



THE BOOK OF THE DEAD

D&D HOMEBREW

A homebrew detailing the secrets of necromancy
for the world's greatest roleplaying game.

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EXTRAS

Created by JAPG.

Created using the Homebrewery, with formatting tips from [this document](#). You can find my other Homebrewery works [here](#).

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Cover image: Necromancer Lich by [Daniel Comerci](#)

INTRODUCTION

This book is a collection of resources for both players and DMs, heavily themed around necromancy, undeath, and dark magic. Whether you are a DM looking to design a new villain, or a player dissatisfied with the options for a necromancer in the Player's Handbook, I hope you find this book useful.

THE DREAD NECROMANCER

In 5e, necromancer wizards are quite powerful, because wizards are powerful. However, necromancer wizards don't make particularly good necromancers. They end up playing much like any other wizard.

The dread necromancer is a response to that problem. It is a highly specialized class that is the absolute master of necromancy, but unable to do much else. If you like the idea of having an unusually powerful minion, or specializing in fear effects, or having a legion at your beck and call, this class is for you.

SPELLS

What would a splatbook be without new spells? I have a metric ton of these. Most are converted from 3.5, with a fair amount pulled from AD&D. A few are of my own design.

I generally balance towards the upper end of the curve—so my second level spells are balanced off of *blindness/deafness* or *suggestion*, not *enthrall* or *Melf's acid arrow*. However, I have also worked hard to ensure that they are not overpowered, with a few exceptions.

It is my belief that 9th level spells, and content for 17th level or above in general, should be overpowered. If you disagree with how I have balanced things, feel free to nerf any of my spells.

For obvious reasons, almost every spell here is in the necromancy school. This is definitely not meant to be a nerf to the other schools of magic! If you have a diviner or transmuter player, by all means, give them more options. But that falls outside the scope of this book, which is about necromancy. You can find some of my work for other classes [here](#).

MONSTERS

This book has a cornucopia of monsters, many of them from the excellent work *Libris Mortis*. Most of them are undead, though not all. Additionally, quite a few variant abilities are provided for some old favorites, and I've also incorporated many templates so that you can quickly build a zombie dragon or a bodak hydra.

OTHER STUFF

I've included a variety of other options for both players and DMs. For players, there are subclasses, equipment, a new race, feats, and more.

For DMs, I provide variant rules, advice on dealing with common quandries such as minionmancy and resurrection, and a variety of inspiration for creating necromancer NPCs and designing adventures featuring them. This is also where I put some rules about dark magic in general, such as cursed weather and terrain hazards.

ADAPTATION

By and large, the material below is setting-neutral. However, some of the gods exist in specific settings (Velsharoon in the Forgotten Realms, for instance), and a few assorted odds and ends have ties to specific settings (the Irian crystal, for instance, is tied to the plane of Irian in the Eberron setting). Some spell names are setting-specific as well, such as *Tvash-prull's bonefiddle*.

If you are a player, talk to your DM about similar equivalents for your setting (Greyhawk has the god Mellifleur, who is very similar to Velsharoon, and there might be a notorious bard to take the place of Tvash-prull) or how they might fit in (perhaps in Planescape, the Irian crystal is found on the Plane of Positive Energy, or mined from the Quasielemental Plane of Mineral). If you are a DM, use your own imagination, look up what other DMs have done, or send me a message and I'll be happy to provide ideas!

PERSONAL NOTE

Necromancy actually isn't my favorite school of magic; that's divination. However, I was overall rather satisfied with the depiction of diviners in 5e, while I was seriously disappointed with necromancers. So I wrote this book to make necromancy more flavorful and more viable.

I have spent hundreds of hours reading dozens of books to create this text. I hope you enjoy learning the secrets of the undead as much as I enjoyed writing them!

Image used:

"Lich"

by Battle for Wesnoth



THE FORCES OF LIFE AND DEATH

Before diving into the mechanics, I've written up a brief discussion of several concepts that must be discussed to properly understand necromancy and the undead.

WHAT IS NECROMANCY?

"Necromancy is not just one school of magic among many. It is an Art, one that requires the Artist's entire devotion."

—Kazerabet, Angel of the Dark

Necromancy is perhaps the most maligned and least understood school of magic. In some regions, it is banned outright; in others, it forms the backbone of society. It is frequently feared, frequently distrusted, and there are those who say that good folk have no business involving themselves in it.

But what really *is* necromancy? I shall begin by listing what it is not.

- **Necromancy is not inherently evil.** It can certainly be applied to evil purposes, and indeed evil necromancers include some of the mightiest foes of good. But the school of magic, in and of itself, is not evil.
- **Necromancy is not just reanimation of the dead.** One of the necromantic arts is reanimation, and reanimation makes up the majority of many a necromancer's interest. But the school has many other applications as well.
- **Necromancy is not the exclusive domain of the wizard, nor the cleric.** Both have access to tricks and techniques the other lacks.

Put simply, **necromancy is the school of magic that manipulates, creates, or destroys life or lifeforce.** It includes the animation of the dead and creation of the undead, the resurrection of the living, healing and life drain, and a variety of curses and debilitating spells.

Necromancy often channels energy from either the Positive Energy Plane or the Negative Energy Plane. Sometimes, it manipulates lifeforce already present, such as in the *blindness/deafness* spell.

COLORS OF NECROMANCY

Three colors of necromancy exist: black, gray, and white. These do not deal with morality, but rather the spell's nature. Black necromancy is destructive, gray necromancy provides utility, and white necromancy heals. Note that destruction can be used for good, and healing for evil.

BLACK NECROMANCY

Black necromancy destroys or weakens life. Generally speaking, any necromancy spell that deals hit point damage or requires a saving throw is black necromancy.

GRAY NECROMANCY

Spells that neither harm nor heal the living fall into gray necromancy. *Animate dead* belongs here, as the creation of a skeleton deals no harm—but ordering it to attack a village certainly does, while ordering it to save villagers is a decisively helpful act. *Astral projection* and *speak with dead* are two more gray spells.

WHITE NECROMANCY

White necromancy helps; it does not harm. Spells such as *cure wounds*, *raise dead*, and *false life* are all white necromancy.

DIFFERENT COLORS

The colors described here are different than the ones in the Complete Book of Necromancers. If you want to use that book's rules, have gray necromancy include most damaging and disabling spells, and black necromancy only the darkest and most fearsome ones, such as *necrotic termination*.

WHAT IS POSITIVE ENERGY?

"Life is like anything, berk. Too much is just as bad as too little."

—Kansmaath Hugh, planewalker

Positive energy is power incarnate, the stuff that drives life. It fuels all living beings, from worms to humans to demon lords. It is creation, growth, vigor, and nothing can live without it.

However, positive energy can be dangerous to the living. It can be channeled into searing destruction to overload flesh and spirit—many (though not all) spells that deal radiant damage use positive energy to kill.

A common misconception is that positive energy is good. While it is certainly beneficial for a creature to have in moderation, it has no moral alignment any more than fire does. It is a force of nature. If you have access to the 3.5 book *Elder Evils*, the monster Ragnorra is a superb example of positive energy turned to wicked purposes.

WHAT IS NEGATIVE ENERGY?

"Anyone who's seen a rotten, decayed piece of wood that was once part of a vibrant, living tree tumbles to the forces embodied in the Negative Energy Plane."

—Tarsheva Longreach, planewalker

Negative energy is the polar opposite of positive energy, manifesting as the decay and entropy that ultimately befall all things. It withers flesh, rots corpses, and desiccates tissue. Every living thing has a drop inside them, as they age and grow weak, that drop expands into a lake.

It also fuels undead. All undead, no matter their alignment, draw upon this wellspring of decay to exist. However, negative energy can either be used to destroy undead (withering their flesh further), or to repair and strengthen them (reinvigorating them with the power that drives them.)

Negative energy is not evil. It cares nothing for alignment. It is comparable to fire or earth—an elemental building block of reality. It is gruesome, and even frightening, but it is necessary. If negative energy somehow stopped existing, nothing in the world would decay, and no resources would ever be returned to the ground.

WHAT IS AN UNDEAD?

Undead come in many forms, but almost every undead is a creature or a part of a creature that was once alive. (A few, such as the vasuthant, were never alive, but such creatures are extremely unusual.) Beyond that, massive variation is possible. However, there are several metrics on which undead can be categorized:

UNDEAD CLASSIFICATION

CORPOREAL OR INCORPOREAL

A corporeal undead has a body; an incorporeal one does not. Shadows are a strange case, as they are corporeal but can flow like water.

ROTTING OR PRESERVED

Some undead continue to decay long after death, such as zombies; others, like mummies, are kept in suspended animation from the negative energy coursing through them.

COMPLETE OR PARTIAL

Wights and zombies are full bodies raised together. Crawling claws and brains-in-a-jar are single body parts, and raiments are nothing but clothes animated by suffering and hate.

MINDLESS OR SENTIENT

Zombies possess no mind, while lichs are gifted with superhuman brilliance. Others, such as wights, have intelligence normal for humans. Liches, wights, and other sapient undead still have their souls within them, while a zombie's soul has passed on to whatever afterlife awaited it.

HUMANOID OR MONSTROUS

Many undead are the remnants of dead humanoids. A few, however, are formed from nonhumanoid creatures, such as dracoliches, nightcrawlers, and beholder zombies.

UNDEAD ALIGNMENT

The majority of sapient undead are evil. Hateful, cruel people generally have more lingering grudges or regrets and are thus more likely to return from the grave.

However, there are many reasons why a good person might consign themselves to an eternity trapped on the Material Plane. Some people who suffered awful fates return as revenants, determined to bring their killers to justice; others with wrongs to right become ghosts.

Additionally, some good souls intentionally embrace undeath. The most popular avenue towards undeath for such individuals is through the Ritual of Crucimigration, which turns them into necropolitans. Furthermore, the mightiest mages can become lichs, and good lichs do exist.

Because of the above factors, undead can be of any alignment. However, note that most of the more powerful "species" of undead are usually evil, such as wraiths, wights, and lichs. In contrast, necropolitans (among the weakest sapient undead) have no predisposition towards evil.

UNDEAD POWERS

Undead have as much variation in powers as the living do. However, some powers are particularly common to them.

ABILITY DRAIN

Some undead have a touch that can reduce ability scores. The most well-known creatures with this power are the shadows, who possess a fearsome Strength drain.

DEATH

A bodak can kill a creature by looking at it. Not many undead have a death gaze, but those that do are horrific opponents.

DISEASE

Some undead can inflict awful diseases with but a touch. Mummy rot is widely known and feared, but it is not the only plague carried by the undead.

FEAR

Undead make terrifying foes by themselves, but many have access to a supernatural sort of fear—the fear that, with only a glance, can leave an archmage running screaming.

LIFE DRAIN

An iconic ability of the unliving is the power to suck out life with a touch. A wraith's caress deals necrotic damage, and reduces the target's maximum HP. Wights can similarly destroy lifeforce with but a touch.

PARALYSIS

Signature weapon of the ghouls, paralysis enables an unliving creature to render its foe helpless. A pack of ghouls can leave an entire adventuring party frozen in silent screams.

NECROLOGY

Most undead have no need to eat. They are sustained from the negative energy flowing through them, though they can still partake in food if they wish.

A few undead must feed on the living or their bodies will start to decay. Vampires need to drink blood.

A larger group of undead have no bodily need to eat, but have a deep psychological need. If they do not eat, they will degenerate into mindless hunters until they feed. Wraiths, wights, and specters are three members of this group.

NOT REQUIRED

An entry under this column means that an undead can partake in the food listed, but it need not. For example, a banshee may find lifeforce very delectable, but it can exist perfectly well without ever consuming it.

INESCAPABLE CRAVING

Some undead have no “bodily” requirement to feed, and could continue to exist solely on negative energy, but are driven to their diet all the same by inescapable cravings. These cravings, denied too long, could turn even a sentient undead to mindless hunger. Once the feeding is accomplished and the hunger sated, the intensity of the craving drops back to a tolerable level, but it is a cycle doomed to repeat itself.

DIET DEPENDENT

Some undead must feed on the living to retain either their mobility or some of their other abilities. The link to the Negative Energy Plane for undead of these sort grows increasingly tenuous the longer they are denied the necessary food. At some point, their mobility or one or more specific abilities are suppressed until they can feed again.

However, no matter how enervated by lack of feeding, undead cannot be starved to the point of permanent deanimation. A fresh infusion of their preferred food can always bring them back to their full abilities. Most diet-dependent undead can go for 3d6 months before losing all mobility.

TABLE 1-1: UNDEAD DIET

Undead Variety	Not Required	Inescapable Craving	Diet Dependant
Acidwraith	—	Organic matter	—
Alhoon	—	—	—
All-Consuming Hunger	—	Bodies	—
Allip	—	Sanity	—
Ashen Husk	Moisture	—	—
Atropal	—	—	—
Bane Wraith	—	Lifeforce	—
Banshee	Lifeforce	—	—
Blackskate	—	—	—
Blaspheme	—	Strength	—
Bleakborn	—	—	Warmth
Bloodhulk	—	—	—
Bodak	—	—	—
Bone Naga	—	—	—
Boneclaw	—	—	—
Bonedrinker	—	Constitution	—
Bonespur	—	—	—
Boneworm	—	—	—
Boneyard	—	—	—
Brain in a Jar	—	—	—
Cinderspawn	—	Warmth	—
Crawling Claw	—	—	—
Cursed Spirit	—	Lifeforce	—
Curst	—	—	—
Death Knight	—	—	—
Death Tyrant	—	—	—
Deathlock	—	—	—
Deathshrieker	—	—	—
Demilich	Souls	—	—
Dessicator	—	Moisture	—
Dread	Fear	—	—

Undead Variety	Not Required	Inescapable Craving	Diet Dependant
Dread Warrior	—	—	—
Dream Vestige	—	Bodies	—
Eidolon	—	—	—
Entomber	—	—	—
Ephemeral Swarm	—	Lifeforce	—
Eye of Fear and Flame	—	—	—
Famine Spirit	—	Food	—
Flameskull	—	—	—
Forlorn Husk	—	Moisture	—
Ghost	—	—	—
Ghost Brute	—	—	—
Ghostly Visage	Fear	—	—
Ghoul	—	—	Flesh
Gravecrawler	—	—	—
Gravehound	—	—	—
Grimweird	Lifeforce	—	—
Hopping Vampire	—	Ki	—
Huecuva	—	—	—
Hulking Corpse	—	—	—
Jolly Roger	—	—	—
Karnathi Dread Marshal	—	—	—
Karnathi Skeleton	—	—	—
Karnathi Zombie	—	—	—
Kyuss Spawnling	—	—	—
Lich	—	—	—
Mind Flayer Lich	Brains	—	—
Mummy	—	—	—
Necromental	—	Lifeforce	—
Necropolitan	—	—	—
Necrosis Carnex	Lifeforce	—	—
Nightwalker	—	Lifeforce	—
Phantom Warrior	—	—	—
Plague Blight	—	—	—
Plaguelost	—	Lifeforce	—
Poltergeist	—	—	—
Quell	—	—	—
Raiment	—	—	—
Remnant	—	—	—
Revenant	—	—	—
Salt Mummy	—	—	—
Serpentir	—	Flesh	—
Shadow	—	Strength	—
Shadow Assassin	—	Strength	—

Sheet Phantom	—	—	—
Skeleton	—	—	—
Skeleton Warrior	—	—	—
Skin Kite	—	—	Skin
Skulking Cyst	—	Blood	—
Skull Lord	—	—	—
Slaughter Wight	—	Lifeforce	—
Slaymate	—	—	—
Spawn of Kyuss	—	—	—
Specter	—	Lifeforce	—
Spectral Rider	Lifeforce	—	—
Strahd Zombie	—	—	—
Sword Wraith	—	—	—
Tomb Mote	—	—	—
Topi	—	—	—
Ulgurstasta	—	Bodies (Int)	—
Vampire	—	Lifeforce	Blood
Vampiric Mist	—	Lifeforce	Blood
Vassalich	—	—	—
Vasuthant	—	Lifeforce	—
Vilewight	—	Lifeforce	—
Visage	—	—	—
Voidwraith	—	Breath	—
Wight	—	Lifeforce	—
Will-o'-Wisp	—	Life	—
Wraith	—	Lifeforce	—
Yellow Musk Zombie	—	—	—
Zombie	—	—	—
Zombie, True Strahd	—	—	—

VARIANT RULE: UNDEAD HUNGER

This variant rule is best applied to undead player characters that are diet dependent or have inescapable cravings. These rules work less well for undead that spend years or more locked away in tombs before getting a chance to feed. However, the DM may decide to use these rules on a case-by-case basis for NPC or monster undead as well.

The hunger felt by an undead with the need for sustenance is akin to an addiction. Like living creatures with an extreme craving for some chemical substance, hungry undead are prone to erratic, violent, and sometimes self-destructive behavior if they are denied their preferred morsels.

Hunger Type	Satiation	DC	Ability Reduction
Inescapable craving	2 days	20	1d4 Wis
Diet dependent	1 week	15	2d4 Str

SATIATION

An undead with an inescapable craving has its Wisdom score reduced each other day unless it makes a successful DC 20 Wisdom save. This reduction lasts until it feeds again or receives a *greater restoration* spell. A diet-dependent undead takes a reduction every week unless it makes a successful DC 15 Wisdom save. Each time an undead feeds on its preferred morsel, it is satiated and need not make these saving throws for the satiation period noted on the table. After the satiation period wears off, the undead once again grows hungry.

ABILITY REDUCTION

An undead's need to feed is like a mental spike boring into its awareness, dealing the indicated reduction each day unless the undead succeeds on the saving throw or feeds. An undead immediately is cured of all the ability reduction it has taken if it manages to feed.

As the undead goes longer and longer without feeding, potentially losing Wisdom all the while, the undead grows increasingly unbalanced. It mulls over plans that would allow it to feed—plans it would likely consider too risky were it completely sane. When the undead reaches 0 Wisdom, it retains no volition of its own, no judgment to deter it from seeking its preferred morsel, even if the undead's utter destruction seems likely thereafter. (A player character who reaches 0 Wisdom from a failure to feed is temporarily remanded to the DM, who plays the undead as a ravening beast until the character has fed.)

An intelligent undead sometimes plans for this eventuality, even arranging to have itself locked away in a self-constructed vault from which it is unable to escape. It will stay there until a prearranged third party provides the undead with its preferred morsel (presumably in a fashion that does not endanger the third party, though accidents do happen).

ORIGIN OF UNDEATH

Numerous theories exist concerning the nature of undeath, and though some hypotheses compete with or contradict one another, others reinforce or overlap each other. While these conjectures may not agree on the origins of unlife, most of them at least assert that this condition is generally visited upon the bodies of recently deceased creatures. Below are some of the more widely accepted theories about the origins of this affliction.

ATROCITY CALLS TO UNLIFE

Evil acts can resonate in multiple dimensions, opening cracks in reality and letting the blight creep in. A sufficiently heinous act may attract the attention of malicious spirits, bodiless and seeking to house themselves in flesh, especially recently vacated vessels. Such spirits are often little more than nodes of unquenchable hunger, wishing only to feed. These comprise many of the lesser undead, such as ghouls. Sometimes these evil influences also manage to reinvigorate the decaying memories of the body's former host. Thus, some semblance of the original personality and memories remain, though the newly awakened being is invariably twisted by the inhabiting spirit, resulting in an evil, twisted, and intelligent creature. However, this being is not truly inhabited by the spirit of the original creature, which has left to seek its ultimate destiny in the Outer Planes. This amalgamation is something entirely new.

Other times, atrocious deeds call dark, reanimating spirits into the fleshy form of the newly deceased, leaving the original spirit intact. This might happen if the person was already evil, or was tempted to evil in life. Alternatively, some good spirits might be trapped within their bodies, such as in a revenant's empty corpse or a crypt spawn's dessicated body.

The evil act need not even be committed by the creature. Many ghosts are created by another's horrible actions, and some other undead also form in this way.

NEGATIVE ENERGY AS A SUPPORTIVE FORCE

While atrocity may serve as a trigger for unlife, it is not enough to bring about a transformation of this magnitude on its own. It requires the very energy that drives dark spirits and their unquenchable thirst for life. That which is dead has no vitality, so where does the energy of animation come from? Negative energy provides the power for this metamorphosis. Just as blood suffuses living creatures, negative energy suffuses undead, providing them all their abilities, from mobility to sentience, from flesh-eating to soul-devouring.

NEGATIVE ENERGY AS A DRAINING FORCE

Some claim that undead exist concurrently on the Material Plane and the Negative Energy Plane. More precisely, they believe that undead on the Material Plane are linked to the Negative Energy Plane via a conduit, just as life itself somehow partakes of positive energy.

The Negative Energy Plane is the heart of darkness—the hunger that devours souls. It is a barren, empty place, a void without end, and a place of vacant, suffocating night. Worse, it is a needy, greedy plane, sucking the life out of anything vulnerable to its grasp. Heat, fire, and life itself are all drawn into the maw of this plane, which perpetually hungers for more.

The very existence of even the weakest undead produces a constant drain on the energies of the Material Plane, which accounts for sensations of cold often attributed to the unliving. As part of the enchantment of their creation, undead “siphon” a bit of the energy flowing from the Material Plane toward the Negative Energy Plane. This “stolen” energy serves to power their ongoing existence.

More powerful undead have a stronger connection to the Negative Energy Plane and are therefore able to siphon even more Material Plane energy for their own purposes before it is forever lost in the Final Void. This type of animation is known as necromancy, but it could also be called entropic animancy. Wizards speculate that magic might be able to link objects or corpses to the Positive Energy Plane, in this case reversing the flow of energy.

UNDEATH AS CONTAGION

Many undead have methods of propagating their curse among their previously living victims. For instance, those infected by the diseased bite of a ghoul may contract ghoulish fever. Those who perish from this rotting illness rise at the next midnight as ghouls themselves. In this way, some undead recruit the formerly living into their shuffling ranks.

Undead propagate in a sick parody of life's method of multiplying. Worse yet, undead proliferation is far quicker, easier, and doesn't require the consent of the creature to be made undead—only a victim's inability to drive off the grave-born attacker.

PURPOSEFUL REANIMATION

Count on the knowledge-seekers to pursue too far the spark of life, and the dark fruits of death. Some seek death's secrets out of fear, thinking that by overcoming mortality, they will have no more to dread. Mages who tread this road to its conclusion sometimes embrace death completely, though they do not become immortal but simply enduring. Spellcasters who adopt this existence are commonly known as liches. To their sorrow, most find that forsaking all the pleasures of life while continuing to exist is a fate worse than the absolution of true death. Others probe the boundaries between one's last breath and the final silence solely for the sake of knowledge. Shorn of conscience or any passion other than the need to know the truth, these dabblers have been responsible for plagues of zombies, soul-snuffing winds, and other atrocities.

Sometimes these learned mages also experiment with animation of inert matter that shares many properties with the animation of undead, especially when the inert matter in question is composed of the cast-off body parts of once-living creatures. Such creations are commonly known as flesh golems. However, as similar as a flesh golem (or any other construct) may appear to a zombie, constructs and undead remain separate entities, for two main reasons. First, negative energy is not a requisite power for any common construct, including flesh golems. Negative energy does not energize constructs, nor does negative energy play a part in the methods whereby constructs can afflict foes. Second, constructs are animated by elemental spirits. By some people's estimation, this similarity is too close for comfort, but most feel that the difference is great enough to warrant a clear separation of type.

Image used:

["Orb Wraith"](#)

by WOTC



THE DREAD NECROMANCER

Finishing the ritual chant to animate the dead, the elf smiles as the corpse's eyes flicker awake. It groans, and climbs to join the army gathered behind her. With another word, she bolsters her undead, flooding them with so much negative energy no cleric could ever hope to turn them.

As a human in black leather extends his hand, a surge of negative energy flows into the injured wight, mending its wounds and stitching its flesh back together. The wight smiles coldly, and picks up its sword, ready to charge back into battle.

An elderly tiefling looks at the horde of undead, led by a coldly blazing death knight. She whispers a word, and suddenly the death knight remembers what it is to be afraid.

The orc shaman reaches down to the dying warrior. She extends a hand to him, and he finds the strength to rise once more. With a roar, he charges back into battle.

Calling up the spirit of an ancient scholar, the gnome learns the trick of creating entombers. He turns to his custom-built undead with a glint in his eye.

LORDS AND LADIES OF UNDEATH

"Come, let us explore the art of necromancy together."

—Kazerabet, Angel of the Dark

Many claim the title of the necromancer. From clerics of the gods of undeath to specialist wizards to warlocks bound to liches, animating the dead is a feat many can accomplish.

But none of those can match a dread necromancer for mastery over life and death. The dread necromancer is a rare caster who focuses all of his or her efforts on the undead. Though they have far fewer options than the mighty wizards, and lack the raw supportive power of a bard, no other class is the equal of the dread necromancer when it comes to creation and manipulation of the undead.

THE TOUCH OF DEATH

"Life and death are one, for all living things die in time. Death is not an ending, but a beginning. Since one's living days are but a fraction of the eternal existence of death, life is but a useless distraction to the study and understanding of the long darkness to come."

—Unknown

You have the power of life, death, and undeath coursing through your veins. Whether you were born with this power or discovered it later in life, it is a part of you. You can wither flesh with but a touch, and raise the dead as shambling corpses with more powerful magic.

RELIGION AND PHILOSOPHY

Many dread necromancers put little faith in the gods—after all, a dread necromancer has power over life and death blazing through his or her veins. Some revere general gods of magic, others gods of life or death, and a significant portion worship the gods of undeath, such as dreaded Kyuss. Many of Mellifleur's faithful come from the ranks of the dread necromancer.

Outside of gods, the Blood of Vol (Eberron) has many dread necromancers within its fold, and in Planescape more than a few of this path belong to the Dustmen.

ALIGNMENT

With their talent at destroying life, commanding undead, and their ultimate transformation into liches, one might think that all dread necromancers are irredeemable monsters. This is categorically incorrect. There are many evil dread necromancers, but that only makes the good-aligned ones shine brighter.

In the end, dread necromancers are the ultimate practitioners of necromancy, and necromancy is a tool. Like any tool, it can be wielded for good or for evil.

CREATING A DREAD NECROMANCER

The most important question to consider when creating your necromancer is how you feel about your powers. Do you embrace your mastery of life and death? Do you view it as a curse or a blessing? Has your connection to the powers of the grave made you cold and cynical, or are you overflowing with compassion for others?

QUICK BUILD

You can make a dread necromancer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the necrologist background. Third, choose the *blood transfusion*, *minor illusion*, and *chill touch* cantrips. For Dark Secrets, choose *healing word* and *ghost light*.

VARIANT: SCHOLARLY NECROMANCER

The writeup below is designed for someone with an innate connection to the forces of life, death, and undeath, thematically similar to a sorcerer. However, there's no reason you couldn't play a character more like a wizard who has focused his or her talents on necromancy to the exclusion of all else. In this case, replace all instances of "Charisma" in the class features with "Intelligence."

This is not a significant buff nor nerf, as both Charisma and Intelligence are "secondary stats" (with the primary being Constitution, Dexterity, and Wisdom).

THE DREAD NECROMANCER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Charnel Touch, Dark Secrets	3	2	—	—	—	—	—	—	—	—
2nd	+2	Dark Path, Channel Negative Energy	3	3	—	—	—	—	—	—	—	—
3rd	+2	Eyes of the Grave, Aura of Doom	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Dark Secrets	4	4	3	—	—	—	—	—	—	—
5th	+3	Command Undead, Fear Aura, Charnel Touch (2d8)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Negative Energy (2/rest), Dark Path feature	4	4	3	3	—	—	—	—	—	—
7th	+3	Unliving Infusion (resistance to necrotic)	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Command Undead (CR 1), Dark Secrets	4	4	3	3	2	—	—	—	—	—
9th	+4	Unliving Infusion	4	4	3	3	3	1	—	—	—	—
10th	+4	Dark Path feature	5	4	3	3	3	2	—	—	—	—
11th	+4	Command Undead (CR 2), Eyes of the Grave improvement, Charnel Touch (3d8)	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement, Dark Secrets	5	4	3	3	3	2	1	—	—	—
13th	+5	Unliving Infusion (immunity to necrotic)	5	4	3	3	3	2	1	1	—	—
14th	+5	Command Undead (CR 3), Dark Path Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	Cloak of Unlife, Aura of Doom improvement	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement, Keeper of Secrets	5	4	3	3	3	2	1	1	1	—
17th	+6	Command Undead (CR 4), Unliving Infusion (immune to ability score reduction), Charnel Touch (4d8)	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Negative Energy (3/rest), Dark Path feature	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Apotheosis of Unlife	5	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a dread necromancer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per dread necromancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dread necromancer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons and one martial weapon of your choice

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- One martial weapon of your choice
- (a) a light crossbow and 20 bolts or (b) any simple weapon

- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- leather armor, any simple weapon, and two daggers

CHARNEL TOUCH

Negative energy flows through a dread necromancer's body, concentrating in your hands. You gain a new attack option that you can use with the Attack action, but not more than once per action. This special attack is a melee spell attack. You are proficient with it, and you add your Charisma modifier to its attack and damage rolls, instead of your Dexterity or Strength. Its damage is necrotic, and its damage die is a d8. At 5th level it increases to 2d8; at 11th level, to 3d8; at 17th level, to 4d8.

Against an undead target, this effect deals no damage and instead heals for the same amount.

SPELLCASTING

Although you are an arcane caster, you prepare spells like a cleric does. You do not pray to a god; rather, you feel inwards and summon the spells to your fingertips.

CANTRIPS

At 1st level, you know three cantrips of your choice from the dread necromancer spell list. You learn additional dread necromancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Dread Necromancer table.

PREPARING AND CASTING SPELLS

The Dread Necromancer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of dread necromancer spells that are available for you to cast, choosing from the dread necromancer spell list. When you do so, choose a number of dread necromancer spells equal to your Charisma modifier + your dread necromancer level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dread necromancer spells, since your willpower is what drives your spells. You use your Charisma whenever a dread necromancer spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dread necromancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast a dread necromancer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your dread necromancer spells.

DARK SECRETS

You have mined the depths of your soul for secrets of dark magic. You can add two new spells to your spell list from any other spell list. The spells must be of a level you can cast and they must be of the necromancy school or impose exhaustion or the frightened condition. These spells count as dread necromancer spells for you.

If they are 1st level or higher, you can then prepare them as you would prepare any other spell on your list. If they are cantrips, they do not count against your number of cantrips known.

You gain an additional two new spell at 4th, 8th, and 12th level. When you gain a level in this class, you can replace one dark secret with a different spell.

DARK PATH

When you reach 2nd level, you choose a dark path, shaping your practice of magic through one of several schools.

Your choice grants you features at 2nd level and again at 6th, 10th, 14th, and 18th level.

CHANNEL NEGATIVE ENERGY

At 2nd level, you start with three abilities: Rebuke Undead, Control Undead, and an effect determined by your path. Some paths grant you additional effects as you advance in levels, as noted in the path description.

When you use your Channel Negative Energy, you choose which effect to create. You must then finish a short or long rest to use your Channel Negative Energy again.

Some Channel Negative Energy effects require saving throws. When you use such an effect from this class, the DC equals your dread necromancer spell save DC.

Beginning at 6th level, you can use your Channel Negative Energy twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

REBUKE UNDEAD

You can channel negative energy to make undead awestruck. As an action, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is rebuked for 1 minute or until it takes any damage.

A rebuked creature must spend its turns cowering in awe. It is incapacitated and can't move. The rebuked automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

CONTROL UNDEAD

As an action, you target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Negative Energy option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

EYES OF THE GRAVE

Beginning at 3rd level, when an undead under your control is within 100 feet of you, you gain the ability to use the senses. As an action, you can see through the undead's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the undead has. During this time, you are deaf and blind with regard to your own senses.

You can also use this power on any willing, free-willed undead.

At 11th level, you can use this power on any undead you control, wherever it is.

AURA OF DOOM

Starting at 3rd level, you project a commanding aura that heightens the will to kill of undead around you. All undead of your choice within 10 feet add your Charisma modifier to damage rolls.

The range of your aura of doom increases to 30 feet at level 15.

FEAR AURA

Starting at 5th level, you can choose to emit a 5-foot-radius aura of supernatural fear. As a bonus action, you can raise or lower the aura. Each creature of your choice that starts its turn in the aura or that enters it during its turn must make a Wisdom saving throw.

On a failed save, the creature becomes uneasy and hesitant for 24 hours or as long as it remains in the aura. Creatures immune to being frightened are immune to this effect. While affected in this way, it can't willingly move closer to you, and it has disadvantage on attack rolls against you and ability checks. Leaving the aura suppresses the effect, but if the creature returns it immediately resumes. Any ability that removes the frightened condition can remove this effect. A target that succeeds on the saving throw is immune to your fear aura for the next 24 hours.

COMMAND UNDEAD

Starting at 5th level, when an undead of CR 1/2 or lower fails its saving throw against your Rebuke Undead feature, you can place the creature under your permanent control. The CR of undead increases as you gain levels.

Dread Necromancer Level Commands Undead of CR...

5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

You can command up to your Charisma modifier + your dread necromancer level of undead in this way. If you attempt to command more undead after already being at this limit, you must first release control of other undead.

UNLIVING INFUSION

By 7th level, you have begun to be resistant to the worst effects of the undead. You gain resistance to necrotic damage and immunity to disease. At 9th level, your maximum HP cannot be reduced. At 13th level, you gain immunity to necrotic damage. At 17th level, your ability scores cannot be reduced, and you no longer need to breathe.

CLOAK OF UNLIFE

At 15th level, mindless undead recognize you as one of their own and will not attack you unless provoked. You gain advantage on Charisma checks made to interact with sentient undead.

Image used:
"Battle Buddies"
by TheFirstAngel

KEEPER OF SECRETS

Beginning at 16th level, you become a true master of necromancy. All spells that would qualify for your Dark Secrets feature are added to your spell list. You can prepare them normally.

APOTHEOSIS OF UNLIFE

At 20th level, you can permanently transform yourself into an undead of immense power (typically a lich). If you choose lich, apply the template below. Otherwise, choose from the following list:

- Skull Lord
- Mummy Lord
- Death Knight
- Nightwalker

Your DM may make other types available to you, at his or her discretion. You do not gain any spellcasting from your new form, and you retain your HP, Saves, Ability Scores, Skills, and class features.

Image used:
"Skeleton"
by Brian Snoddy



DARK PATHS

PATH OF THE NIGHTMARE

"Fear cuts more deeply than any sword, consumes more completely than any spell. It rages like a conflagration, burning away the flesh of the weak, burning the weakness out of the strong. Fear is power, and that power is mine."

—Illyra Zorren, dread witch, to her first apprentice

Also called dread witches, Nightmare Path dread necromancers use fear as their deadliest weapon. As you grow in power, you can bring fear even to the hearts of paladins, liches, and inevitables.

NIGHTMARE PATH FEATURES

Dread Necro Level Feature

2nd	Bonus Proficiencies, Frighten, Channel Negative Energy: Invoke Terror
6th	Fearsome Will
10th	Penetrating Fear, Improved Fear Aura
14th	Absorb Fear
18th	Reflective Fear

BONUS PROFICIENCIES

You become proficient in Intimidation, and you add twice your proficiency bonus to Intimidation checks.

FRIGHTEN

As an action, choose one creature other than yourself within 120 feet that you can see. The target must succeed on a Wisdom saving throw or become frightened of you. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

CHANNEL NEGATIVE ENERGY: INVOKE TERROR

As an action, you channel the darkest emotions and focus them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see or hear you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

FEARSOME WILL

Starting at 6th level, you gain proficiency in Wisdom saves and advantage on saves against being frightened.

PENETRATING FEAR

Starting at 10th level, you can even frighten creatures that are immune to being frightened. Such creatures instead have advantage on saves against being frightened by you.

IMPROVED FEAR AURA

At 10th level, the radius of your Fear Aura increases to 15 feet.

ABSORB FEAR

Starting at 14th level, when you are targeted by an effect that would frighten you, your spells are considered to be cast in a slot 1 level higher than the slot used for as long as the fear would persist. You gain this benefit whether or not you save against the effect.

REFLECTIVE FEAR

Starting at 18th level, if you successfully save against being frightened, the effect is reflected back. The creature that attempted to frighten you must immediately make a save against its own ability or be frightened of you.

PATH OF THE CENTURION

For some necromancers, what is best in life is control over a massive horde of undead.

CENTURION PATH FEATURES

Dread Necro Level Feature

2nd	Undead Substitution, Channel Negative Energy: Aura of Defiance
6th	Undead Thralls
10th	Corpsecrafter
14th	Advanced Corpsecrafter
18th	Lord of Bones

UNDEAD SUBSTITUTION

When you create an undead, you can replace it with any undead of equal or lower CR. For example, you could use *animate dead* to create a gnoll witherling (Volo's Guide to Monsters) or a yellow musk zombie (Tomb of Annihilation).

CHANNEL NEGATIVE ENERGY: AURA OF DEFIANCE

As an action, you bolster the will of the undead. For 1 minute, you and all undead under your control are immune to being turned, and have advantage on saves against being charmed or frightened.

UNDEAD THRALLS

At 6th level, you always have *Animate Dead* prepared, and it doesn't count against the number of spells you can have prepared. When you cast a spell that animates the dead or creates undead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your dread necromancer level.
- The creature adds your proficiency bonus to its weapon damage rolls.

CORPSECRAFTER

At 10th level, you have learned to customize your undead to your needs. When you create an undead, you can choose up to 2 of the following benefits to grant it:

- **Mighty Flesh:** Its Strength score increases by 4, and it gains bonus hit points equal to twice its hit dice.
- **Resistant:** It has advantage on saves against being turned.
- **Funeral Shrouds:** It cannot be detected by *divine sense*, *detect good and evil*, or similar effects.
- **Necrotic Retribution:** Upon death, it explodes with negative energy, doing half its maximum hit points as necrotic damage. Undead are instead healed for this value. A Constitution save against your spell DC halves the damage.
- **Shadowborn:** It can see in magical darkness. It gains advantage on Stealth while in magical darkness.
- **Nimble Bones:** It gains +5 on Initiative checks, and it can take the Dash action as a bonus action.

ADVANCED CORPSECRAFTER

Beginning at 14th level, you have learned even mightier secrets of undead creation. When you create an undead, you can choose one of the following benefits to grant it:

- **Regeneration:** It regains 1 hit point at the start of its turn. If the undead takes radiant damage, this trait doesn't function at the start of the troll's next turn. The undead dies only if it starts its turn with 0 hit points and doesn't regenerate. Undead with **Necrotic Retribution** cannot regenerate from exploding.
- **Hardened Bones:** Its natural armor increases by an amount equal to your proficiency bonus.
- **Elemental Corpse:** Its melee attacks do an extra 1d12 damage of a type of your choice, and it is immune to this damage type.
- **Magical Dead:** It can cast one cantrip you can cast at will, and it can cast one first-level spell you can cast once a day.

LORD OF BONES

At 18th level, the amount of undead you can create or reassert control over with a single casting of a spell triples, as does the amount you can control with your Rebuke Undead.

PATH OF THE RIDER

Some necromancers live to create the best and the mightiest undead. You are one of these, binding one to your personal service and customizing it to fit your needs.

RIDER PATH FEATURES

Dread Necro Level	Feature
2nd	Bonus Proficiencies, Create Bonded Undead, Channel Negative Energy: Bolster Undead
6th	Necrotic Bond
10th	Dark Tactics
14th	Guardian Spirit
18th	Greater Bonded Undead

BONUS PROFICIENCIES

You gain proficiency with medium armor and shields, and with alchemists' tools.

CREATE BONDED UNDEAD

With 8 hours in a laboratory and appropriate materials, you can create a single undead with a CR equal to half your level (rounded down). This costs $100 * CR^2$ gold. The resulting creature is your bonded undead. It serves you loyally without needing to be magically commanded, though rival dread necromancers can rebuke it themselves.

You can change the form of the bonded undead to any other undead of its CR or lower with 8 hours in a laboratory. Once you have "paid up" to a certain CR, you can freely change your undead between any form and CR up to that CR. See the formula below for calculating how much increasing your CR cap costs:

CR cost: $100 * ((\text{new CR})^2 - (\text{highest CR you've paid for})^2) \text{gp}$

So, for example, if you have paid up to CR 4 and you want to upgrade to a CR 5 creature, you compute:

CR cost: $100 * (5^2 - 4^2) = 900 \text{ gp}$

Your undead can either be one in the sourcebooks, or it can be an undead version of a living creature. See the Zombified Creature, Skeletal Creature, Mummified Creature, Ghoulish Creature, and Umbral Creature templates at the end of this book.

CHANNEL NEGATIVE ENERGY: BOLSTER UNDEAD

As an action, you target one undead creature you can see within 30 feet of you. The undead gains advantage on all attack rolls and saving throws for 1 minute.

NECROTIC BOND

At 6th level, you form a tighter bond with your bonded undead. As long as the two of you can see each other, neither of you can be frightened. Additionally, when you cast any spell that affects other creatures that you can see, you can choose to make your bonded undead automatically succeed on its saving throws against the spell. Your bonded undead takes no damage if it would normally take half damage on a successful save.

DARK TACTICS

At 10th level, you can coordinate with your bonded undead. When you attack a target, or force it to make a saving throw, your bonded undead can use its reaction to make one attack against the target.

GUARDIAN SPIRIT

By 14th level, you have learned the secret of binding your lifeforce to your bonded undead. Any time you take damage, you can choose to transfer part of the damage to your bonded undead. If your bonded undead is within 60 feet of you, you can transfer half of any damage you take (rounded up) to your bonded undead.

GREATER BONDED UNDEAD

At 18th level, your bonded undead can be of a CR up to your level.

PATH OF THE SPIRITCATCHER

The path of the spiritcatcher deals with ghosts, spectres, wraiths, and other incorporeal undead. Some who follow this path torture their victims into an eternity in service, while others seek out already-existing incorporeal beings and offer them a new purpose in unlife.

SPIRITCATCHER PATH FEATURES

Dread Necro Level	Feature
2nd	Expanded Spell List, Spirit Lore, Spirit Sight, Channel Negative Energy: Ghost Walk
6th	Ghostly Evasion
10th	Whispers of the Grave
14th	Cloak of Spirits
18th	Channel Negative Energy: Wrath of the Spirits

EXPANDED SPELL LIST

The following spells are added to the dread necromancer spell list for you.

Spell Level Spells

1st	<i>commune with shade, magic missile</i>
2nd	<i>invisibility, see invisibility</i>
3rd	<i>blink, Leomund's tiny hut, remove curse</i>
4th	<i>arcane eye, Otiluke's resilient sphere</i>
5th	<i>sepulchral gaze of Chronopsis, wall of force</i>

SPIRIT LORE

Whenever you make an Intelligence (Arcana) or Intelligence (religion) check related to incorporeal undead, you are considered proficient in the Arcana or Religion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

SPIRIT SIGHT

You can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.

CHANNEL NEGATIVE ENERGY: GHOST WALK

Starting at 2nd level, as an action, you focus inward and become like a ghost. For one minute, you gain the following trait:

Incorporeal Movement. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You also gain the following action option:

Etherealness. You enter the Border Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.

GHOSTLY EVASION

Starting at 6th level, you can leap into the Ethereal plane as an instant, almost instinctual reaction to danger. When you would take damage and are on a plane that borders the Ethereal, you can use your reaction to shift into the Ethereal plane. You take no damage unless the source of damage affects ethereal targets normally, and return to the spot you left at the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

BIND THE SOUL

At 10th level, you learn the secret of manipulating souls. When you kill a living creature with an Intelligence of at least 8, you can make a spellcasting ability check against DC 15. On a success, it rises as a ghost. The ghost is under your control, and obeys your orders unquestioningly. It remains for 1 minute or until your concentration is broken (as if concentrating on a spell).

CLOAK OF SPIRITS

By 14th level, the spirits guard you from crossing over to their realm. When you drop to 0 hit points, you can expend a 5th level or higher spell slot to immediately regain 1 hit point (no action required).

CHANNEL NEGATIVE ENERGY: WRATH OF THE SPIRITS

At 18th level, you can call upon the spirits to bring doom to your foes. As an action, choose any number of creatures within a 90 foot cone. All affected creatures suffer disadvantage on all saves until your concentration ends (as if concentrating on a spell), up to one minute.

Image used:

["Card Image - Banshee"](#)
by reaper78



PATH OF THE PLAGUEBRINGER

Pestilence, death, decay. The Plaguebringer, also called a cancer mage, introduces these horrors to his or her foes.

If you are playing a cancer mage, consider asking your DM to incorporate more diseases. Two good lists are [here](#) and [here](#).

PLAGUEBRINGER FEATURES

Dread Necro Level	Feature
2nd	Disease Host, Channel Negative Energy: Infect
6th	Viral Agent
10th	Scabrous Touch
14th	Soul of Resilience
18th	Disease Form

DISEASE HOST

You suffer no ill effects of diseases, except for purely cosmetic ones such as boils, pockmarks, watery eyes, blackened skin, hair loss, foul smell, and so on. You become a carrier of every disease you encounter, though you remain immune to their effects. You do not gain immunity to disease from Unliving Infusion, but you do gain the power to hide all cosmetic effects if you so please.

CHANNEL NEGATIVE ENERGY: INFECT

As an action, you target one creature within 60 feet that you can see, blasting it with a disease drawn from your own body. That creature's immune system is compromised by the flood of negative energy, giving disadvantage on Constitution saves for the next minute. If the creature takes piercing or slashing damage before the end of your next turn, it is afflicted with one disease that you carry of your choice.

The disease can spread to other creatures as normal.

VIRAL AGENT

At 6th level, you befriend a disease or virus that infests your body. You sacrifice one point of intelligence to make it smarter. You have a telepathic agent with this disease that functions at a range of one mile per class level of the cancer mage.

You can attempt to infect a target with your viral agent, using your *infect* ability or any spells or effects that spread disease. If successful, the viral agent can tell you telepathically what its host experiences. In all other respects, the viral agent is a normal disease; if the victim fights it off or a *lesser restoration* spell is used, the disease and the viral agent die. You regain the Intelligence point 24 hours after the viral agent dies. You can create as many viral agents as you are willing to devote Intelligence points toward.

SCABROUS TOUCH

Starting at 10th level, you can cast *contagion* without requiring any components. You regain the ability to do this after you finish a short or long rest.

SOUL OF RESILIENCE

The viruses cultivating within your body have made both your mind and your body more resilient. Beginning at 14th level, you are proficient in all saving throws.

DISEASE FORM

At 18th level, you gain the ability to transform into a disease once per day. (This ability also affects any gear you are wearing or carrying) As a disease, you are intangible and invisible to standard methods of observation, even blindsight. Creatures with the scent ability note a foulness in the air. You cannot move, except with the wind (if any), or within a host.

Transforming into a disease is an action, and when you take this action you can attempt to infect a living creature within 100 feet. A potential victim must succeed at a Constitution save against your spell save DC to avoid being infected with you. Any creature that comes within 10 feet of a cancer mage in disease form is subject to the saving throw to resist infection as well.

Once inside an infected host, 24 hours pass before any symptoms become visible. After that point, the creature gains one level of exhaustion. At the end of each long rest, an infected creature must make a Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease. The victim has no way of knowing that you are anything other than a normal illness.

You travel with the victim, aware of whatever the victim is aware of. A number of times per day equal to your Charisma bonus, you can attempt to force the victim to take one round's worth of actions of your choosing; a successful Wisdom save against your spell save DC allows the victim to resist this. While controlling your victim, you have access to all skills, feats, spells, and special abilities of the host, plus any of your own that you can use in your disembodied state.

You can leave your host at any time, allowing the victim to recover normally. The victim can also attempt to force you out by making Constitution saves as if you were a normal disease. Medicine checks help the victim as they would normally. A *lesser restoration* spell kills you if you fail a Constitution save (DC of the caster's save DC). Even if you succeed at the saving throw, you are forced to reassume your material form adjacent to the victim.

