

# THE NECROMANCER

A CLASS FOR OLD-SCHOOL ESSENTIALS

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

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# THE NECROMANCER

A CLASS FOR OLD-SCHOOL ESSENTIALS

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## INTRODUCTION, DESIGN & ACKNOWLEDGEMENT

In my mind the necromancer carries with it four key tropes: Communicating with the dead to learn hidden knowledge, calling forth an army of undead, cheating life in order to cheat death to become a lich, and the ability to deal death upon the living. In these regards, I find that I am often disappointed in most necromancer classes in that they often get overthought and wander into less relevant adjacent tropes. This divergence makes sense in a way but as they stray into demon summoning or into charms and enchantments, or into the life/death dichotomy of a kind of dark healer one or more of those core tropes often gets lost. I really dislike the last one about healing and so you will find that in that sphere the best this necromancer can do beyond mockery is theft.

Two other necromancer classes inspired this one. The first is James Mishler Games' *The Necromancer Class* designed for *Labyrinth Lord*. The second was the version of the class found in Gavin Norman's pre-*Old-School Essentials* work *Theorems. and Thaumaturgy* also for *Labyrinth Lord*. Unfortunately, neither of these were written for *Old-School Essentials*. Spell references didn't line up with *Old-School Essentials*. And Spells in *Old-School Essentials* top out at 6<sup>th</sup> level. In both cases without some of the spells above 6<sup>th</sup> level, I would lose the essential tropes that made the class fun to play.

This project began with a plan to quickly put together a class for personal use. It would be simple to select 72 spells from both examples of the class and *Old-School Essentials*; make some of the 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> level spells 6<sup>th</sup> level for the class; and copy the descriptions into a document. Because I decided to copy some spells from *Old-School Essentials Advanced Fantasy* that meant they were in the OSE spell format. As a result, I felt compelled to put the other spells into the same format. Some of the spells referenced I needed to bring in a description from *Labyrinth Lord*. At this point I found myself revising, rewriting, and editing the spells to fit not just with the paradigms set down in OSE, but also with my own ideas. In short, I realized had crossed the line from note taking to creation.

Any spell referenced that existed in *Old-School Essentials Advanced Fantasy* was copied verbatim. Very few of Gavin's spells from *Theorems and Thaumaturgy* made it through unchanged and none of James'. The main inspirations in James' class were in the wall and undead summoning spells. Gavin's work provided the rest. A few were created whole cloth. The *Dragon Magazine* #26 article "Blueprint for a Lich" by Len Lakofka greatly inspired the Lichdom spell but the spell presented here abandons the potion and some of the other conceits for a different process. Undead Legion was built whole cloth with both James and Gavin's very different takes on the subject used as guiderails for my design. Summon Reaper replaced Summon Demon when I assessed how long and how much work it would take to convert the latter's description to the *Old-School Essentials* spell format. I find Summon Reaper is really a lot of fun. Needless to say, because of the spells this class requires *Old-School Essentials Advanced Fantasy*.

What started as a quick compilation of notes has grown into something I am a bit proud of. I intentionally designed this necromancer to start off low powered but become a force to be reckoned with as the 5<sup>th</sup> and 6<sup>th</sup> levels come into play. If it is a little overpowered the class will make for memorable villains. Though it may be awesome enough to make the overpowered player moments fun and memorable too! Overpowered or under powered I hope you enjoy this necromancer as much as I enjoyed making it!

“NOW THEY WILL KNOW WHY THEY ARE AFRAID OF THE DARK.  
NOW THEY WILL KNOW WHY THEY FEAR THE NIGHT.”  
*-Thulsa Doom, Conan the Barbarian*

## NECROMANCER

**Requirements:** Minimum DEX 9

**Prime requisite:** INT

**Hit Dice:** 1d4

**Maximum level:** 14

**Armour:** None

**Weapons:** Dagger, Staff (optional)

**Languages:** Alignment, Common

Necromancers are adventurers who study the arcane arts of death and undeath. Through this study they have learned to cast magic spells. Necromancers are able to cast a greater number of spells and control more undead as they advance in level.

### ARCANE MAGIC

**Magical Research:** A necromancer of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a necromancer reaches

9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the necromancer class, as judged by the referee.

**Spell casting:** Necromancers carry spell books containing the formulae for arcane spells (sometimes called grimoires). The level progression table shows both the number of spells in the necromancer's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level necromancer has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to necromancers is found below.

**Using magic items:** As spell casters, necromancers are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands). They are, however, not able to use magic items with effects that heal (e.g. a staff that heals hit points).

### NECROMANCER LEVEL PROGRESSION

Level	XP	HD	THAC0	Saving Throws					Spells						
				D	W	P	B	S	1	2	3	4	5	6	
1	0	1d4	19[0]	13	14	13	16	15	1						
2	2,500	2d4	19[0]	13	14	13	16	15	2						
3	5,000	3d4	19[0]	13	14	13	16	15	2	1					
4	10,000	4d4	19[0]	13	14	13	16	15	2	2	-	-	-	-	
5	20,000	5d4	19[0]	13	14	13	16	15	2	2	1	-	-	-	
6	40,000	6d4	17[+2]	11	12	11	14	12	2	2	2	-	-	-	
7	80,000	7d4	17[+2]	11	12	11	14	12	3	2	2	1			
8	150,000	8d4	17[+2]	11	12	11	14	12	3	3	2	2			
9	300,000	9d4	17[+2]	11	12	11	14	12	3	3	3	2	1	-	
10	450,000	9d4+1	17[+2]	11	12	11	14	12	3	3	3	3	2	-	
11	600,000	9d4+2	14[+5]	8	9	8	11	8	4	3	3	3	2	1	
12	750,000	9d4+3	14[+5]	8	9	8	11	8	4	4	3	3	3	2	
13	900,000	9d4+4	14[+5]	8	9	8	11	8	4	4	4	3	3	3	
14	1,050,000	9d4+5	14[+5]	8	9	8	11	8	4	4	4	4	3	3	

\* Modifiers from CON no longer apply. **D:** Death/poison; **W:** Wands; **P:** Paralysis/petrify; **B:** Breath attacks; **S:** Spells/rods/staves.

## COMBAT

Necromancers can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

### **Necromancers and Staves (Optional Rule)**

Optionally, necromancers may be allowed to wield a staff in combat.

## AFTER REACHING 11TH LEVEL

A necromancer may build a stronghold, often a great tower. 1d6 apprentices of levels 1-3 will then arrive to study under the necromancer.



