no more than the ostentatious face-piece of some warrior seeking to strike fear into the heart of his enemies. Its power is very real though and the terror the foes of the wearer may experience may send them screaming in fear, fleeing the battle in



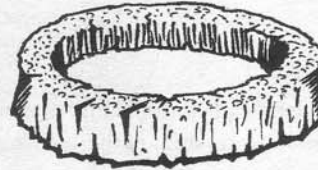
order to escape their nightmares. Once per day, the wearer of the mask of death may direct it to cast *cause fear* as a sorcerer of 20th level.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Items, *Cause Fear*; *Market Price:* 25,000 gp.

Ring of Bone

Taking the simple appearance of a hollowed out ring of bone, this magical item acts as a small repository of negative energy. Calling upon its innate power, the wearer may cast *control undead* once per day as a 13th level sorcerer.

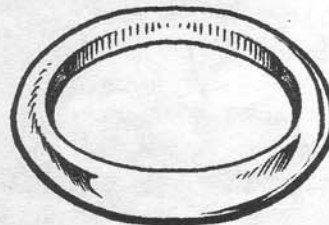
Caster Level: 13th; *Prerequisites:* Craft Wondrous Items, *Control Undead*; *Market Price:* 7,000 gp.



Ring of Petty Vengeance

The power of this golden ring is activated automatically upon the death of its wearer. The instant the wearer is slain, the ring casts the single spell stored within at the cause of death, so long as it is in range. This spell must be chosen at the time of the ring's forging and may not be changed thereafter. Furthermore, only spells that take one action to cast are permitted but no components of any type are required. Once the spell has been expended in this way, the ring becomes magically inert and may not be used to store a spell again. The market price will therefore be reduced to 500 gp.

Caster Level: 12th; *Prerequisites:* Forge Ring, spell to be stored; *Market Price:* Variable – caster level x (maximum level of spell known) x 100 gp.



HELP FOR GAMES MASTERS

In contrast with Demonology, the first book of the Encyclopaedia Arcane series, there is relatively little to truly concern a Games Master in this book of necromancy, as the application of this school of magic is already fairly well understood in the game. There are, however, a few points we should go into in a little more detail to ensure the ease of integration of these rules into your existing campaign.

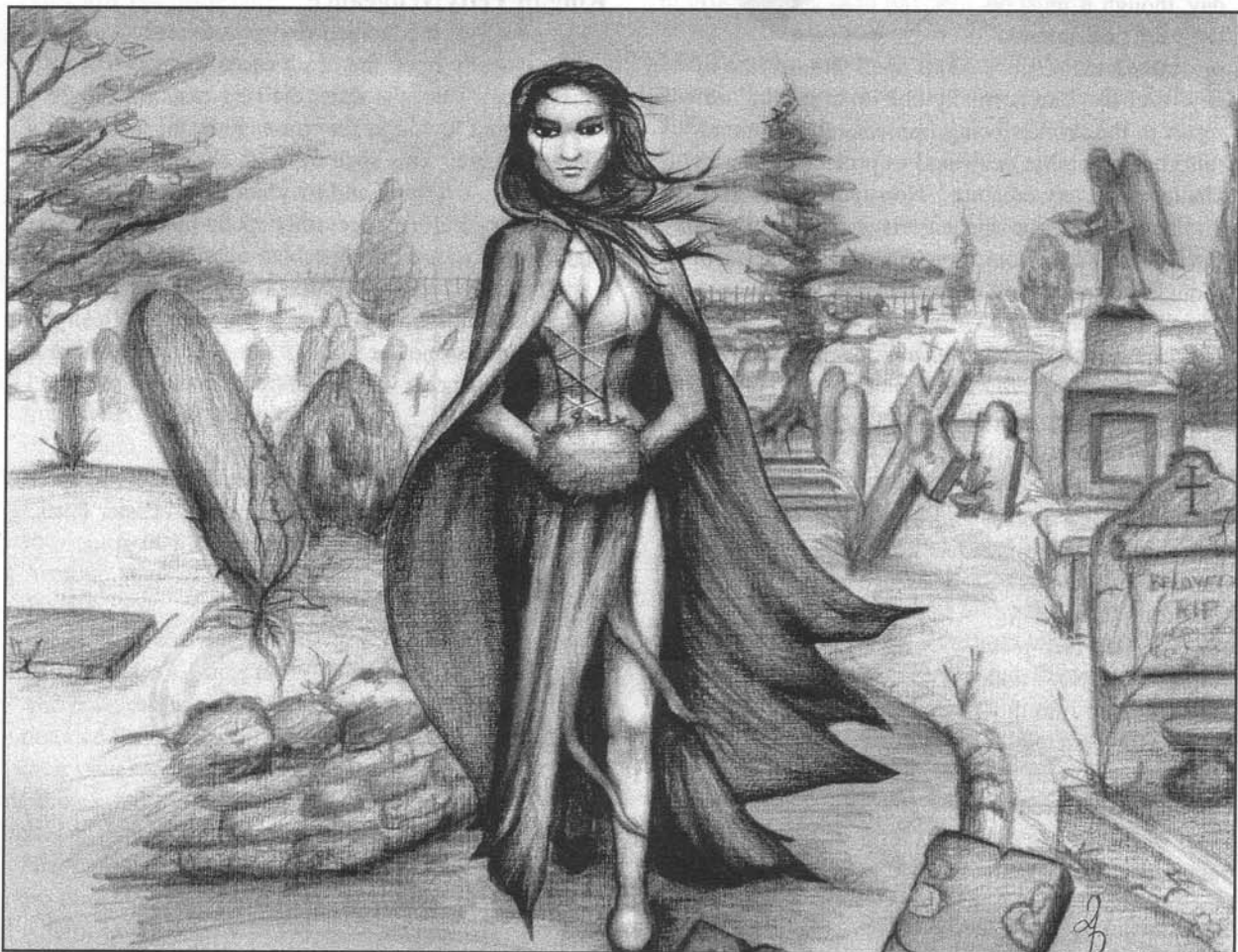
Zombie, Do This!