You can remain in disease form as long as you desire, or you can return to your natural form and be done with the disease form for that day. While in disease form, you do not need to eat, sleep, drink, or breathe, and you do not age. You could remain dormant in a room for a hundred years, then take on your material form or infect a new victim.

"Necromantic metabolism and faith are indistinguishable. What is animation of fallow tissue if not faith so pure and undiluted that it can reach past the grave?"

—Gulthias, vampiric head of Ashardalon's Cult

PATH OF THE DEATH MASTER

The death master is a champion of Orcus, sent to murder the living and raise them as undead. Almost everyone who follows this path is completely and irredeemably evil, but once in an age Orcus bestows this power on a good-hearted soul, presumably to delight in their horror and self-loathing.

DEATH MASTER FEATURES

Dread
Necro
Level

Feature

2nd	Bonus Proficiencies, Master of the Dead, Channel Negative Energy: Cull the Herd, Fell Animate
6th	Vile Magic
10th	Executioner
14th	Greater Culling
18th	Leech

BONUS PROFICIENCIES

You gain proficiency with all martial weapons, and with the poisoner's kit. Scythes are popular among death masters.

MASTER OF THE DEAD

As a herald of Orcus, you are the unquestioned master of the living dead. An undead creature must make a Charisma save vs. your spell save DC in order to attack you in any way. If the undead creature's save fails, the undead creature cannot take any aggressive action against you for 24 hours. If the undead creature succeeds in this save, it can act normally for 24 hours. After this time, it must save again.

While under the effects of this ability, an undead creature cannot take any direct action against you, but it could order its minions to attack, cast spells to boost its allies who can attack you, and so on.

Undead creatures with an Intelligence score of 6 or less automatically fail this save unless another creature controls them, such as another dread necromancer. In this case, the creature that controls the unintelligent undead makes a save on its behalf.

CHANNEL NEGATIVE ENERGY: CULL THE HERD

As an action, you call upon Orcus's power to slay the weak and helpless. All creatures with 5 hit points or below must make a Constitution saving throw against your spell save DC. On a failure, they die instantly. Sleeping or unconscious creatures at 5 hit points or lower receive no save; they automatically die. Additionally, all animals without stats (such as nonmonstrous insects) within range automatically die. You do not need line of sight to the creatures.

Creatures killed in this way rise in 24 hours as free-willed undead of the DM's choosing (typically zombies, although if a large amount die at once a casurua would be very appropriate).

FELL ANIMATE

When you kill a humanoid, it rises as a zombie under your control for 1 minute. It then becomes inert, but it can be animated normally later (and Cull the Herd will still animate it 24 hours later).

Image used:

["Keep Away the Dead"](#)

by RobShields

VILE MAGIC

Beginning at 6th level, all damage you do with spells, Channel Negative Energy, and Charnel Touch is considered vile damage.

VILE DAMAGE?

Vile damage does not represent a specific type, but rather a trait any type of damage can have (for example, there could be vile force damage, or vile necrotic damage). It represents a horrific violation to a character's body or soul. Vile damage cannot be healed naturally, and can only be magically healed if the magic is cast within the area of a *hallow* spell, consecrated or desecrated ground, or a similarly divine place. Note that the *hallow* need not be dedicated to a good deity.

EXECUTIONER

At 10th level, you draw power from taking lives. After you personally kill a sentient creature, you gain advantage on all saving throws until the end of your next turn.

GREATER CULLING

At 14th level, the range of your Channel Negative Energy: Cull the Herd increases to 600 feet, and the threshold increases to 10 hit points.

LEECH

Starting at 18th level, whenever you kill a creature, you regain hit points equal to your class level. You don't gain this benefit for killing constructs or undead.

Next page's image used:

["At the Mountains of Madness"](#)

by mf-jeff



NEW SPELLS

SPELL LISTS

DREAD

NECROMANCER

CANTRIPS (0 LEVEL)

Backbiter †
Black Orb †
Blood Transfusion †
Bone Dance †
Chill Touch
Dancing Lights
Disrupt Undead †
Friends
Minor Illusion
Prestidigitation
Reaving Aura †
Spare the Dying
Toll the Dead **XGTE**
Virulence †
Watchful Eye †

1ST LEVEL

Bane
Bestow Wound †
Cause Fear **XGTE**
Call Undead (ritual) †
Claw of Mellifleur †
False Life
Find Undead Familiar †
Ghoul Touch †
Hex
Ice Knife **EE**
Identify Undead †
Inflict Wounds
Ray of Sickness

2ND LEVEL

Animate Skeletal Butler
(Ritual) †
Blindness/Deafness
Command Undead †
Consecrate/Desecrate
Darkness

I have used the following conventions:

- Spells with **XGTE** are found in Xanathar's Guide to Everything.
- Spells with an **EE** are found in the Elemental Evil Player's Companion.
- Spells with an † are described below.

All spells listed for classes beside the dread necromancer are new spells.

Darkvision
Death Knell †
Disguise Undead †
Gentle Repose (ritual)
Halt Undead †
Hold Person
Phantasmal Force
Ray of Enfeeblement
Spectral Hand †
Shadow Blade **XGTE**
Shroud of Undeath †

3RD LEVEL

Animate Dead
Bestow Curse
Dispel Magic
Fear
Life Transference **XGTE**
Magic Circle
Speak with Dead
Summon Undead Minions †
Vampiric Touch

4TH LEVEL

Blight
Create Karnathi Undead †
Create Necropolitan (ritual) †
Evard's Black Tentacles
Giant Insect
Night's Mantle †
Phantasmal Killer

5TH LEVEL

Contagion
Contact Ancient Spirits
(ritual) †
Cloudkill
Danse Macabre **XGTE**
Enervation **XGTE**
Fire in the Blood †
Geas
Hallow

Insect Plague
Mass Inflict Wounds †
Negative Energy Flood **XGTE**
Planar Binding
Raise Dead

6TH LEVEL

Circle of Death
Conjure Undead †
Create Undead
Eyebite
Harm
Magic Jar
Revive Undead †
Undeath to Death †

7TH LEVEL

Etherealness
Finger of Death
Greater Harm †
Regenerate
Symbol
Waves of Exhaustion†

8TH LEVEL

Abi Dalzim's Horrid Wilting
XGTE
Demiplane
Devastate Undead †

9TH LEVEL

Imprison Soul †
Mass Harm †
Plague of Undead †
Power Word Kill
Undead Creation †
Wail of the Banshee †
Weird

BARD

CANTRIPS (0 LEVEL)

Arcane Mark

Black Orb
Reaving Aura

1ST LEVEL

Angry Ache
Dirge
Glimpse of Fear
Missteps
Rotted Warning (ritual)

2ND LEVEL

Curse of Impending Blades
Dance of Ruin
Phade's Fearsome Aspect
Reveille
Tvash-prull's Bonefiddle
Vertigo

3RD LEVEL

Bestow Eternal Curse
Vision of Fear

4TH LEVEL

Aboleth Curse
Skull Eyes

5TH LEVEL

Dreaming Puppet
Ghost Storm

6TH LEVEL

Wail of Doom

7TH LEVEL

Control Undead

8TH LEVEL

Wave of Pain

9TH LEVEL

Familial Geas

CLERIC

CANTRIPS (0 LEVEL)

Black Orb
Bone Dance
Necrosurgery
Reaving Aura

1ST LEVEL

Angry Ache
Blade of Pain and Fear
Bleeding Disease
Bless These Hands, Curse
Those Claws
Deathwatch (ritual)
Detect Return (ritual)
Disanimate (ritual)
Frostburn
Ghoul Light
Hemorrhage
Necrotic Awareness (ritual)
Painless Death (ritual)
Putrefy Food and Drink
(ritual)
Renew the Tide of Unlife
(ritual)
Slow Consumption
Spawn Screen (ritual)
Suspend Disease (ritual)
Styptic
Touch of Jorasco
Vigor

2ND LEVEL

Black Talon
Consecrate/Desecrate
Dance of Ruin
Death Knell
Ease Pain (ritual)
Execration
Ghoul Glyph
Holy Fire
Mark of the Outcast
Sticks and Stones

3RD LEVEL

Bestow Eternal Curse
Crown of the Grave
Clutch of Orcus
Irian's Light
Mabar's Darkness
Rain of Terror
Rejuvenative Corpse
Rigor Mortis

Soul Charge
Shivering Touch
Skull Watch

4TH LEVEL

Create Karrnathi Undead
Create Necropolitan (ritual)
Create Spirit Idol (ritual)
Delay Death
Infallible Servant (ritual)
Reconstitute Body
Sheltered Vitality
Wrack

5TH LEVEL

Bleed
Charnel Fire (ritual)
Consumptive Field
Mass Inflict Wounds
Necrotic Skull Bomb
Oath of Blood
Sepulchral Gaze of
Chronopsis
Touch of Vecna

6TH LEVEL

Blizzard
Breath of Pestilence
Necroticizing Claw of
Falazure
Revive Undead
Unfetter Undead

7TH LEVEL

Barghest's Feast (ritual)
Evil Glare
Greater Harm
Necrotic Curse
Pact of Return
Panacea
Phoenix Fire
Ravage
Undeath after Death
Withering Palm

8TH LEVEL

Death Pact
Detoxify
Eternal Repose
Mass Death Ward
Renewal Pact
Return
Surelife

9TH LEVEL

Anathema
Familial Geas
Forceful Resurrection
Hero's Blade
Imprison Soul
Plague of Undead

DRUID

CANTRIPS (0 LEVEL)

Reaving Aura
Maggots
Scarecrow
Vermin

1ST LEVEL

Ease of Breath (ritual)
Parching Touch
Putrefy Food and Drink
(ritual)
Suspend Disease (ritual)
Touch of Jorasco
Vigor

2ND LEVEL

Blackrot
Bone Talisman
Dance of Ruin
Dessicate
Desiccating Bubble
Decomposition
Mark of the Outcast
Wracking Touch

3RD LEVEL

Black Sand
Control Temperature (ritual)
Infallible Servant (ritual)
Infestation of Maggots
Junglerazer
Plague Carrier
Possess Animal
Rain of Terror

4TH LEVEL

Miasma of Entropy
Sheltered Vitality

5TH LEVEL

Bleed
Blood of Fire
Choking Sands
Oath of Blood

6TH LEVEL

Blizzard
Breath of Pestilence
Curse of Lycanthropy
Possess

7TH LEVEL

Blood to Water
Panacea
Withering Palm

8TH LEVEL

Detoxify
Plague
Sterilize Water

9TH LEVEL

Anathema
Familial Geas
Hero's Blade

PALADIN

1ST LEVEL

Putrefy Food and Drink
(ritual)
Sacrificial Smite

2ND LEVEL

Ease Pain (ritual)
Execration
Find Skeletal Steed
Mark of the Outcast
Holy Fire

4TH LEVEL

Find Greater Skeletal Steed

5TH LEVEL

Favor of the Martyr
Oath of Blood

RANGER

1ST LEVEL

Ease of Breath (ritual)
Shade's Sight

2ND LEVEL

Curse of Impending Blades

5TH LEVEL

Shrieking Missile

SORCERER

CANTRIPS (0 LEVEL)

Arcane Mark
Backbiter
Black Orb
Disrupt Undead
Reaving Aura
Vermin

1ST LEVEL

Bestow Wound
Blade of Pain and Fear
Ghoul Touch
Glimpse of Fear
Hapless Soul
Parching Touch
Retch
Rime
Shield of Bones

2ND LEVEL

Ashstar
Bone Chill
Bonestaff
Curse of Impending Blades
Dance of Ruin
Death Armor
Dessicate
Desiccating Bubble
Halt Undead
Kelgore's Grave Mist
Life Bolt
Ray of Depletion
Spectral Hand
Sticks and Stones
Stolen Breath
Wracking Touch

3RD LEVEL

Armor of Undeath
Cloak of Blood
Control Temperature (ritual)
Flesh Ripper
Ghoul Gesture
Rain of Terror
Shivering Touch
Soul Charge

4TH LEVEL

Aboleth Curse
Blood Lightning
Ebon Ray of Doom

Feast of Flesh
Icefane Corpse
Otiluke's Suppressing Field
Pain
Rebeking Breath
Shadow Curse
Shadow Leech
Shadow Mastery
Wrack

5TH LEVEL

Belytn's Burning Blood
Blood of Fire
Choking Sands
Cryptwarden's Grasp
Fire in the Blood
Gelid Blood
Ghoul Gauntlet
Grimwald's Graymantle
Kiss of the Vampire
Necrotic Skull Bomb
Nethergaze
Shrieking Missile
Spirit Wall
Skull Eyes
Touch of Vecna
Undying Vigor of the Dragonlords

6TH LEVEL

Arrow of Bone
Ashen Union
Aura of Terror
Blizzard
Breath of Pestilence
Corpsefire
Ectoplasmic Enhancement
Fleshshiver
Necrotic Mist
Necroticizing Claw of Falazure
Shadow Shield
Undeath to Death

7TH LEVEL

Avasculate
Blood to Water
Cheat Death
Control Undead
Death Dragon
Evil Glare
Necrotic Curse
Power Leech

Retributive Enervation

8TH LEVEL

Avascular Mass
Blackfire
Bodak's Glare
Darkstaff
Touch of the Graveborn

9TH LEVEL

Dragon's Teeth
Wail of the Banshee

WARLOCK

CANTRIPS (0 LEVEL)

Arcane Mark
Backbiter
Black Orb
Blood Transfusion
Reaving Aura
Preserve Organ
Vermin
Watchful Eye

1ST LEVEL

Bless These Hands, Curse Those Claws
Feast on Life
Ghost Light
Ghoul Touch
Glimpse of Fear
Hapless Soul
Slow Consumption

2ND LEVEL

Black Talon
Bonestaff
Dance of Ruin
Death Knell
Phade's Fearsome Aspect
Possess Trapper
Sticks and Stones

3RD LEVEL

Boneblade
Boneblast
Clutch of Orcus
Curse Tablet
Dread Blast
Rain of Terror
Shivering Touch
Skull Watch

4TH LEVEL

Aboleth Curse
Feast of Flesh
Manifest Desire
Manifest Nightmare
Shadow Leech
Shadow Mastery
Vecna's Malevolent Whisper
Wither Limb

5TH LEVEL

Consumptive Field
Ghoul Gauntlet
Ghost Storm
Nethergaze
Skull Eyes

6TH LEVEL

Ashen Union
Aura of Terror
Corpsefire
Fleshshiver
Necrotic Mist
Necroticizing Claw of Falazure
Possess
Shadow Shield
Soul Scour
Thunguul's Preservation
Undeath to Death

7TH LEVEL

Avasculate
Blood to Water
Cheat Death
Control Undead
Dream Sight
Evil Glare
Pact of Return
Power Leech
Raise Death Hulk
Retributive Enervation
Withering Palm

8TH LEVEL

Avascular Mass
Blackfire
Bodak's Glare
Mantle of Pure Spite
Soul Link

9TH LEVEL

Hide Life
Skyrift

WIZARD

CANTRIPS (0 LEVEL)

Arcane Mark
Backbiter
Black Orb
Bone Dance
Death Grimace
Disrupt Undead
Maggots
Necrosurgery
Preserve Organ
Reaving Aura
Vermin
Watchful Eye

1ST LEVEL

Bestow Wound
Blade of Pain and Fear
Cloak of Dark Power
Commune with Shade (ritual)
Detect Return (ritual)
Disanimate (ritual)
Ghoul Light
Ghoul Touch
Glimpse of Fear
Hapless Soul
Identify Undead (ritual)
Necrotic Awareness (ritual)
Parching Touch
Renew the Tide of Unlife (ritual)
Retch
Restful Slumber (ritual)
Rotted Warning (ritual)
Shade's Sight
Shield of Bones
Slow Consumption
Suspend Disease (ritual)

2ND LEVEL

Animate Skeletal Butler (Ritual)
Ashstar
Bone Chill
Bonestaff
Curse of Impending Blades

Dance of Ruin
Death Armor
Dessicate
Desiccating Bubble
Disguise Undead
Exhume (ritual)
Ghoul Glyph
Halt Undead
Kelgore's Grave Mist
Life Bolt
Possess Trapper
Ray of Depletion
Shroud of Undeath
Spawn Screen (ritual)
Spectral Hand
Sticks and Stones
Stolen Breath
Wracking Touch

3RD LEVEL

Armor of Undeath
Bestow Eternal Curse
Boneblade
Cloak of Blood
Control Temperature (ritual)
Crown of the Grave
Curse Tablet
Feign Life (ritual)
Infallible Servant (ritual)
Invigoration of Undeath
Junglerazer
Rain of Terror
Rejuvenative Corpse
Shivering Touch
Skull Watch
Undead Conduit
Undead Lieutenant
Unliving Weapon
Vision of Fear

4TH LEVEL

Animate Infectious Zombie
Create Karnathi Undead
Create Necropolitan (Ritual)
Dream Walk
Ebon Ray of Doom
Feast of Flesh

Icefane Corpse
Manifest Desire
Manifest Nightmare
Night's Mantle
Otiluke's Suppressing Field
Pain
Rally of the Damned
Rebeking Breath
Shadow Curse
Shadow Leech
Shadow Mastery
Vecna's Malevolent Whisper
Wrack

5TH LEVEL

Beltyn's Burning Blood
Blood of Fire
Choking Sands
Cryptwarden's Grasp
Door of Decay
Elemental Shroud
Gelid Blood
Ghost Storm
Ghoul Gauntlet
Grimwald's Graymantle
Kiss of the Vampire
Necrotic Skull Bomb
Nethergaze
Oath of Blood
Sepulchral Gaze of Chronopsis
Shrieking Missile
Soul Shackles (ritual)
Spirit Wall
Skull Eyes
Touch of Vecna

6TH LEVEL

Animate Dread Warrior
Arrow of Bone
Ashen Union
Aura of Terror
Blackwater Taint
Brainkill
Breath of Pestilence
Corpsefire
Ectoplasmic Enhancement

Fleshshiver
Kyristan's Malevolent Tentacles
Martyr's Death
Necrotic Mist
Necroticizing Claw of Falazure
Revive Undead
Shadow Shield
Soul Scour
Thunguul's Preservation
Undeath to Death
Unfetter Undead

7TH LEVEL

Avasulate
Awaken Undead
Barghest's Feast (ritual)
Cheat Death
Control Undead
Evil Glare
Necrotic Curse
Power Leech
Raise Death Hulk
Retributive Enervation
Undeath after Death
Waves of Exhaustion

8TH LEVEL

Avascular Mass
Blackfire
Bodak's Glare
Darkstaff
Devastate Undead
Eternal Repose
Heart of Stone
Sterilize Water
Touch of the Graveborn

9TH LEVEL

Dragon's Teeth
Familial Geas
Hide Life
Plague of Undead
Raise City
Wail of the Banshee

SPELL DESCRIPTIONS

Almost all of the spells listed below are learnable through a dread necromancer's Advanced Learning feature. Some cannot, and are instead included for another subclass, or simply fit with the overarching theme of dark magic. A few (such as Life Bolt and Sheltered Vitality) would be of immense interest to an undead-hunter.

CANTRIPS

ARCANE MARK

Transmutation cantrip

(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

This spell allows you to inscribe your personal rune or mark on an object not larger than one cubic foot. The writing can be visible or invisible.

An *arcane mark* spell enables you to etch the rune upon any substance (even stone or metal) without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible.

See invisibility and *true seeing* likewise allow the user to see an invisible *arcane mark*.

The mark cannot be dispelled, but it can be removed by the caster. If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

No two casters can have the same *arcane mark*, though very similar ones are possible. After you decide on an appearance for your mark, you cannot change it without a *wish* spell.

BACKBITER

Necromancy cantrip

(Dread Necromancer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wickedly curved dagger)

Duration: 1 minute or until discharged

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink.

You cast this spell on any melee weapon within range. The next time that weapon is used to make a melee attack, its shaft or hilt twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC. Sentient magic items may make a Wisdom saving throw, negating the spell on a success. This spell has no effect on natural weapons such as claws.

The wielder gets no warning or knowledge of the spell's effect on its weapon.

BLACK ORB

Evocation cantrip

(Bard, Cleric, Dread Necromancer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of obsidian)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, no nonmagical light can penetrate within 10 feet of the object. Although this is a spell, the darkness created in this way is considered nonmagical darkness. Completely covering the object with something opaque blocks the shadow. The spell ends if you cast it again or dismiss it as an action. Any magical light dispels *black orb*, and darkvision can see through it.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

BLOOD TRANSFUSION

Necromancy cantrip

(Dread Necromancer, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one willing, living creature and either transfer hit points to it or away from it. You can give up any number of your own hit points to the creature, or siphon away however many it is willing to give to yourself.

Alternatively, you can act as a middleman between two willing, living creatures, transferring hit points between them as they wish.

Blood transfusion cannot be used to transfer hit points to or from undead or constructs.

BONE DANCE

Necromancy cantrip

(Cleric, Dread Necromancer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a crude puppet)

Duration: 1 minute

You create a minor necromantic effect that lasts for the duration. The spell also ends if you dismiss it as an action or cast this spell again. You can create one of the following effects in one target corpse or pile of bones:

- An intact corpse moans or a skeletal corpse's teeth chatter.
- A skeletal or fleshy arm or hand grabs something or someone (harmless, but disturbing).
- An intact corpse or skeleton stands, and can move at a rate of 10 feet.
- Your voice issues forth from a corpse (you cannot cast verbal spells while this option is in effect).
- An intact corpse or skeleton sits up.
- A head with eyes opens them.

DEATH GRIMACE

Necromancy cantrip

(Wizard)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You mark a corpse with a particular magical "signature", thus identifying yourself (truthfully or falsely) as the murderer. Some assassins use this signature as a sort of calling card, while others use it as a way to prove that they earned their pay.

The signature can take many forms: a specific expression on the face of the corpse (hence the name of the spell), an actual rune, a word written on the corpse's flesh, a discoloration of one eye, and so on.

DISRUPT UNDEAD

Necromancy cantrip

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You direct a ray of gold-white energy at one creature with in range. Make a ranged spell attack. On a hit, the target takes 1d8 radiant damage.

If you hit an undead target, it must succeed on a Constitution saving throw or be incapacitated until the end of its next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MAGGOTS

Necromancy cantrip

(Druid, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, M (a dead maggot)

Duration: 1 hour

You create a swarm of maggots from any dead flesh—even cooked meat is subject to this spell. These maggots cause no damage but immediately begin to devour any dead matter they come in contact with. Most often used to strip bones for skeletons, to destroy remains so that they cannot be raised from the dead, or to terrify guests at the dinner table. The maggots disappear when the spell ends. The spell ends if you cast it again or dismiss it as an action.

NECROSURGERY

Necromancy cantrip

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sharp razor or blade)

Duration: Instantaneous

You touch one willing creature, killing off the infected cells already within and vaccinating the others. The creature takes 1 point of necrotic damage, but gains advantage on its next save against a disease, as long as that save is made within 24 hours.

PRESERVE ORGAN

Necromancy cantrip

(Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of natron)

Duration: Permanent

This spell is most commonly used by priests in cultures that revere the dead, mummifying their rulers and encasing them in grand sarcophagi. It preserves the organ touched from decaying while the spell lasts.

REAVING AURA

Necromancy cantrip

(Cleric, Dread Necromancer, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (10 foot radius)

Components: V

Duration: Instantaneous

All creatures of your choice within range take 1 necrotic damage. Many a rat has met its death in a wizard's tower to this spell.

The spell's radius increases by 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

SCARECROW

Necromancy cantrip

(Druid)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one beast you can see within range. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SICKENING GRASP

Necromancy cantrip

(Dread Necromancer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of ipecac syrup)

Duration: Concentration, up to 1 minute

Make a melee spell attack against a creature within your reach. On a hit, you wreak havoc on its organs, dealing 1d6 poison damage, and it must make a Constitution saving throw. On a failure, it is poisoned for the duration. It can make a Constitution saving throw against your spell save DC at the end of each of its turns, ending the effect on a success.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

VERMIN

Necromancy cantrip

(Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call roaches, flies, spiders, centipedes, or other vermin to you. They deal no damage and are not under your control, but they may startle animals, ruin food, and drive humanoids out of the area in disgust.

VIRULENCE

Necromancy cantrip

(Dread Necromancer, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of flesh from someone who died from poison or disease)

Duration: 1 minute or until discharged

You weaken one creature's immune system. The creature must make a Constitution saving throw. On a failure, it takes disadvantage on its next save against a poison or disease made while the spell lasts. After this save is made, or if you cast the spell again, the spell ends.

WATCHFUL EYE

Necromancy cantrip

(Dread Necromancer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a preserved eyeball)

Duration: 1 hour

You enchant an eyeball to watch over all it sees and magically remember what passes before it. The eyeball cannot move, cannot see anything beyond 30 feet, and the eye does not gain darkvision or other special sight unless further enchanted (eyes from creatures with such vision retain that when cast—a balor's eye, for instance, still has truesight).

You can pick up the eye at any point during the spell's duration, in which case the spell ends and you see all that the eye has seen if it is still intact. If the eye has been shattered or destroyed, you see nothing. If the eye has been magically blinded, you must make a saving throw against the spell as if you had been its intended target. The eye does not continue to record information past 1 hour, though it can be picked up at any point thereafter.

This spell is an exception to the usual ruling that allows a component pouch or spellcasting focus to replace the material component. You must have an actual, preserved eye to cast this spell, though it can be from any creature.

1ST LEVEL

ANGRY ACHE

1st-level necromancy

(Bard, Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

One creature within range must make a Constitution saving throw. On a failure, its muscles are strained in a very specific way. For the duration, whenever it makes an attack, it suffers 1 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BESTOW WOUND

1st-level necromancy

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small eye agate worth at least 10 gp)

Duration: Instantaneous

You transfer your wounds to another creature. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d12 necrotic damage. This damage can only ever reduce a creature to 0 HP. You regain HP equal to the damage dealt. Consequently, this spell cannot deal damage over the amount of hp that you are missing (you can't transfer wounds you don't have). Resistance to necrotic also reduces the heal, since it reduces the damage done.

For example, if you roll 9 but only have 5 hit points missing, the target only takes 5 necrotic damage. If the creature only had 4 hit points remaining, it only takes 4 necrotic damage, and you are only healed by 4.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

BLADE OF PAIN AND FEAR

1st-level evocation

(Cleric, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A three-foot-long column of disembodied gnashing teeth springs forth from your hand, screaming and chanting with unholy vigor. It counts as a simple melee weapon with which you are proficient. It deals 1d8 psychic damage on a hit and has the finesse and light properties. When you hit a creature with this blade, the creature must make a Wisdom saving throw or be frightened of you until the end of your next turn.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d8.

BLEEDING DISEASE

1st-level necromancy

(Cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Varies (see text)

Generally cast only by evil priests of the gods of pestilence, *bleeding disease* afflicts a random creature within range who has not prayed at a shrine or temple dedicated to your god in over a week. If there are no such targets within range, the spell fails.

The chosen creature must make a Constitution saving throw. On a failure, it suffers bloodskin (see the sidebar), which lasts for 24 hours or until the creature prays at a shrine or temple to your god or receives magic that cures diseases.

Whether or not the chosen creature succeeded on its save, the next time the chosen creature touches another creature that does not worship your god, that creature must make a Constitution saving throw. On a success, the new creature does not gain the disease, and the spell ends. On a failure, it gains the disease, and it will likewise carry the disease.

If you do not worship a god, instead choose a group, ideal, or belief you value. This spell afflicts those in opposition to your choice, and they can remove it by speaking in favor of the group you choose.

BLOODSKIN

This sickness causes its victims to lightly bleed from many small sores. The overall loss of blood is minimal but sufficiently spread out so as to create the appearance that a victim is bleeding from every pore in its skin.

This sickness deals 1 point of piercing damage 12 hours in and every 24 hours following.

BLESS THESE HANDS, CURSE THOSE CLAWS

1st-level necromancy (ritual)

(Cleric, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, M (a scalpel)

Duration: Concentration, up to 10 minutes

You target one creature within range, sapping its healing talent to bolster your own. For the duration, it loses the benefit of its proficiency or expertise in Wisdom (Medicine). You gain an equivalent bonus to your own Medicine checks.

This spell has no effect if the creature lacks any proficiency in Wisdom (Medicine).

CALL UNDEAD

1st-level necromancy (ritual)

(Dread Necromancer)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a funerary bell)

Duration: Concentration, up to 8 hours

You create an invisible magical beacon that attracts undead like moths to a flame. Once the ritual is properly performed, all zombies and skeletons within range must make a Wisdom saving throw. On a failure, they feel drawn to the site where you cast the spell. On a success, they are still aware of the beacon, and may choose to investigate or not. Once the undead arrive, they remain in the area for the remainder of the spell's duration. There is no guarantee that the undead are friendly, but you may attempt to awe, control, or persuade the undead through normal means.

Uncontrolled mindless undead attack you, returning to their lairs if they succeed in killing you. Sentient undead may or may not attack you, but they are likely to be displeased at being summoned (starting relation unfriendly or hostile). If you leave the site, the undead go first to the site and then follow after you for the remainder of the spell duration, unerringly sensing your current location. Should any undead fail to reach you before the spell ends, each returns to its own lair.

At Higher Levels. When cast with a 3rd level slot, all undead of CR 1 or less are affected by the summoning, and the range increases to 5 miles. When cast with a 5th level slot, all undead of CR 3 or less are affected by the summoning, and the range increases to 10 miles. With a 7th level slot, all undead of CR 8 or less answer the call, and the range increases to 15 miles. When cast with a 9th level slot, all undead of CR 20 or less are called, and the range increases to 20 miles.

CLAW OF MELLIFLEUR (VELSHAROON)

1st-level necromancy

(Dread Necromancer)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a fingernail)

Duration: Instantaneous

This spell creates an undead servant. You must have the disembodied hand of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a crawling claw (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The claw is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

CLOAK OF DARK POWER

1st-level abjuration

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

One willing creature you touch gains a crackling shield of darkness that protects it from all effects of sunlight. If cast on a vampire or other creature that is normally harmed or destroyed by exposure to sunlight, the spell allows that creature to function in sunlight without hindrance. The spell does not overcome any aversion the target creature may have for sunlight, however.

Cloak of dark power is not countered or dispelled by any light spell of equal or lower level (such as the cantrip *light*). It can be dispelled by a light spell of greater level (such as the 3rd-level spell *daylight*, which dispels *cloak of dark power*).

COMMUNE WITH SHADE

1st-level necromancy

(Wizard)

Casting Time: 1 action

Range: Special

Components: V, S, M (a wineskin full of fresh blood)

Duration: See text

You attempt to contact the spirit of a specific dead entity by name. The spell contacts the spirit and lets it know that you want to meet; it doesn't compel the spirit to appear before you. This spell is most useful in the plane of the dead or another realm where finding one shade among countless hosts of the dead can be nigh impossible. The spell conveys your call to the shade you desire, along with your location and a sense of urgency. The shade is under no obligation to respond, but most do simply to break the eternal tedium of death. If the shade chooses to answer your call in the Underworld, it arrives within ten minutes. If you are somewhere else, the shade arrives within 24 hours.

If cast within the plane of the dead, the spell can pull a spirit from any distance. If cast from the material world or any other plane, the site of the spirit's death must be on the same plane and within 1 mile of your. Note that the range refers to the site of the creature's death, not its current location. This spell can also be used to contact an intelligent undead creature within range; for example, it could contact the spirit of a drowned sailor if cast within a mile of the site of the drowning.

Note that this spell does not alter the subject's personality or willingness to help you. Once the target spirit arrives, you must persuade it to help through negotiation, payment, or coercion of some sort. Family members, loved ones, friends, and slain companions are more inclined to help than are strangers or someone who was killed by the caster. Another spell, such as *speak with dead*, might be needed to compel answers from an uncooperative or unresponsive shade.

DEATHWATCH

1st-level necromancy (ritual)

(Cleric)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Concentration, up to 1 hour

You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 5 or fewer hit points left), fighting off death (alive with 6 or more hit points), undead, or neither alive nor dead (such as a construct).

DETECT RETURN

1st-level divination (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, you know if any creature within 30 feet of you has ever been brought back from death by any means (e.g., *pact of return*, *raise dead*, *reincarnate*, *resurrection*, *wish*, etc.), as well as where the creature is located. You also identify how many times they have been brought back from the dead, and through what methods each time.

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

DIRGE

1st-level necromancy

(Bard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of obsidian)

Duration: 1 minute or until you stop singing or playing music

You imbue your music with negative energy, allowing it to influence the undead. As long as you can continue to play an instrument or sing, all undead lose their immunity to being charmed against your spells. Their type continues to be undead (so they cannot be affected by *charm person*), and they keep their immunity against charms against all other creatures—only you can penetrate it. However, this spell does allow the *command* spell to target undead.

For example, this spell allows a wraith to be affected by *charm monster* or *suggestion*. It makes its save as normal.

DISANIMATE

1st-level necromancy (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You release any number of undead under your control within range from unlife, effectively putting them into suspended animation. You can reanimate them with *animate dead* or similar magic.

Many necromancers use this spell on their minions prior to heading into town, so they don't have to dig up new corpses when they leave.

EASE OF BREATH

1st-level necromancy (ritual)

(Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an empty vial)

Duration: 24 hours

One creature you touch gains immunity to the adverse effects of high altitude (*Dungeon Master's Guide* p.110) up to a height of 30,000 feet. This spell provides no benefit for a creature going above 30,000 feet.

FEAST ON LIFE

1st-level necromancy

(Warlock)

Casting Time: 1 reaction, which you take in response to being damaged by a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

As your foe strikes you with her blade, you charge your body with negative energy, healing your new wound at the expense of her health.

The creature that damaged you is momentarily surrounded by a black aura. The creature must make a Constitution saving throw. It takes 1d8 necrotic damage on a failed save, or half as much damage on a successful one. You regain hit points equal to the damage done.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FIND UNDEAD FAMILIAR

1st-level conjuration

(Dread Necromancer)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is an undead instead of a beast.

The familiar is immune to poison damage and the poisoned condition.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your action modifier for the roll.

FROSTBURN

1st-level necromancy

(Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a snowflake)

Duration: Instantaneous

When laying your hand upon a creature, you channel cold energy. Make a melee spell attack. On a hit, the spell deals 2d12 points of frostburn damage. Alternatively, you touch one willing creature immune to cold. The creature regains 2d12 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage and the heal increase by 1d12 for each slot level above 1st.

GHOST LIGHT

1st-level necromancy

(Warlock)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorous)

Duration: Concentration, up to 1 minute

You create a ghostly green radiance anywhere within range that shines with the brightness of a torch and is imbued with unearthly power. When you cast this spell, you force creatures within 20 feet of the light to make a Wisdom saving throw or be frightened of you until the start of your next turn.

As an action while the spell lasts, you can move the light up to 30 feet and force all creatures within 20 feet of it to make a Wisdom saving throw or be frightened of you until the start of your next turn.

The light can be shaped to any Medium or smaller form. When you move it, you can make it appear to walk or fly. The shape of a *ghost light* can be changed at any time during the spell's duration (no action required).

GHoul LIGHT

1st-level necromancy

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of rendered fat)

Duration: 1 hour

A sickly green flame springs forth from an object that you touch.

The effect looks like a regular flame, equivalent in brightness to a torch, except for its green hue, but it creates no heat and doesn't use oxygen. *Ghoul light* can be covered and hidden, but not smothered or quenched.

To the undead, a *ghoul light* shines bright light for 60 feet and dim light for an additional 60 feet.

Darkness can dispel *ghoul light*.

GHoul TOUCH

1st-level necromancy

(Dread Necromancer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair)

Duration: Concentration, up to 1 minute

Make a melee spell attack against a humanoid within your reach. On a hit, the target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. Elves are immune to this spell.

Additionally, the paralyzed subject exudes a carrion stench. Any living creature other than you that starts its turn within 5 feet of the subject must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this effect for the next 24 hours.

At Higher Levels. When cast with a slot of 4th level or higher, the spell can affect creatures of any type, and works on elves. This version is sometimes called *ghast touch*.

GLIMPSE OF FEAR

1st-level illusion

(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You momentarily plunge the subject directly into a waking nightmare, immersing it in a world of fear for a brief instant. The change happens so fast that many creatures do not consciously sense it at all, but a failed Wisdom save means the sudden shift in perception registers long enough to render the subject more susceptible to being frightened. The creature has disadvantage on saving throws against being frightened for the next minute, or until it saves successfully against being frightened.

Sightless creatures and creatures with truesight are not affected by this spell.

HAPLESS SOUL

1st-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a two-headed coin)

Duration: 1 minute

One creature within range must make a Wisdom saving throw. On a failure, its luck ebbs, causing a natural 2 to be treated as a natural 1 for the duration. If a natural 1 would automatically fail, the natural 2 does. This does not actually make the roll a 1, and if a natural 1 would not fail, it has no effect.

HEMORRHAGE

1st-level necromancy

(Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small scalpel)

Duration: 1 minute

Your touch inflicts a deep, painful wound that bleeds profusely and refuses to heal. Make a melee spell attack. On a hit, the target takes 1d6 piercing damage at the start of each of its turns from bleeding until the spell's duration expires. Neither mundane nor magical healing stops the bleeding. A *styptic* or *heal* spell does stop the bleeding.

Creatures without blood are immune to this spell.

IDENTIFY UNDEAD

1st-level divination (ritual)

(Wizard)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a fingerbone)

Duration: Instantaneous

You immediately learn the type (such as zombie, ghoul, vampire, or blood hulk) of all undead within range. Undead with a CR above your level are immune to this spell.

MISSTEPS

1st-level necromancy

(Bard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You bestow a minor curse of clumsiness on one creature within range. That creature must make a Wisdom saving throw. On a failure, its speed is reduced by 10 and it has disadvantage on Dexterity (Acrobatics) checks for the duration of the spell.

PAINLESS DEATH

1st-level necromancy (ritual)

(Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an hourglass)

Duration: Instantaneous

One willing creature you touch dies painlessly and instantly.

PARCHING TOUCH

1st-level necromancy

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against one creature. On a hit, it takes 2d8 desiccation damage and it is considered to not have drunk any water today, regardless of how much it has drunk. It must drink twice its normally daily amount the rest of the day to avoid exhaustion due to dehydration (see the Player's Handbook). This spell also moves one gallon of water into your body, covering your daily needs.

This spell does 4d8 necrotic damage against elementals composed mostly of water and plants.

PUTREFY FOOD AND DRINK

1st-level necromancy (ritual)

(Cleric, Druid, Paladin)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is putrefied. Any creature that eats or drinks this putrid food must succeed on a Constitution saving throw against your spell save DC or be poisoned for 1 hour.

RENEW THE TIDE OF UNLIFE

1st-level necromancy (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fingerbone)

Duration: Instantaneous

As he moved down the hall where the battle took place, Gorath the Cursed touched each fallen undead and, in turn, each stood up as if the wounds of their latest downfall had never been landed.

Normally, destroyed undead cannot be animated again. This spell makes the touched destroyed undead able to be animated once more.

RESTFUL SLUMBER

1st-level enchantment (ritual)

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You allow a willing creature you touch to gain a full night's sleep, uninterrupted by nightmares. If you attempt to cancel the nightmares imposed by an outside source, such as a curse or another spellcaster, you must make a spellcasting ability check against a DC of the nightmare source's spellcasting DC.

RETCH

1st-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: S, M (rotted flesh)

Duration: 1 round

You pulp a piece of necrotic flesh between your teeth and spit the juices. The target must succeed on a Constitution saving throw. On a failure, it is poisoned for 1 round, and incapacitated while poisoned in this way.

RIME

1st-level necromancy

(Sorcerer)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of dirt from a grave dug during the winter months)

Duration: Concentration, up to 1 minute

One creature within range must make a Constitution saving throw. On a failure, you infuse the target's body with the unwholesome chill of the grave. This chill dulls the creature's reactions and weakens its stamina. Creatures immune to cold damage are immune to this spell.

An affected target's speed is halved, it takes a -2 penalty to Constitution saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both.

ROTTED WARNING

1st-level necromancy (ritual)

(Bard, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a copper coin and a few drops of ink)

Duration: Until dispelled

You implant a message within a corpse you touch, a message that is uttered when a trigger condition is met. You whisper the message to the corpse, which must be 25 words or less, though it can be delivered over as long as ten minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, the corpse speaks in its own voice, so the more degraded the body, the less intelligible the message will be when spoken. When you cast this spell, you can have the spell end after it delivers its message or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet.

SACRIFICIAL SMITE

1st-level necromancy

(Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You can sacrifice life force to increase the damage you deal. When you cast the spell, you can sacrifice up to 12 of your hit points. For every 3 hp you sacrifice, on your next successful attack you deal + 1d6 radiant or necrotic damage (your choice), to a maximum of + 4d6 on that attack. Your ability to deal this extra damage ends when you successfully attack or when the spell duration ends.

At Higher Levels. For each slot above 1st level, the maximum HP sacrificed increases by 6, and the maximum damage gained increases by 2d6.

SHADE'S SIGHT

1st-level divination

(Ranger, Wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (carrot juice dripped on the tongue)

Duration: Concentration, up to 1 hour

One willing creature you touch gains the ability to see from shadows. The creature can peer into any shadow it can see within 30 feet, and then see out of that shadow as if it were there.

SHIELD OF BONES

1st-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S, M (a chicken bone)

Duration: 1 round

Imbuing the bone with a bit of your life force, a shield of bones encases you.

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack. Additionally, if you wish, you can expend any amount of hit points, up to your current value. You lose these hit points, and gain twice the amount expended as temporary hit points. These temporary hit points lasts until the start of your next turn.

SLOW CONSUMPTION

1st-level necromancy

(Cleric, Warlock, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a burnt match)

Duration: Permanent

You feed upon the life force of another. One creature you touch must make a Constitution saving throw. On a failure, you can subsist on its life force. As long as the spell lasts, if you can touch the creature once a day, you do not need to eat or drink. Touching the subject in this way reduces its Con score by 1. This reduction lasts until cured by *greater restoration*. If you do not touch the subject within 24 hours of the last time you touched them, the spell ends.

STYPTIC

1st-level necromancy

(Cleric)

Casting Time: 1 action

Range: Touch

Components: S, M (a specially carved stick with a wax tip)

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d4 + your spellcasting ability modifier. This heal has no effect on undead or constructs.

Additionally, the target of this spell immediately stops bleeding from any wounds it has suffered from slashing or piercing weapons or *wounding* effects, or a *hemorrhage* spell.

SUSPEND DISEASE

1st-level abjuration (ritual)

(Cleric, Druid, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bile)

Duration: 24 hours

You touch a willing creature. This spell keeps a disease already infecting the subject from affecting it for the duration of the spell. The disease is in no way cured, and the subject does not make a new save while the spell lasts.

This spell can also be used on unwilling targets, in which case the spell requires a melee spell attack to hit, and allows a Constitution save, with no effect on a success. The primary use of this version of the spell is to weaken cancer mages.

TOUCH OF JORASCO

1st-level necromancy

(Cleric, Druid)

Casting Time: 1 minute

Range: Self and touch; see text

Components: V, S, M (a bandage)

Duration: 8 hours

This spell imbues you with an ability to heal minor wounds that lasts throughout the day. When you cast this spell, you store healing energy within your own form. Roll 1d6 and add your spellcasting ability modifier; this is the amount of healing you store within your body. While the spell lasts, you can touch a creature as an action and draw from this pool, restoring hit points equal to the amount deducted from your pool. You may choose to divide this healing among multiple recipients, and you don't have to use it all at once.

The effects of multiple *touch of Jorasco* spells do not stack, meaning that you can only store healing energy from one such spell at a time. If you cast the spell again before discharging all of the healing from a previous casting, the new total simply replaces the earlier one, effectively ending the previous spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

1st-level necromancy

(Cleric, Druid)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

A creature you touch regains 1 hit point at the start of each of its turns if it has at least 1 hit point remaining. It also becomes proficient in death saving throws while under this spell. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the healing per turn increases to 2. When you cast it using a 5th- or 6th-level spell slot, the healing per turn increases to 4. When you cast it using a 7th- or 8th-level spell slot, the healing per turn increases to 8. When you cast it using a 9th-level spell slot, the healing per turn increases to 16.

VIGOR

2ND LEVEL

ANIMATE SKELETAL BUTLER

2nd-level necromancy (ritual)

(Dread Necromancer, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead skeleton (the DM has the creature's statistics). Your skeleton cannot deal damage, use the Help action, or contribute in any other way during combat. It could, however, assist in erecting barriers or placing caltrops in advance.

You can never have more than one skeleton made by this spell at a time, but the skeleton serves loyally until destroyed.

ASHSTAR

2nd-level conjuration

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of ash)

Duration: Concentration, up to 1 minute

You create a magical construct called an ashstar. It shoots from your hand and hovers in the air anywhere within the limit of the range. The ashstar gives off a reddish light, akin to the hazy light within a sandstorm, providing dim light in a 20-foot radius. At the end of each of your turns, choose any number of creatures within 10 feet of the ashstar. All creatures you choose must make Constitution saving throws. On a failure, all damage they take until the end of your next turn is instead dessication damage.

As a bonus action, you can move the ashstar to any point within range.

An ashstar can be attacked as if it were an object. It has AC 17, 20 hit points, immunity to necrotic, fire, poison, and psychic damage, and a damage threshold of 10.

Special: A dread necromancer can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

"What lies at the end of a life well lived? Eons of cold servitude, your flesh but a memory, your every tortured thought focused on one thing only: to feed on the living."

—Academician Drake, of the Bleak Academy

"... uhhhnnssss..."

—Nameless zombie

BLACK TALON

2nd-level necromancy

(Cleric, Warlock)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a zombified falcon's claw)

Duration: Concentration, up to 1 minute

One of your arms transforms into a retractable, rubbery appendage ending in a taloned claw. For the duration, your reach increases by 5 feet on your turn. For most humanoid casters, that brings your reach to 10 feet. This effect does not apply when it is not your turn.

Until the spell ends, you can make a melee spell attack against a creature within your reach as an action. On a hit, the target takes 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

BLACKROT

2nd-level necromancy

(Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mushroom cap)

Duration: Concentration, up to 1 minute

The plant-matter creaks and writhes beneath your hand as you generate a malignant rot at its center.

This spell allows you to deliver a single touch that either damages a plant creature over a number of rounds or renders a wooden weapon poisonous.

When used against a plant creature, you make a melee spell attack. On a hit, the spell deals 2d8 necrotic damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

Alternatively, you can touch a weapon with a wooden striking surface (such as a club or quarterstaff). Any creature damaged by the weapon is poisoned until the end of its next turn unless it succeeds on a Constitution save.

BONE CHILL

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (small piece of bone and a 1-inch cube of ice)

Duration: Concentration, up to 1 minute

Make a ranged spell attack against a corporeal undead within range. On a hit, the target must succeed on a Constitution saving throw or be covered in a layer of ice, paralyzed for the duration. At the start of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

This spell has no effect on undead with the Incorporeal Movement trait, or on creatures that are not undead.

At Higher Levels. When cast with a slot of 3rd level or higher, you create one additional beam for each level above 2nd. You must target each beam at a different creature.

BONE TALISMAN

2nd-level necromancy

(Druid)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a beast or humanoid bone)

Duration: Concentration, up to 1 hour or until discharged

You channel divine power and life energy into a bone from an animal or humanoid, giving it limited power against undead. Once cast, it may be used for two purposes (decided at the time of casting).

Bone of Turning: You or another druid may present the bone in the manner of a holy symbol and use it to turn undead, as if you were a cleric. You never destroy undead. After one turn attempt, the bone talisman loses its power (but you can cast the spell on it again).

