



KAZERABET'S ART OF NECROMANCY

VOLUME VII: SCHOOL OF ANATOMY



EXPLORE THE FORBIDDEN ARTS IN THIS SUPPLEMENT FOR
THE WORLD'S GREATEST ROLEPLAYING GAME

KAZERABET'S ART OF NECROMANCY

VOLUME VII: SCHOOL OF ANATOMY

CREDITS

Designer, Editor, Author: Kevin Thomas Schlüter

Proofreader: Zack Schwartz

Cover Art: Enrique Meseguer
(darksouls1)-pixabay.com

Interior Art: DM's Guild Stock Art

InDesign Template: Nathanaël Roux

Kazerabet's Font: AnkeCalligraphic 2.0-Andreas Höfeld,
fontgrube.de

Kazerabet's Paper: andreas160578-pixabay.com

ABOUT THE AUTHOR

Kevin Thomas Schlüter has spent the most of the past decade in and out of the Middle East, North Africa, and other deserts, working in a type of real-world wizard's guild. He can be contacted at:

tom.of.vile.darkness@gmail.com or [@thomas_schluter](https://twitter.com/thomas_schluter).

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CONTENTS

INTRODUCTION	3
WIZARDS	3
School of Anatomy	3
NEW BACKGROUND	4
Healer	4
NEW TOOL	5
Embalmer's tools	5
ANATOMIST SPELLS	5
GROUP PATRON	7
The Anatomical Society	7
ANATOMIST NPCs	9
Anatomists as Sidekicks	9
Anatomists as Antagonists	9



IN MY YOUNGER DAYS I MET A CURIOUS SORT OF NECROMANTIC artiste named Doctor Ellandra Tollbert. The doctor practiced the Art but was much more concerned with the living body than the state of the soul or its fate beyond death. A true physician, she used her powers to heal as as potently as any votaries of the enlightened or foreign gods.

Her necromantic knowledge was vast, and she maintained loose ties to a confederation of like-minded scholars. This Anatomical Society, like many practitioners of the Art, was forced into the shadows but spanned across Faerûn and into my native Zakhara and even further into the eastern realms. Ellandra was a kind but grim woman, saddened by the loss of her husband years before. We maintained a cordial relationship for some time before we lost touch.

I have since found a few other anatomists, but most were nowhere near as skilled as she was. These others hadn't her moral fortitude, and hired grave robbers to provide them with research subjects while wielding their knives as weapons which focused their necromantic magics.

From time to time my thoughts drift back to Ellandra, and I wonder what might have become of her Anatomical Society had she chosen to rise through the ranks and lead them.

—Kazerabet, *Philosopher-Queen of Ysawis*



SOME NECROMANCERS STUDY THE HUMANOID body and its connection to death. Such anatomists are great healers, rivaling clerics in their curative powers. Of course, their scholarly bent and darker abilities also lead to a somewhat sinister reputation, particularly as their work relates to dissecting cadavers and performing other experiments on the dead (and occasionally the living). Anatomists often are part of the Anatomical Society, which aims to further the knowledge of necromancy and the humanoid body, and also occasionally deals with the mundane problems that anatomists face such as procuring corpses and swaying the political elites to let them pursue their work.

This volume presents the School of Anatomy specialization for the wizard class, a healer background that is appropriate for any class, nine spells that anatomists and other spellcasters can use, the embalmer's tools, and the Anatomical Society as a group patron, and advice on (with stats for) anatomist NPC sidekicks and adversaries.

WIZARDS

Wizards who join the Anatomical Society or who study anatomy magic are called anatomists.

SCHOOL OF ANATOMY

The anatomist studies the humanoid body and the connections between life and death. They are masters of medicine, and sometimes related fields such as poisons or embalming. Their knife work is uncanny, and their magic can be debilitating or restorative.

ANATOMICAL TRAINING

2nd-level School of Anatomy feature

You gain proficiency in the medicine skill and your choice of embalmer's tools (see below), herbalism kit, or poisoner's kit. The dagger, embalmer's tools, herbalist kit, and poisoner's kit are your anatomist's implements. You double your proficiency bonus for any ability check (but not attack rolls) you make that uses your anatomist implements.