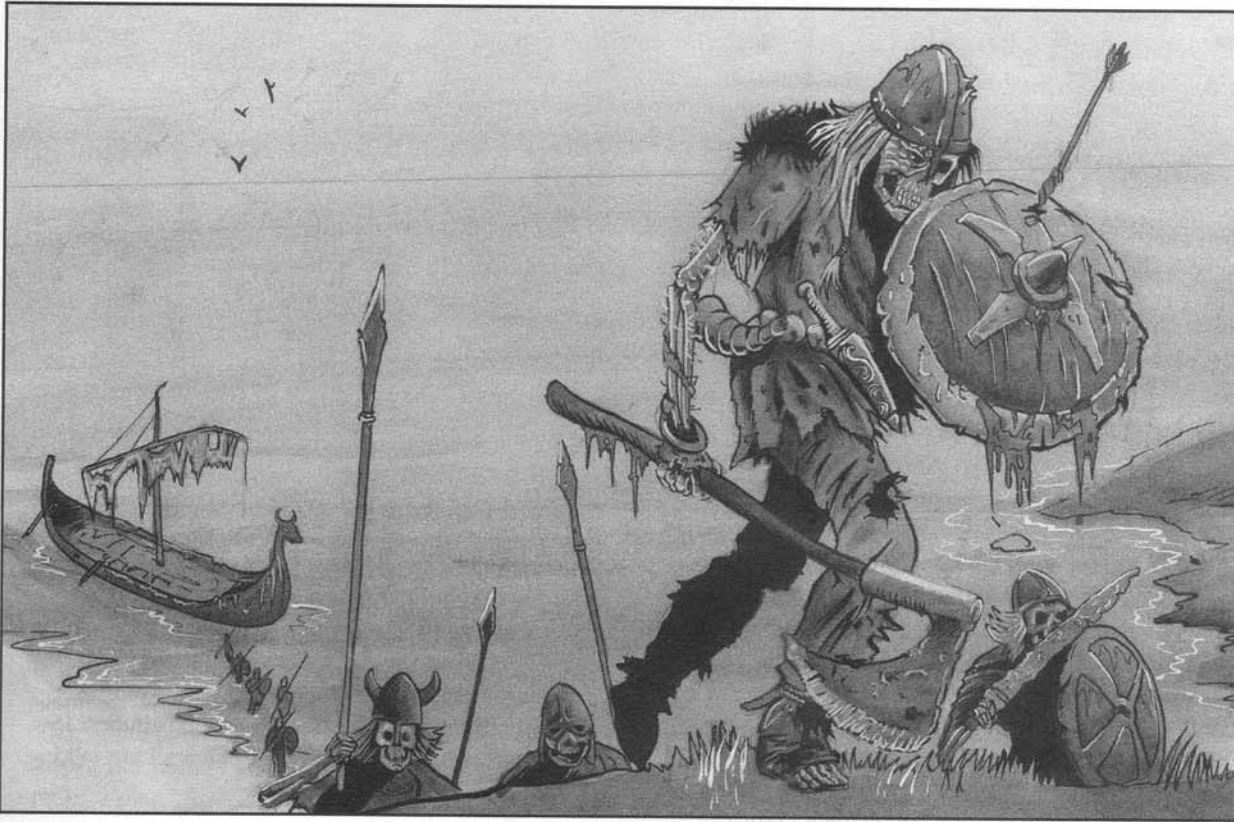
The eternal problem with introducing capable necromancers into a campaign is the old 'zombie, do this!' syndrome. What value is there in laying a cunning trap before the party if they will merely

send a mindless automaton ahead whenever they happen across a suspicious corridor or room?

In practice, however, this is rarely as great a factor as many Games Masters fear. It becomes problematic mostly at low levels of play, for as the party increases in capability, so do the challenges they face. What party of mid-level adventurers will be overly concerned of the danger posed by the archetypal five-foot wide pit trap anyway? At such levels, player characters tend to have far greater dangers and ambitions to contend with, though this is something we will talk about a little later.

At low level, the skeleton or zombie shield may prove something of a hindrance to your plans but, fortunately, there is also a simple answer. Plan ahead. A low level necromancer, gleefully armed with the new *animate skeleton* and *animate zombie* spells, is only going to be able to create one such creature at a time and then perhaps only a couple of times a day. So, if you really *must* have your party fall into a pit, make sure there is one more in your dungeon than there are undead. Or perhaps launch a





quick ambush of monsters before the party reach any potentially troublesome area. The necromancer is bound to love this as he begins to claim it was his skeleton, now sadly a smashed heap of bone, that tipped the balance in that desperate fight. Bless him. Alternatively, set a few adventures within a town or city. A few brushes with the city guard and an inflexible justice system should get a necromancer re-thinking his approach to animating corpses quickly enough. . .

Those are just two very basic tools that may be applied to alleviate any potential 'zombie, do this!' syndrome, if it is ever really needed. A skilled Games Master will make sure the necromancer player never catches on to what he is doing – never belittle a character's abilities. The aim is to channel them into the direction you want your adventure to go. And that, surely, is what Games Mastering is all about.

If any particularly interesting or amusing situations arise in your own gaming sessions from the 'zombie, do this!' syndrome, please let us know. The very best will be immortalised on our web site. If your party necromancer never achieves his ambition to become a lich, at least he will have this!

Masters of Necromancy

Raise city, raise death hulk and raise death fleet. I can imagine more than a few Games Masters having their stomachs churn when they read these spells and, I confess, it was with a certain amount of relish they were written. Ultimately, if you want to disallow them from your games, that is okay with us. They are certainly not for everyone. There is, however, a reason they were included, so let me try to explain where we are coming from.

No matter what the world, magic should have awe-inspiring effects. The most powerful wizards should be able to make and shake the nations around them, for this is the very foundation on which fantasy is based. When we started to explore the high level spells included in this book, we wanted to find the very limit of what a necromancer could do as he reached the height of his art. Legions and fleets of the dead were surely this.

So, should you allow them in your carefully crafted campaign? This all depends on the nature of your scenarios and your players. If they are pillaging the depths of the earth, exploring the deadliest dungeons your imagination can devise, then maybe not. The 'zombie, do this!' syndrome can hit back with a vengeance at this level of play. If, on the other hand,

Arathriell shuddered as she felt the power leave her hand and twist towards the unsuspecting ogre. She became so distracted by the withered appearance of her outstretched fingers that the scream of the ogre as its shadow leapt from the ground to envelop it made her flinch. She shook her head to clear it and nervously glanced to be sure Gudge and Peron were too occupied by their own adversaries to be paying attention to what she did next. She had promised before to stop using the Dark Powers.

As she launched a seething sphere of pure blackness at the ogre she watched the skin of her right hand shrivel and tighten, pulling back from her nails until they resembled the talons of some hideous creature. Arathriell cursed and rubbed her hands to stimulate the blood flow in an attempt to warm her now corpse-cold fingers so that she might cast again before the stumbling ogre reached her.

The necromancer allowed herself a slight, satisfied smile as the ogre clutched its arm with a howl of pain as her fingers lightly caressed its skin before it fell to the ground, face frozen in a rictus of agony. She quickly donned her gloves before either of her companions could see the gnarled claw at the end of her wrist.

your players are beginning to get involved in the politics of the world and are starting to shape their own domains, I would advocate a resounding yes. The *raise city* spell has superb potential for creating a fortified base of operations, whilst *raise death hulk* and *raise death fleet* are great backdrops for naval actions that may change the destiny of entire nations. More ideas on how to use death fleets will feature in our forthcoming supplement, *Seas of Blood*.

Necromantic Feats

The main concern for the Games Master with the use of necromantic feats is in the application of the side effects. By and large, each side effect should impose some penalty upon the player character, no matter how beneficial a few of them appear at first glance. The goal here is to firstly document a character's slow slide into the corrupting effects of negative energy but also to make the player very much aware of the price he is paying to access such powers.