Bone Weapon: The bone is treated as a magic weapon that deals +1d6 damage to undead creatures. The bone is treated as a simple weapon appropriate to its shape, such as dagger or dart (small and sharp), club (if large and blunt), or spear (if small and sharp and fastened to a haft) and deals normal damage for its type. The spell does not grant proficiency in the weapon. The spell is not discharged when the weapon hits and this aspect of the spell lasts until the full duration (1 hour) expires.

The spell has no effect if you cast it on a bone taken from an undead creature. The bone must be at least 8 inches long and may be straight or curved; normally bones from the arm, leg, or ribs are used. You may carve, drill, or otherwise shape the bone before or after the spell is cast; the spell functions as long as the bone remains bone (not turned to wood or metal, for example).

BONESTAFF

2nd-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a fingerbone)

Duration: Concentration, up to 1 minute

You call up a staff of bone in your hand. This magic staff lasts until the spell ends. It counts as a quarterstaff. It deals 2d6 bludgeoning damage on a hit and has the versatile (2d8) property. It scores a critical hit on a roll of 19 or 20. You can give the staff to a friend to wield if you so wish.

If the holder scores a critical hit against an undead with this staff, the undead must make a Constitution saving throw or be unable to attack the holder until the end of the holder's next turn.

CLOSE WOUNDS

2nd-level necromancy

(Cleric)

Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you take damage

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

A creature of your choice that you can see within range regains hit points equal to your spellcasting ability modifier. This spell has no effect on undead or constructs.

At your option, you can choose to have this spell effectively prevent the damage. Thus, if a creature receives enough damage to kill it outright, this spell can save that creature if the healing subtracts the damage low enough to prevent death from massive damage.

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

COMMAND UNDEAD

2nd-level necromancy

(Dread Necromancer)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shred of raw meat and a splinter of bone)

Duration: 24 hours

One undead creature you target within range must make a Wisdom saving throw. On a failure, you gain some degree of control over it. Assuming the subject is intelligent (intelligence of 7 or higher), it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win a Charisma (Persuasion) check opposed by its Wisdom (Insight) check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed). An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see *charm person*).

An undead creature with an intelligence of 3 or less (such as a zombie) automatically fails this save, while one with an intelligence of 6 or less has disadvantage on the save. When you control a mindless being, you can communicate only basic commands, such as "come here", "go there", "fight", "stand still", and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

An intelligent undead remembers it was controlled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CONSECRATE/DESECRATE

2nd-level necromancy

(Cleric, Dread Necromancer)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a vial of holy or unholy water: holy for consecrate, unholy for desecrate)

Duration: 24 hours

You touch a point and infuse an area around it with positive or negative energy. The area can have a radius up to 20 feet. Choose which you want to imbue:

Consecrate. The area is charged with positive energy, becoming consecrated ground. All undead standing upon consecrated ground have disadvantage on all saves. All deathless standing upon consecrated ground have advantage on all saves.

Desecrate. The area is charged with negative energy, becoming desecrated ground. All undead standing upon consecrated ground have advantage on all saves. All deathless standing upon consecrated ground have disadvantage on all saves.

You can create a permanently consecrated or desecrated region by casting this spell there every day for 1 year.

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

CURSE OF IMPENDING BLADES

2nd-level necromancy

(Bard, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a nail through a piece of leather)

Duration: Concentration, up to 10 minutes

You grip the nail-pierced hunk of leather and cast the spell. A small black dagger jets from the tip of the nail and strikes your opponent squarely in the chest.

One target within range must make a Wisdom saving throw. On a failure, it has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. It takes a -3 penalty to AC and Dexterity saving throws for the duration.

The curse cannot be dispelled, but it can be removed with a *remove curse* spell or similar magic.

DANCE OF RUIN

2nd-level necromancy

(Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Special

Range: Self (30 foot radius)

Components: V, S

Duration: Instantaneous

To cast this spell, you dance wildly and chant. After you finish your dance, a wave of crackling energy flashes outward up to the extent of the range. All non-demons within range (including you, unless you are a demon) take necrotic damage based on how long you cast this spell, or half with a successful Dexterity saving throw.

- If you cast this spell as an action, it deals 1d20 damage.
- If you take 2 rounds to cast this spell, it deals 2d20 damage.
- If you take 3 rounds to cast this spell, it deals 4d20 damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d20 for each two slot levels above 2nd.

DEATH ARMOR

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a paste made of ground bone, which you apply to your body)

Duration: 1 minute

You are surrounded with a crackling black aura that injures creatures that contact it. If a creature hits you with a melee attack while this spell is in effect, it immediately takes 1d4 necrotic damage.

While this spell is in effect, beasts with a CR of 1/4 or lower are frightened of you.

DEATH KNELL

2nd-level necromancy

(Cleric, Dread Necromancer, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You draw forth the ebbing life force of a creature and use it to fuel your own power. You touch one creature at 0 hit points and force it to make a Constitution saving throw. If it fails this saving throw, it dies, and you gain 1d10 temporary hit points that last for 1 hour.

If a creature dies due to this spell, you regain the slot you used to cast it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain 1d10 additional temporary hit points for each slot level above 2nd.

DECOMPOSITION

2nd-level necromancy

(Druid)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a mushroom cap)

Duration: Concentration, up to 1 minute

Using your link to the natural world, you create an air of decay that makes death come quicker to the wounded.

Whenever an enemy within the area takes bludgeoning, piercing, or slashing damage, that wound festers for an additional 1d8 points of necrotic damage at the beginning of its turn each round thereafter for the duration of the spell. A Medicine check against your spell save DC or the application of any healing magic stops the festering. Only one wound festers at a time; additional wounds are not subject to this effect. Once festering has been stopped, however, any new wound taken while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage while within the area of a *decomposition* spell takes 1d8 points of damage from the festering wound in the next round, and another 1d8 points in the round after that. In the following round, that subject receives 7 points of healing from a *cure wounds* spell, so the festering stops and the subject takes no festering damage that round. In the next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, dealing 1d8 points of damage in the following round.

At Higher Levels. When cast as a 4th or 5th level spell, the necrotic damage increases to 2d8. When cast as a 6th or 7th, it increases to 3d8. When cast as an 8th or 9th, it increases to 4d8.

DESSICATE

2nd-level necromancy

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of dust)

Duration: Instantaneous

You evaporate moisture from the body of a living creature, which much make a Constitution saving throw. On a failure, it takes 3d10 dessication damage and gains one level of exhaustion, unless it already has one or more levels of exhaustion. On a success it takes half damage and gains no exhaustion.

This spell deals 4d10 damage against elementals composed mostly of water and plants.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each level above 2nd.

DESICCATING BUBBLE

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny bag or bladder filled with air, and a sprinkle of dust)

Duration: Concentration, up to 1 minute

A 3-foot-diameter bubble of supernaturally dry air appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d4 dessication damage on a failed save, or half as much damage on a successful one. This spell deals 3d4 damage against elementals composed mostly of water and plants.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

The surface of the bubble has a spongy, yielding consistency (similar to that of a soap bubble, but not fragile and allowing objects to pass through it without affecting the spell) and so does not cause damage except by absorbing moisture.

When you move the sphere, you can direct it over barriers up to 30 feet tall and jump it across pits up to 30 feet wide.

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

DISGUISE UNDEAD

2nd-level illusion

(Dread Necromancer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cocoon of a death's head moth)

Duration: 1 hour

You make one undead—including clothing, armor, weapons, and equipment—look different. You can make it seem 1 foot shorter or taller, thin, fat, or in between. You cannot change the creature's body type. For example, a wight could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or make it look like an entirely different creature.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the undead or its equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

To discern that the creature is disguised, a creature can use its action to inspect its appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

EASE PAIN

2nd-level abjuration (ritual)

(Cleric, Paladin)

Casting Time: 1 action

Range: Touch

Components: S, M (a pinch of willow bark)

Duration: Instantaneous

Ease pain immediately removes any effects of pain, including *angry ache*, *pain*, *symbol* (pain), *power word pain*, *wave of pain*, *wrack* and similar spells. It does not heal any damage or other effects not directly related to pain.

EXECRATION

2nd-level necromancy

(Cleric, Paladin)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bowl worth 10gp, with the name of your foe inscribed)

Duration: Concentration, up to 1 hour

You place a dark curse upon your opponent. One creature you touch must make a Charisma saving throw. On a failure, one of its abilities ebbs. Choose which one. For the duration, whenever it rolls an ability check or saving throw on the ability score of your choice, you can use your reaction to give it disadvantage on that saving throw or ability check.

While this spell lasts, when you use your reaction in this way, you can amplify its power, forcing it to reroll (after advantage and disadvantage are applied) and take the lower roll. Doing so immediately ends the spell.

EXHUME

2nd-level necromancy (ritual)

(Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shard of bone)

Duration: Instantaneous

This handy spell pulls up to 20 corpses or piles of bones out of the ground within range, though it does not create bodies if there were none. It yields best results when cast in a graveyard or other burial place.

FIND SKELETAL STEED

2nd-level conjuration

(Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is an undead instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

The steed has immunity to poison damage and the poisoned and exhaustion conditions, but vulnerability to bludgeoning damage. It cannot be turned as long as you ride it.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

GHOUL GLYPH

2nd-level necromancy

(Cleric, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (earth from a ghoul's lair)

Duration: Until dispelled or triggered

The faint, green glow of the glyph flares to life. A sickly green light fills the room, illuminating the paralyzed forms of its victims, and bringing with it the stench of death.

You inscribe a glyph, approximately 1 foot across, that paralyzes any living creature of Large or smaller size that comes within 5 feet of the glyph. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a ghoul glyph on a portable object, but if the object is moved more than 5 feet, the glyph fades.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

When triggered, all creatures within 5 feet of the glyph must make a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HALT UNDEAD

2nd-level necromancy

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of sulfur and powdered garlic)

Duration: Concentration, up to 1 minute

Choose up to three undead creatures within range. All creatures must be within 30 feet of each other when you target them. They must succeed on a Wisdom saving throw. They have disadvantage on this save if they have an Intelligence of 6 or lower. On a failure, the undead is incapacitated for the duration, and its speed is 0. This effect ends if it takes any damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional undead for each slot level above 2nd.

HOLY FIRE

2nd-level necromancy

(Cleric, Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a match)

Duration: 1 turn

Your holy symbol and your eyes erupt in a blaze of silver fire. If you use an ability that lets you turn undead before the spell ends, all undead that make a save against your turning take 1d10 radiant damage and 1d10 fire damage. They take this damage whether or not the turning is successful.

This damage is dealt before the turning is applied, so it does not end the effect.

KELGORE'S GRAVE MIST

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a handful of dirt taken from a graveyard or tomb)

Duration: 1 minute

With a gesture, you create a cloud of clammy, thin mist. The light in the area seems to dim as the mist appears, and a slight wind washes over the area, sending a chill down your foes' spines.

This spell creates a thin mist within a 20-foot-radius sphere centered on a point you choose. The mist spreads around corners. It lasts for the duration or until strong wind disperses the mist, ending the spell. The mist is too thin to affect vision.

When a living creature enters the spell's area for the first time on a turn or starts its turn there, that creature takes 1d6 cold damage and its speed is reduced by 10 until the start of its next turn. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

LIFE BOLT

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Holding your palm outward, you intone the spell and empower it with a bit of your own life. A golden ray beams forth from your hand, striking an undead creature where its heart should have been.

You create three rays of brilliant light and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 1d12 radiant damage.

If you choose, you can expend some of your own life into the bolts. For each bolt you empower in this way, you sacrifice 1 hit point. In return, you roll the damage for that bolt twice and use the higher value.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

MARK OF THE OUTCAST

2nd-level necromancy

(Cleric, Druid, Paladin)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small gong, which you beat once)

Duration: Permanent

You select your victim for punishment and invoke the ancient words of anathema. A dull purple splotch in the shape of a skull manifests itself on your victim's flesh, visible to all.

One creature within range must succeed on a Wisdom saving throw. On a failure, this spell creates an indelible mark on the subject's face (or other upper body part, if the subject doesn't have a head). The mark is visible to normal vision and darkvision. The wearer of such a mark suffers disadvantage on Charisma (Deception) and Charisma (Persuasion) checks.

The mark cannot be dispelled, but it can be removed with a greater restoration or remove curse spell.

PHADE'S FEARSOME ASPECT

2nd-level illusion

(Bard, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature, making its facial features take on the aspect of a threatening creature seemingly birthed from the Abyss. The subject's eyes seem to change to glowing slits, its skin darkens and grows scales, and horns and sharp teeth appear to jut from its face. The change has no effect on the target's physical abilities, but it does have a +5 bonus to Charisma (Intimidation) checks, and can make such a check as a bonus action.

You can choose the specific features of the illusion, as long as they are based upon those of Abyssal creatures.

To discern that the subject is disguised, a creature can use its action to inspect its appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

POSSESS TRAPPER

2nd-level necromancy

(Warlock, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: S, M (a small gear)

Duration: 8 hours

A bane to kobolds and rogues, you call forth malevolent spirits of dead pranksters that follow a potential trap setter. If the subject sets a trap during the duration of this spell, the spirits will intervene and it will immediately backfire. The victim might be pushed into the trap if trying to manipulate it from afar, or the spirits might flip a switch when the victim tries to set the final piece. The forces try their best to assure success, wielding their knowledge of traps to increase the DC of the trap by 1d4.

RAY OF DEPLETION

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack. On a hit, the target must succeed on a Constitution saving throw or lose 2d4 + your spellcasting modifier psi points, or half as much on a successful save. If you have a reservoir of at least 1 psi point, you gain the amount of points drained as temporary points, which last for 1 hour and can go over your maximum. This spell does not grant you any power to manifest psionics.

The *ray of depletion* affects only targets possessing psi points. Non-psionic beings hit by a ray register some momentary unpleasant sensory awareness, but not so much as to disrupt an action or concentration.

At Higher Levels. The psi drain increases by 1d4 for each slot level above 2nd.

REVEILLE

2nd-level necromancy

(Bard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 5 rounds

You touch the body and intone a lament, calling out to the living memory of the creature. Tendrils of mystical energy sparkle around the creature's lips, and it begins to speak.

This spell is a weaker variation on *speak with dead*. You cause a creature that has been dead for up to three days to reveal information about events that led up to its death. The corpse speaks tersely in its native language, using no more than a dozen words or so in a round. In the first round, it describes the last thing it saw. In the second, it describes its dying wish. In the third, it describes the attack that killed it. In the fourth, it tells who killed it. In the fifth, it tells why it believes it was killed.

SHROUD OF UNDEATH

2nd-level necromancy

(Dread Necromancer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (dust or bone fragments from any destroyed undead creature.)

Duration: 1 hour

You shroud yourself with invisible negative energy so that nonintelligent undead perceive you as a fellow undead creature, ignoring you. Your appearance does not change, and while intelligent undead do not immediately recognize you as alive, they are likely to question whether you are actually undead. If used in conjunction with a disguise or an illusion to appear undead, this spell gives you advantage on your Deception check.

If you attack an undead creature while this spell is in effect, the spell immediately ends. You can also end this spell as an action.

"There are those who say that life ends when the body fails. When the blood ceases to flow and the lungs no longer breathe, they admit the end of their existence. Those men are fools. I, who have not felt the beat of a heart within my breast for three centuries—I know that life is no more dedicated to the body than innocence is attached to a soul. It is a simple task to cut it away and be freed."

—Havørkr the Malignant, Lich King

SPAWN SCREEN

2nd-level necromancy (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small sieve)

Duration: 8 hours

Hoping that your friend will not have need of the spell, you ensure that his death in the coming battle won't result in an even greater abomination.

The subject cannot be turned into an undead by the Create Spawn ability of undead creatures. This spell doesn't prevent the subject from perishing or provide anything other than insurance that the subject's body and spirit cannot be hijacked by an acquisitive undead creature.

The protection applies if the duration is still in effect when the subject first dies; the spell need not linger in its effect during the period immediately prior to a spawn's rise. This spell cannot be cast on the body of a creature that has already been killed by a spawn-creating undead.

SPECTRAL HAND

2nd-level necromancy

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S

Duration: 10 minutes

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver touch range spells at a distance.

You create a ghostly, floating, shimmering hand within range. You can move the hand up to 30 feet as a bonus action. For as long as the spell lasts, any touch range spell of the necromancy school that you cast can be delivered by the *spectral hand*. If the spell requires an attack roll, you use your bonus as normal.

If you are an undead with a melee attack that deals any damage type other than (or in addition to) bludgeoning, piercing or slashing, or inflicts a condition, such as Rotting Fist, Paralyzing Touch, or Life Drain, you can deliver this attack through your spectral hand, but it deals no bludgeoning, piercing, or slashing damage. A dread necromancer's Charnel Touch can likewise be delivered through the hand.

At Higher Levels. When cast with a 3rd, 4th, or 5th level slot, the hand lasts for 1 hour. When cast with a 6th or 7th level slot, the hand lasts for 8 hours. When cast with an 8th or 9th level slot, the hand lasts for 24 hours.

STABILIZE

2nd-level necromancy

(Cleric, Druid, Paladin)

Casting Time: 1 bonus action

Range: Self (60-foot radius)

Components: V, S, M (a bandage)

Duration: Instantaneous

You unleash a burst of energy, automatically stabilizing all creatures within range.

STICKS AND STONES

2nd-level necromancy

(Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You animate a pile of rocks, branches, limbs, and other debris within range into the crude shape of a Medium skeleton. The skeleton follows your orders unquestioningly. This creature is a **skeleton** in all ways, except it has resistance to necrotic damage and the following action option:

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a free-willed zombie, unless the humanoid is restored to life or its body is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional skeleton for each slot level above 2nd. Each of the creatures must come from a different pile of debris.

STOLEN BREATH

2nd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a stoppered glass vial)

Duration: 1 minute

With a clenched fist, you make a tugging motion toward your target. A transparent, barely perceptible hand appears to plunge into your target's mouth.

With this spell, you steal all the air from the subject's lungs, causing it to suffer a momentary respiratory crisis. It can take shallow breaths and act normally but is considered poisoned for 1 minute. At any time during this minute, the subject can take an action to get its wind back, ending the condition. This spell has no effect on creatures that don't need to breathe.

TVASH-PRULL'S BONEFIDDLE

2nd-level necromancy

(Bard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature silver fiddle worth at least 30 gp)

Duration: Concentration, up to 1 minute

You call up a ghostly fiddle bow in the air above the targeted creature. The creature must make a Constitution saving throw. On a failure, this bow immediately descends into the subject's body and begins to saw back and forth against its skeleton. Although the music produced is eerily beautiful, it causes intense pain and anguish to the victim.

At the start of each of its turns, the victim takes 1d8 thunder damage. While the spell lasts, it has disadvantage on Stealth checks. It also has disadvantage on all Concentration checks made to avoid losing concentration on a spell.

As a bonus action, you can move the bonefiddle to another creature in range, but the new target gains a saving throw to resist the spell. If the new target makes its saving throw, the bonefiddle vanishes and the spell ends.

The spell's effects continue even if the target moves so you no longer have line of sight to it, but you cannot shift the bonefiddle to a new target unless you have line of sight to the current target and to the intended target.

VERTIGO

2nd-level illusion

(Bard)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

A creature of your choice that you can see within range becomes dizzy as the ground seems to drop away beneath its feet. The target must succeed on an Intelligence saving throw or lose its balance. On a failed save, for each 5 feet the creature moves, it must make a Dexterity saving throw or fall prone. Additionally, if it is within 10 feet of a cliff or hole with at least a 10 foot drop, it is frightened of the cliff or hole.

At the end of each of its turns, the target can make a Dexterity (Acrobatics) or an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target catches its balance and the spell ends.

Airborne creatures suffer no effect from this spell as long as they continue to fly.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

WRACKING TOUCH

2nd-level necromancy

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch causes horrible agony in a creature's vital area. Make a melee spell attack against a creature within your reach. On a hit, the target takes 5d6 necrotic damage. If you have sneak attack, you can add the dice to this attack's damage as necrotic, even if you would not normally be able to (because you have disadvantage on the attack, for example).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

3RD LEVEL

ARMOR OF UNDEATH

3rd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a band of steel)

Duration: 8 hours

You touch a humanoid skeleton or corpse, and a willing creature. The skeleton or corpse need not be complete, but enough must remain for an *animate dead* spell to work.

The skeleton or corpse rises and spreads around the willing creature, effectively becoming *+1 half plate*. The creature also gains 15 temporary hit points that last until the spell ends.

A creature that is not proficient with medium armor takes the normal penalties for wearing *armor of undeath*.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 5 for each slot level above 3st.

BESTOW ETERNAL CURSE

3rd-level necromancy

(Bard, Cleric, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Permanent

One creature within range must succeed on a Wisdom saving throw or become cursed for the duration of the spell. This curse can take any of the following forms:

- **Bad Luck:** When the target rolls a 20 on the d20 for an attack roll, ability check, or saving throw, it must reroll the die and use the new roll. If the new roll is a 20, it keeps the 20.
- **Burning Silver:** The target takes 1d6 fire damage every round is it in contact with silver. This could be replaced with another valuable metal, such as gold, platinum, adamantine, mithral, etc., but not common metals like steel or iron.
- **Dimensionally Bound:** The target cannot enter extradimensional spaces such as a *rope trick*.
- **Eldritch Hunger:** The target must eat a pound of a strange substance once a day: raw meat, blood, gold, soil, and so on.
- **Enfeeblement:** Choose one ability score. While cursed, the target has disadvantage on ability checks made with that ability score.
- **Enmity:** The next person introduced to the target for the first time will hate him or her uncontrollably forever. Even if this curse is removed, the person still hates the victim of the curse, but the victim can improve the person's attitude normally after the curse is gone.
- **Gluttony:** The target requires four times as much food and water.
- **Grotesque Form:** The target's appearance changes in a sinister but purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, give it a forked tongue, or give the target bad breath.
- **Heart's Treasure Lost:** One cherished, nonmagical item vanishes from the target's possession. The object can't be found as long as the spell lasts.
- **Illiteracy:** The target becomes unable to read or write.
- **Infertility:** The target becomes infertile.
- **Perfect Target:** The target's enemies prioritize attacking it over other opponents.
- **Petty Failing:** The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, or sewing.
- **Poverty:** At some point within the next week (or whenever it is feasible), thieves are able to steal (6d10+40)% of the monetary wealth the victim has. This wealth can be regained normally.
- **Sloth:** The target requires 12 hours of sleep every night to be rested, rather than 8. A creature that enters a trance (such as an elf) only trances for 4 hours but must still rest for 8 more.
- **Sobriety:** All alcohol the character tries to drink turns to vinegar.
- **Unnatural Aura:** Animals refuse to be within 5 feet of the target and do not respond to the target's commands or requests.
- **Unskill:** The target loses proficiency with two skills of your choice. If it previously had expertise in a skill, it instead becomes regularly proficient.
- **Zzycesiya's Spite:** Each time the target meets someone for the first time, there is a 50% chance that the new person will confuse the target with a hated enemy, a well-known criminal, or a raving lunatic.

A *remove curse* spell ends this spell's effects, but *dispel magic* has no effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels. When cast with a slot of 6th level or higher, you may choose from the following options as well:

- **Burning Iron:** The target takes 1d12 fire damage every round is it in contact with steel or iron.
- **Destitution:** Valuable metals (such as platinum, gold, silver, and copper) turn to lead in the target's possession, even if they are in a *bag of holding* or stored away from the target. The target's touch transmutes valuable metals (including coins) into lead as well.
- **Let the Blood Flow:** The target cannot regain hit points through resting or other nonmagical means.
- **Lost Knowledge:** All books and scrolls in the target's possession turn to ash.
- **Myhriss's Spite:** The character is doomed to be forever unlucky in love and to have all of his or her romances end in heartbreaking tragedy.
- **Putrid Husk:** The target's body deforms into an undead creature of your choice. It does not become undead.
- **Terrible Luck:** When the target rolls a 20 on the d20 for an attack roll, ability check, or saving throw, it counts as a 1.
- **Unseen Doom:** All creatures of a specific kind (such as orcs, owlbears, or black dragons) are permanently invisible to the sight of the victim (*faerie fire*, *see invisibility*, *true seeing*, and similar spells still function normally). The spellcaster chooses the kind of creature.

When cast with a slot of 9th level, you may choose from the following options as well:

- **Friendship's Pain (Richten's Curse):** The character is doomed to see all of his or her friends die and be helpless to prevent it.
- **Kas's Spite:** All of the target's loved ones and allies suddenly despise him or her and will seek his or her ruin. Some may attack the target immediately, while others might carefully plot revenge.
- **Love's Pain:** 1d4+1 of the target's loved ones or allies are affected by a curse chosen by you from the two lists above.
- **Pestilence:** A random friend or family member of the target contracts a disease. If the disease is magically cured or runs its course (regardless of the outcome), another loved one contracts a new disease. This recurs until the curse is lifted.

BLACK SAND

3rd-level necromancy

(Druid)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell creates an area of black sand (see *Sandstorm* page 20), infused with shadowstuff and negative energy. Choose a point within range. A 20-foot radius layer of black sand appears around that point (the black sand is an inch thick). A region of black sand literally swallows light, emitting magical darkness rising to a height of 20 feet over the surface. Undead with darkvision can see through this darkness as if it were nonmagical. When a living creature enters the spell's area for the first time on a turn or starts its turn there, that creature takes 2d4 necrotic damage (no save). Those reduced to 0 hit points crumble into black sand themselves. Undead are instead healed by 2d4 hit points at the start of their turn.

Only the surface of the sand is affected by the spell, so creatures burrowing beneath an area of black sand are unaffected unless they break its surface. Creatures that do so immediately take damage from the spell.

BONEBLADE

3rd-level necromancy

(Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a 6-inch-long bone)

Duration: Concentration, up to 1 hour

You transform a bone at least 6 inches long into a longsword, short sword, or greatsword (your choice choice). This weapon is a bloodfeeding, bodyfeeding weapon (see the Magic Items section, below). This spell confers no proficiency with the weapon, but you need not be the one to wield it. Attuning to this weapon takes 1 minute, instead of 1 hour.

Only undead casters can cast this spell.

BONEBLAST

3rd-level necromancy

(Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fractured human bone)

Duration: Instantaneous

You cause some bone within a touched creature to break or crack. You cannot specify which bone. Make a melee spell attack against a creature within your reach. On a hit, the target must make a Constitution saving throw. On a failure, the target's Constitution is reduced by 1d4 points. This reduction lasts until the target finishes a long rest. A Constitution save negates the reduction.

This spell has no effect on creatures that don't have endoskeletons, exoskeletons, or hydrostatic skeletons.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the reduction increases by 1 for each slot level above 3rd.

CLOAK OF BLOOD

3rd-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of blood)

Duration: 1 minute

You can sacrifice your own lifeforce to avoid blows. When a creature makes an attack against you, you can expend any number of hit points to raise your AC by half that amount rounded down, no action required (so spending 6 hit points raises your AC by 3). You can expend that number after seeing the roll. The bonus only applies against that specific attack.

Losing hit points in this way never forces you to make a Concentration check, but in all other ways counts as damage.

At Higher Levels. When cast with a spell slot of 6th level or higher, you can also expend hit points to add a bonus to a saving throw.

CLUTCH OF ORCUS

3rd-level necromancy

(Cleric, Warlock)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be paralyzed for the duration as magical force crushes the subject's organs. At the start of each of its turns, the paralyzed target takes 1d12 bludgeoning damage. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

If a creature dies while under this spell, you can choose to have one of its organs appear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional humanoid for each slot level above 3rd. The humanoids must be within 30 feet of each other when you target them.

CONTROL TEMPERATURE

3rd-level transmutation (ritual)

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (120 foot radius)

Components: V, S, M (a drop of mercury)

Duration: Concentration, up to 8 hours

You imbue an area with cold or fire energy, reducing or raising the temperature by up to two temperature bands (see below, under DM options). Effects of the new temperature on creatures and the environment are incurred immediately. Multiple castings of this spell do not stack.

At Higher Levels. When cast with a 4th or 5th level slot, you can shift the temperature up to 3 bands. When cast with a 6th or 7th slot, you can shift the temperature up to 4 bands. When cast with an 8th or 9th slot, you can shift the temperature up to 5 bands.

CROWN OF THE GRAVE

3rd-level necromancy

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (grave dirt)

Duration: Concentration, up to 8 hours

A ring of ghostly fog surrounds the target's head. With a swirl, the fog dissipates, leaving behind a crown made of human bones.

This spell creates a magic crown that grants its wearer the power to command undead. While the spell lasts the crown's wearer can take an action to issue a one-word order to an undead creature, as per the *command* spell. The undead creature must make a Wisdom save against your spell save DC to resist this effect.

In addition, if the wearer has the Channel Divinity or Channel Negative Energy features, it can expend a use of that ability to give the the undead disadvantage on its save against the *command*.

If the wearer uses Channel Divinity or Channel Negative Energy in a way that affects undead, it can give all undead disadvantage on the save. Doing so immediately ends the spell.

CURSE TABLET

3rd-level necromancy

(Warlock, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a lead tablet and a nail)

Duration: 7 days

You write the name of your victim on a lead tablet, drive a nail through it, invoke the spirits of the dead, and place the tablet within an occupied tomb.

Every midnight for the duration, the victim must make a Constitution saving throw. On a failure, it suffers horrible dreams of its own death, gaining no benefit from rest and taking 1d8 necrotic damage. Its maximum hit points are reduced by the same amount. On a success, it suffers no ill effects. After three successful saving throws (which need not be consecutive), the spell ends.

The spell can also be safely negated by finding the tablet (it radiates necromantic magic) and casting a *remove curse* spell upon it. The tablet can also be melted or broken, but that deals 2d8 necrotic damage to the victim. *Remove curse* can also be cast upon the victim, though because the curse was not directly placed upon the victim, this only grants immunity to the spell's effect for 24 hours.

When the spell ends, the creature cannot be affected by your curse tablet for another year.

DREAD BLAST

3rd-level necromancy

(Warlock)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A lance of dark energy flies from your finger. Make a ranged spell attack against a creature within range. On a hit, it takes 8d6 necrotic damage and must make an Intelligence saving throw. On a failure, it is incapacitated until the end of its next turn, and its speed is 0 for the same duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

FEIGN LIFE

3rd-level necromancy (ritual)

(Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of human blood)

Duration: 1 hour

This spell gives the illusion of life to a willing undead creature within range.

For the duration of the spell, the target looks, sounds, smells, and feels exactly as it did in life. The target regrows skin, blood, and organs. While under this spell's effect, the target can eat, drink, breathe, and perform all other bodily functions, though it does not have to. It is identical to how it looked before death. Incorporeal undead appear solid, but do not actually gain substance. This spell does not grant sentience, so unintelligent undead act mindlessly as usual.

FLESH RIPPER

3rd-level necromancy

(Sorcerer)

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (the claw of a wight)

Duration: Instantaneous

You evoke pure necromantic power in the form of a black claw that flies at the target. Make a ranged spell attack. On a hit, the target takes 3d12 necrotic damage, and the wound rots rapidly for 1d4 points of necrotic damage at the start of each of the creature's turns until it is magically healed.

At Higher Levels. When cast with a 4th-level slot or higher, the spell deals an extra 1d12 points of necrotic damage for each level above 3rd.

GHOUL GESTURE

3rd-level necromancy

(Sorcerer)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair)

Duration: Concentration, up to 1 minute

A green ray stabs from your pointing finger to strike the belly of your enemy.

You must succeed on a ranged spell attack with the ray to strike a humanoid target. A subject that is successfully hit must make a Constitution save or be paralyzed for the duration of the spell. A subject that succeeds on its saving throw is instead poisoned for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell is reduced to poisoning the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can fire one additional ray for each slot level above 3rd. All rays must be directed at different targets.

INFALLIBLE SERVANT

3rd-level necromancy (ritual)

(Cleric, Druid, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (dung)

Duration: 8 hours

You rub dung onto your minion's brow, intoning dark words to bind his life to your cause.

With a touch, you give a willing target a powerful motivation to avoid failure. If the target is captured or slain, its body dissolves into foul sludge. The target is utterly destroyed and cannot be affected by any spell or effect that restores life (such as *true resurrection*) or a semblance of life (such as *animate dead*) short of *wish*.

When the target dissolves, all creatures within 30 feet must succeed on a Constitution save against your spell save DC or become poisoned for 1 minute.

INFESTATION OF MAGGOTS

3rd-level necromancy

(Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of dead, dried flies)

Duration: Concentration, up to 1 minute

You touch your foe with the dust of dead flies on your fingers, giving birth to hundreds of writhing maggots in its flesh.

Make a melee spell attack against one creature you can touch. On a hit, the target creature takes 3d10 necrotic damage. At the start of its next turn, it must make a Constitution save. On a failure, it takes 3d10 necrotic damage and the spell continues. After the creature saves successfully against this spell once, the spell ends.

Creatures without organs take half damage from this spell.

INVIGORATION OF UNDEATH

3rd-level necromancy

(Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mouse toe)

Duration: Concentration, up to 1 minute

Choose up to four undead under your control that you can see within range. Until the spell ends, the affected undeads' speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the targets can't move or take actions until after their next turn, as a wave of lethargy sweeps over them.

IRIAN'S LIGHT

3rd-level necromancy

(Cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sliver of quartz)

Duration: Instantaneous

You channel the light of Irian, the Eternal Day, into three brilliant rays of positive energy that heal the living and reave the undead. You create three rays of light and hurl them at targets within range. You can hurl them at one target or several.

Rays that are aimed at living or deathless automatically hit. Rays that are aimed at undead or constructs require a ranged spell attack to hit.

Any living or deathless creature struck by a ray regains 2d6 hit points. Any undead creature struck by a ray takes 2d6 radiant damage. A construct struck by a ray suffers no effect.

Special: Aerenal elf spellcasters create one additional ray.

At Higher Levels. When cast as a 4th level spell or higher, you create one additional ray for each level above 3rd.

JUNGLERAZER

3rd-level necromancy

(Druid, Wizard)

Casting Time: 1 action

Range: Self (150-foot line)

Components: V, S, M (a pinch of ash from a burnt plant)

Duration: Instantaneous

Invisible destructive energy springs silently forth from you, instantly destroying all natural plant life in the area and leaving a path of ash in its wake.

A wave of negative energy forming a line 150 feet long and 15 feet wide blasts out from you in a direction you choose. Fey, plant creatures, and beasts caught in the area take 6d10 necrotic damage, or half with a successful Dexterity saving throw. Nonmagical plants that aren't creatures, such as trees and shrubs, simply wither and die.

MABAR'S DARKNESS

3rd-level necromancy

(Cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sliver of onyx)

Duration: Instantaneous

You channel the darkness of Mabar, the Endless Night, into three umbral rays of negative energy that reave the living and heal the undead. You create three rays of darkness and hurl them at targets within range. You can hurl them at one target or several.

Rays that are aimed at constructs, living, or deathless require a ranged spell attack to hit. Rays that are aimed at undead automatically hit.

Any living or deathless creature struck by a ray takes 2d6 necrotic damage. Any undead creature struck by a ray regains 2d6 hit points. A construct struck by a ray suffers no effect.

Special: Bloodsail elf spellcasters, or those of the line of Vol, create one additional ray.

At Higher Levels. When cast as a 4th level spell or higher, you create one additional ray for each level above 3rd.

PLAGUE CARRIER

3rd-level necromancy

(Druid)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 7 days

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, the target must make a Constitution saving throw. On a failure, you afflict the creature with a disease of your choice from any of the ones described below.

For the first 24 hours, the subject feels no ill effects (though it radiates necromantic magic). Any creature that comes in contact with the subject must make a Constitution save against your spell save DC or be affected as if by this spell, though it does gain advantage on this save.

After 24 hours, the disease begins to take effect. Once this happens, at the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

POSSESS ANIMAL

3rd-level necromancy

(Druid)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bowl of incense and a morsel of food appealing to the target animal)

Duration: 1 minute

You can attempt to possess any beast or ordinary animal within range that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body. The beast's soul remains in its body but has no control over it while your spirit is there. The possessed creature retains no memory of actions performed during the possession or knowledge of who possessed it.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features. You can cast spells while you possess the animal only if you have the Beast Spells ability or an equivalent ability.

For every 2 points of damage taken by the animal body while you are possessing it, you take 1 point of damage as well.

If the animal body is killed while you are possessing it, you must make a Charisma saving throw against your own spell save DC. On a success, you return to your body if it is within 120 feet of you. Otherwise, you die. If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

You can end this spell as an action.

RAIN OF TERROR

3rd-level necromancy

(Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S

Duration: 10 minutes

You cause a terrifying, unnatural rain to begin falling from the sky. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. All creatures other than you within the area of effect suffer disadvantage on saves against being frightened (such as the spell *fear*).

In addition, you gain advantage on Intimidation checks while the spell lasts.

Rain of terror can manifest in a variety of grotesque and horrifying ways, from torrents of hot blood to a hail of writhing snakes. Regardless of its form, this gruesome rain has all the effects of normal rain, making the area lightly obscured, extinguishing flames (automatically dousing unprotected flames).

The animals and effects of this spell are summoned, not illusory, but you have no control over them. Living creatures that rain down are 50% likely to survive. Thus, after a rain of toads, half are alive and hopping around and the other half are dead, killed by the impact. None of these animals are dangers or able to harm anyone, yet their presence is no less unnerving. Roll on the following chart to see how *rain of terror* manifests with each casting. If you wish, you can make a DC 15 spellcasting ability check to choose the type of rain (failure results in a random roll).

1d8 Type of Rain

- | | |
|---|--|
| 1 | Black, putrid water |
| 2 | Ash |
| 3 | Steaming blood |
| 4 | Toads |
| 5 | Dead bats |
| 6 | Snakes |
| 7 | Spiders |
| 8 | Roll twice (this can stack, so you could have a complex mixture of many types if you keep rolling 8) |

REJUVENATIVE CORPSE

3rd-level necromancy

(Cleric, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a corpse that died in the past week)

Duration: 24 hours or until discharged

Hunger gnaws at your innards as you complete the spell. Your hands glow with black crackling energy, which discharges into the corpse you touch. For a moment, the corpse glows with a similar blackness before fading.

You charge a body that has been dead for at most 1 week with negative energy, giving it the ability to heal an undead creature that dines upon its flesh. The corpse remains charged with this energy for up to 24 hours. If an undead creature eats a full meal of the corpse's flesh within this time (a humanlike undead creature, such as a ghoul, generally taking 10 minutes), the undead regenerates 5 hit points at the start of each of its turns for the next minute as long as it has at least 1 hit point remaining, totaling 50 hit points. This effect does not stack with any regeneration the undead has from other sources. This spell does not allow the undead to regrow or attach lost body parts. Eating the flesh discharges the spell from the corpse.

You can cast this spell multiple times on a corpse, allowing more than one undead to benefit from eating it, though a single undead gorging itself on multiple "meals" does not gain any extra benefit while the first meal is in effect (the fast healing does not stack). A typical Medium corpse is usually enough for ten such meals, a Small corpse five, Tiny two, Large 20, Huge 40, and Gargantuan 80 or more.

A living creature that eats a charged corpse must succeed on a Constitution saving throw against your spell DC or immediately contract filth fever (as if by the *contagion* spell). Creatures that are neither alive nor undead and eat the charged corpse are unaffected.

RIGOR MORTIS

3rd-level necromancy

(Cleric)

Casting Time: 1 action

Range: Touch

Components: S, M (a pinch of ash from a cremated body of any kind)

Duration: Concentration, up to 1 minute

This spell allows you to wrap a single target in death's embrace, making it both feel and appear dead for the duration of the spell. You must succeed on a melee spell attack to affect unwilling targets, and unwilling targets make a Constitution saving throw. On a success, they suffer no ill effects. Willing targets, and unwilling targets who fail their saving throws, immediately fall to the ground unconscious as though dead.

All vital functions (if any) are suspended; subjects of this spell do not breathe, pump blood, or otherwise indicate in any way that they still live. They do not need these functions for the duration of the spell.

Each time it takes damage, the target can make a new Constitution saving throw. On a success, the spell ends.

SHIVERING TOUCH

3rd-level necromancy

(Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your ice-cold hand can freeze the mobility and life of others. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 frostburn damage, and suffers disadvantage on all Dexterity-based checks, attack rolls, and saving throws until the start of your next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

SKULL WATCH

3rd-level necromancy

(Cleric, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (the humanoid skull upon which the spell is cast)

Duration: Permanent

You lift the skull into the air and it floats gently out of your grasp, its eye sockets locked on a distant point.

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter mile away.

Every creature within 60 feet of the skull when it shrieks must make a Constitution save or be deafened for 1 minute. A creature can repeat the save at the end of its turn, ending the effect on itself on a success. Whether or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane as it is. The alarm resets 1 minute later.

When you cast the spell, you can specify creatures that will not trigger the alarm. The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has AC 12 and 10 hit points. You are not magically made aware of the skull's destruction if it has not been triggered.

"When the thirst comes upon me so fiercely I can't recall my own name, when the searing Eye of the Day scalds my flesh, or as loneliness shrouds the vacuum where my soul used to reside, I wonder if I am as invincible as I pretend."

—Blaesing, Dim Triad member

SOUL CHARGE

3rd-level necromancy

(Cleric, Sorcerer, Wizard)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a crystal worth at least 100gp)

Duration: 24 hours or until discharged

One creature you touch must make a Constitution saving throw. A creature can choose to fail this save if it wishes. On a failure, you suck out a piece of a its soul, storing it in a special crystal. The creature takes 2d8 necrotic damage, and the crystal gains 1 charge, plus another charge for each 8 you roll. While the spell lasts, a creature holding the crystal can use it to provide one or more charges for a common, uncommon, rare, or very rare magic item, which expends charges normally. The spell can be cast again on the crystal only after all charges are expended.

At Higher Levels. For each level above 3rd, the spell deals an additional 2d8 necrotic damage, and the crystal stores an additional charge.

SUMMON UNDEAD MINIONS

3rd-level conjuration

(Dread Necromancer)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

You summon undead creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One undead of CR 2 or lower
- Two undead of CR 1 or lower
- Four undead of CR 1/2 or lower
- Eight undead of CR 1/4 or lower

A summoned creature disappears when it drops to 0 hit points.

The summoned creatures are friendly to you and your companions. Roll initiative for the undead creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

If your concentration is broken, the undead don't disappear. Instead, you lose control of the undead, they become hostile toward you and your companions, and they might attack. Uncontrolled undead can't be dismissed by you, and they disappear 1 hour after you summoned them.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level.

UNDEAD CONDUIT

3rd-level necromancy

(Wizard)

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a pinch of bone dust)

Duration: Concentration, up to 10 minutes

By strengthening the bondings of negative energy between yourself and a willing undead creature or an undead creature you control, you can cast spells or use Charnel Touch through its space. For the duration of the spell, you may cast spells of the necromancy school from an affected undead creature rather than yourself. In terms of range, touch attacks and area of effect, the undead creature effectively becomes the caster of the spell, though all other variables, such as damage, bonus to hit, DC, and slots expended are yours.

UNDEAD LIEUTENANT

3rd-level necromancy (ritual)

(Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cast your spell on the foul creature, and for a brief moment your own face appears atop its ruined body.

You empower the subject undead with the authority of command over undead in your control. The targeted undead must have Intelligence 6 or higher. Undead under your control obey the target undead as if it were you. You can give orders to the undead normally, superseding the orders of the subject of this spell. If the target undead creature is destroyed, the spell ends.

You can have only one undead lieutenant at any time.

UNLIVING WEAPON

3rd-level necromancy

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of sulfur and a drop of bile)

Duration: 8 hours

This spell causes a willing corporeal undead creature to explode in a burst of powerful energy when it takes at least 1 point of damage, or at a time you designate before the spell ends, or when you speak a command word within 120 feet of it. The explosion is a 10-foot-radius sphere that deals 4d10 points of force damage, or half on a successful Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

VISION OF FEAR

3rd-level divination

(Bard, Wizard)

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

One creature within range must make a Wisdom saving throw. On a failure, you get a sudden vision of either the target's greatest fear or its most recent source of fear, be it a situation, location, item, type of creature, or individual. You choose which fear to gain knowledge of, either greatest or most recent.

The image is drawn directly from the subject's subconscious and is accompanied by a burst of vivid details. The intensity of the sensations connected to the vision and the clarity of the image is strong enough that you are treated as having firsthand knowledge of it for the purposes of scrying and having studied it carefully for the purposes of teleporting.

This memory is magically aided and remains vivid for 24 hours, after which all but the vaguest images fade from your memory. If you attempt to scry upon or teleport using this memory after vision of fear has expired, you are treated as having second-hand knowledge in the case of scry and as having viewed the area once when using teleport.

If you choose to use this spell to gain knowledge of the subject's greatest fear, you gain no immediate advantages—however, the knowledge now remains with you, and you can use it to craft illusions or place the creature in situations with its fear, with an effect determined by the DM.

The spell has no effect on creatures immune to being frightened. Creatures with an Int of 3 or lower may have very primitive fears, such as predators.

If the creature's most recent fear was due to a fear effect from a spell or spell-like ability, you immediately identify the fear as a magical compulsion (and not a true personal fear), although the spell does not also relate an earlier more private fear.

Special: A dread necromancer can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

4TH LEVEL

ABOLETH CURSE

4th-level necromancy

(Bard, Sorcerer, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of seawater)

Duration: Permanent

You bestow a dreadful affliction on the creature you touch, similar to the effect of an aboleth's foul contact. Make a melee spell attack against one creature within range. On a hit, the creature must make a Constitution saving throw.

On a failure, the skin of the target creature transforms into a transparent, glistening membrane. A creature so transformed must keep this membrane moistened with cool, fresh water or take 1d12 points of necrotic damage every 10 minutes. Creatures that don't need to breathe are immune to this spell.

This curse cannot be dispelled, but it can be removed with a *remove curse* spell if cast within 24 hours. Afterward, only a *heal* or stronger magic can remove the affliction.

ANIMATE INFECTIOUS ZOMBIE

4th-level necromancy

(Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a zombie (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

The zombie also carries a disease. Any creature the zombie hits with its slam attack must make a DC 13 Constitution saving throw or contract zombie plague. Success means the creature is immune to zombie plague for 24 hours. See the Disease section later for details on zombie plague.

A creature that dies as a result of zombie plague is not under your control.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional zombies for each slot level above 3rd. Each of the creatures must come from a different corpse.

BLOOD LIGHTNING

4th-level necromancy

(Sorcerer)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of lemon juice and a bit of copper)

Duration: 24 hours

You charge one creature's blood with electric force. The next turn the creature's blood is drawn while the spell lasts (it takes piercing or slashing damage), it must choose to either discharge the magic or not discharge the magic.

Discharging the magic is a reaction that forces all creatures within a 30-foot cone to make a Dexterity saving throw or take 8d6 lightning damage, or half on a successful saving throw. If it chooses not to discharge the magic, it instead gains 2d6 hit points.

At Higher Levels. For each level above 4th, the damage or heal increases by 1d6.

CREATE KARRNATHI UNDEAD

4th-level necromancy

(Cleric, Dread Necromancer, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small humanoid within range. The target becomes a Karrnathi skeleton if you chose bones or a Karrnathi zombie if you chose a corpse. (See the bestiary below for their statistics).

The undead created in this way is intelligent and free-willed. It is not under your control, though its starting attitude is friendly. It continues to hold whatever beliefs and allegiances it had in life, and if you order it to attack its old friends it will refuse the order and may become hostile towards you. Barring such incidents, however, it will generally assist and aid you.

After 24 hours, the undead ceases to be automatically friendly to you, and it does as it pleases. If you have treated it well, it will likely bid you well and then depart for its own quest, perhaps setting itself up as a protector of its hometown; conversely, if you have treated it poorly, it may attack or seek your ruin.

Generally speaking, it will only continue to adventure beside you if you share a common goal, or if you can offer some compelling reason for it to stay (such as promising to take care of its family).