Additionally, you can use any of your anatomist's implements as an implement for your wizard spells. When you make a ranged spell attack wielding one of your anatomist's implements, you can instead make a melee spell attack with a range of touch.

SCHOLAR OF LIFE AND DEATH

2nd-level School of Anatomy feature

You know the *spare the dying* cantrip and it counts as a wizard spell for you. Additionally, the following spells count as wizard necromancy spells, add them to your wizard list if they are not wizard spells.

ANATOMIST SPELLS

SPELL LEVEL	SPELL
Cantrip	Poison spray
1	Cure wounds, detect poison and disease, inflict wounds
2	Hold person, lesser restoration, protection from poison
3	Revivify
4	Death ward
5	Cloudkill, greater restoration, hold monster, raise dead
6	Flesh to stone, harm, heal
7	Regenerate, resurrection

FIELD MEDICINE

2nd-level School of Anatomy feature

You can easily tend to the wounds of those in need. During a short or long rest, you gain a number of d4s equal to your Intelligence modifier (minimum 1). Before you or an ally expends a hit die, you can roll one of these dice and add its result to the amount of hit points the hit die restores.

I find it fascinating that the practice of anatomic magic crops up time and again in various places, not just the staid cities of Waterdeep and Baldur's gate. I've seen the practice in Port Nyanzaru, among the barbers of Afyal, and the meridianists of Wa.

—K

The dice improve to d6s at 5th level (d8s at 11th, d10s at 17th).

SURGICAL PRECISION

6th-level School of Anatomy feature

Your medical skills with the dagger and your anatomist implements gives you a few advantages:

- When you attack with a dagger or dart, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.
- When you use a dagger to deal damage to a creature you can see within 5 feet of you or deal damage with a necromancy spell cast with your anatomist's implements, increase the damage by an additional 1d4.
- If you cast a necromancy spell that a creature within 5 feet of you that would not otherwise deal damage, you may deal necrotic damage equal to 1d4 + your proficiency bonus as long as you are wielding one of your anatomist's implement.

The additional damage die increases to 2d4 at 11th level wizard, and again to 3d4 at 17th level wizard.

ANATOMICAL EXPERTISE

10th-level School of Anatomy feature

You can study an opponent for signs of weakness. Choose one of the following:

- When you target a living creature within 5 feet of you with a necromancy spell, impose disadvantage on one target's initial saving throw against your spell.
- When you make a melee weapon attack with the dagger or a melee spell attack against a target within 5 feet of you, you may gain advantage on one attack roll.
- When you roll a die from a necromancy spell to restore hit points, add your wizard level to that die roll.
- When you grant temporary hit points from a necromancy spell, add twice your wizard level to that die roll.
- When you restore hit points to an ally whose hit point maximum has been reduced, remove one effect causing their hit point maximum to be reduced.

You can do this a number of times equal to your Intelligence modifier. You regain all uses of this power with a long or short rest.

MASTER OF LIFE

14th-level School of Anatomy feature

Add the *protection from poison*, *lesser restoration*, and *revivification* spells to your spell book if they are not already in it. You can cast these spells as rituals, and do not require material components so long as you wield one of your anatomist's implements.

Additionally, your necromancy spells that raise a creature from the dead add 10 minutes to the amount of time a creature can be dead and still affected by the spell.

MASTER OF DEATH

14th-level School of Anatomy feature

Your attacks ignore resistance to necrotic, piercing, poison, and slashing damage.

NEW BACKGROUND

The following background is appropriate not only for anatomists, but any character.

HEALER

You were trained in the healing arts early in life, whether or not it was your calling in life to practice them for the good of others. Your knowledge is in high demand, and what you do with it both saves and changes lives.

Skill Proficiencies: Healing and your choice of Insight or a skill from your healer origin (see below).

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: a bar of soap, a dagger, Healer's Kit, an Herbalism Kit, and 5 gp

HEALER CHOICES

d6 I BECAME A HEALER BECAUSE...

- 1 I was following in a relative's footsteps.
- 2 It was the best way to get away from home.
- 3 I felt a divine calling.
- 4 I wanted to advance a cause.
- 5 The prestige lured me in.
- 6 I just wanted to help people as best I could.

