

# *Secrets of Necromancy*

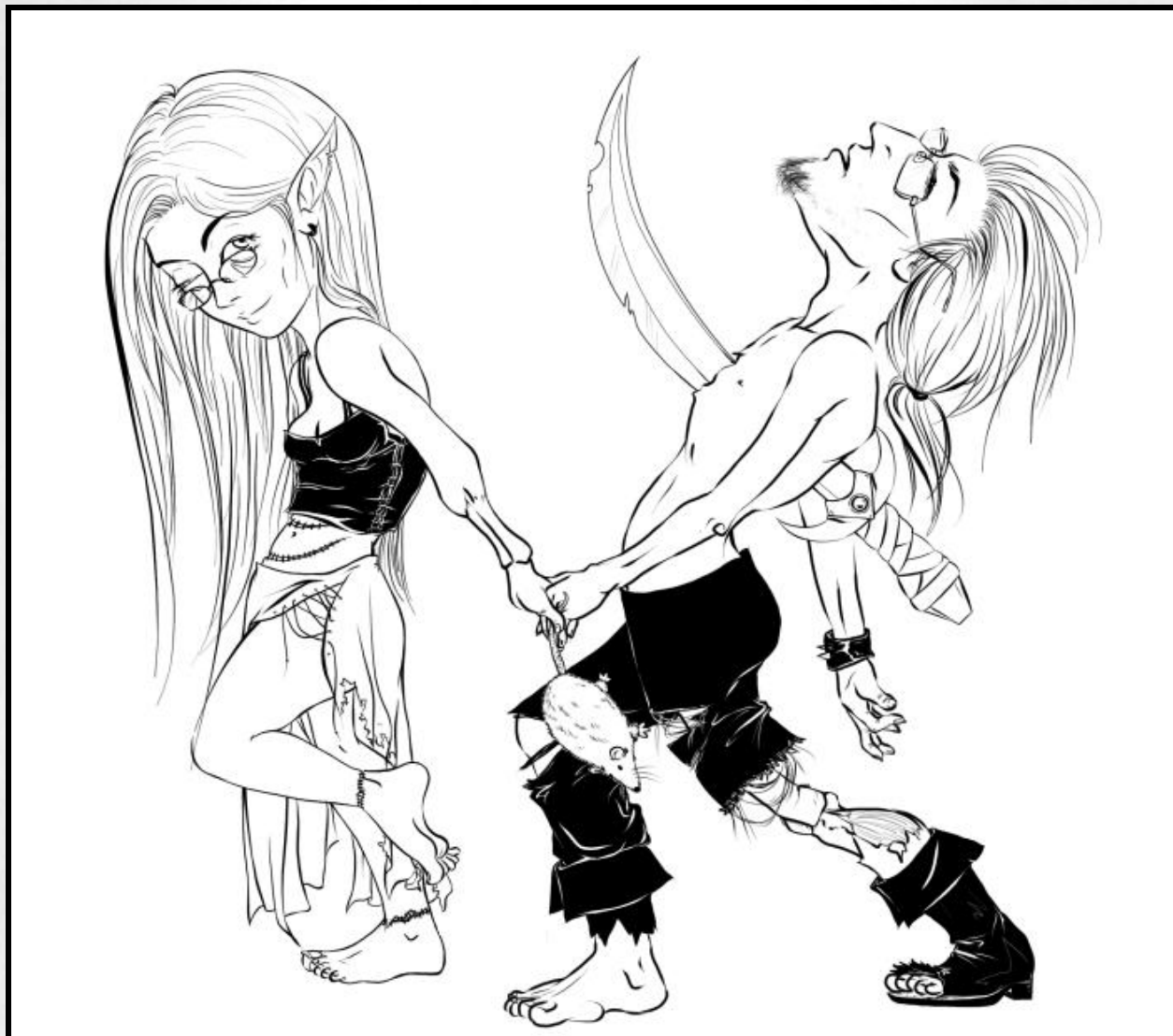
*“A Treatise Concerning the Magi of the Dead and Those  
Which Stay Not”*



*A 4th Edition Sourcebook by Tori Bergquist*

# *Secrets of Necromancy*

*"A Treatise Concerning the Magi of the Dead and Those Which Stay Not"*



Written by Tori Bergquist



# Secrets of Necromancy

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## Foreword

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**Welcome to Zodiac Gods Publishing's Secrets of Necromancy!** The *Secrets of Necromancy* is the first in a series of new class books written for use with *Dungeons & Dragons 4<sup>th</sup> edition*. Each book is designed to provide the player with all the content he needs for an interesting and unusual class option, including powers, skills, feats, racial options, magic items and more. The DM will get some additional monsters, the NPC stat block for the new class, some deities and plot hooks to integrate the class in to his campaign setting.

This first entry in the secrets series focuses on the necromancer, a much-loved villain throughout the history of *Dungeons & Dragons*, and a personal favorite of mine. This class makes for excellent villains and very dark antiheroes, and a DM should carefully evaluate it before letting players abuse the class in his home campaign. Some of the concepts in this class involve elements of the 4<sup>th</sup> edition rules that are only recently becoming apparent, such as how one might handle pets and servants. As DM, you should have final say on how this class will apply to your campaign setting, and it should be well within your rights to keep it restrained to NPCs if you so desire. Conversely, if a player your group really, really, *really* has a great idea for her gothic necromancer queen, and promises to be respectful of any house rules you make, then by all means let her give it a shot!

I appreciate feedback on this class, and will happily implement play test changes you discover in the course of play. This class has been designed with a reasonable attempt at balance, but counter weighted by a desire to evoke some specific intents and options for the necromancer that are indicative of its tradition in fantasy gaming. Meshing the "grim and cool" factor with the "balanced and fair" factor can be a tough line to walk, but I tried my hardest.

