

JUST A SECOND #4: NEW NECROMANCY

The new *Pathfinder Second Edition* has a ton of customizable options, and the **Just a Second** line gives you about a page of new rules content to incorporate into your campaign. A set of feats, linked spells, clever magic items, and so on. No fuss, no muss, just new ideas and mechanics for GMs and players alike!

Follow Legendary Games on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.

CREDITS

AUTHOR: Steven T. Helt

DESIGN AND LAYOUT: Richard Kunz

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura



Just a Second #5: New Necromancy © 2019,
Legendary Games; Author Steven T. Helt,
First publication September 2019.



Legendary Games
524 SW 321st St.
Federal Way, WA 98023
makeyourgamelegendary.com

JUST A SECOND 4: NEW NECROMANCY

Pathfinder Second Edition brings significant change to the way spells and magic function. While the game offers many of our old favorites, there's still significant need for an expanded spell repertoire. Specialist wizards who really want to focus on their arcane school need more options to demonstrate discipline in their field, and nobody loves their sinister secrets like necromancers do!

ANIMATE DEAD

UNCOMMON EVIL NECROMANCY

Traditions arcane, divine, occult

Cast 10 minutes

Target 1 corpse

You choose the corpse of a Medium or smaller creature. You create a skeleton or zombie creature of level 2 or less. The spell creates an empathic link between you and the created undead, allowing you to give it simple mental commands. Once you cast the spell you sacrifice a spell slot of the level you cast this spell at (including any heightened levels) to power the undead creature's connection to you and the negative material plane. The undead creature lasts until you memorize a new spell (or prepare the spell slot) in the sacrificed spell slot or until the created creature is destroyed. A necromancer can memorize this spell as a bonus spell from his school specialization and maintain the spell by sacrificing his bonus spell slot.

Heightened [6th level] As above, except you can animate a total number of creature levels equal to your level, with no one creature being higher level than the spell level you cast. This spell has a casting time of 10 minutes per animated undead.

Heightened [7th level] As 6th level above, except you can also animate ghouls and wights.

Heightened [8th level] As 7th level above.

Heightened [9th level] As 8th level above, except that you can also animate graveknights and mummies.

SPELL 4

CANOPIC CONTINGENCY

SPELL 8

NECROMANCY

Traditions arcane, occult

Cast 1 hour material, somatic, verbal

Duration see below

You remove your own vital organs via magical surgery. Each organ continues to pulse and writhe with its normal activity. While the spell is in effect, you are immune to critical hits, precision damage, persistent damage, and fatigue. If you recover from the dying condition you do not count as wounded. Finally, you do not take additional hit point damage from critically failing a saving throw or similar check. When you memorize spells, you can leave an 8th level spell slot uncast to keep this spell in effect. The spell lasts until dispelled or until you memorize a spell in canopic contingency's place. When the spell ends, your organs return to your body from any location and function normally, even if damaged while being stored.

DAMN ENEMIES

SPELL 10

UNCOMMON EVIL NECROMANCY NEGATIVE

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** up to 6 living creatures

Saving Throw simple Fortitude; **Duration** 1 minute

Negative energy courses through the bodies of your targets. Each target must attempt a Fortitude save when the spell is cast. On a failed save, a target takes 3d8 persistent negative damage and gains doomed 1 as malevolent spirits attempt to control its body. If a target with the doomed condition from any source dies within 120 feet of you its body rises on the following round as an undead version of itself. The corpse has the same physical ability scores as its deceased version, with an additional +4 bonus to Strength. It has half the hit points of its donor and the same proficiencies but cannot take reaction or use feats and other class features. This creature obeys your mental commands and attacks your enemies to the best of its abilities. Any undead created by this spell collapse and become normal corpses when the spell expires. Effects that would return an affected corpse to life don't function until the spell expires.

BOLSTER

CANTRIP 1

SPELL 4

CANTRIP EVIL NECROMANCY

Traditions arcane, divine, occult

Cast ♦ somatic

Range 30 feet

Duration 1 minute

You strengthen the necromantic power that animates a corpse. One undead creature gains 5 temporary hit points. A creature can only benefit from this spell once at any time. If you cast it on a creature that still has temporary hit points from this spell, its temporary hit points increase to 5 and the duration resets to 1 minute.

Heightened [3rd level] Your target also gains resistance positive 5 and the duration increases to 2 minutes.