Note that a Karrnathi undead does not automatically have the equipment listed under its statblock; you will have to provide it with weapons and armor if it does not already possess them. However, many soldiers (on whom this spell is usually cast) will be outfitted in armor and weaponry similar to the statblock's.

At Higher Levels. When cast as an 8th-level spell, you can create a karrnathi dread marshal.

CREATE NECROPOLITAN

4th-level necromancy (ritual)

(Cleric, Dread Necromancer, Wizard)

Casting Time: 24 hours

Range: 30 feet

Components: V, S, M (a black diamond worth at least 500 gold, consumed)

Duration: Instantaneous

You and 2 or 3 zombie servitors can turn a willing, living creature other than yourself that is not a celestial, elemental, fiend, ooze, or plant into a necropolitan (see the template below.) The section Necromantic Rituals describes this ritual in full.

CREATE SPIRIT IDOL

4th-level necromancy (ritual)

(Cleric)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a clay pot filled with grave dirt, another filled with pure water, and one 150 gp black onyx stone)

Duration: Instantaneous

Light seems to coalesce around the corpse before you, gleaming in its eyes for a moment before it fades.

This ritual binds the subject's soul to its physical remains, preventing its passage to the afterlife. This is a voluntary effect; the subject's spirit must be willing (as if for a *resurrection*), or the spell automatically fails. Once bound to the body, the spirit remains in a state of torpor.

If a *speaking with dead* spell is cast upon a spirit idol, the spirit is woken to consciousness for the duration of the *speaking with dead* effect. In this state, it can perceive its surroundings and communicate verbally in any languages it knew in life. (This effect occurs instead of the normal effect of *speaking with dead*.) The spirit idol's communication is typically brief, cryptic, or repetitive, but it does not intentionally give false answers.

A spirit idol can be restored to life by *raise dead* or similar means. The spell preserves both the body and spirit perfectly, allowing such magic to be cast after the usual time limit has expired. If the body is destroyed or dismembered, the spell effect is broken and the soul passes to its afterlife.

This spell was invented by Aereni necromancers to preserve those elves who aren't quite worthy enough to become deathless, but are too important to let pass on to Dolurrh and fade away. Outside of Eberron, it may have been invented by any church with an emphasis on preserving ancestors.

DELAY DEATH

4th-level necromancy

(Cleric)

Casting Time: 1 action or 1 reaction, which you take when a creature drops to 0 hit points

Range: 30 feet

Components: V, S, M (an hourglass)

Duration: 1 minute

You gesture toward your ally and call upon your power over life and death. A soft, golden glow appears on your companion's chest, around his heart.

Choose one willing creature within range. The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of 3 failed death saves before a character dies is extended without limit. Furthermore, the subject becomes immune to death from massive damage.

A condition or spell that destroys enough of the subject's body so as to not allow *raise dead* to work, such as a *disintegrate* effect, still kills the creature, as does death brought about by ability score reduction, or any instantly killing effect (such as a will-o-wisp's Consume Life).

The spell does not prevent the subject from being unconscious from dropping to 0 hit points. It merely prevents death as a result of hit point loss. When the spell ends, if the target creature has 3 failed death saves (and has not regained any hit points), it dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

DREAM WALK

4th-level conjuration

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported bodily into a dreamscape. You must either be able to see the dreamer whose dreams you wish to enter or be within 30 feet of it.

You can also use this spell to exit a dreamscape, appearing within 10 feet of the dreamer.

EBON RAY OF DOOM

4th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You fire a ray of black energy that drastically slows down the rate at which the subject can recover hit points. Make a ranged spell attack. On a hit, the target's healing is impeded. Anyone attempting to restore hit points to the subject by means of any sort of healing magic must make a check using its spellcasting ability, with a DC equal to your spell save DC. On a successful check, the healing functions normally.

Any creature with the Regeneration trait must make a Constitution save against your spell DC at the start of each turn. On a failure, the creature does not regenerate this turn.

FEAST OF FLESH

4th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (at least 5 lb of raw flesh from your own species, which you consume)

Duration: Concentration, up to 1 hour, and see text

Feast of Flesh has similarities with *ghoul touch*, although its effects are far more long-lasting and serious. Owing to the gruesome material component required, few except the vilest of necromancers will ever cast it. It opens up a channel not just to the negative energy plane, but also to the primal essence of ghoulishness on that plane.

For the duration of the spell, you can paralyze your opponents with a touch. You can make a melee spell attack against a humanoid within your reach as an action. On a hit the target must succeed on a Constitution saving throw or be paralyzed for 10 minutes. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. Elves are immune to this effect.

Additionally, a subject paralyzed in this way exudes a carrion stench. Any creature that starts its turn within 5 feet of the subject must succeed on a Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to all stench from your spell for the next 24 hours.

If you kill a creature paralyzed in this way, you can spend 1 minute consuming its corpse. This extends the spell's duration by 1 hour.

At the DM's discretion, a caster who uses this spell too often may become a ghoul upon death.

FIND GREATER SKELETAL STEED

4th-level conjuration

(Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a loyal, majestic mount. Appearing in an unoccupied space within range, the spirit takes on a form you choose: a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a saber-toothed tiger. (Your DM might allow other animals to be summoned as steeds.) The creature has the statistics provided in the Monster Manual for the chosen form, though it is an undead instead of its normal creature type. Additionally, if it has an Intelligence score of 5 or lower, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

The steed has immunity to poison damage and the poisoned and exhaustion conditions, but vulnerability to bludgeoning damage. It cannot be turned as long as you ride it.

You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it telepathically. While mounted on it, you can make any spell you cast that targets only you also target the mount. The mount disappears temporarily when it drops to 0 hit points or when you dismiss it as an action. Casting this spell again resummons the bonded mount, with all its hit points restored and any conditions removed.

You can't have more than one mount bonded by this spell, *find steed*, *find skeletal steed*, or *find greater steed* at the same time. As an action, you can release a mount from its bond, causing it to disappear permanently.

Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

FINGER OF AGONY

4th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You disrupt the organs of a creature you can see within range. At the start of each of its turns, it must succeed on a Constitution saving throw or take 3d6 bludgeoning damage and be incapacitated until the start of its next turn, or half damage and no other effects on a successful save.

Creatures without organs, such as elementals, oozes, and golems, are immune to this spell.

At Higher Levels. When cast with a 5th-level or higher slot, the damage increases by 1d6 for each level above 4th.

ICEFANE CORPSE

4th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wight's thumbnail)

Duration: 1 minute

You infuse one willing undead creature within range with a powerful burst of necromantic cold. The affected undead gains several benefits:

- Resistance to fire damage
- Whenever it would take cold damage, it instead regains an equal amount of hit points
- Its melee attacks do an extra 1d6 cold damage

MANIFEST DESIRE

4th-level illusion

(Warlock, Wizard)

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a circle of white cloth)

Duration: Concentration, up to 1 hour

Choose one creature of your choice within range. The target's greatest desire appears before it in illusory form for all to see. Interaction with the image allows an Investigation check to disbelieve.

Many casters use this spell simply to learn the subject's greatest desire, not caring whether the illusion deceives the subject.

MANIFEST NIGHTMARE

4th-level illusion

(Warlock, Wizard)

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a circle of black cloth)

Duration: Concentration, up to 1 hour

The target's greatest fear appears before him in illusory form for all to see. So long as the nightmare remains manifest and in the subject's proximity, the target must make a Wisdom save.

Whether the save succeeds or fails, the target is frightened of the illusion; on a failure the creature must take the Dash action and move away from it by the safest available route. This save is repeated every round for the spell's duration, until and unless the subject makes a successful Investigation check to disbelieve the illusion or can no longer see it.

In order to disbelieve the illusion, the subject must first force themself to interact with it, to determine that it might be false.

Many casters use this spell simply to learn the nature of the subject's greatest fear, not caring whether the illusion actually causes the subject to panic.

MIASMA OF ENTROPY

4th-level necromancy

(Druid)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a circle of black cloth)

Duration: Instantaneous

A red mist rises from the ground as you intone this spell, billowing outward from you. Within it you see leaves curl up, scrolls rot from their spindles, and the leather armor of your foes drip from their vulnerable forms.

Miasma of entropy causes accelerated decay in all wood, leather, and other natural materials in the spell's area. It destroys nonmagical objects of wood, leather, paper, and other formerly living organic matter. All such objects within the area rot into slimy, pulpy masses. Objects weighing more than 15 pounds are not affected, but all other objects of the appropriate composition are ruined.

For objects that are being worn or carried, the bearer must make a Constitution saving throw per affected object. All failures mean the object in question is destroyed.

NIGHT'S MANTLE

4th-level abjuration

(Dread Necromancer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of pitch, consumed, and an onyx worth at least 250 gp)

Duration: 8 hours

You imbue a creature with an invisible shield that protects it from all effects of sunlight. If cast on a vampire or other creature that is normally harmed or destroyed by exposure to sunlight, the spell allows that creature to function in sunlight without hindrance. The spell does not overcome any aversion the target creature may have for sunlight, however.

Night's mantle is not countered or dispelled by any light spell of equal or lower level (such as the 3rd-level spell *daylight*). It can be dispelled by a light spell of greater level (such as the 8th-level spell *sunburst*, which both dispels *night's mantle* and inflicts its normal damage).

OTILUKE'S SUPPRESSING FIELD

4th-level abjuration

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

Your skin tingles as you radiate a field of powerful magic.

When you cast this spell, designate a school of magic. Spells of that type are suppressed within the area of your spell. Anyone attempting to cast such a spell in (or into) the area must succeed on spellcasting ability check against your spell save DC. Precast effects make this check when first exposed to your suppressing field.

If they succeed, they remain unaffected for the duration. If they fail, they are suppressed for the duration, resuming function (if their duration has not expired) when they leave the area.

PAIN

4th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live leech)

Duration: Concentration, up to 1 minute

Up to four creatures of your choice that you can see within range must make Constitution saving throws. A creature that fails this saving throw is wracked with intense pain. Whenever a target that fails this saving throw makes an attack roll, ability check, or a saving throw before the spell ends, the target must roll a d8 and subtract the number rolled from the attack roll, ability check, or saving throw.

So potent is the pain that even on a successful saving throw, whenever a target makes an attack roll, ability check, or a saving throw while the spell lasts, the target must roll a d4 and subtract the number rolled from the attack roll, ability check, or saving throw.

Creatures that do not feel pain are immune to this spell.

At Higher Levels. When you cast this spell with a 6th- or 7th-level slot, the targets must roll a d10 on a failed save. When you cast this spell with an 8th-level or higher slot, the targets must roll a d12 on a failed save.

RALLY OF THE DAMNED

4th-level necromancy

(Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small toy horn)

Duration: Instantaneous

You send negative energy into all undead of your choice within range, bolstering their will. If an undead was turned or rebuked, it ceases to be.

REBUKING BREATH

4th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 round

For this spell to function, you must have a breath weapon, either innately or as the result of a spell such as *dragon breath*. When you cast this spell, you imbue your breath weapon with negative energy that rebukes undead in its area. Undead within the area of your breath weapon that fail their saving throws against it cower as if in awe for 1 round.

RECONSTITUTE BODY

4th-level necromancy

(Cleric)

Casting Time: 24 hours

Range: Touch

Components: V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a piece of a dead creature. The spell forms a new adult body for it, identical to its previous body.

You can then cast *raise dead* on the newly created body as normal. This does not extend the 10-day limit of *raise dead*, but if that limit was extended through *gentle repose* or similar spells, it continues to be extended for as long as the *gentle repose* would have lasted.

This spell must be cast in a special place linked to the forces of life and death, as determined by the DM.

RECONSTITUTE BODY

This spell allows players to bring back heroes who have been dismembered before access to the *resurrection* spell. If you would rather dismemberment be a more final fate, feel free to ban this spell.

SHADOW CURSE

4th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

One creature you touch must make a Constitution saving throw. On a failure, its natural healing process is halted by an infusion of shadow essence. Those so cursed suffer no immediate noticeable effects from the spell but soon find they no longer heal as normal.

Creatures affected by this spell can only heal naturally or be affected by magic healing while in an area of bright light. Spells that heal damage fail if cast upon the creature in an area of shadowy illumination or darkness and natural healing does not occur while in such areas. This curse can be removed by the *remove curse* spell, but *dispel magic* has no effect.

SHADOW LEECH

4th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against one creature within range. On a hit, it takes 6d10 necrotic damage and all its color is drained from its body, becoming black, grey, and white. This discoloration lasts for 1d6 hours. If this damage reduces the target to 0 hit points, you gain temporary hit points equal to half its hit point maximum. These temporary hit points last for 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SHADOW MASTERY

4th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small sundial)

Duration: Concentration, up to 1 hour

Calling upon dark powers, you are able to cause an enemy's own shadow to rise up against it. The target must make a Wisdom saving throw. On a failure, this manifestation causes the shadow to cloak itself around its owner, making them 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. For the duration of the spell, however, the subject will cast no shadow at all as it envelopes the subject's body. While this spell is in effect, the subject suffers the following penalties:

- Whenever the subject takes necrotic damage, roll damage twice and use the higher roll.
- The subject has disadvantage on Perception checks and attack rolls, unless it has blindsight or can see in magical darkness.
- The subject has disadvantage on saves against being frightened.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. The new target makes a Wisdom save of its own.

SHELTERED VITALITY

4th-level abjuration

(Cleric, Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a carved jade heart worth at least 200 gp)

Duration: 1 hour

Pressing your hand to the creature's chest, you utter a low chant, and a warm glow passes from your hand into the subject.

One willing creature you touch gains immunity to having its ability scores and max hit points reduced for the duration of the spell.

VECNA'S MALEVOLENT WHISPER

4th-level enchantment

(Warlock, Wizard)

Casting time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Believed to be an early attempt at the rediscovery of *power word kill* by the Whispered One himself, this dark spell rends the body and soul of its target. If the target has 15 hit points or less, it dies immediately. Otherwise, the spell has no effect.

Special: A dread necromancer can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

WITHER LIMB

4th-level necromancy

(Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Uttering a rumbling phrase, you point at your foe and watch with delight as its limbs wither and twist, becoming useless.

One humanoid within range must make a Constitution saving throw. On a failure, either its arms or legs (your choice) are withered. Withered legs force a subject to fall prone while at the same time reducing the subject's land speed to 5 feet. Withered arms make it impossible for the subject to use objects or cast spells with somatic components.

A withered limb can be restored to normal by *dispel magic* or *greater restoration*.

If you maintain your concentration on this spell for the entire possible duration, the creature's limbs are withered until the effect is removed.

WRACK

4th-level necromancy

(Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tear)

Duration: Concentration, up to 1 minute + 3d10 minutes; see text

Choose a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be wracked with unimaginable pain and stuck blind. The target falls prone and is incapacitated and blinded. Its speed is 0 while incapacitated in this way, and it cannot benefit from bonuses to its speed.

Even when the spell ends, the subject is still frightened of you for 3d10 minutes. *Ease pain* can end both effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional humanoid for each slot level above 4th.

5TH LEVEL

BELTYN'S BURNING BLOOD

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of blood and a pinch of saltpeter)

Duration: Concentration, up to 1 minute

You ignite the blood of one creature within range. At the start of each of its turns, it must make a Constitution saving throw. On a failure, it takes 1d12 fire damage and 1d12 acid damage, or half as much on a success.

Also on a failure, the pain slows the creature for that round. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Creatures without blood are immune to this spell.

BLEED

5th-level necromancy

(Cleric, Druid)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Your magic thins the blood of your target, causing it to spill with unnatural ease. One creature of your choice within range must make a Constitution saving throw. On a failure, it gains vulnerability to piercing and slashing damage. Additionally, the creature suffers disadvantage against spells and effects that inflict the poisoned condition. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Creatures without blood are immune to this spell.

BLOOD OF FIRE

5th-level necromancy

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (your blood)

Duration: Instantaneous

When you cast this spell, you cut a mystic pattern into one palm with a knife and enchant your own blood. The spell creates four missiles. You can then send these missiles of blood streaking from the upturned palm, which explode on impact. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d10 fire damage, and each creature within 5 feet of it must make a Dexterity saving throw or take the same damage.

Casting this spell deals 4 damage to you.

At Higher Levels. For each level above 5th, you create one additional missile, and take one additional damage upon casting.

CHARNEL FIRE

5th-level necromancy (ritual)

(Cleric)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of brimstone)

Duration: Instantaneous

With sinister black flame and brimstone, you completely consume one dead body so that absolutely nothing remains. A creature whose body is destroyed by a *charnel fire* spell can only be brought back to life through a *true resurrection* or *wish* spell.

This spell can also affect animate corporeal undead. Such creatures must make a Wisdom saving throw or be destroyed and reduced to nothing.

CHOKING SANDS

5th-level necromancy

(Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny stuffed animal filled with sand)

Duration: Concentration, up to 1 minute

Your touch coats the target's lungs with dust and sand. Make a melee spell attack against a creature within your reach. On a hit, the creature must make a Constitution saving throw. On a failure, it begins suffocating. It can repeat the save at the end of each of its turns, ending the effect on itself with a success.

If the creature spends its turn doing nothing but trying to cough up, it gains advantage on its save at the end of the turn.

CONSUMPTIVE FIELD

5th-level necromancy

(Cleric, Warlock)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Sweeping your arm about and clutching it to your chest, you draw the last breaths of fallen foes from their choking mouths and inhale them to fuel your own power.

All creatures in the area with 0 hit points that fail their Constitution saving throws die, and you gain 1d10 temporary hit points until the spell's duration expires. The temporary hit points stack with themselves, but not with any other source.

Additionally, after a creature dies due to this spell, the next spell you cast before this spell ends is treated as if it were cast at 1 level higher.

Creatures that fall to 0 hit points in the area after the spell is cast are likewise subject to its effect.

No creature can be affected by this spell more than once per casting, regardless of the number of times that the area of the spell passes over them.

At Higher Levels. At 8th level or higher, this spell affects creatures with 9 or fewer HP.

CONTACT ANCIENT SPIRITS

5th-level necromancy (ritual)

(Dread Necromancer)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a meal, and incense. Both are consumed by the spell)

Duration: 1 hour

You summon forth the spirit of someone dead. You specify what spirit you summon, either naming one (such as "Noanar") or describing one (such as "a victim of the plague of 1374 in the town of Highfolk"). If no spirit meets your requirements, the spell summons the most similar one that does. The spirit remains for the duration, or until it chooses to leave.

Spirits retain the knowledge they had in life, but do not possess any abilities they did (with exceptions; see below). Most spirits are willing to answer your questions to break the tedium of death. Some may request that their final wishes be met first. Any that recognize you as an enemy are very unlikely to be helpful, and may deliberately mislead you.

If someone you try to summon is currently a sentient undead, the spell establishes telepathic contact with it. It is under no obligation to be helpful, and may be irritated at the intrusion.

If the spirit you call back was a powerful spellcaster (capable of casting at least 5th-level spells), it appears as an incorporeal undead of the DM's choice, except it retains its spellcasting and class features from life. It acts as it would normally, and it retains its alignment from life. Its starting attitude is indifferent, but it may see you as a host body and try to possess you. Consequently, summoning powerful spellcasters is highly risky and is typically done in a *magic circle* spell. Destroying this undead manifestation deals no permanent harm to the spirit, who can be resummoned immediately. Otherwise, it vanishes when the spell ends, unless it has successfully possessed a host, in which case it remains until exorcised.

CRYPTWARDEN'S GRASP

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mummified finger)

Duration: Until removed

Your hand shrivels like the limb of a corpse as dark energy flows through your veins.

You inflict mummy rot on one creature you touch. Make a melee spell attack. On a hit, the creature takes 6d6 necrotic damage and must succeed on a Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. *Dispel magic* does not work against this spell, but *remove curse* does.

DOOR OF DECAY

5th-level conjuration

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You feel yourself pulled forward, into the undead creature you have touched. Your flesh and soul grow cold, and after an instant of maddening emptiness, you reappear elsewhere.

You can use the Negative Energy Plane as a conduit in the same fashion that most teleportation magic uses the Astral Plane. Upon casting this spell, you can literally step into an undead creature and emerge from another designated undead creature on the same plane.

If you do not know the precise location of the destination undead, you can select the undead creature you control nearest your desired exit point. Both undead creatures must be your size category or larger and either willing or under your control. (Mindless undead are considered willing only if you control them).

You can bring along objects as long as their weight doesn't exceed your maximum load, but you cannot bring other creatures with you.

Special: A dread necromancer can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

DREAMING PUPPET

5th-level enchantment

(Bard)

Casting Time: 1 minute

Range: Unlimited

Components: V, S

Duration: Concentration, up to 10 minutes

You attempt to take control of the physical body of a sleeping creature. At the beginning of the spell, you must name the subject or identify it by some title that leaves no doubt as to its identity. You then enter a trance, and the target must make a Wisdom saving throw. On a failure, you appear in the subject's dream. So long as you remain in its dream, you see the world through the eyes of its physical form, and you control its body as per the spell *dominate monster*. The subject is aware of you in its dream, and can identify you if it knows you personally. Once the spell ends, or if the subject shakes off the effect due to another save (see *dominate monster*), it remembers what it has done while under the effects of *dreaming puppet*. These memories are dreamlike and not entirely clear, but the subject recalls the gist of all that happened.

If the recipient is awake when the spell begins, you can choose to wake up (ending the spell) or remain in the trance. You can remain in the trance until the recipient goes to sleep (assuming the spell's duration lasts that long), then enter the recipient's dream and force it to make a Wisdom save as normal. If you are disturbed and awaken during the trance, the spell ends.

Creatures who don't sleep (such as elves, but not half-elves), don't dream, or are otherwise immune to being charmed are immune to this spell.

You are unaware of your own surroundings or of the activities around you while in the trance. You are defenseless both physically and mentally (you automatically fail all saving throws) while in the trance.

Dreaming puppet carries an element of risk for you as well as for the subject. If the target exceeds the required Wisdom save by 5 or more, or rolls a natural 20, not only are you barred from controlling it but your soul becomes lost in the dreamscape, unable to easily return to your own body. In order to return to your body, you must either find your way through the realm of dreams (and possibly other planes as well), cast a planar traveling spell such as *dream walk*, or be rescued.

ELEMENTAL SHROUD

5th-level necromancy

(Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a prism)

Duration: Concentration, up to 10 minutes

While the spell lasts, all undead of your choice within range gain resistance to one damage type of your choice, and their weapon attacks do an extra 1d6 of that damage type.

FAVOR OF THE MARTYR

5th-level necromancy

(Paladin)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

Calling upon the saints of your order, you imbue the person in need with the power to resist the dire forces arrayed against you.

You choose one willing creature within range, and grant it a strong protection against the vulnerabilities of the living. The subject gains immunity to being charmed and frightened, and to attacks that function specifically by causing pain, such as the *wrack* and *waves of pain* spells. It is further immune to effects that would cause it to be exhausted, incapacitated, paralyzed, poisoned, stunned, or unconscious. A creature at 0 hit points remains conscious but must make death saving throws as normal. If any of the above conditions were in effect on the subject at the time of casting, they are suspended for the spell's duration. (Thus, an unconscious subject becomes conscious and functional.)

When the spell ends, any effects suspended by the spell that have not expired in the interim (such as levels of exhaustion) return. Effects that expired during the duration of this spell do not resume when it ends.

FIRE IN THE BLOOD

5th-level necromancy

(Dread Necromancer, Sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of your own blood)

Duration: 10 minutes

You ignite your blood making deadly weapons of your own arteries and veins. Once the spell is cast, your blood takes on a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it from you. From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing damage to you with a melee weapon attack or melee spell attack is sprayed with your blood in retribution. The blood deals a cumulative 1d6 points of acid damage per attack upon your attacker, with no save applicable, up to a maximum of 5d6. Thus, the first time a foe hits you with a slashing or piercing weapon, it instantly takes 1d6 points of damage from the sanguinary backlash. The second time that same foe strikes you, it takes 2d6 points of damage. As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends.

Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray.

The arc and direction of the blood spray is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be. Each spray strikes only the one responsible for the wound.

At Higher Levels. When cast as a spell of 6th level or higher, the maximum retributive damage increases by 1d6 per level above 5th. So a 7th-level *fire in the blood* would end after it dealt 7d6 to a creature in a single instance. At 7th level and higher, *fire in the blood* can be cast on a willing creature.

GELID BLOOD

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Cold energy surges through the target's body, congealing the blood in the creature's extremities. Your target must make a Constitution saving throw. On a failure, the target has disadvantage on attack rolls, all Strength and Dexterity-related checks, and all attacks against the target have advantage. Additionally, if the target casts a spell with a somatic component, it must roll a d20. On a roll of 10 or lower, the spell fails.

If the target makes its Constitution save, the creature only takes disadvantage on all Strength and Dexterity-related checks. If it casts a spell with a somatic component, it must roll a d20. On a roll of 5 or lower, the spell fails.

This spell has no effect on creatures immune to cold damage.

At Higher Levels. When cast with a spell slot of 6th level or higher, you can target one additional creature for each level above 5th.

GHOST STORM

5th-level necromancy

(Bard, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One thing the lost cities share, despite their diverse locations, is a history of loss and despair. Had no tragedy occurred, the city would have remained vibrant. Yet something—some terrible fate, be it plague, disaster, war, madness, or worse—befell the ancient citizens of the now empty city, and an echo or remnant of their final hours is firmly imprinted in what ruined stones still remain in their one-time homes.

Ghost storm calls upon the residual energies of anguish, fear, terror, and despair embedded in the stones of the region and magnifies them to a terrifying degree. A 30-foot-radius sphere centered on a point within range is engulfed in ancient power. As the spell is cast, dozens of wrathful, shrieking spirits rise out of the ground in and ruined walls of the surroundings, filling the area with a whirling storm of wretchedness and agony. As the spirits move around and through any creatures caught in the area, their anguish and pain is transferred to any living creatures in the area.

The affected area becomes difficult terrain, as the ghosts clutch at anything moving within. Additionally, a living creature that starts its turn in the *ghost storm* takes 2d8 necrotic damage.

All living creatures in a *ghost storm* must make a Constitution save. On a success, they are frightened of you until the end of your next turn. A new saving throw is required each round the creature stays in the *ghost storm*. On a failure, a creature is frightened for 1 minute, and is incapacitated while frightened in this way. After leaving the *ghost storm*, the creature can make a new save, ending the effect on itself on a success.

Once created, a *ghost storm* remains stationary. A creature that enters the area must immediately save against its effects, even if he has already made a previous saving throw against the same spell.

This spell is far less effective in areas other than lost cities (a "city" is a community with a population 5,000). If the spell is cast in a location where a city never existed, the ghosts produced fill only a single 5-foot-radius sphere.

GHOUL GAUNTLET

5th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Your touch gradually transforms a living victim into a ravening, flesh-eating ghoul.

Make a melee spell attack against a humanoid within your reach. On a hit, the subject must make a Constitution saving throw. On a failure, the subject takes 3d6 points of damage at the start of each of its turns while its body slowly dies and its flesh is transformed into the cold, undying flesh of the undead. When the victim reaches 0 hit points, it gains the ghoulish template.

If the target fails its initial saving throw, *heal*, *remove curse*, *wish*, *dispel magic* (of an appropriate level or with an appropriate check), or *greater restoration* negates the gradual change. Healing spells can temporarily prolong the process by increasing the victim's hit points, but the transformation continues unabated.

Ghouls created by this spell are free-willed.

GRIMWALD'S GRAYMANTLE

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a skull, consumed)

Duration: 1 minute

Crushing the skull in your hand, you create a cloud of sickly gray energy that streaks toward a creature, wrapping it in the foul essence of unlife.

A skull-shaped cloud of gray energy strikes your target. The gray radiance is transferred to the creature, covering it entirely. The creature must make a Constitution saving throw. On a success, it suffers no ill effects. On a failure, it suffers the effects for the duration of the spell.

While the spell lasts, the subject cannot regain hit points or ability score points by any means, nor can the creature's maximum hit point be raised. Regeneration abilities the subject has from any source are suppressed for the duration of the spell. Spells that heal damage do not work on that individual. The subject can improve its current hit points by boosting its Constitution score and can receive temporary hit points (from a *false life* spell, for example).

When the spell ends, automatic healing abilities, such as a troll's regeneration, and items that restore hit points, such as a *ring of regeneration*, begin to function again.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

KISS OF THE VAMPIRE

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a black onyx worth at least 50 gp that has been carved with the image of a fang-mouthed face)

Duration: Concentration, up to 1 minute

You draw upon the powers of unlife to give yourself abilities similar to those of a vampire. You become gaunt and pale with feral, red eyes. You can cast the following spells at will, none of which require material components or concentration when you cast them in this way and the spell lasts:

- *vampiric touch*
- *charm person*
- *gaseous form* (self only)

You also gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

While you are using this spell, Charnel Touch heals you. You are treated as if you were undead for the purpose of all spells and effects, rendering you unaffected by most healing.

You can be turned or rebuked as if you were an undead. If you would be destroyed, you are instead stunned for 1 minute. If you would be commanded, you are instead charmed for 1 minute.

All effects you create with this spell last for their normal duration after this spell ends.

MASS INFLECT WOUNDS

5th-level necromancy

(Cleric, Dread Necromancer)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of decaying energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Make a ranged spell attack against each creature you select. On a hit, the creature takes 6d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

NECROTIC SKULL BOMB

5th-level necromancy

(Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a humanoid skull)

Duration: Instantaneous

You imbue a humanoid skull with negative energy and hurl it. The skull detonates on impact, releasing the negative energy contained within. All living creatures within a 20 foot radius of the explosion must make a Constitution saving throw. On a failure, they take 4d12 necrotic damage and gain 1d3 levels of exhaustion, or half as much damage and no exhaustion on a successful save. These levels of exhaustion last for 1 minute.

NETHERGAZE

5th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (two jade eyeballs, each worth 100gp)

Duration: Concentration, up to 1 minute

Nethergaze causes your eyes to become cold orbs of purple misty light. When an undead meets your eyes, the connection between the creature and the negative energy plane is impaired, causing damage and momentarily eliminating all abilities related to that connection.

When an undead creature that can see your eyes starts its turn within 60 feet of you, you can force it to make a Constitution saving throw you aren't incapacitated and you can see the creature. On a failure, the creature takes 3d10 radiant damage and is unable to deal any necrotic damage until the start of its next turn. On a success, the creature takes half damage and suffers no other effects.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against you until the start of its next turn. If the creature looks at you in the meantime, it must immediately make the saving throw.

OATH OF BLOOD

5th-level necromancy

(Bard, Cleric, Druid, Paladin, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (grave dirt)

Duration: Special

Oath of blood functions only when cast on a creature that is currently under the effects of a *geas* or similar spell. It extends the reach of the *geas* beyond death. If the individual subject to the *geas* dies before completing the task, *oath of blood* animates it as an undead creature in order that it might continue its quest. The undead creature is a corpse creature or bone creature, depending on how much flesh remains (see the templates below), except it is immune to turning and rebuking. Once the task is complete or the original *geas* (or similar spell) expires, the magic animating the subject ends and it returns to death.

SEPULCHRAL GAZE OF CHRONEPSIS

5th-level necromancy

(Cleric, Wizard)

Casting Time: 1 minute

Range: Self (60-foot cone)

Components: V, S, M (a bit of a gravestone and an hourglass)

Duration: Concentration, up to 10 minutes

You gain the ability to see spirits. This functions similarly to *speak with dead*, but enables you talk with the fleeting memories of anyone who has died and still has a mouth or skull with which to speak. Only you can hear these voices.

Incorporeal undead cannot hide from you by any means while in the cone. You can see them while invisible, behind walls of any thickness, and even while on the ethereal plane. You also gain the ability to communicate with them even if you do not share a language, through a form of telepathy that only works with them.

You also know can learn how close a living (non-construct, non-undead) creature is to death, both in terms of years and in terms of injury. As an action, you can gain knowledge of how many years or months it has left if they maintain their current condition of health, with the first digit guaranteed to be accurate.

Alternatively, you can use an action to find out if it has almost all (over 75%) of its health, most (over 50%), some (over 25%), or almost none (over 0%) of its health.

At Higher Levels. At 6th level, this spell lasts 1 hour. At 7th level, 8 hours. At 8th level, it no longer requires concentration. At 9th level, 24 hours.

SHRIEKING MISSILE

5th-level necromancy

(Ranger, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (powdered chicken bone, sprinkled on the weapon)

Duration: Concentration, up to 1 hour

You touch a ranged weapon, such as a bolt, arrow, javelin, or rock. That missile becomes imbued with nearby spirits who are irresistibly drawn in by the flood of negative energy. When fired, the missile screams the cries of a thousand tortured souls as it flies through the air, unnerving any enemy.

The holder of the ammunition makes the ranged attack roll as normal. All within 10 feet of its path must make a Wisdom saving throw or be frightened of you for 1 minute. A creature affected by this effect can repeat the save on the end of each of its turns, ending the effect on itself on a success.

Whether the missile hits or misses, when it lands it releases the spirits. All creatures within 30 feet of where the missile hits must make a Wisdom saving throw or drop whatever it is holding and become frightened for 1 minute.

While frightened by this effect, a creature must take the Dash action and move away from the missile by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the missile, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

SKULL EYES

5th-level necromancy

(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This spell is a less versatile version of *eyebite*. For the spell's duration, your eyes are black and have skull-shaped irises. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by the following effect for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *skull eyes*.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

SOUL SHACKLES

5th-level necromancy (ritual)

(Wizard)

Casting Time: 1 day

Range: Touch

Components: V, S, M (a specially prepared talisman)

Duration: Until dispelled

You can only cast this spell on desecrated ground. You chant a potent necromantic ritual into a talisman, making it radiate a strong necromantic aura. You can then give it to another creature. If that creature dies while the talisman is on its person, its soul is drawn out of its body and into the talisman.

Henceforth, if you regain the talisman, you can call forth the soul of the subject and question it about what it knew in life for up to 1 minute each day, asking one question per turn. The soul looks as it did in life, including the clothing and equipment it had with it on the day it died. Answers are clear, complete, and precise.

If the subject is hostile, or if the answer to the question was an important secret to it in life, the subject gains a Wisdom saving throw. A successful saving throw indicates that the spell ends and the soul departs to its afterlife. If the creature is the target of a *raise dead* or similar effect while its soul is trapped, the creature makes a Charisma save. If it succeeds, it can be raised if it wants to. Otherwise, it stays trapped.

You can release the trapped soul as an action.

SPIRIT WALL

5th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a clear gemstone)

Duration: Concentration, up to 10 minutes

A swirling wall of shrieking greenish-white forms springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick. It lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes 2d12 necrotic damage, or half as much damage on a successful save. On a failed saving throw, the creature's maximum hit points are reduced by a like amount.

One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Wisdom saving throw. On a failure, creatures become frightened for 1 minute. They can repeat the save at the end of each of their turns, ending the effect on a success. Any creature that merely touches the wall takes 1d12 points of necrotic damage as its life force is disrupted. A living creature passing through the wall takes 2d12 necrotic points of damage, and must make a Constitution saving throw or have its maximum hit points reduced by a like amount.

The barrier is semimaterial and opaque, providing total cover and blocking line of sight.

TOUCH OF VECNA

5th-level necromancy

(Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your hand grows cold and darkens with the pulse of negative energy. Your touch bestows negative energy on the target, dealing 3d10 necrotic damage and rendering it frightened of you until the end of your next turn. (Creatures immune to fear aren't frightened but are still subject to the spell's other effects).

Additionally, the target must make a Constitution saving throw. On a failed save, it is incapacitated and its speed is reduced to 0 as its muscles slow to a crawl. Creatures immune to being paralyzed are immune to this effect. On a successful save, the creature isn't affected. A creature incapacitated by this spell must make another constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is paralyzed. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.

If you maintain your concentration on this spell for the entire possible duration, the creature is paralyzed until the effect is removed. Creatures paralyzed in this fashion appear dead, though a DC 20 Perception or Medicine check reveals that they still live. *Dispel magic* doesn't help a creature paralyzed by this spell, though *lesser restoration* or any effect that can remove a curse can free the victim.

UNDYING VIGOR OF THE DRAGONLORDS

5th-level necromancy

(Sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S, M (a scale from a dracolich)

Duration: Instantaneous

A golden ray of light erupts from the ground beneath you, bathing you in a column of healing illumination that dances with yellow flecks. This spell converts arcane spell energy into pure draconic life energy, guiding it to repair damage to your body. You immediately heal 5d6 points of damage. As part of the casting of this spell, you can sacrifice one sorcerer spell slot of up to 9th level; doing this increases the healing by 1d6 points per level of the sacrificed slot. For example, a 10th-level sorcerer who spent two 5th-level spell slots (one to cast the spell and another to enhance it) would heal 10d6 points of damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d6 for each slot level above 5th.

6TH LEVEL

ANIMATE DREAD WARRIOR

6th-level necromancy

(Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a rusted fragment of a sword blade broken in battle)

Duration: Instantaneous

You transform the corpse of a skilled warrior into an undead monster under your command.

The corpse in question must be that of a humanoid with at least three levels in a martial class and no more Hit Dice than your own. The body must be substantially whole, although any injury short of dismemberment does not interfere with the spell. Upon completion of the spell, the subject corpse reanimates as a dread warrior under your command (see the Dread Warrior template below). You cannot have more than one dread warrior under your control at a time.

The creature serves loyally and obeys your orders to the best of its ability. Upon the caster's death or if its creator frees it, the dread warrior becomes a free-willed undead creature.

ARROW OF BONE

6th-level necromancy

(Sorcerer, Wizard)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a tiny sliver of bone and a vial of blood mixed with powdered precious gems worth 50 gp, used to paint the runes on the projectile. Both are consumed)

Duration: 8 hours

You complete the long ritual needed to cast the spell, scribing arcane runes into the item. It changes before your eyes into an identical item made of bone. The runes glow with dark magic and the weapon feels cold to the touch.

You scribe runes of dire power on a single missile or thrown weapon (usually an arrow, bolt, dart, javelin, or spear), changing the weapon into a sinister missile of cold, enhanced bone. When the weapon is thrown or fired normally (as a ranged weapon attack), if it hits, the target must make a Constitution saving throw. On a failure, it takes an additional 7d10 necrotic damage, or half as much on a success.

This spell grants no proficiency with the weapon, but anyone can fire it. Whether the projectile hits or misses, the magic is discharged, and the projectile is destroyed.

ASHEN UNION

6th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of dried fruit and a pinch of volcanic ash)

Duration: Instantaneous

You drain all the moisture from the body of a creature. One creature within range must make a Constitution saving throw. It takes 8d8 desiccation damage on a failure, or half on a success.

If the subject takes damage from this spell equal to more than half its current hit points (regardless of whether the initial save was successful or not), it must immediately make another Constitution saving throw. On a failure, it takes 8d8 more desiccation damage, or half on a successful saving throw.

If damage from any part of this spell reduces the target to 0 hit points, it dies, and every drop of moisture is expelled from its body and it is reduced to a fragile husk that crumbles to dust at the slightest touch. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. Its equipment is unaffected.

No matter the outcome of the saving throw, the subject is considered to not have drunk any water today, regardless of how much it has drunk. It must drink four times its normally daily amount the rest of the day to avoid exhaustion due to dehydration (see the Player's Handbook). This spell also moves four gallons of water into your body, covering your daily needs.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both the initial and the secondary damage increase by 1d6 for each slot level above 6th.

*"Look not into the eyes of the Tomb of Acererak."
—Legend lore spell*

AURA OF TERROR

6th-level enchantment

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

You speak a few curt words and your face is briefly overlaid with the image of a violet-shaded skull. The skull fades, but the nimbus of violet light remains around you.

You become surrounded by an aura of fear, granting you a frightful presence not unlike that of a dragon. Each creature of your choice that enters within 30 feet of you for the first time on a turn or starts its turn there must succeed on a Wisdom saving throw. On a failure, it is frightened for 1 minute. A creature that ends its turn where it can no longer see you can repeat the save, ending the spell on a success. A successful save leaves that opponent immune to your frightful presence for 24 hours.

If you cast this spell when you already have the frightful presence ability or a fear aura, the spell becomes more effective where the auras overlap:

- The spell uses the spell save or the frightful presence save, whichever is higher
- A creature that is frightened by this spell must drop whatever it is holding. While frightened in this way, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

BLACKWATER TAINT

6th-level necromancy

(Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (bone or scale of a fish that dwells in the deep, sunless parts of the ocean)

Duration: Concentration, up to 1 minute

In the dark, sunless abysses of the deep ocean, shadows gather, the cold beckons, and the corpses of many things in the oceans lie slowly rotting. These black waters are often poisoned with the energies of undeath.

When this spell is cast, you call up the cold blackness of those stygian depths, infusing the waters in the spell's area with negative energy. All water within 20 feet of a point you choose within range becomes charged with negative energy. This spell has no effect out of water.

Those in or entering the area must make a Constitution save to resist its terrible power. Those who fail the save are chilled to the bone, taking 3d12 necrotic damage and 3d12 cold damage, and cannot regain hit points while the spell lasts. A successful save halves the damage. Undead caught in the area take no damage and are instead healed by 3d12. Furthermore, the spell's area is treated as though there it were desecrated ground.

This area of blackwater remains in place for the spell's duration, affecting creatures who enter the area in subsequent rounds. A creature can only be affected once by the spell, regardless of success or failure on the saving throw, so creatures who leave and reenter the area take no additional effect (although the desecrate effect remains throughout the spell's duration).

At Higher Levels. When cast with a slot of 7th level or higher, the necrotic damage and the undead-heal both increase by 1d12.

BLIZZARD

6th-level transmutation

(Cleric, Druid)

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a twig encrusted with rime)

Duration: Concentration, up to 1 minute

You must be outdoors to cast this spell. Choose a point within range. A cylindrical storm 600-foot-tall with a 1200-foot radius erupts centered on that point, dropping the temperature to 25 degrees Fahrenheit if it wasn't already colder. Visibility is reduced to zero, making Perception checks impossible. The furious snow and wind make all ranged attacks impossible, even for creatures that possess blindsight.

Unprotected flames are automatically extinguished. Even protected flames have a 75% chance of being doused. When a creature without heavy winter clothing or magical protection from cold enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, it takes 1d4 cold damage.

One foot of new snow falls each round. Movement within the area is impeded, depending on the creature's size and depth of snow (for movement in a snow field, see the DM options section below). At the DM's discretion, a creature may be buried in snow.

BRAIN KILL

6th-level necromancy

(Wizard)

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: Instantaneous

This spell is a far cruder yet far more brutal version of *modify memory*. One creature you touch must make a Constitution saving throw. On a success, it suffers a painful headache that lasts for 1d4 hours but otherwise has no effect. On a failure, you destroy part of its brain, causing 2d6 necrotic damage and a splitting headache that lasts for 2d4 hours. You burn away the memory of a specific place, a person, or a time period of up to one year (your choice.)

The *brainkill* spell affects only memory and the ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in its memory. The spell has no effect on abilities or skills. For instance, an individual who learnt how to swim ix months ago would no longer remember the swimming lessons, but still retains the ability (though it might not become evident until the subject jumps into a large body of water.) Aside from relearning lost knowledge as best as one can, "killed" memories cannot be regained except by a *regenerate* or *wish* spell.

This spell has no effect on creatures that do not have a brain or a central nervous system.

BREATH OF PESTILENCE

6th-level necromancy

(Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: S, M (a dead mosquito)

Duration: Instantaneous

You exhale a cone of putrid breath that can infect creatures with disease. All creatures within range must make a Constitution saving throw or suffer an effect that varies as follows:

- If you are currently suffering from a disease, creatures within the cone who fail their saving throws are infected with the same disease. If you are suffering from multiple diseases, you pick one to spread.
- If you have a natural attack that causes disease (such as mummy rot, corpse bloat, or gangrenous touch), creatures within the cone who fail their saving throws are infected with that disease.

If you have neither, this spell has no effect.

CONJURE UNDEAD

6th-level conjuration

(Dread Necromancer)

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a copper coin)

Duration: Concentration, up to 1 hour

You summon an undead creature of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The undead creature disappears when it drops to 0 hit points or when the spell ends.

The undead creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the undead creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the undead creature doesn't disappear. Instead, you lose control of the undead creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled undead creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the undead creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

CORPSEFIRE

6th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, a blue-grey cloud of sparks floats out from your hand to fill a 40-foot radius sphere. Any corpses in this area immediately explode into blue flames that fill a 20-foot radius sphere centered on their position. Any corpses caught in this fire likewise ignite. Thus, a large battlefield can quickly be set ablaze with this spell.

All non-undead creatures caught in the *corpsefire* take 8d8 cold damage, or half on a successful Dexterity saving throw. A creature cannot be damaged by more than one explosion. Any corpses destroyed by this spell require *resurrection* or stronger magic to bring back.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

CURSE OF LYCANTHROPY

6th-level necromancy

(Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pint of animal blood of the type you are infusing)

Duration: Instantaneous

One creature you touch must make a Constitution saving throw or be cursed with a type of lycanthropy of your choice. This can be cured with *remove curse* as normal lycanthropy can be, but *dispel magic* has no effect.

ECTOPLASMIC ENHANCEMENT

6th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 24 hours

You empower up to 12 incorporeal undead within range, granting them a variety of benefits. The base AC of an affected undead becomes 13 + its Dexterity modifier. The undead gains advantage on attack rolls and on saving throws against being turned. If the undead has a trait that makes it weaker in sunlight, that is suppressed for the duration. The undead does not take damage from ending its turn inside an object.

At Higher Levels. When cast with a 7th level slot or higher, you empower 2 more undead for each level above 6th.

FLESHSHIVER

6th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone, which is snapped during the casting of the spell)

Duration: Special

Breaking the bone in the grip of your fist, you hear the sickening but satisfying crunch of your foe's bones breaking beneath its squeezing flesh.

One creature you touch must make a Constitution saving throw. On a failure, it is stunned until the start of your next turn. At the start of your next turn, the target must make another Constitution save or take 4d10 points of bludgeoning damage and have disadvantage on attack rolls because of the pain for 1 minute, or half damage and no other effects on a success. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

KYRISTAN'S MALEVOLENT TENTACLES

6th-level necromancy

(Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

Eerie, crackling ebony tentacles of pure blackness fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends.

A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage and 2d10 necrotic damage, and its maximum hit points are reduced by an amount equal to the necrotic damage taken.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d10 for each slot level above 6th.

MARTYR'S DEATH

6th-level necromancy

(Wizard)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (an edged weapon, which you plunge into your own throat or similar vital region)

Duration: Instantaneous

This spell was created as a weapon of last resort, for its consequences are dire. Every living creature of your choice within 30 feet of you must make a Constitution saving throw or drop to 0 hit points. Even on a success, a creature takes 10d12 necrotic damage. Undead and constructs are immune to these effects.

You are slain by completing this spell, and can never be resurrected by any magic whatsoever. Nor can *clone* or similar spells give you a new body to inhabit—your very soul is annihilated by this spell's fell power.

NECROTIC MIST

6th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small piece of a tombstone dedicated to a creature that became undead after being buried for at least 1 month)

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a living creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 2d8 cold damage regardless of the outcome of the save. Undead are instead healed for this amount. On a failed save, it is *slowed* as the spell. Creatures are affected even if they hold their breath or don't need to breathe.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 5th.

NECROTICIZING CLAW OF FALAZURE

6th-level necromancy

(Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a square of black silk and a shard of dragon bone)

Duration: Concentration, up to 1 minute

When you cast this spell, the target creature's body decays from the inside as its life force is siphoned out. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. If it is neither undead nor a construct, it also takes upon the appearance of an undead of the DM's choosing for the duration of the spell (if it dies under the effects of the spell, it retains that appearance in death).

If the affected creature saves successfully, their decaying flesh inhibits regeneration. As long as you concentrate on this spell, the healer must make a spellcasting check against your DC or the healing is wasted and the slot is expended (any other effect of the healing spell works as normal).