Thanks to Keith Dowell, John Diffley, and the many other Albuquerque area gamers who suffered through various "necromancy blitzes" in the regular games to hash out the playability of the class at hand. Thanks!

Version 1.12 note: special thanks to several purchasers in the last few days who have provided me a wealth of advice on the mechanics and format of the 4<sup>th</sup> edition system. Just goes to prove that even if you have been playing the game 10 hours a week for the last eight months, you may not know all you think you do! Special thanks to Alain Giorla who took the time to provide some excellent detailed feedback, which has been incorporated in version 1.12.

*Tori Bergquist*  
January 25, 2009

# Secrets of Necromancy-*Revealed*



## Introduction

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The tradition of black magic is ancient. Known as *necromancy*, this is a potent abominable force, in which the tethers of magic are corrupted to inevitably dark ends through the manipulation of forces of death and decay. In the worlds of fantasy gaming, this translates in to potent energies culled from the outer darkness and the far realm, channeled by its practitioners to harvest soul energy, bring the dead back from the beyond, and send terror in to the hearts of their foes.

The necromancer is a type of wizard, an arcane variant class featuring a wizard who specializes in necrotic energy attacks and the summoning, control, and creation of undead beings. This class is written to work as a viable player class, but the DM will find this class will be very useful in designing villains and foes.

Necromancers demonstrate strength in their ability to manipulate necrotic energies. There are two specific builds provided below to demonstrate different angles of this class: the summoner and the enervator. The summoner build focuses on the necromancer's ability to harness the undead for personal use. The enervator relies on his mastery of necrotic energy to weaken and subdue or slay opponents, while himself getting stronger through their suffering.

## Necromancy or Witchcraft?

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Traditionally the term necromancy referred to the divination of the dead, usually through invocation of spirits using bones or other remains, and sometimes through subtler or less charnel mechanisms. It was one of a long line of divinations that was popular in the old world, along with oineriomancy (divination through dreams), haruspicy (divination through animal entrails) and other more exotic mechanisms for learning of omens and future events.

In modern adventure fantasy, the necromancer has become synonymous with evil and the undead. No longer does the poor necromancer root through the remains of the dead, hoping for a glimmer in to the future or an omen of good or ill signs. In modern fantasy fiction and games, he is a potent arcanist who harnesses the power of the undead to harry his foes and terrify his neighbors. I guess he's a bit lonelier for all that antisocial mayhem, but power does tend to make up for such!

The necromancer is intended to be a supplement for the more traditional role of necromancer. To prevent this class from losing its own value I have derived some names and features from unusual sources; thus, the power of the necromancer comes from necromantic powers. Likewise, mysterious and dreadful mythic gods such as Ereshkigal, Ah Puch and others are the entities which serve as the source of power for necromancer.

This class should help fill a role for players who find the warlock class just a little too timid or gentle, or for a malicious DM who is seeking a truly malevolent foe to toss at his PCs. Either way, you should be able to get plenty of mileage out of necromancers!

## Alternative Titles for the Necromancer

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Looking for a more exotic title to grace the name of your necromancer? Try these!

***Haruspex***

***Black Magi***

***Hexen***

***Cultist***

***Thaumaturge***

***Diabolist***

***Hecatomb***

***Heka***

***Bocor***

***Nagual***

## Necromancer Powers as Wizard Powers

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If you wish, you can allow wizards to pick and choose from the necromancer power lists. This will bolster the wizard's own spell list, and add a number of distinctly necromantic features in to allow the wizard more potential for vile deeds.

If you choose this option, then make the following adjustments:

- All prerequisites, requirements, or other references to necromancers should be changed to wizards instead
- Wizards may remove two of their core class abilities and swap them for two necromancer abilities at the DM's discretion.

It is also possible and indeed likely that, sometime down the road an official, canon edition of a necromancer will appear. It is suggested that you could use this class as a supplemental source of material to that class, or continue to treat it as its own thing, a variant necromancer which provides an alternative perspective on the mages of the undead.

## Character Origins of Necromancers

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The necromancer who travels with a party of adventurers is most likely a recluse whose lust for knowledge and power has carried her out in to the greater world. In doing so, she has realized that it is not always easy, or even possible to rely upon undead minions or other ilk with whom she is more used to associating with to deal with the living, and so has been forced to find friends or allies with which to associate.

Alternatively, the necromancer could have been an otherwise normal apprentice who, in the course of his studies under the master wizard found that everything he touched took on a necrotic aura of death, and that he did indeed seem to have a natural affinity for death magic. Whether this talent was accepted by his master as he developed, or the apprentice was banished and forced to forge his way in to the world to learn about his proclivities for necromancy on his own is something for the player to decide.

A third interesting option involves transcendence. Perhaps the necromancer was a normal person, who suffered from a debilitating disease, and eventually seemed to succumb. After being buried in his own grave, he awoke, later, and was forced to claw his way through coffin wall and damp earth to make his escape. In so doing, he found his near-death experience left him healed, but with curious powers of necromancy suddenly at his fingertips.

It is always possible that the necromancer could be a generally malicious fellow of evil or ambiguous moral character who enjoys dallying with the dead, and has spent long, hard years fostering a talent for necromancy. Such a fellow may have an obsession with the undead, or have an intense desire to preserve his own life through the manifestation of undeath in his own self over time. He may see his allies as convenient tools, or he may think he has their best interests at heart, to keep them alive in undeath, as well!

For a particularly interesting combination, you might try cross-classing the necromancer with the warlock. This will allow for a range of necrotic effect, summoning, and the dark curses of the various warlock pacts. Such a character might be considered twice cursed by a love for the undead and a pact of darkness.

## Racial Origins for Necromancers

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The necromancer manifests in different ways depending upon the race in question. Some suggestions follow, including ideas for some of the races presented in the MM:

**Dragonborn:** There are few dragonborn who would stoop to the study of necromancy, but among their kind those who have the blood of ancient black dragons in their veins seem to take to it most easily.

