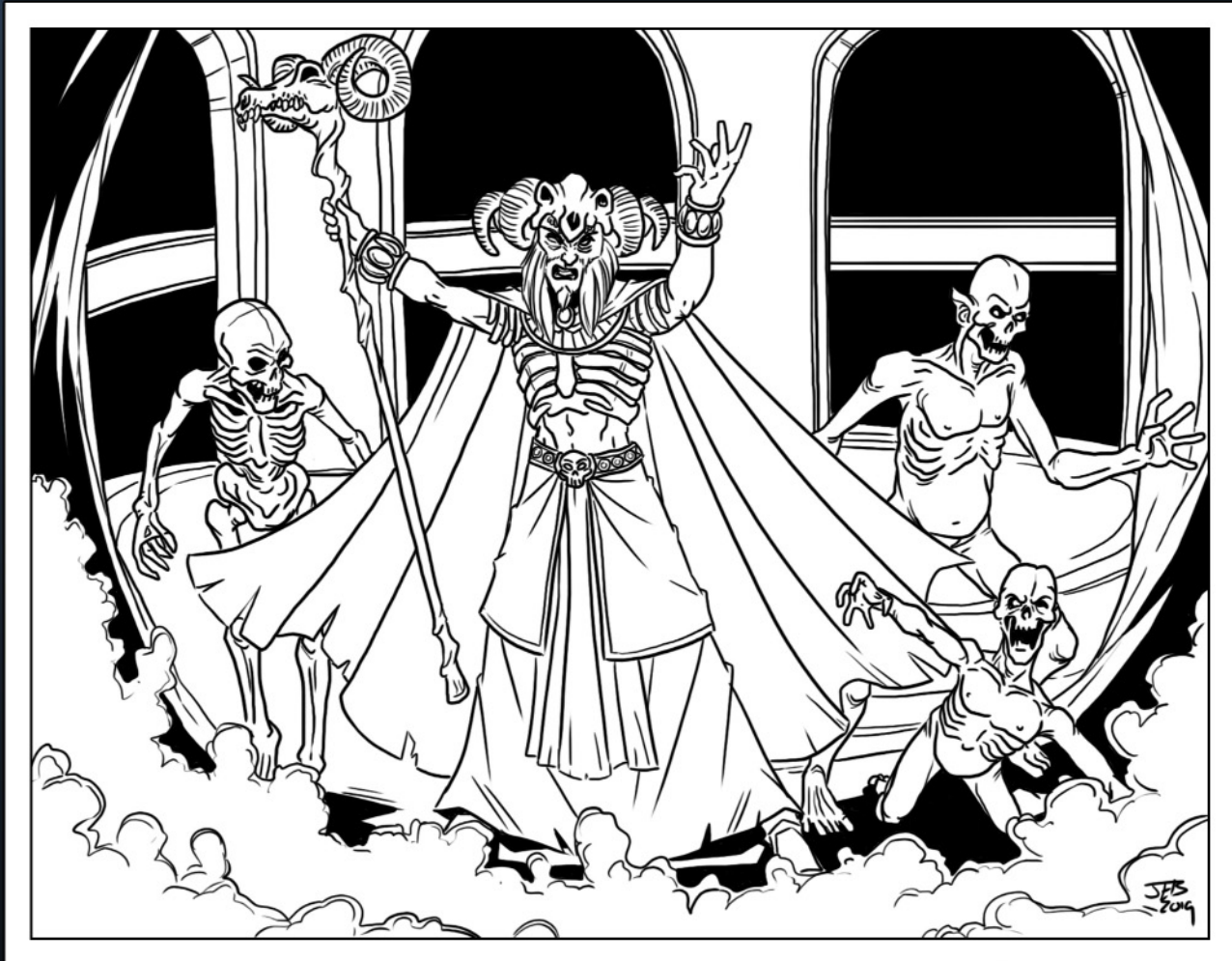


OLD SCHOOL CLASS:  
**THE NECROMANCER**

By Charles Rice



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**OLD SCHOOL CLASS:**  
**THE NECROMANCER**

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Umber walked through the ruins of the camp, surveying the massacred battlefield littered with barbarians. The smell of burning flesh hadn't disturbed him in decades, but today the smell was strangely satisfying. Had he finally slipped over the edge? Did he enjoy dealing death and destruction? He leaned on his staff, carved from a hill giant's calf bone and surveyed the scene, mind wandering to the disgusting creature he took it from. That thing was no longer a man, and the rites it had performed with the dead...

Umber shook himself free of his reverie as his friend— why did that word still sound strange to him— exited the chief's tent dragging the aged chief out by his hair and deposited the chief at Umber's feet. Umber remembered the man from a scene not so different from this, and yet, he barely recognized him. Umber had been a boy the last time they'd met, and the chief had looked huge to him, all powerful, not the small pitiful thing before him now on all fours, face almost touching the ground he kneeled so low.

"Does he speak Common, Stavros?"

The large barbarian, of the same stock as the chieftain, shook his head. Umber's forehead creased in annoyance. He spoke 6 languages, the horse nomad's tongue had always eluded him, "Will you translate for me, my friend?"

Stavros grunted and knelt down, almost whispering in the old man's ear. He translated Umber's words, "He wants to know where your master is, nomad."

The nomad spoke excitedly, Umber couldn't understand the words, but some concepts are universal. Shaking his head "no" without looking up, he didn't move from his kneeling position even when Stavros cuffed the side of his head hard enough that a line of blood leaked from his ear.

Umber pointed to a group that were once men, carrying bodies toward freshly dug graves. Now they shambled, one looking drunk as it walked on a leg with a protruding bone. The bodies had been dead for days, digging graves with their hands for the women and children caught in the crossfire during the battle.

"Ask the chief if he recognizes them."

Umber simply watched, impassive, while Stavros grabbed the man's hair with his giant hand the size of a bear's paw and jerked him up, hissing in his ear, holding his chin and making him stare at the zombies who had once the vanguard of his dreaded tribe. Mute, eyes wide with horror, the chief finally nodded.

"Tell him if he answers me, I'll release him. He's paid for the death of my family. He'll finally be able to stop living in fear of me."

Suddenly, for the first time, the chieftain looked at Umber, speaking directly to him, staring him in the eye, and Umber truly recognized him for the first time. He tried to move, as though to attack the necromancer, but in Stavros' grip he might as well have been manacled to a tree.

Stavros rapidly translated the words, "He says you're too late. He's crossed over. He is the death rider now. More powerful even than you. He can kill a man with a single word. He—"

Umber had heard enough, snarling words of arcane power he extended his hand like a claw. The chieftain was no longer able to speak. Blood began to flow from his eyes, his nose, his mouth, his ears, and his wounds. It traveled between him and the necromancer like a slow mist. Stavros let the fool go, but Umber's magic held him up. Finally, the body was completely drained and fell to the ground, while Umber seemed to almost pulse with new life, his skin had more color than normal and he stood without needing to lean on his staff, eyes crackling as he stared down at the dead chieftain on the ground.

"Tell your men to be ready to ride the moment the bodies are buried."

Stavros grunted again and walked away, leaving Umber alone with the dead chieftain. Stavros reached the tent his men were still thoroughly looting for the old man's valuables. Behind him he heard more incantations, and then a groaning sound he recognized, of the chieftain rising up as one of Umber's undead minions.

