

ABOMINATIONS

The Undead Supplement for the Game Engine Manual
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Introduction

His sword was in hand, and he was ready for anything. Cold rain dripped from the sky, making tiny beads on his chain armor. Ahead was the enemy. He had heard that strange magic was afoot, and that they had already claimed the lives of his family. He image of his slain and raped mother filled him with renewed rage and determination. "Now," he swore to the air, "I will avenge you."

He stepped quietly along the poorly lit street. He felt a welt rise in his throat as he saw the madman's chateau ahead. Could it be some of the dark magic already working on him? It was best not to think of that, he decided, and pressed on though a sheer force of will.

He was surprised to find the door to the chateau ajar, apparently inviting him inside. The old man that dwelled within must have either been confident, or foolish. Deep down, he knew that he wasn't dealing with a fool.

He managed only to take a few steps before a familiar figure emerged from the darkness. It moved in a familiar way, raising up a blade that was all too familiar. He recognized the abomination before him. His own father's body, eyes devoid of life, was coming up to attack him.

He hesitated, and stammered. His hands went numb and stopped responding. He knew what he was seeing, but he couldn't attack. He couldn't defend himself. He was freezing in fear.

Then the body of his father brought his blade down low. He could feel his skin being ripped open. Death would have another victim, he realized all too late.

About this Book

This is the second version of the 'Abominations' manual for the GEM setting. Mostly, this manual is a retelling of the first. A few new spells and undead creatures have been added, but there hasn't been a lot of change overall.

The manual is mostly a tool for the Game Master, though some players may decide to role-play the part of an evil Necromancer. The

character may be slowly making his descent to the dark powers, or may instead be clawing out of the abyss and back into the light.

What's Within

The first chapter, *Campaigning Most Evil*, is geared for the Game Master. It has details on including Necromancy and undead in a campaign.

The second chapter, *Cults*, details the creation of evil organizations. This includes detailing the leaders, inner circles, and powers of the various followers.

Chapter three, *The Undead*, is a reference of the various undead creatures and constructs that can be found in a campaign. These range from simple skills to the powerful Lich and Necromantic Demon.

The final chapter, *Necromancy*, details the dark spells, the use of dark mana, and how a character can develop dark powers. Fortunately, it also discusses pulling someone back from the abyss.

The Game Engine Manual

This guide is not a stand-alone product, and is designed for the GEM rules system. The GEM system is a free role-playing system that can be found on the Internet.

This guide doesn't contain a great deal of setting information, and the rules within can be dropped in into any campaign that the Game Master feels appropriate.

Disclaimer

A good portion of the material in this book deals with a fictional interpretation of the Undead and the Occult. I in no way mean to present this as either factual information or as a means to support any religion.

In other words, the material in this book is strictly for the purpose of a role-playing environment, with much of the material

coming from whole cloth. It should not be looked upon as anything more or less.

Campaigning Most Evil

Abominations, Necromancy, and Undead are not subjects to be taken too easily or too lightly. Campaigns with these dark elements take on a dark and sinister tone.

Short of just using the undead as monster-fodder, the Game Master has to be very responsible in how she handles her campaign. Dark overtones take a great deal of effort to run well, without glamorizing the evil found within them.

The Basics

Necromancy, Undead, and other forms of Abomination warrant major changes to the usual campaign fare. As with any new and unique concept, however, the Game Master needs to be fairly well versed on the subject before she throws it at her players.

Undead in Different Genres

Wherever magic may exist, that dark magic of Necromancer may also be found. This means that Necromancy can worm its way into several different genres.

Stock Fantasy: Necromancers and undead often appear as monsters and enemies in stock fantasy campaigns. Of course, the amount of powerful magic often diminishes the nature of the Necromancer's power, relegating them to being merely just another set of enemies.

Example: A Lich has taken refuge in an abandoned castle, from where he uses his minions to pillage and terrorize the land. A bold party has been called upon to destroy those minions, and then the Lich himself.

Old Serials: Necromancy can be an excellent source for pulp villains and story lines. Intrepid heroes can search far off places and discover strange magic and hoards of the undead serving the whims of a power-mad would-be world dictator.

Example: While searching for lost treasure, our heroes have happened about an ancient and

powerful cult. Their leader also seeks the treasure, to use it in some arcane manner to supposedly make him immortal. Will they be able to overcome the dreaded magic of a Necromancer?

Contemporary Occult: There are cultists in modern times. While most of are a more passive nature, there are some that proclaim to worship the Great Evil and use his magic. Imagine, then, that they secretly had been given a small amount of Necromantic power to pursue their goals in today's society. Who would stop them?

Example: A night-side bar hides in the center of the city. There are two types of patrons within, those that seek the thrills of the nightlife, and those that feed.

Gothic Horror: Vampires and their minions are favorite forms of horror in a Gothic setting. The Vampire is often portrayed as an almost sympathetic, but definitely charismatic, villain. Instead of directly showing their power, they scheme and plot, attempting to corrupt those around him.

Example: In the early nineteenth century, a British lord journeys to Eastern Europe. There, while meeting with the various local lords and ladies, he is seduced by a wondrous gypsy woman. Entwined with her romance, he does not see that he's slipping into the work of darkness.

Establishing the Feel

Necromancy is a frightening and tragic thing. Those who succumb to it begin to lose more and more of their spirit as the dark magic works its madness. Everything Necromancy touches seems to decay.

When a campaign has Necromancy included, it suddenly gets more serious and grim. It may become more horrific, it may merely become more dangerous. Certainly, though, it is hard to laugh when facing the skeletal remains of a former friend in battle.

Horror: Bringing horror into the campaign can be difficult. The party must be under suspense, and eventually become paranoid at

every slightest whisper and creak. The Game Master's skill at description is very important. A good Game Master may have the party shaking before they even encounter their first Abomination.

Example: Your small group has entered into the abandoned castle. What first takes your notice is the rusted suits of armor guarding the door. As you pass them, you swear that you hear a creak coming from one of the suits. You look, and there is nothing.

Grim Enemies: For many campaigns, Necromancy should be daunting. The very would should fill the party with a sense of dread. The matter is serious, and there can be no room for mistakes. The Game Master needs to instill a sense of grim urgency into the campaign, making the party realize that what they are up against can be very powerful, and usually acts without remorse.

Example: The local lord has turned to Necromancy to help ensure his power. Now, those who normally oppose him have turned up dead, mysteriously. As the lord becomes more and more consumed, his liberties with the villages increase. Finally, a few of the young in one village rally together. As they ready to confront their new enemy, however, they are unprepared to fight his skeletons made from their families' remains.

Societal Attitudes

An important part of Necromantic campaigns is how those touched by Necromancy's influence view it. More so than nearly anything else, Necromancy is regarded as an evil corrupter. One that ultimately consumes its followers, and destroys those caught in its wake.

Common Perception: It's doubtful that the average layman in any society would simply just accept Necromancy into his world. Not only is it a powerful magic, but one with evil and sinister overtones.

Example: An animated skeleton is seen in a small village. Instantly, several men take up arms and storm the houses of the loners and 'strange' people

in town, murdering them all in a massive witch-hunt. The real Necromancer, however, is one of the men-at-arms, using the panic to rid the town of those who would oppose him.

Magic Users: Fantasy campaigns may take an interesting slant to Necromancy. Necromancy would still be considered evil, more than likely, but not as daunting or as formidable as it would be in other campaigns.

What this ends up meaning is that minor powered Necromancy magic may not even be illegal or heavily frowned upon. Other Magic users give attention to the truly dangerous forms of Necromancy, much farther along in the school.

Example: A few students at the local Mage College have begun minor studies into the school of Necromancy. The college teaches the basics openly, so that the true nature of the school is understood by all. Those stepping farther into the abyss, however, do so at their own risk.

Law: Many campaigns will have Necromancy as a forbidden art. Looking on it as either too evil or too dangerous to be used openly. The legal system of the campaign's setting will have certain crimes and punishments expressly devoted to punishing those who delve into the dark arts.

Example: In early American history, the use of Necromancy to make curses and consort with demons was actually placed onto the books. Anyone found guilty of sorcery or witchcraft was to be burnt at the stake.

Religion: Probably the greatest source of conflict and intrigue in dealing with Necromancy comes from religion. Most public religions will regard Necromancy as an abomination and an ultimate evil.

Most of these religions will have holy edicts to exorcise any Necromancer and kill him. Undead creations are often merely destroyed, usually considered beyond all hope.

Example: The nobles of Europe have been corrupted with the presence of Necromancers. The Pope

gathers several displaced knights, and gives them the power and right to exorcise those evil souls in power through the kingdoms.

The Story-line

Weaving a tale of the undead is not very different from any other tale. The Game Master, however, will likely want to be more keenly aware of the drama and tension in the campaign, and bring her campaign around accordingly.

The Premise: As she would with any other set of adventures, the first thing that a Game Master needs to do is decide on an overall premise for the campaign. What goals do the Necromancers involved have? How do those goals effect those around them? Why and how does the party need to stop them?

Starting the Story Line: Most Necromancers will not be very obvious in the machinations. The stories usually begin almost subtly. A few disappearances may have been noted. Dark-robed figures may be rumored to be in the bushes. Nothing overt has happened, until the story truly begins.

The Game Master needs to figure out just what draws the party into the Necromancer's web. Has the Necromancer made a careless mistake, revealing his nature? Did the Necromancer's plans affect the party somehow? Best yet, does the Necromancer want the party for himself for some arcane reason?

Going through the Plot: Necromancers seldom reveal their plots and true interests as they begin their tasks. The typical campaign should present a mystery to the party. It isn't enough to know who the Necromancers are, but they need to learn about their plans, and find some method of stopping them.

The Climax: Finally, the party should have enough to stop the Necromancers and their schemes. A fight may or may not ensue, but most Necromantic leaders would have to be destroyed as their plans unravel.

Wrapping it Up: One thing that is very disturbing about Abominations is that one can never be sure that they are defeated forever. Their plans often leave contingencies. And even if they are destroyed, it is possible that more wait in the dark winds.

Abominations as Characters

Normally, a Game Master would not have the players take the roles of the Necromancers. They are generally, after all, exceptionally evil, selfish, and cruel. The deeds that a Necromancer must commit to gain his power are atrocious, and every step of the Necromancer's path brings him closer to the oblivion of his soul.

This need not be always the case, however. A Necromancer character can be a source of high drama, depending on the nature of the campaign, and the skill that the player manipulates his character.

Establishing the Villain: Some campaigns may see the descent of one of the members in the party into something evil. The party member may begin with good intentions, but soon he'll begin the slip into Necromancy, using dark magic at first to 'help' his party, but then to help his own desire for power. As some point, he would become the true villain that his own party must confront.

Example: A fantasy party is in a quest to literally save the world from the hordes of rampaging dragons. One member, a dark mage, begins to learn Necromancy in an effort to boost the party's power. He begins to drift apart from the party, however, collecting his power and amassing his own evil horde. When he sees his former comrades again, they're forced to attempt to destroy him.

Breaking the Curse: The opposite approach is to have the Necromancer character actively be attempting to break his curse. This is a source for high drama. The character must resist the temptation to give into the dark powers that already have claimed him, as well as strive to be holier than those around him.

The Cults

A Necromancer seldom learns his trade in a vacuum. Often, several Necromancers will work together in a somewhat religious manner. These dark religions are called cults. If Necromancy is going to play a major part in a campaign, the Game Master needs to put some effort in detailing some of the history and power of the Necromancer's cult.

Origins

Cults have definite beginnings, though they may have been lost in time or through legend. A Game Master, when making a cult for his campaign, should decide how a cult was formed, briefly defining its origin.

Rebellion: The use of Necromancy is a direct rebellion from the established magic and religions of the realm. The original practitioners had become upset with the establishment, and decided to use the darkest magic in an attempt to usurp power.

Example: The high priest was not pleased with the circle. He felt that they had abused their power, and were dangerously overstepping their bounds. Finally, he had enough of them, and went to deliver punishment. Enraged, the circle split off, and dedicated themselves to the dark powers in an effort to overthrow the priest and his legacy.

Dark God Rising: Many pantheist religions will have a master of the underworld. There are Anubis, Hades, Hela, and others. Their followers, for any reason, would most certainly be Necromancers.