Even the minor side effects, such as aura of unease, should have an impact upon scenarios. Patrons may offer less compensation for employed work, merchants and traders may refuse sales and woe betide any such necromancer who meets a noble paladin with experience in defeating evil raisers of the dead.

Most of the side effects are relatively easy to apply to a character and, with just a little forethought, their impact worked out for future scenarios. It is worth paying attention to insanity, however, as this is the one side effect that relies totally on the role-playing skill of the player concerned. Types of

insanity can actually be a great source of enjoyment for a group but they must be treated seriously – if you have any doubt about a player's role-playing skill, get him to re-roll this side effect or it will be nothing more than an easy cop out to avoid potentially nastier effects such as Constitution loss. I am sure you know the sort of players I am talking about here.

If you feel you can introduce insanity into your game, however, then have a great deal of fun for you are limited only by your own imagination. Phobias are immensely easy to apply, as the player need only role-play an intense (indeed, an insane) aversion to the source of the phobia and you can use the effects of a *fear* spell if he ever gets surprised by such. Despite their ease of application, you should never ignore the use of phobias as types of insanity as they can prove both tremendously amusing and extremely inconvenient for the necromancer player.

With other types of insanity, the sky really is the limit. Here are a few suggestions; gluttony, alignment change, insane courage (interesting for a wizard), catatonia, introversion, megalomania (appropriate for very powerful necromancers. . .), pathological lying and amnesia. Choose one you believe your player will really get into every time this side effect is rolled for and if you can link it in with recent campaign events, so much the better – failing the Negative Energy check whilst surrounded by serpents could be a good start for ophiophobia, for example.

What, no hard and fast rules for insanity, you ask? No. We don't believe such cumbersome rules should ever be needed or enforced. This is a role-

playing game after all and insanity merely adds another level to a character's personality. That can only ever be for the good.

As a last note on necromantic feats, the use of *wish* and *miracle* spells can indeed mitigate side effects gained, though only on a one-for-one basis. Spells such as *restoration* will be able to cure insanity and disfigurements though in general, these magicks should always have a more limited effects on a necromancer empowered by negative energy.

Undeath

Sooner or later, it is going to happen in your campaign. One wizard will amass enough magical power to actually become undead himself, whether through constant use of necromantic feats or the expensive and dangerous trials posed by the transformation into a lich. In doing so, the player will gain a wide range of new powers and abilities that may initially appear daunting to the other members of the party. This is, of course, exactly what some players will be striving for. However, as one of our writers said, being undead should be 'a bit of a drag.'

The first thing to keep in mind is that the character is now dead. His flesh is rotting, his eyes are shrivelling and his stench must be quite incredible. Visiting your royal patron in his noble court will no longer be an option. Even quiet trips to the local tavern or merchant will prove impossible to do no matter how many hooded cloaks are worn. In a magical fantasy world where the dead can actually walk from their graves, someone *will* recognise the

character for what he is. Good-aligned clerics and paladins are also likely to quest after the destruction of such an unholy creature, no matter its true aims and beliefs.

It is at higher levels of play where this becomes somewhat mitigated, particularly if your players are carving out their own piece of the campaign world. A powerful lich hidden deep inside the party's fortress can be a great ally, though if the source of the party's strength is ever discovered, the political connections and plans they have worked so hard to build may crumble overnight. I am sure you can foresee some great scenarios arising from *this* set of circumstances.

In short, always seek to reward a player who has managed to step beyond the grave with his character but never give him an easy ride. He will gain a huge range of new powers but will be tremendously limited in almost every other regard.

Minions of Undeath

The following chapter gives details of several new types of undead, from the humble but insidious skull child to that perennial favourite of fantasy, the death knight. In the main, they are presented as scenario hooks to draw your players into the realms of the dead and most are crying out for entire adventures to be written around them. You may, however, decide to allow your party necromancer to raise them into unlife himself, perhaps through the use of such spells as *create undead* or *create greater undead*. This we leave to your safe keeping.



MINIONS OF UNDEATH

Bone Delver

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +0 (Dex)

Speed: 30 ft

AC: 13 (+3 natural)

Attacks: Shovel +3 melee; or 2 claws +2 melee

Damage: Shovel 1d6+1; or claw 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Scream of agony, disease

Special Qualities: Undead, Darkvision (Ex): Range 60 feet.

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 13, Dex 11, Con –, Int 10, Wis 11, Cha 11

Skills: Disable Device +5, Hide +5, Knowledge (local cemeteries) +3, Move Silently +5, Open Lock +5, Search +5, Spot +4

Feats: Weapon Focus (shovel)

Climate/Terrain: Any land and underground

Organisation: Solitary or crew (2-5)

Challenge Rating: 1

Treasure: Standard coins; double goods; no items

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Cemeteries and graveyards are well known by necromancers for their concentration of negative energies and it is this, rather than the mere presence of the buried dead, that can cause all manner of creatures to rise from their graves to haunt the living. A few brave souls make their gruesome livelihood by preying on graves, digging up the treasures and riches sometimes laid to rest with their owners. These grave robbers are detested by society for their callous natures in disturbing the dead and all too often such men may fall foul of the unliving denizens of certain graveyards.

Bone delvers are a form of undead who were once grave robbers and died whilst performing their nefarious tasks. Some may have inadvertently awoken undead creatures in the grave, others are outwitted by cunning traps placed in well protected mausoleums. They usually appear as hunched, shambling humanoids with faces twisted into a

visage of pain and rage and will visibly carry the wounds that caused their demise. Bone delvers forever carry the tools of their trade – a lantern and a shovel, though lock picks are also commonly found upon their walking corpses. The lantern still burns, though with an unnatural and eerie red glowing light.

Combat

Bone delvers initiate their attacks by uttering a chilling scream of terrible agony, rage and frustration that transcends death itself. Those not affected by the scream are made targets of melee attacks with its shovel which this creature can swing with uncanny skill.

Scream of Agony (Su): The scream of a bone delver has a 30-foot radius of effect and those caught must make a Will save (DC 11) or be shaken. Creatures of more than 4 HD or those successfully making the Will save may never be affected by the scream.

Disease (Ex): Anyone struck by the filthy shovel or claws of a bone delver must make a Fortitude save or contract Grave Rot (DC 12, incubation period 1d6 days, damage 1d6 temporary Strength and 1d6 temporary Constitution).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Burning Ghat

Medium-Size Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft

AC: 16 (+2 Dex, +4 natural)

Attacks: 2 claws +4 melee

Damage: Claw 1d4+1 and 2d6 fire (see burning blood)

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Burning blood, fire burst

Special Qualities: Undead, damage reduction 10/+1, Darkvision (Ex): Range 60 feet, immunity to fire, vulnerabilities

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 14

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +6, Jump +6, Listen +8,

Move Silently +6, Search +6, Spot +8

Feats: Blind-Fight, Weapon Finesse (claw)

Climate/Terrain: Any land and underground

Organisation: Solitary, gang (2-4) or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

The burning ghat is a rare form of undead, created in areas of unusually high negative energy saturation when a sentient creature is put to death by fire for a crime it was innocent of. Utterly twisted and maddened by their fate, burning ghats are fearsome

undead, consumed with a hatred for the living and seeking to end life wherever they find it.