# NECROMANCER SPELL LIST

## 1<sup>st</sup> Level:

1. Chill Touch
2. Command undead (rev.)
3. Darkness
4. Detect Magic
5. Detect Undead
6. Epitaph
7. Minor Necrotic Bolt
8. Read Magic
9. Skeletal Servant
10. Summon Skeletons
11. Undead Puppet
12. Unseen Servant

## 2<sup>nd</sup> Level:

1. Cause Fear
2. Continual Darkness
3. Death Recall
4. Ghoul Touch
5. Resist Turning
6. Shades
7. Speak With Dead
8. Spectral Hand
9. Startle
10. Summon Vermin
11. Summon Zombies
12. Word of Ash and Dust

## 3<sup>rd</sup> Level:

1. Animate Dead
2. Cause Disease (rev. Cure Disease)
3. Feign Death
4. Hold Person
5. Necrotic Bolt
6. Rigor Mortis
7. Skull Sight
8. Skull Speech
9. Steal Life Force
10. Summon Ghouls
11. Undead Steed
12. Wall of Vermin

## 4<sup>th</sup> Level:

1. Charm Undead
2. Curse (reversed Remove Curse)
3. Curse of Rotting
4. Finger of Death
5. Inter
6. Magic Jar
7. Recompense
8. Reassemble
9. Summon Wights
10. Swarm Transformation
11. Wall of Bones
12. Zone of Creeping Terror

## 5<sup>th</sup> Level:

1. Cloudkill
2. Curse of Undeath
3. Death Spell
4. Energy Drain
5. Gaseous Form
6. Greater Necrotic Bolt
7. Guardian Spirit
8. Portent of Doom
9. Summon Wraiths
10. Wall of Coagulation
11. Wall of Gloom
12. Zone of Weakness

## 6<sup>th</sup> Level:

1. Bind Spirit
2. Death Geas
3. Harm (reversed Heal)
4. Lichdom
5. Life Drain
6. Reinstate Spirit
7. Summon Reaper
8. Summon Mummies
9. Undead Legion
10. Wall of the Damned
11. Wall of Death
12. Zone of Death

# NECROMANCER SPELLS

## 1<sup>ST</sup> LEVEL SPELLS

### Chill Touch

**Duration:** 3 rounds +1 per level

**Range:** Touch

The necromancer's hands are enveloped with a chilling, blue energy which disrupts the life force of creatures which come into contact with them.

**Hit:** The necromancer must touch the target with an attack roll.

**Damage:** Any living creature touched suffers 1d4 points damage and loses one point of STR. Creatures which do not have a STR score (like most monsters) instead suffer a -1 penalty to attacks each time they are touched.

**Save:** The touched creature is allowed a saving throw versus spells to avoid the effects of the chill touch.

**Recovery:** Lost points of Strength are recovered at a rate of one per hour.

### Command Undead (reversible)

**Duration:** See below

**Range:** 60'

This spell allows the necromancer to attempt to control undead creatures, binding them to his will.

Roll on the cleric's Turning Undead Table as a cleric of the caster's level:

- Success indicates that the affected creature(s) will obey the caster's commands for 1d4 rounds.
- T means they will obey the caster's commands for 1d4 hours
- D means they will obey for 1d4 days.

**Interruption:** The spell's effect is broken if the controlled creatures are successfully turned or commanded by another.

**Reversed:** Turn Undead. allows a necromancer to attempt to turn undead creatures in the same way as a cleric.

### Darkness

**Duration:** 12 turns

**Range:** 120'

This spell has three uses:

**1. Conjuring darkness:** In a 15' radius. The magical darkness preventing normal sight (but not infravision), The spell may be cast upon an object, in which case the darkness moves with the object.

**2. Blinding a creature:** By casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded for the duration. A blind creature cannot attack.

**3. Cancelling *Light*:** *Darkening* may cancel a *light* spell.

This spell cannot be reversed.

### Detect Magic

**Duration:** 2 turns

**Range:** 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

### Detect Undead

**Duration:** 4 turns

**Range:** 120'

This spell enables the necromancer to detect the presence of undead creatures within range.

**Concentration:** Improves what the necromancer can learn about the undead the spell has detected:

- **0 rounds:** Presence of undead in range
- **1 round:** Direction of the undead
- **2 rounds:** Number of the undead
- **3 rounds:** Type of undead

**Blocked:** by 1 foot of stone, 3 feet of earth, or a thin layer of metal

### Epitaph

**Duration:** See below

**Range:** 60'

This spell causes the dead remains of a person to speak.

**The Message:** A short phrase up to 31 words as determined by the caster.

**Corpse:** Anything from a recently deceased cadaver to remains of any age or condition – a skull for example.

**The Trigger Condition:** The trigger condition can cause the remains to speak immediately when the spell is cast but can also include other parameters like the remains being touched or the presence of creatures within a specific distance of the remains. The trigger condition only takes in auditory or visual criteria and cannot discern the alignment, class, level, etc. of creatures who pass by).

**Once Triggered:** The remains speak the message. The enchantment then ends.

**Casting Spells:** The triggered message cannot cast spells.

### Minor Necrotic Bolt

**Duration:** Instant

**Range:** 10 + 10' per level

This spell manifests spectral lightning from the hands of the necromancer.

**Damage:** 1d6 + 1 to any one target in range.

**Save vs Death:** The target only takes half damage on a successful saving throw.

### Read Magic

**Duration:** 1 turn

**Range:** The caster

By means of read magic, the caster can decipher magical inscriptions or runes, as follows:

**Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

**Spell books:** A spell book written by another arcane spell caster can be deciphered.

**Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.

**Reading again:** Once the caster has read a magical inscription using read magic, they are thereafter able to read that particular writing without recourse to the use of this spell.

### Sleep

**Duration:** 4d4 turns

**Range:** 240'

A sleep spell causes a magical slumber to come upon creatures, excluding the undead.

The spell may target either:

1. A single creature with 4+1 Hit Dice (see Hit point modifiers in the Advanced Fantasy Referee's Tome).
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- **Weakest first:** Targets with the least HD are affected first.
- **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD. (For example, a 3+2 HD monster would be treated as having 3 HD.)
- **Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted.

**Killing:** Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon.

**Awakening:** Slapping or wounding awakens an affected creature.

### Skeletal Servant

**Duration:** Permanent

**Range:** Touch

A single humanoid skeleton is reanimated under the caster's control to act as a trusted servant and bodyguard.

**Obedient:** It obeys the caster's commands.

**Number:** The spell animates a single skeleton with AC 7 [12]. Only one servant is allowed at a time.

**Duration:** It remains animated until it is destroyed or until a dispel magic spell is cast upon it.

**Replacement:** If a skeletal servant is destroyed or dispelled the necromancer must wait 13 weeks to replace it.

**Promotion:** The HD of the skeleton increases by 1 every 2 additional levels of the caster. So, 2 HD at 3<sup>rd</sup>, 3 HD at 5<sup>th</sup> etc. up to 7 HD. The skeletal servant turns as a creature of its hit dice.