Example: Given the domain of the dead, Hades grants his followers the use of skeletons and zombies in order to help ensure death's proper place in life's circle. For every beginning, there must be an ending, and even the other gods must follow those laws.

The Craving of Power: Unfortunately there are those in the world that seeks any use of power for its own sake. They are the bullies, the hateful, the spiteful, and the insane. They care for their own power, and care nothing for

those they harm. Many times, those seeking power will flock to those with it, and a dark cult is born.

Example: In the southwest, a charismatic leader has amassed terrible power. As a lich, he commands a small group of lesser Abominations, each seeking to share in the lich's Necromantic ability. The flock of undead serves as his personal army, and bolsters his power.

Noble Intentions: Not all Cults begin with evil intentions. Some had laudable goals at the start. The temptation of a quick surge of power from Necromancy can bring in even noble and honorable men into the fold. The theory is simple, the ends supposedly justify the means. Inevitably, however, the cults lose track of their original goals.

Example: As a young man, the lord saw the oppression and decay of the dying empire around him. He knew that order was needed, and needed quickly. The dark secrets of the Necromancer seemed to be an easy solution.

History

Many Cults will have a strange, almost legendary history about them. The longer lived the cult, the more likely that a tapestry of strange and unusual events can be woven around it. The cult may have influenced the history of the entire realm it is within, or be so veiled in mystery that none may know its true path, not even the members.

Leadership: Remarkable and powerful leaders will add a great deal to any cult's history and mystique. Often, these leaders will be remembered with much more power and reverence than they truly deserved, but will have made a crucial role in securing the cult's place in history.

Example: During the first Dark Age, there was no order, only the chaos brought from shattered governments. One man brought an iron grove to the world, though, and used his legions of undead to bring about a new age of harsh order. His followers were well rewarded, serving as his governors in his newly conquered lands.

New Directions: Long histories see change. A cult with one purpose may find need to change its purpose at some point. Perhaps it accomplished its goal. Perhaps it suffered a devastating setback. The leaders of the cult, in any case, would need to find another direction to weave their spells.

Example: The knights have struck a tremendous blow. Skeletons were nothing to them, Zombies a mere inconvenience. What was worse, they had discovered how to destroy undead outright with their own magic. The cult, fearful for survival, turns underground, unable to withstand the holy order out in the open.

Powerful Allies: There are those that seek the darkness without wanting to plunge into it themselves. Often, this leads to unholy alliances between power-hungry forces. The cult may have had past dealings giving them powerful backers at needed times.

Example: The god of death found himself lacking. The gods of life and fertility had been filling the world, upsetting the balance. Something was needed. Death's followers consorted with the followers of War, and began an onslaught to fill the halls of the dead with new souls.

Enemies Made: Necromancers are known to gather enemies, deservedly so. Religious leaders often rally against them, seeing Necromancers as evil. Militias and knightly orders will form to curtail the Necromancer's indulgences. The more powerful the cult, the more numerous and more powerful the enemies it will attract.

Example: Sensing the growing power of Necromancy among the realm's noble classes, a group of peasant militia began staunch religious and warrior training. As generations passed, the militia became a true holy order, dedicated to ending the cult's influence through the nobility of the world.

Fall of Influence: Sometimes, a patsy or group will get wise to the cult's machinations, with disastrous results. Someone trusted as a mere pawn may prove himself as a fierce dragon,

exorcising the cult's coveted power with a grim determination.

Example: A group of advisers had manipulated A seemingly daft king for some time. Treaties were made and signed which seemed to benefit the kingdom, but in truth enabled the cult to spread its influence. A spy, however, discovered the truth, and the king was not pleased to hear of it. Few Necromancers survived the purge.

Change in Power: Cults will fluctuate in the amount of power that is at their disposal. Some period may have legends of invoking massive curses and bringing in legions of Zombie warriors. Other periods may not see so much as a minor curse spell.

Example: The cult had been dismissed and insulted. They believed, but no one else would. But one of their members had finally unlocked the secret to animating the dead. Soon, then, they would laugh no more.

Power

Necromancy is a fearsome subject. Even whispers of someone possessing the knowledge has historically sent entire villages into mad hunts. Almost universally, people fear its brand of power.

How much power Necromancers have is another question. Some settings may have only the faintest whispers of the dark magic. Others may be heavily oppressive, with the black tendrils weaving into every corner of society. The Game Master needs to choose just how powerful and oppressive Necromancy will be in his campaign.

Scarce and weak: Many settings will want to keep the influence of Necromancy to a minimum. It's a dark secret coveted by a few, so not a great deal of learning has been pushed. Only a few of the weakest spells may be encountered, but most tales of darkness and undead can easily be dismissed as rumor and legends. At this level of power, no Abomination spells, such as creating Skeletons, would be available.

Example: When at a carnival, a man insults the local fortune-teller with his comments and ridicule. The fortune-teller is, in reality, a dark-witch, and casts the minor spell of Curse upon him.

Underground Cults: In isolated areas of the campaign, followers of darkness have amassed enough power to touch the very basics of undead control. Mostly these cults revolve around a strong belief in superstition, and are often not truly aware of the evil that they risk unleashing.

Example: A small village in the southern jungles is very superstitious. They believe that the dead watch over them and protect them as a gift from God. In truth, however, the high priest's ability to create skeletons and zombies is inspired from more sinister powers.

Evil Cult: Sometimes, though rarely, a group of people will get together for the express purpose of raising their power. They research and endeavor to learn more of the dark magic as their soul slip away. They may claim to have good intentions, but they seek only power. These cults may get to mid range levels of Necromancy, and may have the lowest powers of abominations in their rank.

Example: In the land of Egypt, hidden in ancient temples beneath the sand, a group of fanatics gather to worship Set. There, they perform arcane rituals and seek to gain their personal power. They are a few in number, but they have studied. Their leader, the sole true vampire in their ranks, continues his minions' training.

Pulp Fantasy: In most pulp fantasy settings, magic is very common. Fantastic beasts litter the landscape. Necromancy and Abominations are just another part of the landscape, albeit a darker part. Here, Necromancy can be at nearly any level, but is often overshadowed by the magic of the rest of the world.

Example: A party of adventurers has come across a vampire and his minions. While the warriors dispatch the skeleton horde, the mage unleashes a powerful fireball. The vampire counter-spells with a curse.

The Oppressing Darkness: This setting is completely mastered by the evils of necromancy. It is not uncommon to have a lich or vampire in control of every town in the area. Necromancy at all levels is prevalent, and those who try and walk in the light have a daunting task before them.

Example: There is a realm detached from reality. The realm itself scans the possible time lines, and plucks out those souls not redeemable and places them within to rule, providing the realm with sustenance. It is an evil place, and woe is it for those who stumble there accidentally.

Influence

While a center of power for the Occult may be powerful in its magic, its influence may be either subtle, or non-existent. On the other hand, even a minor Necromancer, in the right setting, may be a daunting challenge and instill great fear in the locals.

Crackpots: Many settings will see the Necromancers, particularly the weak ones, as nothing more than cranks and insane fools. Even if they have power, they're misguided and either hunted-down or ignored.

Example: In our world, those who claim to possess supernatural powers are often ridiculed. Even if they could prove to possess such powers, they are considered warped and untrustworthy. At best, they would be placed within institutions.

Subtle Webs: Wise Necromancers know how to weave webs of intrigue. They plan, they scheme, and they manipulate. They have some influence in the world, but do so with planning and foresight. They are not influential enough to risk any obvious measures, so they remain in the shadows.

Example: The court vizier has been using both his magic and his natural charisma to manipulate some of the Sultan's decisions. He knows, however, that his cult is little in number, and he is ever discovered, a quick and brutal death is certain.

Political Power: In some settings, the power of Necromancy has forced itself into positions of serious political power. The cults are a recognized, if not liked, entity. Usually, they have to be appeased out of fear. They often make some key decisions and take a major and obvious role in local events, though the truth about who is or is not a Necromancer may remain hidden.

Example: In a large lakeside city, Necromancers have used their power and fortune to place themselves in key places in the city's political structure. They protect their own, and make themselves free to continue their dark rituals. Everyone in the city is aware of the Necromancer's influence, but no one is exactly sure who the Necromancers are.

Evil Empire: This is Necromancy at its highest influence. The leader of the realm may be a Necromancer, or perhaps several advisors are the key members of the local cult. In any case, there is no doubt as to whom calls the shots and flexes their dark power. Usually, empires of this nature force all other forms of religion out, at sword-point.

Members

Cults tend to have a very rigid structure, must like an organized religion. There is the head, a leader of some sort. Following him are the circle members, and then those who answer to the circle. Each tier has definite functions, and definite power.

Leader

The leader of the cult is both the most powerful and most revered member. It is his ultimate responsibility to ensure the cult's well being and reaches for power. He should be both charismatic and intelligent. Ultimately, however, he should be consumed. Though he may not be an Abomination, he is clearly given over to the darkness.

Statistics: As already stated, the leader of the cult needs to be both very intelligent and very charismatic. His physical statistics need not be high for him to be effective at his job.

Skills: In general, cult leaders will have the highest available levels of the School of Death. They will likely have skills in rituals, history, bureaucracy, public speaking, and various forms of lore. They will very seldom have combat skills, but their magical power will offset that limitation.

Number of Leaders: In general, cults will have only one true leader. Sometimes, though, large cults may divide the leadership duties through several heads, forming a core circle above the inner one. Each leader in this core will, more-or-less, control a separate and nearly independent cult, and be merely allied with the other factions.

Ascension to the Leadership: Cult leaders are generally in place for life. This means that the cult leader must first die off, or be destroyed, before a member of the Inner Circle can assume his place. This is often done through assassination or through intricate plans that lead to the leader's untimely demise.

When the old leader is no more, the Inner Circle then meets to decide which of them will take his place. Again, this could lead to assassinations or other dubious means. In general, though, the shrewdest among them takes the vacant post, for as long as he may hold onto it.

Inner Circle

The members of the inner circle generally act as advisors to the leader, and as go-betweens for the rest of the cult. They are the most powerful of the Necromancers that take an active role outside of the cult. They generally handle the grand schemes and subtle manipulations.

Statistics: Members of the inner circle are generally very intelligent. In addition, they can be expected to have a high mana total. They seldom engage in combat themselves, and won't likely need strong physical combat statistics.

Skills: The inner circle members will likely be of the same ilk as their leader. They'll possess most of the same skills, though at slightly lower levels. They may also have some modest combat-related skills, as they are more likely to be in the field than the leader.

Number in the circle: An inner circle consists generally of only a few people. Most cults will opt to use 'magical' numbers, such as five, seven, or thirteen members for the circle. Sometimes, the numbers will be needed for special rituals.

Ascension to the Inner Circle: Outer Circle members can be invited into the inner circle at any time. This is generally through appointment from either the leader himself, though this is rare, or through the existing members of the Inner Circle.

As can be imagined, both of the appointments are fairly rare. The leader does not usually deal with those outside of his inner circle. And the Inner Circle is going to be reluctant to share their power with other member. Still, if an Outer Circle member has become powerful and persuasive enough, it is possible for him to get the post.

Outer Circle

Members of the outer circle run the business aspect of the cult. They actively recruit new members, and put the machinations of those above them into motions. These are the highest-ranking members of the cult that most will ever see.

Statistics: Outer Circle members tend to be above average in intelligence, and somewhat charismatic. They will generally be physically average, but probably not imposing.

Skills: These members have modest levels in the Necromantic skills, and are beginning to dedicate their lives to their pursuits. They are versed in ritual and some lore. The outer circle members generally have combat skills and professional skills as well, usually in middle to upper class lifestyles.

Number in the circle: Outer Circle members are many times more numerous than Inner Circle members are. Each member of the Inner Circle will have his own Outer Circle, with himself as its lead. The number of members in each Outer Circle will generally be the same as the number in the Inner Circle, though not always.

Ascension to the Outer Circle: Outer Circle members are always at risk. Those who hunt the cult will target these members for their obvious position of rank. Ambitious underlings will want to remove them, as they are in their way of power. Worried members of the inner circle will remove them if they feel threatened. In other words, to turnaround time for Outer Circle is pretty good, and an intelligent acolyte has a fair shot of getting into that rank.