For the first time today, Umber smiled and looked down at the man—more accurately ghoulish—in front of him, “There we go. No need to live in fear. I’ve released you.”

## THE NECROMANCER

Death is the natural end to life. But in a magical world, the supernatural is possible, and the dead may walk again. The necromancer is a student of the complete cycle of life, death, and unlife. Some are monsters, who use their abilities to murder, plunder, and gain power. Others see themselves as a part of the natural order, with necromancy being no more prone to misuse and destruction than, say, evocation.

To the necromancer, all things are possible, if you walk the road to its end, however long and winding that may be.

**Minimum Scores:** Dex 6, Con 15, Int 15, Cha 6

**Hit Die Type:** D4 (max 10)

**Alignment:** Neutral, Chaotic Neutral, Chaotic Evil, Neutral Evil, Lawful Evil

**Experience Bonus:** None

**To-Hit Table:** As Magic-User Class

**Armor/Shield Permitted:** None

**Weapons Permitted:** Dagger, Dart, Oil, Staff

**Weapon Proficiencies:** 1+1 per 5 levels

**Penalty for Non-Proficiency:** -5

**Weapon Specialization:** N/A

**Saving Throw Table:** As Magic-User Class

### Necromancer Abilities

**Funereal Gift:** The necromancer has a natural gift for arcane necromancy, and gains a +15% chance to learn spells of the necromancy school.

### Necromancer Advanced Abilities

**Embalming:** As part of their training, necromancers learn advanced embalming techniques, helping them preserve corpses for later reanimation. These same techniques allow a necromancer to preserve dead bodies for a number of other purposes. For any spell or ability in which the time a character has been dead is an issue, the necromancer can preserve a corpse to add one week per level to this.

For example, *Raise Dead* allows a cleric to bring back someone who has been dead no more than one day per caster level. This ability adds one week per Necromancer level to that time. A 5th level Necromancer could allow a character to be dead for 5 weeks and be successfully raised with *Raise Dead* as if they had just died.

This ability also adds +15% to the chance a character will successfully survive the raising process, based on their Constitution.

Characters dead more than a month occasionally suffer emotional side effects, and must make a saving throw vs death, or permanently lose 1 point of Wisdom, in addition to the usual ability loss from the raising itself.

**Master of the Dead:** At 10th level the necromancer is a dreaded master of death and undeath. Lesser undead (skeletons, zombies, ghouls, and ghouls) will never attack a character with this ability, unless they personally have taken damage from the necromancer. They are also considered friendly for spells such as *Consume Death*.

All other undead must make a saving throw vs. spells to take offensive action against the necromancer.

Level	Experience Point Requirement	Hit Dice (d4)	Abilities	Spells by Level 1/2/3/4/5/6/7
1	0	1	Funereal Gift	1
2	2,500	2		2
3	5,000	3		2/1
4	8,000	4		3/2
5	15,000	5	Embalming	4/3/1
6	25,000	6		4/3/2
7	55,000	7		4/3/2/1
8	110,000	8		4/3/2/2
9	225,000	9		5/3/3/2
10	450,000	10	Master of the Dead	5/4/3/2/1
11	675,000	10+1*		5/4/3/3/2
12	900,000	10+2*		5/5/4/3/2/1
13	1,125,000	10+3*		5/5/4/3/2/2
14	1,350,000	10+4*		5/5/4/3/2/2/1
15	1,575,000	10+5*		5/5/4/4/2/2/2
16	1,800,000	10+6*		5/5/5/4/3/2/2
17	2,025,000	10+7*		6/5/5/4/3/3/2
18	2,250,000	10+8*		6/6/5/4/4/3/2
19	2,475,000	10+9*		6/6/5/5/5/3/2
20	2,700,000	10+10*		6/6/6/5/5/4/2
21	2,925,000	10+11*		6/6/6/6/5/4/3
22	3,150,000	10+12*		6/6/6/6/5/5/3
23	3,375,000	10+13*		6/6/6/6/6/5/4
24	3,600,000	10+14*		6/6/6/6/6/6/5

\*Constitution bonus no longer applies to hit points.  
Levels beyond 24 can be gained for 225,000 xp per level.

## Necromancer Spells by Level

### 1st Level

1. *Animate Skeletons*
2. Cause Light Wounds\*
3. *Command Lesser Undead*
4. Command
5. Comprehend Languages
6. Detect Magic
7. *Exhumation*
8. Identify
9. Light
10. Protection from Evil
11. Read Magic
12. *Turn Undead*

### 2nd Level

1. *Animate Zombies*
2. *Boil Blood*
3. *Bone Spear*
4. *Consume Death*
5. Darkness 15' radius
6. *Decrepitude*
7. Detect Evil
8. Feign Death
9. Fog Cloud
10. *Funeral Dirge*
11. *Glimpse of Mortality*
12. Stinking Cloud
13. Web

### 3rd Level

1. *Animate Ghouls and Ghosts*
2. *Bone Armor*
3. Cause Disease\*
4. *Cloak of Death*
5. Curse\*
6. *Dementia*
7. Dispel Magic
8. *Hell's Heart*
9. *Reanimate, Minor*
10. Protection from Evil, 10' radius
11. Speak With Dead
12. Tongues
13. *Vampiric Touch*

### 4th Level

1. *Animate Wights and Wraiths*
2. *Arsenal of the Dead*
3. *Blood Sacrifice*
4. *Bone Shards*
5. Cause Serious Wounds\*
6. *Command Undead*
7. *Final Rest*

### 5th Level

1. *Animate Spectres and Vampires*
2. Cause Critical Wounds\*
3. *Bone Shrapnel*
4. Death Spell
5. *Exsanguinate*
6. *Reanimation*
7. *Servitor*
8. *Wall of Bone*
9. *Warm Grave*

### 6th Level

1. *Animate Skeleton Warriors*
2. Finger of Death
3. *Flesh is Weak*
4. Clone
5. Disintegrate
6. Enchant an Item
7. Harm\*
8. *Rise from the Grave*

### 7th Level

1. *Beyond the Grave*
2. *Black Death*
3. *Black Mass*
4. Destruction\*
5. Energy Drain\*
6. Empty Hell
7. *Lobotomy*
8. Wither\*

Spells in italics are new spells detailed below.

\*Not reversible

## NEW SPELLS

### Animate Ghouls and Ghosts

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** 30 ft.

**Duration:** 1 turn/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 turn

**Saving Throw:** None

Necromantic energies raise the dead as ghouls (levels 5-7) or ghosts (levels 8 and up). The necromancer can raise 1 ghoul per level with this spell, or half that number of ghosts (rounded down).

Bodies below the earth or otherwise restrained will take an additional turn to free themselves.

The undead raised by this spell are permanent but are only under the necromancer's control for 1 turn per caster level. When the spell ends, these creatures become typical members of their kind and will attack anything alive they can see, including the necromancer.

Enemy clerics can turn or take control of the undead created by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is an unholy symbol valued at no less than 250 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

### Animate Skeletons

*Arcane Necromancy*

**Level:** Necromancer 1

**Range:** 30 ft.

**Duration:** Permanent

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 5 segments

**Saving Throw:** None

Necromantic energies raise the dead as skeletons, up to 1 skeleton per level.

If there are exposed bodies within the spell's area of effect, they will burst from their fleshy prisons in a grisly display and rise up within the round the spell is cast. Bodies below the earth or otherwise restrained will take an additional turn to free themselves.