**Dwarf:** Dwarves are rarely ever caught dabbling in necromantic arts, although a handful that become trapped in the darkest regions of the deepest caverns can go mad and find themselves inexorably drawn to the dark arts.

**Drow:** Drow love the arts of necromancy and see its mastery as a sign of power, worthy of respect.



**Eladrin:** Eladrin are not as repulsed by necromancy as one would think, and among those few who seek out the dark arts a certain healthy respect can be found, as they seek to unravel the mysteries of this black magic.

**Elves:** Elves prefer to stay away from necromantic arts, although some aberrant rogues are known to dabble, often the same elves who might also find the pacts of the warlocks to be appealing.

**Gnolls:** Gnolls revere the gods of darkness and readily embrace necromancy. There are many among the ranks of the gnolls.

**Gnomes and Halfings:** Gnomes and halfings try to stay away from this stuff. Seriously, it's bad for their image and does not make for clean and comfortable living.

**Goblin:** Goblins are not good at necromancy, by and large, but most wish they were. The problem is that most goblins have a healthy respect and fear of the undead, and when confronted with it they tend to run, even if they have a necromancer in their midst.

**Half Elves:** A surprising number of half elves find themselves immersed in the dark arts. As potential outcasts from both the elvish and human communities, this makes half elves a bit likelier to accept the strange teachings of necromancy.

**Humans:** Humans are by far the most numerous of those who practice the dark arts. A fair number of human necromancers seek the key to undead immortality, and the rest merely desire power.

**Orcs:** Orcs readily embrace necromancy, or at least those with some skill in it do. Necromancers in an orc community usually command a great deal of power and respect.

**Shadar-Kai:** Shadar-kai despise the undead and if they are given the opportunity they will slay necromancers of all type and kind. A shadar-kai necromancer is considered a madman to be put down.

**Shifters:** The shifters tend to dislike the black arts, but some few have been known to seek out such teaching and master them for their own ends.

**Tieflings:** Tieflings love this stuff. It's not connected to any pacts, and it offers a great deal of potential power, undead immortality, and can be an even more frightening form of spell mastery when you are horned and have a tail.

**Warforged:** Only warforged that have somehow been suffused with or exposed for a prolonged period to necrotic energies seem capable of pursuing the necromantic arts.





## New Races

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There are a number of races that dwell in the dark corners of the earth, waiting for the time most suitable to appear and weave their dark powers for the glory of their dreadful gods. A few members of these races may even break away and seek out their own path, perhaps having been cast out from their society for not feeling, well, inimical enough towards mankind and the other fair races. Any of these species are well suited for use as characters or NPCs.

DMs should read over the races below carefully before specifically allowing them in to their campaign world. Each race is a rare but monstrous offshoot of mankind, forever tainted by the dark powers that their forebears dabbled in. These races will make excellent models for tragic heroes or antiheroes, but this may not be suitable for every campaign setting. You have been warned!

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### Batrachians

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The dark race of batrachians may once have been human, but were long ago changed in to hideous aquatic humanoids in the service of the outer darkness. Batrachians are cousins to the kuo-toa, sahuagin and other pure species of aquatic humanoids, but the ancestral taint of man runs thick in their veins. Many batrachians are born to human mothers, and only later in life does the batrachian taint manifest, driving them in to the deep waters.

#### Racial Traits

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**Average Weight:** 200 to 300 lbs.

**Average Height:** 6' to 6'10"

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**Ability Scores:** +2 Str, +2 Con

**Size:** medium

**Speed:** 6 squares, 8 swimming

**Vision:** night vision

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**Languages:** common, batrachian

**Skill Bonuses:** +2 Athletics, +2 Stealth

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**Aquatic Denizen:** Batrachians are amphibious. They can swim 8 squares per round with no effort, and are unimpaired in watery environments. As amphibians, however, they must immerse themselves in water

for an extended rest. They do not receive the benefits of an extended rest without this immersion.

**Rending Claws:** Batrachians grow lengthy claws which they can retract at will as a free action. These claws are a natural basic attack which does 1D8+Str damage, and can be used in two weapon strikes as dual-wield martial melee weapons. They gain a +2 proficiency bonus with the claws.

**Sense the Taint:** Batrachians are exceptional at detecting the presence of taint in other creatures. Batrachians gain a +5 insight or perception bonus when trying to detect monstrous traits (defined by the DM) that a creature is attempting to hide.

You should play a batrachian if you want:

- The challenge of a character that is both powerful and limited by his own nature
- An outcast whose very nature is corrupted by dark forces that he may wish to pursue
- A character with a decidedly Lovecraftian Deep One theme

#### Batrachian Lore

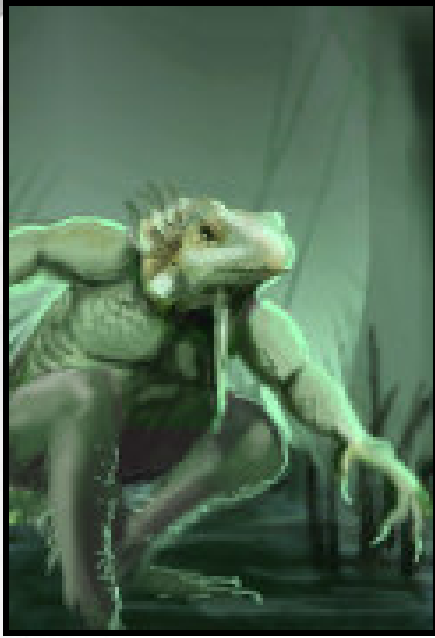
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Batrachians begin their lives as humans or other demihumans who soon discover a taint in the family line, one which twists and warps them over time in to hunched, aquatic beings with traits not unlike a fish, octopus, or other deep sea creature. This mutation is dramatic, and the human elements of the batrachian are often obliterated by the time the transformation is complete.