Different cults handle ascension to the circle in different ways. In general, it's either through direct appointment by the inner circle, or is voted upon by other members. It is once members reach the circle, however, that the first depths of duplicitous dealings begin.

Acolytes

The acolytes form the backbone of the cult. They are the labor-force of the movement. In general, their purposes are to carry out the edicts of the outer circle, to maintain the cult's power, for the glory of their leader. If they perform well, then they may even be accepted to the outer circle. Most cult-members, however, never advance beyond this stage.

Statistics: Acolytes can vary widely in their statistics, but generally tend to be slightly brighter and more willful than average.

Skills: Acolytes are very beginners in the cult. They would have only the lowest skill in Necromancy, if at all. They would, however, offset this liability with more pragmatic combat skills. More than likely, too, is that the Acolytes would have some professional skill, to help them blend in with greater society.

Number of Acolytes: Each cult could have hundreds of Acolytes. In general, an Outer Circle member won't want to be responsible for keeping more than twenty in line. Unlike the higher ranks, there isn't usually a set structure for the number of Acolyte members.

Acceptance: An initiate will need to prove himself to become a true member of the cult. Generally, this is done through some display of Necromancy. Either the initiate shows some skill in the dark arts, or he is willing to take part in a major ritual.

For a purely mechanical point of view, it's safe to say that, to become an Acolyte in a cult, the initiate must gain his first point of dark mana somehow. In settings where this is not possible, the initiate must be made to perform a clearly dark act, such as a ritual sacrifice.

Initiates

Freshly plucked from the streets, initiates are the newcomers to the cult. They are generally given speeches and are begin manipulated to formally join the cult.

Statistics: Initiates can range all over the map as far as statistics are concerned. Only the bright and willful among them, however, has what it takes to become an acolyte. What happens to the others isn't generally pleasant.

Skills: Initiates have few, if any, skills that directly relate to the cult and necromancy. An initiate is merely the man on the street, who has opened the door to something sinister.

Number of Initiates: Each Outer Circle member doing a recruitment drive won't want to spend more of himself than is necessary, and will seldom look for more than ten to twenty initiates at one time.

Recruiting: When the Outer Circle wishes to recruit, they send one of their number, along with a few Acolytes, to look for perspective initiates in the local area. They act with some subtlety, usually with some pretense. Many will claim to be members of some innocent-sounding guild, or some harmless club. They

will hold a few meetings, and then carefully choose from those who attend. Each prospect is then invited for a more in-depth session. The others are simply not invited back.

The first few sessions remain harmless, but the more intelligent, but less willful members are brought into the fold, usually with some minor ritual. At this point, they are informal members of the cult, and are sworn to secrecy. In general too, this is the last time they will be free in the world outside the cult.

Typical Members

A Game Master doesn't need to make every member of the Cult a feature character. Here are a few shortcuts that she can use to help fill out the ranks.

Major Members: The Cult leader and the members of the Inner Circle should be completely generated. They are major non-player characters, and shouldn't be rushed along. The Game Master should make them as powerful as needed based on his campaign.

Outer Circle Members: These members could be major players, depending on the Game Master's campaign. Otherwise, they could be thought of as 'minor bosses', put into place as heavy fodder against the characters.

Strength	5	Intelligence	7
Dexterity	6	Perception	5
Endurance	5	Willpower	6
Comeliness	4	Charisma	6
Health	16	Mana	18

For bit-players, only assign the combat-skills needed. Circle Members will rely much more on their wit and Necromantic abilities than their weapons, but will be capable of using either if the need arises.

Acolytes and Initiates: For the most part, both of these ranks will be bit-players, mere fodder for characters to go through, unless the Game Master devotes time to some individual members in her story-line.

Strength	5	Intelligence	6
Dexterity	6	Perception	5

Endurance	5	Willpower	4
Comeliness	5	Charisma	4
Health	16	Mana	15

Since neither Acolytes nor Initiates will have much in the way of Necromantic ability, the Game Master should place a few levels into combat skills. He should remember though, that even Acolytes are fairly weak opponents, and an experience party of characters shouldn't be too threatened even with equal numbers.

Priests of Anubis

This is an example of a cult of death, based on the 'pulp fiction' sort of cults found in bad movies and lesser horror films. It's here to provide a Game Master with idea of how to design a cult.

Origins: Thousands of years ago, the Ancient Egyptian people worshipped the God Anubis as the caretaker of the dead. He was responsibly for the safety and well being of the souls that passed on to the nether-realm.

History: When outsiders began to find their way into Egypt, many priests were fearful that their religion would be usurped. The more fanatical followers of Anubis rallied together and went underground, seeking new ways to add to their master's power.

Being so secret and insular, however, the religion fell into cult status. Only those invited would be allowed to even know of the cult's true existence. Members would meet in secret, expanding their knowledge of the arcane.

Sadly, during this time, the messages and true purpose of Anubis became lost. Followers began to use necromancy to solidify their power, instead of seeing to the needs of the dead. Priests became less involved with the needs of the living, and more involved with the darker powers of the nether-realm.

The cult is now much as it had been since its decline. They are few in number and limited in the power that they can influence. Many people have heard of such a cult, but few take

it seriously. Perhaps, though, that gives the Priests of Anubis some advantage.

Power: The cult is very old, and has dabbled in the dark arts for many centuries. Even with this experience, however, they are quite limited in what dark magic they can rely upon. Most people outside of the inner circle would not have any Necromantic spell power at all.

The inner circle, however, could be considered adept at the arts. After all, it is about all that they do. Any cultist reaching the inner circle status can have access to Necromantic magic up to level four. The cult's leader can have access up to level six.

Influence: Unsurprisingly, the cult doesn't carry a great deal of political power. There are only a few hundred members worldwide, and most of them dedicate their lives to maintain the cult's tenuous existence.

The cult does, however, seek the corruptible in high places, and has a few politicians and wealthy men that look to protect the cult's interest. The cult isn't in a position to be pulling too many strings, however.

Leadership: The high priest of the cult must be male, and born of the original priest's bloodline. Of course, whether the current cult leader can honestly make that question is open to debate.

What is known is that the current cult leader is isolated from everyone but his inner circle. He is their teacher, and is the most powerful Necromancer in the cult. He is also quite mad and obsessed with his art. Many suspect that he's already crossed over, and may actually be a Wight or a Vampire.

Members: The rest of the cult members have a distinct pecking order. The best of the 'students' get their teachings directly from their high priest. This inner circle then gives orders and teachings to the lesser members.

Most members are wholly devoted to their cult, and can be considered dangerous to society. Not only do they worship death, but are not hesitant to deal in it if they believe that their Necromantic powers can grow as a result.

The Undead

The realms of the Abominations are those filled with the undead. Skeletons serve as line troops, ghost and ghouls feed on the living, with the Dark Ones lording above them all.

Provided here are the details about the majority of the undead. Given are their abilities and powers. Those who would hunt them would do best to learn about them, and be ready for the horrors that they will face.

Constructs

Constructs are those abominations created by Necromancers from the carcasses of the dead. These include things from the weak skeletons to the powerful golem. No construct can be said to have a will of its own, and are usually considered the lowest ranks of undead.

Creation of Constructs: A set of spells within Necromancy details the creation of constructs. Each spell generally involves the use of a dead body, and some dark magic involved in the new animation of the tissue.

Each construct will require a certain amount of 'raw material'. That is, a construct is made from dead bodies. In order to create a construct, the Necromancer must gather and prepare the bodies for his purposes.

Use of Constructs: In general, constructs serve as soldiers and fodder for their masters. They are not usually given any complex tasks or commands, since most of them wouldn't be capable of understanding them.

Limitations of Constructs: No construct can heal, that is, they do not recover health normally. There are a few Necromantic spells that can repair damage to them, but they can, in no way, repair themselves.

Also, Constructs are generally not known for being bright. They will obey orders but won't be able to figure things out for themselves.

Lastly, a construct is totally dependent on the Necromancer that commands him. If the

construct is out of the Necromancer's influence, it will literally begin to fall apart. Constructs are never far from their masters.

Golem

Golems are among the most powerful of constructs, made from the dead carcasses of several bodies into a monstrosity strong, and nearly mindless, abomination.

Abilities: All Golems emit a powerful aura of fear around them out to ten meters. Anyone caught within the aura and fails a difficult Willpower feat, must attempt to escape the aura as their next few actions. The effect of the aura wears off four rounds after the victim has escaped.

Combat Notes: Golems are not bright. They generally will obey attack orders and use their own strength to pummel their opponents into submission. They're incapable of any tactics of their own, and will usually keep fighting until they have somehow been destroyed.

All Golems will be destroyed when their health reaches zero. When they are destroyed, they fall apart to their component pieces. The pieces can be rejoined and reanimated, however, with some effort.

Bone Golem: A terrifying tower of bone, the bone golem is one of the most menacing of constructs to view. The golem is a walking stack of mismatched bones with formidable strength and the ability to soak a great deal of damage before being destroyed.

Strength	15	Intelligence	2
Dexterity	5	Perception	3
Endurance	14	Willpower	2
Comeliness	2	Charisma	1
Health	34	Mana	7

Special Notes: Being made of skeletal material, a Bone Golem can reduce the incoming damage against him from piercing or edged attacks by three points.

Flesh Golem: The flesh golem is cobbled together from several dead bodies. The result

is a stitched-together giant with massive strength and a terrible odor of death around the misshapen form.

Strength	16	Intelligence	3
Dexterity	4	Perception	2
Endurance	16	Willpower	2
Comeliness	2	Charisma	1
Health	36	Mana	7

Special Notes: The flesh golem has a stench around it that causes anyone within ten meters around it to wretch. Those who fail an average endurance feat lose a round of action as they wretch from the powerful smell.

Mummy

The mummy is a carefully preserved corpse, given great strength and animation by the foul magic that created it. Other than the odor of preservatives, and the lifeless eyes, a mummy can be difficult to discern from a living person.

Strength	12	Intelligence	3
Dexterity	3	Perception	4
Endurance	10	Willpower	4
Comeliness	2	Charisma	3
Health	25	Mana	11

Abilities: A mummy can emit a powerful aura of fear out to ten meters. Anyone caught within the aura and fails a difficult Willpower feat, must attempt to escape the aura as the next few actions. The effect of the aura wears off four rounds after the victim has escaped.

A successful strike against a victim will also curse the victim. The person affected by this curse finds all his actions are one-die more difficult than normal. The effect lasts for four combat rounds, and is not cumulative.

Combat Notes: Mummies are slow, and only get one attack per round. Each attack, however, that causes damage also infects the victim with Worm Rot, as per the spell description.

Mummies may carry weapons, usually swords of some type, and have one weapon skill at rank six. A Mummy will attack the

most dangerous immediate threat, but will retreat when the need arises. Mummies move at twenty meters per round.

As with most undead, the Mummy will be destroyed when its health reaches zero. With its health gone, the magic forming it dissipates. At this point, the body is no longer usable to create another mummy, but can be used to make lesser undead.

Bestial Mummy: Some cultures mummified large-game animals to act as guardians over tombs. These mummies are one level harder to construct than normal ones, but are often slightly more powerful.

Strength	14	Intelligence	2
Dexterity	4	Perception	4
Endurance	8	Willpower	4
Comeliness	2	Charisma	3
Health	26	Mana	10

Abilities: Bestial mummies have all the abilities of a regular mummy. They obviously do not carry weapons, however, but may use their claws and teeth just as an animal would. Typically, claws or teeth do 1d6 edged damage, though this can vary depending on the animal used.

Feline Mummy: These mummies are made from the domesticated cats owned by the Necromancer. They are one die easier to make than normal mummies, but lack a lot of the raw strength of the greater constructs.

Strength	4	Intelligence	4
Dexterity	6	Perception	5
Endurance	8	Willpower	4
Comeliness	3	Charisma	3
Health	18	Mana	13

Abilities: Feline mummies aren't terribly strong, but they retain the innate abilities of their larger brethren. They do not carry weapons, but can bit and scratch for one point of edged or piecing damage.