**Adornment:** Like all animated skeletons it can be dressed in clothing, armour, jewelry and armed with weapons.

**Special abilities:** It is unable to use any special abilities (including spell casting) that it possessed in life.

**Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 1 HD.



### Summon Skeletons

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures skeletons that rise out of the ground at a location within range specified by the caster.

**Number:** The spell summons 2d6 skeletons.

**Arrival:** The skeletons appear in 1d4 rounds.

**Obedient:** Summoned skeletons obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** Skeletons that are destroyed or remain when the spell ends turn to dust and blow away in a spectral wind no one else feels.

### Undead Puppet

**Duration:** 6 turns

**Range:** 120' per level

This spell allows the caster to operate remotely through any non-intelligent undead in range they control.

**Concentration:** The caster must concentrate to operate remotely and cannot otherwise act.

**Switch Puppet:** The necromancer can take one round to break contact with one controlled undead and switch to any other in range, during which the necromancer cannot see or hear through either undead.

**Speak:** At 4th level the caster may use this spell to speak through the puppet and directly control its actions.

**Cast:** At 7th level the puppeteer may cast 1st and 2nd level necromancer spells through the puppet.

**Backlash:** If a pawn is destroyed while the necromancer is using this spell to see through it, the necromancer takes 1d4 damage (no saving throw).

## 2<sup>ND</sup> LEVEL SPELLS

### Cause Fear

**Duration:** 1 round per level

**Range:** touch

The target is instilled with blind fear.

- **Saving Throw:** Targets get a save vs spells with a penalty of -1 per level of the caster.
- **Failed Save:** The target will run away at full running movement for the duration.

**Remove Fear:** Counters and dispels the effects of this spell.

**Reverse:** This spell is not reversible for Necromancers.

### Continual Darkness

**Duration:** Permanent

**Range:** 120'

This spell has three uses:

1. **Conjuring darkness:** In a 30' radius. The magical darkness prevents normal sight (but not infravision). The spell may be cast upon an object, in which case the darkness moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded. A blind creature cannot attack.
3. **Cancelling *Light*:** *Continual Darkness* may cancel a *continual light* spell.

This spell cannot be reversed.

### Death Recall

**Duration:** 1 turn

**Range:** Touch

When the necromancer touches the body of a creature which has died within the timeframe of the spell, the necromancer enters a trance and experiences a vision of the last 10 minutes of the creature's life. The vision is from the point of view of the target and overwhelms the necromancer's senses for the duration.

**Timeframe:** 8 hours per level of the caster.

### Ghoul Touch

**Duration:** 1 turn

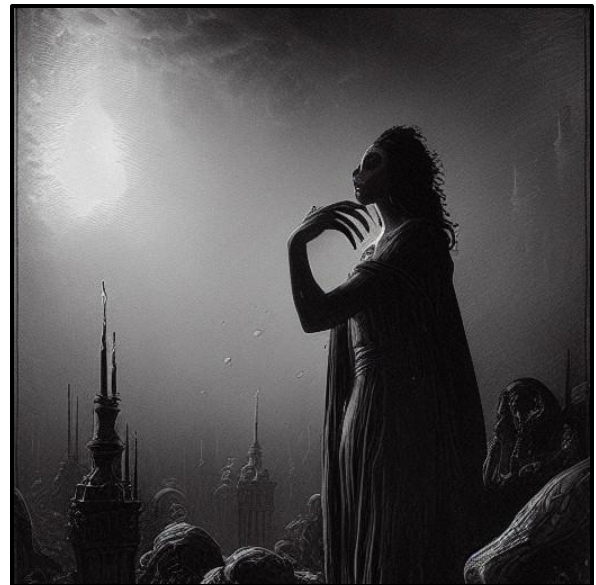
**Range:** The caster or a creature touched

This spell transforms the hands of the recipient (or the necromancer) into those of a ghoul.

**Attacks:** The recipient may make two claw attacks per round instead of a normal attack.

**Damage:** Each attack does 1d3 damage plus strength bonus, and may paralyze the victim, as per *ghoul paralysis*.

**Activities:** The recipient may cast spells and otherwise use the ghoul hands as normal for the duration of the spell.



### Resist Turning

**Duration:** 2 rounds per level

**Range:** The caster, a creature or object touched

This spell protects undead within 15' of the casting target from turn or command effects.

**Chance to nullify:** 50% plus 5% per caster level above the turner/commander, and minus 5% per caster level below the turner/commander.

**End:** The spell lasts for the duration or until it nullifies a single successful turning/command attempt.

## Shades

**Duration:** 1 round per level

**Range:** 30'

The caster conjures one or more shades of the dead from beyond the grave.

- **Number:** The necromancer may summon any number of shades. The total Hit Dice of all shades summoned may not exceed the necromancer's level.
- **Hit points:** The shades have 1d2 hit points per Hit Die instead of the normal 1d8 hit points.
- **Control:** The shades are under the caster's control.

**Saving throw:** Every creature viewing the shades may save versus spells:

- **If the save succeeds:** The subject views the shades as vague, shifting shadow like forms. To this subject, the shades have AC 9 [10] and inflict 1d2 hit points of damage.
- **If the save fails:** The subject perceives the monsters as wraith-like creatures of thick smoke in form and substance. To this subject the shades have AC 4 [15] and inflict normal damage of 1d8.



## Speak with Dead

**Duration:** 1 turn per level

**Range:** 10'

This spell enables the caster to ask a number of questions from the corpse or remains of an intelligent creature.

**Questions:** 3 questions at 1<sup>st</sup> level with an additional question for every odd level after.

**Duration:** Questions unasked before the time runs out are wasted.

**Knowledge:** What the corpse knows is limited to what the person knew in life. This includes languages it spoke.

**Timeframe:** 3 days at 1<sup>st</sup> level, then weeks, months, years etc. every odd level after. So, 11<sup>th</sup> level is 3 millennia. No limit at 13<sup>th</sup>.

**Repetition:** The same remains can be interrogated more than once if the spell is cast again.

## Spectral Hand

**Duration:** 2 rounds per level

**Range:** 100', +10' per level

A glowing, ghostly hand formed of the caster's life force appears at the caster's side.

**Move Hand:** The caster is able to direct the hand through concentration. The hand moves at a rate of 60' per round within range.

**Attack:** The hand delivers touch attacks with the necromancer's normal to hit probability and a +2 bonus for spells of up to 4th level which are delivered by touch.

**Return:** Controlling the hand requires the caster's full concentration. Any other action during the spell's duration causes the hand to return to the caster's side. The hand does not need to return if it is used to cast a touch spell.