HEALER ORIGINS

d8 ORIGIN

- 1 **Charlatan.** While many of your healing powers are real, you can really fleece the desperate before moving on to a new town. (Deception or Sleight of Hand)
- 2 **City Doctor.** You are well established in a community as a trusted physician. (History or Intimidation)
- 3 **Criminal Doctor.** You work for a criminal gang or seedy patron, not necessarily by choice. (Intimidation or Sleight of Hand)
- 4 **Itinerant.** You travel from village to village helping those in need. (Nature or Survival)
- 5 **Temple Doctor.** Your healing abilities are seen as a religious calling. (Religion or History)
- 6 **Apothecary.** You're known to sell your services throughout the area. (Deception or Persuasion)

MINOR FAVORS

When you practice your trade in any settlement, you can get free food and lodging (modest or comfortable standard depending on the settlement) or minor information or and introductions to notable people in the settlement.

SUGGESTED CHARACTERISTICS

Healers influenced by their experiences with disease and the people in their lives. These relationships, tempered by their study of medicine, tend to shape their personalities and ideals. Their flaws, likewise, stem from how these experiences shaped their upbringing.

d8 PERSONALITY TRAIT

- 1 I have a hard time withholding help from those in need.
- 2 I prefer to make a decision after I have all the facts.
- 3 I'm always sticking my nose where it doesn't belong.
- 4 I have a tendency to fall in love with my patients.
- 5 I have a hard time respecting those who don't respect or appreciate my abilities.
- 6 My faith drives my desire to heal others.
- 7 I tend to laugh at inappropriate moments.
- 8 My advice goes well beyond anyone's immediate needs.

d6 Ideals

- 1 **Influence.** I don't use my abilities without pay or promise of favors from others. (Evil)
- 2 **Greater Good.** I heal because all deserve life. (Good)
- 3 **Fairness.** I treat others as poorly as they treat me. (Lawful)
- 4 **Knowledge.** I practice medicine to learn more about the body and natural world. (Neutral)
- 5 **Perseverance.** Hard work and dedication lead to perfecting one's craft. (Neutral)
- 6 **Redemption.** All are worthy of life, who am I to judge them? (Good)



d6 FLAWS

- 1 Sometimes I make it hurt a bit more than it needs to.
- 2 I can't resist helping those in need.
- 3 The ways I was taught are the best ways.
- 4 Without me, those around me would succumb to their wounds and illnesses.
- 5 I care more about others than my own well-being.
- 6 I'm not willing to risk my life for another's.

NEW TOOL

This new tool is useful for necromancers, priests, and morticians.

EMBALMER'S TOOLS

Cost: 25 gp

Weight: 5 lbs

Embalmer's tools are used to prepare the dead for burial or internment, primarily ensuring a corpse is preserved in its current state. Additionally, embalming a corpse can provide mystical benefits. Embalming a corpse typically takes one hour.

Components. Embalmer's tools include a variety of knives and needles responsible for cutting a corpse, stitching it up, and draining it of fluids. Additionally, chemical components are useful to help preserve the corpse.

Arcana. This tool can be helpful in identifying characteristics of undead creatures and components of necromancy spells.

Medicine. Proficiency in Embalmer's tools gives insight into on Wisdom (Medicine) checks related to determining the cause or time of death.

Religion. Embalming isn't necessarily religious in nature, but proficiency in the tools may help identify any religious practices associated with burial or the dead.

Embalming. You can use this tool proficiency to preserve the dead. A corpse or pile of bones that is ritually prepared can be raised from the dead longer, doubling the time limit for spells like raise dead or resurrection.

EMBALMER'S TOOLS

ACTIVITY	DC
Embalm a corpse	10
Determine the culture of a burrial	15
Determine an embalmed corpses' true age	15

ANATOMIST SPELLS

The following new spells are available for anatomists and other spellcasters. Additional necromancy and related

spells can be found in *Kazerabet's Art of Necromancy Volume I: Spells*.

