

Necromancer- Necromancers are dabblers of the dark arts, having the ability to converse and eventually command the dead. They have learned the speech of the silent and are always guarded by their undead minions. Only dark hearts would be able to do the things that their secret arts require of them including desecrating graves and withholding souls from their immortal rest (must be of the evil alignment). If they change their alignment they will be unable (or unwilling) to perform the rituals used for their necromancy skill.

L1- Necromancy (Scourge Magic (Specter))

All the **undead** the necromancer raises are relatively weak individually. Still, they can usually make use of sheer numbers to do a great deal of damage. Since they are all linked with the mind of the necromancer they can make attacks with each other and the necromancer as if they had the first level of the coordinated attack discipline (use a higher level of this discipline if the necromancer has it). They have poor agility meaning they can't only move at a jogging speed and have difficulty opening doors, balancing on narrow paths, etc. To remain animated they need to be within a hundred yards of the necromancer and the necromancer can issue telepathic commands when looking directly at a skeleton or group of skeletons. Undead are considered to be of the same level as the necromancer that summons them, though they don't give experience for characters when killed. When summoning skeletons, zombies, or anything the necromancer has the ability to raise the difficulty

Each turn the necromancer may attempt to raise any number of skeletons, zombies, or anything else they are able to animate (so they would have, at most, a number depending on their level, shown by the ability). The bodies must be in fair condition, not missing limbs, heads, etc. They must make a scourge magic (specter) roll depending on the total difficulty for all the skeletons, zombies, and other creatures that would then be summoned at a time. If they fail then no new undead are raised at all that round. The difficulties are also stated under the abilities but they are:

Type	Skeleton	Skeleton (without body)	Lich	Zombie	Zombie (without body)
Difficulty	2	4	6	5	10
Mana Upkeep	1	2	3	3	6

Raise Skeletons- Naturally one of the necromancer's first abilities are to raise the dead. Skeletons can be raised from any demi-human corpse to fight fearlessly for the necromancer. This makes necromancers the most powerful class in graveyards, tombs, battlefields, and other places full of the dead. The number of skeletons that can be animated at a time are both limited on the necromancer's level and their scourge magic (specter) skill. It costs the necromancer one mana per skeleton every round to keep them animated has the difficulty of two each.

For the first round that the skeleton is animated (the round after being raised) they must separate themselves from the weighty flesh of the corpse. However, if the bodies are degraded enough so that their isn't flesh then they may take actions this round. Skeletons are especially susceptible to fire, taking double the normal damage for burning. Small missile weapons (like arrows) have little or no effect against them. Also, they have **regeneration (2 hit points/r)** which is improved by 2 hp/r every five levels. If skeletons are killed then their bodies are assumed to be too destroyed to be revived again.

Skeletons may use weapons and armor they have the strength to support. When making attacks use the weapons attributes with the skeleton's strength. If they are unarmed then their fingers sharpen to make claws, only dealing their strength plus half the necromancer's level in damage (use the crit range of 20 which doubles their damage). Each level the skeletons become more resilient and powerful with the stats shown below.

Skeleton Stats:

Combat	1d6 (+1/level)	Strength	1d4/4 levels (min of 1d4, max of 8d4)
Stats	1d6 (+1/2 levels)	Max Number	1 skeleton/2 levels
Hit points	Level x 3		

At level six the necromancer may create skeletons without pre-existing bodies. These skeletons have the same stats except that they cost two mana each round and require double the scourge magic (specter) roll that normal skeletons do (essentially they count as two skeletons). Up to a fifth of the necromancer's level in skeletons may be summoned this way (round down). These skeletons are in addition to the skeletons that can be raised from corpses. If any skeletons made this way are killed they disappear rather than collapse. They can't be recreated until five rounds after they have been killed or unsummoned.