Skeletons

A skeleton, as a creature, consists of the final remains of someone, magically animated to

become a simple-minded undead warrior. The Archetype Skeleton is roughly two meters tall, comprised solely of bone. There is no tissue, no ligaments, nor other signs of muscle. They are animated through the dark magic alone.

Combat Notes: Skeletons may carry weapons, generally broken swords, spears, or whatever's convenient, but few Necromancers would spend money or effort equipping one. A skeleton will attack the nearest threat, and stay there until the threat is removed, or until beaten. Skeletons have no combat skills, move at only 10 meters per round, and only have one attack per combat round.

Skeletons naturally can reduce three points of damage from piercing or edged attacks. They take full damage from blunt and energy-based attacks, however. It is beaten when its health reaches zero. It isn't necessary to destroy its Endurance as well. With its health gone, the magic forming it dissipates, though the bones can be then be assembled and made into yet another skeleton.

Archetype: Archetype skeletons comprise the bulk of the legions of undead. They are relatively simple to create, and powerful Necromancers can animate hordes of them. While being the weakest of undead, they have come to symbolize Necromancy itself.

Strength	6	Intelligence	1
Dexterity	2	Perception	3
Endurance	2	Willpower	1
Comeliness	2	Charisma	1
Health	10	Mana	5

Giant Skeleton: Giant skeletons are made from the bones of either giant humanoids, or large creatures such as horses. These creatures are stronger and more resilient than their smaller ilk, but retain the slow speed and sheer lack of intelligence that limits a regular skeleton's effectiveness.

Strength	9	Intelligence	1
Dexterity	2	Perception	3
Endurance	6	Willpower	1
Comeliness	2	Charisma	1
Health	17	Mana	5

Special Notes: Giant skeletons don't act terribly different from regular skeletons. They are, however, one dice easier to hit, since they are large targets. In addition, their large size means that they suffer a one-die penalty against regular-sized targets.

Small Skeleton: This type of skeleton is functionally the same as most others, though the bones of a small animal, such as a dog or cat, were used to create it. As such, it takes less effort to dispatch.

Strength	3	Intelligence	1
Dexterity	3	Perception	3
Endurance	2	Willpower	1
Comeliness	2	Charisma	1
Health	8	Mana	5

Combat Notes: A small skeleton gains the bonus of being a small target. This means it has a one-die easier time hitting normal-size targets, and has a one-die harder time getting hit by them. Of course, if it does get hit, small skeletons are generally taken out of a fight very early.

Skulls

Necromantic Skulls are animated skulls given some minor abilities and duties. Each consists of a single human skull that levitates a few meters from the ground. The eyes are replaced with two strange glowing orbs, and the each move with a moaning whisper. They appear much more fearsome than they truly are.

Strength	1	Intelligence	3
Dexterity	8	Perception	10
Endurance	1	Willpower	2
Comeliness	2	Charisma	1
Health	10	Mana	15

Abilities: All Skulls have the power of levitation, and can hover a few meters in the air. They can move in this way up to twenty meters per round. A skull must levitate to maneuver.

All skulls may bite their opponents for d6 edged damage if the need arises. Usually, though, a skull will use its special abilities and keep from engaging in combat directly.

Lastly, since skulls are made of skeletal materials, they reduce any incoming piercing or edged attack by three points.

Combat Notes: Few Skulls will stick around and engage in combat. While they have their bite attack, they'll like run if threatened.

Like most undead, the skull only needs its health destroyed before the magic controlling it dissipates. A beaten skull can be reanimated with the use of another spell.

Dark-Bringer Skull: Where they are found, Dark-Bringer Skulls serve to disorient enemies while the real undead threats arrive. While not truly powerful, their appearance and unique ability make them extremely frightening.

Special Abilities: A Dark-Bringer can cast a darkness spell over the area around it, snuffing out all sources of light for twenty-meters around. The effect lasts for eight rounds, and makes all visual perception checks three dice harder than normal.

Observer Skull: This skulls is the most physically harmless of the lot, but is often the most useful. It is generally encountered alone, and will often remain content to merely hover nearby and watch possible enemies.

Special Abilities: If it desires, the Observer can send an image of what it sees to another entity within fifty meters. The image can remain as long as the Observer desires, or is ordered to terminate it. As such, the presence of an Observer is best used to tip off a Necromancer just before he's about to be attacked.

Stunner Skull: The stunner skull usually patrols the halls of its commander's lair, looking for prying victims. It is not overly aggressive, and generally is placed with a team of full skeletons.

Special Abilities: Stunner Skulls can also, once per round, emit a gas in a wide cone out to twenty meters that causes those within to fall

into a paralysis for four rounds. This can be avoided with a two dice Endurance feat. The paralysis is lifted is the victim is attached or physically bothered.

Siren Skull: A shrieking noisemaker, the siren skull patrols the halls of a Necromancer's home, looking for intruders. When it finds one it emits a loud, high-pitched noise designed to attract the attention of more capable fighters. Siren skulls are quite weak, though, serving more as an undead alarm system and not as warriors in an undead army.

Special Abilities: The Siren Skull is loud. It's scream causes 1d6 damage to everything within ten meters. This is the limit of the siren skull's offensive capabilities, however. Otherwise, it's harmless.

Zombie

A frightening sight, the Zombie is a construct made from a recent corpse. The Zombie carries the stench of death and decay, with parts of flesh dripping from its worm-eaten carcass. The Zombie will still, sadly, look like the person it was once, complete with the outfit that he or she was buried in.

Strength	9	Intelligence	2
Dexterity	3	Perception	5
Endurance	10	Willpower	2
Comeliness	1	Charisma	1
Health	22	Mana	9

Combat Habits: Zombies are fairly capable in combat, though slow. They only receive one attack per round, and move at 15 meters per round.

Zombies are innately immune to any mind-altering effects. They don't have a sophisticated enough intelligence to be altered. Their limited mindset is such that they will generally stay in battles until beaten or called away by their master.

When instructed to attack, they'll move in a straight line until in melee range, then attack with whatever weapon is available, or with

their bare hands. Zombies are considered to have a Combat: Bare Hands skill of level two.

A Zombie, like most undead, is beaten when its health reaches zero. With its health gone, the magic forming it dissipates, and the Zombie is destroyed. Though a defeated Zombie cannot be made again into a Zombie, the remaining bones can be used to create a Skeleton.

Zombie, Greater: The Greater Zombie is functionally identical to the regular zombie, though made from larger creatures. As such, it is slightly stronger and more enduring than the regular Zombie.

Strength	9	Intelligence	2
Dexterity	3	Perception	5
Endurance	10	Willpower	2
Comeliness	1	Charisma	1
Health	22	Mana	9

The Accursed Ones

The Accursed Ones are those Necromancers who were consumed in the early parts of their dark walk. These creatures are minor undead, and generally exist literally feeding of the lives of others. Whatever they once were has been destroyed, given over to the need to feed. They are the common fate of many Necromancers who push for too much power far too early.

Abilities: Each Accursed One can regenerate health by feeding on living or dead corpses. Each body consumed regains one dice of damaged health. Accursed Ones cannot heal on their own.

Accursed Ones have razor-sharp talons for fingers, which cause 1d6 piercing damage. When they cause damage, the victim must make an average Endurance feat or suffer another 1d6 damage from poison.

Combat Notes: Most of the accursed ones will engage in combat out of a desire to feed. They're not terribly intelligent, but would use weapons or whatever means they have at their disposal to defeat their foes.

Any Accursed Ones can be beaten into oblivion as soon as their health reaches zero. At that point, the Accursed One is irrevocably destroyed.

Ghoul: The ghoul does not look terribly different for a regular human, with the telling exception of the yellowed skin and bright yellow or red eyes. While being the lowest in power of the Accursed Ones, they often remain deadly.

Strength	6	Intelligence	4
Dexterity	4	Perception	5
Endurance	6	Willpower	3
Comeliness	3	Charisma	2
Health	16	Mana	12

Special Notes: Ghouls have the basic abilities of all Accursed Ones. Of all of them, Ghouls are the most insane, and do not often think before committing to any action. In the presence of the living, they will rush to the attack, without thinking, until they can feed upon them.

Ghast: More cunning and powerful than the Ghoul, the Ghast stands taller and broader. The skin has turned to a more yellowish-green pallor, and the smell of death surrounds him.

Strength	7	Intelligence	5
Dexterity	4	Perception	5
Endurance	7	Willpower	4
Comeliness	3	Charisma	2
Health	18	Mana	14

Special Notes: Ghasts have average intelligence, but suffers from a feeding madness that is very difficult to resist. In the presence of the living, they must succeed a difficult willpower feat, or give in to the feeding madness.

A Ghast always emits a powerful order about him. This stench fans out to ten meters. Those caught within the gas must succeed an average Endurance feat or lose their actions during the next round as they suffer from vomiting.

Wight: The most powerful of the accursed ones, the white is nearly green in pallor, and is physically the equal of the Ghast. The Wight,

however, has managed to retain some of his Necromantic power, and his mindset, making him the most powerful of the Accursed ones.

Strength	7	Intelligence	6
Dexterity	4	Perception	5
Endurance	7	Willpower	5
Comeliness	3	Charisma	2
Health	18	Mana	16

Special Notes: The Wight is the most dangerous of the Accursed Ones, but he too must resist the madness that plagues the lesser of his kind. In the presence of the living he must succeed a difficult willpower feat or give into the feeding madness.

Wights may cast spells of the Necromancy school. They are not, however, likely to be nearly as powerful as they were in life, and can only cast spells up to second level.

A Wight always emits a powerful order about him, which fans out to ten meters. Those caught within the gas must succeed an average Endurance feat or lose their next round as they suffer from vomiting.

In addition to the poisonous aspect of his talons, the Wight can also use them to paralyze his victims for a short time. Those who succumb to the damaging aspect of the poison must roll that damage in dice under their endurance, or be paralyzed for the next four rounds. The paralysis drops as soon as the victim is somehow disturbed.

Spirits

Spirits are those souls either taken from the Netherworld, or unwilling to go there after their own deaths. Only those with Dark Mana or a deeply rooted insanity stay behind. Their own will is given to keeping their form in place, as they remain too long among the living.

Abilities: All spirits are mostly non-corporeal. This means that they cannot be easily physically touched. So, while non-corporeal, the Spirit can take no damage from physically based attacks, it is also extremely difficult to

spot since it is mostly invisible. Perception feats to see a spirit in this state are at least difficult.

While the ability to remain non-corporeal the may seem a powerful ability at first, it is also a limitation. The spirit can't touch anything either, unless it expends one action to manifest into a more solid form.

When a spirit manifests itself, it becomes a translucent and almost silky image. In this form, the spirit can interact with things around it, using touch. It can also be harmed, however, though it still reduces three points from any physical based attack. A spirit can remain in this form for a number of rounds equal to its willpower, at which time it expends one action to go back to being non-corporeal.

Combat Notes: Most spirits are capable of some thought, and will engage in battle fully aware of its abilities. Unlike other forms of undead, no insanity plagues them. They often times have their own agendas, which may or may not include the Necromancer that summoned them.

The touch, or basic attack, of any spirit is a style of drain. Each touch causes one dice of damage to both Health and Mana. The spirit can use drained mana to recover any damaged health.

A spirit may levitate for movement up to twenty-meters per round. When they are not solid, they may move at twice that rate, even through solid objects.

When a spirit's health reaches zero, the magic holding to this plane of reality dissipates, and the spirit returns to the netherworld. If its mana reaches zero, it is utterly destroyed and consigned into oblivion.

Poltergeist: This is the most minor form of summoned spirit. It is neither too intelligent nor forceful. To those unprepared, however, it will remain a fearsome and daunting foe.

Strength	3	Intelligence	4
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Dexterity	6	Perception	4
Endurance	3	Willpower	3
Comeliness	6	Charisma	5
Health	12	Mana	11

Special Notes: Poltergeists are more 'stuck' spirits. They're not particularly vengeful on the living, and will often ignore them as they cling to the real world. A Necromancer isn't likely to summon a Poltergeist up for any useful purpose.

Ghost: The most common of spirits, the Ghost can instill a strong fear into those that encounter it. They retain many of the memories and knowledge of their former life, and can be exceptionally dangerous even to the Necromancers that summoned them.