Batrachians who gather together join communities, oftentimes with pureblood members of their kind (other deep ones such as kuo toa and sahuagin) and give in to the overwhelming urge to worship the aquatic death gods they revere. The worship of the Old One is irresistible to the batrachians.

Those few who are able to cast off the racial imperative to enter the deep oceans and spread the faith of the Old One tend to make good adventurers, although they must sulk at the edge of human communities, and are forced to always seek out a source of water in which to immerse them. Such a character has limits, but can be a clever and challenging personality to role play.





## Ghuls

Ghuls are a half human, half ghoulish race that is readily mistaken for their more common undead relatives. Ghuls are, in fact, a species that spawned from a rare corruption of normal men who succumbed to a terrible disease, which changed them in to living but gaunt, charnel cousins of their undead relatives.

### Racial Traits

**Average Weight:** 100 to 200 lbs.

**Average Height:** 5'5" to 6'6"

**Ability Scores:** +2 Dex, +2 Con

**Size:** medium

**Speed:** 6 squares

**Vision:** dark vision

**Languages:** ghoulish, common

**Skill Bonuses:** +2 Thievery, +2 Stealth

**Cannibalism:** Ghuls gain strength from cannibalism. They do not need to eat fresh meat; there is much truth to the idea of ghuls seeking out corpses and carrion. Once per day, Ghuls who spend a standard action cannibalizing a corpse may activate a healing surge.

If a ghul goes a day without using this power, then he loses the ability to use 1 healing surge per day.

This accumulates until he resumes his cannibalistic ways.

**Disease Resistance:** Ghuls gain a +5 bonus to Endurance tests to resist disease effects due to their surprising resistance to such diseases.

**Putrefying Smell:** Ghuls can emit a terrible stench which can have an adverse impact on nearby enemies and allies alike.

### Putrefying Smell

### Ghul Racial Ability

*You emit the stench of terrible death, causing those around you to gasp and gag uncontrollably.*

**Daily – Melee, Poison**

**Close Burst 1 – Cha vs. Fort.**

**Hit:** Each target affected is sickened (save ends).

**Sickened Effect:** Target grants combat advantage to foes around it and can only take one move or standard action on its turn.

Play a ghul if you are interested in:

- A character whose very nature is repugnant and anti-social
- Someone who revels in the dark corners of the earth and its charnel mysteries
- A character who find black magic more comforting than any of that radiant, feel-good little bunny fufu stuff

### Ghul Lore

Ghuls make excellent choices for players who would like a character whose very nature is that of the outcast and the lurker in shadows. Ghuls make excellent necromancer, rogues, and warlocks. It's simply in their nature to be shadowy diabolists, assassins and thieves.

Ghuls tend to group in small societies, usually dwelling in catacombs and sometime even amongst their undead cousins. Wherever humans reside in large numbers, ghuls are sure to have a small community living on the dregs of man.

Ghul adventurers are usually fed up with the secretive, cannibalistic way of their kind and take to the road, seeking adventure and fame to make up for the curse they were either born to or infected with. Few ghul adventurers maintain good relations

with their own kind, as they traditionally eschew their race's vile ways.

Ghoul's usually worship one of two different deities: either the deity that promises salvation and an ending of their half-undead nature, or the other one, which promises them dark powers in exchange for servitude. Ereshkigal is an excellent deity for ghoul's to worship, although some ghoul's who despise their nature may follow Nergal as well.



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## Patchworks

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You are a geshtalt being, and anyone who looks upon you can see terrible stitches, sutures and metal bonds used to hold the pieces of multiple bodies together. Somehow, a madman sought to not merely bring the dead back from the grave, but to create new life entirely. You do not know if you have a soul, but you seek to know. In the midst of this, your own body seems to hold trace memories of the past lives of those who were butchered to create you.

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### Racial Traits

**Average Weight:** 200 to 350 lbs.

**Average Height:** Varied; usually 7' to 7'8"

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**Ability Scores:** +2 Str, +2 Con

**Size:** medium

**Speed:** 6 normal

**Vision:** normal

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**Languages:** common, one other

**Skill Bonuses:** +2 Endurance, +2 Athletics

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**Patchwork Bodies:** Although most patchworks are made from the bodies of humans, some find bits and pieces "borrowed" from other races. Choose one racial ability of choice from another race as your own (including humans). Your body will have a part of piece that is suitably identifiable as belonging to that race (i.e. having the dragonborn breath suggests either part of your torso or head is dragonborn).

**Living Construct:** Patchworks are living constructs, to which all rules apply (see the Monster Manual), except for one: patchworks must eat like normal humans to sustain themselves, although they do not die normally, and a patchwork who refuses food will waste away over time but not die due to lack of sustenance, instead getting weaker and weaker until they are rendered immobile (subtract 1 from Con for each week it does not eat; at 0 Con it is immobile). Invitro sustenance injected in to a patchwork (or magical healing) will revive the creature after this point.

**Brutal Fists:** Patchworks are excellent unarmed combatants, and have a basic attack with their fists that does 1D10+Str damage, for which they gain a +2 proficiency bonus, and which is treated as both a two-weapon style and a melee weapon for combat purposes.

**Frenzy:** Patchwork psyches are a boiling turmoil of conflicting emotions and residual personalities. They periodically go in to crazed frenzies, striking friend and foe alike. During an encounter, when a patchwork is bloodied, it enters into frenzy:

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### Frenzy

### Patchwork Racial Exploit

*You go in to a blinding rage and rend everything in your path to pieces!*

**Daily – instant reaction – melee**

**Self – Trigger:** You are bloodied

**Effect:** The patchwork goes in to a killing frenzy, immediately spending and gaining the benefits of a healing surge and gaining +2 to all attack and damage rolls. The patchwork will continue to attack the nearest or most threatening target each round until all opponents and allies are dead or down. If



the nearest target is an ally, then the patchwork must make an insight check (DC 20) to choose a different target. If no foes are left, the patchwork may stop the frenzy by expending another healing surge. If the patchwork is out of healing surges, then it will continue to frenzy until no more targets are in sight, after which it will calm down.