At level eleven the necromancer can create liches from the corpses of magic users (with the exception of those that use light magic). They have all the same stats that skeletons do and are the same in terms of summoning except that they cost three mana each round and require the scourge magic (specter) roll of six. They count as a normal skeleton in terms of the max number of skeletons they can have. Liches can cast spells of the magic type the corpse could up to a level equal to a fifteenth of the necromancer's level (round down) so they can't cast any spells at all until level fifteen. These spells have an effect equal to a fifth of the necromancer's level in d6s and drain from the necromancer's mana. Rather than clawing or using melee weapons they shoot magic projectiles, inflicting a special type of damage which depends on the type of magic the corpse used (shown below). They have an accuracy equal to the lich's combat skill, range of forty yards, and deals a fourth the necromancer's level (round down) in d10s of

damage.

Type of magic user:	Projectiles:
Nature	Attacks cause poisoning (damage, damage) rather than dealing standard damage
Elemental (earth or fire)	Attacks deal fire damage (damage)
Elemental (water or air)	Attacks deal cold damage (damage)
Scourge	Attacks cause void damage (damage)

Lord of Graves- What awareness undead have know of the necromancer's power over them. No undead of a level lower than the necromancer will dare to harm them. Even those of a higher level will try to keep from fighting them if possible. Undead of a level lower than half the necromancer's won't tempt the necromancer's wrath at all, taking care to stay away and not to hurt the necromancer's companions. Those who are lower than a fourth the necromancer's feel an irresistible compulsion to aid the necromancer in any way they can, even if it means injury to themselves. They will follow orders flawlessly but don't need them, taking whatever actions they know would help.

L5- Voice of Authority- The necromancer's voice has a trance like effect for undead, putting them under the control of the necromancer. The undead must be of a level that's lower than the necromancer. Some undead like vampires are immune to this ability (game master decides this). The necromancer can control, at most, a number of undead equal to a third of their level this way. This is very useful for the necromancer since it allows them to have permanent companions that don't cost any mana and can be equipped with items or even artifacts.

The character may also attempt to take control of the undead of another necromancer. To do this they roll their scourge magic (specter) and the necromancer with the higher roll both controls the undead and pays for their upkeep. If the scourge magic (specter) rolls are close together, the undead are confused and no one has full control over their actions. This can't be used against the permanent undead companions of another necromancer.

At level nineteen the necromancer can make undead that don't require any upkeep. This ability requires that the necromancer has corpse(s) to animate and can be of any type they could summon with their abilities (except other characters through the dark resurrection ability). This undead upgrades with the character so that their stats stay as that of the summoned undead. This takes all the necromancer's mana to create so it's best used when there isn't danger about.

Death Speech- The necromancer can converse with the dead through the departed spirit's body. The older the body is, the harder it is to communicate. Generally it requires a scourge magic (specter) roll equal to the number of days the character has been dead. This ability allows the necromancer to speak with the dead for a number of rounds equal to double their level each hour. The spirit knows much about the necromancer and may refuse to speak if they dislike them (opposing alignments, dishonorable or virtuous deeds, etc). Also, some spirits may ask for something in return for information (usually to carry a message or exact revenge for their death).

At level nine the necromancer can relive the event of the death for any corpse if the spirit allows it. They can witness a number of minutes equal to their level before the character's death. This is viewed out of the senses of the person who died and may be sped up or slowed down as the necromancer wishes (as well as viewing things multiple times). While this is in progress, the necromancer is in a trance like state by the body, utterly oblivious of what's going on around them. A high willpower roll is needed to notice loud noises, injury, if the necromancer is touched, etc. If their is another event the departed spirit wishes to share, this may take place as well, but are limited to what the person remembered and thus may contain certain blanks. It is viewed as if the necromancer is in the area with the deceased character, watching the event unfold. This is especially useful to determine from dead bodies what dangers lurk about that could have killed the previous traveler as well as witnesses to crimes like murder.

At level eleven the necromancer may speak with spirits, even if their isn't a body. Still, this must be used near the location where the character died. With this the necromancer requests to speak with a spirit who may or may not respond. The necromancer holds little leverage over the spirit and can't relive events so it is still far more preferable for the necromancer to use a body.