These skeletons are under the necromancer's control until their death, or until the necromancer has been outside the area of effect (more than a 60 ft. radius away from the skeletons) for 1 week. Once the latter condition occurs, the skeletons become typical members of their type and wander mindlessly, seeking the living to join them in death.

Enemy clerics can turn or take control of the undead created by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is a holy/unholy symbol valued at no less than 25 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

### Animate Skeleton Warriors

*Arcane Necromancy*

**Level:** Necromancer 6

**Range:** 30 ft.

**Duration:** 3 turns/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 hour

**Saving Throw:** None

Necromantic energies raise up to 3 extremely powerful skeleton warriors.

Except as noted below, this spell functions like *Animate Wights and Wraiths*. Consult that spell for more details.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp, as well as a suitable number of corpses of

warriors who were at least 9th level in life. The unholy symbol can be reused.

### **Animate Spectres and Vampires**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 30 ft.

**Duration:** 3 turns/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 hour

**Saving Throw:** None

Necromantic energies raise spectres (levels 10-12) or vampires (levels 13+). The necromancer can raise 5 spectres, or 2 vampires with this spell.

Except as noted, this spell functions like *Animate Wights and Wraiths*. Consult that spell below for more details.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

### **Animate Wights and Wraiths**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 30 ft.

**Duration:** 1 turn/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 3 turns

**Saving Throw:** None

Necromantic energies raise the dead as wights (levels 7-9) or wraiths (levels 10 and up). The necromancer can raise 1 wight per level with this spell, or half that number of wraiths, rounded down.

Wights below the earth or otherwise restrained will take additional time to free themselves (typically 1 turn for buried bodies), while wraiths simply rise from the corpse to greet their new master the round the spell is cast.

The undead raised by this spell are permanent but are only under the necromancer's control for 1 turn per caster level. When the spell ends,

these creatures become typical members of their kind and will attack anything alive they can see, including the necromancer.

Enemy clerics can turn or take control of the undead created by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is an unholy symbol valued at no less than 750 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

### **Animate Zombies**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 30 ft.

**Duration:** Permanent

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 7 segments

**Saving Throw:** None

Necromantic energies raise the dead as zombies, up to 1 zombie per level. There is a 25% chance for these zombies to be special members of their type, such as bloated, burn victims, and the like (see the New Monsters section for more information on these zombie types). If the necromancer gets special zombies, they can only raise half as many, or 1 every 2 levels rounded down.

Necromancers of 7th level or higher can use this spell to raise 1 monster zombie every 2 levels, if the appropriate corpses are available.

At the Game Master's discretion, the random roll can be waived; for example, if a magic-user has just killed 7 goblins with a fireball, the Game Master could rule the corpses will be burn victims if raised by the necromancer.

Bodies below the earth or otherwise restrained will take additional time to free themselves (typically 1 turn for buried bodies), otherwise the bodies rise when the casting is completed.

The undead raised by this spell are permanent but are only under the necromancer's control for 1 turn per caster level. When the spell ends, these creatures become typical members of their kind and will attack anything alive they can see, including the necromancer.

Enemy clerics can turn or take control of the undead created by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is a holy/unholy symbol valued at no less than 25 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

### **Arsenal of the Dead**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 30 ft. + 10 ft. per level

**Duration:** Permanent

**Area of Effect:** 100 ft. radius

**Components:** V, S, M

**Casting Time:** 1 hour

**Saving Throw:** None

The necromancer raises a sizeable force of undead equipped for battle. The necromancer can raise up to 5 bodies per level as Skeleton Archers or Zombie Footsoldiers (see the New Monsters for more information on these creatures).

Bodies below the earth or otherwise restrained will take additional time to free themselves (typically 1 turn for buried bodies), otherwise the bodies rise when the casting is completed.

These undead are under the necromancer's control until their death, or until the necromancer has been outside the area of effect (more than a 60 ft. radius away from them) for 1 week. Once the latter condition occurs, the undead become typical members of their type and wander mindlessly, seeking the living to join them in death.

The undead raised by this spell cannot be

turned, dispelled, or controlled for 1 hour per level of the necromancer, after which they can be turned normally, but enemy priests receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is a unholy symbol valued at no less than 750 gp, as well as a suitable number of corpses. This spell is typically cast at the sites of infamous battles, preferably slaughters. The unholy symbol can be reused.

### **Beyond the Grave**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 0

**Duration:** 1 turn per level

**Area of Effect:** Caster

**Components:** V, S, M

**Casting Time:** 1 turn

**Saving Throw:** None

The necromancer transforms into a lich temporarily. While in this form, the necromancer retains all their normal spellcasting ability. They also double their hit points, gain the lich's paralyzing touch, are only hit by +1 or better weapons, and are immune to cold, electrical, paralyzation, polymorph, and death magic.

Enemy clerics can turn the necromancer as though they were a lich, but they receive a -1 penalty to their turn check for every level below the necromancer's. While under the effects of this spell, necromancers cannot be controlled or dispelled by enemy clerics or by a mace of disruption.

The material component of this spell is a gem-encrusted phylactery valued at 10,000 gp or greater. After this spell ends, the phylactery turns to dust.

## **Black Death**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 20 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 10x10 ft. square per level

**Components:** V, S, M

**Casting Time:** 7 segments

**Saving Throw:** None

Death magic pulses through the area, killing 6d20 Hit Dice of creatures. Weaker creatures are killed first, and creatures up to 10 HD can be affected by this spell. Creatures killed by this spell are further afflicted with a deadly pestilence that infects any creature within a 30 foot radius with no saving throw. Creatures who are diseased receive no benefit from magical healing and lose 1 point of Constitution per day until they die. Once they die, they too exude pestilence. The pestilence created by this spell can be cured with the *Cure Disease* spell, and victims who receive a *Cure Disease* are immune to the effects of this pestilence for 24 hours. Creatures killed by the pestilence this spell creates cannot be raised from the dead by any means short of a Wish spell.

This pestilence effect remains if the necromancer animates those slain by this spell. Add it to the normal abilities of whatever undead the necromancer raises them as.

The material component of this spell is a crushed concoction of deadly nightshade, harvested under a new moon. This flower can be purchased for 15,000 gp from NPC necromancers who tend special groves for just this purpose. Such necromancers will typically only have 1-2 doses at hand and guard it fiercely.

Player character necromancers do not have the time and patience required to grow these fragile flowers themselves, unless they retire from adventuring to go into business, becoming NPCs under the control of the Game Master.

## **Black Mass**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 10 ft. per level

**Duration:** Permanent

**Area of Effect:** 10x10 ft. square per level

**Components:** V, S, M

**Casting Time:** 12 hours

**Saving Throw:** None

The necromancer summons an elder demon and strikes a bargain. The necromancer can either have 1 Type VI, two Type V, or 4 Type IV demons. These demons will serve the necromancer until they are killed. In return, the necromancer has lost their soul. Any death is permanent — they can no longer be raised or resurrected from the dead. A Wish will still work, however, the necromancer has now broken their bargain with a demon lord, whose anger will be about what one would expect.

The Black Mass is an elaborate affair, essentially a dinner party fit for a demon prince. This spell requires 20,000 gp worth of “accoutrements”, decorations, and sacrifices, to cast. Any components not destroyed during the spell’s duration disappear at the end of the spell, taken back to hell by the contracted demon prince. Befitting its nature, the spell may only be cast by a necromancer once, as they have only one soul to bargain with.