On a failed save, the decaying flesh turns healing to harming. As long as you concentrate on this spell, any healing magic applied to the creature harms it for the amount of health the magic would have healed it for.

At Higher Levels. At 7th level and higher, the spell heals you equal to the damage you did. Additionally, for each level above 6th, the target also gains one level of exhaustion that last as long as you concentrate on the spell on a failed save, so a 9th level casting applies 3 levels.

POSSESS

6th-level necromancy

(Druid, Warlock)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bowl of incense)

Duration: 1 minute

You can attempt to possess any creature within range that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body. The target's soul remains in its body but has no control over it while your spirit is there. The possessed creature retains no memory of actions performed during the possession or knowledge of who possessed it.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

For every 2 points of damage taken by the target body while you are possessing it, you take 1 point of damage as well.

If the body is killed while you are possessing it, you must make a Charisma saving throw against your own spell save DC. On a success, you return to your body if it is within 120 feet of you. Otherwise, you die. If your body is destroyed while your spirit is in the target's body, you die at the end of the spell's duration.

You can end this spell as an action.

REVIVE UNDEAD

6th-level necromancy

(Cleric, Dread Necromancer, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a black pearl worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

Touching the corpse of the creature, you whisper to its departed spirit, calling it back—but not to life.

Your restore animation to a destroyed undead creature (even zombies and skeletons that can't normally be reanimated once destroyed). For sentient undead, if the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. Non-sentient undead need not have a free soul.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival – its head, for a vampire – the spell automatically fails.

Coming back from the dead is an ordeal, even for the undead. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

SHADOW SHIELD

6th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of black paper)

Duration: 1 minute

You are surrounded in a smoky wreath of flickering darkness. Any creature that strikes you with a melee attack deals normal damage, but must make a Constitution save or be blinded for 1 minute.

SOUL SCOUR

6th-level necromancy

(Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust from the bones of a lich)

Duration: Instantaneous (see text)

Your touch corrupts your victim's very soul, withering away its willpower and force of personality. You must make a successful melee spell attack to deliver the spell. On a hit, the target must make a Charisma saving throw at the start of each of its turns for the next minute. Whenever the target fails this saving throw, its Charisma is reduced by 1d4. On a success, the target suffers no ill effect that turn.

These reductions last until the target finishes a long rest. If the target's Charisma is reduced to 0 from this spell, it is stunned until it regains at least one point of Charisma, and it automatically fails all Charisma saving throws while stunned in this way.

At Higher Levels. When cast with a spell slot of 8th level or higher, the spell reduces Charisma by 1d6 per turn instead of 1d4.

THUNGUUL'S PRESERVATION

6th-level necromancy

(Warlock, Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a candle of exceptional value worth at least 100 gp, consumed)

Duration: 24 hours

You draw 3d6 of your hit points away into a special candle, which is lit when the spell is cast. For the duration of the spell, your maximum hit points are reduced by a like amount. This reduction cannot bring either your current nor your maximum hit points by 1.

If you are killed while this spell lasts, once its duration ends you return to life with a number of hit points equal to the amount invested. If the spell ends before then, you regain those hit points.

However, if the candle is extinguished or destroyed prematurely, the hit points are lost, and must be healed as if by a normal wound.

UNDEATH TO DEATH

6th-level necromancy

(Dread Necromancer, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (the powder of a crushed diamond worth at least 500 gp)

Duration: Instantaneous

This spell is the inverse of *circle of death*. A sphere of positive energy ripples out in a 60-foot-radius sphere from a point within range. Each undead creature in that area must make a Constitution saving throw. A target takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

UNFETTER UNDEAD

6th-level necromancy

(Cleric, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (three drops of blood from a corpse that died of cold)

Duration: Instantaneous

By manipulating the threads of necromantic energy that bind undead to their masters, you release them from control. All controlled undead within 50 feet of a point you choose within range become uncontrolled unless their master makes a successful Charisma saving throw.

Undead released from control by this spell are harder to control for some time afterwards, so they have advantage against being turned or rebuked for 1 hour.

WAIL OF DOOM

6th-level necromancy

(Bard)

Casting Time: 1 action

Range: Self (30-foot-cone)

Components: V

Duration: Instantaneous

You unleash a terrible cry of malice and anger. The very air darkens with black energy as your cry echoes away from you.

Each creature in a 30-foot cone must succeed on a Wisdom saving throw. On a failed save, it takes 10d4 psychic damage and is frightened for 1 minute and must drop whatever it is holding. On a successful save, it takes half damage and is instead frightened until the end of its next turn.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

7TH LEVEL

AVASCULATE

7th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood or other vital fluids through its skin.

Make a ranged spell attack against a single creature you can see. If the attack is successful, the subject must make a Constitution saving throw. On a success, it loses one-quarter of its current hit points (rounded down) and is not stunned. On a failure, it loses half its current hit points (rounded down) and it is stunned until the start of your next turn. Oozes, plants, and any organisms without blood (such as most undead and elementals) are not affected by this spell.

AWAKEN UNDEAD

7th-level necromancy

(Wizard)

Casting Time: 10 minutes

Range: Self (30 foot radius)

Components: V, S, M (a humanoid fingerbone and a black opal worth at least 200 gold)

Duration: Instantaneous

This spell grants intelligence to undead with Intelligence scores of 6 or below such as skeletons and zombies. Undead with Intelligence scores over 6 are unaffected. Mindless undead within the radius acquire an Intelligence of 6+1d6.

Undead do not regain any skills or feats they had in life. Undead do, however, regain any special abilities they had in life, such as poison or scent.

Awakened undead gain advantage against being turned.

BARGHEST'S FEAST

7th-level necromancy (ritual)

(Cleric, Wizard)

Casting Time 1 action

Range: Touch

Components: V, S, M (a diamond worth at least 5,000 gp, consumed)

Duration: Instantaneous

The diamond in your hand turns to coal, and then to dust, which sprinkles down upon the corpse. Where it strikes, ebon flames spring up, and when the flames pass nothing remains, not even grave dust. "Return from that one," you mutter.

Black flames flicker over a corpse, utterly consuming it. You destroy the remains of a dead person or creature, preventing any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *true resurrection*, or divine intervention cannot restore to life a victim consumed by a *barghest's feast* spell. Check once for each destroyed creature. If the d100% roll fails, the creature cannot be brought back to life by mortal magic.

At Higher Levels. When cast with a 9th-level slot, no magic can restore the victim to life.

BLOOD TO WATER

7th-level necromancy

(Druid, Sorcerer, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water and a drop of blood)

Duration: Instantaneous

You forcefully spit, ending your spellcasting. From where you spat arises a sea-green orb of energy for each creature you intend as a subject of the spell. The orbs fly to their designated targets and turn blood red as they impact.

You create five orbs of water and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d10 necrotic damage as its blood turns to water, and must make a Constitution saving throw. On a failure, it has disadvantage on Constitution saving throws until it finishes a long rest.

Oozes, plants, and any organisms without blood (such as most undead and elementals) are not affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you create one additional orb for each slot level above 7th.

CHEAT DEATH

7th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Permanent until triggered

Developed by mighty dragon mages, *cheat death* is in many ways a lesser version of *death pact*, though it does not rely on any divinity's will. The next time you fail a death saving throw, roll 1d12. On a roll of 1-3, the magic of the spell fails, and you must live or die on your own (though *resurrection* and other magic works normally).

On a roll of 4-12, you die, but your soul is safeguarded in a magical receptacle on the Astral Plane. The soul remains in the receptacle for 1d100 days, minus your level (or CR if you don't have a level), minimum 1 day.

When the duration passes, you are restored to life at 1 hit point as if *resurrection* had been cast upon you. Your body could be damaged, in which case all wounds are closed and necessary vital organs are restored. However, *disintegrate* and similar magic can block your return to life as normal.

This spell can be dispelled before it takes effect, in which case you suffer no ill effects.

CONTROL UNDEAD

7th-level necromancy

(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You use negative energy to control an undead creature that you can see within range. It must succeed on a Wisdom saving throw or be influenced by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

A creature that fails its save against this spell can't attack you or target you with harmful abilities or magical effects.

While the creature is under the spell's influence, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

DEATH DRAGON

7th-level necromancy

(Sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S, M (a dragon's bone)

Duration: Concentration, up to 10 minutes

You summon unholy power to gird yourself in a dragon-shaped cocoon of bones and negative energy.

The cocoon created by this spell makes your AC equal to 15 + your Dexterity modifier, unless it was already higher. The cocoon prevents you from casting spells with somatic or material components, but does not otherwise hinder your actions or movement.

As an action, you can cast the *fear* spell (no concentration required) or cast the *inflict wounds* spell as a 4th-level spell. You need not provide any somatic or material components when casting these spells in this way.

For the duration, you also gain a flying speed of 60 feet and can hover.

DREAM SIGHT

7th-level divination

(Warlock)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations. Your spirit has a fly speed of 100 feet and can hover. It can see and hear anything you could if you were in the same location. The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action.

At the end of the spell, your spirit instantaneously returns to your body and you wake up. If your body is disturbed while your spirit is wandering, the spell ends immediately.

EVIL GLARE

7th-level necromancy

(Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cast this spell and your eyes begin to tingle, brimming with dark energy. You shoot a glance at your rival, and she freezes in her tracks from your malignant glare.

This spell, inspired by the malevolent gaze of the shadowy nightwalkers, causes your eyes to glow with dark energy. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be frightened of you for the duration of the spell. The frightened creature is paralyzed. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *evil glare*.

GREATER HARM

7th-level necromancy

(Cleric, Dread Necromancer)

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Instantaneous

You unleash a virulent disease on a creature that you touch. The target must make a Constitution saving throw. On a failed save, it takes 10d12 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

NECROTIC CURSE

7th-level necromancy

(Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (grave dust)

Duration: 8 hours

You feel a wave of cold pass through you as it seeps into the land, the air, and even the souls of those nearby.

You imbue the area with negative energy so powerful it transforms positive energy into its opposite. Anyone in the area who casts a healing spell that does not work on undead must succeed on a spellcasting ability check; if the check fails, the healing spell deals damage to each of its subjects equal to the amount of health it would normally restore. Additionally, all natural regeneration is cancelled.

Healing that works on undead, such as *goodberry* and *aura of vitality*, functions normally.

You can end this spell as an action.

PACT OF RETURN

7th-level necromancy

(Cleric, Warlock)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

This spell allows you to establish the conditions whereby you will be brought back to life upon your death.

When you cast *pact of return*, you must state either a specific creature or a set of specific circumstances that you expect will be responsible for your death at some point within the spell's duration. If you name a creature, that creature does not have to deal the deathblow to trigger the release of the spell, but it must play an active part in your demise. If you name a set of circumstances, those circumstances must be reasonably specific or the spell will fail, leaving you well and truly dead.

An acceptable set of circumstances would be, "I expect energy draining to play a pivotal role in my demise", whereas an unacceptable set would be, "I expect to die from loss of hit points". The DM decides whether the terms are acceptable.

Whether the subject of your demise is a specific person or a specific source, you must die for the spell to take effect. If you do, and the circumstances of your demise are similar enough to those described when you cast the spell (DM's discretion), you are instantly resurrected (see the spell) with no penalties.

You can have more than one *pact of return* active at the same time, each one to be triggered by a different foe or set of circumstances, but you must keep track of the total time that has elapsed for each. A *pact of return* that has not yet taken effect is still a magical effect (and a powerful necromantic one, at that), which can be dispelled by one who detects its presence.

At Higher Levels. When cast with an 8th-level slot, the duration increases to 24 hours. Its range changes to "touch", and can be cast upon a willing target.

PANACEA

7th-level abjuration

(Cleric, Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (red sap of the elephant tree)

Duration: Instantaneous

This powerful spell removes almost all afflictions. You touch a willing target and end any or all of the following conditions on it: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, and unconscious. It cures all diseases and neutralizes all poisons afflicting the target. Any effect that reduced the target's ability scores or its hit point maximum ends, as does any effect that functions by causing pain. Any spell or effect that is cured by *greater restoration*, *heal*, or *remove curse* (such as *feeblemind*) is also ended by this spell.

PHOENIX FIRE

7th-level necromancy

(Cleric)

Casting Time: 1 action

Range: Self

Components: V, S, M (a tail from a phoenix, worth 40gp, that is consumed in the casting)

Duration: Instantaneous

You immolate yourself, consuming your flesh and creating a cylinder of flame 20 feet high and 30 feet in diameter centered on you. You die (no saving throw).

All creatures of your choice within range take 10d6 fire damage and 10d6 radiant damage, or half on a successful Dexterity saving throw. Other creatures take no damage.

After 10 minutes, you rise from the ashes as if restored to life by a *resurrection* spell.

POWER LEECH

7th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live leech)

Duration: Concentration, 1 minute, then concentration, up to 1 hour; see text

You siphon off another creature's power to fuel your own. One creature within range must make a Charisma saving throw. On a failure, the spell takes effect. The creature can choose to fail if it wants.

When you cast this spell, and at the start of each of your subsequent turns while the first part of the spell lasts, you can remove one point from the target's ability score. You gain that as a bonus to your own same score. You choose what ability score, and can choose different scores from turn to turn.

Reductions to scores last until the target receives a *greater restoration* spell or similar magic. If the target's Strength or Dexterity is reduced to 0, it is paralyzed until it regains at least 1 point. If the target's Intelligence, Wisdom, or Charisma is reduced to 0, it is stunned until it gains at least 1 point. If the target's Constitution is reduced to 0, it dies.

The conduit lasts concentration, up to 1 minute. The bonuses last for concentration, up to 1 hour.

RAISE DEATH HULK

7th-level necromancy

(Warlock, Wizard)

Casting Time: 1 hour

Range: 600 feet

Components: V, S, M (a sunken ship and the corpse of a sea captain. The corpse is consumed, while the ship rises)

Duration: Instantaneous

With this mighty spell, you raise an entire ship and its crew from beyond the grave. It rises to the surface from the sea floor, complete with undead crew, under your total control. 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. Outside of battle, they are an expert crew, capable of navigating through dire storms and whirlpools.

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 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 number of undead raised by this spell depends upon the size of the ship. The Games Master is the final arbitrator of the ship type and the nature of its crew. Zombies and skeletons animated by this spell cannot go further than 1 mile from the ship they were raised from.

RAVAGE

7th-level necromancy

(Cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a broken divine symbol of an enemy faith)

Duration: Instantaneous

A terrible column of swirling black or white energy engulfs creatures and rips at their bodies and souls in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Constitution saving throw. A creature takes 7d10 radiant or necrotic damage (your choice) on a failed save, or half as much damage on a successful one. This damage is vile damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

RETRIBUTIVE ENERVATION

7th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

The world around you takes on a dim and muted tone as you are encased in a tight-fitting sheath of crackling negative energy. Whenever a creature hits you with a melee attack, it takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 6d8 necrotic damage to any target that has hit you with a melee attack during the duration. The spell ends if you use your action to do anything else.

Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

UNDEATH AFTER DEATH

7th-level necromancy

(Cleric, Wizard)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of obsidian shaped like a heart, which is placed on the subject's chest, and a black onyx gem worth at 500 gp. This gem must be placed in the subject's mouth. Both are consumed by the spell)

Duration: Permanent until discharged

You tear off a piece of a creature's life force, corrupt it with negative energy and the power of undeath, then bind it back to the same creature's body. This process initiates a necrotic transformation when the creature dies. The subject of this spell loses 2 points of Constitution upon casting. The lost Constitution cannot be regained until the spell is discharged or dispelled, at which point *greater restoration* works.

When it dies, the corrupted life force initiates a slow change in its body, causing it to animate as a crypt spawn at the next sunset. If the creature's remains are destroyed, the *undeath after death* spell cannot bring it back as an undead.

WAVES OF EXHAUSTION

7th-level necromancy

(Dread Necromancer, Wizard)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

Every creature within the spell effect must succeed on a Constitution saving throw. It gains 1d4 levels of exhaustion on a failure, or 1 level on a success. These levels last for the duration, at which time they expire.

WITHERING PALM

7th-level necromancy

(Cleric, Druid, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one creature and force it to make a Constitution saving throw. It takes 10d10 necrotic damage on a failure, or half on a success. Also on a failure, it has disadvantage on any saving throw that uses Strength or Constitution until it finishes a long rest.

8TH LEVEL

AVASCULAR MASS

8th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood vessels through its skin. The purged blood vessels spread outward, creating a many-layered mass of bloody, adhesive tissue that traps nearby creatures in a gory horror.

Make a ranged spell attack against a single creature you can see. If the attack is successful, the subject must make a Constitution saving throw. On a success, it loses one-quarter of its current hit points (rounded down) and is not stunned. On a failure, it loses half its current hit points (rounded down) it is stunned until the start of your next turn. Oozes, plants, and any organisms without blood (such as most undead) are not affected by this spell.

In either case, the avascular mass instantaneously erupts from the subject and must be anchored to at least two opposed points—such as floor and ceiling or opposite walls—or else the mass collapses and has no effect. Creatures caught within a 20-foot-radius avascular mass become entangled. The original target of the spell is automatically restrained. Because the avascular mass is magically animate and gradually tightens on those it holds, an entangled character who attempts to cast a spell must make a spellcasting ability check against your spell save DC or lose the spell.

Anyone within 20 feet of the primary target when the spell is cast must make a Dexterity save. If this save succeeds, the creature is not stuck in the avascular mass and is free to act, though moving might be a problem (see below). If the save fails, the creature is restrained. Each creature that starts its turn in the mass or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mass or until it breaks free. A creature restrained by the writhing blood vessels can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

A free creature can progress through the writhing blood vessels very slowly. A creature moving through the area must spend 10 feet of movement for every 1 foot it moves.

If you have at least 5 feet of avascular mass between you and an opponent, it provides half cover. If you have at least 20 feet of avascular mass between you, it provides total cover.

When the duration ends, it becomes so much limp, decaying tissue.

BLACKFIRE

8th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust from a vampire destroyed by sunlight)

Duration: Concentration, up to 1 minute

With the dark words still on your tongue, a ray of black energy springs from your hand to wrap the indicated target in black flames that absorb heat rather than create it. The black fire crackles and hisses, emanating the smells of hot metal and sulfur.

You must succeed on a ranged spell attack to strike a target. On a successful attack, a target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in blackfire must make a successful Constitution save each round that the spell is in effect or have its Constitution score reduced by 1d4 points and become poisoned until the start of its next turn. While poisoned in this way, it is incapacitated. A creature that makes its Constitution save takes no Constitution reduction for that round and is poisoned until the start of its next turn instead. In addition to its effects on the subject, blackfire can spread rapidly. Whenever a creature starts its turn within 5 feet of a creature engulfed in blackfire, it must succeed on a Dexterity save or become engulfed itself.

Any creature that has its Constitution reduced to 0 or lower by the spell is turned into a pile of black ash and can be returned to life only by *true resurrection* or *wish*. If a creature succeeds on its Constitution saving throw 3 times, the blackfire affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but *antimagic field*, a successful *dispel magic*, *remove curse*, or *greater restoration* snuffs it out. As well, a creature protected by *death ward* has immunity to blackfire's effects.

The ability reductions from this spell last until the target finishes a long rest.

BODAK'S GLARE

8th-level necromancy

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a black onyx gem worth at least 500 gp)

Duration: Instantaneous

You invoke the powers of deep darkness and your eyes vanish, looking like holes in the universe itself.

Upon completion of the spell, you target a creature within range that can see you. It must succeed on a Constitution saving throw. On a failure, it takes 18d10 necrotic damage. If this damage reduces the target to 0 hit points, it dies.

A humanoid killed by this spell rises in 24 hours as a free-willed bodak (if it was CR 3 or lower) unless it has been resurrected in the meantime. A living, corporeal creature that is not a construct, ooze, plant, or undead and is at least CR 4 rises as a free-willed bodak creature (see the Templates section) unless it has been resurrected in the meantime.

DARKSTAFF

8th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of dark wood)

Duration: Concentration, up to 1 minute

You create a shadowy staff composed of negative energy with highly variable effects. Make a melee spell attack against a creature within your reach. On a hit, roll 1d100 on the adjacent table. Until the spell ends, you can make the attack again on each of your turns as an action.

Roll Effect

- 1- 3d10 necrotic damage and you regain hit points
25 equal to the amount of necrotic damage dealt
- 26- 4d10 necrotic damage and you regain hit points
50 equal to the amount of necrotic damage dealt
- 51- 5d10 necrotic damage and you regain hit points
75 equal to the amount of necrotic damage dealt, and the target's maximum hit points is reduced by the damage dealt
- 76- 7d10 necrotic damage and you regain hit points
90 equal to the amount of necrotic damage dealt, and the target's maximum hit points is reduced by the damage dealt
- 91- 9d10 necrotic damage and you regain hit points
99 equal to the amount of necrotic damage dealt, and the target's maximum hit points is reduced by the damage dealt
- 00 The target is reduced to 0 hit points and you regain hit points equal to its maximum HP, gaining the excess as temporary hit points.

Special: You can spend 2 sorcery points when you hit to roll twice and take the higher roll.

DEATH PACT

8th-level necromancy

(Cleric)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Permanent until triggered

With the last words of power, you make the convert's oath binding and ensure your deity's aid when the worst befalls his new servant.

This spell allows one willing creature you touch to enter into a binding agreement with your deity, or with another mighty power, that brings the target back to life if it is slain.

When this spell is cast, the subject's Constitution is permanently lowered by 2 points. *Greater restoration* cannot cure this loss. In exchange for this, if the subject should die, a *resurrection* spell is immediately cast upon the subject. However, the resurrected creature does not regain the 2 Constitution points when returned to life.

If the spell is dispelled before the subject dies, it does not regain its lost Constitution points. A *wish* spell can return the lost Constitution, but only after the death pact has been activated or dispelled.

DETOXIFY

8th-level abjuration

(Cleric, Druid)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (an antimony goblet worth at least 100 gp)

Duration: Instantaneous

You detoxify any sort of venom within 60 feet of you.

A poisoned creature suffers no additional effects from the poison, and any effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage. This effect is instantaneous; no immunity to later poisoning is conveyed by the spell.

Any venomous creature within range must make a Constitution saving throw. On a failure, its poison is rendered harmless for 1 hour.

Any poison in the air, in food, on weapons or traps, or otherwise in the radius of the spell is instantaneously neutralized.

DEVASTATE UNDEAD

8th-level necromancy

(Dread Necromancer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell was created by the lich Larloch to power himself at the expense of his own undead minions. Choose any number of undead under your control within range. All undead you choose are destroyed. You absorb the life force of your minions, gaining hit points equal to all of the hit points of the undead you destroyed combined.

ETERNAL REPOSE

8th-level necromancy

(Cleric, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a chunk of amber with an insect)

Duration: Permanent

You touch a corpse, encasing it in translucent amber. This amber is supernaturally hard, and cannot be destroyed by hand. *Dispel magic* works only if cast as an 8th-level or higher spell. A creature encased in the amber is immune to decay. It cannot be *resurrected* while within the amber, nor can it become undead. If the amber is destroyed, the creature is released and begins decaying again as normal.

GENERAL OF UNDEATH

8th-level necromancy

(Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

This mighty spell was created by an ancient lich. For the duration, all undead with Int 6 or lower within 300 feet follow your commands automatically.

If two casters both cast this spell and their auras overlap, they must each make a Charisma check. The orders of the winner of this check supercede those of the loser.

HEART OF STONE

8th-level necromancy

(Wizard)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a carved stone heart of exceptional quality (jade, obsidian, or gold-veined marble) worth 5,000 gp)

Duration: 1 year

You feel a hard shove from within your chest as you finally complete the complicated phrases and intricate motions of this taxing spell. Sweat beads on your forehead and your breath comes shallow and fast. The rhythmic rush of sound in your ears that usually accompanies such heavy physical exertion is disquietingly absent.

You exchange your own living heart for a finely crafted heart of perfect, unblemished stone, altering the nature of your body. Your living heart can be stored or hidden anywhere you like, where it continues to beat for the duration of the spell. While under the effect of *heart of stone*, you gain resistance to nonmagical attacks that aren't adamantite, and resistance to cold, fire, and lightning damage. However, you are subject to the following disadvantages:

- Your rate of natural healing slows to only 1/4 your hit points per long rest.
- Magical healing works on you only if the caster succeeds on a DC 15 spellcasting ability check
- In addition, your own living heart is susceptible to attack; if it is damaged or destroyed, you are instantly slain.

Heart of stone can be dispelled, in which case your living heart instantly returns to its proper place while the stone heart is transported to the place where you left your heart. Your heart and the stone heart likewise switch places if you enter an *antimagic field* (temporarily negating the spell's effects), but the spell resumes when you leave it.

MANTLE OF PURE SPITE

8th-level necromancy

(Warlock)

Casting Time: 1 action

Range: Self

Components: V, S, M (a smidgen of your spit)

Duration: 10 minutes

By means of this spell, you wrap yourself in a pulsating nimbus of netherlight—the mystical aggregate of all your unresolved frustration and rage. Anyone foolish enough to attack you while this nimbus is in effect is in for a most unpleasant surprise.

Each time you are damaged, you gain mighty power over your attacker. First, this spell grants you advantage on all attack rolls against that foe for the duration of the spell. Second, you gain the ability to overcome any damage resistance your opponent might have.

Last but not least, after you take damage from an opponent, you gain resistance against all damage that opponent does for the duration of the spell.

If you are fighting multiple opponents, you must keep track of who has struck you. A *mantle of pure spite* provides its benefits even at range, so a wizard launching harmful spells at you from what it thinks is a safe distance will still kindle the *mantle of pure spite*'s nimbus and experience its spiteful reprisals.

MASS DEATH WARD

8th-level abjuration

(Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

You choose any number of creatures within range, and grant them a measure of protection from death.

The first time a target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends on that creature.

If the spell is still in effect on a creature when the creature is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends on that creature.

PLAGUE

8th-level necromancy

(Druid)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 7 days and see text

Choose any number of creatures within range. All creatures become afflicted with a disease of your choice (you must choose one disease for the whole spell).

At the end of each of the target's turns, it makes a Constitution save. If it fails three times, the disease's effects last for the duration. If it succeeds three times, it recovers from the disease and the spell ends. A creature suffers no ill effects from the disease until it has failed 3 times.

Since this spell induces a natural disease, any effect that deals with disease applies to this spell.

- **Blinding Sickness:** The target has disadvantage on Wisdom checks and saves, and is blinded.
- **Filth Fever:** The target has disadvantage on Strength checks, saves, and attack rolls that use Strength.
- **Flesh Rot:** The target has disadvantage on Charisma checks and is vulnerable to all damage.
- **Seizure:** The target has disadvantage on Dexterity checks, saves, and attack rolls that use Dexterity.
- **Mindfire:** The target has disadvantage on Intelligence checks and saves, and during combat it acts as if it's under the effects of Confusion.
- **Slimy Doom:** The target has disadvantage on Constitution checks and saves. Additionally, when it takes damage, it is stunned until the end of its next turn.

When a creature touches one of the afflicted creatures, it must make a Constitution saving throw against your spell save DC or contract the disease as if the spell had been cast upon it. It still has to fail 3 more times to become infected.

Each individual creature carries the disease for 7 days, but the spell can continue to spread long after you cast it.

RENEWAL PACT

8th-level necromancy

(Cleric)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a topaz worth at least 500 gp, which the spell consumes)

Duration: Permanent until triggered

Calling upon your deity to aid your ally, you bind a protective spell to your friend, leaving a tattoolike mark of your deity's holy symbol on his skin.

This spell remains dormant until the subject receives one of the conditions cured by the *panacea* spell, at which time it immediately activates. This spell grants the recipient the benefit of a *panacea* spell upon activation.

RETURN

8th-level necromancy

(Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, M (a black diamond worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

You shout a key phrase or scriptural passage, often "Go back! Go back! Thou shalt steal no further hours of life!". All creatures within range that have ever died and been returned to life (or unlife) by any means must make a Constitution saving throw. They take 10d8 radiant and 10d8 necrotic damage on a failure, or half on a success.

A creature killed by this damage can never be brought back to life by any mortal magic.

SOUL LINK

8th-level necromancy

(Warlock)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a star of rare ink painted upon the ground, with as many points as members are linking hands worth at least 250 gp, consumed)

Duration: 1 hour

You and up to six willing creatures who link hands in a circle bind your lifeforce into one collective body. Add your maximum hit points together; this is the collective's maximum hit points. Add your current hit points together; this is the collective's starting hit points. Temporary hit points are not added together, and remain attached to the owner.

For the duration, as long as there is at least 1 hit point in the collective, none of you fall unconscious. However, as soon as the collective hits 0, all of you fall unconscious, and must start making your respective saving throws.

While the spell lasts, keep track of the hit point change from the starting hit points. When the spell ends, each member returns to their previous hit points, minus any loss (shared collectively), plus any healing (also shared collectively).

You can dismiss this spell as an action. *Dispel magic* can end the spell if it successfully affects anyone under this spell.

At Higher Levels. When cast as a 9th-level spell, the duration is 8 hours.

STERILIZE WATER

8th-level necromancy

(Druid, Wizard)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Permanent

With this spell, you cause a pond, water hole, or small lake to become poisoned and dead. The water appears unnaturally clear and pristine, as no plant life or animals of any kind can grow or live in it. Creatures drinking from it will notice that it tastes acrid, and that dead animals litter its banks. Anyone of 15 or fewer hit points who drinks at least a pint of water from the poisoned lake dies as if by *Vecna's malevolent whisper*.

This spell cannot be dispelled with *dispel magic*, but *hallow* or *druid's grove* end it.

SURELIFE

8th-level abjuration

(Druid)

Casting Time: 1 action

Range: Self

Components: V, S, M (an ointment of peach syrup and cinnabar)

Duration: 10 minutes

This spell protects you against some condition—such as being immersed in boiling oil or buried under an avalanche—that would ordinarily cause damage or even certain death. You can protect yourself only against a natural occurrence or nonmagical condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). At the time of the casting, you must specify the condition against which you wish to protect yourself, and the spell is effective against only that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. The spell does not protect any items you carry. If you are still subject to the condition at the end of the spell's duration, you experience its full normal effects.

At Higher Levels. When cast as a 9th-level spell, the duration is 1 hour.

TOUCH OF THE GRAVEBORN

8th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your hand grows numb and pulses with a deep and sickly radiance, the chill of the grave emanating from it. Make a melee spell attack against a creature within your reach. On a hit, the target takes 10d6 necrotic damage, and must succeed on a Constitution saving throw. On a failure, its Strength score is reduced by 1d6. This reduction lasts until the creature finishes a long rest. If the reduction reduces the creature's Strength to 0, it is paralyzed until it regains at least 1 point of Strength. Until the spell ends, you can make the attack again on each of your turns as an action.

Undead do not suffer either of the above effects, but an undead creature hit by this spell must make a Wisdom saving throw or be affected as if you had cast *control undead* upon it until the spell ends. You can only control a single undead in this way; if you gain control of another, you must relinquish control of the first.

WAVE OF PAIN

8th-level necromancy

(Bard)

Casting Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

Components: S, M (a needle)

Each creature within 30 feet must make a Constitution saving throw. On a failure, it becomes incapacitated with excruciating pain for the duration of the spell. Creatures with no discernible anatomy, or those that do not feel pain, are immune to this spell.

9TH LEVEL

ANATHEMA

9th-level necromancy

(Cleric, Druid)

Casting Time: 1 hour

Range: Unlimited

Duration: Permanent

Components: V, S, M (a beautifully bound book worth at least 10,000 gp, where the subject's name and crimes are inscribed)

You can permanently break the divine link between your deity and a lower-level cleric, druid, ranger or paladin of your faith, or upon a common worshiper. Your target must make a Wisdom saving throw. On a failure, it suffers the effects of this spell.

The spell has no effect on spellcasters of a faith other than your own. You can pronounce an *anathema* upon any character of your faith, no matter where it is, even if on a different plane. You cannot pronounce an anathema against someone who is already dead. Some deities do not allow an *anathema* to be pronounced against the innocent or against their chosen, while others grant their high-level clerics free use of this most terrible of divine curses.

An individual under *anathema* can no longer cast divine spells or call upon the power of its god to turn or command undead, heal, harm, smite, shape change, or use any other divine power associated with its character class. An ordinary worshiper placed under *anathema* is not allowed to take advantage of any of the faith's services, such as healing, naming, marrying, or burial of the dead. Anyone who dies while under *anathema* is barred from entry into its deity's plane and goes to the plane it would go to as if it were not a worshiper. In many settings, that means the plane most in line with its alignment.

On a more personal level, the *anathema* spell marks the subject as accursed with regard to others of the faith. They are not allowed to speak to it, look at it, or even acknowledge its existence. The common members of the faith are only aware that the subject is under *anathema* if so informed by the church hierarchy; however, clerics, paladins, druids and rangers of the faith can automatically detect an *anathema* effect simply by looking at the subject.

The effect is permanent until lifted, either by the original spellcaster, or by a cleric of the same faith, of an equal or higher level than the caster, who casts a *greater restoration* spell upon the subject. The subject of an *anathema* can also remove its effect by changing the deity it worships. *Dispel magic* is only effective if cast as a 9th-level spell.

DRAGON'S TEETH

9th-level necromancy

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (five dragon teeth)

Duration: Concentration, up to 1 hour

Tossing the dragon's teeth to the ground, they spring up as five fully-formed **giant skeletons** (Tales from the Yawning Portal). These skeletons gain a bonus to their attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until the spell ends, after which they become inanimate once more.

FAMILIAL GEAS

9th-level enchantment

(Bard, Cleric, Druid, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: Until removed

This spell is a far more potent version of *geas*. You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

If the target dies before completing the obligation, the *geas* transfers to their closest adult relative. This new subject is entitled to a save; if the new target succeeds, the *geas* is broken and the spell ends. If not, they labor under the *geas* until they either complete the obligation, succeed in dispelling the *geas*, or dies and potentially passes the *geas* to their closest adult relative. Each new subject has an instinctive understanding of the nature of the obligation.

You can end the spell early by using an action to dismiss it. A *wish* spell also ends it.

FORCEFUL RESURRECTION

9th-level necromancy

(Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an onyx encased in a ruby, a rare find worth 100,000 gp, consumed)

Duration: Instantaneous

A spell so forbidden that even the most depraved souls carefully consider its worth, *forceful resurrection* surpasses the will of gods and men, raising a creature from the dead, even against that creature's will. You chant over the creature's corpse (undead are unaffected; if cast on a slain undead, this spell returns the creature to mortal life), and upon completion, the creature returns to life no matter how long it has been dead.

The creature's hit points may be at 1 hp or full (your choice), but the target only has access to any equipment at hand. The creature is not inherently under any obligation to follow your commands.

At your option, this spell can close all wounds, neutralize any poison, cure all diseases, and lift any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

This spell comes with certain dangers. While interfering with life and death is not an inherently evil action, this spell defies the natural order and usurps the will of the gods of death. The gods may send agents after the caster or target to ensure the universe lies in balance, and maruts are certain to take an interest in them both. Clerics are especially victimized in the afterlife, should they inappropriately use this spell.

HERO'S BLADE

9th-level necromancy

(Cleric, Druid)

Casting Time: 1 bonus action

Range: Touch

Components: V, M (something dear to the soul you're summoning)

Duration: Concentration, up to 10 minutes

You channel the spirit of a mighty hero or villain of old into a weapon. For the duration of the spell, the weapon gains the following benefits to its wielder. You can suppress the benefits (no action required), which you may wish to do if it is taken from you:

- The weapon becomes magical if it wasn't already.
- The weapon deals 2d10 damage of a type of the wielder's choice on a hit. The wielder can change the type with a bonus action.
- The wielder adds 1d8 to your initiative rolls as long as it wields the weapon.
- The wielder has immunity to being charmed or frightened as long as it wields the weapon.
- The wielder has truesight out to a range of 30 feet while it wields the weapon.
- The weapon scores a critical hit on a roll of 19 or 20.
- If the weapon scores a critical hit on a creature to a different plane of existence than the one you're on, that creature must make a Charisma saving throw against your spell save DC. On a failure, the target is banished with a faint popping noise, returning to its home plane.

HIDE LIFE

(Warlock, Wizard)

9th-level necromancy

Casting Time: 1 day

Range: Self

Components: V, S, M (a small sickle made of the purest silver, which you use to detach the body part to be stored, and a black opal worth at least 5,000 gp. The opal is consumed)

Duration: Instantaneous

You isolate your life force in one single part of your body—typically the little finger on the left hand. You can then remove this part and store it in some safe place. Once the spell takes effect, you can no longer be killed by ordinary means: If damage or a spell effect would normally reduce you to 0 hit points, you ignore the usual effects. You still drop to 0 hit points, but you do not fall unconscious. Instead, you are incapacitated until you receive hit points rise above 0. If you would die, you are stunned until you receive magical healing.

If the hidden body part is ever destroyed, the spell is broken and your life force returns to your body if you would not otherwise be dead.

IMPRISON SOUL

9th-level necromancy

(Cleric, Dread Necromancer)

Casting Time: 1 action; see text

Range: 30 feet

Components: V, S, M (a fingernail, hair, or other small portion of the target's body, consumed; and a specially prepared container to house the soul)

Duration: Permanent; see text

By casting *imprison soul*, you force one creature within range to make a Charisma saving throw. On a failure, you place the subject's soul in a receptacle, such as a gem, ring, or some other miniscule object, leaving its body lifeless. While trapped, the subject loses 1d4 points of Constitution per day until it reaches 0 (at which point it dies) or it is freed. This Constitution can be restored by *greater restoration*.

The rituals to prepare the receptacle require three days. Destroying or opening the receptacle ends the spell, releasing the soul. To cast the spell, you must know the name of the target. You must be touching the receptacle while casting the spell.

A *dispel magic* spell can end the spell only if it is cast as a 9th-level spell, targeting either the receptacle or the creature's body.

KISSED BY THE AGES

9th-level necromancy

(Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a magic ring of Rare rarity or higher)

Duration: Instantaneous

You create a magical connection between a willing, living creature other than yourself and a magic ring of Rare rarity or higher. This forever eliminates any of the item's existing magical properties and causes it to radiate a strong aura of necromancy.

The recipient of the spell may draw upon the strange, inanimate resilience of this object, gaining the endless trait (see below) so long as they wear it. If they lose or otherwise remove this object, however, they begins to age again at the rate normal for their race. This continues until the bonded creature regains the ring. The connection the creature enjoys with this object makes it all but impossible to destroy while they live, requiring the intervention of a deity, contact with an artifact, or similarly unusual circumstances to smash it. Due to their special connection with it, the recipient of the spell always knows the approximate location of their object so long as both are on the same plane.

Endless. A creature with this trait ceases to age once it achieves a certain point in its life cycle, most often sometime after reaching adulthood but prior to its equivalent of middle age. These creatures exist in a special kind of physiological stasis, counteracting all the consequences of advancing years that usually lead to frailty and eventually death. While they must still perform all the necessary sustaining actions (eating, sleeping, breathing, and so on) normally demanded of their type, they never suffer from any sort of physical deterioration.

MASS HARM

9th-level necromancy

(Dread Necromancer)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Roll 70d12. This is your pool of necrotic damage. You can distribute it as you wish within range, but cannot give more than half to a single creature.

All creatures you give necrotic energy to must make Constitution saving throws. On a failure, they take the necrotic damage you allocated, or half of it on a successful Constitution saving throw.

The damage can't reduce any creature's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

PLAGUE OF UNDEAD

9th-level necromancy

(Cleric, Dread Necromancer, Wizard)

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S, M (a black sapphire worth 100 gp or several black sapphires with total value of 100 gp.)

Duration: Instantaneous

This spell unleashes great necromantic power, raising a host of undead creatures. *Plague of undead* turns the bones or bodies of dead creatures within the spell's range into undead skeletons or zombies with maximum hit points. The undead remain animated until destroyed. (A destroyed skeleton or zombie can't be animated again.) These undead remain under your control for 24 hours.

RAISE CITY

9th-level necromancy

(Wizard)

Casting Time: 24 hours

Range: Special

Components: V, S, M (a collection of items from the ruined settlement worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

In the ancient city of Mires Ford it is said he made his last stand against the armies massed against him. The city had fallen centuries before to a demonic plague during a great siege, and since then none had travelled there until that final battle. In the last hours of the war, it is said that all the dead behind those ancient walls stood up and took arms in the defense of Gar'Udok...

There are few spells more powerful in the necromancer's repertoire than the ability to raise an entire civilization from death. 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. See the table below. The skeletons are under your complete, permanent control, although effects such as *Control undead* can wrest them away from you.

One you cast this spell, you can never cast it again in the same spot. The skeletons are unable to venture further than 25 miles from the settlement. Any ordered to do will instantly crumble to dust and be destroyed

Town Size	Population
Thorp	20-80
Hamlet	81-400
Village	401-900
Small Town	901-2000
Large Town	2001-5000
Small City	5001-12000
Large City	12001-25000
Metropolis	25001+

SKYRIFT

9th-level illusion

(Warlock)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a scepter of onyx and obsidian worth no less than 5,000 gp and an obsidian stele worth 2,500 gp. The scepter is consumed)

Duration: Permanent

Skyrift cloaks a large circular region with a radius of one mile in eternal night. The focal point of this region must be an obsidian stele of at least 10 feet in height carved with arcane runes by the caster. Once the spell is cast, the sun never seems to rise in the region. The affected area is either dark or lit with shadowy light, depending on the conditions outside. For example, the area has shadowy light when the sun is up on a clear day. Artificial light sources work normally within the affected area. Creatures and magical effects that rely upon night to work can function at all times in an area that a *skyrift* cloaks. Likewise, beings and objects that sunlight harms can exist with comfort anywhere in a *skyrift* at any time of day.

This spell may be cast in outdoor areas only, although its area can contain structures provided they are wholly within the area affected. Viewed from outside, a region blanketed under a *skyrift* seems to be dark and gloomy, as if on an overcast day late in the afternoon.

This spell can only be dispelled with *dispel magic* cast at 9th level.

UNDEAD CREATION

9th-level necromancy

(Dread Necromancer)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a black onyx worth at least 1000gp)

Duration: Instantaneous

You create one undead of CR 20 or less from an appropriate corpse. The creature must immediately make a DC 20 Constitution saving throw or be destroyed, and be rendered unfit for further reanimation. So while you could not create a skeletal dragon from a humanoid, you could create it from a dragon's bones. If your casting is interrupted, you must make a DC 20 Constitution saving throw or be blasted to dust and instantly destroyed, as if by a *disintegrate* spell.

This undead is not under your control and acts as it pleases.

Some undead cannot be created in this way, such as necropolitans, death knights, and (vassa)liches. The DM is the final arbiter of whether an undead creature can be created by this spell.

DM'S NOTE: UNDEAD CREATION

This is a powerful spell, even for a 9th level one. You may wish to restrict it to not being cast more than once a month, or only allow it to be cast on auspicious times of the year (such as the winter solstice, or Mabar being coterminous).

WAIL OF THE BANSHEE

9th-level necromancy

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Instantaneous

You let loose a terrible scream. All living creatures within 30 feet of you except you that can hear you must make a Constitution saving throw. Those that fail drop to 0 hit points. Those that succeed take 3d6 psychic damage.

You cannot cast this spell if you are in sunlight. Undead and constructs are immune to this spell.

DM'S NOTE: WAIL OF THE BANSHEE

This spell is based on the banshee's own ability. However, if you find that too powerful, an alternative version is presented.

WAIL OF THE BANSHEE V2

9th-level necromancy

(Dread Necromancer, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Instantaneous

You let loose a terrible scream. All living creatures within 30 feet of you except you that can hear you must make a Constitution saving throw. A creature takes 40d6 psychic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this effect dies instantly.

You cannot cast this spell if you are in sunlight. Undead and constructs are immune to this spell.

UNUSUAL SPELLS

CYST SPELLS

The following spells all deal with necrotic cysts. All of them besides Necrotic Awareness require the caster to have the Mother Cyst feat in the next section; even abilities like the bard's Magical Secrets don't work without that feat. Aside from Necrotic Awareness, they are not on any spell lists by default. A caster who gains that feat treats them as if they were on their list and always has them prepared.

NECROTIC AWARENESS

1st-level necromancy (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is a creature bearing a necrotic cyst or mother cyst within 30 feet of you, as well as where it is.

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

NECROTIC BLOAT

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (caster must have a mother cyst)

Duration: Instantaneous

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to pulse and swell. This agitation of the necrotic cyst tears living tissue and expands the size of the cyst, dealing massive internal damage to the subject. The subject takes 4d10 points of necrotic damage. This damage is considered vile damage because the cyst expands to envelop the newly necrotized tissue. The cyst is reduced to its original size when the vile damage is healed.

A subject killed by this spell rises as a free-willed skulking cyst at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

NECROTIC CYST

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (caster must have a mother cyst)

Duration: Instantaneous

You touch a creature, forcing it to make a Constitution saving throw. A creature can choose to fail this save. On a successful save, the subject suffers no adverse affects. On a failed save, the subject develops an internal spherical sac that contains fluid or semisolid necrotic flesh.

The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen, or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that it is not immediately obvious—the subject may not realize what was implanted within them.

From now on, undead foes and necromantic magic are particularly debilitating to the subject—the cyst enables a sympathetic response between free-roaming external undead and itself. Whenever the subject is dealt damage by a necromancy spell, or by the attack of an undead (claw, bite, or other attack form), it takes an additional die of damage.

You can take an action to know the direction of any cyst you have created, but you do not know the distance to it.

Victims who possess necrotic cysts may elect to have some well-meaning surgeon remove them surgically. The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Medicine check, and deals 4d10 slashing damage with an unsuccessful Medicine check. The procedure takes 1 hour.

Protection from good and evil or a similar spell prevents the necrotic cyst from forming. Once a necrotic cyst is implanted, spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.

Creatures without flesh are immune to this spell.

You can cause any cyst you have created to harmlessly wither to nothing as an action.

NECROTIC DOMINATION

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (caster must have a mother cyst)

Duration: Concentration, up to 1 hour

You attempt to beguile a humanoid that you can see within range that has a necrotic cyst (see the *necrotic cyst* spell). It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as attack that creature, run over there, or fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 8 hours. When you use a 8th-level spell slot, the duration is concentration, up to 24 hours.

NECROTIC EMPOWERMENT

8th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (caster must have a mother cyst)

Duration: Concentration, up to 1 minute

You call upon the mother cyst that your body hosts, drawing from it strength, vigor, speed, and vicious certainty. While the spell is in effect, you gain advantage on all checks and saves. If you are wearing no armor, your AC equals 15 + your Dexterity bonus as your skin briefly crusts and hardens. You also gain 100 temporary hit points that vanish when the spell ends.

While the empowerment lasts, you are unable to cast any other spell that requires a mother cyst.

NECROTIC ERUPTION

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (caster must have a mother cyst)

Duration: Instantaneous

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue. This spell deals 7d10 necrotic damage. This damage is vile damage.

If this damage kills the target, all creatures within 20 feet of it take 3d10 necrotic damage, or half on a failed Constitution saving throw. Also on a failed saving throw, a creature caught in the blast gains its own necrotic cyst.

A subject killed by this spell rises as a free-willed skulking cyst at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both the initial and the explosion damage increase by 1d10 for each slot level above 6th.

NECROTIC PROBE

5th-level necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (caster must have a mother cyst)

Duration: Concentration, up to 10 minutes

You can concentrate upon a specific individual who you believe to bear a necrotic cyst (see spell of the same name), and listen in on its thoughts. Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying.

While the spell lasts, you can hear everything the target thinks, as if you were using a *detect thoughts* spell. As an action while the spell lasts, you can also delve deep into the target's mind for specific facts, memories, or other information. You can ask one question and instantly receive a complete, honest, accurate answer.

You can attempt to implant a *suggestion* into the target. It must make a Wisdom save. On a failure, the *suggestion* takes effect, and lasts for up to 8 hours (no concentration required).