**Vulnerable:** The hand is formed of the caster's life force and it is vulnerable to attack. If the hand is damaged it disappears, ending the spell, and the caster suffers 1d4 hit points of damage. The hand can only be harmed by magical weapons or spells and has an Armor Class of -2.

### Startle

**Duration:** Until broken (see below)

**Range:** 10'

The necromancer gestures threateningly at an intelligent creature within range.

- **Saving throw:** The creature may save versus spells to avoid the effect.
- **Failed Saving Throw:** The creature is given a glimpse of the outer dark and will flee from the caster at maximum speed.
- **End:** The target is allowed a new saving throw versus spells each round. Success indicates that the spell no longer affects the creature. While under the effect of the spell, the target will flee in an attempt to escape the outer darkness.

**Restrictions:** Undead and creatures of animal intelligence or less are not affected.

### Summon Vermin

**Duration:** Special

**Range:** 100'

This spell conjures a seething mass of vermin; the necromancer chooses a single kind: creatures such as bats, rats, spiders, scarabs, flying insects, centipedes, or similar.

**Movement:** The swarm fills a 10' cubic area which can move at a rate of up to 20' per round.

**Engulf:** Any creatures engulfed by the swarm suffer 1d4 points of damage per round due to the numerous bites or stings inflicted by the vermin. Victims can choose to forgo all other actions, including movement, to reduce the swarm's damage to 1. Movement greater than that of the swarm allows the victim to escape.

**Dispersal:** The swarm can only be damaged by fire or other area effects and it disperses after taking 2 points of damage per level of the caster.

**Concentration:** The swarm remains as long as the necromancer maintains complete concentration or until dispersed. If the caster's concentration lapses, the swarm disperses after two rounds.

### Summon Zombies

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures zombies that form out of a spectral mist at a location within range specified by the caster.

**Number:** The spell summons 2d4 zombies.

**Arrival:** The zombies appear in 1d4 rounds.

**Obedient:** Summoned zombies obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** Zombies that are destroyed or remain when the spell ends fade into mist and blow away.

### Word of Ash and Dust

**Duration:** 1 turn

**Range:** The caster

Upon uttering the word, the caster – and everything worn or carried – is transformed into life's final form of ash and dust.

**Movement:** The caster is able to move as a pile on surfaces (including walls and ceilings) or as a cloud in the air. The pile or cloud forms can pass through cracks, and small holes including keyholes.

**Actions:** The caster may cast spells but may not attack.

**Invulnerability:** The caster is invulnerable to physical attacks and spells that cause physical damage. Spells that do not cause physical damage can affect the caster. The referee will need to adjudicate ambiguous situations.

**Pass unseen:** As they are formed of ash and dust non-intelligent undead will ignore the caster. Intelligent undead and other creatures may notice on a save versus spells (at a –4 penalty).

**End:** The caster may end the spell early at will and return to normal.

### 3<sup>RD</sup> LEVEL SPELLS

#### Animate Dead

**Duration:** Permanent

**Range:** 60'

**This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:**

- **Obedient:** They obey the caster's commands.
- **Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.
- **Duration:** They remain animated until they are destroyed or until a dispel magic spell is cast upon them.

**Number:** The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level:

- **Skeletons:** Have AC 7 [12] and HD equal to those the creature had in life.
- **Zombies:** Have AC 8 [11] and HD one greater than the creature had in life.
- **Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

#### Cause Disease

**Duration:** Instant

**Range:** 30'

Inflicts a terrible, withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** -2 to attack rolls.
- **Natural healing:** Twice the usual time.
- **Magical healing:** Is utterly ineffective.
- **Cure:** *Cure disease* removes the affliction.
- **Reversed:** This spell is not reversible for necromancers.

#### Feign Death

**Duration:** 6 rounds, +1 round per level

**Range:** Touch

The caster of this spell causes a death-like state in himself or another willing creature. To any observer the caster appears dead, even if the creature is physically examined.

- **Affect Others:** To affect another creature the caster must touch the other creature and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted.
- **Awareness:** Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb and will not feel any kind of manipulation.
- **Injury:** If the body is damaged, there will be no discomfort and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%.
- **Poison, paralysis, or energy drain attacks:** are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated.
- **Negation:** The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

### Hold Person

**Duration:** 1 turn per level

**Range:** 120'

This spell causes one or more humans, demihumans, or human-like monsters (see Persons in the Advanced Fantasy Referee's Tome) to be paralysed if they fail a saving throw versus spells. It may be cast in two ways:

- 1. Against an individual:** The target's saving throw is penalised by -2.
- 2. Against a group:** 1d4 individuals in the group are targeted.

**Restrictions:** Human-like monsters of greater than 4+1 HD (see Hit point modifiers in the Advanced Fantasy Referee's Tome) and undead are not affected.

### Necrotic Bolt

**Duration:** Instant

**Range:** 50'+ 10' per level

This spell manifests spectral lightning from the hands of the necromancer.

**Damage:** 2d6 + 2 to any one target in range.

**Save:** The target only takes half damage on a successful saving throw versus Death (not Spells).

### Rigor Mortis

**Duration:** 2d4 turns

**Range:** Touch

The complete muscular system of the creature touched stiffens and prevents movement of any kind.

- **Saving Throw:** The creature touched is allowed a saving throw vs Spells.
- **Failed Save:** Treat the creature as paralyzed for the duration of the spell. No roll to hit is required if they are attacked.
- **Negation:** Cure spells and potions will negate the effects but no hit points are healed.
- **Rigidity:** Unlike normal paralysis the target is held rigid in its last position.

### Skull Sight

**Duration:** 1 turn

**Range:** Unlimited

The necromancer gains the power to see through the eye sockets of a skull which he has specially prepared.

**Materials:** Rare herbs (500gp) + eyeball of an undead being

**Preparation:** The skull must be finely engraved with arcane symbols and anointed with a potion made from the listed materials.

**Multiple Skulls:** If the caster has anointed several skulls for use with this spell, the caster can freely switch between them within the spell's duration.

### Skull Speech

**Duration:** 1 turn

**Range:** Unlimited

The necromancer gains the power to hear (within a range of 20') and speak through a skull which he has specially prepared.

**Materials:** Rare herbs (500gp) + tongue of an undead being

**Preparation:** The skull must be finely engraved with arcane symbols and anointed with a potion made from the listed materials.

**Casting:** It is not possible to cast spells through the enchanted skull.

**Multiple Skulls:** If the caster has anointed several skulls for use with this spell, the caster can freely switch between them within the spell's duration.



### Steal Life Force

**Duration:** Permanent

**Range:** Touch

The necromancer opens a magical conduit to steal years of life from another sentient, non-animal, living being.