## **Blood Sacrifice**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 0

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 6 segments

**Saving Throw:** None

The necromancer makes a blood offering to dark powers. In return for this offering, the necromancer can either instantly recover spells of levels 1-3, or heal undead under their control. The necromancer can restore one spell level per 5 points of damage inflicted by this spell, so if 15 points of damage are inflicted, the caster could restore a 3rd, a 2nd and a 1st, or 3 1st-level spells. This damage can instead be applied as healing to any undead within a 30 ft.

radius under the caster's direct control. In this case, the necromancer can divide the healing any way they want.

This spell inflicts 5d4 points of damage, either on the necromancer, or a target who must be immobile and/or rendered helpless in some way (tied down, physically restrained at wrists and ankles, and so forth). If the necromancer is using their own blood, they can choose to cap the damage at one-half their maximum hit points during the casting of this spell.

The material component of this spell is an elaborate ceremonial dagger worth at least 2,500 gp. This component can be reused.

### **Boil Blood**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S

**Casting Time:** 3 segments

**Saving Throw:** Half

The necromancer alters the target's blood chemistry, causing the victim to feel as though they are on fire. The target of this spell suffers 1d4 points of damage per level of the caster, but can make a saving throw vs. spells for one-half damage.

This spell only works against creatures that have a working circulatory system, including all humanoids, demi-humans, animals, insects, dragons, and so forth. It does not affect golems, or most kinds of undead. Vampires are a notable exception, not only are they affected by this spell, they take +2 damage per die.

### **Bone Armor**

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** 10 ft. per level

**Duration:** 1 turn/level

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 3 segments

**Saving Throw:** None

The necromancer rips the bones from an undead under their control, and turns them into temporary bone armor. This spell will only affect an undead under the necromancer's current direct control, either because they raised them, or through a spell such as *Control Undead*. The target of this spell must have hit dice equal or fewer than the necromancer's level. The undead target of this spell is completely destroyed.

This armor does not impede the necromancer's spellcasting abilities and grants +1 AC for each HD of the affected undead. If the necromancer is wearing bracers of protection, or magical bone armor, they only receive a bonus from this spell, their bone armor, or bracers, whichever is higher.

The material component of this spell is a holy/unholy symbol valued at no less than 750 gp, along with a suitable undead servant. The holy/unholy symbol can be reused.

### **Bone Shards**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 40 ft. plus 10 ft. per level

**Duration:** 1 round per level

**Area of Effect:** 3 primary and 3 secondary targets

**Components:** V, S, M

**Casting Time:** 3 segments

**Saving Throw:** Half

The necromancer destroys 3 undead under their control and uses their bones as weapons. This spell will only affect an undead under the necromancer's current direct control, either because they raised them, or through a spell such as *Control Undead*. The undead targets of this spell are completely destroyed. Undead targets of this spell must have equal or fewer hit dice to the necromancer.

Once the necromancer has cast this spell, on subsequent rounds he can use the bones as the spell *Bone Spear* (see below), on a maximum of one target per round. On rounds where the necromancer uses the *Bone Spears* from this spell, they may take any other action, including spellcasting. If the necromancer has

not used all three Bone Spears by the time the duration expires, they fall to the ground and are no longer suitable to be used as components for this or any other spell.

Both sacrificed undead and any secondary targets must be within the spell's listed range. Before attacking with the bones, they float around the necromancer.

The material component of this spell is a holy/unholy symbol valued at no less than 750 gp, along with a suitable number of undead servants. The holy/unholy symbol can be reused.

### **Bone Shrapnel**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 100 feet plus 10 ft. per level

**Duration:** 1 round per level

**Area of Effect:** 30 ft. radius

**Components:** V, S, M

**Casting Time:** 7 segments

**Saving Throw:** Half

The necromancer turns an undead under their control into a bomb, ready to explode at their command, or the instant of their death. This spell will only affect an undead under the necromancer's current, direct, control, either because they raised them, or through a spell such as *Control Undead*. The undead target of this spell is completely destroyed when the explosion effect is activated. Undead targets of this spell must have equal or fewer hit dice to the necromancer.

Once the necromancer has cast this spell, the chosen undead begins to visibly glow. The undead will continue performing its last command, and the necromancer can continue to control it, ordering it to move to a specific location, attack a specific target, and so forth.

At the necromancer's command, or upon its destruction (through loss of hit points, clerical dispelling, or any other method), or when it leaves the range of this spell, or when the duration of the spell expires, the undead target of this spell will explode, inflicting 1d8 points of damage in a 30 ft. radius for every hit die it

possessed. So a zombie would inflict 2d8 points of damage, while a vampire would inflict 8d8. Targets in the radius may make a saving throw vs. spell for half damage. The damage inflicted by this spell is physical, so protections against fire, cold, and other such effects are meaningless to mitigate this damage.

Ordering the target of this spell to explode does not preclude the necromancer from taking other actions, but the necromancer must be able to speak (not silenced, stunned, and so forth).

The material component of this spell is a holy/unholy symbol valued at no less than 1,500 gp, along with a suitable undead servant. The holy/unholy symbol can be reused.

### **Bone Spear**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 primary and 1 secondary target

**Components:** V, S, M

**Casting Time:** 2 segments

**Saving Throw:** Half

The necromancer destroys an undead creature under their direct control (through raising the undead or spells like *Control Undead*) and uses their bones as weapons. The target undead is completely destroyed. Undead used for this spell must have equal or fewer hit dice to the necromancer.

Sacrificed undead must be within range while secondary targets must be within the range measured from the sacrificed undead.

Bone Spear deals 1d4 points of damage per hit die of undead sacrificed up to the caster level of the necromancer. Secondary targets are allowed a save for half damage, indicating a partial dodge of the bone spear.

The material component of this spell is a holy/unholy symbol valued at no less than 25 gp, as well as a suitable number of corpses. The holy/unholy symbol can be reused.

## **Cloak of Death**

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** Caster

**Duration:** 5 rounds per level

**Area of Effect:** 30 ft. radius

**Components:** V, S, M

**Casting Time:** 5 segments

**Saving Throw:** Half

The necromancer unleashes their power over death in a circle around them. All undead in the radius of this spell that are under the necromancer's control gain a +1 bonus to attack, damage and saving throws for every 3 levels of the necromancer (+2 at levels 4-6, +3 at levels 7-9, and so forth). They are also healed 1 point of damage every round.

Undead *not* under the necromancer's control either instantly *become* under their control (if they are mindless undead), or make a saving throw at -1 for every 3 levels of the necromancer to become under their control. Undead that save feel great enmity toward the necromancer, but flee from the radius of this spell, and will not enter its boundaries. They can take other offensive actions against the necromancer (spells, ranged attacks, and the like) and When the spell ends any undead aware of the necromancer will move to kill them in the most effective way possible.

The material component of this spell is a cloak taken off an exhumed body. It may be reused.

## **Command Undead**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 30 ft. plus 10 ft. per level

**Duration:** 1 hour/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 round

**Saving Throw:** Special (see below)

This spell allows a necromancer to command undead. Up to 5 hit dice of undead per level can be commanded. Lesser undead (skeletons, zombies, ghouls and ghosts) receive no saving throw against this spell. All other undead are allowed a saving throw with a -4 penalty.