CORPSELIGHT

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of saltpeter and phosphorus)

Duration: 1 hour

Class: Warlock, wizard

You imbue the dead with magical energy, causing all corpses within range to emit dim or bright light in a color of your choice. You can use your action to change the intensity or color of the light from one or all corpses that you can see or see the light emanating from. The light in no way hinders the corpse if it is animated. Only bones and flesh are affected by this spell: wood, incorporeal undead, and living creatures are not affected.

The light magically shines through most barriers, but it is blocked by 3 feet of stone, 3 inches of common metal, a thin sheet of lead, or 8 feet of wood or dirt.

DEATH RECALL

2nd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, M (a fragment from a shattered mirror)

Duration: Instantaneous

Class: Sorcerer, warlock, wizard

You touch a corpse that died within the past 24 hours and gain a vision of its final moments. You see the last 10 minutes of the target's life as seen by the target themselves. The vision ends with the last scene the target saw before they died.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the length of time the target has been dead increases by 24 hours per slot level used above 2nd.

DELAY DEATH

3rd-level necromancy

Casting Time: 1 reaction taken when an ally is reduced to 0 hit points or makes a death saving throw.

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Class: Cleric, sorcerer, warlock, wizard

You hold death at bay for one ally. Choose the ally that you can see or hear that triggered this spell. While the spell lasts, they do not suffer the unconscious condition while at 0 hit points and the damage that reduced them to 0 hit points cannot instantly kill them (see *Dropping to 0 Hit Points* under *Damage and Healing* in Chapter 9 of the *Player's Handbook*). The target must still make death saving

throws as normal, and subsequent damage which would instantly kill them does so.

At Higher Levels. When you cast this spell using a 5th level spell slot, the duration increases to concentration, up to 10 minutes (7th level, up to 1 hour; 9th level, up to 24 hours).

FALSE FACE

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a ball of rubber and a mirror)

Duration: 4 hours

Class: Bard, warlock, wizard

You copy the face of another living or dead humanoid or undead creature within range. You copy only the face, not the target's mannerisms, voice, clothing, height or body shape.

Unlike illusions, this spell cannot be disbelieved or seen through, though your acting prowess (or lack thereof) may give you away. Your false face radiates necromantic magic for the detect magic spell and can be dispelled as normal.

You can cancel this spell as a bonus action on your turn.

GRAFT FLESH

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the flesh to be grafted)

Duration: 24 hours or Instantaneous

Class: Sorcerer, warlock, wizard

Your necromantic powers allow you to knit flesh back together. You can reattach one severed or detached body part to its original owner. Any hit point loss is not restored, but lingering effects of an injury (such as blindness from the loss of an eye) are alleviated and hit points can be regained normally.

If the original body part is not available, you can graft flesh from a member of the same species as the target, such as a different severed limb. The graft can also include a cosmetic change, such as covering scars or even completely fashioning a new face for the recipient. If the grafted flesh is not from the same individual, however, the duration is only 24 hours. After the duration expires, the grafted flesh withers and decays and cannot be used again. Grafted flesh cannot benefit from spells like gentle repose. True seeing and similar means cannot penetrate disguises made from this use of the spell because it is not an illusion, though the graft can be dispelled as normal.

When using this spell to attach a properly harvested undead graft (see *Kazerabet's Art of Necromancy Volume II: Cysts and Grafts*), the caster may substitute an Intelligence (Arcane or Religion) check for the Wisdom (Medicine) check to permanently attach the graft.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration for grafting flesh from another individual increases by 24 hours per slot level higher than 4th and any check to permanently attach an undead graft gains a +1 bonus per slot level higher than 4th.

MASK OF DEATH

4th-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of doppelganger's blood)

Duration: 24 hours

Class: Bard, warlock, wizard

You make one corpse appear as someone else that you have seen. This is not an illusion and stands up to any level of scrutiny on a physical level short of surgery or autopsy, but an Intelligence (Investigation) check may turn up errors if the person knows the individual well.

You can cast this spell upon a zombie, causing its appearance to change but its mannerisms are still those of a zombie. Casting the spell on a hostile zombie requires a successful melee spell attack.

NECROTIC DISRUPTION

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet or touch

Components: V, S

Duration: Instantaneous

Class: Sorcerer, warlock, wizard

You lash out with necromantic energy. Make a ranged spell attack against one creature within range. On a hit, you deal 1d8 necrotic damage. If the target is Undead,

ignore any resistance or immunity to necrotic damage and add your proficiency bonus to the damage dealt.