Strength	4	Intelligence	5
Dexterity	7	Perception	5
Endurance	4	Willpower	4
Comeliness	6	Charisma	5
Health	15	Mana	14

Special Notes: All spirits may 'moan' as an action. The moan emits a powerful aura of fear, which forces all within a twenty-meter area of effect to either resist an average Willpower feat, or run out of the aura at full speed.

Wraith: Where the wraith travels, dried husks of the living follow. The wraith is a frighteningly powerful undead, intelligent, cunning, and lethal. They retain their memories of their lives, but their views are twisted and evil.

Strength	5	Intelligence	6
Dexterity	8	Perception	5
Endurance	4	Willpower	5
Comeliness	6	Charisma	5
Health	17	Mana	16

Special Notes: Wraiths gain the 'haunting moan' of the Ghost, and can also drain the very Endurance from those victims it strikes. Any living person who takes damage from a wraith must resist a difficult endurance feat, or lose one point of Endurance. The point recovers normally.

Specter: The most powerful and most threatening of the Undead, the specter is both a spirit and a Necromancer. He is cunning and dangerous, and can employ a number of tactics to make even approaching him difficult. Specters have their own agendas, and will often outright ignore the Necromancers that summoned them unless they have a common purpose.

Strength	5	Intelligence	7
Dexterity	8	Perception	6
Endurance	4	Willpower	6
Comeliness	6	Charisma	5
Health	17	Mana	19

Special Notes: Specters gain all the abilities of the Wraith, and can also use Necromantic spells of their own, up to level three. Few things are as daunting as a Specter raising his own skeletons for troops. A specter can use his spells even when non-corporeal.

Dark Ones

The ranks of the vampire and lich comprise the Dark Ones. These are very powerful Necromancers, who, after dying, had tasted enough Dark Mana to return in a fearsome form of undead. These are among the most evil and deadly creatures known to the magic of death.

Abilities: The most frightening ability on any Dark One is that they can pass for normal humans more often than not. They generally look slightly more angular and feral, but can move unnoticed by all but the most careful of observers.

All Dark Ones feed in the same manner, through their bite. The bite will damage one dice of the victim's health, and regenerate one point of both health and mana on the Dark One. Dark Ones generally do not attempt to leave dry husks of victims behind, preferring to weaken them to feed, and allowing the victim to recover for another time.

Dark Ones may also regain their Dark Mana through entering a deep meditative state.

They are helpless at this time, and may be easily destroyed.

All Dark Ones avoid sunlight, suffering an aversion to it. The severity of the aversion varies from campaign to campaign. They are also deathly afraid of religion and religious items.

Dark Ones must have their Endurance reduced to zero to be slain. Destroying their mana or willpower merely will force them into their hibernating state. When their endurance is gone, the body of the Dark One crumbles to dust, and the spirit is consigned to oblivion.

Succubus (Heccubus)

Even the lowest-powered of the Dark Ones remain monstrosly powerful. The Succubus, or Heccubus for the male, is often exceptionally beautiful and seductive. It is this way that she lures in her victims.

Strength	8	Intelligence	7
Dexterity	6	Perception	6
Endurance	6	Willpower	7
Comeliness	9	Charisma	7
Health	20	Mana	20

Abilities: A succubus may summon talons that cause one dice of piercing damage. The succubus may also, at her will, summon a pair of huge bat-like wings. The wings give her limited flight, up to ten meters per round.

The Succubus is also a formidable Necromancer. She may cast spells up to level five from that school. In settings with other types of magic, she would very like have some ability in other types as well.

Combat Habits: Of all the Abominations, the Succubus seems to miss and enjoy the pleasures of the flesh the most. She takes pleasure in seeking out handsome and charismatic men, and then seducing them. Often, she doesn't bother to feed off of them.

When engaged in combat, however, she will give herself fully to the passion of battle, using

whatever means are at her disposal to win. This can include weapons, magic, hostages, or whatever is handle. The succubus will generally have one melee weapon skill and bate-handed combat at level six.

Vampire

Few things inspire a haunting terror more than the Vampire. These are extremely powerful Dark Ones. They are both powerful Necromancers and monstrous abominations.

Strength	10	Intelligence	8
Dexterity	7	Perception	7
Endurance	10	Willpower	8
Comeliness	8	Charisma	9
Health	27	Mana	23

Abilities: Vampires can assume a non-corporeal, or gaseous, form that enables them to travel up to forty meters per round. In this state, the Vampire cannot be physically harmed, but he cannot cause damage physically, or touch anything, either. Transforming between one form and the other another takes one full turn.

Vampires have the dreaded ability to mesmerize with their stare. Those who lock gazes with the vampire must pass an average Willpower feat or obey his commands as if they were placed under a 'Suggestion' spell.

Vampires can emit a powerful fear aura that causes all within twenty meters to run in panic if they do not succeed an average Willpower feat. The effect lasts for four rounds.

A vampire can automatically make any willing person a succubus or heccubus under his thrall. To do this, he needs to feed on them at least three times, and then drain them completely of their Mana.

Lastly, a Vampire is a true necromancer, and can cast any spell from that school of up to level seven. If other forms of magic are common, it's likely that a Vampire would be formidable in them as well.

Combat Habits: A Vampire tends to be charismatic and friendly in nature, though this is often a guise for his true intentions. He will usually resort to guile and trickery to overcome his foes, so long as he can. He will often not opt to enter open combat, unless he is threatened directly.

At that point, most Vampires are dark and ruthless killers. They have a wealth of power at their disposal, and they will not hesitate to overpower and destroy anything that would dare to rise against them.

A Vampire may be versed in several weapons skills, but would not likely need to use any of them. His innate abilities alone makes him a more than formidable opponent.

Lich

The worst form of an abomination that most mortals could somehow attain, the Lich is malevolent, and totally consumed with Darkness. All traces of humanity are absent, replaced with his own hatred of life. Even the more-powerful demons often regard the lich as more powerful than they.

Strength	12	Intelligence	9
Dexterity	8	Perception	7
Endurance	12	Willpower	9
Comeliness	6	Charisma	5
Health	32	Mana	25

Abilities: The Lich has all the innate abilities of the Wraith and Vampire, making him a veritable monster of Necromantic power.

A Lich is also a master of Necromancy, and can cast any level of Necromantic spells. Even if the Lich has access to other forms of magic, he will generally not opt for them.

Combat Habits: A Lich is loath to spend time in combat, and will opt for the most powerful abilities he can to rid himself of the living around him. They are exceedingly dangerous, and have few weaknesses to prey upon.

Necromantic Demon

While there are a number of demons known to exist, the Necromantic demon is the one that frequently answers the Necromancer's call for assistance. Of course, few demons of any sort take kindly to being plucked from their home planes to serve the needs of a lowly mortal spell-caster.

Strength	20	Intelligence	10
Dexterity	10	Perception	10
Endurance	20	Willpower	20
Comeliness	8	Charisma	8
Health	50	Mana	40

Appearance: The Necromantic demon appears as a giant skeleton with bat-like wings. It stands nearly three meters tall, and the skull is alight with two bright violet orbs where the eyes should be. The generally appear armed with a serrated long-sword and wearing the plate-mail armor of a knight.

Abilities: A Necromantic Demon can use its wings to fly at twenty meters per round. It also has total mastery of the Necromancy school, and makes casting rolls for that school as if he had a level of twenty.

Demons can automatically reduce six points of any incoming physical attack. The are immune to any attacks which cause damage to mana, unless they come from a Holy or white magic school.

Every combat round, a demon can regenerate one dice of damage health Demons do not lose consciousness when out of health, and merely de-summon when their endurance reaches zero. The only way to slay a Demon is to use white magic or Holy magic.

A Demon uses mana to cast spells but can regenerate one point of mana every four rounds. In addition, Necromantic demons may feed in the same manner as Vampires.

Combat Notes: There is a saying about demons and how they fight. This is very true. Necromantic demons will often engage in hand to hand combat against mortals, even though they have a terribly powerful ability in

their form of magic. They use magic primarily when threatened.

Necromancers have one weapon of choice, and a ten in skill with it. They will also have a ten in bare-hands combat and dodging. Apparently they engage in combat to prove their superiority to mortals.

Summoning Notes: Demons will almost never lose a contest of wills between himself and the Necromancer that summons him. Still, the Demon may be amused to let the Necromancer think he's won for the moment.

Few Necromancers will impress a demon enough to create anything more than a fear/hate relationship. Nearly all Necromancers who summon a demon are totally incapable of handling what they've unleashed, and die shortly thereafter.

Necromancy

Necromancy is the magic of death and the undead. For most of human history, it has been feared and hated. Even in modern times stories of vampires and zombies haunt children. A man with the ability to create undead and taint souls is a daunting and frightening challenge.

What, however, is the cost to the Necromancer? There are tales of those poor souls who stepped too far into the abyss, becoming consumed by the foul magics that they dared to tamper with. Here, the path, that downward spiral into the abyss, is clearly laid out.

Dark Mana

When someone begins their travels into the work of the undead, a part of their soul gets left behind. The longer and farther the Necromancer travels, the more he loses, until he too, becomes an abomination.

To mark this dangerous progress, each Necromancer possesses what is called 'Dark Mana'. Dark Mana can be best thought of as a 'corrupted spirit', a fouling of the Necromancer's inner energies.

Example: Drear has eighteen points of Mana. Ten of these points are considered 'Dark Mana', and cannot be used for anything other than Necromantic spells. His remaining eight still work normally.

Gaining Dark Mana.

For a Necromancer, Dark Mana is disturbingly easy to gain. As a Necromancer grows in his power, his soul becomes more and more corrupted. As shown below, a Necromancer can find it easy to lose his Mana to the Darkness.

School of Death. Each increase of level within the school of Death, Necromancy, permanently increases the Dark Mana of the caster. This is cumulative to anything else that causes the caster to start 'crossing over'. This

crossover applies even if the caster never casts a spell of the level he learns.

Example: A scholar who has delved into Death magic is learning the forth circle of spells. While he has never actually used the spells, he'll be losing his forth point of Mana over to the Dark Mana pool.

Abomination Spells. A certain number of spells in Necromancy are so replete with the dark magic that merely casting them will increase the Necromancer's Dark Mana. These spells are noted in their spell-descriptions.

Example: Drear is casting the first-circle spell 'Skeleton' for the first time. This spell shifts one of his regular points of Mana to Dark Mana. The next time the spell is cast, however, Drear need not shift any more Dark Mana, since he has already been suitably corrupted

Acts of Greater Evil. A Game Master can also 'punish' any Necromancer who performs particularly evil or abusive acts. Such acts can include murder, rape, devil worship, or other forms of powerful debasement. The Game Master should only shift one point of Mana at a time.

Example: Drear, to appease his religious leaders, has raped a young girl and intends to sacrifice her. Drear is stepping well into Dark Mana here, and the Game Master applies one point of Dark Mana for the rape, and another for the sacrifice.

Using Dark Mana

Dark Mana automatically begins to limit those who start becoming consumed by it. No Dark Mana may ever be used by anything except Necromancy spells. It may not even protect the Necromancer against incoming magical effects. As such, the temptation, or the need, to use more Necromancy increases, trapping the Necromancer in a downward spiral.

Example: Drear's ten points of Dark Mana is only usable for Necromancy. He has eight points of regular mana, which may still be used for other purposes.

An attack comes, however, targeting his mana. The mana blast causes twelve points of damage. The eight points of regular mana are exhausted, but the remaining four do not effect the dark mana, they affect the willpower directly.

If, for some reason, the Necromancer takes willpower loss due to incoming mana damage, but still has Dark Mana remaining, he must do a 'crossover' check based on his damaged willpower. He remains awake and aware, however, during the process, but is very near becoming an abomination.

Example: From our previous example, Drear's willpower is dropped four points from eight to four. He remains conscious, since he has Dark Mana remaining, but he is in dire danger of crossing over, and must make his resistance roll based on the measly four points of willpower.

Casting with Dark Mana: Of course, Dark Mana can be used to cast Necromantic spells. The spells drain first from Dark Mana, then from regular mana if more is needed.

Example: A Necromancer has three points of Dark Mana and eight points of regular mana left to him. He casts the Flesh Armor spell, which takes five points of mana. The first three points come from Dark Mana, the remaining points drain from regular mana.