Undead that save against this spell feel both great hatred and great fear of the necromancer. Though they will try to kill them by any means necessary, they receive a -4 penalty to direct attacks.

Giving a command to an undead controlled by this spell requires the necromancer to be able to speak (not silenced, stunned, etc.) but otherwise imposes no penalties on them. Mindless undead will follow the last command they were given until the necromancer gives them a new command. Intelligent undead will simply stop and wait for a new command once their last command makes no sense.

Enemy clerics can turn or take control of the undead commanded by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is an unholy symbol valued at no less than 750 gp, as well as a suitable number of corpses. The unholy symbol can be reused.

## **Consume Death**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 2 segments

**Saving Throw:** None

The necromancer destroys an undead under their control and uses the undead life force to heal themselves. This spell will only affect an undead under the necromancer's direct control, either because they raised them, or through a spell such as Control Undead. The undead target of this spell is destroyed. Undead targets of this spell must have equal or fewer hit dice to the necromancer.

The necromancer is healed 1d4 points of damage for every hit dice of the undead target

of this spell.

The material component of this spell is a holy/unholy symbol valued at no less than 25 gp, as well as a suitable undead target. The holy/unholy symbol can be reused.

### **Command Lesser Undead**

*Arcane Necromancy*

**Level:** Magic-User 4, Necromancer 3

**Range:** 30 ft.

**Duration:** 1 turn/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 round

**Saving Throw:** Special (see below)

This spell allows a spellcaster to command undead. Up to 1 hit dice of undead per level can be commanded. Mindless undead (skeletons and zombies) receive no saving throw against this spell. Lesser undead (ghouls and ghosts) save normally. This spell does not work on undead more powerful than ghosts.

Giving a command to an undead controlled by this spell requires considerable force of will by the necromancer and precludes spellcasting or attacks that round, though normal movement is allowed. Mindless undead will follow the last command they were given until the necromancer gives them a new command. Intelligent undead will simply stop and wait for a new command once their last command makes no sense.

Enemy clerics can turn or take control of the undead commanded by this spell normally, but they receive a -1 penalty to their turn/control check for every level below the necromancer's. If the result would normally be automatic (the turning table shows T or D), the chance becomes 20 -1 per level below the necromancer's.

The material component of this spell is an unholy symbol valued at no less than 25 gp. It may be reused.

### **Decrepitude**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 10 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 2 segments

**Saving Throw:** Half

The necromancer knows that time is the enemy of the body and inflicts the morbidity of age on their enemies. This spell reduces the target's Strength, Dexterity, and Constitution by 1d6, increasing by 1d6 every four levels of the necromancer (1d6 at levels 3-8, 2d6 at levels 9-12 and so on). A successful saving throw vs. death reduces the ability points lost by one-half.

Targets with a physical ability score below 3 are barely able to stand, cannot move more than 10 ft. in a round, and cannot fight. Targets who have an ability reduced to 0 are killed.

The maximum ability damage that can be inflicted from multiple castings of this spell, is the maximum amount that can be rolled on the dice. For example, a 5th level necromancer can never lower the Dexterity of a target by more than 6 points.

Ability scores lost to this spell recover naturally at 1 point per turn each. *Cure Serious Wounds* and *Cure Critical Wounds* may restore 1d4 and 1d8 lost points respectively, to one affected ability score of the cleric's choice. If used in this fashion, neither spell restores any hit points. The *Heal* and *Restoration* spells instantly restore all the target's lost abilities.

The material component of this spell is an hourglass valued at no less than 250 gp. It shatters when the spell is cast.

## **Dementia**

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** 30 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 3 segments

**Saving Throw:** Half

The necromancer knows that time is the enemy of the mind and inflicts the forgetfulness of age on their enemies. This spell reduces the target's Intelligence, Charisma and Wisdom by 1d6, increasing by 1d6 every four levels of the necromancer (1d6 at levels 5-8, 2d6 at levels 9-12 and so on). A successful saving throw vs. death reduces the amount of Intelligence and Wisdom lost by half.

Affected Magic-users also have a 5% chance of spell failure for each point of Intelligence lost, while affected clerics have a similar chance of spell failure based on Wisdom lost. If either class has their prime requisite reduced below 9, they lose the ability to cast spells altogether. Targets whose Intelligence or Wisdom are reduced below 3 are incapable of acting in any way, and targets who have an ability score reduced to 0 are killed.

The maximum ability damage that can be inflicted from multiple castings of this spell, is the maximum amount that can be rolled on the dice. For example, a 5th level necromancer can never lower the Intelligence of a target by more than 6 points.

Intelligence and Wisdom lost to this spell recover naturally at 1 point per turn each. Healing spells of *Cure Serious Wounds* and *Cure Critical Wounds* will restore 1d4 and 1d8 lost points respectively, to one affected ability score of the cleric's choice. If used in this fashion, neither spell restores any hit points. The *Heal* and *Restoration* spells instantly restore all of the target's lost faculties.

The material component of this spell is an hourglass valued at no less than 500 gp. It shatters when the spell is cast.

## **Empty Hell**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 0

**Duration:** 1 day per level

**Area of Effect:** 1 mile radius

**Components:** V, S, M

**Casting Time:** 24 hours

**Saving Throw:** None

The necromancer raises an army composed as follows: 500 Skeletons, 250 Zombies, 100 Ghouls, and 50 Ghosts. These creatures slowly form from bodies that died within the spell's area of effect centuries ago, if not longer. There does not need to be a graveyard or intact bodies, the undead piece themselves together above ground, ready to serve their master of death.

This army can be maintained for a maximum of 1 day for each level of the necromancer, through his arcane might, though the necromancer may choose to end it earlier. At the end of the spell's duration, the army turns to dust, and the necromancer collapses into a weakened state, unable to attack, cast spells, or even move for a number of days equal to the time the army of the dead was active.

Any undead under the necromancer's control from other spells will carry him away from the field of battle if intelligent. Unintelligent undead will circle the necromancer's position and defend him as best they can.

The undead raised by this spell cannot be turned, dispelled, or controlled — they answer only to the necromancer that called them.

The material component of this spell is an unholy symbol valued at no less than 10,000 gp. The unholy symbol can be reused.

## **Exhumation**

*Arcane Necromancy*

**Level:** Necromancer 1

**Range:** 0

**Duration:** Instantaneous

**Area of Effect:** 100 ft. radius per level

**Components:** V, S, M

**Casting Time:** 1 round

**Saving Throw:** None

This spell allows the necromancer to unearth corpses for later use. How many bodies can be unearthed depends on the highest level of necromancer spells the character can cast. At 1st level spells, 10 bodies can be unearthed; 2nd level: 25; 3rd level: 50; 4th level: 100; 5th level: 200; 6th level: 400; 7th level: 800.

The material component of this spell is an unholy symbol valued at no less than 25 gp. The unholy symbol can be reused.

## **Exsanguinate**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 50 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S

**Casting Time:** 6 segments

**Saving Throw:** Half

The necromancer draws blood from an enemy, then offers it to dark powers for his benefit. In return for this offering, the necromancer can either instantly recover spells of levels 1-4, heal undead under their control, or heal themselves.

This spell inflicts 5d6 points of damage, though the target can save for one-half damage.