The burning ghat appears as a member of its original race, though distinct features are obliterated by the charred and blackened flesh. Ash perpetually trails from the creature as it moves and often small patches of burnt skin flake from its body. They can often still be found wearing the clothes they wore whilst burnt, if the garments survived the flames, though a burning ghat of any great age will usually have none. Their eyes are small dots of brilliant crimson fire. The distinct and pungent stench of burnt flesh is often the harbinger of a burning ghat's arrival and is easily noticeable within 60 feet of the creature.

Combat

A burning ghat always attacks with its claws, seeking to slay any living creature it encounters.

It favours burning its victims to death but is quite content to rend them apart if they should prove immune to fire.

Burning Blood (Su): A burning ghat's claw attacks heats the blood of living creatures upon contact, causing great pain as it sizzles and boils away into the air. A living creature damaged by the burning ghat's claw attack must succeed at a Fortitude save (DC 14) or take an additional 2d6 points of fire damage as the blood is violently evaporated around the wound.

Fire Burst (Ex): Once per day, the burning ghat can emit a 20-foot radius burst of flames. These flames do 6d6 points of damage to all within the area of effect, though a Reflex save (DC14) will halve this. The burning ghat is *slowed* for 1d6 rounds after using this ability as it rebuilds the fire within its burnt husk.

Immunity to Fire (Ex): A burning ghat is immune to all fire effects.

Vulnerabilities (Ex): Water-based spells deal an extra 1d4 points of damage per caster level. Cold-based spells deal double damage unless the burning ghat makes a successful save.

Undeād: Immune to mind-



influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Death Knight

Doomed to devastate the world they once cherished and sought to protect, death knights are the result of damning curses visited upon once noble paladins who fell from grace at the moment of death. A life time of duty and loyalty becomes forfeit as the undead creature, rising from its grave within days of being laid to rest, is driven by an intense desire to annihilate all life and bring as much harm as they can muster to any within reach. It is the tragedy of the death knight that most remain conscious and aware of their actions within unlife, forever grieving for their actions, past and present, yet unable to withstand the compulsion to destroy.

Death knights appear as skeletal humanoids encased in their original suits of armour, dried skin and flesh stretched tight across bone. They retain all the fighting skills they learnt in their former life and, melded with the powers of the undead, a death knight can prove to be a fearsome foe as it swings its weapon with consummate ease, ignoring the puny strikes of its enemies whilst staring into their eyes with orbs of dull crimson that betray nothing but pure evil.



Death knights speak any languages they knew in life.

Creating a Death Knight

The death knight is a template that may be applied to any humanoid or monstrous humanoid paladin. The creature's type immediately changes to *undead*. It uses all the creature's original statistics and special abilities except as noted below.

Hit Dice: Increase to d12.

Speed: Same as the original creature.

AC: The original creature's natural armour improves by +3.

Special Attacks: A death knight retains all the original creature's special attacks and also gains

those listed below. Any original spellcasting ability is lost

Fear Aura (Su): Death knights are shrouded in an aura of fear. Creatures of less than 5 HD that come within 5 feet of the death knight must succeed at a Will save (DC 10 + 1/2 death knight's HD + death knight's Charisma modifier) or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, and *see invisibility*; 2/day—*protection from good*; 1/day—*animate dead*, any one *power word* spell, and *symbol* (pain or fear effect only). These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + death knight's Charisma modifier + spell level).

Summon Undead (Sp): Once per day, the death knight can summon undead whose total HD do not exceed his own. The summoned undead creatures are under control of the death knight and remain for 1 round per HD of the death knight. All summoned undead have +2 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Special Qualities: A death knight retains all the original character's special qualities and gains those listed below. It also gains the undead type.

Darkvision (Ex): Range 60 feet.

Turn Resistance (Ex): A death knight has +4 turn resistance.

Spell Resistance (Ex): A death knight has SR 16 +1 per Hit Die.

Summon Grave Mount (Sp): Once per year, a death knight may summon a grave mount to serve it.

Empathic Link (Su): A death knight who has summoned a grave mount to serve him has a link to the undead animal. The death knight can converse with the grave mount telepathically so long as they remain within 100 feet of each other.

Saves: Same as the original creature.

Abilities: A death knight gains +4 Strength, +2 Wisdom, and +2 Charisma but, being undead, has no Constitution score.

Skills: Death knights gain a +8 racial bonus to Intimidate, Sense Motive, and Spot checks. All other skills are the same as for the original creature.

Feats: As original creature.

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: As original creature +3

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Glacial Haunt

Medium-Size Undead (Cold)

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft

AC: 16 (+2 Dex, +4 natural)

Attacks: Slam +4 melee

Damage: Slam 1d6+3 and heat drain

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Heat drain

Special Qualities: Undead, cold subtype, detect heat, +2 turn resistance

Saves: Fort +1, Ref +3, Will +5

Abilities: Str 14, Dex 15, Con –, Int 8, Wis 12, Cha 13

Skills: Hide +8, Listen +7, Move Silently +8, Search +6, Spot +6

Feats: Dodge

Climate/Terrain: Any cold land

Organisation: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-10 HD (Medium-size); 11-12 HD (Large)

In the icy wastes of the north can sometimes be found the undead spirits of those who froze to death in the snows. They are rare but the utter bane of any unwary traveller, for they are drawn to heat of all sources, be it from magic, fires or the warm blood of the living.

Glacial haunts appear as humanoids with pale white skin that is freezing to the touch. Their hair is stiff and frozen, glittering with small particles of ice, whilst their eyes are a deep blue.

Combat

A glacial haunt attacks with its fists, seeking to destroy any enemy by literally smashing the life out of them. Glacial haunts detest the living and will attack on sight.

Heat Drain (Su): The touch of a glacial haunt drains heat from their opponents, dealing 1d6 points

MINIONS OF UNDEATH

of temporary Strength damage to any living creature. A creature reduced to 0 Strength in this way freezes to death. Strength is regained at the rate of 1 point per day.

Detect Heat (Su): Glacial haunts can detect heat within a 100-foot radius automatically. This includes small sources such as the body heat from invisible creatures. They can suppress or resume this ability as a free action.

Cold Subtype (Ex): Cold immunity, double damage from fire unless a successful save is made.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Grave Mount

Large Undead

Hit Dice: 6d12 (39 hp)

Initiative: +2 (Dex)

Speed: 40 ft

AC: 20 (-1 size, +2 Dex, +9 natural)

Attacks: 2 hooves +6 melee, bite +4 melee

Damage: Hoof 1d8+4, bite 1d8+2 and wounding

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Frightful presence, breath weapon, wounding

Special Qualities: Undead, damage reduction 10/+2, Darkvision (Ex): Range 60 feet.