L10- Raise Zombies- In addition to summoning skeletons the necromancer is able to summon the more intact corpses of zombies. Zombies are essentially walking corpses infused with dark magic and a bit of the spirit they once had. They are far tougher, having greater strength and even resistances. On the other hand, fewer of them can be animated at a time. They cost three mana each round and have the difficulty of five. They have the ability to regenerate lost limbs by setting them in place for a full round.

Zombies can use armor and weapons like skeletons. Since they have greater strength they can use heavier equipment. If they are unarmed then they bash the enemy, dealing their strength for damage. Treat these attacks as if they have a level of brawling proficiency equal to a seventh of the necromancer's level (round down). If the necromancer has any disciplines based on combat skills then the zombies have them as well.

Zombie Stats:

Combat	3d6 (+1/level)	Strength	1d4/3 levels (max of 12d4)
Stats	1d6 (+1/2 levels)	Max Number	1 zombie/4 levels
Resistances (%)	Level x 2	Hit points	Level x 5

At level fourteen the necromancer can create zombies without pre-existing bodies. This is much like creating skeletons without bodies. They have the same stats except that they cost double as much mana and have double as high of a difficulty. The necromancer can summon up to a seventh of their level of zombies this way. These zombies are in addition to the ones that can be raised from corpses. Killed and unsummoned zombies disappear and can't be recreated for eight rounds.

At level sixteen most any dead creature can be revived as a zombie. The game master will need to determine the difficulty and mana cost depending on the size of the creature (adult dragons, for example, cost fifteen mana and have the difficulty of twenty). The stats are also determined by the game master. Some physically based abilities like flight or a dragon's fire breath may still be usable depending on how intact the corpse is.

At level eighteen they are surrounded by an evil aura that returns a percentage of the damage they are dealt back to the attacker. This percentage equal to the necromancer's level (no defense is applied) and has a maximum range of five feet (so it won't effect ranged enemies). They are also far more difficult to kill, healing themselves as they fight. Their attacks have **life steal (triple necromancer's level)**.

Soul Cage- The necromancer may withhold souls from their eternal rest. This requires that the necromancer is able to spend a few rounds around the character or creature's corpse weaving their dark magic. Once this is done the character or creature can't be revived. This is very dreaded by all for it is a terrible existence to be kept from their eternal rest. This gives the necromancer some leverage over the spirits that they talk to (if by their body). Spirits taken this way may later be released into the undead the necromancer raises, giving the body the personality, skills, and disciplines of the character or creature (they don't retain abilities or magic skills). However, they must still follow any commands given to them by the necromancer and are heavily influenced by the necromancer's intentions (they generally must do what the necromancer wants, even if not said). If either the necromancer or the undead they inhabit are killed then the spirits return to their proper places and the dead have the ability to be revived once again. The necromancer may carry, at most, three spirits with them at a time and once they inhabit an undead or is released, the spirit can't be captured again.

L15- Dark Resurrection- The necromancer is able to revive the corpses of characters and creatures that have just died within an hour. This can't be used on anyone who is a higher level than the necromancer as well as light magic users (usually paladins and clerics). When raised the bodies radiate evil magic so even if the body looks lifelike, there will be little mistaking it for anything but a walking corpse. The resurrected character or creature retain the spirit they once had, acting as they would before they died. Still, they are under the control of the necromancer and must do anything they are commanded. The character still has any abilities, skills, disciplines, and other attributes they had when they died. They have their full hit points and mana. If killed again they can't be revived again with this ability. While under the power of the necromancer spells and abilities can't revive the character. It mana upkeep and the scourge magic (specter) difficulty are each equal to half of the character's level.