The necromancer can restore one spell level per 5 points of damage inflicted by this spell, so if 20 points of damage are inflicted, the caster could restore a 4th, or a 3rd and 1st, two 2nd, or 4 1st-level spells. This damage can also be applied as healing to any undead within a 30 ft. radius under the caster's direct control. In this case, the necromancer can divide the healing any way they want.

This spell only works against creatures that

have a working circulatory system, including all humanoids, demi-humans, animals, insects, dragons, and so forth. It does not affect golems, or most kinds of undead. Vampires are a notable exception. Not only are they affected by this spell, they take +2 damage per die.

## **Final Rest**

*Arcane Necromancy*

**Level:** Necromancer 4

**Range:** 50 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 undead

**Components:** V, S, M

**Casting Time:** 5 segments

**Saving Throw:** None

The necromancer condemns an undead to a final rest. The target of this spell suffers 1d8 points of damage per level of the necromancer.

The material component of this spell is a gem worth at least 1,000 gp that was left in the sun for at least 2 days. This gem can be reused.

## **Flesh is Weak**

*Arcane Necromancy*

**Level:** Necromancer 6

**Range:** 60 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 6 segments

**Saving Throw:** Half

The necromancer knows that the flesh is weak and eventually even the greatest heroes will grow weak and succumb to time. This spell reduces all of the target's ability scores by 2d6 points. A successful saving throw vs. death reduces ability loss by one-half.

Magic-users also have a 5% chance of spell failure for each point of Intelligence lost, while clerics have a similar chance of spell failure based on Wisdom lost. If either class has their prime requisite reduced below 9, they lose the ability to cast spells altogether. Targets who have an ability score reduced to 0 are killed.

The maximum ability damage that can be inflicted from multiple castings of this spell, is

the maximum amount that can be rolled on the dice (12 points).

Ability scores lost to this spell recover naturally at 1 point per day each (so all 6 ability scores regain 1 point per day). Healing spells of Cure Serious Wounds and Cure Critical Wounds will restore 1d4 and 1d8 lost points respectively, to an ability score of the cleric's choice. The Heal and Restoration spells instantly restore all of the target's lost abilities.

The material component of this spell is an hourglass valued at no less than 5,000 gp. It shatters when the spell is cast.

### **Funeral Dirge**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 0

**Duration:** 3 rounds per level

**Area of Effect:** 30 ft. radius

**Components:** V, S, M

**Casting Time:** 2 segments

**Saving Throw:** None

The necromancer knows the fates that await both the living and the dead and begins to chant secret truths that speak to the dead all around them. All undead in the radius of this spell that are under the necromancer's control gain a +1 bonus to attack, damage and saving throws.

All other enemies gain a -1 penalty to attack, damage, and saving throws and must make a saving throw vs. paralyzation to physically attack the necromancer.

The material component of this spell is a piece of bone from the dead body the size of a finger. It may be reused.

### **Glimpse of Mortality**

*Arcane Necromancy*

**Level:** Necromancer 2

**Range:** 20 ft. plus 10 ft. per level

**Duration:** 1 rounds per level

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 2 segments

**Saving Throw:** Half

The necromancer shows their enemy a glimpse of their death, shaking the target to their core. The target of this spell suffers a -1 penalty to attack and damage rolls for every 3 levels of the necromancer (-1 at 3rd level, -2 at 4-6th levels and so on). A saving throw vs. death reduces these penalties by half, rounded down.

Targets that fail their saving throw against this spell cannot bring themselves to look at the necromancer, and suffer an additional -4 penalty to hit them.

Note that this spell does not give anyone other than the target a glimpse of how the target will die, and the target gains no meaningful information about the future from it, except at the discretion of the Game Master. Indeed, the vision could be fake, for all the target knows.

The material component of this spell is a small silver mirror worth 25 gp. This is held up, showing the target themselves not now, but at the moment of their possible death.

### **Hell's Heart**

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** 0

**Duration:** 1 round per level

**Area of Effect:** Caster

**Components:** V, S, M

**Casting Time:** 3 segments

**Saving Throw:** None

The necromancer takes vengeance on their enemies. For the duration of this spell, any damage inflicted on the necromancer is halved. The remaining damage is reflected back on the attacker.

The material component of this spell is an unholy symbol valued at no less than 25 gp. It may be reused.

## **Lobotomy**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 100 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S, M

**Casting Time:** 7 segments

**Saving Throw:** Half

The necromancer takes out a silver hammer and spike and strikes the air with them while looking at the target of the spell. The target suffers 3d6 Intelligence damage, with a successful saving throw reducing Intelligence loss by one-half.

If this spell reduces the Intelligence of the target to 0, the target is killed. However, if the Intelligence of the target is reduced to 1, 2, or 3, the target will obey the Necromancer's commands to the best of their ability and fight on their behalf. Their THACO, hit points, and physical abilities are unaffected by this spell.

Magic-users have a 5% chance of spell failure for each point of Intelligence lost. If their Intelligence is reduced below 9, they lose the ability to cast spells altogether.

The maximum ability damage that can be inflicted from multiple castings of this spell, is the maximum amount that can be rolled on the dice (18 points).

Intelligence lost to this spell recover naturally at 1 point per day and can be healed magically as described under the Dementia spell, unless the target's Intelligence is reduced to 3 or less. In this case, the Intelligence loss is permanent unless a *Heal*, *Restoration*, or *Wish* is used to restore the target's mind.

The material component of this spell is a silver hammer and spike of masterful workmanship, which each cost the necromancer 5,000 gp. They may be reused.

## **Reanimate, Minor**

*Arcane Necromancy*

**Level:** Necromancer 3

**Range:** Touch

**Duration:** 1 round/level

**Area of Effect:** 1 creature

**Components:** V, S, M

**Casting Time:** 3 segments

**Saving Throw:** None

This spell allows the caster to animate a creature as an undead under their control for a short period of time, raising a creature in the midst of battle to fight on their behalf.

The creature retains their THACO, damage and most of their abilities. The target has one-half the maximum hit points they had in life, rounded down. Importantly, the creature loses the ability to cast spells above 3rd level, and loses any magic resistance or spell immunities that they possessed in life. The target of this spell is immune to sleep and charm.

When this spell ends, the target falls down dead once again, however, the target of this spell can be used for necromancer spells such as Bone Spear and Bone Armor, and if these spells are cast on the target, their corpse is utterly destroyed and only a *Wish* can return the target to life.

The material component of this spell is an unholy symbol valued at no less than 500 gp, as well as a corpse for the necromancer to reanimate. The unholy symbol may be reused.

## **Reanimate**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** Touch

**Duration:** 1 turn/level

**Area of Effect:** 1 creature

**Components:** V, S, M

**Casting Time:** 5 segments

**Saving Throw:** None

This spell allows the caster to animate a creature as an undead under their control for a short period of time, raising a creature in the midst of battle to fight on their behalf. The creature retains their THACO, damage and

most of their abilities. The target has the maximum hit points they had in life. Creatures reanimated by this spell are able to cast spells 5th level and below and retain any magic resistance, spell immunities and other abilities that they possessed in life. In addition creatures reanimated by this spell are immune to sleep and charm.

When this spell ends, the target falls down dead once again, however, the target of this spell can be used for necromancer spells such as *Bone Spear* and *Bone Armor*, and if these spells are cast on the target, their corpse is utterly destroyed and only a *Wish* can return the target to life.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp, as well as a corpse for the necromancer to reanimate. The unholy symbol may be reused.