Saves: Fort +2, Ref +4, Will +6

Abilities: Str 18, Dex 15, Con -, Int 12, Wis 12, Cha 13

Skills: Intuit Direction +7, Listen +11, Move

Silently +10, Search +9, Sense Motive +7, Spot +11

Feats: Alertness, Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

The grave mount is the insult to all that is good and holy when a paladin's steed is returned from the dead to wreak havoc upon the world. These undead creatures are rare and usually created when a death knight arises from the grave to ride the steed he owned in his former life, though a few necromancers are also able to raise a grave mount given time and study.

The grave mount appears as a large warhorse with rotting and decayed flesh hanging from its exposed skeleton. Its hide is very dark brown or black and its mane, also black in colour, is missing in places or falling out in clumps. A grave mount's eyes burn red and its teeth are dull ivory in colour whilst the hooves are black.

Combat

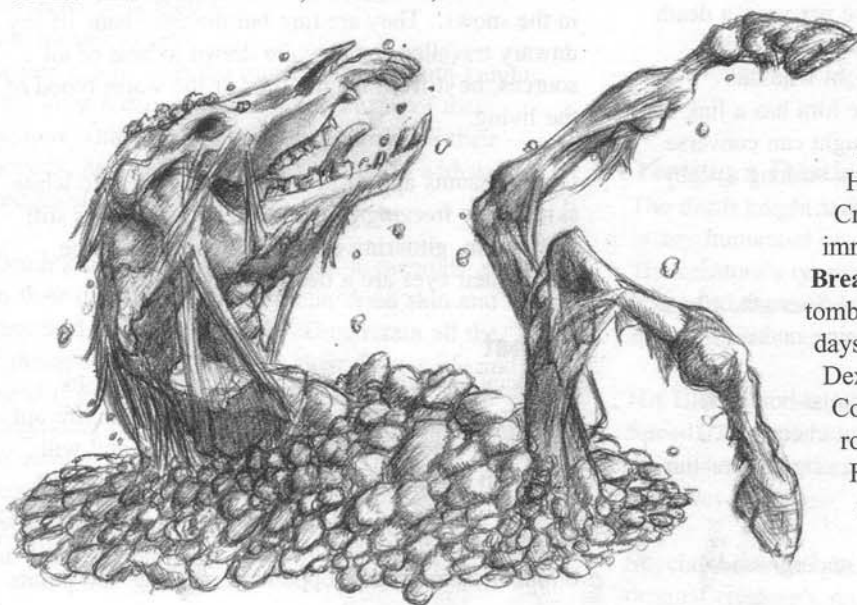
The grave mount begins melee with its breath weapon. Once engaged, it will use its hooves and bite attack to battle its opponents.

Frightful Presence (Ex): A creature with less Hit Dice than the grave mount that comes within a 30-foot radius must succeed at a Will save (DC 14) or be affected by the mount's presence. Creatures with 3 or fewer HD are panicked for 5d6 rounds and those with 5 or fewer HD are shaken for 4d6 rounds.

Creatures of greater than 5 HD are immune to this effect.

Breath Weapon (Su): Afflicted with tomb fever (incubation period 1d6 days; damage 1d4 temporary Dexterity and 1d4 temporary Constitution), cone, 30 feet, every round up to three times per day; Fortitude save (DC 14) negates effects.

Wounding (Ex): If the grave mount successfully bites an opponent, the wound continues



to bleed at the rate of 1 point of damage per round in addition to normal damage dealt.

Multiple wounds result in cumulative bleeding (two wounds for 2 points of damage, and so on). The bleeding can be stopped by a successful Heal check (DC 14) or the application of any *cure* or other healing spell (*heal* or *healing circle*, for example).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skull Child

Small Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 20 ft

AC: 13 (+1 size, +2 Dex)

Attacks: 2 claws +3 melee; bite -2 melee

Damage: 2 claws 1d3 and energy drain; bite 1d4-1 and 1d4 temporary Constitution

Face/Reach: 2 ½ ft by 2 ½ ft/2 ½ ft

Special Attacks: Terrifying gaze, energy drain, Constitution damage, Darkvision (Ex): Range 60 feet.

Special Qualities: Undead, masquerade, create spawn, Darkvision (Ex): Range 60 feet.

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 10, Dex 15, Con -, Int 8, Wis 11, Cha 11

Skills: Climb +4, Hide +13, Listen +7, Move Silently +8, Search +3, Spot +6

Feats: Alertness

Climate/Terrain: Any land or underground

Organisation: Solitary or gang (2-5)

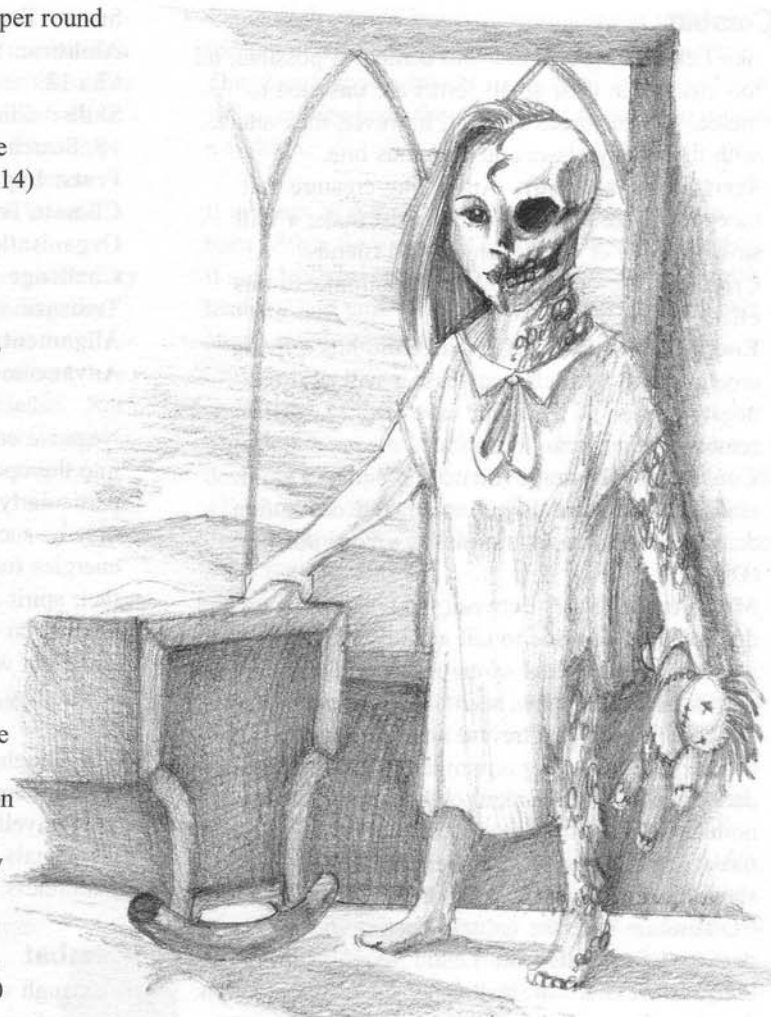
Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 3-6 HD (Small)

Skull children are small and pathetic but sadistic undead creatures, often spoken of in folklore and myth, though few actually believe in their existence. By day, a skull child is virtually indiscernible from any humanoid child of its size and apparent age. They appear as happy, playful youngsters who mix with other, more normal children. At night, however, their true demeanour becomes all too



apparent. As the sun sinks below the horizon, the flesh retreats from the head of a skull child, revealing a bare skull with blazing eye sockets and sharp, needle-like teeth. The rest of their diminutive bodies become putrid and rotten. Skull children feed on the life force of other living creatures, draining the essence of their victims, though they may only do this at night. A solitary skull child will often pose as a young orphan in order to be taken in by a well-meaning and unsuspecting family, whilst others operate as gangs of destitute children in larger cities.