At Higher Levels. At 5th level, increase the damage by 1d8 (2d8 at 11th, 3d8 at 17th).



NIMODES' MAJOR DELOUSING

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Class: Wizard

Necromantic energy surrounds you, slaying vermin, parasites, and pests. All tiny beasts within range with 1 hit point are reduced to zero hit points. Parasites such as rot grubs are destroyed. Each swarm of tiny beasts within range takes 2d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage a swarm of tiny beasts takes increases by 1d12 per slot level used above 1st.

ROTTING DOOM

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Class: Sorcerer, warlock, wizard

You corrupt flesh and blight bone. Choose one target creature that you can see within range. The target makes a Constitution saving throw. On a failure, the next attack to hit the target deals an additional 1d12 damage and it suffers disadvantage on Strength, Dexterity, and Constitution checks until the end of your next turn. If the target has bones and is hit by bludgeoning, force, or thunder damage before the end of your next turn, add your proficiency bonus to the damage.

At Higher Levels. At 5th level, increase the bonus damage by 1d12 (2d12 at 11th, 3d12 at 17th).

WITHER LIMB

5th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Class: Sorcerer, warlock, wizard

With a gesture and a touch, you cause one of the target creature's limbs to wither. Make a melee spell attack against the target. If you hit, one of their limbs (determined randomly) is useless and you may inflict 3d12 necrotic damage. A withered arm may make it impossible to attack with a weapon or bear a shield, while a withered leg reduces the target's movement by half (targets with more than 4 legs retain a speed of 5 feet until more than half their legs are withered).

Withered limbs are restored when the target benefits from a long rest.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, withered limbs cannot be restored without the use of lesser restoration or a stronger spell. When you cast this spell with a spell slot of 8th level or higher, withered limbs cannot be restored without greater restoration or a more powerful spell.

My experiences with anatomists have largely been helpful. They are peerless sages of medicine and some practical aspects of the arts that I only understand at a theoretical level.

-K

GROUP PATRON

Anatomists can function as a group patron, described in *Tasha's Cauldron of Everything* or *Eberron: Rising from the Last War*. An individual anatomist might function similar to an ancient or immortal being or even an aristocrat, but most commonly anatomists may be organized in a society similar to an academy or university.

THE ANATOMICAL SOCIETY

The Anatomical Society could function as many different types of group patrons. Though most similar to an academy (see *Tasha's Cauldron of Everything*) or university (see *Eberron: Rising from the Last War*), it may not feature a large campus and staff in one location, but represent a secret society with small bastions in major cities and occasionally members in small towns. The society could be considered neutral: their stated goal and charter is to further knowledge of anatomical study (both mundane biology and necromantic magic).

ANATOMICAL SOCIETY PERKS

In addition to the regular academy or university perks of compensation, documentation, research, and resources, the Anatomical Society offers training in the following:

Skills: Medicine

Tools: Alchemist's supplies, calligrapher's supplies, carpenter's tools, mason's tools, potter's tools, wood-carver's tools, disguise kit, forgery kit, herbalism kit, poisoner's kit

Languages: Any standard languages, Abyssal, Celestial, Draconic,

Infernal, and any other languages the Dungeon Master allows

Spells: Wizard spells on the Anatomy & Healing Spells list (below, or the expanded list in *Kazerabet's Art of Necromancy Volume I: Spells*) or other spells the society may have access to.

ANATOMY & HEALING SPELLS

LEVEL	SPELLS
Cantrip	Rotting doom*, spare the dying
1	Corpselight*, false life, Nimodes' major delousing*
2	Blindness/deafness, death recall*, false face, gentle repose
3	Delay death*, feign death
4	Graft flesh
5	Wither limb*

*New in this volume

ADVANCED PERKS

If you are not using downtime activities, you might consider granting characters with the Anatomical Society as a patron proficiency in one skill, tool, or language per tier of play (i.e. at about 5th, 11th, and 17th levels), if appropriate to the story. Advancing the Anatomical Society's agenda may also come with rising status or a boon, such as the following blessings:

Blessing of Dark Power. Choose three different necromancy spells of levels 1–3 from any class list. You know these spells, they count as class spells for you, and you can cast them using any spell slots you possess.