At 11<sup>th</sup> level increase the bonus to hit and damage to +3. At 21<sup>st</sup> Level increase the bonus to hit and damage to +4.

Play a patchwork if you would like:

- A character based on Frankenstein's Monster
- A troubled but potentially well-meaning soul who struggles to understand its true nature as a gestalt being
- A dark artificial monster created by a madman who now seeks the path of the necromancer as a means to understanding what he is

### **Patchwork Lore**

Patchworks are less of a distinct race and more of a horrible experiment gone wrong. Throughout time and history, on rare occasion a wizard, mad scientist, warlock or necromancer of uncommon skill stumbles across the ritual necessary to create life. To perform the ritual they need the freshest and most useful body parts to make their monstrous creation, and

such madmen usually have hunchbacked servants who are dispatched to the local graveyard to exhume fresh corpses, from which the most useful body parts are culled. The various pieces are stiched in to a semblance of humanity, and hooked up to a radical arcane device that harnesses some combination of radiant energy, lightning and seething chemicals pumped like blood in to the new body. When the experiment is over, maybe one in a hundred of these terrifying beings turns in to a patchwork golem. The rest either end up as normal (but admittedly terrifying) flesh golems, or thrown out to be eaten by the vicious guard dogs and other monsters which protect the evil madman's abode.

Patchworks are a sort of golem, a living construct which was artificially created from the bodies of other previously dead beings. They harbor curious memories of different past lives, and are prone to raw and erratic emotional outbursts. Most patchworks are confused, schizophrenic, and of low intelligence, but some are incredible smart and insightful, and find that their madness stems from a keen understanding of what they are.

Patchworks as heroes are unusual beings, for they have a great potential strength, coupled with erratic behavior that could potentially endanger their allies. The patchwork is forever searching for meaning to his own existence, one beyond "a madman decided to see if he could make life."







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## Sherigras

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Skeletal and gaunt, the sherigras were once a race of men who long ago were tainted by chaos. This effect has given the sherigras the appearance of recent corpses, or barely living victims of some terrible plague. The hideous, nosferatu-like features of the sherigras are terrifying to most normal demihumans.

### Racial Traits

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**Average Weight:** 5'2" to 6'8"

**Average Height:** 100 to 200 lbs.

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**Ability Scores:** +2 Dex, +2 Int

**Size:** medium

**Speed:** 6 squares

**Vision:** normal

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**Languages:** common, one other

**Skill Bonuses:** +2 Stealth, +2 Arcana

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**Taint of Chaos:** Sherigras suffer from chaotic taint. At first level, a sherigras must roll once from the chaos taint chart. He must do again when he reaches 11<sup>th</sup> and 21<sup>st</sup> level.

If you want to add an imaginative taint, you may do so; it should provide an equivalent bonus and penalty (i.e. a +2 to one effect and -2 to another) and be approved by the DM.

**Arcane Race:** Sherigras are naturally magical beings, and gain access to one at-will cantrip used by wizards as a racial feature, regardless of their base class. Sherigras who choose wizard as their base class may reduce the action cost of the chosen cantrip by one step, instead (standard becomes minor, minor becomes free).

### Sherigras Taint of Chaos Table:

| D%    | Result  |
|-------|---|
| 01-05 | You have gained insight in another class, but suffered in mind or body. Gain one at-will ability from any class as an encounter ability; lower one ability score by 2   |
| 06-10 | You have gleaned an unnatural talent, at the cost of your well being. Gain one level 1 encounter power from any class as a daily power; lower two ability scores by 2.  |
| 11-15 | Your mind is great but your body is sickly. Gain +2 to Will but -2 to Fortitude.  |
| 16-20 | Your bones are strong and dense, but this also makes you less flexible. Gain a Fortitude, but a -2 to Reflexes.   |
| 21-25 | You are blind, but you have an unnatural talent; you gain the level 6 wizard spell Invisibility as an at-will action.   |
| 26-30 | You are insubstantial! Once per day you may gain the incorporeal trait as a free action until the end of your next turn. You can sustain this with a standard action.   |
| 31-35 | Permanent loss of one arm (-2 Dex); sherigras gains a new phantom arm instead which can be projected up to 5 squares from his body and function in all other ways as a normal arm would, except with range.   |
| 36-40 | Aura of chaos; you constantly project a radiance of dark chaotic energy around you, like a shimmering mist. You can spend an action point; the cloud will cause your Con modifier in chaos damage. The cloud makes any disguise very, very difficult. |
| 41-45 | A Third Eye appears in forehead; it grants visions. Gain +2 to perception, but -2 on disguise checks.   |
| 46-50 | A demonic face appears in your torso, which must be fed daily and speaks a lot. The main advantage is that it can act as your voice when casting spells, should you be gagged.  |
| 51-55 | Animals and low intelligence creatures instinctively fear you and attack on site, whenever possible. You gain +5 to your intimidation rolls against animals and creatures of lower intelligence.  |
| 56-60 | Blistering Black Boils cover body permanently (-2 on Cha) but you are immune to all diseases.   |
| 61-65 | Stigmata! Your body bleeds constantly, and you always leave a trail of blood droplets. You are immune to bleeding effects and get   |