A skull child seeks to insinuate itself into groups of children, camouflaging themselves amongst the living and slowly preying upon them, one by one. It is not known whether these monsters prefer to stalk children in order to create more of their own kind or simply because they are far easier targets.

Combat

Skull children prefer to avoid combat if possible, all too aware that their small forms are unsuited to melee. When forced to fight, however, they attack with their bony claws and a vicious bite.

Terrifying Gaze (Su): Any living creature that meets the gaze of a skull child must make a Will save (DC 12) or be shaken for 1d4 rounds.

Creatures of more than 5 HD are immune to this effect.

Energy Drain (Su): If a skull child hits a living creature with both claw attacks, it will deal one negative level. A Fortitude save (DC 12) will remove the negative level.

Constitution Damage (Su): The bite of a skull child deals 1d4 points of temporary Constitution damage unless the victim makes a Fortitude save (DC 12).

Masquerade (Su): Between the hours of dawn and dusk, it is impossible to tell a skull child apart from another, normal, child of the race it is posing as. Any form of detection, such as *detect undead* or *detect alignment* will reveal nothing out of the ordinary. *True seeing* or similar spells will show a dark haze around the skull child during the day but nothing more.

Create Spawn (Su): If a skull child manages to slay a juvenile humanoid by draining its Constitution to 0, the unlucky victim will rise in 1d4 days as a free-willed skull child. A *bless* cast on the body before that time will cease the transformation. Adults will simply be slain by this Constitution drain and will not rise as undead.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Slaugh**Medium-Size Undead**

Hit Dice: 4d12 (26 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft, swim 30 ft

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 slams +4 melee

Damage: Slam 1d6+2 plus Fluid Drain

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fluid drain

Special Qualities: Undead, damage reduction 10/+1, natural form, cold and fire resistance 20, blindsight

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 15, Dex 14, Con –, Int 11, Wis 11, Cha 13

Skills: Climb +5, Hide +8, Listen +5, Move Silently +8, Search +7, Spot +6, Swim +8

Feats: Improved Initiative

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-12 HD (Large); 13-15 HD (Huge)

Negative energy is present in all things, even far out into the open sea. Thus, when a humanoid of particularly evil disposition is drowned, their will may be such that it is just possible that negative energies fuse in the water around them, reanimating their spirit as a slaugh. When not engaged in combat on dry land a slaugh remains within the source of water in which it drowned, so one created at sea may have a huge domain.

The slaugh appears as a roughly humanoid-shaped creature composed entirely of water and the less-well-travelled have mistaken them for water elementals in the past. Their faces are completely featureless, with no hint of eyes, nose or mouth.

Combat

A slaugh will lie dormant as its prey approaches, concealing its true form as a natural puddle, pool or even lying still within a larger body of water. In this state, it is indistinguishable from normal water, though *detect magic* will reveal a magical aura as the negative energy bound into its being is impossible to hide from those with eyes to see it.

When a living creature approaches within 10 feet of the slaugh, it will usually attack, assuming its humanoid form to destroy its victims. It may move up to 60 feet away from its source of drowning, leaving damp footprints wherever it goes.

Fluid Drain (Ex): A creature hit by the slaugh's slam attack must succeed at a Fortitude save (DC 12) or take 1d2 points of temporary Constitution damage as the slaugh drains the creature's body fluids. If the creature is reduced to Constitution 0 in this way, it will die.

Natural Form (Ex): The slaugh can, as a standard action, flatten its body so that it appears as a normal puddle or pool of water. In this state, the slaugh cannot be harmed by any attacks that would not

affect a normal pool of water.

Merge with Victim (Su): A slaugh can merge with any humanoid it slays. The entire process takes four hours, after which the slaugh and victim both rise together as a slaugh-spawn. It may also leave the body of the slaugh-spawn at any time in order to return to its original state but this process, again, takes four hours.

Blindsight (Ex): A slaugh's entire body is a sensory organ that can ascertain prey and surroundings by scent and vibration within 60 feet..

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Slaugh-Spawn

Medium-Size Undead

Hit Dice: 5d12 (32 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 15 (+2 Dex, +4 natural, -1 Size)

Attacks: Slam +4 melee

Damage: Slam 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fluid drain

Special Qualities: Undead, improved grab, inject slime, feed

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 14, Con -, Int 15, Wis 15, Cha 14

Skills: Climb +6, Hide +8, Listen

+7, Move Silently +7, Search

+9, Spot +8, Swim +7

Feats: Improved Initiative, Weapon Focus (slam, finger)

Climate/Terrain:

Any land and underground

Organisation:

Solitary

Challenge

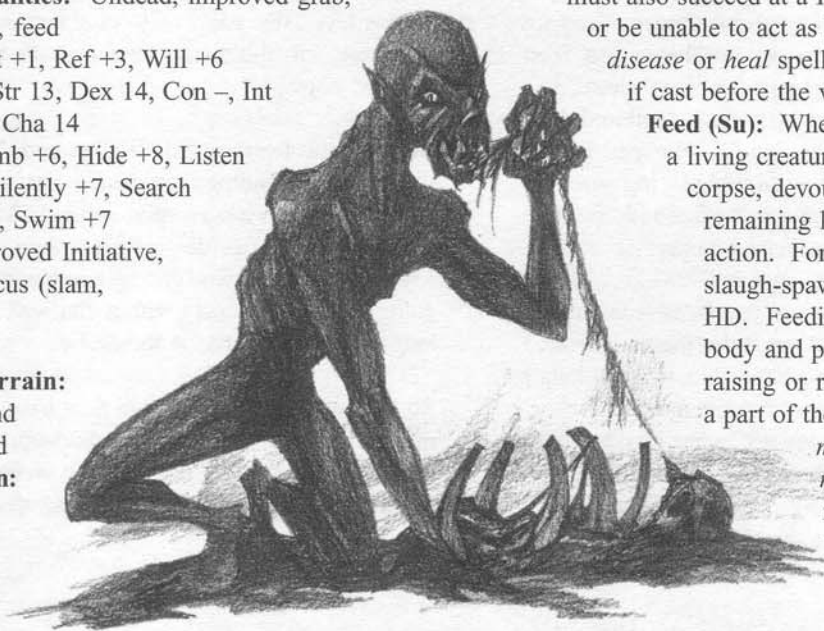
Rating:

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Standard

Alignment: Always chaotic evil

Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)



The slaugh-spawn is a grotesque form of undead formed when a slaugh merges with a slain victim. The slaugh-spawn injects its victim's lungs with sea slime and feeds on the remains of those slain in such a fashion.