**Saving Throw:** The subject must save versus death or be aged 3d6 years.

**Rejuvenation:** The necromancer is rejuvenated by an equal number of years.

**Death:** If the number of years stolen exceeds the subject's natural lifespan, it dies.

### Summon Ghouls

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures ghouls that emerge from strange geometry that appears at a location within range specified by the caster.

**Number:** The spell summons 1d6 ghouls.

**Arrival:** The ghouls appear in 1d4 rounds.

**Obedient:** Summoned ghouls obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** Ghouls that are destroyed or remain when the spell ends scamper back into the geometry.

### Undead Steed

**Duration:** 6 turns per level

**Range:** 10'

A skeletal steed is conjured by this spell to carry the caster (or another, designated person) upon its back.

- **Appearance:** The skeleton can be but is not limited to that of a horse. Other forms are often called forth.
- **Loads:** The skeletal steed refuses to carry any load beyond that of the rider and their possessions.
- **Stats:** The steed has AC 7 [12], 13 hit points and a movement rate of 30' (10') per level of the caster.

- **If the steed is killed:** It shatters into hundreds of bones and bone fragments.

**Special abilities:** The skeletal steed gains additional abilities, depending on the level of the caster:

- **8th level:** The steed is unhindered by unstable ground (e.g. mud or bog).
- **10th level:** The steed may walk across water.
- **12th level:** The steed may walk upon air and is thus able to cross chasms and pits.
- **14th level:** The steed can fly.

### Wall of Vermin

**Duration:** Concentration plus d6+1 rounds

**Range:** 60'

This spell creates a wall of seething worms, insects, spiders, rats, or other vermin.

**Dimensions:** Total 1,200 cubic feet; at least 1' thick; of any dimension and shape, determined by the caster. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object.

**Concentration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then dissolves into a pile of vermin which dig into the earth in one round.

**Hinderance:** Living creatures of less than 2 HD cannot pass through the wall. Creatures of 2 HD or more who pass through the wall suffer 1d6 points of damage from the attacks of the vermin (no saving throw).

## 4<sup>TH</sup> LEVEL SPELLS

### Charm Undead

**Duration:** One or more days (see below)

**Range:** 120'

This spell places a charm upon either 3d6 undead of 4 HD or less or a single creature of more than 4 HD. Each subject must make a save versus spells or be charmed as follows:

- **Friendship:** The undead regards the caster as its trusted friend and ally and will come to the caster's defense.
- **Commands:** If they share a language, the caster may give the undead creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed undead's habits or alignment may be ignored.
- **Suicidal commands:** An affected undead creature never obeys suicidal or obviously harmful orders.

**Duration:** The charm lasts indefinitely, but the undead is allowed to make further saves versus spells at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- **INT 3–8:** The undead creature gains a new save once every month.
- **INT 9–12:** The undead creature gains a new save each week
- **INT 13–18:** The undead creature gains a new save once every day.

### Curse

**Duration:** Permanent

**Range:** The caster or a creature touched

Places a deleterious effect upon a creature if it fails a save versus spells.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Reversed:** This spell is not reversible for necromancers.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

### Curse of Rotting

**Duration:** 1 round per level

**Range:** Touch

Any creature the necromancer touches is afflicted with a hideous curse of rotting flesh similar to the one the mummified dead transmit.

**Unhealed:** The victim cannot receive the benefit of magical healing and heals naturally at one tenth of the normal rate.

**Cure:** The curse can be cured with the spell remove curse.

### Finger of Death

**Duration:** Instant

**Range:** 120'

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly.

**Reversed:** This spell is not reversible for necromancers.

### Inter (reversible)

**Duration:** Permanent

**Range:** 60'

Inter causes a target within range to be pulled 10' into the earth over the course of 2d4 rounds.

**Save:** A **save versus death** is allowed to resist the spell.

**Help:** The interment may be prevented if the victim is aided by four or more creatures with a combined STR of 36 or greater. Otherwise, the victim is dragged down.

#### **Reversed: Exhume**

Causes buried bodies within range (treat as radius) to rise to the surface of the earth. The caster may choose which bodies are exhumed (for example, by reading names from gravestones). Corpses buried deeper than 20' cannot be exhumed.



### Magic Jar

**Duration:** Special

**Range:** The caster

The caster's body enters a comatose trance as their life-force is transferred into a receptacle (any inanimate object within 30'), known as a magic jar. From there, the caster may attempt to possess the bodies of other creatures.

#### **When the caster's life-force is in the magic jar:**

- **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may save versus spells to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.
- **Returning:** The caster may choose to return to their own body at any time, ending the spell.
- **If the magic jar is destroyed:** The caster dies.
- **If the caster's own body is destroyed:** Their life-force is stranded in the magic jar.

#### **When the caster's life-force is possessing a victim:**

- **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.
- **If the magic jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.
- **If the possessed victim is killed:** The caster's life-force returns to the magic jar.
- **Dispelling:** Dispel evil forces the caster's life-force back into the magic jar.
- **If the caster's own body is destroyed:** Their life-force is stranded in the body of the creature being possessed.

## Recompense

**Duration:** Permanent

**Range:** 120'

Similar to the clerical spell raise dead, this spell enables the necromancer to bring the dead back to life. However, unlike the true raise dead this spell lacks the power to permanently reunite spirit and flesh.

**Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 7th. For example, a 10th level caster can revive a character that has been dead for twelve days (three levels above 7th × four days).

**Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

**Normality:** The subject then returns to normal for one day per level of the caster. Once this grace period has passed, the resurrected spirit becomes restless and the body begins to weaken, spiraling toward a second, inevitable death.

**Death Spiral:** The subject must roll each day on the following table, with a cumulative +1 modifier per day.

### Recompense, daily effects

**d8 Result**

**01** Lose 1d4 hit points.

**02** Lose one point of CON as internal systems weaken.

**03** Lose one point of DEX as coordination deteriorates.

**04** Lose one point of STR as muscles atrophy.

**05** Lose one point of CHA as extremities start rotting away and hair and teeth start falling out.

**06** Lose one point of WIS as madness grows.

**07** Lose one point of INT as memory begins to fail.

**08** Lose one experience level as spirit drains back to the afterlife. Negative levels indicate death

**09** \*Become semi-corporeal—AC improves by 2 points, but unable to manipulate fine objects.

**10** \*Become fully incorporeal—can only be harmed by magical weapons, but cannot affect the physical world in any way.

**11** Become undead. The referee decides type based on HD and previous rolls – stop daily rolls on this chart.

**12+** Death.

\*These effects can only be rolled once. Move to the next result. If 10 is rolled before 9, then 9 and 10 count as an 11.