The Dark Mana spent remains 'tainted' however, and does not shift back to regular mana. Spent Dark Mana can normally only be recovered as Dark Mana.

Recovering Dark Mana

Dark Mana is a draining and demanding resource for the Necromancer. It can not be regained easily. Depending on the campaign, special and often disturbing means of recovery may be needed.

Feeding: Some undead beings have the ability to feed on the living. When they drain mana, each point that they drain recovers one point of their own Dark Mana, until they are satiated. All members of the Accursed and the Dark Ones can feed in this manner. The physical manifestation of this is generally the drinking of human blood.

Example; A Lich needs to recover his Dark Mana. To do so, he takes an innocent peasant girl and begins to feed. He bites her, and takes six points of her mana to recover his own spent six points of Dark Mana.

Cannibalism: A possible source for those who have not yet crossed over is the consumption of human flesh. Effectively, one meal on human tissue recovers one dice of dark mana. Note that each meal used in this purpose constitutes as an evil enough act to give the Necromancer another shift to Dark Mana.

Example: A notorious warlord in ancient times was known to eat his victims to aid his power. Each 'meal' of human flesh actually went to replenishing the Dark Mana he had already spent. After a few of these meals, he was known to go insane, crossing over to become a Wight.

Dark Prayers: Some settings will allow Necromancers to recover their Dark Mana through ritual, usually to an evil god or greater demon. Modern times would call this a form of Satan Worship. Complete rituals usually include animal sacrifices, strong incense, and mild poisons, which are imbibed.

This method of recovery, mechanically, allows one point of recovery for every hour spent in the ritual. The difficulty of the ritual starts at average. It can be made harder to shorten the time by one hour, or easier by lengthening it out by one hour. The character recovers nothing if it is not recovered.

Example: A Necromancer has spent two points of his mana in one day, but needs to recover them in one hour. He begins his incantation within his pentagram. He needs to make a difficult Ritual skill roll and spend one hour in game time performing the rites.

Death Sleep: some campaigns may allow Dark Mana to be regained if a Necromancer sleeps as if he were one of the dead. In a way, this is a meditative state. The character must concentrate to enter it. However, once there, the Necromancer is utterly helpless until his Dark Mana recovers.

The Dark Mana comes back at the same rate that regular mana would. During this time, however, the Necromancer cannot either heal or recover regular mana. Lastly, the Necromancer will only rise once his Dark Mana has fully recovered. He is as his most vulnerable until he wakes.

Lastly, the difficulty of the meditation is usually average. It may be harder under certain circumstances.

Example: A Necromancer needs to recover six points of Dark Mana. To do it, he enters into a deep hibernation. His willpower is eight, so this will only take one night. He makes his meditation roll, and enters a deep sleep. For the next eight hours, he is completely and utterly helpless. At the end of that time, however, he recovers his spent Dark Mana.

Crossing Over

The greatest risk a Necromancer takes is crossing-over to the realm of death himself. A Necromancer, gradually, gives himself over to oblivion, calling on the powers of Death Magic to increase his power. The greater the Dark Mana in the Necromancer, the closer to the abyss he steps.

The Check: Whenever a Necromancer acquires a point of Dark Mana, he must resist crossing completely over to the abyss. If he crosses over, he immediately becomes one of the creatures of the undead, depending on the amount of Dark Mana he's consumed.

To resist, the character must succeed a one-die check against his Willpower, adding his total Dark Mana to the die roll, then subtracting his regular mana.

Example: Miguel has accumulated another point of Dark Mana for his dabbling into evil magic. He rolls a six, adds his Dark Mana of five, and subtracts his light mana of eight, getting a three so far. His willpower is a six, so he makes his check.

The Undead Form. As soon as the Necromancer crosses over, he dies, and his soul is irrevocably destroyed. If the body is not destroyed as well, the next period of night will see the Necromancer return as a form of undead.

The form of undead that the Necromancer becomes depends on the amount of Dark Mana he possessed. The more Dark Mana that the character has taken in, the more powerful an undead form he will possess.

The table below is just a guideline, the Game Master has final say on what for them undead will be.

Undead Form	Dark Mana Required
Ghoul	Up to 5
Ghast	6 to 8
Wight	9 or 10
Succubus	11 or 12
Vampire	13 or 14
Lich	15 or More

Example: Miguel has crossed over and died. That night, from his burial, he awakens as a Ghoul. This is because his Dark Mana total totaled out to a three. The character adopts the statistics and intellect of the Ghoul, and is now a full abomination.

Playing as Undead. In general, when a character becomes Undead, the Game Master should take control of it. Still, it isn't absolutely necessary to do so, and a skilled player can play the plight of the undead to its fullest.

Any undead character is without a soul. That is, all of its Mana is considered 'Dark Mana'. They cannot heal normally, nor do they recover Mana in the normal way. They do, however, gain the powers and abilities of the undead type that they assume.

Also, any undead is considered by most to be, beyond redemption, and an evil construct, regardless of how it is played. Even those seeking redemption will find it difficult to move through their existence without their soul bound to them.

Undead characters also lose much of their skills and abilities from their life, instead gaining the abilities of the undead form. It is possible for a Necromancer to become much less powerful after crossing over. Skills, spells, and other unique abilities are dropped forever.

Undead characters also have a difficult time advancing in ability, since most no one can teach them. They can only improve through study, and do not, under any circumstances, gain experience.

The last major problem with playing a Undead creation is that they will be around living people. Even the lowliest abomination has the need and desire to feed from the living, and it's very difficult to convince party members to sacrifice their lives for a mid-morning snack.

Redemption

Is it possible for a character to retrace his steps, forsaking the ways of Necromancy and turning again to the light? It is possible, but extremely difficult. The acts of Necromancy are very tainting, and very difficult to absolve.

Turning Dark Mana into Light: Removing the taint of Dark Mana is not easy. Each point of Dark Mana removes the Necromancer from his soul just a little more. One the first step is traveled upon that road, it is extremely difficult to turn around.

Every single point of Dark Mana should require a separate, and major, quest for the Necromancer to absolve. More than that, however, the Necromancer must not give in to the temptation to use his dark powers to aid in the quest.

Example: A low powered Necromancer has decided to break away from the Dark Mana and the studies he stepped into. The Game Master issues him a religious quest, the finding of a lost artifact. Succeeding the quest will reverse a point of Dark Mana back into regular mana. On the quest, however, the Necromancer uses the Curse spell to aid in a combat. Despite his intentions, the Dark Mana cannot be reversed, because the Necromancer once against could not resist the temptation.

Abstinence: With long periods of time, the touch of Necromancy could lose its influence. In these cases, the Necromancer agrees to completely abstain from the use of his dark magic, usually requiring him to join and follow the path of a 'white' religion.

Each year that the Necromancer spends abstaining from the dark magic allows him to shift one point of Dark Mana back to regular mana.

Example: A Necromancer has seen the death of his own family thanks to his dark magic. The shock of the event traumatized him so much that he enters a Monastery to rid himself of the evil surrounding him. After twelve full years in constant worship, he manages to lose all traces of the Dark Mana, all twelve points.

A Holy Act: Another, perhaps more dramatic way to convert dark mana is to perform an act of great sacrifice and courage. For one shining moment, the Necromancer puts his evil aside for a greater good. If the Game Master decides that the act was great enough, she may allow a point of conversion.

Example: A son has challenged his Necromancer father, and his leader. The son is a formidable warrior, but the leader is more powerful. Seeing his son about to be destroyed, however, the father kills his leader, risking his own death to save his son.

Reversing the Abomination Curse

Some points of drama can occur when a long-existing Abomination begins to long to be mortal and human again. Such is the fate of many of the powerful ones when they realize at what cost that their power came.

Converting Back: An Abomination can begin to convert back by slowly returning his Dark Mana into regular mana. As with mere Necromancers, this can be done with quests, time, and heroic and religious acts. It is harder for an Abomination, however, since they often need to perform Necromantic deeds merely to survive.

Example: Michael, years after his transformation into a Ghoul, has been sickened with what he's become. Desperate to redeem himself, he ceases eating, ceases his own ability to heal, struggling to avoid the thirst in his veins. After several months of this, the Game Master rewards him with a point of 'Light Mana', which is treated as normal human Mana. Miguel can be cured with the Dark Mana that comprises him is replaced and removed.

The Cure Check: The Abomination may only be cured once he has no remaining Dark Mana to him. When that happens. The Abomination must make a hard Endurance roll as his body begins the painful transformation back to becoming human.

If the roll fails, the character dies, but dies with his soul reclaimed. If the roll succeeds, the character has his endurance, health, willpower, and mana dropped to zero. He can then recover normally as a mortal.

The School of Death

Characters that wish to learn this type of magic will raise their rank in this school as if it were a hard skill, one rank at a time.

Example: A Necromancer begins her learning. She wishes to learn the first two levels. From level zero, she spends five experience points to gain level one. She then spends ten experience points to gain level two, spending a total of fifteen experience points.

Limitations: Once a Necromancer starts stepping on the dark path, the white magic, the holy magic of some religions, becomes impossible to attain. After all, what clergy would give power to someone who follows the path that leads so far from their own.

A Necromancer can regain his place with the holy by purging all his dark mana, and never going back to the dark arts.

Example: A priest once learned a few levels of white magic before he was corrupted with Necromancy. Now, he may use none of the white magic that he had learned, until all the Dark Mana in him is purged.

Gaining Spells

As a Necromancer increases his skill in the dark art his circle of knowledge in that study grows dramatically. Each level that a Necromancer gains opens him up to a wider variety of spells.

Each spell has with it a required level. A Necromancer can cast any spells of a level equal to or less than her skill within his skill at Necromancy.

Example: A Necromancer has learned up to level two. She can now cast any spells of either level one or two within any sphere of Necromancy.

Casting Spells

A Necromancer's sole strength comes from his ability to cast spells. They spend many hours studying their magic, often performing diabolical deeds to harness it, and then expend a great amount of inner energy when drawing upon that knowledge.

Mana Required: Spells require power. This comes from the spell-caster's mana. When the Necromancer casts a spell, the level of the spell is deducting from his current running mana. For Necromantic spells, Dark Mana is consumed first before regular mana is touched.

Example: A Necromancer is casting a Zombie spell. He has five points of regular mana remaining, and two points of Dark Mana. Zombie is level four, and drains the Dark Mana first, then three points of the remaining regular mana.

Casting Feat: The Necromancer must then roll to see if he succeeds in casting his spell. In

general, each level of the spell adds one dice to the casting roll. This roll must be made under the Necromancer's Willpower plus Ritual skill.

Example: A Necromancer casts a Zombie spell. The spell is fourth level, and will require four dice under the Necromancer's willpower and ritual skill.

Casting Time: It's possible to lower the difficulty of the casting role by several levels by lengthening the time it takes to manifest the spell. Every additional combat round taken to cast lowers the skill check by one dice. The difficulty can never go below one die, however.

Example: The Necromancer needs to ensure that his spell works, so lengthens out the casting of the Zombie spell by two rounds. The casting time now takes three rounds, but only requires two dice.

Targeting Feats: To complete the spell, the Necromancer must hit the intended target. Sometimes, this is accomplished through touch or melee attacks, other times, this requires a ranged feat roll.

If the targeting feat roll succeeds, the spell connects and the effects manifests. If the roll fails, the spell does not manifest, but the mana involved in bringing up the spell is still spent. All spell-attacks are considered average feats for to-hit rolls.

Example: The Curse spell requires a touch roll on a target. The Necromancer rolls two dice under her strength, and manages to nail her opponent. The curse is applied.

Interfering with Casting: Sometimes, it is possible to mess with a Necromancers ability to actually cast his spells. Attacks, noises, or other major distracts can disrupt a Necromancer's concentration so much that his ability to complete the spell is ruined.

The caster can, of course, overcome all these distractions and manage the spells anyway. To do this, she will need to make a feat roll against her Willpower to overcome any major

annoyances. The Game Master should start this feat roll at trivial, and up the difficulty for every serious distraction she's facing.

Example: A Necromancer is attempting to cast a spell, but his target is busy trying to cut him in two with a long sword. This is one distraction, another is the fact that he is dodging one blow each turn. He now needs to roll two dice, or an average roll, under his Willpower to manage a spell.