|       |  |
|-------|--|
|       | a +2 save bonus against ongoing damage that is physical.   |
| 66-70 | You have the head and hooves of a goat-demon. You gain a basic attack (horns) that does 1D8+Str damage and grants you +2 proficiency and is treated as a martial melee weapon.   |
| 71-75 | You are abnormally large. Gain +2 Str and Con; you are a large size creature.  |
| 76-80 | Racial Hybrid; you are a half breed with another race. Pick one racial feature from that class as your own. Your appearance reflects your hybrid nature.   |
| 81-85 | You are abnormally small. You gain a +2 bonus to Dex and Cha, but lose -2 to Str and Con and are considered a small creature.  |
| 86-90 | Detachable head. Yes, you can detach your head and therefore are immune to decapitations. Your body is considered blind whenever it is out of sight of your noggin, and your head itself is always immobile.                                 |
| 91-95 | Shapeshifter! You have the ability to shapechange, but you always appear to be a gaunt, emaciated and disease-ridden version of whatever species you mimic. This ability works like the doppelganger Shape Change ability in all other ways. |
| 96-97 | Roll one more time on the chart; if you roll 96-00 again, treat the result as "no taint"   |
| 98-99 | Roll two more times on the chart, treating further rolls of 96-00 as "no taint"  |
| 00    | Roll twice on the chart  |

Choose a sherigras if you want:

- To play a character who is really, really messed up and incapable of partaking in normal social environments
- Like the idea of a pariah who lurks in the shadows and has a biological imperative to overthrow the natural order
- Want to make the concept of chaos and order a strong and defining focus of your character's career
- Your DM allows it.



### **Sherigras Lore**

Long ago in the distant world of Lingusia, men who allied themselves with the lords of chaos were indelibly marked by their dark associations. Sherigras have spread to every corner of the universe ever since, propogating the will of their dark demon gods.

Sherigras are a malevolent race by nature, and it is highly unusual to find one of good disposition; such freaks are usually weeded out by the other sherigras in their little covens, and sacrificed to dark gods. At best, an unaligned sherigras might manage to pass for suitably evil in his own society, while secretly yearning for less, well, evil in her or her own life.

Sherigras love sorcery, and seek out its use whenever possible, in order to disguise themselves from the sight of others, if for no other reason. They are well aware that champions of order and good look upon their kind with disgust, and feel that their entire species must be exterminated. This leads to some very paranoid thinking.

Sherigras are meant to fill a very special role within a campaign that has a focus on the forces of order and chaos. Just as dark elves are said in some

mythologies to have been branded by their alliance with demons of chaos, and orcs were (in some worlds) corrupt elves, sherigras are in fact what happens to humans who are indelibly linked to the chaos they choose to serve.

Sherigras make excellent villains, but a player could easily take the concept of the sherigras and turn it in to a tragic antihero, born to a horrible fate which he never asked for, forced to rebel against a tight-knit culture of outcasts dwelling in the shadows and seeking to appease the dark gods which marked them so long ago. Or, he could embrace his destiny, follow the path of the necromancer, and seek to become *more powerful* than the dark gods which cursed his people...





## The Necromancer Class

The necromancer's primary focus is that of a black wizard who relies on energy draining powers, undead minions, and destructive energy drawn from a region called the outer darkness to empower his spells. There are two suggested builds: the summoner and the enervator. There are a number of paragon paths for 11<sup>th</sup> level, including the dread summoner, life stealer, black cultist, death hunter, night reaver, and high priest of the outer darkness. Finally, there are a number of new potential deities for necromancers to follow, many derived from various old world mythologies.

### The Summoner

The summoner learns to harness the necrotic energy necessary to speak with and create the undead. He develops a natural affinity, even a sort of immunity to the fear and death effects of such beings over time, and seeks to master these creatures to serve as his vile minions. Summoners favor powers and feats which will best enhance or increase the value of their undead servants.

**Suggested Feat:** Undead Mastery

**Suggested Skills:** Arcana, History, Intimidate, Religion

**Suggested At-Will Powers:** Influence the Undead, Sanguinary Grasp

**Suggested Encounter Power:** Control Undead

**Suggested Daily Power:** Create Bone Servants

### The Enervator

The enervator is a necromancer who learns to harness and steal the soul energy of his foes, and develops an almost vampiric taste for the life essence of other beings. Over time the enervator becomes almost addicted to the theft of life forces and in turn becomes a conduit for the deadliest of necrotic energies, the *blackfire*.

**Suggested Feat:** Elevation Mastery

**Suggested Skills:** Arcana, Bluff, Insight, Intimidate

**Suggested At-Will Powers:** Sacrificial Strike, Death Gaze

**Suggested Encounter Power:** Elevation

**Suggested Daily Power:** Deadly Miasma

## Necromancer Class Traits

**Role:** Controller/Striker

**Power Source:** Arcane (necrotic)

**Key Abilities:** Intelligence, Charisma, Constitution

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** dagger, staff

**Implements:** rods, wands, orbs

**Bonus to Defense:** +2 Will

**Hit Points at 1<sup>st</sup> Level:** 12+ Con Score

**Hit Points Gained Per Level:** 4

**Healing Surges Per Day:** 5 + Con Modifier

**Trained Skills:** 4 from this list: Arcana, Bluff, History, Insight, Intimidate, Religion, Stealth, Streetwise, Thievery

**Class Features:** Death Mark, Acolyte of Darkness, Ritual Magic Feat, Implement Mastery.

This necromancer build reflects a dark sorcerer who uses life draining effects mixed with the power to summon or control undead on the battlefield.

### Death Mark

The necromancer may mark a foe. When that foe reaches zero hit points, the necromancer may activate a healing surge on his next turn as a minor action.

### Acolyte of Darkness

Necromancers are usually a mixture of both priest and mage, and often call upon the dark forces of various evil deities to grant them boons against their enemies. A necromancer receives one boon from the list below, based on the death god they favor. The list includes names of specific mythical deities, and a general archetype to help DMs apply the benefits to campaign-specific deities:

### **Acolyte of Ereshkigal/Goddess of Death**

Necromancers of Ereshkigal may mark one living foe with the Mark of Ereshkigal, granting the necromancer a +2 modifier to hit that foe. If the foe is defeated, he may mark a new opponent.