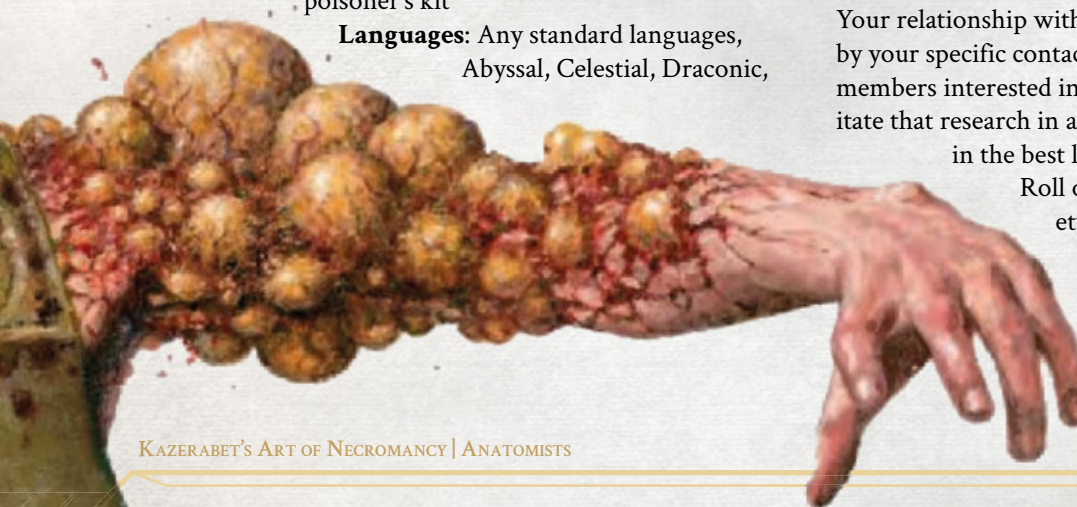
Blessing of Necromantic Lore. Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check related to necromancy, the undead, or deathly planes of existence such as the Shadowfell, you add twice your proficiency bonus to the check.

Blessing of the Undead Familiar. You know the find familiar spell and can cast it at will if you have access to a Medium or smaller corpse. When you do so, your familiar can have the Undead type. You can also select a crawling claw as your familiar.

ANATOMICAL SOCIETY CONTACT

Your relationship with the Anatomical Society is defined by your specific contact with them. You may be scholarly members interested in research, or auxiliaries who facilitate that research in a world that may not see the society in the best light.

Roll or pick from the Anatomical Society Contact table to determine who speaks for the society.



ANATOMICAL SOCIETY CONTACT

d6 CONTACT

- 1 **Elite Dilettante.** An aristocratic member of the society who dabbles in their work, perhaps more interested in the fringe benefits than the research.
- 2 **Pariah Member.** An anatomist in poor standing, looking to reclaim their status or perhaps complete a forbidden project.
- 3 **Rising Star.** A young anatomist with the potential for greatness and the momentum to back it up.
- 4 **Respected Master.** An older, established anatomist who is a pillar of the community.
- 5 **Overworked Underling.** A distant but caring secretary or auxiliary overwhelmed with keeping the society afloat.
- 6 **Staunch Supporter.** An auxiliary member interested in seeing the results of the society's studies but ill-suited or uninterested in doing that research themself.

ANATOMICAL SOCIETY ROLES

The Anatomical Society tends to have loose communication between its members, except when they hold conferences to share their research and prove their mastery of necromancy. Each anatomist may work with a number of auxiliaries to procure research materials, secure funding, ensure secrecy, and deal with the local authorities.

The Anatomical Society Members table provides suggestions for your role and function within the society.

ANATOMICAL SOCIETY ROLES

ROLE	BACKGROUNDS
Procurement	Acolyte, Criminal, Guild Artisan, Outlander, Sailor, Soldier, Urchin
Politics	Noble, Folk Hero
Secrecy	Charlatan, Criminal, Entertainer, Noble,
Research	Acolyte, Hermit, Noble, Sage
Finance	Charlatan, Guild Artisan, Noble, Sailor, Urchin

ANATOMICAL SOCIETY QUESTS

Some typical tasks the Anatomical Society may request of its members and auxiliaries are presented on the Anatomical Society Quest table.