Being distracted means that the spell-caster cannot concentrate upon her spell. No mana is lost if she fails her Willpower feat due to a distraction, but she does lose her action.

Constructs

The most obvious power of the Necromancer is the ability to create constructs, or undead Abominations. These are generally made from once-living tissue, given some sapience and animation from dark magic.

The sphere of Construction in Necromancy is, perhaps, one of the most hated of schools. Its entire purpose is to use the dead, and make the fallen do the Necromancer's bidding.

Creating a Construct

Constructs require a little time and effort. The bodies have to be available, and the right amount of magic is needed to create an army of mindless, soulless abominations to do their master's bidding.

Dark Mana: The first time that a character makes a construct of any sort, he automatically loses a point of his regular mana to dark mana. Constructs are Abominations.

Example: A Necromancer is creating a skeleton for the first time. He automatically shifts one point of mana to dark mana, and makes the crossover check. Assuming he makes it, he can then create all the Skeletons he wishes. If he wants to make a Zombie, however, he'll lose another point of mana to the darkness.

Preparing the Form: A Necromancer must first have the parts available in order to create the

construct. In most cases this means a dead body. In some cases, parts of dead bodies will suffice. In a few cases, several dead bodies may need to be joined or stitched together.

Casting the Spell: Once the bodies are available, the Necromancer needs to cast the spell in the method already described. Any special casting rules will be within the descriptions of each spell.

Life Span of the Construct. Most constructs will last until they are destroyed somehow. Of course, the easiest way to destroy them is to merely bash and cut them into bits and pieces.

Some campaigns will have other ways, however. Certain 'white' magic can often destroy undead outright. Sunlight, holy water, running streams, or garlic can inflict damage onto undead that would not even faze normal people, depending on the feel of the campaign.

Example: Three skeletons are attacking a devout priest. The priest looks undaunted, and mutters a silent prayer. The skeletons are washed in holy light, and disappear from existence. The Necromancer who created them is in trouble.

If the controller of an undead is slain or destroyed, all of his constructs will begin to fall apart, and lose one point of health per round until destroyed.

Necromancer Influence: No construct can venture too far from he who that commands it. The maximum range of influence a Necromancer has over his undead creations is one kilometer per point of his willpower.

Example: A legendary Vampire has a very strong willpower. At ten points, he can maintain his undead constructs up to ten kilometers away. This influence includes his castle and the surrounding few villages.

Once past that area, each undead construct will suffer one point of damage per round until they are recovered, or fall to pieces.

Summoning

One of the most daunting of necromantic abilities is to rip through this plane of reality to the realm of the dead, and then bring something back. This is the magic of summoning, where the Necromancer reaches into take those lost souls consigned to Dark Mana, and brings forth Ghosts and Specters.

The use of summoning is delves deep into Necromancy and the darkest recesses of the netherworld. The Necromancer is literally contacting those Abominations who have already been destroyed and pulling out their spirits to do his bidding.

The Summoning Circle

Opening the gate to the abyss is a straining effort, and only the bravest or most foolish of Necromancers will attempt it. Those who succeed, however, bring into being a powerful creation of undead, and to wreak havoc on their victims.

Dark Mana: The first time that a character creates the summoning circle, he automatically shifts one point of mana to Dark Mana. Any summoning act is an abomination.

Example: A Necromancer is creating a skeleton for the first time. He automatically shifts one point of mana to dark mana, and makes the crossover check. Assuming he makes it, he can then create all the Skeletons he wishes. If he wants to make a Zombie, however, he'll lose another point of mana to the darkness.

Etching the Circle: The necromancer begins to prepare for summoning by creating a summoning circle. This is an etched circle inscribed with a pentagram, usually about two meters across. The circle is generally drawn with blood, but can actually be drawn with anything.

Casting the Spell: Once the circle is etched, the Necromancer needs only to cast the appropriate spell. Any special rules regarding the specific spell will be within the spell's description.

Battle of Wills: When the spirit is summoned, it will usually attempt to free itself from the summoner's control. This begins the contest of wills between the Necromancer and his would-be puppet.

The contest begins with the Necromancer and spirits each making a one-die check against their Willpower. If both succeed, it increases to two dice. If they both succeed again, the die increases yet again.

Example: A Necromancer with a willpower of nine is summoning a Wraith which has a willpower of eight. Both automatically succeed the one die check. Both make the two-die check. On the third check, the Necromancer misses by one point. The Wraith, however, misses by two.

Eventually, one or both of them will fail. Whichever one fails by the most loses the contest. If the spirit fails, it is bound by the summoning magic. If the Necromancer fails, the spirit is free of the bind, and the circle.

Example: The wraith's roll was worse than the Necromancer's roll. This means that the necromancer manages to control the spirit for this summoning period.

Necromancers should take note. Most summoned creatures do not take kindly to being summoned. If a Necromancer fails the contest of wills, his life is literally on the line.

Necromancer Influence: Time is the key point for the use of most summoning circles. A wizard can only maintain a summoning circle for so long before its magic fades, causing the beast to be returned to the netherworld.

A Necromancer can keep a summoning circle up for as many as many hours as he has points of Willpower. At the end of that time, the circle will drop, and the summoned creature will return home, provided that the creature did not manage free itself.

Example: Our Necromancer with the willpower of eight can keep the wraith around for eight hours.

At the end of this time, the wraith is harmlessly de-summoned, and returns to the netherworld.

Single Command: Some summoners will want their creation to perform a specific task. In these cases, the spirit may continue to remain in the world, if it deems that the task is reasonable and possible. If it does not, however, it will disappear when the summoning magic fades.

Necromancy Spells

This school is considered to be the school of evil by most scholars and common men. Indeed, it would seem odd that anyone of a noble intent would have any desire to meddle in the affairs of death.

Level One Spells

Blast: Minor: The necromancer, with a successful to-hit roll, can cause 1d6 damage to a target's available Mana. Any magical or religious protection will negate this spell's effect. This affects a single person, up to ten meters away.

Bone Dagger: This spell creates a dagger from the skeletal remains of a warrior. The Necromancer can wield the dagger with the skill of the warrior from whom it was made, or his own skill, whichever is higher. The dagger is a permanent item, made of human ivory, and strikes for normal dagger damage.

Construct Skull: This spell takes the head of a deceased person and animates it into a magical skull. The skull must touch the skull to animate it.

Most types of skulls can be animated with this spell, though the Game Master will decide on which skulls that are appropriate. Skulls that require special effort will have special rules listed in their description.

Corpse Visage: The cast of this spell, or the one he touches, appears as if he has been dead for some time, resembling a zombie in appearance. The illusion lasts for five minutes.

The illusion can be seen through with an average Perception roll.

Curse: The person affected by this touch-based spell feel a tinge of dark power rush through him. All this character's actions are one-die more difficult than normal. The spell lasts for four combat rounds.

Dark Ritual: When casting this spell, the Necromancer permanently shifts one point of Mana to Dark Mana. Generally, this spell is used in a deliberate attempt to 'cross over'.

Despoil: When the Necromancer casts this spell, and touches either a meal-sized amount of food, or up to a liter of water, each becomes spoiled and foul, becoming unusable to eat or drink.

Mist: The mist summoned by this spell covers out to twenty meters from the caster, and is so thick that it is three dice more difficult to see through than air. The mist dissipates in four rounds.

Rotting Touch: The victim of this touch-based spell suffers one point of damage per round from dark magic for the next four rounds.

Sense Undead: This spell enables the Necromancer to learn where all undead within thirty meters are located. The spell manifests as a ghostly image on his normal vision.

Shroud: Those fearful of religious and Life magic may cast shroud to aid in resisting their effects. This spell adds a one-die bonus to resist any 'white magic' attack used against the Necromancer, as well as reducing incoming 'white damage' by six points. The spell lasts for four rounds.

Smell Death: The caster of this spell can detect any slain creature within a twenty-meter radius, so long as a body remains.

Spook: The victim of this spell, a single person up to twenty meters away, is suddenly, in their mind, confronted with any

phobia that they may have. The victim will react as if his phobia has been triggered, though the trigger itself is nothing more than an implanted image. The effect lasts for eight rounds, and requires a normal to-hit roll.

Summon Poltergeist: This spell summons a poltergeist from the ether. The spirit appears in the center of the appropriate circle, and is bound to the caster through a test of wills.

It will remain until it accomplishes its command, or until the summoning magic wears off, whichever comes first. A freed poltergeist will usually be content to return back to the netherworld.

Talon of the Beast: This spell empowers the caster with razor-sharp talons for fingers, changing his basic-melee attack to a 1d6 Piercing weapon. The talons remain as long as the caster desires them, or until they are dispelled.

Wretch: This spell summons a tight spread of foul gas emanating from the caster and going out to ten meters. Those caught within the gas must succeed an average Endurance feat or lose their next round as they suffer from vomiting.

Level Two Spells

Air of Poison: This spell creates a noxious cloud around the caster, spreading out to twenty meters. Those caught within the spell must resist an average Endurance feat, or suffer 1d6 damage from poison. The spell lasts for eight rounds, where then wind dissipates the noxious air harmlessly.

Blindness: The victim of this spell, a person touched by the caster, becomes blind and cannot see for four rounds. This spell can be resisted with an average check against Endurance.

Construct Skeleton: This spell reforms the skeleton remains of a body into an animated skeleton. The 'raw material' for the spell should consist of a mostly intact skeleton,

complete with limbs. The skeleton needs to be touched by the caster for animation.

The skeletons produced by this spell are normally Archetype skeletons. Other types may require an additional die of difficulty on the initial casting roll, or more, up to the Game Master's discretion.

Command Skeleton: The caster of this spell can assume control of any animated skeletons within the sound of his voice, regardless of who created them.

Corpse Regeneration: The caster of this spell can use the remains of another person to repair his body. Upon touch, the body will dissolve and decay to skeletal remains, but the caster will regenerate 1d6 of lost health.

Darkness: This spell surrounds the caster with a dark aura that makes it difficult to see through with normal vision. The spell extends to twenty meters and lasts for eight rounds.

Fangs of the Beast: This spell empowers the caster with a set of retractable fangs. The fangs are designed to penetrate flesh and meat, and cause 1d6 Piercing damage. Each additional round that the fangs remain in their victim causes an additional point of damage. The fangs remain until the caster desires them away, or they are dispelled.

Fix Undead: This spell repairs one dice of damaged health on a necromantic creature. The caster must touch the creature for this spell to take effect.

Ghost's Vision: The caster of this spell can turn himself very transparent, becoming two die more difficult to see for the next eight rounds.

Ghoul's Touch: The victims of this spell, a single person that the caster touches, becomes rigid and stiff for four rounds, if he fails an average check against their Endurance. During this time, the victim can no longer take any action, though he becomes no easier to hit.

The spell is broken if the paralyzed person is disturbed in any way.

Mask Evil: The Necromancer can, with this spell, mask his malicious intent and the true nature of his creations within twenty meters. For the next five minutes, anyone attempting to detect evil or undead into the affected area must do so at two dice increased difficulty.

Summon Ghost: This spell summons a single Ghost from the ether. The Ghost appears in the center of the appropriate circle, and is bound to the command of the caster as described before.

The Ghost remains until it accomplishes its command, or until the summoning magic wears off, whichever comes first. A freed Ghost will usually be content to return back to the netherworld.

Witch's Sleep: The Necromancer can cast a dark sleep over all those within a twenty-meter radius. Those who fail an average Willpower check will succumb and drift off for sleep for the next eight rounds. The spell can be negated if those asleep in any way take damage.

Worm Rot: The caster of this spell creates larvae and worms that feed on flesh. The person he touches becomes infected with the worms, which cause 1 point of damage per hour until somehow removed or destroyed.

Level Three Spells

Atrophy: This spell causes 1d6 damage to any living thing that the necromancer succeeds in touching. The damage, however, is a plague-like touch and cannot be healed unless medically or magically tended to.

Blast: Major: The necromancer, with a successful to-hit roll, can cause 3d6 damage to a target's available Mana. Any magical or religious protection will help negate this spell. This spell can target any single person up to ten meters away.