NECROTIC SCRYING

2nd-level necromancy (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (caster must have a mother cyst)

Duration: Concentration, up to 10 minutes

You can concentrate upon a specific individual who you believe to bear a necrotic cyst (see spell of the same name), and hear and see through the creature's eyes and ears. You have access to all of its senses, experiencing things as it does. Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying. You gain the benefit of any senses the creature possesses such as darkvision or blindsight, but are not able to use any of your own. If the creature has senses that you have no equivalent for (such as an intellect devourer's mind sensing), you are able to use those as well, though the feeling may be very alien.

You are constrained to the creature's own senses and cannot influence what it looks at. If the creature is asleep with its eyes closed, you probably will not be able to see anything either, and if it is staring at a wall, you won't be able to see anything behind it.

Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

NECROTIC TUMOR

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (caster must have a mother cyst)

Duration: Concentration, up to 1 hour

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to envelop a portion of the victim's brain. The victim must make a Wisdom saving throw. On a failure, the victim is *dominated*, as if by *dominate monster*.

If the victim fails its saving throw and you concentrate for the entire duration, the victim becomes permanently charmed by you, and it has disadvantage on Intelligence, Wisdom, and Charisma saving throws made against your spells and effects. You also constantly know its location, even if it is on another plane. Only a *wish* spell can reverse this effect.

NECROTIC TERMINATION

9th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (caster must have a mother cyst)

Duration: Instantaneous

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to physically and spiritually enlarge itself at the expense of the subject's body and soul. The creature takes 25d10 necrotic damage. This damage is vile damage.

If this damage reduces the target to 0 hit points, it is devoured, body and soul. *Raise dead*, *reincarnate*, *resurrection*, *clone*, *true resurrection*, *wish*, and even divine intervention cannot return life to the subject once its soul is digested—it is gone forever.

A subject killed by this spell rises as a free-willed skulking cyst at the start of your next turn.

WORMBOUND SPELLS

The following spells all deal with worms of Kyuss. All of them require either the Wormbound feat in the next section or to be of the wormspawn subtype; even abilities like the bard's Magical Secrets don't work without that feat or subtype. A caster who gains that feat treats them as if they were on their list and always has them prepared, while a creature of that subtype can learn and prepare them normally.

CONSUME THE PARASITE

3rd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a Kyuss worm hosted within your body, consumed. Creatures with the wormspawn subtype merely require a live Kyuss worm, which is consumed)

Duration: Concentration, up to 1 minute

You consume the Kyuss worm in your own body to grant yourself a temporary boost in power. When you cast this spell, you 20 temporary hit points. These temporary hit points expire when the spell's duration ends if they are not lost sooner. In addition, you have advantage on Strength and Dexterity checks and saving throws, and your weapons do an extra 1d4 damage.

This spell also increases the power of your spells while it is in effect, causing all spells you cast for the duration to be cast as if by a slot 1 level higher (so a 4th-level *fireball* acts like a 5th-level *fireball*).

However, casting this spell consumes the Kyuss worm that you have bound to your soul, and you do not gain the effects of the Wormbound feat until you are able to find another Kyuss worm and complete the ritual of binding once again.

EXTRUDE WORMSWARM

6th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: Concentration, up to 1 minute

You summon a swarm of Kyuss worms to attack your foes. These writhing, twisting green worms swarm over your body briefly and then congregate in a 10-foot-square within range of your choice as a **wormspawn**.

If the spell ends, the **wormspawn** acts as it pleases. If you are an undead servant of Kyuss, it automatically follows your orders. If you are a living servant of Kyuss, you must succeed at a Persuasion check contested by its Insight check. If you succeed, it follows your orders. If you fail, it becomes hostile to you. If you are not a servant of Kyuss, it is automatically hostile.

HUNGER OF THE WORMGOD

9th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a Kyuss worm hosted within your body, consumed. Creatures with the wormspawn subtype merely require a live Kyuss worm, which is consumed)

Duration: Concentration, up to 1 hour

You eject the worm from your body, bathing it in necromantic energy and flinging it to a point within range. It grows into an **ulgurstasta** with the **evolved undead template** that is under your control.

If the spell ends, the wormspawn acts as it pleases. If you are an undead servant of Kyuss, it is friendly to you. If you are a living servant of Kyuss, you must succeed at a Persuasion check contested by its Insight check. If you succeed, it is friendly to you. If you fail, it becomes hostile to you. If you are not a servant of Kyuss, it is automatically hostile.

Casting this spell consumes the Kyuss worm that you have bound to your soul, and you do not gain the effects of the Wormbound feat until you are able to find another Kyuss worm and complete the ritual of binding once again.

MINDWORMS

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: Instantaneous

This spell causes ghostly images of green worms to fly at the target, assailing its body, mind, and soul. It must make a Wisdom saving throw. It takes 6d10 necrotic damage on a failure, or half on a success.

Also on a failure, it loses 3 levels worth of spell slots (not including Innate Spellcasting). This could be three 1st-level spells, one 2nd-level and one 1st-level, or one 3rd level. If it has fewer slots than these to lose, it loses what it can. It chooses what types of slots to lose. If it does not have the ability to cast spells, or it does not have any slots of 1st through 3rd left, this effect does not apply.

Whenever you successfully drain 3 levels of spells with this effect, you regain 3 levels worth of spell slots in an identical way (you could regain one 3rd-level, or one 2nd-level and one 1st-level, or three 1st-level).

At Higher Levels. When cast with a spell slot of 5th level or higher, the damage increases by 1d10, and both the number of spell levels drained and the max level drainable increase by 1.

THE WORMSPAWN SUBTYPE

The wormspawn subtype refers to the creatures created by Kyuss and his disciples. The following creatures belong to it:

Avolakia	Spawn of Kyuss
Broodfiend	Sword of Kyuss
Earthcancer centipede	Ulgurstasta
Eviscerator beetle	Wormcaller
Favored spawn of Kyuss	Worm drake
Kyuss knight	Worm naga
Kyuss spawnling	Worm that walks
Mindkiller scorpion	Worm swarm
Overworm	

PATH OF WORMS

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: 8 hours

This spell infuses your own perceptions with a shard of Kyuss' power, granting you a sixth sense. While the spell lasts, you cannot be surprised.

Once during the spell's duration, you can grant yourself advantage on an attack roll, ability check, or saving throw. Alternatively, you can impose disadvantage on one attack targeting you. This immediately ends the spell.

When you trigger the advantage or disadvantage, every creature within 20 feet is exposed to a glimpse of the writhing madness of prophesied in the Age of Worms. For the merest second, they see within their minds the desolation and ever-increasing terror of what the world will one day become. Every creature affected in this way that does not have the wormspawn subtype (including you, most likely) must make a Wisdom saving throw. On a failure, it is frightened until the end of its next turn. While frightened in this way, it is incapacitated and its speed is 0.

SERVANT OF THE GREEN CORRUPTION

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: Concentration, up to 10 minutes

You select one willing creature within range. Until the spell ends, the target's speed is doubled, it gains a +4 bonus to AC, and it has advantage on attack rolls.

Kyuss's power never comes at a price, however, as the wormgod constantly seeks to bind mortals to his will and to bring about the long foretold Age of Worms. Because of Kyuss's corrupting influence, the affected creature becomes more susceptible to the powers of Kyuss. The affected creature suffers disadvantage on saving throws against wormbound spells and automatically fails saving throws against the effects of wormspawn creatures.

The spell can also target an unwilling creature, which can make a Wisdom saving throw to resist, negating both the spell's benefits and drawbacks on a success.

SPIRIT WORM

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: Concentration, up to 1 minute

You touch your foe and intone the spell. You leave a worm-shaped bruise where you touched.

You create a lingering decay in the spirit and body of one creature you touch. When you cast this spell and on each of your subsequent turns as an action, you can force the target to make a Constitution saving throw. The spell ends if you use your action to do anything else. On a failed saving throw, its Constitution score is reduced by 1. This reduction lasts until it finishes a short or long rest. On a successful saving throw, it takes no Constitution reduction for that turn.

At Higher Levels. When cast as a 5th-level spell or higher, you do not need to take an action to force the target to make another Constitution saving throw. You still need to concentrate on the spell.

THE WORM WITHIN

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live Kyuss worm or the wormspawn subtype)

Duration: Concentration, up to 1 minute

You create a worm of Kyuss inside a creature within range. The creature must make a Constitution saving throw. On a success, the worm dies with no ill effect. On a failure, the worm takes root and begins consuming the target. At the end of each of its subsequent turns, it takes an additional 2d6 necrotic damage per worm infesting it, stacking with worms from the Spawn of Kyuss (max 10d6).

A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a free-willed spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

If you concentrate for the entire duration, the worm remains until it is cured.

At Higher Levels. When cast as a 5th or 6th level spell, you create two worms. When cast as a 7th or 8th level spell, you create 3 worms. When cast as a 9th level spell, you create 5 worms. Each worm requires a separate saving throw.

"Cost? Gold is a cost. Servitude is a cost. My soul is not a cost—or it's one I don't mind paying."

—Thavik of Donegan

CORRUPT SPELLS

Those who delve into black magic have learned of exceedingly evil spells that, in exchange for foul power, take a terrible toll on the caster. These spells are known as corrupt spells. Their numbers are few, but they are truly horrible applications of magic.

These spells can be cast by any class by a caster who prepares spells. A character who does not prepare spells can still learn them upon gaining a level.

All of these spells are available to casters of all alignments. However, even learning about them can be difficult, and the DM should feel free to impose whatever quests he or she desires for a character to gain access to these. A spell like *apocalypse from the sky* is a plot point, not a day-to-day spell. Even if your DM has approved this .pdf, please double-check with him or her before taking one of the spells in this section

ABSORB MIND

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (an ounce of a sentient creature's fresh or preserved brain, which the spell consumes)

Duration: Concentration, up to 1 hour

You eat part of the brain of another creature's corpse. By doing so, you gain the creature's memories and knowledge to some degree, so that you have a 25% chance of recalling any important fact known to the creature—family history, recent events, the general layout of the creature's stomping grounds, details about the creature's death, important plans, passwords, etc. Skills, feats, spells, and other such knowledge cannot be obtained in this fashion. You cannot roll again after failing to recall a specific piece of information. After the duration expires, you no longer have the ability to recall new facts.

Corruption cost: Your Wisdom score reduces by 2d6 points. If you drop to 0 Wisdom points, you are stunned until you regain at least 1 Wisdom point. The reduction lasts until you finish a long rest.

At Higher Levels. When cast with a 5th-level slot, you have a 50% chance. With 7th, you have 75%. With 9th, 90%.

ABSORB STRENGTH

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (an ounce of a creature's fresh or preserved flesh, consumed)

Duration: Concentration, up to 1 hour

You eat at least a portion of the flesh of another creature's corpse, thereby increasing your Strength score by one-quarter of the creature's Strength score for the duration, and increasing your Constitution score by one-quarter of the creature's Constitution score.

For example, if you eat a bulette's flesh, your Strength increases by 4 and your Constitution increases by 5 for the duration.

Corruption cost: Your Wisdom score reduces by 2d6 points. If you drop to 0 Wisdom points, you are stunned until you regain at least 1 Wisdom point. The reduction lasts until you finish a long rest.

APOCALYPSE FROM THE SKY

9th-level conjuration

Casting Time: 24 hours

Range: Self (200-mile radius)

Components: V, S, M (an artifact, ideally one of good perverted to this use. Upon completion of the spell, the artifact vanishes, leaving your possession)

Duration: Instantaneous

You call upon the darkest forces in all existence to rain destruction down upon the land. All creatures and objects in the spell's area take 10d10 points of damage of a type of your choice. This damage is vile damage.

This damage typically levels forests, sends mountains tumbling, and wipes out entire populations of living creatures. You are subject to the damage as well as the corruption cost.

Corruption cost: Your Constitution reduces by 3d6 points, and you die if it is reduced to 0. Otherwise, you regain these points when you finish a long rest. Furthermore, you lose 4d6 points of Wisdom, going insane if it is reduced to 0 until you regain at least 1 point. This reduction can be removed by *greater restoration*, but does not vanish on its own. Even just having this spell prepared reduces your Wisdom by 1d3, which cannot be cured until you no longer have it prepared.

CALL FORTH THE BEAST

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the tongue of an executed murderer)

Duration: Permanent until discharged, then 2d4 hours

You force one target within range to make a Wisdom saving throw. On a failure, you set up a dark curse within their mind. The target of this spell experiences no immediate effect. The next time it falls asleep, however, they immediately reawakens with a chaotic evil alignment and a bloodthirsty, temperamental, and even psychotic disposition. The subject has no particular goals during this time except to shed blood and slaughter anyone who aggravates or irritates them; even the most innocent action might result in violence.

When the spell expires, the subject passes out momentarily, and reawakens with no memory of anything they might have done while under the effect of the spell. So far as they can tell, they simply fell asleep hours earlier, and they have no idea what has happened since then. They have gained no rest, cannot prepare new spells, and might gain one level of exhaustion (if appropriate).

Corruption cost: Your Constitution score reduces by 1d4 points. If you drop to 0 Constitution points, you die. Otherwise, the reduction lasts until you finish a long rest.

CHAIN OF SORROW

7th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the umbilical cord of a stillborn child)

Duration: See text

Make a ranged spell attack against one creature in range. On a hit, the target must make a Charisma saving throw. On a failure, its Charisma is reduced by 2d10, or half as much on a successful save. On a failed saving throw, the effect becomes contagious. The next time the target creature touches a friend, loved one, or ally, that individual must make a Charisma saving throw or have its Charisma reduced by 2d10, or half on a successful save. This spell continues spreading until a creature successfully saves against it.

All reductions caused by this spell last until cured by *greater restoration* or similar magic. If a creature drops to 0 Charisma points, it is stunned until it regains at least 1 Charisma point.

Corruption cost: Your Charisma score reduces by 2d10 points. If you drop to 0 Charisma points, you are stunned until you regain at least 1 Charisma point. The reduction lasts until you finish a long rest.

CONSUME LIKENESS

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (an ounce of a creature's fresh or preserved flesh, consumed)

Duration: Permanent

You can take on the appearance and form—including clothing and equipment—of a corporeal humanoid that is freshly dead. You assume the form of the creature as it looked when it lived. You must eat the flesh of the corpse whose form is to be assumed as you cast the spell.

Once the spell is complete, you can assume the new likeness at will. By changing to this new form, your body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and your weight can be changed up to one-half. If the form selected has wings, you can fly at a speed of 30 feet. If the form has gills, you can breathe underwater. You cannot assume the likeness of something that is a different size than you.

Except as listed above, your stats do not change. If you die, you revert to your true form. You can also revert as an action.

Corruption cost: You lose 2d6 points of Wisdom, going insane if it is reduced to 0 until you regain at least 1 point. This reduction can be removed by *greater restoration*, but does not vanish on its own.

FALLEN SOUL

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather from a fallen angel)

Duration: Permanent

You touch one creature and force it to make a Wisdom saving throw. On a success, it suffers no ill effects. On a failure, it is affected by the spell. This sinister spell imbues the target's soul with a hidden taint of evil potentiality. Additionally, it brands the creature with an invisible mark on the forehead. Any fiend can see this mark. Other creatures see it if they can see invisible objects. This mark denotes the creature bearing it as someone who bears in its soul a seed of evil that, with proper coaxing and opportunity, could blossom into true depravity and cruelty. The recipient of this spell must be a living creature that is not a celestial. It has no effect on unaligned creatures.

When this spell is first cast on a creature, the creature becomes poisoned for 1 minute. Once a good or neutral target is affected by this spell, it begins to have strange and increasingly powerful urges to commit evil acts. Its dreams grow dark, sinister, and cruel, yet are disturbingly entertaining and soothing. The magic of the spell does not force the victim to make evil acts, but it does encourage such behavior through conditioning. Each time the victim willingly commits an evil act, this spell grants a +4 bonus to the character's Strength, Constitution, and Charisma scores; this bonus persists for 1 hour before fading. If the target continues to perform evil acts, its alignment eventually becomes evil as well, at which time the spell no longer grants this bonus.

If the creature subjected to this spell is evil, the fallen soul punished the creature for good acts. If the target ever willingly performs a good act, the spell reduces the creature's Strength, Constitution, and Charisma scores by 4.

Dispel evil, *wish*, or *greater restoration* can remove the spell, but *remove curse* cannot, and the *fallen soul* cannot be dispelled.

Corruption Cost: Your Strength is reduced by 1d6 points. You are paralyzed if this reduces your Strength to 0. The reduction lasts until you finish a long rest.

FORBIDDEN SPEECH

4th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Permanent

One creature you touch must make a Wisdom saving throw. On a failure, it is impossible for the creature to speak about a single topic. The topic should be as narrow as possible for the spell to work properly. An appropriate topic might be events that occurred while the creature was in captivity, the whereabouts and names of enemies, the secret location of a hidden treasure, the password into a guarded compound, the command word of a magic item, or the explanation behind some major occurrence. Invalid topics include verbal components of spells, a creature's whole life history, or anything too broad for a reasonable definition of a single topic. Whether a topic is too broad is up to the DM, who can double the corruption cost and have the spell automatically fail if you persist in attempting an invalid topic. Thus, this can be a dangerous spell to attempt.

The affected creature cannot communicate regarding the topic in any way. Speech becomes gibberish, writing is reduced to an indecipherable scrawl, gestures are impossible, and even telepathy (including *detect thoughts*) is scrambled. The creature has not forgotten the information, however, and it can be a maddening occurrence for the creature to be unable to communicate information that might be of life-and-death importance to friends and allies.

Corruption Cost: Your Strength is reduced by 1d6 points. You are paralyzed if this reduces your Strength to 0. The reduction lasts until you finish a long rest.

MASTER'S LAMENT

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell strengthens the bond between master and familiar. Choose one humanoid creature with a familiar or other empathically linked animal companion within range, or alternatively choose a familiar or other empathetically linked animal. Your target must make a Wisdom saving throw. On a failure, for the duration of the spell, any damage or magical effect (charm, exhaustion, etc.) taken by the master is also taken by the familiar, and vice versa. If the effect allows a save, both master and familiar roll their saves separately.

Corruption Cost: Your Charisma is reduced by 1d6 points. You are stunned if this reduces your Charisma to 0. The reduction lasts until you finish a long rest.

REMORSELESS CHARM

6th-level enchantment

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a work of art depicting worth at least 1,000 gp; see text)

Duration: Until dispelled or triggered

This spell is cast upon a beautiful piece of art worth at least 1,000 gp. The artwork must depict acts of debauchery or evil that are titillating and fascinating, not disturbing or revolting.

When the art is revealed to a creature, that creature must make a Wisdom saving throw. On a failure, the subject's normal inhibitions are eliminated and the subject's conscience is silenced. Under its effects, a good creature might commit acts of extraordinary evil without any feelings of remorse. For instance, a paladin who strives to never destroy a foe that has surrendered might decide that she's better off meting out justice immediately and killing the enemy. This spell affects the target's norms and expectations; for example, once affected, a good-aligned target might be willing to attack his friends when urged to do so through a *suggestion*. This would not eliminate his need to atone, according to the tenets and punishments prescribed by his faith or law. The compulsion is permanent until broken by a *greater restoration* spell or similar magic, or until it is removed by the spellcaster.

Corruption Cost: Your Wisdom is reduced by 2d6 until you finish a long rest.

OTHER CHARACTER OPTIONS

FEATS

ECLECTIC LEARNING

Prerequisite: Spellcasting or Pact Magic feature

You learn two spells of a level you can cast from any class. They are considered to be of your class (cleric, wizard, etc.) when you cast them, you always have them prepared, and they don't count against your maximum prepared or known.

You can replace one of these spells with another when you level up.

EVISцерATOR

Prerequisite: must be undead

Your foes fear your critical hits. Whenever you score a critical hit against a target with a melee attack, the target is frightened of you for 1 minute. All of its allies within 30 feet must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice) or be frightened of you for 1 minute. The allies can repeat the saving throw at the end of each of their turns, ending the effect on a success.

GHOST SCARRED

Prerequisite: must have had maximum hit points or ability score reduced by an undead with the Incorporeal Movement trait

Your encounters with the spirits that haunt the world have given you unique capabilities to fight them, granting you the following benefits against undead with the Incorporeal Movement trait:

- You have resistance to damage done by these undead.
- You have advantage on saving throws against the effects of these undead.
- You have advantage on attack rolls against these undead.

LASTING LIFE

Prerequisite: Constitution 13 or higher

Your life force is unshakably strong, granting you the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You can take an action to remove all reductions to one of your ability scores.
- You can take an action to remove one effect reducing your hit point maximum.
- You can take an action to turn all vile damage you have suffered into normal damage, allowing it to be healed normally.

MOTHER CYST

Prerequisite: The ability to cast at least one spell

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

- You grow an internal cyst of undead flesh called a mother cyst. The cyst may be noticeable as a discolored swelling on your skin, if desired. The mother cyst is slightly painful, but otherwise isn't harmful. The mother cyst grants you access to a selection of cyst-related spells listed below (and described above). You cast these spells like any other spell you can cast, once you host a mother cyst. You always have these spells prepared, and they don't count against your maximum spells prepared or known.

Level Spells

1st	<i>necrotic awareness</i>
2nd	<i>necrotic cyst, necrotic scrying</i>
3rd	<i>necrotic bloat</i>
4th	<i>necrotic domination</i>
5th	<i>necrotic probe</i>
6th	<i>necrotic eruption</i>
7th	<i>necrotic tumor</i>
8th	<i>necrotic empowerment</i>
9th	<i>necrotic termination</i>

ONEIROMANCY

Prerequisite: The ability to cast at least one spell

You specialize in dream magic, gaining the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can interpret dreams, analyzing their meaning and what the dreamer was thinking and feeling. This requires an Intelligence check with a DC determined by the DM. You are proficient in this check. At the DM's discretion, dreams may be used as prophetic warnings.
- You gain access to a selection of dream-related spells listed below (and described above). You cast these spells like any other spell you can cast. You always have these spells prepared, and they don't count against your maximum spells prepared or known.

Level Spells

1st	<i>restful slumber</i>
4th	<i>dream walk, manifest desire, manifest nightmare</i>
5th	<i>dream, dreaming puppet</i>
7th	<i>dream sight</i>

NECROPOTENT

You are very, very good at killing the undead, gaining the following benefits:

- Increase your Strength, Dexterity, Intelligence, Wisdom, or Charisma by 1.
- You ignore the damage resistances (but not immunities) of the undead.
- If you roll the highest die possible when damaging an undead creature, you can reroll that die and add the damage again. This process can recur as long as you continue to roll the maximum die.

TOMB-TAINTED SOUL

Your soul is imbued with some of the power of undeath, giving you the following benefits:

- You have resistance to necrotic and poison damage
- Whenever you are subjected to an effect that harms the living but has no effect or a beneficial effect on the undead (such as *negative energy flood*), roll any die. On an even roll, you count as undead for the purposes of that effect.

VAMPIRE HUNTER

Your knowledge of vampires has given you the following benefits:

- You can take a bonus action to unfailingly determine whether any type of vampire is within 30 feet of you, as well as learn its type and location.
- You are immune to being charmed by vampires.

WORMBOUND

Prerequisite: The ability to cast at least one spell

You have bound your soul to Kyuss, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can attempt to bind a Kyuss worm to yourself. Successfully hosting a Kyuss worm requires a special binding ritual. The ritual requires 4 hours of uninterrupted meditation, 500 gp in special materials, and a living Kyuss worm. At the end of the ceremony, you must succeed at a DC 10 Constitution saving throw or drop to 0 hit points. If you die as a result of this, you rise as a spawn of Kyuss in 1 minute.
- If you successfully complete the ritual, you gain access to a selection of worm-related spells listed below (and described above). You cast these spells like any other spell you can cast. You always have these spells prepared, and they don't count against your maximum spells prepared or known.

Level Spells

2nd *path of worms, spirit worm*

3rd *consume the parasite, the worm within*

4th *mindworms*

5th *servant of the green corruption*

6th *extrude wormspawn*

9th *hunger of the Wormgod*

The worm can be removed by any magic that ends a disease. You are entitled to a Constitution saving throw to negate the spell if you desire, even if it would not normally allow a saving throw.

If you die with a living Kyuss worm inside you, you rise as a spawn of Kyuss in 1 minute. As a spawn of Kyuss, you exist only to spread the corrupting power of Kyuss and have no free will of your own (meaning you become a monster under the DM's control).

MULTICLASSING

Allowing multiclassing for this class may be risky, as it is has a laundry list of powerful abilities mitigated by a bad spell list. However, if you choose to allow it, multiclassing with a dread necromancer requires a 13 in Charisma. Multiclassing into dread necromancer gives you proficiency with light armor, simple weapons, and one martial weapon of your choice.

RACES

The necropolitan template is suitable for player characters. Becoming one requires a 24-hour ritual while still alive. The market price of having this ritual cast upon you is 3,000 gold.

Be aware that while the necropolitan template is suitable for player characters in general, a necropolitan dread necromancer could heal themselves at will via *charnel touch*. This can unbalance the game if you aren't careful.

The following other races are also deeply tied to the undead.

DEATHTOUCHEd

As tieflings are the distant descendants of fiends, deathtouched are the descendants of the undead.

Age. Deathtouched mature at the same rate as humans but live about twice as long.

Size. Deathtouched are about the same size as humans, but tend to be more gaunt. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your undead heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Call of Undeath. If you die, roll a d10. On a roll of 9-10, you rise as an undead of your ancestor's type (the DM decides your type if you are a mortif).

Unliving Resistance. You have resistance to necrotic and poison damage, and you have advantage on saving throws against poison.

Languages. You can speak, read, and write Common and one of your choice.

Turn Susceptibility. You can be turned or rebuked as if you were undead, though you gain advantage on the save. If you would be destroyed, you are instead stunned for 1 minute; if you would be commanded, you are instead charmed for 1 hour.

Holy Water Susceptibility. Your connection to the grave makes you vulnerable to holy water. However, the fact that you are still alive means you have resistance to this damage. Similarly, you can be harmed by positoxins, but you are resistant to their damage.

Subrace. Depending on the nature of your undead ancestor, you may have different powers. Choose one of the subraces below.

FETCH

Fetches are born from those whose ancestor was a ghost. This is a logistical nightmare and usually requires the intervention of a deity or other power to achieve.

Ability Score Increase. Your Charisma score increases by 2.

Ghostform. As an action, you become incorporeal until your concentration ends (as if concentrating on a spell). While incorporeal, you cannot use material components or arcane foci, nor make weapon attacks. You can, however, move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You can't use this power again until you finish a long rest.

GHDEN

Ghedens are the result of fusing human essence with zombie strength. Gheden are not a natural race; rather, they are spawned by the experiments of necromancers or the interventions of deities.

Ability Score Adjustment. Your Strength score increases by 1, and your Constitution score increases by 2. Your Intelligence and Charisma scores decrease by 2.

Undead Fortitude. If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

GHUL

Your ancestor was a ghoul, and you still possess some of that paralytic talent.

Ability Score Adjustment. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Ghoulish Legacy. When you reach 3rd level, you can cast the *ghoul touch* spell once with this trait and regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for these spells.

KATANE

You are descended from a vampire or vampire spawn, or possibly another blood-drinking undead.

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Vampiric Legacy. You know the *black orb* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *vampiric touch* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

MORTIF

The mortif subrace represents those whose undead ancestor is of uncertain nature. It has more general powers than the other types.

Ability Score Increase. Your Constitution score increases by 1, and your Charisma score increases by 2.

Undead Legacy. You know the *chill touch* cantrip. When you reach 3rd level, you can cast the *shroud of undeath* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *crown of the grave* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

BACKGROUNDS

NECROLOGIST

A necrologist studies every aspect of undeath. Your knowledge might be more theoretical, involving perusing ancient tomes, or it could be primarily hands-on, gained from years battling the unliving and figured out their weaknesses yourself.

Skill Proficiencies: Arcana, Religion

Tool Proficiencies: poisoner's kit

Language Proficiencies: One of your choice, typically an ancient language spoken by undead

FIELD OF EXPERTISE

Most necrologists have a couple types of undead they are particularly well-educated in. Choose one to three types or roll on the table below to define your expertise as a necrologist.

d20	Undead	d20	Undead
1	Allips	7	Specters
2	Ghosts	8	Vampires
3	Ghouls	9	Wights
4	Liches	10	Wraiths
5	Mummies	11	Zombies
6	Skeletons	12-20	Other

FEATURE: NECROLOGY

You are well versed in the lore of undead creatures. You can recall the probable lairs, general abilities (such as paralysis or life drain), dining habits, and history of such creatures (no check needed). Whenever you confront an undead, you can usually determine its general type (such as ghoul), and at the DM's discretion you may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). This may require an Intelligence check at the DM's discretion.

In addition, with an appropriate Intelligence check, you may be able to recall the creature's specific weaknesses and natural defenses or immunities.

At the DM's discretion, a failed check may reveal misleading or even completely erroneous information which may actually strengthen the undead, or falsely identify it.

d8 Personality Trait

- 1 I carefully keep notes on any undead I encounter, making particular notice of what's effective against them.
- 2 I am interested in achieving undeath myself.
- 3 I consider all undead my enemies, and work tirelessly to destroy them.
- 4 I see to it that last rites are carried out properly, so no angry ghosts return.
- 5 I keep dozens of holy symbols to numerous gods, so when I use Turn Undead at least one of them will smile upon me.
- 6 I take samples of undead I kill for further study.
- 7 I rely on my faith in my god or philosophy when facing the undead.
- 8 I listen to local legends whenever I can, so I can figure out the weaknesses or wishes of lingering ghosts in the area.

d6 Ideal

- 1 **Knowledge.** The more I know about the undead, the safer me and my friends will be. (Any)
- 2 **Understanding.** The veil of undeath is mysterious, and I want to solve its mysteries.
- 3 **Power.** As I master the secrets of undeath, I will gain power over both the living and the dead. (Evil)

d6 Bond

- 1 My bestiary of undead horrors is my most important possession.
- 2 I watched a loved one die to the undead, and I will not rest until the world is safe from them.
- 3 I love learning as much as I can about a certain type of undead.

EQUIPMENT

This is an abridged version of my [equipment guide](#), focusing on items that fit thematically with the rest of the book.

MUNDANE EQUIPMENT

ADVENTURING GEAR

Item	Cost	Weight
Alchemical flare bolt (10)	150 gp	1 lb.
Alchemical flare stake	150 gp	1 lb.
Angel radiance	20 gp	—
Arcane focus (skull)	10 gp	3 lb.
Atramen oil	50 gp	1 lb.
Brittlebone (flask)	30 gp	1/2 lb.
Embalming fire (flask)	20 gp	1/2 lb.
Fast Torch	5 gp	1/2 lb.
Ghostoil (flask)	50 gp	1 lb.
Ghostwall shellac (bottle)	150 gp	1 lb.
Gravebane (flask)	25 gp	1 lb.
Healing Salve	50 gp	—
Liquid night (flask)	150 gp	1/2 lb.
Necromantic totem	500 gp	—
Panther tears (vial)	60 gp	—
Scroll organizer	5 gp	1/2 lb.
Trollbane (vial)	90 gp	—
True holy symbol	500 gp	—
Unholy water (flask)	25 gp	1 lb.

Alchemical Flare Bolt. The head of this alchemically prepared crossbow bolt contains a blend of phosphorus, silver particles, garlic, and other alchemical substances to ignite desiccated flesh. An alchemical flare bolt that hits a corporeal undead deals an extra 1d6 points of fire damage.

A living creature struck by a flare bolt takes normal bolt damage with no extra fire damage.

Alchemical Flare Stake. Treat this alchemically prepared wooden stake as a dagger. However, it is destroyed after one successful attack. An alchemical flare stake that hits a corporeal undead deals an additional 1d6 points of fire damage and lodges within the creature's body. Each embedded stake deals 1d6 points of fire damage to the undead creature at the end of its turn. The creature can remove all embedded stakes as an action. A living creature struck by a flare stake takes normal dagger damage with no additional fire damage.

Angel Radiance. This speck of dust carried in a tiny vial provides nonmagical golden light as a torch, but does not burn. It can be covered but cannot be extinguished.

Arcane Focus (Skull). This skull has been meticulously engraved with runes of power to channel arcane energies.

Atramen Oil. This substance is cold pressed from atramen fruit that grows on shoals of Elemental Earth that have drifted too close to the Negative Energy Plane. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the atramen oil as an improvised weapon. On a hit, the target suffers disadvantage on Constitution saving throws until the start of your next turn.

Brittlebone. This unguent must be spread over a set of bones before animation as a skeleton. The ointment reduces the skeleton's Constitution by 2 points, but when the skeleton is destroyed, its bones splinter and fly apart, sending shards in all directions. Any creature within 5 feet of the skeleton takes 1d4 point of piercing damage per HD of the skeleton, or half on a successful DC 15 Dexterity save.

Embalming Fire. You can pour this bitter-smelling liquid out as an action. It must be poured over a corpse and allowed to soak for at least 1 minute before the corpse is animated as a zombie.

Once animated, if the zombie takes even a single point of damage, it bursts into blue flame for 1 minute. This fire deals no damage to it, but the zombie's melee weapon attacks during that time each deal an extra 1d6 points of fire damage.

Fast Torch. This item consists of a tube of waxed paper set into a short wooden handle. The end opposite the handle has a wax seal, and the whole item is about the size of a normal torch. An alchemical substance packed inside the tube ignites when exposed to air. Lighting the torch is as simple as removing the wax seal, which requires a bonus action or your interaction with an object.

The lit torch produces a brilliant white light that produces bright illumination in a 30-foot radius and shadowy illumination 30 feet beyond that.

A fast torch burns for 10 minutes, even in high winds or underwater (though it can't be ignited underwater). It's possible to extinguish a fast torch by burying it in sand (or a similar substance) or by grinding it out against a nonflammable surface. Either method requires an action; once extinguished, it can't be relit.

Ghostoil. Applying this liquid to a weapon takes an action. After being applied, the weapon deals full damage to incorporeal undead for 1 minute.

Ghostwall Shellac. Ghostwall shellac must be mixed with 1 gallon of water to become active. The mixture is then spread over any nonliving surface, most commonly the walls of a room.

Coating a 10-foot square with prepared shellac takes 1 minute, and 1 gallon of the green liquid covers 10 such squares. Whether it is applied to a surface or left in a container, the shellac dries and hardens 1 hour after being mixed with water.

When ghostwall shellac dries, it changes the composition of the surface upon which it has been spread. Incorporeal creatures can no longer pass through a coated wall any more than normal creatures can.

The shellac also causes the wall to simultaneously exist on the Ethereal Plane for a limited time, so creatures on that plane cannot see through or pass through the space it occupies. When applying ghostwall shellac to the walls of a room, remember to coat the floor and ceiling as well.

Ghostwall shellac lasts for 4d6 hours once applied.

Gravebane. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, the area fills with smoke that undead find revolting. In order to pass through, an undead must succeed on a DC 12 Wisdom save. On a failure, the undead cannot move through the smoke. It can, however, attack a creature that is standing in the smoke.

The smoke lasts for 1 minute or until dispelled by strong wind.

Healing Salve. Rubbing this stinky green paste into wounds promotes rapid healing. Applying the salve is an action. One dose heals 1d8 + 1 points of damage. This has no effect on undead or constructs.

Liquid Night. This dark, sticky fluid provides a daylight-sensitive undead creature with temporary protection from the sun's deadly rays. It allows the creature to ignore any vulnerability to sunlight for a full hour.

If subjected to a spell or magical effect that would cause extra damage or an additional effect to an undead creature that is vulnerable to sunlight, the creature is treated as not having that vulnerability (however, this also burns away the liquid night, ending the protection against either mundane or magical sunlight). Liquid night has a distinct musky odor of moonflower (one of its ingredients).

Spreading liquid night over a creature's body requires an action. A single flask of the substance is sufficient for a single creature of Medium size or smaller. A Large creature requires two flasks, a Huge creature four flasks, and a Gargantuan creature eight or more flasks.

Necromantic Totem. If you can rebuke undead or other creatures, while you wield this arcane focus you can impose disadvantage on the save of one creature against your ability.

Panther Tears. When applied to your eyes, you gain darkvision out to a range of 60 feet for 1 hour. However, while in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. One vial has enough for one dose.

Scroll Organizer. This long strip of leather has an overlapping series of fifteen pockets sewn along one side, each large enough to hold a scroll of a single spell. When slipped into a pocket, only the top of a scroll shows, allowing you to scan the scrolls' titles.

Trollbane. Trollbane interferes with the natural ability of certain creatures to regenerate their flesh. Trollbane is coated on weapons or applied to ammunition like injury poisons, and stays on the blade for 1 minute. Any creature struck by a weapon that has been coated in trollbane loses the benefit of its regeneration trait at the start of the its next turn.

True Holy Symbol. If you can turn undead, fiends, or other creatures, while you wield this holy symbol you can impose disadvantage on the save of one creature against your ability.

Unholy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the unholy water as an improvised weapon. If the target is a celestial, it takes 2d6 acid damage.

A cleric, dread necromancer, or paladin may create unholy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

OPTIONAL MATERIAL COMPONENTS

Some of the materials described below boost the level a spell is cast at. Equivalent materials exist for the other schools, but they are beyond the scope of this work. Search "optional material components" if you are interested.

After using an optional spell component listed here, the component is consumed. You can only use one component at a time.

OPTIONAL SPELL COMPONENTS

Item	Cost	Weight
Covadish Leaves	750 gp	—
Crypt powder	150 gp	—
Irian Crystal	150 gp	—
Kieros Leaves	150 gp	—
Mabar Crystal	50 gp	—
Skiurid nugget	1000 gp	—

Covadish Leaves. The covadish plant grows on the island of Aerenal in the Eberron campaign setting, where it is highly valued by the elves for its necromantic properties. When used as a component in a necromancy spell of 1st level or higher, roll a d10. On a roll of 8 or higher, increase the level it is cast at by 2.

Crypt Powder. During the long years in which a powerful necromancer lies decaying in its tomb, some of the magic that infused his bones seeps into the surrounding walls. If one of these stones is then shattered in a particular way, the resulting dust sometimes retains that power. When used as a component in the casting of any spell of 1st level or higher that targets either corpses or undead, the spell is considered to be cast at one level higher than the slot used.

Irian Crystal. This transparent crystal glows with a soft white light. When you use this crystal as a component for any spell that restores hit points, roll a d20. On a roll of 18 or higher, the spell heals the maximum possible value.

Kieros Leaves. The herb known as kieros grows only in the region of Aerenal known as the Madwood. When you use these leaves as a component for any spell that deals necrotic damage and requires a saving throw, roll a d10. On a roll of 8 or higher, all targets suffer disadvantage on their saving throws.

Mabar Crystal. This inky black crystal, dark as obsidian and slightly translucent, is connected to the nature of darkness. When a chunk is used as a component in any spell that creates darkness, roll a d10. On a roll of 7 or higher, the radius of the effect is doubled.

Skiurid Nugget. These little orbs of negative energy can be used as a material component in a necromancy spell of 1st level or higher. When you cast the spell, roll a d10. On a roll of 6 or higher, the spell is cast as if at 2 levels higher.

ARMOR

Bonecraft Armor (+0 gp, -50%lb). Any medium or heavy armor can be made bonecraft, and any bonecraft armor costs the same as regular armor. Only paladins of the Oath of Bones can use bonecraft armor effectively; all other creatures are not proficient with it and gain no extra bonuses while using it. When wearing bonecraft armor, you gain advantage on Intimidation checks. Bonecraft armor is not made of metal, and consequently is not affected by spells such as *heat metal* or a rust monster's touch.

Flametouched Armor (+1000 gp, +0lb). While wearing armor crafted of flametouched iron, if you are grappling an undead or fiend, or one is grappling you, the undead or fiend takes 1 radiant damage at the start of its turn. Once per day, you can gain advantage on a saving throw against an ability from an undead or fiend.

Flametouched iron can only be applied to armor made using metal; thus, it cannot be applied to padded, leather, or hide armor (but studded leather works).

Tower Shield. When carried, you gain +4 to AC but cannot attack, cast spells that require somatic or material components, or use objects. A holy symbol emblazoned on your shield enables you to cast spells that require non-expensive material components.

With one minute of preparation, the tower shield can be planted in the ground, where it is an obstacle that provides half cover to creatures behind it.

WEAPONS

Flametouched Iron (+1000 gp, +0lb). This weapon deals normal damage against all creatures except fiends and undead. You can choose to treat all damage done by this weapon towards fiends and undead as radiant instead.

Making a weapon out of flametouched iron increases its cost by 1000 gp, and can only be done to a weapon at least partially made of metal.

Scythe. If you score a critical hit with this weapon, you roll damage dice four times, instead of twice.

Spiked Chain. On a hit you can forgo dealing damage and attempt to trip the target, in which case the target must succeed on a Strength saving throw or fall prone. The DC is 8 + your Strength or Dexterity modifier + your proficiency bonus.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Tower shield	30 gp	+4	Str 13, special	Disadvantage	45 lb.

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Longspear	5 gp	1d6 piercing	9 lb.	Heavy, reach, two-handed

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Scythe	18 gp	1d8 slashing	10 lb.	Heavy, special, two-handed
Spiked chain	25 gp	2d4 piercing	10 lb.	Finesse, heavy, special, two-handed

CLERIC DOMAINS

HUNGER DOMAIN

The urge to feed is one all living things feel. Doesain, the King of the Ghouls, embodies this hunger in its darkest form. The awful Turaglas likewise offers the hunger domain.

HUNGER DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Consume Corpse
2nd	Channel Divinity: Devour Lifeforce
6th	Predator's Nose
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Assume Likeness

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Hunger Domain Spells table. See the Divine Domain class feature for how domain spells work.

HUNGER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>ghoul touch, slow consumption</i>
2nd	<i>ghoul glyph, hold person</i>
3th	<i>crown of the grave, absorb mind</i>
4th	<i>feast of flesh, wrack</i>
5th	<i>bleed, consumptive field</i>

BONUS PROFICIENCIES

You gain proficiency with cook's utensils and martial weapons.

CONSUME CORPSE

Over the course of a short rest, if you eat something of at least your size and roll hit dice to heal, you roll hit dice twice and use the higher roll. If the thing you are eating was sentient (at least 6 Int), you automatically regain the maximum hit points.

A creature consumed in this way cannot be raised with *raise dead*, but *resurrection* and stronger magic works fine.

CHANNEL DIVINITY: DEVOUR LIFEFORCE

At 2nd level, you gain the ability to suck out the life of another creature. As an action, you deal 1d6 * your cleric level necrotic damage to one creature you can see within 60 feet, and you regain an amount of hit points equal to the necrotic damage done.

PREDATOR'S NOSE

Starting at 6th level, if a creature that you can see that has blood takes piercing or slashing damage, you can move up to your speed towards it as a reaction. This movement doesn't provoke attacks of opportunity.

DIVINE STRIKE

At 8th level, once on each of your turns when you hits a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ASSUME LIKENESS

Starting at 17th level, you can cast *consume likeness* at will, requiring no components, and you do not pay any corruption cost when casting it.

SUN DOMAIN

The sun domain is concerned specifically with the destruction of the undead. Amon, an ancient and forgotten sun god, offers this domain, as does Pelor, the Burning Hate.

SUN DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies
2nd	Channel Divinity: Destructive Wrath
6th	Heightened Turning
8th	Divine Strike (1d6/1d12)
8th	Divine Strike (2d6/2d12)
17th	Ultimate Turning

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Hunger Domain Spells table. See the Divine Domain class feature for how domain spells work.

SUN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>guiding bolt, call undead</i>
2nd	<i>shroud of undeath, life bolt</i>
3th	<i>daylight, revivify</i>
4th	<i>delay death, death ward</i>
5th	<i>nethergaze, wall of light</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, when you roll radiant damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

HEIGHTENED TURNING

Beginning at 6th level, you learn the secret of destroying undead with your turning. When you turn undead, you can amplify the turning's power. All undead who would be turned are instead destroyed.

Once you use this feature, you can't use it again until you finish a long rest.

DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant damage to the target. Against undead, this effect deals 1d12 damage. When you reach 14th level, the extra damage increases to 2d6, or 2d12 against undead.

ULTIMATE TURNING

At 17th level, you regain a use of your Heightened Turning once you finish a short or long rest.

UNDEATH DOMAIN

Unlike the death domain, the undeath domain is unconcerned with harming the living. Rather, it focuses on the creation of and cooperation with undead.

UNDEATH DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Friend of the Dead
2nd	Channel Divinity: Defy Turning
6th	Lifesense
8th	Potent Spellcasting
17th	Mummification

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Hunger Domain Spells table. See the Divine Domain class feature for how domain spells work.

UNDEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animate crawling claw, call undead</i>
2nd	<i>command undead, gentle repose</i>
3th	<i>animate dead, black sand</i>
4th	<i>create necropolitan, create Karrnathi undead</i>
5th	<i>danse macabre, contact ancient spirits</i>

FRIEND OF THE DEAD

Whenever you make a Charisma (Persuasion) check when interacting with the undead, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Additionally, an undead creature must make a Charisma save vs your spell save DC in order to attack you in any way. If the undead creature's save fails, the undead creature cannot take any aggressive action against you for 24 hours. If the undead creature succeeds in this save, it can act normally for 24 hours. After this time, it must save again.

While under the effects of this ability, an undead creature cannot take any direct action against you, but it could order its minions to attack, cast spells to boost its allies who can attack you, and so on.

Undead creatures with an Intelligence score of 6 or less automatically fail this save unless another creature controls them, such as another cleric. In this case, the creature that controls the unintelligent undead makes a save on its behalf.

If you harm an undead creature, you lose the benefit of both of the above features against that specific undead for the next 24 hours.

CHANNEL DIVINITY: DEFY TURNING

At 2nd level, you gain the ability to prevent other clerics from turning undead. As an action, present your holy symbol, and bolster the will of the undead. For 1 minute, all undead within 30 feet are immune to being turned.

LIFESENSE

Beginning at 6th level, you gain the power to see the living and the dead. Simply by looking at a creature, you can determine if that creature is alive, dead, undead, or neither alive nor dead (such as a construct). However, spells such as *Nystul's magic aura* can fool your senses.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MUMMIFICATION

At 17th level, you ascend to a mighty state of undeath. You become a mummy lord, gaining the following modifications:

Type. Your type changes to undead.

Natural Armor. When not wearing armor, your AC is equal to 17 + your Dexterity modifier.

Proficiency. You gain proficiency in Intelligence and Constitution saving throws.

Damage Vulnerability. You are vulnerable to fire damage.

Damage Immunities. You gain immunity to necrotic and poison damage, and bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities. You gain immunity to being charmed, exhaustion, frightened, paralyzed, and poisoned.

Senses. You gain darkvision to 60 feet.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Rejuvenation. You gain a new body in 24 hours if your heart is intact, regaining all your hit points and becoming active again. The new body appears within 5 feet of your heart.

You gain the following actions:

Multiattack. You can use your Dreadful Glare and make one attack with your rotting fist.

Rotting Fist. *Melee Weapon Attack:* +(Str + proficiency) to hit, reach 5 ft., one target. *Hit:* ??? (3d6 + Str) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC (8+Con+proficiency) Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic

Dreadful Glare. You target one creature you can see within 60 feet. If your target can see you, it must succeed on a DC (8+Con+proficiency) Wisdom saving throw against this magic or become frightened until the end your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

PALADIN OATHS

OATH OF BONES

Particularly common among the Karrnathi of Eberron, the Oath of Bones champions a nation or organization, and sees no fault in using necromantic techniques to protect sovereign and country.

Bone knights developed the *find skeletal steed* and *find greater skeletal steed* spells, and while those spells are not exclusive to bone knights, they are certainly associated with them.