### **Acolyte of Nergal/God of Life Taking and Undead Hunting**

Necromancers of Nergal may mark a single undead being with the Curse of Nergal as a minor action, granting an extra +1D6 damage to attacks the necromancer deals against that creature. He may change the mark once per turn as a free action.

### **Acolyte of Kali/Goddess of Murder**

The acolyte of Kali may, once per encounter, backstab a foe against which she has combat advantage for +2D6 damage as a rogue would.

### **Acolyte of Ah Puch/God of Blight**

The acolyte of Ah Puch gains a +5 modifier to saving throws vs. Poison and Disease.

### **Acolyte of Camazotz/God of Darkness**

The servants of Camazotz are immune to the effects of the blindness condition.

### **Acolyte of Dispatror Hades/God of Death**

Necromancers under Dispatror gain resistance against necrotic effects equal to their Cha modifier.

### **Acolyte of Orcus/God of Undeath**

Acolytes of Orcus may mark one undead under their control, or an ally undead creature with a +2 bonus to hit for the remainder of the encounter.

### **Acolyte of Hel/Goddess of Slayers**

Acolytes of Hel are particularly vicious, and may mark any single foe as a free action, once per round. The marked foe grants combat advantage to the acolyte of Hel. The acolyte may change the mark to another creature once per round.

### **Acolyte of Hades/God of Lost Memories**

Acolytes of Hades may, once per encounter, as a free action, call upon the Power of the Styx to aid them against one foe. The foe in visual range is stunned until the end of the necromancer's next turn.

### **Acolyte of Mictlantecuhtli/God of Blood**

The acolytes of Mictlantecuhtli are particularly gruesome, and may mark a single foe as a free action. Each time this foe is hit by a physical attack that could cause bleeding (melee, for example), it takes Cha modifier additional damage.

### **Acolyte of The Old One/God of Madness**

The acolyte of the Old One calls upon the energy of the Far Realm to aid his magic, and so has hardened his mind against madness. He gains a +2 save bonus against psychic effects. Once per encounter as a free action he may impose a -2 save penalty to one foe against psychic effects until the end of the necromancer's next turn.

### **Ritual Magic Mastery**

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Necromancers gain the ritual magic feat and start with the Summon Minor Homunculi ritual spell. All necromancers start play with 1 additional ritual spell in their book, and automatically gain an additional ritual spell at 6<sup>th</sup>, 11<sup>th</sup>, 16<sup>th</sup>, 21<sup>st</sup>, and 26<sup>th</sup> level. Like wizards they may find and add new ritual spells to their tomes in the course of play. There are several new ritual spells included in this book later on that necromancers might find especially suitable.

### **Implement Mastery**

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Necromancers may use daggers, wands, and orbs as magical implements when casting spells like a wizard or warlock.



## Level 1 At Will Spells

### Influence the Undead

*You have the power to influence the actions of the undead.*

**At-Will – Standard – Arcane, Psychic, Implement  
One Target (undead only) - Range 10 – Cha vs. Will**

**Effect:** Target undead is dominated until the end of your next turn. A dominated creature acts on your turn, and you may use a standard action to order it to make a basic attack or other standard action at the DM's discretion. If you make a move action, it may also move. At 21<sup>st</sup> Level: change effect to target is dominated (save ends).

### Death Gaze

*Your penetrating stare sucks the soul from your target.*

**At-Will – Standard – Arcane, Psychic, Implement  
One Target – Range 10 – Int vs. Ref**

**Hit:** 1D8+Int psychic damage against the target and target is dazed until the end of your next turn. At 21<sup>st</sup> level: Increase to 2D8+Int psychic damage.

### Sacrificial Strike

*You can cause terrible bleeding damage with a swift blow from your dagger.*

**At-Will – Standard – Necrotic, Melee, Implement  
(dagger only)**

**One Target – Dex vs. AC**

**Hit:** Do 1[W]+Str necrotic damage to target. At 21<sup>st</sup> level: increase to 2[W]+Str necrotic damage.



### Sanguinary Grasp

*You form a grasping claw made of blood to strike your foes.*

**At-Will – Standard – Arcane, Necrotic, Implement  
One Target – Range 10 – Dex vs. Ref**

**Hit:** 1D6+Cha damage and target is weakened until the end of your next turn. At 21<sup>st</sup> Level: increase to 2D6+Cha damage.

### Searing Burst

*You harness the negative energy of blackfire and unleash a stream of deadly necrotic fire at your foes.*

**At-Will – Standard – Arcane, Fire, Implement  
Range 10 - One Target – Int vs. Ref.**

**Hit:** 1D6+Int fire damage.

**Second Turn:** Int modifier in fire damage.

At 21<sup>st</sup> level: Increase to 2D6+Int modifier fire damage and Int+5 modifier in fire damage for the second turn.



## Level 1 Encounter Spells

### Death Touch

*Your mere touch can cause a searing necrosis that drains the life from a foe.*

**Encounter – Standard – Arcane, Necrotic,  
Implement - One Target – touch – Dex vs. Ref**

**Hit:** 1D10+Cha Necrotic damage against the target and target will continue to take your charisma modifier in ongoing necrotic damage (save ends).

**Miss:** Foe takes charisma modifier in necrotic damage.

### Bone Shards

*You gesture, and an array of splintered bone shards rises up to seek out your targets with unerring accuracy.*

**Encounter – Standard – Arcane, Necrotic,  
Implement – 1 or 2 targets; Close Burst 5**

**Dex vs. Ref**

**Hit:** 2D8+Cha Necrotic damage against each target, and they are slowed until the end of your next turn.

### Control Undead

*You have the power to control a nearby undead being with a word of dark power.*

**Encounter – Standard – Arcane, Psychic, Implement  
One Target (undead only) – Range 10 – Cha vs. Will  
Effect:** Target undead is dominated (save ends).