ANATOMICAL SOCIETY QUESTS

d6 QUEST

- 1 **Bestiary Research.** You are sent to investigate an unusual creature, document its habits and powers, and return its corpse.
- 2 **Textbook Run.** You are sent to find and retrieve a lost text, whether from a ruin or a rival.
- 3 **Treaty.** You must convince the local authorities to allow the society to continue its work.
- 4 **Advocate.** A society member has run afoul of the law and requires assistance.
- 5 **Strange Reagents.** You need a perfect specimen for study.
- 6 **Recruit.** Identify the necromancer behind some local scandal and recruit them to the cause.

ANATOMIST NPCs

Anatomists may feature elsewhere in any DUNGEONS & DRAGONS game, aside from patrons. A young anatomist



ANATOMIST ASSOCIATE

Medium humanoid (any)

Armor Class 11 (14 with mage armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Medicine +6

Senses passive Perception 12

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The anatomist is a 7th-level Spellcaster. Their Spellcasting Ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The anatomist has the following Wizard Spells prepared:

Cantrips (at will): *Chill touch, dancing lights, minor necromancy, spare the dying*

1st level (4 slots): *Corpselight, false life, mage armor, Nimmodes' major delousing*

2nd level (3 slots): *blindness/deafness, false face, web*

3rd level (3 slots): *feign death, vampiric touch*

4th level (1 slot): *stoneskin*

ACTIONS

Chill Touch (Ranged). Ranged Spell Attack: +5 to hit, range 120 ft., one creature. Hit: 9 (2d8) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Chill Touch (Melee). Melee Spell Attack: +5 to hit, range 5 ft., one creature. Hit: 11 (2d8+1d4) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Vampiric Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (3d6+1d4) necrotic damage, and the anatomist regains Hit Points equal to half the amount of necrotic damage dealt. Until the spell ends, the anatomist can make the attack again on each of its turns as an action.

might function as a sidekick, while others may be allies, rivals, or enemies.

The stat blocks presented here can be used as generic anatomists or easily altered for specific individuals. They present potential anatomists at four distinct levels of power, and you can swap out weaker versions for more powerful versions as your campaign advances.

ANATOMISTS AS SIDEKICKS

You can easily adapt an anatomist as a type of sidekick (see *Tasha's Cauldron of Everything* or the Essentials Kit).

Make an anatomist sidekick using the mage option, but pull their spells primarily from the Anatomy & Healing list (above, see the expanded Anatomy & Healing list in *Kazerabet's Art of Necromancy Volume I: Spells*).

ANATOMIST JOURNEYMAN

Medium humanoid (any)

Armor Class 11 (14 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Int +6, Wis +6

Skills Arcana +6, Medicine +8

Senses passive Perception 12

Languages any four languages

Challenge 6 (5,000 XP)

Spellcasting. The anatomist is a 9th-level Spellcaster. Their Spellcasting Ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The anatomist has the following Wizard Spells prepared:

Cantrips (at will): *Chill touch, dancing lights, minor necromancy, spare the dying*

1st level (4 slots): *Corpselight, false life, mage armor, Nimmodes' major delousing*

2nd level (3 slots): *Blindness/deafness, false face, web*

3rd level (3 slots): *Bestow curse, feign death, vampiric touch*

4th level (3 slots): *Graft flesh, stoneskin*

5th level (2 slot): *Cloudkill*

ACTIONS

Chill Touch (Ranged). Ranged Spell Attack: +6 to hit, range 120 ft., one creature. Hit: 9 (2d8) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Chill Touch (Melee). Melee Spell Attack: +6 to hit, range 5 ft., one creature. Hit: 12 (2d8+1d4) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Vampiric Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (3d6+1d4) necrotic damage, and the anatomist regains Hit Points equal to half the amount of necrotic damage dealt. Until the spell ends, the anatomist can make the attack again on each of its turns as an action.

ANATOMISTS AS ANTAGONISTS

While individual anatomists and the Anatomical Society often have neutral outlooks, they can be sources of conflict within any given campaign.