TENETS OF BONES

The tenets of the Oath of Bones are often set by the kingdom to which their oath is sworn, but generally emphasize the following tenets.

- **Loyalty:** Your word is your bond. Without loyalty, oaths and laws are meaningless.
- **Courage:** You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?
- **Responsibility:** You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.
- **Eternal Service:** Your friends and comrades serve in death as they did in life, and you are bound to do the same.

OATH OF BONES FEATURES

Paladin

Level Feature

3rd	Ability Modifications, Oath Spells, Channel Divinity, Bonecraft Armor
7th	Aura of Unity
15th	Exoskeleton of Undeath
20th	Death Strike

ABILITY MODIFICATIONS

Several of your abilities are altered by your relation to the undead:

- Your *lay on hands* can heal undead (it still can't heal constructs).
- Your *divine smite* deals bonus damage to fiends and one other creature type of your choice. Once you choose a type, you cannot change it.

BONECRAFT ARMOR

You are able to use bonecraft armor effectively, and gain advantage on Intimidation checks while wearing it. You can turn a suit of nonmagical or magical armor into bonecraft armor by spending 8 hours, assuming you have access to skeletons. The skeletons need not be humanoid.

OATH SPELLS

OATH OF BONES SPELLS

Paladin Level Spells

3rd	<i>feast on life, ghost light</i>
5th	<i>command undead, Kelgore's grave mist</i>
9th	<i>crown of the grave, undead lieutenant</i>
13th	<i>create Karrnathi undead, rally of the damned</i>
17th	<i>door of decay, elemental shroud</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Rebuke Undead. As an action, you can make any undead, provided that it's within 30 feet and that can see or hear you, make a Wisdom saving throw. If the creature fails its saving throw, it is rebuked for 1 minute or until it takes damage. A rebuked creature must spend its turns cowering in awe. Creatures that are adjacent to it have advantage on attack rolls against it.

March of the Dead. As an action, you assume control of any amount of already-controlled undead within 30 feet of you. The creator of the undead must be willing to relinquish control. These undead serve under you permanently, but you cannot control more than your Charisma modifier + your paladin level of them.

AURA OF UNITY

Starting at 7th level, you and friendly undead creatures within 10 feet of you can't be turned or rebuked while you are conscious. Additionally, you and friendly undead within 10 feet of you gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time, and it does not stack with Oathbreaker's Aura of Hate. At 18th level, the range of this aura increases to 30 feet.

EXOSKELETON OF UNDEATH

The first time you don bonecraft armor after you reach level 15, your bonecraft armor fuses to your body and cannot be removed without killing you. However, you gain several benefits in return:

- You are immune to poison damage
- You are immune to exhaustion and the poisoned condition
- You no longer need air, food, drink, or sleep

DEATH STRIKE

When you hit a creature with a weapon attack, you can force it to make a Constitution saving throw against your spell save DC or drop to 0 hit points. You can't use this ability again until you finish a long rest.

RANGER CONCLAVES

WIGHT CONCLAVE

You emulate the undead as the ultimate predators. As you gain levels in this class, you become like the walking dead, mimicking their mightiest attacks.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

- **Draining Strike:** When you hit a creature with a weapon attack, the creature takes an extra 1d6 necrotic damage, its hit point maximum is reduced by the same amount. You can deal this extra damage only once per turn.
- **Consume Life:** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature. **Horde Breaker:** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

GODS OF UNDEATH

Deity	Alignment	Domains	Symbol
Afflux, god of torture and the knowledge gained from it	LE	Knowledge	chained drop of blood
Colocalask, god of good-aligned undead	NG	Undeath	human hand clasping skeletal hand
Doresain, demigod of ghouls and hunger	CE	Hunger	ghoul skull
Evening Glory, goddess of love everlasting	N	Protection	hand with a heart-shaped hole
Falazure, draconic god of energy drain and exhaustion	NE	Death	dragon skull
Kiaransalee, drow demigoddess of undeath and revenge	CE	Ambition, Death	female drow hand wearing silver rings
Kyuss, demigod of undead creation & control	CE	Death, Undeath	skull with green worms
Mellifleur, god of lichs	NE	Arcana, Undeath	skeletal hand holding a crystal vial
Nerull, god of death	NE	Death	skull and scythe
Orcus, demon lord of undeath	CE	Death	skull-headed rod
Velsharoon, god of necromancers	NE	Arcana, Death	crowned, laughing lich skull
The Xammux, gestalt god of knowledge at any price	NE	Knowledge	razor-sharp steel calipers

AFFLUX

Afflux is the god of torture. He never flinches from dissecting the living to learn what made them once alive. He teaches that every creature has a secret, and the best way to spill that secret is with the creature's blood.

COLOCALASK

One of the newest gods, Colocalask's origins are unclear. Some claim he is a result of a rising number of good undead, while others argue a good lich engineered his rise. In either case, he offers patronage to all good-aligned undead.

DORESAIN

Doresain hungers for the flesh of the living.

Do you question your life? Do you wonder what use is this day-to-day existence each of us endures? Have your youthful dreams been trampled by necessity, and are those dreams now forever beyond your grasp? Do you labor each day just to "get by, get through," only to wake again on the morrow to repeat another plodding day, a hollow husk of what you had hoped to be and do? Do you desire to blunt the harsh, banal life you live? Do you despair? Then come find us. The Church of the Reaper has the answer.

—Pamphlet seeking converts to Nerull's fold under false pretenses

OTHER DM OPTIONS



everything in this section is **completely up to DM adjudication** (more so than the rest of the book). These rules are presented because the rules for necromancy as written are lacking in many respects. I give the rules as I believe they should be (sometimes with more than one option), but

if the DM chooses otherwise, his or her word goes.

Some rules dealing with various other aspects of dark magic (such as Evil Weather) are included because they fit thematically.

SPELL SCHOOLS

Inflict wounds channels negative energy, and *cure wounds* channels positive energy. However, *inflict wounds* is necromancy while *cure wounds* is evocation.

This is inconsistent—they draw from mirror planes, so they should be the same school. There are two ways to handle this:

OPTION ONE: NECROTIC IS EVOCATION

One option is to make most spells that do necrotic damage evocation. Evocation magic channels energy from other planes.

CANTRIPS (0 LEVEL)

- Chill Touch
- Toll the Dead

1ST LEVEL

- Inflict Wounds

3RD LEVEL

- Vampiric Touch

4TH LEVEL

- Blight
- Shadow of Moil

5TH LEVEL

- Negative Energy Flood

6TH LEVEL

- Circle of Death
- Harm

7TH LEVEL

- Finger of Death

OPTION TWO: HEALING IS NECROMANTIC

Another option is to make most healing spells (and some radiant damage spells) necromancy. Necromancy manipulates the energies of life and death.

CANTRIPS (0 LEVEL)

- Word of Radiance

1ST LEVEL

- Cure Wounds
- Divine Favor
- Healing Word

2ND LEVEL

- Prayer of Healing

3RD LEVEL

- Aura of Vitality
- Crusader's Mantle
- Mass Healing Word
- Revivify

5TH LEVEL

- Mass Cure Wounds
- Reincarnate

6TH LEVEL

- Heal

9TH LEVEL

- Mass Heal
- Power Word Heal

I personally favor Option Two, and this is a book about necromancy. However, both are described here, so that you may use the one you prefer. Be aware that Option One significantly nerfs the wizard's necromancer subclass.

NEW DAMAGE TYPES

DESSICATION DAMAGE

Dessication damage is a mixture of fire and necrotic. A creature must be resistant/immune/vulnerable to both to be resistant/immune/vulnerable to dessication damage. A creature that is immune to fire and resistant to necrotic, or vice versa, is resistant to dessication damage.

However, a few creatures (such as the **salt mummy**) have dessication damage listed as something they are resistant, vulnerable, to immune to. In this case, such creatures do not have the same resistance/immunity/vulnerability to fire or necrotic, unless their statblock lists those as well.

Abi Dalzim's Horrid Wilting deals dessication damage.

FROSTBURN DAMAGE

Frostburn damage is cold damage that cannot be healed without magic while the target is within an area 40 degrees Fahrenheit or lower. Magic succeeds only if the caster makes a DC 20 spellcasting ability check. Once brought to a warmer area, frostburn damage becomes normal damage and can be healed normally. Resistance, vulnerability, or immunity to cold damage work identically with frostburn damage.

Frostbite deals frostburn damage.

VILE DAMAGE

Vile damage does not represent a specific type, but rather a trait any type of damage can have (for example, there could be vile force damage, or vile necrotic damage). It represents a horrific violation to a character's body or soul. Vile damage cannot be healed naturally, and can only be magically healed if the magic is cast within the area of a *hallow* spell, consecrated or desecrated ground, or a similarly divine place.

VARIANT RULE: ELEMENTAL HAZARDS

If you so wish, you could make all cold damage in cold areas (40 degrees or lower) frostburn damage.

UNDEAD MINIONS

TURNING AND REBUKING

Any undead with advantage against being turned gains advantage against being rebuked. Any undead immune to being turned gains immunity to being rebuked.

Advantage against being turned does not provide advantage against other ways of controlling undead, such as an oathbreaker paladin's or dread necromancer's Control Undead or a necromancer wizard's Command Undead.

ALIGNMENT

Zombies, skeletons, and some other undead with an Intelligence of 6 or below are unaligned. Such undead do not have the mental capacity to understand moral issues, and are simply matter given animating energy, similar to a golem.

However, some undead with an Intelligence of 6 or below are not unaligned, such as Spawn of Kyuss.

WEAPON PROFICIENCY

You can assume that unintelligent undead (such as zombies and skeletons) are proficient with all weapons and armor (including shields). However, not all of them have anatomy suitable for weapons or armor. The crawling claw, for instance, certainly can't wear plate armor.

This ruling is [supported by WOTC designers](#).

EQUIPMENT

The statblock for the skeleton in the Monster Manual includes weapons. If you animate a pile of bones, does it magically gain a weapon? I find that idea absurd.

Instead, I would suggest having undead start out with no equipment unless there is a good reason for them to have equipment. If you animate a dead foe's corpse, the corpse will naturally retain its armor and weapons from life (assuming the party rogue doesn't grab them first!). But if you dig up a peasant's body buried in rags, a sword doesn't appear in its hand.

RE-REANIMATION

According to [WOTC designers](#), you can cast *animate dead* on a destroyed zombie, and reuse the same corpse indefinitely. This means the spell *Renew the Tide of Unlife* is completely unnecessary. Double-check with your DM about this, as he or she may disagree.

DEATHLESS

Book of Exalted Deeds introduced the deathless, creatures similar to undead yet powered by positive energy. They depend on the faith of the living to sustain themselves. These creatures were featured prominently in the *Eberron Campaign Setting* as the rulers of the Undying Court. According to the *Wayfinder's Guide to Eberron*, deathless are now simply unusual undead. If you prefer a larger distinction, consider the rules below.

TYPE

A deathless's type is deathless.

TURNING AND REBUKING

Any ability that turns undead rebukes deathless; if the deathless would be destroyed, they are instead commanded. Conversely, any ability that rebukes undead turns deathless; if the deathless would be commanded, they are instead destroyed.

OTHER CLASS ABILITIES

Paladins can detect deathless with their Divine Sense. Rangers can select them as a favored enemy. A dread necromancer's Charnel Touch damages deathless.

EXISTING SPELLS

Detect evil and good, *commune with nature*, and *commune with city* detect deathless. *Dispel evil and good* protects against them. *Hold monster*, *cause fear*, and *command* have no effect upon them. *Raise dead*, *resurrection*, and similar spells fail as if they were undead. *True resurrection* restores them to how they were when alive. *Magic circle*, *forbiddance*, *hallow*, and *temple of the gods* can repel them. *Antilife shell* treats them as if they were undead. *Shapechange* can't turn the caster into a deathless. *Negative energy flood* damages them.

However, spells such as *cure wounds*, *prayer of healing*, *healing word*, *heal*, and the like work on deathless normally, as they are powered by positive energy.

NEW SPELLS

Spells such as *halt undead*, *revive undead*, and *command undead* have identical versions that affect deathless. Substitute the word "undead" for "deathless" in the spell descriptions to create *halt deathless*, *revive deathless*, and *command deathless*. A similar procedure can be applied to other spells.

UNHOLY WATER

Unholy water deals 2d6 acid damage to deathless regardless of alignment, similar to how holy water deals 2d6 radiant damage to undead regardless of alignment.

"Negatoxins" derived from unholy water affect deathless, but regular positoxins have no effect. To create negatoxins, replace radiant damage with necrotic damage, and have the toxin only affect deathless.

TERRAIN

Deathless have advantage on all saving throws while on consecrated ground, and disadvantage on all saving throws while on desecrated ground.

DESIGNING DEATHLESS

Almost all deathless are immune to poison damage, like almost all undead. Many of them are resistant or even immune to radiant damage. Almost none are resistant or immune to necrotic, and a few are even vulnerable to it. They have protection against conditions similar to undead. Most of them have darkvision.

DEATHLESS AND ALIGNMENT

As presented in *Book of Exalted Deeds*, deathless are exclusively good, while undead are purely evil. This contradicts established lore—numerous undead can be of any alignment (ghosts are an obvious example). Eberron has a more nuanced view, allowing for evil deathless and good undead.

Some groups (such as the Undying Court) believe that the existence of good undead is still a grievous problem, believing the negative energy leeches away the vitality of the world. The truthfulness of this claim is left to the DM to determine; I view it as Irianian propaganda.

UNDEAD-DEATHLESS RELATIONS

If deathless exist in your campaign setting, you should consider what their relationship with the undead of similar alignment is. Do the undead pity the deathless for their dependence on the faith of the living, without which they will die? Do the deathless view all undead as abominations, or as errant kin? Do some undead envy the deathless's existence so they could feel positive energy's warm embrace, or do deathless wish for the exceptionally long list of benefits enjoyed by some of the mightier undead?

VARIANT TURNING AND REBUKING

Some DMs may not like the turning rules as written, which function like a *fear* spell for undead. If you feel this way, consider the following variant:

When a cleric turns undead, he or she deals 1d4 radiant damage per cleric level to all undead within range, or half on a successful Wisdom saving throw against the cleric's spell save DC. If this damage reduces the undead to 0 hit points, it is instantly destroyed.

A paladin who turns undead, fiends, or other creatures does damage similarly, but instead only does a number of d4s equal to half of his or her paladin level, rounded up.

TURN RESISTANCE

Under this system, turn resistance provides resistance against the damage of turning, and turn immunity provides immunity to it.

SUN DOMAIN

The Sun domain's Heightened Turning feature increases the damage per level to 1d10.

REBUKING

If you wish, you could convert rebuking to instead heal all undead for 1d4 hit points per dread necromancer level, and gain any excess as temporary hit points that last for 1 hour. However, this removes what is arguably the main feature—permanent control of undead.

ANIMATE DEAD & CREATE UNDEAD

In 3.5, *animate dead* let you create skeletons or zombies of a huge variety of creatures, and *create undead* had more than just ghouls, ghosts, wights, and mummies.

ANIMATE DEAD

At your option, you could allow the reanimation of zombies and skeletons of creatures with a CR of 1/8 or lower with the *animate dead* spell. Apply the skeletal template and the zombified template below. A dolphin skeleton would make a lovely steed in an aquatic campaign.

A dread can be created with an *animate dead* spell, but doing so requires and consumes a 250gp zendalure gemstone. It also counts as three zombies or skeletons for the purpose of reasserting control.

CREATE UNDEAD

At your option, the *create undead* spell could be used to create a wider variety of creatures.

A necrosis carnex can be created with an 8th-level or higher *create undead* spell (treat as a wight for the purposes of creation and control). Doing so requires three separate corpses and cold-hammered iron bands worth at least 200gp.

A bonespur can be created by a *create undead* spell (treat as a ghoul for the purposes of creation and control). Doing so requires six Medium skeletons.

A serpentir can be created with a 9th-level *create undead* spell (treat as a mummy for the purposes of creation and control). Doing so requires six Medium skeletons.

HAUNTING PRESENCES

Sometimes when undead are created, they come into being without a physical form and are merely presences of malign evil. Haunting presences can occur either spontaneously (see *Atrocity Calls to Unlife*) or as a result of the spell *haunt shift* (see above). Tied to particular locations or objects, these beings may reveal their unquiet natures only indirectly, at least at first.

As a haunting presence, an undead is impossible to affect or even directly sense. A haunting presence is more fleeting than undead that appear as incorporeal ghosts or wraiths, or even those undead enterprising enough to range the Ethereal Plane. In fact, a haunting presence is tied to an object or location, and only upon the destruction of the object or location is it dispelled. However, despite having no physicality, each haunting presence still possesses the identity of a specific kind of undead. For instance, one haunting presence may be similar to a vampire, while another is more like a wraith.

THE HAUNTING

Whenever an undead appears as a haunting presence, it haunts an unattended, mundane object or location. Using the same decision-making process that he uses to populate a location or area with a standard monster, the DM simply chooses an unattended mundane object or location as the subject of a haunting presence. The DM also determines the variety of undead (skeleton, zombie, wraith, or other kind) that serves as the source of the haunting presence. An undead may haunt a discrete object of at least Tiny size and no larger than Huge size. Items (both magical and mundane) currently in the possession of a character (often referred to as attended items) cannot be haunted. Sentient magic items receive a Charisma saving throw as if a spell was being cast upon the item (DC 8 + the undead's Proficiency bonus + the undead's Cha modifier).

A haunting presence becomes a part of the object or location haunted. Haunting presences are always aware of what is going on around the object that they haunt. They can see and hear up to 60 feet away (but do not gain blindsight). A haunting presence cannot be turned, rebuked, or destroyed while the presence remains immaterial (but see *Exorcising a Haunting Presence*, below). Normal vulnerabilities of a particular kind of undead do not apply to the haunting presence of that undead. For instance, the haunting presence of a vampire haunting a fire poker is not destroyed if brought into sunlight.

EFFECTS OF A HAUNTING

A presence haunting an object may do so in a couple of ways. Undead of CR 4 or lower may use only one form of haunting, but undead of CR 5 or higher can make their presence known using either of the methods described below (impermanent home or poltergeist).

No matter the way the haunting presence makes itself felt, the haunting presence of a sentient undead can always choose to speak to nearby creatures, usually in a whispery or incoherent voice that seems to come from the air. However, haunting presences are usually not much for conversation. Characters may note at times that the object they've found or the location they inhabit has a strange air, or the appearance of it is somehow "off" (with a successful DC 15 Intelligence (Investigation) check).

Impermanent Home: An undead presence haunting an object or an area can sometimes become more than a presence, actually taking corporeal or incorporeal form a number of times per week equal to the undead's CR, minimum of 1 time (that includes haunting presences that manifest "physically" as incorporeal undead). The presence that takes form does so anywhere within the location it haunts, or in the closest empty space adjacent to the object it haunts. A presence that takes form can remain so for up to a number of minutes equal to its CR. An undead that takes form can always choose to return to its haunting presence status earlier, but it must take a bonus action to do so.

While in physical form, the undead can take any actions normal for an undead of its kind. It can attack, take damage, and even be destroyed. Unless it is a ghost, lich, or some other sort of undead that is resistant to destruction, the haunting presence is also permanently eradicated, though most attempt to return to their haunting presence status if threatened with such destruction.

Poltergeist: If an object has parts that move, such as a wagon, a clock, or a crossbow, a haunting presence can control the object's movement, though the object will move no faster than the undead itself could move in its normal form. Thus, a wagon can be made to steer toward a pedestrian on a street or roll out of a stable with no horse pulling it. A clock can slow or run backward. A crossbow can cock and fire (but not aim or load itself).

An undead with at least 7 CR and a Charisma score of 17 or higher can actually force an object with no moving parts to animate (see *Animated Objects in the Monster Manual*), based on the object's size. No undead, no matter what its Charisma score is, can animate an object that has a higher Challenge Rating than its own.

If a location instead of an object is haunted, the haunting presence can animate a number of objects equal to its CR at one time.

EXORCISING A HAUNTING PRESENCE

No matter how a haunting presence chooses to reveal itself, it is subject to being discovered and destroyed. Unfortunately, a cleric's turning ability generally has no direct effect on haunting presences, other than to irritate them and focus their attention on the cleric doing the turning. Something more is called for—an exorcist. Exorcism is a special ritual, involving a spoken formula calling upon one or more deities or other powers, used with the intention of driving out haunting presences. Exorcism of a haunting presence is essentially a two-step process—forcing a presence to become physical, then destroying the revealed undead in the most expeditious manner possible.

First, the forced revelation can be achieved through the use of a special ritual, which is generally known to anyone with proficiency in Intelligence (Religion). It must be performed by an exorcist who spends ten consecutive actions chanting or speaking the formula that pertains to exorcism, at the end of which time the exorcist must make a DC 17 Knowledge (religion) check. If the exorcist's concentration is interrupted, the ritual must begin again. If the ritual is successful, the haunting presence becomes physical and must remain so for 1 round. The exorcist's next action can be used to either attempt to turn or attack the revealed undead, or to continue the ritual, with an additional DC 17 Knowledge (religion) check required at the end of each round. Each successful check forces the undead to stay corporeal or incorporeal for 1 additional round.

Even undead of 4 or lower CR that normally haunt only as poltergeists are forced to take form by the exorcism ritual, as well as haunting presences that have already used up all their chances to take form for the week. Undead forced to take form usually use their actions to attempt to slay the exorcist before they themselves are destroyed, so exorcists generally bring along companions who can physically attack the revealed undead.

HAUNTED SITES

Traditionally, haunting refers to the presence of a ghost or similar undead creature, as described above. However, there might be reasons other than the direct activity of a creature that earn a site the reputation of being haunted. Some possibilities include the manifestation of an evil essence, a lingering curse, or the psychic resonance of terrible events that occurred in that place. These manifestations have more in common with dungeon hazards such as green slime than they do with actual ghosts, presenting a hazard or series of hazards but no foe that can be defeated.

Houses, castles, and cemeteries are common haunted sites—and houses or castles built atop catacombs or ancient cemeteries are particularly prone to haunting. Any place can become haunted, however: temples, farms, schools, shops and marketplaces, bridges, ships and caravans, and so on.

The manifestations of hauntings fall into two broad categories: illusion effects and telekinetic effects.

Illusion Effects: Phantom knocking, rattling chains, the stench of death filling the air—these are illusory manifestations. Generally, they are figments—equivalent to *minor illusion*, *silent image*, and related spells—that activate under certain circumstances or at specific times.

The sound of a child crying might manifest whenever one character is alone in a certain room at night. The sound of rattling chains might seem to move up a staircase every night at midnight. Another common figment is the phantom reenactment of events that occurred on the site—often a traumatic event such as a murder or suicide. Characters who interact with a figment or other illusion effect can make Intelligence (Investigation) checks to disbelieve the effect as if it were a comparable illusion spell.

Sometimes these manifestations are phantasms (spells such as *phantasmal force*) rather than figments, meaning that only a single character can perceive them, but to that character they are completely real. Occasionally they are patterns (spells such as *hypnotic pattern*), visible to all onlookers but carrying mind-affecting side effects. Most phantasms and pattern hauntings cause characters who witness them to become affected by fear—characters who fail a DC 15 Wisdom save might become frightened. Phantasmal odors might instead cause a character to become poisoned (Constitution DC 15 save negates). In their most dangerous manifestations, these effects can duplicate the *phantasmal killer* or *weird* spells.

Illusory manifestations can also be glamers. Torches might seem to dim or change color. A character's reflection in a mirror might seem to be doing something horrible, or it might look like someone else. A close friend might appear as a horrific monster.

Occasionally, haunting effects that seem illusory are infused with shadowstuff and at least partially real, and can cause real harm to characters. The sensation of fingertips brushing the skin might be a phantasm and the feeling of someone walking past might be a figment, but the sense of a sharp blow or a wound could deal real damage (generally 1d6, but sometimes more). Similarly, a feeling of unnatural chill in a room could be a harmless figment, but it could also be a shadow effect that deals 1d8 necrotic damage and reduce the target's maximum hit points by the same amount.

Telekinetic Effects: A haunting can duplicate any of the following spells: *mage hand*, *prestidigitation*, *thaumaturgy*, *telekinesis*, *arcane lock*, or *knock*. Hauntings often manifest in objects moving around a room, doors and windows opening or closing at random, doors locking or unlocking on their own, and similar effects. When a creature is subject to one of these effects, it receives a saving throw or other roll to resist it as if it were targeted by the spell being duplicated.

Exorcising a Haunted Site: Just as in the case of a haunting presence, an exorcist can perform a ritual to cleanse a haunted site. If the exorcist successfully performs the ritual, which requires ten consecutive full-round actions and a DC 20 Intelligence (Religion) check, the haunting energies coalesce into a form that renders them vulnerable to traditional methods of removing magical effects, such as *dispel magic*, *remove curse*, or *greater restoration* spells. The effective level of a haunted site is the minimum level required to cast the highest-level spell duplicated by the haunting. With a successful ritual, the haunting energies remain vulnerable for 1 full round, but the exorcist can continue the ritual, causing the haunting energies to remain vulnerable, by making additional Knowledge (religion) checks each round. See *Exorcising a Haunting Presence* for more details of the exorcism process.

CURSES

The *bestow curse* spell is the most well-known source of curses, but by no means the only one.

DYING CURSES

When a creature dies under tragic circumstances, it might deliver a dying curse. This has the effect of a *bestow eternal curse* spell, but is not a spell and does not allow a save—it simply takes effect (assuming the curse check is passed). Usually the 3rd-level version is applied, but if the creature's death is especially horrible, it may apply the 6th-level version. Truly horrific events, such as the destruction of an entire city, may grant enough emotional anguish to bestow the 9th-level version.

The dying creature can target anyone with a dying curse; the target need not be present when the curse is delivered.

Many creatures choose not to pronounce a dying curse, because as long as the curse remains the creature can't be raised or resurrected. A *true resurrection* can bring the creature back, but also ends the curse. After the curse ends, *raise dead* and *resurrection* work normally.

CURSE CHECK

A dying creature can make a DC 15 Charisma check, with modifiers decided by the DM. On a success, the curse takes effect and does not allow a save. The adjacent table has some likely ones:

CURSE MODIFIERS

Condition	Modifier
Highly justified	+2
Justified	+0
Unjustified	-2
Extremely emotional	+3
Emotional	+1
Normal emotion level	2
High drama	+5
Normal drama	+0
Low drama	-5
Mentions game mechanics	-5
Includes excessively broad prohibition	-3
Not tailored to victim	-2
Escape clause not mentioned (but still exists)	-3

DISCOVERING A DYING CURSE

A curse is often apparent (such as sudden illiteracy or a forked tongue). Sometimes, however, it is much more insidious.

Discovering a dying curse can be a difficult task, since it is nonmagical and *remove curse* can't remove it. Spiritual experts (those with at least a +10 modifier in Religion) can make a DC 20 Intelligence (Religion) check once a week when interacting with the cursed individual. On a success, the expert discovers the nature of the curse. If the expert rolls a 25 or higher, the expert also learns how to end it. *Remove curse* also reveals the curse's nature and how to lift it.

REMOVING A DYING CURSE

Lifting a dying curse requires more than a simple *remove curse* spell. A *wish* spell removes the curse, but each dying curse also must have a single means of removing the curse with some deed that the DM designates. The deed must be something that the target can accomplish within one year, assuming the task is undertaken immediately. For example, the deed might be "Slay the dragon under Castle Bluecraft," or "Climb the tallest mountain in the world."

The target of the dying curse can have help accomplishing the deed. In fact, someone else can accomplish the deed as long as removing the curse is the expressed purpose of the deed. Thus, the king's champion can climb the tallest mountain in the world to remove the curse on the king, for example. But if someone who doesn't know about the curse climbs the mountain, the curse remains.

DYING CURSES

Dying curses can add spectacular drama to a game, but don't overdo them. Once or twice a campaign is a good estimate for how often you should bring them to bear against the player characters.

FAMILY CURSES

Sometimes curses are passed through the generations of a single family like a hereditary disease. A family curse can pass from a parent to all children, or the curse can simply pass to the oldest child, the youngest child, the oldest child of a particular gender, a child with a particular trait, and so on.

A family curse can be the result of a particularly powerful dying curse, a *familial geas* spell, a *wish* spell, the use of an artifact, or the intervention of a god. It can take the form of a regular curse, or it can seem to force a character toward a particular fate.

Because curses of the latter sort lie in the realm of destiny and can be vague in their application, they are usually best left in the hands of the DM, rather than obeying a simple set of rules.

Family curses can be undone as described in Dying Curses, above. Some fate-based family curses can be forever broken if one member of the family can simply resist the doomed destiny.

Some sample family curses are given below.

- Each oldest son is doomed to murder his father.
- The youngest daughter in each generation is doomed to become an evil spellcaster.
- The children of the family born with red hair are all terribly unlucky (as described in the *bestow eternal curse* spell).
- One male child of each generation is doomed to be eaten by a dragon.
- The sixth daughter of a sixth daughter will bring doom to her entire land.

DEALING WITH RESURRECTION

Raise dead and its mightier siblings completely change the course of a game. Suddenly, death is not the end. Many DMs have an issue with resurrection as it is presented, and I have met a few who ban it outright. This section presents a selection of **variant rules** for the DM who is dissatisfied with resurrection, to use singly or in conjunction.

REMOVE IT

I start with my least favorite solution: remove resurrection entirely. This makes the loss of a character permanent, but otherwise has no effect. You should balance encounters much more carefully, since a sequence of bad rolls can spell the final end of a beloved PC.

LONGER CASTING TIME

One simple solution is to make these spells take longer. If *raise dead* takes 8 or even 24 hours to cast, campaign events can happen while the PCs are preoccupied saving their friend.

SACRED LOCATION

Resurrection cannot happen just anywhere. The body must be taken to a place linked to the forces of life or death. This could be on a tall mountaintop close to the heavens, or deep underground near the underworld. It could be in a temple sacred to the god of death, or to the character's own deity.

BALANCING THE SCALES

For one to live, another must die. The caster must send a new soul to the underworld to replace the one they are bringing back. This could be any sentient soul, but I'd say that's too easy on the PC, since all they have to do is find someone they can justify slaying. This option is far more effective if you present a more difficult choice. Some options include:

- **Willing Sacrifice.** The creature must be willingly giving up his or her life to bring back the deceased person.
- **Same God.** The creature must worship the same god as the deceased.
- **Same Alignment.** The creature must be of the same alignment as the person you're bringing back. How will the paladin feel to know that her friends murdered a lawful good being to get her back?

QUEST FOR THE DEAD

The players must bargain with the god of the dead, or even go into the underworld itself to bring back their friend.

MISHAPS

Sometimes resurrections don't go quite right. Some excellent examples of resurrection tables are [here](#), [here](#) and [here](#). *Heroes of Horror* has another one.

DEMAND WHY

In many settings, the afterlife is a wonderful, final reward. You might consider asking why the PC is choosing to leave behind a happy world for a cruel one.

TAKE ADVANTAGE

Best used in conjunction with Longer Casting Time or Sacred Location, if the players are busy trying to bring a friend back, a villain can sense it's time to strike. A devastating attack on a city, or the assassination of a ruler, can take place when the PCs are distracted.

TURNABOUT IS FAIR PLAY

NPCs have access to resurrection too, and a mighty villain might end up resurrected by his or her friends. Although you can overuse this trick, surprising your players with it once in a while is perfectly fine.

"ZOMBIE, DO THIS!"

One of the biggest problems for a DM with a necromancer player is the fact that undead can be used to safely and easily check for traps. DMs may quickly get annoyed with this trick, and consequently some hesitate to allow necromancer PCs.

This section is meant to provide ways to deal with minion abuse of any kind, from undead to hirelings to elementals to bound fiends. Generally speaking, I focus on low levels, since that is what sees the most play.

MORE TRAPS

One simple way is to add multiple traps. A wizard with several crawling claw minions, or a skeletal butler, will run out of minions eventually. If you absolutely have to have the PCs fall in a pit, just make sure there is one more pit than minions. The necromancer will still feel like he or she contributed (look at all those pit traps his or her minions saved the party from!).

PREEMPTIVE DESTRUCTION

You could thin the ranks ahead of time. Have a surprise ambush occur before the minions uncover any real traps. The undead still gets to contribute to combat, so it doesn't feel like a total waste, and you no longer have to worry as much.

FALSE SAFETY

The undead do not feel poison's touch. This can be a boon (when the party runs into a green dragon, it's a blessing that the minions won't all keel over) but it can also be a curse. If a skeleton touches a doorknob to confirm it's safe, and shows no ill effects, when the party rogue goes up to it he or she may suddenly be paralyzed by a contact poison! Likewise, a spell effect such as *negative energy flood* would be a refreshing breeze to a skeleton, but might kill the necromancer when he or she is hit by it.

FALSE DANGER

Conversely, the skeleton may report some things as dangerous when in truth they would be beneficial. If it enters an area of positive energy and crumbles to dust, the players will likely try to avoid the place, even though it would heal them.

UNCONTROLLED ZOMBIES?

Assuming you use the Playing with Fire campaign setting as I do (and not the Crawling Darkness; see the **Tome of Necromancy** for details), an uncontrolled skeleton or zombie follows its last commands in a crude way. If it were ordered to chop wood, it would continue until the forest is splinters. If its axe rusts to nothing, it will use its claws. If it were ordered to guard an area, it would attempt to kill anyone entering that area, but leave anyone outside that area alone. If ordered to follow a necromancer, it will follow him or her forever, making no move to attack or defend him or her.

If a skeleton is attacked, it will defend itself, and if it sees a creature attacking another undead it will attack that creature. If a skeleton sees an undead attacking another undead, the battle may devolve into a free-for-all.

Skeletons are not curious and do not care about events that don't interfere with their orders. A skeleton ordered to chop wood will not care about a group of adventurers moving through the area as long as the adventurers don't try to stop it.

Wights and ghouls, however, are wholly evil and usually attack the living on sight. Good members of these types of undead exist, but are quite rare.

NECROMANTIC RITUALS

The *create necropolis* spell allows spellcasters to create necropolises, but another method exists for non-spellcasters. It is detailed below.

THE BLOODTOUCHED RITE

When an individual (usually an arcane spellcaster or a cleric) proves itself to be of particular worth to the undead leadership of the Blood of Vol, it is rewarded with participation in the Bloodtouched rite. Typically a character must be at least 3rd level to be so rewarded, though exceptions exist.

The ceremony requires a chalice brimming with blood donated by willing followers of the Blood of Vol. This chalice is the focus of extensive prayers, culminating when the officiating cleric channels negative energy into it. Once the chalice is prepared, it is passed around to the participants, who drink deeply from it.

A character who drinks from this chalice permanently loses 4 points of Constitution, but gains three benefits:

- You can add your Charisma modifier to your HP each level and hit die, instead of your Constitution
- Your Necromancy spells are cast as if you had used a slot one level higher.
- At the end of a long rest, you gain the effect of a *shroud of undeath* spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Charisma modifier + your proficiency bonus.

The Constitution loss can't be prevented by any means. A *greater restoration* can restore the Constitution, but if the Constitution is restored, all benefits are lost.

FRAGMENT PHYLACTERY

One of the greatest secrets of the mightiest lichs is the ability to turn one phylactery into many. Achieving this awesome feat might require an artifact such as the *Necronomicon* or the *Book of Vile Darkness*, or the sacrifice of thousands of souls. In any case, fragmenting a phylactery should not be an easy task, and could well be the driving force behind a high-level adventure. In the Forgotten Realms, Aumvor discovered this technique. In Eberron, perhaps one of the Qabalrin vampires invented it.

The ritual takes 1 week and transforms one phylactery into 1d8 + spellcasting modifier items. The process can be used recursively.

BONFIRE OF INSANITY

This horrid ritual was invented by Orcus's cultists. To activate it, a bonfire of humanoid bones at least 10 feet in diameter is built. A spellcaster with access to 9th-level spells, and two more with access to 5th-level spells, must dance and chant around the bonfire for 1 hour. Upon completion, they lose all of their spell slots of 5th-level or higher, and the spell takes effect.

The smoke from the fire rises up and mingles with the rain clouds, filling them with vile power in a one-mile radius centered upon the bonfire. All the tainted water rains down and soaks the ground, up to all corpses within range rise up as ghouls. Even skeletal remains are affected. The corpses receive no saving throw against the spell's effects, not even if they are buried in consecrated ground.

Humanoids (that are touched by the vile rain) must make a Constitution saving throw against the 9th-level caster's spell save DC or be afflicted with a magical disease that turns them into flesh-starved ghouls within 24 hours. The disease is resistant to all forms of magical healing less powerful than a *heal* spell.

The spell does not grant the spellcaster any ability to control the undead created by the spell. These undead can be commanded, rebuked, or turned normally.

Similar rituals exist to create other undead of CR 1 or lower, such as dread warriors or Strahd zombies.

PLAGUE WALKER

Creating a plague walker is a relatively simple process, though its cost prevents most spellcasters from producing the creatures in great numbers outside of wartime. Any arcane or divine caster of 6th level or higher who can cast necromancy spells can craft a plague walker. Doing so involves performing a horrific ritual that requires 800 gp worth of unholy water, the corpses of four Medium creatures that died of disease, and two days of prayer. (Two Small corpses are equivalent to one Medium corpse, and one Large body counts as two Medium corpses.) At the end of the ritual, the remains meld into a single plague walker, which obeys its creator's commands to the best of its ability.

A plague walker's creator can order the creature to obey an underling's commands, effectively ceding control of the creature. This arrangement makes it possible for armies to field plague walkers under the control of nonspellcasting officers.

THE RITUAL OF CRUCIMIGRATION

Any living creature that is not a celestial, elemental, fiend, ooze, or plant can petition for consideration to undergo the Ritual of Crucimigration, which (if successful) enables the creature to become a necropolitan. The petition for consideration requires a fee of 3,000 gp and a written plea.

The first part of the ritual requires the placement of the petitioner on a standing pole. Cursed nails are used to affix the petitioner, and then the pole is lifted into place. The resultant excruciating pain that shoots like molten metal through the petitioner's fingers and up the arms is not what finally ends the petitioner's mortal life, however, since death usually comes from asphyxiation and heart failure. As petitioners feel death's chill enter their bodies, many have second thoughts, but it is far too late to go back—the cursed nails and chanting of the ritual ensures that the Crucimigration is completed.

The ceremony lasts for 24 hours—the usual time it takes for the petitioner to perish. During this period, two or three zombie servitors keep up a chant initiated by the ritual leader when the petitioner is first placed into position. Upon hearing the petitioner's last breath, the ritual leader calls forth the names of necromantic powers and gods to forge a link with the Negative Energy Plane, and then impales the petitioner. Dying, the petitioner is reborn as a necropolitan, dead but animate.

SPELLSTITCHED UNDEAD

Some powerful necromancers learn the secret of inscribing runes into the flesh or bones of the undead, giving them innate spellcasting. Spellstitching an undead takes 1 hour and consumes an onyx worth 700 gp per (1 + spell level) being scribed (for example, a 3rd level requires a 2800 gp onyx). The one performing the ritual must be able to cast the spells being imbued. No spells can be scribed of 6th level or above. See the table below for the amount of times per day the spell can be cast, and the minimum CR to stitch a spell onto the creature.

The levels are cumulative, so an undead who has a 4th-level spell scribed also has a 3rd-level, a 2nd-level, a 1st-level, and a cantrip scribed as well.

SPELLSTITCHING

Spell Level	Min CR	Times per Day
Cantrip	—	At will
1st	1	4
2nd	2	3
3rd	4	3
4th	6	2
5th	10	1

The process of spellstitching an undead grants it advantage on saving throws against spells and other magical effects.

DARK CHANT

A few undead learn the secret of the dark chant from forbidden scrolls and forgotten books. The dark chant is not a spell, but a number of particularly foul necromantic words and phrases strung together into a litany of evil power. If at least two undead creatures within 10 feet of each other use an action to intone the dark chant together, all undead within 100 feet of them (including the chanters) gain advantage on saves against being turned and rebuked as long as the chanters continue to spend their actions chanting.

Undead with Intelligence scores below 8 cannot use the dark chant (though they gain its benefits). Intoning the dark chant is a magical ability.

Some surmise that the dark chant has power because it is actually uses some words from the Dark Speech, although the words and phrases may be bastardized, barely-understood, and mispronounced.

STORM OF DEATH

One of the mightiest and most awful feats of necromancy ever invented, this ritual must occur at the winter solstice, when the light is weakest and the darkness is strongest, or at another auspicious time (such as a conjunction of Mabar in the Eberron setting). The ritual takes 24 hours of incantations by at least three spellcasters with access to 9th-level spells, and requires concentration as if casting a spell. If it is completed, a dreadful storm 40 miles across erupts centered on the casters' position when they finish this ritual. This storm creates rain or snow as appropriate to the current temperature. It also creates the following effects:

- All corpses within 20 miles rise as free-willed wights, even if they are buried in areas that would normally prevent them from rising.
- All undead within 20 miles gain immunity to being turned as long as the storm persists. However, they can be rebuked normally.
- Any living creature walking outside in the dreadful storm must succeed on a Constitution saving throw or become a flesh-hungry ghoul (apply the Ghoulish Creature template later in this book to creatures with class levels or non-humanoids). Succeeding on this save grants the creature immunity to this effect for 24 hours.
- Any living creature takes 1d8 necrotic damage per minute in the storm. Undead are healed by 1d8 hit points per minute in the storm.
- Healing magic (i.e., *cure wounds*) targeting the living is impeded, as if every living creature within range were affected by an *ebon ray of doom* spell.
- All damage done by undead within the area of the storm is considered vile damage.
- All water within range that is contaminated by the rain or snow is rendered nonpotable, causing 3d10 poison damage to any living being that drinks it.
- Even during daytime, the storm is so intense the affected area is in dim light. All undead adversely affected by sunlight suffer no ill effects within the storm.
- All damage done by this storm is vile damage.

The storm lasts until the concentration of the casters is broken, or until at least one of them leaves its area. The casters have no protection against the storm's effects.

DARK GIFTS

The benefits and drawbacks listed below are designed for creating memorable villains and NPCs.

DARK GIFTS...

These traits are suitable for necromancer NPCs, but not players.

ANIMATE DEAD BY TOUCH

The necromancer can innately cast *animate dead* 3 times a day, requiring no material components.

AUGMENTED LIFEFORCE

The necromancer gains proficiency in Constitution and death saving throws, and dropping to 0 hit points does not render the necromancer unconscious. Death saves continue to be rolled, and taking damage at 0 hit points has its normal effect.

AUGMENTED SPELLCASTING

The necromancer can prepare twice as many spells, and has twice as many spell slots. These extra spells and slots must be used to prepare and cast necromancy spells.

AURA OF FEAR

As a bonus action, the necromancer can raise or lower their 10-foot aura of fear. Each creature of their choice that starts its turn in the aura or that enters it during its turn must make a Wisdom saving throw.

On a failed save, the creature is frightened of the necromancer as long as it remains in the aura. Leaving the aura suppresses the effect, but does not grant immunity if the creature returns. It can repeat its save at the end of each of its turns, ending the effect on a success. A target that succeeds on the saving throw is immune to the necromancer's fear aura for the next 24 hours.

BESTOW DYING CURSE

When the necromancer has taken at least 1 point of damage from a creature, he or she can bestow a dreadful curse on the offender. This takes no action, but the necromancer must be able to speak to use this ability, and the target must be warned of the dire fate that he or she will face should he or she kill the necromancer.

This curse lies in wait until the necromancer dies, at which time it takes effect. No saving throw is allowed against this ability, since the target chose to trigger the curse by killing the necromancer.

FEED THE DARK GODS

The necromancer can perform a ritual lasting 8 hours, sacrificing a number of beings with an Int of 8 or higher to create a mighty undead. The amount sacrificed must be equal to $1 + 2 \times$ the undead's CR, and the undead created cannot be a CR of more than twice the necromancer's level. Undead created in this way are not under the necromancer's control.

FOOD CORRUPTION

As an action, the necromancer exudes a mystical, poisonous radiance that taints food or drink within 10 feet. A creature who eats tainted food must make a Constitution saving throw or take 6d4 poison damage. The necromancer cannot use this ability again until after finishing a short or long rest.

Food corrupted in this way radiates a faint necromantic aura. It can be cleansed with *purify food and drink* or *dispel magic*.

REGENERATION

The necromancer regains 5 hit points at the start of his or her turns. If the necromancer takes acid or radiant damage, this trait doesn't function at the start of the necromancer's next turn. The necromancer dies only if he or she starts his or her turn with 0 hit points and doesn't regenerate.

SCABROUS TOUCH

By touching a living being, the necromancer creates an effect identical to *contagion* on the target. However, he or she cannot choose to suppress this power; it is always active.

SKULL SCRY

This mighty ability enables the necromancer to see or hear activity through any skull or cadaveric head. The skull or head must not be attached to a spine, nor can it be animated. The necromancer can scry through any disembodied skull or head (at a known location) within fifteen miles.

SOMNOLENT GAZE

When a creature that can see the necromancer's eyes starts its turn within 30 feet of the necromancer, the necromancer can force it to make a Constitution saving throw if the necromancer isn't incapacitated and can see the creature. A creature is affected as if by the *slow* spell for 1 minute on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the necromancer until the start of its next turn. If the creature looks at the necromancer in the meantime, it must immediately make the saving throw.

...AND THEIR PRICE

The gifts above all cost something.

PHYSICAL DEFORMITY

Delving too far into the dark arts might lead to changes in physical form—the price charged by the forces of darkness. Roll on one of the adjacent tables, or pick one that inspires you.

d12 Deformities 1

- 1 All hair permanently turns white or falls out
- 2 Eyes similar to animal (cat, wolf, or snake)
- 3 Face resembles that of a particular animal
- 4 Fingers terminate in wicked talons (1d4 slashing)
- 5 Oily black fur covers body
- 6 Hands or feet are misshapen claws or talons
- 7 Hands turn coal black or blood red
- 8 Corpse-like appearance, easily mistaken for undead
- 9 10-foot stench of decay or aura of malevolence
- 10 Physical age increases by 2d10 years
- 11 Second mouth appears at base of skull
- 12 Six-fingered hands

d12 Deformities 2

- 1 Skin turns pale blue, like a corpse
- 2 Small horns on head
- 3 Smile looks cruel or evil
- 4 Teeth (or ears) turn long and pointed
- 5 Pitch-black blood, viscid like tar
- 6 Tongue becomes black, forked, or serpentine
- 7 Vestigial bat wings on back
- 8 Voice sounds evil, low, whispery, or inhuman
- 9 Lose all teeth
- 10 Three-foot-long tail
- 11 Blind extra eye somewhere on body
- 12 Eyes melt away, leaving empty sockets that can still see

UNHOLY COMPULSIONS

Additionally, sometimes the dark gods place compulsions or curses on their worshippers.

d20 Compulsion or Curse

- 1 Blinded when in sunlight
- 2 Must drink 1 liter of fresh blood a day or dies
- 3 Must eat 1 lb of corpse flesh a day or dies
- 4 Must eat 1 lb of earth and stone a day or dies
- 5 Must eat 1 lb of uncooked meat a day or dies
- 6 Must kill a sentient individual once a week or dies
- 7 Hates all of the living (only has undead, construct, or extraplanar allies)
- 8 Howls under the night sky or at moon 1/day or goes mad
- 9 Prepares spells at a font of blood in an underground chamber
- 10 Murders anyone who says a certain word, even friends
- 11 Never speaks the truth
- 12 Seeks revenge for the slightest insult
- 13 Sheds own blood 1/day (1d8 damage)
- 14 Sleeps in a tomb or open grave
- 15 Withers all plants within 10 feet when casting a spell
- 16 Takes 1d6 radiant damage from contact with iron or steel
- 17 Takes 1d6 radiant damage from contact with freshly cut wood
- 18 Takes 1d6 radiant damage from contact with silver or gold
- 19 Takes 2d6 radiant damage from holy water
- 20 Cannot heal without dealing equal damage to another creature

TERRAIN

ABYSSAL BLACKGRASS

Patches of this thick black weed often spread through planar portals or through tiny seeds inadvertently carried in the clothing or gear of planar travelers. When it takes root on the Material Plane, abyssal blackgrass grows in a small clump about one foot across, although its roots spread in a 50-foot radius just under the surface of the ground.