### **Rise from the Grave**

*Arcane Necromancy*

**Level:** Necromancer 7

**Range:** 30 ft.

**Duration:** 1 hour/level

**Area of Effect:** 60 ft. radius

**Components:** V, S, M

**Casting Time:** 1 day

**Saving Throw:** None

This spell allows the necromancer to choose between two of the most powerful undead known: the lich and the death knight.

Except as noted below (it's more difficult to acquire material component), this spell functions like *Animate Wights and Wraiths*. Consult that spell for more details.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp, as well as the corpse of either a magic-user of 11th level or higher (to raise a lich) or a paladin of 11th level or higher (to raise a death knight).

### **Servitor**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 30 ft.

**Duration:** Permanent

**Area of Effect:** 60 ft. radius

**Components:** V,S,M

**Casting Time:** 1 turn

**Saving Throw:** None

This spell allows the necromancer to permanently bind undead to them, under their control forever. Any undead raised by 1st to 4th level necromancer spells, with the exception of *Minor Reanimate*, will obey the necromancer permanently. However, the necromancer can only have a number of hit dice equal their level bound to them by this spell.

Undead bound to the necromancer by this spell can be temporarily turned by clerics and other necromancers, but cannot be controlled by anyone else so long as the necromancer lives.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp.

### **Turn Undead (Reversible)**

*Arcane Necromancy*

**Level:** Magic-User 1

**Range:** 30 ft.

**Duration:** Instantaneous

**Area of Effect:** Up to 12 Undead

**Components:** V, S, M

**Casting Time:** 1 round

**Saving Throw:** None

This spell allows a magic-user to turn undead as a cleric of equal level. Evil magic-users may cast the reverse of this spell, which will allow them to command undead as described in the core rules.

The material component of this spell is a holy/unholy symbol valued at no less than 25 gp.

### **Vampiric Touch**

*Arcane Necromancy*

**Level:** Magic-User 3, Necromancer 3

**Range:** Touch

**Duration:** Instantaneous

**Area of Effect:** 1 target

**Components:** V, S

**Casting Time:** 3 segments

**Saving Throw:** Half

Upon successfully touching the target, the caster inflicts 1d6 points of damage for every two full levels they have in the magic-user or necromancer classes (whichever is higher in the case of a character with multiple classes). The caster gains temporary hit points equal to the damage dealt, up to a maximum equal to the target's current hit points. For example, a target that had 15 hit points remaining could provide a maximum of 15 hit points to the caster.

### **Wall of Bone**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 30 ft. plus 10 ft. per level

**Duration:** Instantaneous

**Area of Effect:** 5 ft. by 5 ft. square

**Components:** V, S, M

**Casting Time:** 6 segments

**Saving Throw:** None

The necromancer destroys any number of undead under their control and uses their bones to form a defensive wall. Once created this wall lasts until it is destroyed. This spell will only affect an undead under the necromancer's direct control, either because they raised them, or through a spell such as *Control Undead*. The undead targets of this spell are completely destroyed. Undead targets of this spell must have equal or fewer hit dice to the necromancer.

For every hit die of undead destroyed by this spell, the wall will cover a 5 foot square and will have 10 hit points. For example, if 5 hit dice of undead were destroyed by the necromancer to fuel this spell, the wall would cover 25 square feet and would have 50 hit points. The wall has an AC of 10, minus 1 for every hit die used in its creation.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp, as well as the undead sacrificed during the casting. The unholy symbol may be reused.

### **Warm Grave**

*Arcane Necromancy*

**Level:** Necromancer 5

**Range:** 50 ft. plus 10 ft. per level

**Duration:** 1 hour per level

**Area of Effect:** 10 ft. by 10 ft. square

**Components:** V, S, M

**Casting Time:** 1 turn

**Saving Throw:** None

The necromancer turns a grave into a warm comfortable place to rest, either for themselves or for an undead under their command. Any creature laying in the grave will heal 1d8 points of damage an hour, and otherwise gain any normal benefits of sleep (the ability to recover spells for spellcasting creatures, for example).

While resting in the grave, the time an undead animation will last, as well as the time that such an undead will remain under the necromancer's control, are "paused". For example, a Lich raised by *Rise from the Grave* is under the necromancer's control for 1 hour per level. If a 20th level necromancer controlled such a lich for 4 hours, then had the lich rest in a *Warm Grave* for 10 hours, the necromancer would still be in control of the lich for 16 more hours.

The material component of this spell is an unholy symbol valued at no less than 1,500 gp. The unholy symbol may be reused.

## NEW MAGIC ITEMS

### Bone Armor (Necromancer)

This armor is made from specially enchanted and prepared bones of the undead. Necromancers can wear bone armor without interfering in their spellcasting abilities.

Percent Chance	Armor Class	XP Value	GP Value
01-50	8	400	4,000
51-74	6	1,600	16,000
75-90	4	3,600	36,000
91-100	2	6,400	64,000

### Bone Staff (Necromancer)

These staves increase hit points of undead raised by the necromancer. They come in 4 strengths, from +1 to +4. The bonus of the staff is added to the hit points of each hit die of a summoned or animated undead. For example, a necromancer with a +2 Bone Staff raises a zombie, it would have 2+4 HD.

Percent Chance	Hit Point Bonus (Per Die)	XP Value	GP Value
01-50	+1	500	5,000
51-74	+2	1,000	10,000
75-90	+3	2,000	20,000
91-100	+4	3,500	35,000

### Book of the Dead (Necromancer) (7,500 XP; 75,000 GP)

This book is an exhaustive treatise on the necromantic arts. While in a necromancer's possession, they gain +10% bonus XP, as other characters do from high ability scores.

### Death Staff (Necromancer) (6,000 XP; 60,000 GP)

This incredibly powerful staff is covered with scenes of Orcus triumphing over his foes, most especially other demons.

It allows a necromancer to cast any spell they know, expending 1 charge per level, rather than losing memorization of the spell.

Necromancers of 10th level or higher can recharge the staff. It requires 10 spell levels to restore 1 charge, but the necromancer must also spend 10,000 gp per charge.

## NEW MONSTERS

### Undead Soldiers

Often encountered on the site of horrific slaughters, especially those wrought by treachery on the battlefield. These undead nightmares retain some of their equipment and enough dim intelligence to make use of simple battle tactics. For example, skeletal archers will seek high ground, or hide behind zombie footsoldiers if encountered in a mixed group, allowing them to pepper their enemies with arrows.

**Skeletal Archers:** These undead bowmen wear chain mail and retain the bows they used in life. They are immune to sleep, charm, hold, and cold spells.

**Zombie Footsoldiers:** These heavy infantry wear plate, carry shields and longswords. If encountered alone, they will split up, with half pinning down the party's fighters while the other half attempts to flank them, seeking out magic-users or clerics. They move slowly, but fight with surprising quickness, and do not always act last like standard zombies. They are immune to sleep, charm, hold and cold spells.

### Zombie Variants

Men die and are brought back to life in a dizzying number of ways, some of which result in different abilities than the standard zombie. The zombies below are largely identical to their standard kin. They always act last in the initiative order, they are immune to sleep, charm, hold, and cold, and they can be turned, albeit as Type 3 undead due to their greater hit dice.