## Reassemble

**Duration:** Instant

**Range:** 60'

This spell allows a necromancer to repair damage done to all forms of corporeal undead. A total of 1d6 hit points per three levels of the caster can be repaired. The hit points may be divided between any number of undead within range. Note that—unlike the application of clerical healing spells to the living—this magic has the power to repair even fatal damage which has reduced an undead creature to 0 or lower hit points.



### Summon Wights

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures wights that emerge from the dust of the ground at a location within range specified by the caster.

**Number:** The spell summons 1d4 wights.

**Arrival:** The wights appear in 1d4 rounds.

**Obedient:** Summoned wights obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** wights that are destroyed or remain when the spell ends turn to dust and blow away.

### Swarm Transformation

**Duration:** Special

**Range:** Self

Upon casting this spell, the necromancer is instantaneously transformed into a swarm of rats, spiders, or insects.

**Engulf:** While in this form, the necromancer can move at 20' per round and can attack by engulfing victims, who suffer 1d4 damage per round. The damage may be reduced to 1 point, if a victim takes no other actions or is able to exist the swarm.

**Duration:** The necromancer may remain in the form of a swarm for as long as he wishes.

**Vulnerability:** The caster is immune to normal damage, but can be harmed by fire, spells, or area attacks. Any damage inflicted on the swarm is reflected on the caster's body when he returns to normal. If the caster dies while under the effects of this spell, he reverts to his natural form. Once the caster has returned to his normal form, the spell ends.

### Wall of Skulls

**Duration:** Concentration plus d6+1 rounds

**Range:** 60'

This spell creates a wall of jagged yammering and clattering skulls.

**Dimensions:** Total 1,200 cubic feet; at least 1' thick; of any dimension and shape, determined by the caster. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object.

**Concentration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then shatters into dust and blows away in a spectral wind.

**Hindrance:** Living creatures of less than 4 HD cannot pass through the wall. Creatures of 4 HD or more who pass through the wall suffer 2d6 points of damage from the attacks of the skulls (no saving throw).

### Zone of Creeping Terror

**Duration:** Permanent

**Range:** 60'

This spell enchants the area where it is cast, causing it to take on an atmosphere of dread. Any living creature spending longer than one minute inside the zone must make a save versus spells or be overcome with terror and the desire to leave the area as soon as possible. The caster is immune.

## 5<sup>TH</sup> LEVEL SPELLS

### Cloudkill

**Duration:** 6 turns

**Range:** 30'

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

- **Movement:** The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).
- **Sinking:** Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sinkhole openings.
- **Damage:** All creatures in contact with the vapours suffer 1 hit point of damage per round of contact.
- **Creatures with less than 5 Hit Dice:** Must also save versus death (once per round of contact) or die.

### Curse of Undeath

**Duration:** Permanent

**Range:** 30'

The necromancer places a curse on a single target, declaring that their fate upon e death is to rise again as undead.

**Saving throw:** The target may make a **saving throw versus spells** to resist. On failure, undeath is inevitable.

**Removal:** The curse may only be dispelled by remove curse.

**Undead Type:** The form of undead which the victim becomes depends on the victim's level or Hit Dice and is determined by the referee.

### Death Spell

**Duration:** Instant

**Range:** 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must save versus death or die, instantly.

**Restrictions:** Undead and creatures with greater than 7 Hit Dice are unaffected.

### Energy Drain

**Duration:** 1 round per level

**Range:** Self

A necromancer drains two energy levels from the victim with a successful touch or melee hit.

**Save:** On a successful **Save Versus Death** the target only loses one level.

**Increase Maximum Hit Points:** The necromancer permanently gains one more permanent hit point for each level drained. The necromancer's permanent hit points cannot exceed the maximum allowed based upon her level, hit dice, and constitution bonus.

**Raise:** A person drained of all levels becomes a wight under the necromancer's control the next night.

### Gaseous Form

**Duration:** 1d6+1 Turns per level

**Range:** Self

The character's body becomes a cloud of vapour. This has the following effects:

- **Equipment and clothing:** Drops to the floor.
- **Movement:** The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.
- **Attacking:** Is not possible, while in gaseous form.
- **Invulnerability:** The character's AC is -2 [21]. Non-magical weapons cannot harm the character.

### Greater Necrotic Bolt

**Duration:** Instant

**Range:** 90' + 10' per level

This spell manifests spectral lightning from the hands of the necromancer.

**Damage:** 3d6 + 3 to any one target in range.

**Saving Throw:** The target only takes half damage on a successful saving throw versus Death (not Spells).

### Guardian Spirit

**Duration:** 1 day per level

**Range:** Area Where Spell is Cast

The necromancer summons a spirit from the underworld to guard the location where this spell is cast.

**Materials:** Dust of 3 humanoid skulls and a black opal (250gp)

**Casting Ritual:** 2 hours, the materials are ground into a fine dust and sprinkled throughout the protected area.

**Dormant:** The spirit lies dormant and invisible in the protected location and manifests when a living being enters the area.

**When casting the spell, the necromancer chooses if:**

- The spirit manifests as a wraith and attempts to fight off intruders.
- The spirit manifests in the necromancer's current location, warning of the intrusion.

**Manifest:** The spirit will only manifest once, after which it is released back to the underworld.

### Portent of Doom

**Duration:** 1 day per level

**Range:** 60'

The necromancer casts a curse that calls on the powers of undeath to send undead assailants against the target.

**Saving Throw:** On a failure, a series of undead attack the victim each night until the curse is dispelled or the spell ends.

**Assailants:** Undead of Hit Dice equal to the victim's level, to a maximum of 6HD appear out of nowhere within range of the victim.

**Time of appearance:** Roll 1d12 to determine the hour of the evening when the assailants attack. The time of their appearance each night cannot be predicted.

### Summon Wraiths

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures wraiths that emerge from shadows at a location within range specified by the caster.

**Number:** The spell summons 1d4 wraiths.

**Arrival:** The wraiths appear in 1d4 rounds.

**Obedient:** Summoned wraiths obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** Wraiths that are destroyed or remain when the spell ends fade away.



### Wall of Coagulation

**Duration:** Concentration plus d6+1 rounds  
**Range:** 60'

This spell creates a wall of sticky semi-coagulated vampiric blood.

**Dimensions:** Total 1,200 cubic feet; at least 1' thick; of any dimension and shape, determined by the caster. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object.

**Concentration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then crumbles and dries into a hard coagulated berm.

**Hinderance:** Living creatures of less than 6 HD cannot pass through the wall. Creatures of 6 HD or more who pass through the wall suffer 3d6 points of damage from the wall's vampiric nature (no saving throw).

### Wall of Gloom

**Duration:** Concentration, +6 turns  
**Range:** 60'

This spell creates a sinister barrier of pure darkness.