Natural healing is impossible within 50 feet (in any direction) of a clump of abyssal blackgrass. Even magical healing is impaired, restoring only half the normal number of hit points.

Pulling up a clump of blackgrass does not kill it or negate its baleful effect, and the grass regrows in 1d4 days. Only digging up the entire root system—or destroying the plant with a *blight* or similar spell—can prevent it from regrowing.

BLACK SAND

Created by the *blank sand* spell but also found naturally in some deserts, black sand is beloved by undead and necromancers. When a living creature enters the spell's area for the first time on a turn or starts its turn there, that creature takes 2d4 necrotic damage (no save). Those reduced to 0 hit points crumble into black sand themselves. Undead are instead healed by 2d4 hit points at the start of their turn.

BLOOD ROCK

In certain places, the very essence of war and violence suffuses the earth or stone. Found naturally in ancient battlefields and certain outer planes, blood rock causes weapons to strike harder, claws to tear deeper, and blood to flow more freely.

Any attack made against a creature standing on blood rock scores a critical hit on a roll of 19 or 20.

CHARNEL BOG

Often formed at the sites of great battles where water has come in to cover the wasted land, charnel bogs are both horrible and deadly. Pale grasses grow on desolate islands in the midst of these bogs, but no living animals inhabit charnel bogs. A charnel bog can be any size, and a *detect evil and good* spell cast within range reveals its presence.

Such an aura of death pervades a charnel bog that certain magic is impeded within its borders. Characters attempting to cast a spell with that restores hit points to another creature must make a spellcasting ability check (DC 10 + spell level) or lose the spell with no effect.

All undead within the charnel bog have advantage against being turned, but disadvantage against being rebuked. This is an exception to the normal rule that any source of turn resistance also helps against being rebuked.

Characters camping within a charnel bog find their sleep troubled by nightmares. They are unable to rest properly, and they regain no hit points from their night spent in the bog.

Finally, characters whose travels take them on long treks through a charnel bog find it sapping their will and even robbing them of their desire to leave the place. They experience increasing apathy and despair, a dulling of their senses, and a growing feeling of paranoia.

At the conclusion of every week spent in a charnel bog, any living creature must succeed on a Wisdom saving throw (DC 10 + the number of consecutive weeks spent in the bog). Failure indicates that the character has lost all will to continue on their journey. They cannot leave the bog of their own volition and have no desire to do so. All memories of their previous life slowly fade into nothingness, and a *wish* spell is required to return the character to normal.

CONSECRATED GROUND

Some cemeteries and catacombs are imbued with the unseen traces of ancient good. An area of consecrated ground can be any size, and a *detect evil and good* spell cast within range reveals its presence.

Undead standing on consecrated ground have disadvantage on all saving throws.

A vial of unholy water purifies a 10-foot-square area of consecrated ground when sprinkled on it, and a *hallow* spell purifies consecrated ground within its area.

DEADWOOD

Ghostly gray timber spotted with tiny flecks of red, deadwood is created near sites where great necromantic energy has been released. Any trees nearby soon die and leave behind this frail wood. All undead creatures standing on deadwood do an extra die of damage with their attacks, spells, and abilities.

EBONY ICE

Like any ice, ebony ice is slippery. It's also charged with negative energy, granting undead advantage on attack rolls, and advantage on saves against being turned or rebuked.

NIGHT STONE

This stone is infused with raw negative energy. A living creature that enters within 5 feet of a floor, wall, or statue formed of night stone, or starts its turn there, takes 1d6 points of necrotic damage. Undead are instead healed for this amount.

WITCH GRASS

Any creature casting an arcane spell within 30 feet of witch grass must make a DC 14 spellcasting ability check. On a failure, the spell is lost.

ZONE OF THE UNLIVING

Much like an *antilife shell*, only undead and constructs can enter this zone.

It is said that the lich knows every stone in his infernal hold, and that any who dare to enter provoke his wrath. He can stroll through traps that would crush any other, and glide through the darkness while calling out doom. That dungeon is his domain, his home, and there is no way to defeat him in its halls.

—From the tale of Virdangast

NONMAGICAL TERRAIN

SNOW FIELDS

Fields of deep snow can impede the movement of creatures who must be in contact with the ground to move. Most creatures do not automatically sink all the way through a deep snow cover. Sometimes a hard, icy crust prevents a creature's feet from sinking into the snow at all. In other cases, layers of old snow a few inches or feet below the loose surface on top may be icy enough to prevent travelers from breaking through.

The table below indicates the degree of impediment caused by various depths of loose, uncrusted snow. The "Small" category includes Small and smaller creatures, while the "Huge" category includes Huge and larger creatures.

SNOW-IMPEDED MOVEMENT

Snow Depth	Small	Medium	Large	Huge
Up to 6 inches	Minor	None	None	None
7-12 inches	Minor	Minor	None	None
13-24 inches	Major	Minor	Minor	None
25-36 inches	Major	Major	Minor	Minor
37-60 inches	Total	Major	Major	Minor
61-96 inches	Total	Total	Major	Major
97+ inches	Total	Total	Total	Major

None: The snow does not cause any significant impediment to the creature's movement.

Minor: The snow is difficult terrain for that creature.

Major: The creature must spend 4 feet of movement for every 1 foot it moves in the snow. The creature has disadvantage on Acrobatics checks.

Total: The creature cannot move unless it succeeds on a DC 5 Athletics check. The creature must spend 8 feet of movement for every 1 foot it moves in the snow. The creature has disadvantage on Acrobatics checks and Dexterity saving throws.

TEMPERATURE BANDS

Temperature Band	Range
Unearthly cold	−51° F or lower
Extreme cold	−50° F to −21° F
Severe cold	−20° F to 0° F
Cold	1° F to 40° F
Moderate	41° F to 60° F
Warm	61° F to 90° F
Hot	91° F to 110° F
Severe heat	111° F to 140° F
Extreme heat	141° F to 180° F
Unearthly heat	181° F to 210° F
Burning heat	211° F or higher

BURIED IN SNOW

A buried creature can free itself with a DC 25 Strength check, or can be dug out by other creatures. In 1 minute, using only its hands, a creature can clear ice and debris equal to five times its carrying capacity. The amount of tightly packed snow that fills a 5-foot-by-5-foot area weighs 500 pounds. Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose ice and debris twice as quickly as by hand. The snow avalanche extinguishes all flames, whether normal or magical, it touches.

DISEASES

A favored weapon of certain undead, these diseases are compiled from various sources. They are usually listed in the monster description as well for ease of access.

ASH DOOM

Ash doom is notable in that not only do undead carry it, they are susceptible to it as well. It can be acquired by contact with the plaguelost, or by breathing certain necromantically charged ashes. Its supernatural nature allows it to even afflict paladins, dread necromancers, and others who are normally immune to disease. A creature who comes into contact with those ashes must make a DC 16 Constitution saving throw or contract it. Those afflicted have their skin turn flakey and ash-colored, and green light shines through from beneath. They have their Constitution score reduced by 1d4 at the end of each long rest. *Remove curse* combined with *lesser restoration* or another source of disease removal removes the disease. *Greater restoration* can remove this reduction and end the disease at once. A creature, living or undead, that dies while under this disease becomes a plaguelost.

BLOODSKIN

This sickness is typically caused by the *bleeding disease* spell. It causes its victims to lightly bleed from many small sores. The overall loss of blood is minimal but sufficiently spread out so as to create the appearance that a victim is bleeding from every pore in its skin.

This sickness deals 1 point of piercing damage 12 hours in and every 24 hours following.

BONEFIRE

A creature infected with bonefire (DC 19) immediately has its Charisma and Constitution scores reduced by 1d4, and must make a new save for every 24 hours that pass. Success means the disease ends; failure means it continues. A creature reduced to 0 Constitution dies; one reduced to 0 Charisma is stunned until it regains at least 1 point of Charisma.

Victims of bonefire break into fevers as their bones pulsate with light and heat. They stink of cooked flesh, and their skeletons become visible from within their blistering bodies after two hours (unless the victim is treated effectively). Bonefire is highly contagious and is also transmitted by physical contact. Anyone who touches a person or creature diseased with bonefire (whether victims are alive or dead) must make a Constitution save (DC 19) or catch the disease. A dead body remains infected with bonefire for a week after its death, whereupon the skeleton finally burns out in a spectacular flash of light. If at any time 18 or more bodies infected with bonefire are located within 30 feet of each other, the bodies rapidly meld together, as if drawn by a fell telekinesis, to a point at the center of the spread. Over the course of only 1 round, the bodies bind together and form a boneworm with a number of Hit Dice equal to half the number of bodies that formed it.

CORPSE BLOAT

Spread by tomb moths, this disgusting disease causes a creature's body to puff up, turn green, and makes movement painful. A creature who comes into contact with it might make a DC 11 Constitution saving throw or become infected. At the end of each long rest, an afflicted creature must succeed on a DC 11 Constitution save or its Dexterity score is reduced by 1d4. A successful save restores 1d4 Dexterity. The disease is cured when all Dexterity returns. A creature with its Dexterity reduced to 0 is paralyzed until it regains at least 1 point of Dexterity.

GANGRENOUS TOUCH

Generally only spread by plague blights, a creature must make a DC 14 Constitution saving throw or become infected. The diseased target must make a DC 14 Constitution saving throw save at the start of each of its turns. On a failure, its hit point maximum decreases by 17 (5d6). If the disease reduces the target's hit point maximum to 0, the target dies. The disease lasts until removed by the *lesser restoration* spell, *remove curse*, or other magic, or until the diseased creature makes two consecutive saves.

HUECUVA BLIGHT

Named for the huecuvas who carry it, a creature who comes into contact with one must make a DC 13 Constitution saving throw or be cursed with huecuva blight. The cursed target's Strength and Constitution scores each decrease by 1d2 points for every 24 hours that elapse. If the curse reduces the target's Strength score to 0, the target is paralyzed until it regains at least 1 point of Strength. If the curse reduces the target's Constitution score to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

LIFE BLINDNESS

This very rare disease is spread by vilewights. A creature is allowed a DC 16 Constitution saving throw to avoid becoming infected. If it does become infected, for the first 24 hours, the infected victim feels like the world is becoming more bleak and empty. After 24 hours have passed, the victim loses all ability to perceive living creatures, even plants. All such beings are treated as invisible, silent, and odorless. This disease typically causes extreme loneliness and despair.

MUMMY ROT

When hit by a mummy's fist, the creature must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

PALE WASTING

This grim disease carried by slaymates sucks away a victim's very life force, eventually turning them to dust. Symptoms include very pale skin, a nihilistic worldview, and fatigue. At the end of each long rest, a creature must make a DC 14 Constitution saving throw. A failed save increases the creature's exhaustion level by 1. Resting does not remove this exhaustion. A successful save only means the condition does not worsen. If a creature's exhaustion reaches 6, it dies and its body crumbles to fine dust as per disintegrate. After 3 successful saving throws, which do not have to be consecutive, the disease is cured completely.

ZOMBIE PLAGUE

Most commonly acquired by the *animate infectious zombie* disease, zombie plague is a dreadful affliction that turns the living undead. A humanoid that is hit by an infectious zombie's slam attack must succeed on a DC 13 Constitution saving throw or become infected. One day after infection, the creature's flesh begins to die. After 24 hours, the creature must make a second Constitution saving throw. On a success, it has shaken off the disease. On a failure, its Constitution score is reduced by 1d6. It repeats the save each subsequent 24 hours that pass, curing itself on a success.

If the creature's Constitution score is reduced to 0, it dies and immediately rises as a zombie, transmitting the disease to any creature it hits with its Slam attack.

CURSED WEATHER

Created by dark gods, especially powerful fiends, and other entities of darkness, cursed weather is a truly awful manifestation of magic.

The rain lasts 2d6 rounds and covers an area of 2d6 square miles.

VIOLET RAIN

Always accompanied by a terrible thunderstorm filled with lightning, violet rain brings portents of great evil. Once violet rain begins to fall, all connection with divine agencies is severed for 24 hours. Divine spellcasters have no access to spells, divine spell effects are suppressed, and divinely infused magic items cease to function. When violet rain comes, leaders of temples often hire extra help to safeguard the temple while they are bereft of magic. Because violet rain is so disruptive, religious leaders sometimes use divinations and prophecies to gain as much warning as they can.

A typical violet rainstorm covers 1d10×200 square miles.

GREEN FOG

Clouds of dark greenish mist roll across the countryside. The fog perverts any living thing it touches, twisting and mutating flesh. Any creature touched by the mist must succeed at a Fortitude save (DC 17) or become polymorphed into a random creature (use the *reincarnate* spell to determine which creature, or select a creature from a relevant wilderness encounter list in Xanathar's Guide to Everything).

The fog usually encompasses an area of 1d3 square miles, lasts for 10d6 minutes, and moves at a speed of 30 feet.

PLAGUE OF NETTLES

Tiny organic thorns fall from the sky. Those caught in this brief rainfall take 1d2 points of piercing damage each round, unless they can get under some sort of shelter. The nettles that strike soil burrow into the ground and sprout thick, choking weeds that kill whole fields of crops in a few minutes. A plague of nettles is violent enough to tear up and choke a forest in just a day. One week after the nettles fall, the area is thick with animate, dangerous plants such as assassin vines, tendriculoses, and shambling mounds.

This malevolent rainfall spreads across 3d6 square miles and lasts for 3d6 rounds.

RAIN OF BLOOD

This horrible event can occur as part of a regular thunderstorm or all on its own. Blood pours down in thick drops for 2d10 minutes, coating everything in a dark red, sticky mess. Any living, nonevil creature in the area of a rain of blood must succeed at a Wisdom save (DC 20) or suffer the effects of a *bane* spell for 24 hours. Undead of any alignment in the area of the rain gain the benefits of *bleed* for 24 hours.

A rain of blood covers 5d6 square miles.

RAIN OF FROGS OR FISH

This preternatural rain causes 1d3 points of bludgeoning damage per round to anyone not under shelter. The thousands of animals that fall from the sky usually die from the impact, but 1 in 20 lives to hop or flop about at least briefly, adding a further alien strangeness to the event.

SPECIAL EQUIPMENT

MAGIC ITEMS

AZAN-GUND (NIGHT CALLER)

Wondrous item, rare

This whistle is carved from rare transparent iron (nephelium), and it resembles a small dragon curled up like a snail. The name *Azan-gund* is etched on the whistle in Dwarven runes. When the whistle is blown over a grave in darkness or at night, one corpse below animates as a **zombie** and claws its way out (if interred in soft earth or under loose stones). The zombie serves the whistler faithfully until it is destroyed. A bearer can use the whistle once per week; however, the whistler can acquire no more than two zombie followers at any one time using *Azan-gund*.

A successful DC 15 Intelligence (History) check reveals that ancient «dark» dwarves made several such whistles for various groups in an age past.

BAGPIPES OF THE DAMNED

Wondrous item, rare

You must be proficient with wind instruments to use these bagpipes. When played, the bagpipes help bolster undead. As an action, you can start a performance that lasts until the end of your next turn. During that time, all undead of your choice within 30 feet of you have advantage on saving throws against being turned or rebuked. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

BLOODFEEDING WEAPON

Weapon (any), uncommon or rare (requires attunement)

This weapon has a blood-red tint. Every time a bloodfeeding weapon deals damage to a living creature, it gains 1 “blood point,” which it can store for up to 1 hour. The weapon can store a maximum of 10 blood points. This effect is continuous and requires no activation.

When you deal damage to a creature while wielding a bloodfeeding weapon, you can activate the weapon to spend up to 5 stored blood points. Each blood point you spend in this way deals an extra 1d4 points of damage to that creature. The weapon doesn't gain any blood points from a strike on which you use this ability.

The following *bloodfeeding weapon* variants are rare items and have additional properties.

Bodyfeeding. When this weapon scores a critical hit, you gain temporary hit points equal to the critical damage done.

Cursespewing. When this weapon scores a critical hit, the target immediately takes the effects of a *bestow curse* spell that lasts for 1 minute. You choose which curse.

BLOODSWEETS

Potion, common

These red lozenges are about the size of a human thumbnail and resemble hard candies. Made from sugar and blood and charged with negative energy, the item dissolves instantly. If an undead creature swallows one of these, it immediately regains 2d4 + 2 hit points. If a living creature swallows one, it takes 2d4 +2 necrotic damage.

Normally, these are used by undead creatures to heal themselves. Some particularly cruel necromancers mix them in with bags of normal candy and give them to children, who usually die as a result.

BONE RING

Ring, rare (requires attunement)

This plain finger ring is always carved from human bone. The ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While worn, you can expend a charge to negate any curse, disease, maximum HP reduction, or ability score reduction you would suffer. You can also expend a charge to gain advantage on a saving throw against a necromancy spell.

CANDLE OF ICY DEATH

Wondrous item, very rare (requires attunement)

This black candle is 1 foot tall, 12 inches thick, and icy to the touch. When lit, the flame burns a pale blue, gives off no smoke or heat, and doesn't melt down. If examined with *detect magic*, the candle radiates a necromantic aura. Every minute that the candle burns reduces the temperature by 1° in a 20-foot-diameter area until 0° Fahrenheit is reached.

In addition, the candle prevents any healing, natural or magical, from occurring in its range. A wounded creature inside the area does not regain any lost hit points, and healing spells targeting a creature inside the area automatically fail (but are considered cast). Once lit, the candle can be snuffed only by a *bless* spell, which immediately ends your attunement. It can still be reignited normally afterwards, once you reattune. The temperature of the area returns to the regular temperature at a normal rate.

CHAIN OF BONES

Weapon (spiked chain), rare (requires attunement)

This +1 *spiked chain* has a fearsome power over the undead. After hitting an undead with it, you can forgo dealing damage and instead force the undead to make a Wisdom saving throw. On a failure, it is stunned for 1 minute. It can repeat the save at the end of each of its turns.

CLOAK OF TURN RESISTANCE

Wondrous item, uncommon

While wearing this cloak, you gain advantage against being turned or rebuked.

CLOAK OF TURN DEFIANCE

Wondrous item, very rare (requires attunement)

While wearing this cloak, you cannot be turned or rebuked. All undead of your choice within 30 feet gain advantage against being turned or rebuked.

CONSUMPTIVE

Weapon (any), rare (requires attunement)

This weapon is dark in color, and its blade or head is covered with menacing runes. You can use a bonus action to speak this magic weapon's command word, causing crackling black energy to encase it. While the weapon is encased in this way, it deals an extra 1d12 necrotic damage to any target it hits. The necrotic energy lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Projectile weapons bestow this upon their ammunition.

DAGGER OF SHADOWS

Weapon (dagger), uncommon (requires attunement)

When you are in dim light or darkness, you can use the dagger's abilities. The dagger has 2 charges and regains 1 charge at midnight each night. You can cast *minor illusion* at will as long as you hold the dagger, and *invisibility* (self only, 1 charge) and *mirror image* (2 charges).

GHAST SALVE

Wondrous item, uncommon

This glass jar, 3 inches in diameter, contains 1d3 doses of a thick mixture that smells dreadful. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be applied to the skin. The creature that receives it gains immunity to paralysis and the stench of ghosts. As an action, the creature can touch another creature, forcing the second creature to make a DC 13 Constitution saving throw or be affected as if by *ghoul touch*. This salve lasts 1 hour.

GHOST NET

Weapon (net), rare

This gossamer-thin, translucent netting functions like a net. When thrown upon a creature that lacks the Incorporeal Movement trait, it is in all ways an ordinary net, except dealing 5 slashing damage to the net just renders it inert and useless for 1 hour, at which time it mends itself.

When thrown upon a creature that has the Incorporeal Movement traits, the net restrains the creature normally, even if the creature is normally immune to being restrained. It requires a DC 15 Strength check to break out of, and for the duration, the creature loses the benefit of that trait while entangled. If it possesses the Etherealness action, it cannot use that action for the duration. For the duration, it also loses any resistance to acid, cold, fire, lightning, or thunder damage, or to bludgeoning, piercing or slashing damage from nonmagical attacks. Finally, for the duration, the creature loses any immunity to being grappled, prone, or restrained it possessed.

GHOST SHROUD

Wondrous item, very rare (requires attunement)

A *ghost shroud* appears as a winding cloth in which the body is wrapped, as if for burial. The shroud sometimes appears, appropriately enough, ghostly and partially translucent.

You gain these benefits while wearing the robe:

- If you aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier.
- You have resistance to cold damage.

As an action, you can become like a ghost yourself. You gain the following trait for 1 minute:

Incorporeal Movement. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You also gain the following action option for the same duration:

Etherealness. You enter the Border Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.

GHOUL GAUNTLETS

Wondrous item, rare (requires attunement)

These mottled gloves virtually meld with your own flesh, making your hands appear gaunt and rotting.

While wearing the gauntlets, you can cast *ghoul touch* (DC 14, +6 to hit) at will. Furthermore, once per turn, when you hit with an unarmed strike, slam, claw, or similar natural attack, you can immediately cast *ghoul touch* (no action required).

If you die while wearing *ghoul gauntlets*, they revert to their normal appearance.

GLAIVE OF THE LEECH

Weapon (glaive), rare (requires attunement)

All slashing damage you do with this +1 *glaive* is returned to you as healing.

HOOD OF AWFUL REVELATION

Wondrous item, uncommon

Once per day, as a bonus action, you can gain truesight out to 120 feet, and can see onto the ethereal plane for the same radius. This bolstered vision lasts until the end of your next turn.

Curse. The secrets the hood reveal are not for mortals to know. Once the truesight ends, if the hood revealed anything, you must make a DC 13 Intelligence save. You are blinded for 1 minute on a failure, and *confused* for the same duration if your save failed by 5 or more. You can repeat the save at the end of each of your turns, ending the effect on a success.

The hood regains this power daily at dawn.

LIVING MASK

Wondrous item, uncommon

This mask works only when worn by an undead creature. Each mask provides an illusion that the wearer is alive, albeit a living person wearing a theater mask and clad in fine clothing. The undead appear alive not only to the senses, but also to spells and abilities such as Divine Sense and *glyphs of warding*. Additionally, *living masks* do not project a magic aura while being worn (unworn masks do).

The illusion immediately ends if the mask is removed.

LYRE OF THE RESTFUL SOUL

Wondrous item, rare

You must be proficient with the lyre to use this lyre. When played, the lyre makes undead more vulnerable to influence. As an action, you can start a performance that lasts until the end of your next turn. During that time, all undead of your choice within 30 feet of you have disadvantage on saving throws against being turned or rebuked. A creature must be able to hear you to suffer this penalty. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

MINOR WAND OF ORCUS

Wand, very rare (requires attunement)

This is a far inferior copy of the mythical *wand of Orcus*, made by the demon lord for his loyal followers.

Any creature besides Orcus or a follower blessed by him that tries to attune to the wand must make a DC 16 Constitution saving throw. On a failed save, the creature takes 10d6 necrotic damage, or half on a successful save. If this damage reduces the creature to 0 hit points, it dies and rises as a zombie.

In the hands of one who is attuned to it, the wand can be wielded as a magic mace that grants a +1 bonus to attack and damage rolls made with it. The wand deals an extra 1d12 necrotic damage on a hit.

The wand has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 16) from it: *animate dead* (3 charges), *clutch of orcus* (3 charges), or *inflict wounds* (1 charge per spell level). The wand regains 1d4 + 3 expended charges daily at dawn. While attuned to the wand, Orcus or a follower blessed by him can cast each of the wand's spells using 1 fewer charges (minimum of 0).

MUMMY TOWER

Armor (tower shield), rare (requires attunement)

This tower shield is partially swathed in the funerary wrappings of a mummy. Atop it is a crest modeled to depict the creature's horrifying, unwrapped visage.

You can use an action to cast the *fear* spell from it (DC 15), requiring no components. Any creature that fails its save by 5 or more is paralyzed until the end of your next turn.

Once *fear* is cast through the shield, it can't be used again in this way until the next midnight.

NIGHTSTICK

Rod, rare (requires attunement by a cleric or dread necromancer)

When turning or rebuking undead, the maximum CR you can destroy with Turn Undead or control with Rebuke Undead doubles. The Hit Dice you can control is unaffected.

NYCRIPTIC MANUSCRIPTS

Wondrous item, rare

These twin papyrus scrolls are inscribed with ancient tales and cryptic prophecies by an anonymous, almost-certainly-insane author. You must spend 80 hours reading and studying the scrolls to digest their contents and gain their benefit.

Once you have done so, you can reference the Nycryptic Manuscripts whenever you make an Intelligence check to recall information about some aspect of necromancy or the undead, such as lore about ghosts. When you do so, double your proficiency bonus on that check.

OPAL OF CONSECRATION

Wondrous item, rare (requires attunement)

You can cast the *sacred flame* cantrip while holding this pearl. As an action, you bless the land around yourself. All terrain within 20 feet of the opal is considered to be consecrated ground for 1 minute. This effects moves with it, centered on it. One you use this power, you cannot use it again until the next midnight.

OPAL OF DESECRATION

Wondrous item, rare (requires attunement)

You can cast the *chill touch* cantrip while holding this pearl. As an action, you curse the land around yourself. All terrain within 20 feet of the opal is considered to be desecrated ground for 1 minute. This effects moves with it, centered on it. One you use this power, you cannot use it again until the next midnight.

POWDER OF THE BLACK VEIL

Wondrous item, uncommon

You can throw a pellet of this powder to a point within 30 feet, or use it as a sling bullet. In either case, when it hits or lands, it explodes into a 10-foot-radius cloud of powder. Every creature within the radius must make a DC 13 Constitution saving throw. On a failure, it is blinded while it remains in the cloud of powder. After it exits, it can repeat the save at the end of each of its turns, ending the effect on itself on a success.

The cloud remains for 1 minute, or until blown apart by a strong wind. Typically, 1d4+1 pellets are found together.

PRESERVING BOX

Wondrous item, common

This box is 4 feet by 3 feet by 2 feet. Any dead organic matter placed within will not decay while it remains inside. When taken out, it resumes decaying.

ROD OF UNDEAD MASTERY

Rod, very rare (requires attunement by a dread necromancer)

The amount of undead you can control with Rebuke Undead becomes twice of (your Cha mod + your dread necromancer) level.

RUNESTAFF OF NECROMANCY

Staff, rare (requires attunement by a spellcaster)

You automatically have the following spells prepared, and they don't count against your maximum to prepare:

- *blindness/deafness*
- *blight*
- *cause fear*
- *circle of death*
- *enervation*
- *halt undead*

RUNESTAFF OF THE UNDYING

Staff, uncommon (requires attunement by a spellcaster)

You automatically have the following spells prepared, and they don't count against your maximum to prepare:

- *animate dead*
- *create undead*
- *undead creation*

RUNESTAFF OF THE UNDEAD SLAYER

Staff, rare (requires attunement by a spellcaster)

You can cast *disrupt undead* at will. You also automatically have the following spells prepared, and they don't count against your maximum to prepare:

- *bone chill*
- *bone talisman*
- *death ward*
- *identify undead*
- *sheltered vitality*
- *sunbeam*

SACRED OFUDA

Wondrous item, uncommon

This small strip of paper has prayers written on it that are powerful against undead. When touched to the forehead of an undead creature, the sacred ofuda adheres to the creature and immobilizes it, as the *halt undead* spell. When you are grappling the creature, you can make another grapple check against it. On a success, you attach the ofuda.

The effect lasts as long as the ofuda remains attached, but even a moderate wind can cause the ofuda to fall off the creature's forehead. If the undead creature takes any amount of damage, the ofuda falls off and the effect ends.

SCROLLS OF UNCERTAIN PROVENANCE

Wondrous item, very rare (requires attunement)

This bundle of rough parchment contains scraps of varying shapes and sizes; some appear old and others new. It is bound with a braided cord and secured with a medallion bearing the holy symbol of Wee Jas.

Scrolls of uncertain provenance are not spells stored in written form, but collections of death-obsessed writings in an unknown hand. Popular myth holds that those who can command the lore contained in a set of these scrolls have power over life and death.

As long as you possess *scrolls of uncertain provenance*, you gain advantage on Intelligence checks to recall lore about undead or the afterlives.

You can attempt to read from the scrolls once per day for 1 hour. Understanding their lore, however, is not an easy task. To begin with, the scrolls are written in nearly every language, ancient and modern, and the text sometimes switches languages within the same sentence. Thus, a successful hour of reading requires a successful DC 15 Intelligence (Religion) check. So cryptic are the scrolls that even *comprehend languages* only provides advantage.*

Hours Benefit

- | | |
|---|--|
| 1 | <i>Pact of return</i> for yourself |
| 2 | <i>Pact of return</i> for another |
| 3 | <i>Death pact</i> for yourself |
| 4 | <i>Death pact</i> for another |
| 6 | <i>True resurrection</i> for another (and the scrolls disappear) |

If your check is successful, you gain temporary understanding of one of the scrolls' secrets depending on how long you have spent reading them. Your hours of successful reading stack for this purpose, so you can read over multiple days to gain a greater benefit, if desired. The time spent need not all be spent at once; you can divide it as you choose for the purpose of gaining benefits.

Reading *scrolls of uncertain provenance* is not without risk, since delving into their mysteries draws you near to the border between life and death. Whenever you spend an hour reading *scrolls of uncertain provenance*, you must roll on the following table, whether or not you learn anything useful.

d100 Effect

- | | |
|-------|---|
| 01-10 | Make a DC 15 Intelligence saving throw. On a failure, you go insane until cured by <i>greater restoration</i> , <i>heal</i> , or similar magic. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. |
| 11-30 | Make a DC 15 Wisdom saving throw. On a failure, the scrolls bestow a permanent curse upon you, giving you disadvantage on attack rolls, ability checks, and saving throws. <i>Greater restoration</i> or <i>remove curse</i> can end this effect. |
| 31-60 | Make a DC 15 Wisdom saving throw. On a failure, you are affected by a <i>geas</i> commanding you to perform a quest for Wee Jas. |
| 61-90 | Make a DC 15 Constitution saving throw. On a failure, you take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears. |
| 91-00 | Make a DC 15 Constitution saving throw. On a failure, you become a ghost for a year and a day. |

SHADOW VEIL

Wondrous item, rare (requires attunement)

This greenish, indistinct robe is designed to envelop the entire body. A *shadow veil* is crafted from the essence of the undead creatures known as shadows. While wearing it, you gain a +1 bonus to AC. In addition, when you hide while in dim light or darkness, darkvision, blindsight, and other sensory abilities that do not rely on light provide no benefit to finding you.

SHROUDS OF THE UNHOLY

Wondrous item, varies

These shrouds look like ordinary funerary wrappings for dead bodies and are often decorated with symbols and icons representing the dead rising. If a dead body is wrapped in the shroud, and the command word spoken, the body will return as an undead of the caster's choice. The maximum CR for the created undead is determined by the shroud's rarity. The type of undead it returns as is determined by the speaker of the command word.

The undead creature is not under anyone's control when it rises, but it will not attack you for the next 24 hours unless you attack it. Your companions have no such protection. Wrapping a body takes 10 minutes. The magic of the shrouds is useable only once, after which the wrapping becomes ordinary, fine cloth.

MAXIMUM UNDEAD CR

Rarity	CR
Common	1/2
Uncommon	2
Rare	5
Vary Rare	10
Legendary	18

STAFF OF LIFELESS TOUCH

Staff, rare (requires attunement by a spellcaster)

Favored by necromancers and martial casters, a *staff of lifeless touch* grants you many of the attack forms of the undead. This staff has 10 charges. While holding it, you can cast the *chill touch* spell at will, and you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *inflict wounds* (1 charge per spell level, up to 5th), *cryptwarden's grasp* (5 charges), *touch of Vecna* (5 charges) or *vampiric touch* (3 charges).

The staff regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, you are targeted with a 5th-level *inflict wounds*, *cryptwarden's grasp*, and *touch of Vecna* (all automatically hit), and the staff crumbles to bone dust and is destroyed.

STARMANTLE CLOAK

Wondrous item, legendary (requires attunement)

This draping black cloak turns into a sparkling mantle of tiny, cascading stars when worn. The cloak sheds magical bright light for 20 feet and dim light for 20 feet as if cast by a 6th-level spell, renders you impervious to nonmagical weapon attacks, and transforms any nonmagical weapon or missile that strikes you into harmless light, destroying it. Natural weapons, such as claws or teeth, are not destroyed but deal no damage. Contact with the starmantle cloak does not destroy magic weapons or missiles, but whenever you are struck by such a weapon you can make a DC 15 Dexterity saving throw; success indicates that you take only half damage from the attack.

TABARD OF THE DISEMBODIED

Wondrous item, very rare (requires attunement)

This misty gray tabard is silky soft to the touch. It is embroidered with small sequins in a skull motif.

A *tabard of the disembodied* is connected to the Ethereal Plane, the realm where ghosts hold sway. The tabard has 10 charges. You can spend 1 charge as an action to become ethereal, and can continue spending charges (no action required) every turn to remain ethereal. If you choose not to spend a charge at the start of one of your turns, you return to the Material Plane.

While ethereal from this item, you can expend 3 charges to have a spell that you cast also affect the material plane.

The tabard regains all charges at midnight.

TALISMAN OF UNDEAD MASTERY

Wondrous item, rare (requires attunement)

This tarnished silver skull fits comfortably in a human hand. The talisman has 3 charges. When you turn or rebuke undead, you can expend 1 charge to give all undead disadvantage on the saving throw. The talisman regains 1d3 charges at dawn.

TALISMAN OF UNDYING FORTITUDE

Wondrous item, rare (requires attunement)

This plum-sized skull carved from silver is tarnished black.

As a bonus action, you activate the power of this talisman, gaining some of the defensive qualities of the undead. For the next minute, you gain the following benefits:

- You gain immunity to poison damage
- You gain immunity to the poisoned and exhausted conditions
- You do not need to eat, sleep, drink, or breathe

TOME OF ANCIENT LORE

Wondrous item, rare (requires attunement)

A boon to wizards of all sorts, a *tome of ancient lore* contains every conceivable spell. Perusing it for 1 hour gives you advantage on Arcana checks made until the end of your next long rest.

Though the pages of this book contain all the world's arcane knowledge, a *tome of ancient lore* is cursed with a deliberately confusing, ever-changing system of cross-referencing. Because its pages constantly rearrange themselves, apparently at random, finding any useful information by browsing the book is impossible. However, you can use a *tome of ancient lore* while preparing arcane spells to prepare a single spell that isn't in your spellbook. Make an Intelligence (Investigation) check equal to 15+the spell's level. On a success, you find the spell you're looking for.

You can never have more than one spell prepared from this book at a time, though multiple *tomies of ancient lore* can be used together.

TOME OF SOULS

Wondrous item, very rare (requires attunement)

This thick tome is written in flowing cursive, describing the lives of the creatures whose souls are trapped inside. When a creature dies within 60 feet of you, you can use a reaction to trap its soul in the tome. As an action, you ask the soul a question and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic. You can only ask one question per day. Also as an action, you can forever release one or more of the souls from imprisonment.

VAMPIRE HIDE

Armor (studded leather), very rare (requires attunement)

This +2 *studded leather* is made from the skin of a vampire. It lets you cast *kiss of the vampire* (DC 16) once per day, requiring no components, and regains that power at midnight. It also passively grants you resistance to necrotic damage.

WIGHT ARMOR

Armor (studded leather), rare

This +1 *studded leather* grants you advantage on Stealth checks in dim light or darkness. Additionally, as an action, you can cast the *shroud of undeath* spell (no components required), and gain darkvision out to 60 feet for the duration of the spell. You can't use this power again until the next midnight.

WIGHT SHIELD

Armor (shield), rare

This +1 *shield* is covered in the hide of a wight. When an opponent misses a melee attack against you by only 1 or 2 points, you can use your reaction to charge the shield with necromantic power, dealing 1d6 + your Charisma modifier necrotic damage to the attacker.

The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this ability rises 24 hours later as a free-willed zombie, unless the humanoid is restored to life or its body is destroyed.

ZOMBIE HIDE

Armor (hide), rare

This +1 *hide armor* is made from zombie skin. Though the armor sports various holes and rents, these imperfections in no way compromise its integrity. If damage reduces you to 0 hit points while wearing it, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

ARTIFACTS

As discussed in the *Dungeon Master's Guide*, artifacts are campaign-changing relics of extreme power. Below is listed a new one.

NECRONOMICON

Wondrous item, artifact (requires attunement)

Almost universally considered the ultimate in necromancy and the undead, the legendary *Necronomicon's* origins are murky. Some say it was written by the first lich; others, that it was the work of a god of undeath. Numerous gods claim it as their invention, and the dragon-bone cover seems to lend credence to Falazure's claim—but that some pages are made of dried ulgurstasta flesh seem to hint at Kyuss's hand. It is possible that it was a rare instance of cooperation among the dark gods, with each contributing their specific knowledge and expertise.

In any case, the book serves as a reference on all types of undead. Every creature, from the humble skeleton to the mighty atropal, is extensively documented. Each undead has its strengths, weaknesses, abilities, and even method of creation laid bare.

Such a huge list, of course, is highly unwieldy. It would certainly allow a character with plenty of advance warning to study up on the powers of mummy lords, but it would be of little use in combat against an unknown foe. After combat was concluded, the defeated foe could be studied to identify its nature.

Furthermore, the book documents a huge variety of other necromantic topics, including every necromancy spell ever developed, and the secrets to becoming a lich or death knight. A wizard can prepare any necromancy wizard spell from it.

Copies of the *Necronomicon* have been created, and may be found in the libraries of archmages or liches. These copies serve wonderfully as bestiaries and grimoires, but lack the magical potency of the true version. Even such nonmagical copies are extraordinarily valuable (upwards of 50,000 gold apiece).

A creature attuned to the book must spend 80 hours reading and studying it to digest its contents and reap its benefits. If you die while attuned to the book, you rise as an undead of the DM's choosing.

Random Properties. The *Necronomicon* has the following random properties:

- 3 minor beneficial properties
- 1 major beneficial property
- 3 minor detrimental properties
- 2 major detrimental properties

Adjusted Ability Scores. After you spend the requisite amount of time reading and studying the book, your Wisdom decreases by 2, to a minimum of 3. Another ability score of your choice increases by 2, to a maximum of 24. The book can't adjust your ability scores again.

Necrological Lore. You can reference the *Necronomicon* whenever you make an Intelligence check to recall information about some aspect of necromancy or the undead, such as lore about ghosts. When you do so, double your proficiency bonus on that check. *Note:* Nonmagical copies have this trait as well.

Invoke Necromancy. While you are attuned to the book and holding it, you can cast any spell of the necromancy school without requiring any material components or spell slots. You can't use this property again until the next midnight.

Ultimate Create Undead. As an action, you transform a corpse within 10 feet of you into any undead of your choice. The undead is free-willed and does as it pleases. You can't use this property again for 1 week.

MAGIC LOCATIONS

CRYPT OF WEE JAS

A *crypt of Wee Jas* grants a creature who touches it the ability to detect the living, undead, and undead with but a glance. Simply by looking at a creature, the beneficiary can determine if that creature is alive, dead, undead, or neither alive nor dead (such as a construct).

Recharge: A given *crypt of Wee Jas* can grant its benefits to a being only one per year.

NECROMANTIC CIRCLE

A *detect magic* spell reveals a strong aura of necromancy magic around the circle. A character who studies the circle and succeeds on a DC 20 Intelligence (Arcana) check can ascertain its properties. The check is made with advantage if the character is a wizard whose arcane tradition is the School of Necromancy, or a dread necromancer.

Any undead animated or created inside the circle becomes an undead with hit points equal to its hit point maximum. In addition, the undead gains advantage on saving throws against any effect that turns undead.

Recharge: The circle recharges immediately.

SEPULCHER OF WEE JAS

A *sepulcher of Wee Jas* bestows magical powers on those who enter it and emulate death. A would-be benefactor of the sepulcher's power must enclose himself or herself in a coffin within the sepulcher and lie within—awake but unmoving—for 24 hours. During this period, the creature takes 2d10 points of necrotic damage every 2 hours. Assuming the character survives, they must attempt a DC 20 Intelligence (Arcana) or Intelligence (Religion) check (their choice) when the required time has elapsed. A worshiper of Wee Jas gains advantage on this check. Success indicates that the petitioner has acquired sufficient insight into death to gain the site's granted power. A character who fails the check by 10 or more points, however, instantly contracts *mummy rot*, no saving throw allowed.

Any time the recipient of the power granted by a *sepulcher of Wee Jas* kills a humanoid with a necromantic spell, that creature instantly reanimates as a zombie under its control. This zombie remains animate for 1 minute, then dies again.

This power lasts for 1 month.

Recharge: A given sepulcher of Wee Jas can grant its benefits to a being only once per month.

SHRINE OF ACERERAK

The *shrine of Acererak* can be found deep on Pandemonium, guarded by undead with a combined difficulty of being a Hard encounter for a party of level 12 characters. If you kiss the shrine's face, you gain two permanent benefits:

- Mindless undead ignore you unless you attack them, after which they react normally (attacking a single undead that belongs to a group of adjacent undead causes all in the group to likewise treat you normally).
- Once per week, you can cast a *suggestion* that affects only one undead creature. This *suggestion* works even on undead who are immune to being charmed, and does not require concentration.

Recharge: The shrine recharges immediately.

POSITOXINS

As a rule, poisons have no effect on the undead. However, holy water can be combined with rare ingredients to create substances that the undead fear as much as the living fear poison. These are called positoxins, and unlike standard poison, they are legal in most societies, except those that the undead rule.

POSITOXINS

Item	Type	Price per Dose
Bloodwine	Ingested	250 gp
Boneshard Paste	Contact	750 gp
Celestial Essence	Injury	400 gp
Gravedust	Inhaled	100 gp
Lichbane	Injury	650 gp
Liquid Mortality	Injury	2,000 gp
Nearkill	Inhaled	600 gp
Sunlight Oil	Contact	1,300 gp

Each type of positoxin has its own debilitating effects.

Bloodwine (Ingested). This thick, crimson positoxin includes garlic in its creation, making it particularly harmful to vampires and other undead with a vulnerability to garlic.

Any undead imbibing it takes 13 (2d12) radiant damage, or half on a successful DC 12 Constitution throw. Vampires and other undead vulnerable to garlic take 19 (3d12) radiant damage.

Bloodwine can be ingested by the living with no ill effect. It stays in the bloodstream for 12 hours. While in the bloodstream, an undead who sucks blood from the living creature, or eats its flesh, suffers the effects of the poison, though it does get advantage on the save.

Boneshard Paste (Contact). This feared paste weakens the undead. Any undead that comes into contact with it must make a DC 14 Constitution saving throw. On a failure, it deals only half damage with weapon attacks that use Strength for the next 24 hours, and it has disadvantage on all checks based on Strength.

Celestial Essence (Injury). This positoxin is only refined by celestials. An undead subjected to this positoxin must succeed on a DC 13 Constitution saving throw, taking 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

Gravedust (Inhaled). This gray-brown powder reminds the undead of the feeling of choking. Any undead who enters the space must make a DC 10 Constitution saving throw. On a failure, at the start of each of its turns for the next minute, it must succeed on a DC 10 Constitution check. On a failure, it cannot take any actions that round.

Lichbane (Injury). Lichbane saps the might of spellcasting undead. An undead affected by lichbane must make a DC 15 Constitution saving throw. On a failure, it takes 13 (3d8) radiant damage and loses the highest-level spell slot it still has, or half damage and no other effects.

Liquid Mortality (Injury). Thought by most undead to be a myth, an undead subjected to this positoxin must make a DC 15 Constitution saving throw, taking 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. An undead reduced to 0 hit points by this damage is immediately destroyed.

Nearkill (Inhaled). Also called *hsskala*, this unusual positoxin was invented by a yuan-ti named Kharantes. An undead subjected to this positoxin must succeed on a DC 15 Constitution saving throw or fall unconscious for 8 hours. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. Additional doses can be used early to extend the duration.

Sunlight Oil (Contact). The contents of this vial shine bright light out to a radius of 30 feet, and dim light for an additional 30 feet. A creature with the oil applied to it shines likewise.

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the sunlight water as an improvised weapon. On a hit, the creature is coated in sunlight oil. It is considered to be in sunlight for as long as the oil remains on it. It can take an action to try to scrape the oil off, making a Dexterity check against DC 15. On a success, the oil is removed.

Unique among the positoxins on this list, this has a use against non-undead, though it is minor. Creatures with sunlight sensitivity, such as drow and kobolds, take the relevant penalty while coated in sunlight oil. Any other sunlight-induced weaknesses apply as well.

If the creature starts its turn fully submerged in moving water, the oil is washed off.

NEW MONSTERS



he collection of new creatures got too large and unwieldy, so I have moved it to its own document, which you can find [here](#).

APPENDIX: OTHER RESOURCES

RECOMMENDED READING

If you only read two books from this list, make them *Libris Mortis* and the *Complete Book of Necromancers*.

AD&D

- **The Complete Book of Necromancers:** This is a veritable Necronomicon of necromancy. It has a ton of ideas, and it was invaluable in writing this document. It's available for purchase on DMsguild, and it's worth every penny.
- **Van Richten's Guide to...:** Vampires, Ghosts, the Lich, and the Ancient Dead. Set in Ravenloft, so not all material will be applicable to your campaign. However, these books are chock-full of very interesting ideas for customizing monsters. If you want to run an adventure or even a campaign centering around one of these creatures, it's worth getting.
- **The Ancient Tome of Dark Magic:** 234 pages of necromancy spells. Unlike most of the books listed here, this one was compiled by a devoted fan and released as a free PDF.
- **Lords of Darkness:** This is a great book, but not necessary. It's a collection of 10 great adventures starring different undead, and some tips on roleplaying them.

3E

- **Libris Mortis:** You knew this was coming. *Libris Mortis* is one of the best books about necromancy and the undead ever written.
- **Hollowfaust: City of Necromancers:** A solid book, with some great flavor.
- **Tome of Necromancy:** This homebrew sets up the rules as they should be, rather than how they are. *This book uses the Playing with Fire rules as its baseline.*
- **Van Richten's Guide to the Walking Dead:** Another of the VRG series, this one is perfect for zombies.
- **Slayer's Guide to the Undead:** This has some good discussion of undead physiology, and ideas for souping up "traditional" undead like skeletons and wights.
- **Secret College of Necromancy:** A lot of everything. If it's content you're looking for, this is a good place to check.
- **Encyclopedia Arcane: Necromancy, Beyond the Grave:** This one's alright. It has some cool ideas and flavor.
- **Gar'Udok's Compleet Librum ov Necromantic Artes:** This is a must have. It has a brilliant backstory, and many of my favorite spells above were converted from this book.
- **Sourcebook: Undead:** Another amazing one, this touches on just about
- **Legends & Lairs: Necromantic Lore:** This is exclusively a book of monsters. It's worth checking out, at least.
- **Heroes of Horror:** The book that the dread necromancer hails from, this one has a lot of very good ideas.

4E

- **Open Grave:** In many ways, this is a redo of *Libris Mortis*. Still good, and has some things *Libris Mortis* doesn't, but overall it's not as good.

5E

- **Dark Arts Player's Companion:** Has a lot of good stuff, including some nice blood magic spells.
- **Book of Lost Spells:** A book full of spells of various schools, including quite a few necromancy gems
- **Book of Beautiful Horrors:** A large collection of monsters, including numerous superb undead

OTHER CONTENT

I have created even more material than that listed above; however, it is not related to necromancy. Consequently, I have moved it to a document of its own, which you can find [here](#).

Enjoy, and may the forces of night fear you!