Bodies for Dissection. Anatomists need to keep up their skills and dissect corpses regularly. Those bodies aren't always willingly given, however. Grave-robbing and murder are obvious choices for obtaining additional bodies, as well as taking care of funerary arrangements.

Wizardry most Foul. Even a well-intentioned anatomist may fall prey to dark temptations or foul pacts to further their knowledge. An anatomist can grow cruel, callous, and murderous in the course of their studies. How much worse when it's an ally slowly falling to evil?

ANATOMIST MASTER

Medium humanoid (any)

Armor Class 11 (14 with mage armor)
Hit Points 66 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Int +7, Wis +6
Skills Arcana +7, Medicine +10
Senses passive Perception 12
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. The anatomist is a 12th-level Spellcaster. Their Spellcasting Ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The anatomist has the following Wizard Spells prepared:

Cantrips (at will): *Chill touch, dancing lights, minor necromancy, spare the dying*
1st level (4 slots): *Corpselight, false life, mage armor, Nimmodes' major delousing*
2nd level (3 slots): *blindness/deafness, false face, web*
3rd level (3 slots): *bestow curse, feign death, vampiric touch*
4th level (3 slots): *Dimension door, graft flesh, stonkskin*
5th level (2 slots): *Cloudkill, wither limb*
6th level (1 slot): *Circle of death*

ACTIONS

Chill Touch (Ranged). Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 13 (3d8) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Chill Touch (Melee). Melee Spell Attack: +7 to hit, range 5 ft., one creature. Hit: 18 (3d8+2d4) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Vampiric Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (3d6+2d4) necrotic damage, and the anatomist regains Hit Points equal to half the amount of necrotic damage dealt. Until the spell ends, the anatomist can make the attack again on each of its turns as an action.

Moral Outrage. Player characters often kill a lot of things, and an anatomist might be irked the PCs are ruining good specimens or just slaughtering people needlessly. They might wield their influence as a healer in town against the PCs until they clean up their act.

Rival Anatomists. The PCs work with one anatomist comes into conflict with another, racing to the same specimens or research materials. This conflict may feature mercenaries or a rival adventuring party and political intrigue.

Followers. A nosy anatomist may catch wind of the PCs mission or goals. This type of NPC may antagonize the party with their presence, but not be a source of signifi-

ANATOMIST GRAND MASTER

Medium humanoid (any)

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +13, Medicine +10
Senses passive Perception 12
Languages any four languages
Challenge 12 (8,400 XP)

Master of Death. The anatomist's attacks ignore resistance to necrotic, piercing, poison, and slashing damage.

Spellcasting. The anatomist is a 18th-level Spellcaster. Their Spellcasting Ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The anatomist has the following Wizard Spells prepared:

Cantrips (at will): *Chill touch, dancing lights, minor necromancy, spare the dying*
1st level (4 slots): *Corpselight, false life, mage armor, Nimmodes' major delousing*
2nd Level (3 slots): *blindness/deafness, false face, web*
3rd Level (3 slots): *bestow curse, feign death, vampiric touch*
4th Level (3 slots): *Dimension door, graft flesh, stonkskin*
5th Level (3 slots): *Cloudkill, wall of force, wither limb*
6th level (1 slot): *Heal*
7th level (1 slot): *Regenerate*
8th level (1 slot): *Clone*
9th level (1 slot): *Astral Projection*

ACTIONS

Chill Touch (Ranged). Ranged Spell Attack: +9 to hit, range 120 ft., one creature. Hit: 18 (4d8) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Chill Touch (Melee). Melee Spell Attack: +9 to hit, range 5 ft., one creature. Hit: 25 (4d8+3d4) necrotic damage and the target can't regain Hit Points until the start of the necromancer's next turn.

Vampiric Touch. Melee Spell Attack: +9 to hit, reach 5 ft., one creature. Hit: 17 (3d6+3d4) necrotic damage, and the anatomist regains Hit Points equal to half the amount of necrotic damage dealt. Until the spell ends, the anatomist can make the attack again on each of its turns as an action.

cant danger and they search for things the PCs missed or wait for the PCs to do all the hard work first.