### Enervation

*With an inhalation of dark energies you suck the life from your foes and reinvigorate yourself.*

**Encounter – Standard – Arcane, Necrotic,  
Implement**

**Close Blast 3 – Dex vs. Ref**

**Hit:** 1D8+Cha Necrotic damage against each target and you may activate a healing surge.



## Level 1 Daily Spells

### Black Shroud of Death

*A black shroud of darkness seems to come to life and envelope your foes, then spirits them away.*

**Daily – Standard – Arcane, Psychic, Implement  
One Target – Range 10 – Int vs. Ref**

**Hit:** Target takes 3D6+Cha psychic damage, slides 3 and is immobilized (save ends).

**Miss:** target takes half damage and is immobilized (save ends).

### Deadly Miasma

*You create a wave of sickly grey mist that stretches out to engulf your foes and make them ill.*

**Daily – Standard – Arcane, Necrotic, Implement  
Range Close burst 5 – Int vs. Fort.**

**Hit:** All creatures in the area of effect take 1D10+Cha necrotic damage and are weakened (save ends).

**Miss:** Creatures take half damage and are weakened until the end of your next turn.

### Wave of Outer Darkness

*With an effort of concentration, you release a wave of necrotic energy outward, searing everything around you with chilling dark energy.*

**Daily – Standard – Arcane, Cold**

**Range 10 burst 1 – Int vs. Fort.**

**Hit:** All creatures in the area of effect take 3D6+Cha Cold damage.

**Miss:** All creatures take half damage.

### Create Bone Servant

*You can create a bone servant to aid you in battle. With a gesture, you cast down a handful of bone dust, and from it springs forth your skeletal minions.*

**Daily – Standard – Arcane, Necrotic**

**Close Burst 1 (area skeleton appears in)**

**Sustain: minor**

**Effect:** You summon forth an undead bone servant. You may move and direct the minion at your discretion, which will also fight for you. The bone servant is dismissed when the encounter is over or it is destroyed. You can use your move action to move both yourself and the bone servant. You must use a standard action to order the servant to also engage in a standard action. If you are separated from your bone servant, it becomes independent of you and will act in a randomly hostile manner.

#### Bone Servant Statistics

The power of the bone servant is determined by the level of the caster, using the following data:

**Ability Scores:** Strength 12, Constitution 12, Dexterity 16, Intelligence 6, Wisdom 6, Charisma 4

**Size:** Medium

**Speed:** 6 squares

**Defenses:** AC 13 + caster level, Fortitude 11 + caster level, Reflex 14 + caster level, Will 10 + caster level

**Hit Points:** 10 + 8 per caster level

**Attack Bonus:** caster Level + 3

**Damage:** 1d6

**Melee Basic Attack:** Claws; caster level + 3 vs. AC; 1d6+Dexterity modifier damage.

**Trained Skills:** none

Note that bone servants are not intended to be as powerful as equivalent undead. They are the most rudimentary of undead and represent the beginning level of power for a necromancer.



## Level 2 Utility Spells

### Sickening Presence

*Your mere presence sickens those who touch you.*

**Encounter – Immediate Reaction – Arcane, Necrotic**

**Trigger:** Target touches or hits you

**Effect:** Target is immediately weakened (Save Ends).

### Sense Undead

*You are so attuned to the undead that you can reach out mentally and feel their presence.*

**At-Will – minor – Arcane, Psychic**

**Range burst 20 – Int vs. Will**

**Effect:** Each undead in the area is targeted. If you succeed, then their undead nature is revealed to you.

### Explosive Blood

*When struck your blood erupts in a searing burst of dark energy, and you grow stronger instead of weaker!*

**Daily – Immediate Reaction – Arcane, Necrotic**

**Close Burst 1 – Int vs. Ref**

**Trigger:** Target attacks and injures you

**Hit:** All targets in the burst radius take Cha necrotic damage from the blood emitted from your wound. You may activate a healing surge.

### Ill Omens

*You can sense the future, and see dark things that lie ahead for those who oppose you.*

**Daily – Instant Reaction – Arcane, Psychic**

**Trigger:** A foe takes an action within sight range.

**Effect:** Target takes -2 on his or her next attack or other action (save ends).



## Level 3 Encounter Spells

### Necrotic Touch

*Your mere touch corrupts and blackens living tissue with gangrenous blotches.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**One Target - Touch – Dex vs. Ref**

**Hit:** 1D10+Cha Necrotic damage and your target is weakened (save ends).

### Soul Purge

*You emit a blackened ray of dark energy at your foe, scathing their very soul. The blackened energy seeps away and back in to your own body.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**One Target – Range 10 – Int vs. Will**

**Hit:** 1D8+Int necrotic damage and foe loses one healing surge. You may spend a healing surge.

### Bone Breaker

*You glare at your foe and with a single word of power their bones break!*

**Encounter – Standard – Arcane, Implement**

**One Target – Range 10 – Cha vs. Fort**

**Hit:** 2D8+Cha damage to target and target is slowed (save ends).

### Sanguine Quickenings

*You harness your necrotic energy to spin outward in a vortex, opening wounds and letting the blood of your foes flow freely.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Close Burst 5 – Cha vs. Fort**

**Hit:** 1D8+Cha Necrotic damage against each target, and each target suffers 5 Bleeding damage each round (save ends).



## Level 5 Daily Spells

### Command Undead

*With a word of commanding power you seize control of all undead in your presence and bend them to your will.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**All undead in range - Range burst 3 – Cha vs. Will**

**Hit:** Target undead are dominated (save ends).

### Plague of Vermin

*You call upon the vile creatures of nature to swarm over your enemies.*

**Encounter – