

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!

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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

SPELL 4

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.

BOLSTER

CANTRIP 1

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.

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 counted 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.

ENERVATION

SPELL 4

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 effects 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

Save 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.

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