Bone Sword: This spell creates a powerful long sword from the skeletal remains of a warrior. The Necromancer can wield the sword with the skill of the warrior from whom it was made, or his own skill, whichever is higher. The sword is a permanent item, made of human ivory, and strikes for normal long sword damage.

Command Zombie: The caster of this spell can assume control of any animated zombies, except Revenging Zombies, within the sound of his voice, regardless who created them.

Corrupt: The caster of this spell can increase the amount of Dark Mana infused in the person he touches. The victim must already have Dark Mana, and fail an average willpower roll. If the roll fails, the victim loses one point of his normal mana to dark mana. The spell effect is permanent. The first time this spell is used also shifts one point of the caster's mana to dark mana.

Fear: The caster of this spell creates a dark aura around him that causes all those within to act as if they had a mild phobia to the caster. The area extends for twenty meters around and lasts for eight rounds.

Mass Curse: This spell causes a wave of dark power to rush over all within a twenty-meter radius. All affected have all actions one-dice more difficult than normal. The spell lasts for four combat rounds.

Mass Skull: This spell is a much more powerful version of the skull spell. The Necromancer can animate a number of skulls equal to his willpower. The materials for the animated skulls must be within twenty-five meters of the caster.

Each additional skull after the first requires an additional round of casting time. If the Necromancer is interrupted during casting, the skulls animated so far remain animated, but further skulls require another spell.

Any type of animated skull can be created with this spell, but all skulls must be of the same type.

Moaning Wind: The Necromancer creates a howling, frightening wind with a noise of a pained woman, languishing under torture. The wind howls to thirty meters around the caster. For the next hour, any phobia-related checks are one-die more difficult.

Sap: After casting this spell, the character using this so enchants his touch that each point of damage that he causes heals the caster by one point. This spell lasts for four rounds.

Venom of the Beast: This spell empowers the Necromancer with a burning, poisonous touch. When the Necromancer scratches into a victim, and causes damage, the victim must resist a two dice Endurance check or succumb to an additional 1d6 damage from poison. The spell lasts until the caster desires it away, or until it is dispelled forcibly.

Level Four Spells

Black Sleep: This touch-based spell causes a powerful paralysis to well up within a target if he fails a difficult feat against his endurance. The paralysis lasts for eight full rounds.

Construct Zombie: With a recently deceased corpse, the Necromancer can animate the dreaded Zombie. The corpse must be fully intact, but obviously dead. The caster must then cast the corpse while casting this spell to animate it.

The zombies produced by this spell are normally Archetype zombies. Other types require an additional die of difficulty on the initial casting roll, depending on the Game Master's discretion.

Contagion: This spell causes a disease to infect those within twenty meters from the Necromancer. All failing a two dice Endurance feat succumb, and have their physical statistics reduced by two, but not less than two, for the next three days. The disease

is a normal one, and can be cured through normal means.

Instill Fear: The victim of this spell, a single person up to twenty meters away, is suddenly, must overcome a irrational fear of the dead, as if they had a second-level phobia. If they have a related-phobia already, it is triggered at its maximum level.. The spell effect lasts for five minutes. The spell requires a normal to-hit roll.

Poison Cloud: This spell creates a noxious cloud around the caster, spreading out to thirty meters. Those caught within the cloud suffer 3d6 damage from burning poison. The spell lasts for eight rounds, where then wind dissipates the noxious air harmlessly.

Thirst of the Beast: This spell empowers the Necromancer with a dark ability. Each point of damage that the caster delivers through his teeth also heals him. The spell lasts until the caster desires it away, or until it is dispelled forcibly.

Ward of Ghosts: This spell is similar to the Ghost summoning spell, but makes a circle of permanency. The Ghost remains summoned until destroyed.

Weakening Bolt: This spell, along with a successful to-hit roll, allows the Necromancer to weaken a target up to twenty meters away, lowering his strength and endurance by one point, but not below one. The spell lasts for eight rounds.

Level Five Spells

Atrophy: Major: This spell causes 2d6 damage to any living thing that the necromancer succeeds in touching. The damage cannot be healed unless medically or magically tended to.

Blast: Severe: The necromancer, with a successful to-hit roll, can causes 5d6 damage to a target's available Mana. Any magical or religious protection will negate this spell. The target is any single person up to twenty-five meters away.

Flesh Armor: The caster of this spell uses the fresh remains of a person to create a damage-absorbing armor. The armor resembles a suit of leather, and has the maximum health of the person of whom the armor was made. Any physical damage that would strike the Necromancer strikes the armor first, until it is reduced to zero effective health.

Mass Skeleton: This is a much more powerful form of the Skeleton spell. With it, the Necromancer may create and animate a number of skeletons equal to his willpower. The skeletons have to be within twenty-five meters of the caster.

Each additional skeleton after the first requires an additional round of casting time. If the Necromancer is interrupted after the first round, the skeletons animated so far remain animated, but any more would require another spell effort.

All the skeletons produced by this spell are of the same type. Types other than the Archetype skeleton require an additional die of difficulty on the initial casting roll.

Summon Wraith: This spell summons a single Wraith from the netherworld. The Wraith appears in the center of the circle, and will be bound to the caster's commands as described before.

The Wraith will remain until the desired task is accomplished, or the summoning magic is broken, whichever comes first. A freed wraith will generally attempt to slay the one that summoned him before returning to the netherworld.

Level Six Spells

Construct Mummy: The mummy is a very powerful form of undead. It is formed from a perfectly preserved corpse. The caster must then touch the corpse, and cast this spell to animate the mummy.

The Game Master, at her discretion, should decide if the 'raw material' is in good enough

shape to construct a Mummy. Also, non-human mummies would likely add some difficulty to the spell's roll.

Dark Omens: This spell disrupts the luck of enemies by attacking their Karma. If the caster succeeds a ranged to-hit feat, a single-target within a twenty meter range takes 1d6 damage to his karma. If karma is expended, the remaining damage is applied to mana.

Greater Corruption: The caster of this spell can increase the amount of Dark Mana infused in the person he touches. The victim must already have Dark Mana, and fail an hard willpower roll. If the roll fails, the victim loses 1d6 of his normal mana to dark mana. The spell effect is permanent. The first time this spell is used also shifts one point of the caster's mana to dark mana.

Night Wind: The Necromancer creates a howling, frightening wind with a noise of a hundred tortured souls. The wind howls to fifty meters around the caster. For the next hour, any phobia-related checks are three-die more difficult.

Plague Contagion: This spell causes a disease to infect those within fifty meters from the Necromancer. All failing a three dice Endurance feat succumb, and have their physical statistics reduced by three, but not less than two, for the next three days. The disease is a normal one, and can be cured through normal means.

Repair Undead: The Necromancer can use this spell to repair the damage caused to any of his creations within a twenty-meter radius. All undead creations recover 3d6 lost health.

Level Seven Spells

Atrophy: Severe: This spell causes 3d6 damage to any living thing that the necromancer succeeds in touching. The damage cannot be healed unless medically or magically tended to.

Dominate Construct: The caster of this spell can dominate the physical body of any

construct that he touches. The Necromancer uses the construct's body as if he would his own. The spell lasts for one hour.

This spell is with some considerable risk, however. If either the Necromancer's true body or the construct is destroyed during this time the Necromancer is slain.

Drain: This spell is one of the more powerful and frightening of Death spells. The caster can drain the energies out of a victim, and use those energies to heal himself. He must merely touch his target with a successful to-hit roll. If the to-hit roll succeeds, the victim takes 2d damage to both health and Mana immediately. The caster will heal damaged health (but not mana), to the same amount. As usual, the caster cannot heal beyond his maximum health in this manner.

Mass Zombie: Few things are as frightening as witnessing a Necromancer calling upon a group of zombies into service. This spell can create and animate a number of Zombies equal to his willpower. The skeletons have to be within twenty-five meters of the caster.

Each additional Zombie after the first requires an additional round of casting time. If the Necromancer is interrupted after the first round, the Zombies animated so far remain animated, but any more would require another spell effort. All the Zombies produced by this spell are the Archetype Zombie.

Monstrous Blast: The most powerful of the 'blast' spells, the caster causes 7d6 damage to a target's available Mana. Any magical or religious protection will negate this spell. The target is any single person up to twenty-five meters away. The spell requires a successful to-hit roll.

Ward of Wraiths: This spell is similar to the Wraith summoning spell, but includes a circle of permanency. The Wraith remains summoned until destroyed.

Level Eight Spells

Construct Golem: A powerful form of undead, a golem consists of several bodies spliced together to create a monstrous creation. This spell requires at least three full human-sized bodies, stitched together in a rebuilt form.

When finished, the Necromancer needs to touch the golem to bring animated it with this spell. The type of golem built depends on the material available.

Darkest Omens: This is a more powerful version of the 'Dark Omens' spell. If the caster succeeds a ranged to-hit feat, a single-target within a twenty meter range takes 2d6 damage to his karma. If karma is expended, the remaining damage is applied to mana.

Domination: The caster of this spell can make a suggestion to everyone within earshot. If they fail a hard willpower check, they will feel compelled to obey, so long as the suggestion does not fall out of line with what the victims would normally do.

If called to do something out of line with either their moral standards, or their own safety, they have another chance to break the spell. The spell effect lasts until broken, or until the suggestion is carried out.

Summon Specter: This spell summons a single Wraith from the netherworld. The Wraith appears in the center of the circle, and will be bound to the caster's commands as described before.

The Specter will remain until the desired task is accomplished, or the summoning magic is broken, whichever comes first. A freed specter will often not bother returning to the netherworld, seeking instead to revenge itself on as much of the living as possible, starting with the summoner.

Vampire Form: When cast, this spell automatically forces the caster to cross over to dark mana. The caster turns into a vampire with a vampire's powers and abilities.

However, this soul may now be forever beyond redemption.

Level Nine Spells

Damming Atrophy: This spell causes 4d6 damage to any living thing that the necromancer succeeds in touching. The damage cannot be healed unless medically or magically tended to.

Greater Drain: The caster can drain the energies out of a victim, and use those energies to heal himself. He must merely touch his target with a successful to-hit roll. The victim takes 4d damage to both health and Mana immediately. The caster cannot heal beyond his maximum health in this manner.

Skeletal Horde: The greatest mass spell that a lone Necromancer can manage, the skeletal horde literally creates a small army of undead. The caster can bring up to ten times his willpower in skeletons from the grave, so long as they are within fifty meters of him.

Each round of casting summons up the caster's willpower in skeletons, up until the limit has been reached. If the Necromancer is disturbed in any way the spell is finished. Those skeletons animated remain so, but the caster must start again to animate the others. Also, this spell can only create Archetype Skeletons

Stench: This spell creates a powerful aura of a foul odor, strong enough to physically damage those that are unfortunate enough to get caught within. Those within thirty meters of the caster suffer 3d of damage from poison, per round. The spell lasts for four rounds.

Level Ten Spells

Animate Dead: The caster can, at his touch, animate the carcass of a recently slain person into an abomination under his control. The dead regains his skills and intelligence, but can only obey the caster, and has no will of his own. The creation uses physical statistics of a mummy.

The corpse cannot have decayed significantly. Anything more than a few days of normal weathering will have ruined it for this purpose.

Unlike other construct spells, any use of this spell will convert a point of mana into dark mana, greatly increasing the risk of the Necromancer's crossing over.

Consume: When the Necromancer casts this spell, he crosses over to the realm of the Abominations. There is no resistance roll required, and the effect is instantaneous.

Lich Form: The madman's spell, Lich Form, when cast, automatically forces the caster to cross over to dark mana. The caster turns into a lich with a lich's powers and abilities. However, this soul may now be forever beyond redemption.

Slay: The caster of this spell calls on the raw power of death to cause massive damage to the one he touches. The victim immediately suffers five dice of damage to both his health and mana. Even if he survives this, the victim is then stunned for the next eight rounds.

Summon Demon: For those Necromancers foolish or powerful enough to risk it, they may use this spell to summon the power demons of the Netherworld. The demon is generally the Demon of death, and appears in the center of the circle.

The Demon will almost certainly win a contest of wills, but will act as his own agenda dictates in any case. A freed Demon will do whatever his whim demands. The Demon will remain as long as it wants, or up until the circle is destroyed, or until the Demon itself has been destroyed.