Soul Brothers- The necromancer and the dead are able to merge their spirits into one body, sharing wisdom and expertise. This can be dangerous since once merged both have the ability to take control of the body. The necromancer should only do this with a spirit that either respects their authority or are too weak of will to take control. They should also look for someone they value the skills of since they many only have one spirit with them at a time. At any time either one (the host or visiting spirit) may take control with the permission of the other. If permission isn't given they can take control forcefully by rolling their willpower (the spirit with the higher willpower gains control). If the willpower rolls are fairly close together, each character may control part of the body but no matter how close the rolls are, the higher one will control the head (and is the one who may speak). If both are somewhat in control at the same time, coordination is very difficult. Even without a high roll, the weaker of the two spirits may take control of limbs that the dominant personality isn't concentrating on at all (this only works if the dominant personality is distracted) and surface when the character is asleep (the character won't have very coordinated control over the sleeping body and any speak will be garbled). If either the host's or the visiting spirit's wish they may leave the body permanently (or they may be banished by soul removing spells).

Any skills and knowledge the previous soul had is retained but knowledge can only be accessed with permission of the visiting spirit. That spirit's skills (including magic and most abilities), disciplines, and other attributes are only usable when that spirit is in control. This ability can be very valuable if both spirits cooperate, allowing the necromancer to access the skills and abilities of another class.

If the necromancer ever dies or is banished from their body then they may leave their corpse and join with another character as a visiting spirit. This requires that the host agrees to let the necromancer in. To do this the necromancer needs to convince the character of their value as an ally, speaking to them in a dream (this is the only time characters can hear the necromancer). If the host lets them in then the two spirits share the body as described before. If, however, the necromancer believes their allies are going to revive them and doesn't mind the level loss for control of their own body then they may stay with their body rather than look for a host.

L3- Condemn (Scourge Magic (Curse))

Aegis Bore- The dark magic the necromancer uses in their curses naturally seeps into their victim, making them more

susceptible to further dark magic. Enemies who are cursed have their scourge magic resistance lowered by an amount equal to three times the necromancer's level. The character's resistance is still its full amount for the initial curse and is lowered as long as they are being effected by the curse.

Upon level six the necromancer's curses can't be entirely protected against through scourge magic resistance. The maximum scourge magic resistance that can effect the curse a hundred percent minus double the necromancer's level. This is very useful against enemies that are well protected against scourge magic since once the curse is successfully cast their resistance will be lowered, making them vulnerable to other scourge magic.

L7- Limitless Adversity- The necromancer is able to layer curses on their enemies, being unlimited in the amount of misfortune and hardships they cause. The same curse can't be cast on an enemy multiple times unless cast by multiple necromancers. The resistance loss for aegis bore isn't layered but if more than one necromancer curses an enemy then it is layered with the other necromancer's aegis bore ability.

At level fourteen the time it takes for the necromancer to cast curses is decreased by a round. At levels twenty three and thirty three this is decreased by an additional round. When casting curses that would be reduced to zero rounds the necromancer may cast two curses a round (it still takes up the full round of action if the necromancer only casts one curse).

L12- Shroud of Misfortune- The curses the necromancer casts have an area effect. Rather than casting curses on individual enemies they are cast on locations, effecting anyone within the area of effect. This is mostly effective against enemies when they are bunched up, having a radius of a third the necromancer's level in feet.

L17- Swarthy Presence- When the necromancer wishes they can surround themselves with a dark aura that inflicts a curse on any enemy that enters its area of effect. Like the paladin's aura, the strength (curse's effect) is rolled when the aura is first put up and may be rerolled during the necromancer's turn. The curse this inflicts is one that they can cast by the necromancer and may be of a spell level up to a tenth of the character's level (round down). This ability doesn't cost any mana, nor does it take the necromancer's concentration. It does, however, require that the necromancer has at least half of their hit points remaining and excessive use (for more than about seven hours a day) may cause painful headaches. For this reason the necromancer isn't in the practice of having the aura casually up and it will only be in use when the player says so. This has a range of the necromancer's level in feet and will effect all enemies that enter it, even if they are unknown to the necromancer.