It appears as a malevolent humanoid whose eyes burn with a fiery rage. The slaugh-spawn's clothes, if any, hang loosely about its body whilst its skin is leathery and taut. It hates living creatures and will attack them on sight.

Combat

The slaugh-spawn attacks by ramming its fingers down an enemy's throat and coating their lungs with a thick slime that causes suffocation. If this proves impossible or unwise, the slaugh-spawn will pummel a foe with its fists.

Improved Grab (Ex): To use this ability, the slaugh-spawn must hit an opponent of Large-size or smaller with its slam attack. If it gets a hold, it can ram its fingers down its enemy's throat to fill his lungs with a slimy secretion.

Inject Slime (Ex): On a successful Grapple check the slaugh-spawn injects its victim's lungs with slime. Each round thereafter, the victim takes 1d6 points of damage as his lungs fill with slime and must also succeed at a Fortitude save at DC 14 or be unable to act as he chokes. A *remove disease* or *heal* spell will dissolve the slime if cast before the victim dies.

Feed (Su): When a slaugh-spawn slays a living creature, it may feed on the corpse, devouring both flesh and remaining life force as a full round action. For every 8 HD or levels a slaugh-spawn consumes, it gains 1 HD. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires a part of the corpse. A *wish*, *miracle* or *true resurrection* spell can restore a devoured victim to life but there is a 50% chance that even such powerful magic will fail.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

DESIGNER'S NOTES

When we first conceived of the idea of doing a supplement based around the practice of necromancy, there were two things painfully evident. First of all were players' perceptions of the necromantic school of magic – it was very much regarded as a poor cousin to the likes of evocation and enchantment. Actually being a necromancer sounds like a really cool thing to try and yet many were passing up the opportunity to play wizards of far greater power. This would certainly never do! Necromancers are characters to be feared, not dismissed.

This was surprisingly easy to counter, as any wizard's measure of power will always be the range of spells he can cast. Our playtesters continued to tell us it was especially at low level that necromancers were to be found wanting and so this was where we first concentrated our efforts. Simply throwing together a new range of spells, however, would not do anyone any good and thus a range of criteria were drawn up. Every spell had to evoke the imagination, for instance. Necromantic magic harnesses the dark and implacable forces of negative energy and it was essential we got this across. You will therefore find most spells are very 'visual' in nature. We wanted players to cast a spell and think 'cool, did I do that?' The *annihilation* spell is a good example – as well as simply slaying nearby enemies, plant and animal life wither and crumble under the assault of pure negative energy.

We also felt that even at low levels, necromancers should be animating and generally messing around with undead. Though we have gone to great lengths in this book to explain that necromancy deals primarily with negative energy rather than just the dead, what do you automatically think of when imagining a necromancer? Again, this was relatively easy to handle through *animate* spells with much reduced effects.

Last to be written were the high level spells and, I must confess, we had tremendous fun with them. Again, I wanted to pursue a very evocative set of imagery with the spell effects and also wished to include some of the great ideas of fantasy literature. Let me ask you this – would could possibly be more

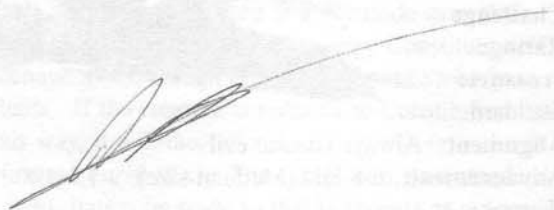
cinematic in feel than a necromancer standing at the prow of a ship crying 'rise, rise!' as a death hulk bursts forth from the waves?

The second potential problem we faced with necromancers in general was the fact that clerics, especially those of the death domain, were simply so much better at raising and controlling undead. We knew there were players who wanted this reversed or, in the least, balanced, but how to do it? There were many calls to just allow necromancers to use *animate dead* as a 3rd level spell and, indeed, many were already using this house rule but it just felt wrong to us. Ultimately, we wanted to expand and enhance the core rules, not wilfully change them whenever we faced new difficulties. On the other hand, I could also see exactly where these players were coming from.

I cannot remember exactly who first thought of necromantic feats (I hope it was me!) but they solved so many problems this book faced. First of all, I did not want the book to simply be a list of new spells – that would have been remarkably boring. I wanted something unique that necromancers could call their own. I was also interested in portraying the slow slide into corruption that continued use of negative energy caused but I knew we should steer clear of the staid 'at this level, this happens to you' approach. Last, of course, was the divine versus arcane problem outlined above.

Necromantic feats solved all three and, like our system of demonology, guarantee that extra power is always met with a corresponding increase of penalties and difficulties inflicted upon the player – any character fully embracing necromancy is not going to be able to stay within civilised society for long. Which is just as it should be.

So, fellow necromancers, you now have all the tools needed to create legions of the undead, devastate entire cities and force other arcane wizards to run in terror. What could be more fun than that?



Matthew Sprange

Arathriell smiled as best she could to what seemed to be the thousandth well-wishing guest. ‘Yes, yes I am very happy, it’s just what every girl dreams of, to marry and become the Lady of a Lord such as Peron.’ *If she has little imagination or ambition*, she amended to herself. Arathriell would have preferred a quiet ceremony attended by Gudge and perhaps a few of Peron’s men. Instead, she was surrounded by a whirling mass of people that left her feeling slightly dizzy.

How did I let Peron talk me into this? She knew the answer even before her mind had fully formed the question. She agreed to marry him in all pomp and circumstance and settle into a noble’s life because it made him happy. She could see it in every line of his face and every motion of his body as he and Gudge sat at the head of the main table and toasted each other’s good fortune. Even after these many years, seeing Peron happy still brought warmth to her heart when nothing else could. The last year had been a blur. Peron, Gudge and their men had agreed to lend assistance to a little-known noble. A strange twist of war saw that minor noble crowned as King. The gratitude of the fledgling monarch had made lords of both Peron and Gudge. The troubles were far from over. Enemies still waited at every border, ready to attack the untried kingdom before it could get its collective feet under it.

Screams rang through the halls and along the walls of the manor. Peron rushed past her in half-donned armour stopping only long enough to brush a kiss against her lips and whisper, ‘stay here, I’ll be back by your side before you know it, my love.’ Then he was gone.