**Dimensions:** 5' thick, the caster determines height, width and shape up of 2000 cubic feet per caster level.

**Fear:** Anyone who touches the wall must save versus spells or respond as per fear. Creatures unaffected by fear with a save or an ability may attempt to pass through the wall, however doing so incurs a second saving throw.

**Hold:** If this second save fails, the creature is stuck as per hold person and remains stuck in the darkness of the wall until its duration ends.

**Pass through:** The caster, all undead, and creatures with an affinity for darkness or shadow are unhindered by the wall.

**Duration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for 6 turns.

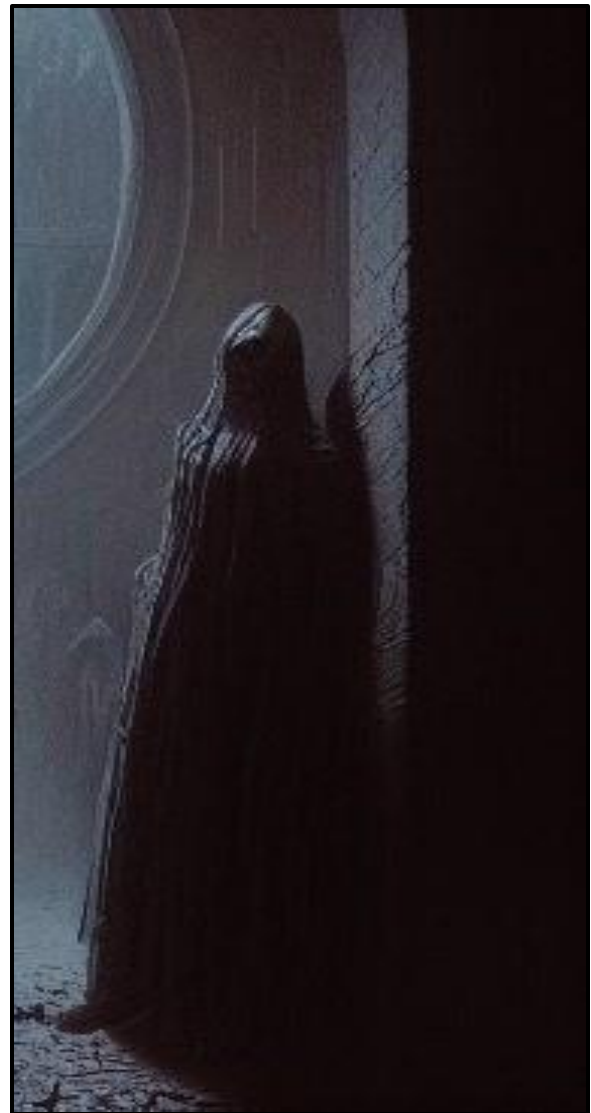
### Zone of Weakness

**Duration:** Permanent  
**Range:** 60'

This spell enchants the area where it is cast, and afflicts all living creatures in the area with a crippling weakness. **Immunity:** The caster is immune to the weakness.

**Saving Throw:** A successful save versus spells resists the effect.

**Weakness:** STR is reduced 5 points while in the zone. Creatures without a rated STR score suffer -2 to attacks and damage. Creatures whose STR is reduced to less than 3 are unable to move.



## 6<sup>TH</sup> LEVEL SPELLS

### Bind Spirit

**Duration:** Special

**Range:** Touch

The necromancer summons a spirit from beyond the grave and binds it into an object. The bound spirit imbues the object with the power of necromantic spells.

**Casting time:** 2 hour ritual

**Materials:** **Cost:** Elixer of rare oils (500gp), ashes from 6 cremated humans

#### Choose Spell:

- Darkness
- Detect Undead
- Unseen Servant
- Fear
- Resist Turning
- Spook
- Feign Death
- Paralysis

The enchanted object radiates magic and is treated as undead. The imbued power moves with the object and lasts as long as the spirit remains bound.

#### Ways the spirit might be released:

- If the necromancer is within 60' of the imbued object, he may choose to release the spirit at any time.
- The necromancer may choose to assign a command word to the enchanted object. Speaking the command word within 30' of the object causes the trapped spirit to be released.
- A dispel magic or a successful turning attempt against the object (treat as a 6HD undead, for this purpose) will release the bound spirit.
- There is also a 2% chance per month that the bound spirit will escape of its own accord. If released, the spirit manifests as a free-willed wraith, not under the caster's control. The enchantment on the object ends and the spirit cannot be returned to it.

### Death Geas

**Duration:** Until quest is completed

**Range:** 30'

The caster commands a single subject to perform a specific task.

- **Examples:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to a specific destination.
- **Suicidal quests:** The prescribed quest must not be obviously suicidal.
- **Saving throw:** The subject may save versus spells, with success indicating that the quest has no effect.
- **Refusal:** Otherwise, the subject must undertake the quest or suffer gradually increasing (and eventually fatal) penalties determined by the referee (e.g. penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.).
- **Completion:** Once the task is completed, the spell ends.
- **Death:** If the subject dies while performing the quest, he or she will rise as undead and not rest until the quest is fulfilled.
- **Type of undead:** The victim rises as an undead equal to the victim's level or Hit Dice and should be determined by the Referee.
- **Removal:** While there is no reverse for this spell the Death Geas can be removed with a Remove Quest or Remove Geas spell.

## Harm

**Duration:** Permanent

**Range:** Touch

Harm takes away all but 1d4 hit points and inflicts a terrible, withering disease on the victim. The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** -2 to attack rolls.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can be cured with a casting of cure disease.

## Lichdom

**Duration:** Permanent

**Range:** Self

This spell allows the necromancer to combine the steps needed to become a lich.

**Soul Jar:** The necromancer must spend 2,000gp in a series of rituals over a month to prepare the item that will hold the necromancer's soul when magic jar is cast.

**Magic Jar:** *Magic jar* is cast and the soul enters the specially crafted soul jar.

**Possession:** The caster possesses their own body using the *magic jar* possession ability.

**Lichdom:** is then cast and makes the possession permanent and more powerful even as the soul returns to the soul jar.

**Finger of Death:** Once the possession is permanent the necromancer must cast finger of death on their own body.

**Saving Throw:** If the saving throw fails then the body dies as per finger of death. This severs the connection from the body to the soul jar; the possession is now the only connection to the soul jar. The necromancer is now a lich.

**Failure:** If the saving throw is successful the body does not die then the feedback from the finger of death breaks the possession and destroys the soul jar and as a result, the necromancer.

## Life Drain

**Duration:** Instant

**Range:** 30' radius

Spectral lightning shoots forth from the necromancer and drains the life from any viable targets in range.

**Targets:** The necromancer chooses the targets within range to drain. The targets must be of lower level or hit dice than the caster (targets may include allies, but not undead or constructs, who have no life force to drain). The caster must be able to see an individual or know they are there to target it. Only one drain attempt is allowed per target.