**Bloated:** The guts of these zombies are swollen with gases of putrefaction and decay. When killed, they explode in a Stinking Cloud,

	<b>Skeletal Archers</b>	<b>Zombie Footsoldiers</b>
<b>Frequency</b>	Very Rare	Very Rare
<b>No. Encountered</b>	3-18	3-18
<b>Size</b>	Medium	Medium
<b>Move</b>	90 ft.	30 ft.
<b>Armor Class</b>	5	2
<b>Hit Dice</b>	5	5
<b>Attacks</b>	2	1
<b>Damage</b>	1-6/1-6	1-8
<b>Special Attacks</b>	None	None
<b>Special Defenses</b>	See Above	See Above
<b>Magic Resistance</b>	Standard	Standard
<b>Lair Probability</b>	Nil	Nil
<b>Intelligence</b>	Semi-Intelligent	Semi-Intelligent
<b>Alignment</b>	Neutral	Neutral
<b>Level/XP</b>	5/190+4 per hp	5/155+4 per hp

### Zombie Variants

	<b>Bloated</b>	<b>Burn Victim</b>	<b>Drowned</b>	<b>Glutton</b>
<b>Frequency</b>	Very Rare	Very Rare	Very Rare	Very Rare
<b>No. Encountered</b>	1-10	1-10	1-10	1-10
<b>Size</b>	Large	Medium	Medium	Large
<b>Move</b>	30 ft.	60 ft.	60 ft.	30 ft./90 ft.
<b>Armor Class</b>	8	6	8	8
<b>Hit Dice</b>	3	3	3	3
<b>Attacks</b>	1	1	1	1
<b>Damage</b>	1-8	1-8	1-8	2-12
<b>Special Attacks</b>	Stinking Cloud	None	Submerged Surprise	Consume any flesh
<b>Special Defenses</b>	See Above	See Above	See Above	See Above
<b>Magic Resistance</b>	Standard	Standard	Standard	Standard
<b>Lair Probability</b>	Nil	Nil	Nil	Nil
<b>Intelligence</b>	Non-Intelligent	Non-Intelligent	Non-Intelligent	Non-Intelligent
<b>Alignment</b>	Neutral	Neutral	Neutral	Neutral
<b>Level/XP</b>	4/110+2 per hp	4/110+2 per hp	3/65+2 per hp	4/110+2 per hp

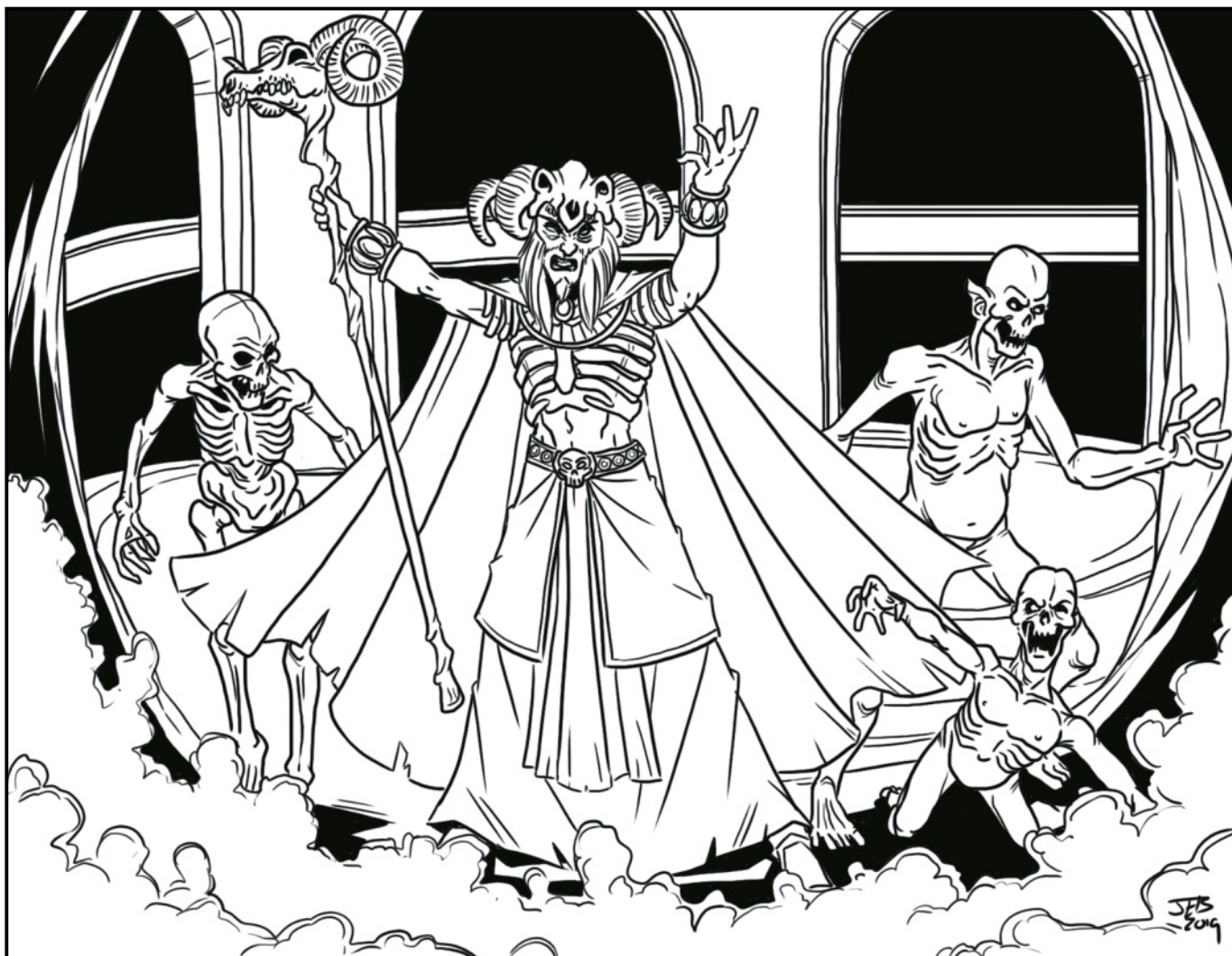
as the spell of the same name.

**Burn Victim:** These zombies were killed by magical fire, lightning, or another effect at the discretion of the Game Master. In unlife, they are immune to the cause of their demise, so a zombie killed by a fireball might be immune to fire in death, for example.

**Drowned:** These zombies died by drowning and seek out shallow pools of water to wait for prey. Due to the amount of time they spend in water, they are covered in algae and other growths that make them particularly hard to spot in water. When prey gets close, these creatures will spring up suddenly and surprise on 1-4. During the burst of activity during their initial attack, they move with surprising speed. Once the surprise round is over, they move as haltingly as a standard zombie.

**Glutton:** These foul creatures will eat any meat, and gain strength from it through unknown means. When the glutton succeeds in biting a victim, it heals half the damage it inflicts, rounded down. This form of healing can even take the Glutton above its normal maximum hit points. If enough meat is available, the Glutton can have up to double its maximum hit points. Damage is taken from these additional hit points first. After one turn with no food in sight, the Glutton will lay down and sleep, and any additional hit points will fade after a few hours.

Once food has been sighted, a glutton goes into a frenzy from hunger. Its movement rate triples, and it gains a +2 bonus to damage. If it cannot get at the food which aroused its hunger, for example if other zombies block its path, it will eat any meat it can reach. So, it might consume several zombies while trying to reach a visible group of adventurers, being much more powerful by the time it fights its way to the front.



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