Arathriell cursed under her breath and ran to her chambers. She gathered all the spell components she could carry after she poured blood on the front of her bridal gown and rubbed dirt on her hands and face. She skulked the battlefield like a ghost, lending all the support to Peron and his men her considerable powers could muster. The invaders shrieked as their own dead reached up to grapple the yet living or chased the retreating survivors into the pitch-blackness of night. Battle-hardened warriors screamed like temple virgins as the walking corpse of the Lord’s new bride clutched at them with skeletal, taloned hands, freezing their hearts in their chests with the icy grip of the grave. After assuring herself the tide of the battle had turned in the defenders’ favour, Arathriell chuckled wickedly to herself and sneaked back to her chambers to change out of her filthy gown before Peron could see her.

* * *

A soft knock interrupted Arathriell as she brushed her hair. ‘You’re my husband now, you needn’t knock.’

Gudge’s voice was muffled by the door, ‘Ara, open the door.’

Something made the necromancer’s heart miss a beat as she opened the door and looked at her long-time companion. The dwarf’s armour was spattered with blood and his hands still gripped the haft of his axe. She had seen him in this state many times before so her mind dismissed his appearance. It was his eyes. They were red-rimmed in a way that only came from crying. In all the years she, Peron and Gudge had adventured together, she had *never* seen the dwarf cry.

‘Ara, it’s Peron. . .’

Her ears refused to hear the rest of the dwarf’s explanation. She ran past him to the main hall, which was still littered with the refuse of the feast though devoid of occupants. Someone had cleared the main table. There lay Peron, a horrible gash to his chest glistening in the candlelight, the light in his blue eyes extinguished forever.

I’ll be back by your side before you know it, my love.

‘You’re damned right you will!’ She screamed at the corpse.

Gudge skidded to a halt at the entrance, hands tightening around the haft of his axe reflexively.

‘For the love of the gods, Ara. . . What have you done?’



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RULES AND SPELL SUMMARY

Necromantic Spells

Spells listed in italics are detailed in Core Rulebook I. Those marked with an asterisk can be found in *Relics & Rituals* by White Wolf Publishing. A player or Games Master is welcome to add others, either of his own devising or from other publications.

0-Level

Animate Animal

Turns one dead animal into a tiny sized skeleton or zombie

Detect Dead

Locates hidden corpses

Disrupt Undead*

Deals damage 1d6 damage to one undead

Identify Undead

Caster informed of the type of all undead within range

Skull Snare

A single skull can guard an area

1st Level

Animate Skeleton

Animates one skeleton

Cause Fear

Target runs in fear for 1d4 rounds

Chill Blood

Ray causes damage and stuns target

Chill Touch

Touch deals damage

Deaths Shadow

Touch causes temporary damage and possibly death

Protection from Undead

Target warded from attacks by undead

Ray of Enfeeblement

Ray reduces victims Str

Wound

Further injuries to target cause more damage

2nd Level

Animate Zombie

Animates one zombie

Bleeding Wound

Accelerates injuries to living tissue

Bones of Steel

Grants +2 Armour Class to skeletons

Ghoul Touch

One target paralysed for 1d6+2 rounds

Phantom's Howl*

Enemies become shaken, stunned or paralysed

Sensory Link

Caster can see through the eyes of a controlled undead creature

Scare

Panics creatures within 15' radius

Sleep of the Dead*

Feign death

Spectral Hand

Disembodied hand delivers touch attacks

Visage of the Dead

Caster can take on the appearance of an undead creature

Voice of Deathly Whispers

Caster can project voice through undead

3rd Level

Armour of Undeath*

Turns a corpse into protective armour

Gentle Repose

One corpse preserved for 1 day/level

Halt Undead

Can halt up to three undead creatures

Invigoration of Undeath

Zombies gain improved initiative

Shadow Horror

Target becomes weakened and stunned

Shadow Mastery

Targets becomes vulnerable to further negative energy spells

Shadow Strike*

Victim is injured if his shadow is damaged

Shadow Touch*

Caster gains the ability to drain Str

Strike Barren

Victim rendered infertile

Undead Conduit

Further spells can be projected through undead

Vampiric Touch

Touch deals damage and heals caster

4th Level

Contagion

Victim contracts disease

Enervation

Victim gains negative levels



RULES AND SPELL SUMMARY

Fear

Living creatures within cone become panicked

Ghoulish Curse

Subject is transformed into a ghoul

Graft Weapons

Zombies and skeletons become more potent in combat

Wall of Bone

A bone wall is created

Zombie Form*

Take the form of a zombie

5th Level

Annihilation

Creatures and plant life within 30' die

Animate Dead

Create multiple skeletons and zombies

Dark Water*

Imbues water with negative energy

Doomwail*

Victims can become deafened or paralysed

Magic Jar

Allows caster to possess another

Nethergaze*

Caster's gaze can damage undead

Recall Spirit

A spirit can be summoned back to the body it once possessed

Shrieking Missile

One non-magical missile causes fear

Skeletal Spikes

Caster gains 1d3 additional gore attacks per round but living creatures reduced to 0 hit points if cast

6th Level

Circle of Death

Kills living creatures within a 50' burst

Longevity

Prevents natural ageing

Threshold of Unlife

Reduces effectiveness of healing within 100'

Unfetter Undead

All undead in a 50' radius become uncontrolled

7th Level

Control Undead

Caster cannot be attacked by undead

Finger of Death

Kills one target

Raise Death Hulk

Raises one sunken ship

Soulstrike*

One target drained of constitution

Transmute Flesh to Shadow*

One creature transformed into shadows

8th Level

Clone

Creates duplicate to awaken on death of original

Darkstaff*

Creates a staff of negative energy

Flesh Made Foul

Target gains negative levels and can be transformed into undead creature

Horrid Wilting

Living creatures suffer 1d8/level damage

Leech Field*

Absorbs hit points from nearby enemies

Shadow Skin

Caster gains damage reduction 10/+1 and can inflict negative levels by touch

Shadow Storm*

Causes damage and Str and Con loss

9th Level

Astral Projection

Projects caster and others to astral plane

Energy Drain

Victim gains negative levels

Raise City

Creates a city of skeletons

Raise Death Fleet

Raises a fleet of death hulks

Soul Bind

Prevents resurrection

Wail of the Banshee

One creature/level killed

Necromantic Feat

Prerequisite

Animation by Touch

Animate dead, Death Touch

Augment Undead

Necrology 4+

Command Undead

Necrology 8+

Death Touch

Necrology 4+

Empower Undead

Animate dead, Augment Undead

Replicate the Divine

Any Necromantic Feat

Resist Magic

Necrology 11+

Spirit Dissertation

Augment Undead, Replicate the Divine, Necrology 6+



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ENCYCLOPAEDIA
ARCANE

NECROMANCY

BEYOND THE GRAVE

Throughout the civilised lands of man, dwarf and elf, the practice of necromancy is universally shunned, its knowledge suppressed and its practitioners persecuted. Only now, with the advent of Necromancy – Beyond the Grave, are the darkest secrets of this terrible and frightening magic finally revealed. One skilled in wizardry or sorcery may use this tome, for good or ill, and tap the powers inherent beyond death for their own direct benefit. For those willing to risk the wrath of a society opposed to the art, mastery of necromancy may bring the most potent of magical energies to command.

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