**Drain:** The targets must each make a saving throw versus Death. If the save is failed a spectral bolt of lightning strikes the target and they suffer 1d8 points of painful damage. On success they suffer half damage.

**Heal:** The caster is healed the total damage inflicted on the targets. This spell cannot increase the necromancer's hit points beyond their normal maximum.

**Remaining Energy:** Is cast as a necrotic bolt. The damage equal to the remaining number of drained hit points.



### Reinstate Spirit

**Duration:** Permanent

**Range:** Unlimited

With this ritual, the necromancer summons the spirit of a deceased being using its name and reinstates it into a corpse in the caster's presence.

**Casting Time:** 1 hour

**Type:** When the spirit is reinstated to the body it becomes an undead creature equivalent to a wight. It does, however, retain its personality and all knowledge of its life (and beyond).

**Reaction:** Upon reinstatement a reaction roll determines the spirit's attitude towards the necromancer.

**Control:** The reinstated spirit controls itself and is not required to follow the commands of the necromancer. But it must answer any questions put to it by the caster.

**Resist:** Powerful spirits of 7 Hit Dice/Levels or more in life are allowed a saving throw versus spells to resist reinstatement. If the save is successful the spell fails.

**Sanity:** Revival of long-dead spirits taxes the necromancer's sanity. Each time the spell is cast the necromancer must save vs spells or lose a point of WIS.

**Passed Time:** The amount of time passed since the spirit died affects the sanity check: more than 111 years -2; more than 777 years -4. For spirits dead more than 999 years the necromancer must sacrifice a point of WIS.

### Summon Mummies

**Duration:** 1 turn per level

**Range:** 30'

This spell conjures mummies that emerge from whirling sand at a location within range specified by the caster.

**Number:** The spell summons 1d4 mummies.

**Arrival:** The mummies appear in 1d4 rounds.

**Obedient:** Summoned mummies obey the commands of the caster, and do so until destroyed or the spell ends.

**End:** Mummies that are destroyed or remain when the spell ends crumble to spectral dust and blow away to nothing in a warm wind.



## Summon Reaper

**Duration:** Special

**Range:** 10'

This spell summons a Lesser Grim Reaper to serve the necromancer for a time. The reaper stats can be found in the entry for the **Deck of Many Things**, in *Old-School Essentials Advanced Fantasy Referee's Tome*.

**Task:** When summoned the necromancer assigns the reaper a task:

- **Guardian:** The reaper is posted as a guardian of an area, item, door, portal, etc. and will maintain its vigil until it is destroyed, the object of the vigil is moved or utilized; or the necromancer dismisses it.
- **Bodyguard:** The reaper will protect the necromancer or another sentient individual for 13 days.
- **Assassin:** The necromancer sends the reaper to kill a specific target. It will pursue the target for up to 13 days, until destroyed or the target dies. The reaper will wait patiently if the target changes planes or enters extradimensional space.
- **Harvester:** The necromancer sends the reaper out to kill as many sentient beings as it can for 13 days or until destroyed.
- **Retriever:** The reaper is sent to find a person or object and bring it to the necromancer. The necromancer must provide the reaper with the location of the objective. If this information is incorrect the reaper will work within the best of its abilities to locate the objective. The reaper will pursue the target for up to 13 days and fight all who stand in the way, or until destroyed. The reaper will teleport back to the caster with the objective once it is able to touch it.

**Teleport:** For Bodyguard, Assassin, or Retriever tasks the reaper has the ability to teleport to any named sentient entity once per midnight.

**End:** When the task is complete or the reaper is destroyed the reaper vanishes.

## Undead Legion

**Duration:** Permanent

**Range:** Special

The necromancer raises a legion of skeletons and sometimes zombies from a graveyard, a former battlefield or other collection of remains.

**Location:** In a graveyard, battlefield, necropolis or other location where large numbers of dead can be found the caster can call forth 1d10 Hit Dice of undead per level. The spell is effective over the whole graveyard etc.

**Equipment:** The arms and armor the legion died with, were buried with, or what the caster has provided.

**Zombies:** If corpses are recently deceased or well-preserved zombies will be available. The player determines if any zombies will be animated at the cost of 2 Hit Dice each.

**Captain:** The necromancer can call forth a loyal wight captain for every 30 Hit Dice of undead. These count against the Hit Dice total of the legion. These captains can command the undead with the authority of the caster.

**Legate:** In the event that the spell animates at least 99 Hit Dice of undead a legate loyal to the necromancer with the stats and powers of a **Revenant** is also animated. Ignore "Purpose" entry. This does not count against the Hit Dice total of the legion. The legate was an experienced commander in life and commands the undead with the authority of the caster.

### Wall of the Damned

**Duration:** Concentration plus d6+1 rounds

**Range:** 60'

This spell creates a wall of screaming, gibbering, writhing and wailing damned souls within green energies,

**Dimensions:** Total 1,200 cubic feet; at least 1' thick; of any dimension and shape, determined by the caster. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object.

**Concentration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then fades leaving behind a pool of snot-like slime.

**Wailing:** All within 60' who hear the wailing of the black souls must save versus spells or be maddened. Victims behave randomly as long as the wailing continues; roll 1d8 each round. 1: move randomly, 2–5: no action, 6–7: attack nearest creature, 8: flee.

**Hinderance:** Living creatures of less than 8 HD cannot pass through the wall. Creatures of 8 HD or more who pass through the wall must make a saving throw versus Death; on a failed save they suffer 2 levels of energy drain. On a successful save they suffer only 1 level of energy drain.

### Wall of Undeath

**Duration:** Concentration plus d6+1 rounds

**Range:** 60'

This spell creates a wall of a thick roiling, swirling smoke-like negative energy substance.

**Dimensions:** Total 1,200 cubic feet; at least 1' thick; of any dimension and shape, determined by the caster. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object.

**Concentration:** The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds; the properties then change to match a **cloudkill** spell just cast.

**Hinderance:** Living creatures who pass through the wall must make a saving throw versus Death or die; on a successful save they suffer 1d6 points of damage for every two caster levels rounded down.

**Zombies:** When the wall kills a creature it will rise as a zombie under the control of the caster in 1d4 rounds.

### Zone of Death

**Duration:** Permanent

**Range:** 60'

This spell enchants the area where it is cast, causing it to become inimical to life. Any living creature (excluding the caster) within the zone suffers 1d6 points of damage per round. A zone of death is often littered with corpses of its victims.



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*OR AT LEAST A SEMBLANCE THEREOF.*

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THE DARKNESS OR WILL IT TEMPT YOU INTO DAMNATION AND FOREVER DOMINATE  
YOUR DESTINY?*