Heightened [5th level] Your target gains 5 temporary hit points, resistance positive 5, and gains a +1 status bonus on attack rolls for 2 minutes.

ENERVATION

ATTACK NECROMANCY

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 60 feet

Saving Throw Fortitude

You make a ranged spell attack against a living target's touch AC. If you hit, the subject makes a Fortitude save.

Critical Success The spell has no effect.

Success The target gains clumsy 1, drained 1, and enfeebled 1 for 1 hour.

Failure The target gains clumsy 2, drained 2, and enfeebled 2. The value of these conditions decreases by 1 each time the subject gets a full night's rest.

Critical Failure As failure, and the subject gains doomed 1.

Heightened [6th level] The values for the failure effect increase to 3.

Heightened [8th level] The spell affects up to ten targets within range. You make 1 attack roll and compare the result to each target's touch AC.

ESSENCE DRAIN

SPELL 9

NECROMANCY

NEGATIVE

Traditions arcane, divine, occult

Cast  somatic, verbal

Range 60 feet; **Targets** 2 living targets

Saving Throw Fortitude

Negative energy erupts from inside your targets' bodies, corrupting both flesh and spirit. The more life force you erode from your enemies, the more power you gain. The target attempts a Fortitude save when you cast the spell and at the start of its turn the following two rounds.

Success The target retains the drained condition from previous failed saves but suffers no additional effects this round. You retain any benefits from the spell gained as a result of failed saving throws against it.

Failure The target gains drained 1. You gain a +2 status bonus on saving throws for 1 minute so long as any target fails at least 1 save. You gain 5 temporary hit points each time a target fails a saving throw against this spell. These hit points last for 1 hour. Each day a drained target gets a full night's rest its drained value reduces by 1.

Critical Failure As Failure, except the target gains drained 2 and you also gain quickened 1 for 1 minute.

RIGOR MORTIS

SPELL 5

NECROMANCY

NEGATIVE

Traditions arcane, divine, occult

Cast  somatic, verbal

Range 120 feet; **Target** 1 living creature

Saving Throw Fortitude

Your target's body exhibits the symptoms of recent death. The muscles harden and atrophy, causing pain and restricting the target's movement. The level of discomfort depends on the subject's saving throw.

Critical Success The spell has no effect.

Success The target is slowed 1 and clumsy 1 for 1 round.

Failure The target is slowed 2 and clumsy 2. The value of these conditions decreases by 1 each time the target gets a full night's rest.

Critical Failure The target takes 3d6 negative damage, is slowed 3 and clumsy 3. The value of these conditions decreases by 1 each time the target gets a full night's rest.

SHADOW THIEF

SPELL 6

NECROMANCY

Traditions arcane, occult

Cast  somatic, verbal

Range 30 feet; **Target** 1 living creature

Saving Throw Will

You invite an undead spirit to possess your target's shadow. The shadow attacks as a greater shadow (*Pathfinder Bestiary (Second Edition)*) until destroyed or the spell expires. If the greater shadow kills your target, it takes the victim's shadow and returns to the Plane of Shadow.

Critical Success The spell has no effect, but the target feels a cold chill and is aware they were targeted.

Success The greater shadow makes a single shadow hand attack before disappearing.

Failure The greater shadow makes one attack when you cast the spell, then attacks for a full round before disappearing.

Critical Failure As failure but the greater shadow uses its darkness innate spell as a free action when you cast the spell and the shadow attacks each round for 1 minute.

TETHERED SOUL

SPELL 7

NECROMANCY

Traditions arcane, divine, occult

Cast  somatic, verbal

Range 60 feet; **Target** 1 creature.

Saving Throw simple Will

The target's soul remains in the same location the creature was when it was affected by the spell. Whenever the target moves at all, a translucent image representing its soul is visible as its physical body partially separates. Each time the target attempts any action other than remaining perfectly still it takes 3d6 mental damage. The target cannot move from its position while the spell remains in effect.

Each round the target can attempt to overcome the spell by moving and attempting a new Will save. On a successful save the spell effect ends and the target is immune for 1 hour. The target takes the mental damage whether successful or not.

This spell has no effect on constructs, mindless creatures, or creatures with an Intelligence bonus of -5.

LEGAL

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, Just a Second 4: New Necromancy, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes

the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction

with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Just a Second 4: New Necromancy © 2019, Legendary Games; Author: Steven T. Helt.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifert.

Pathfinder Second Edition Bestiary © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris

Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G.

McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifert, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.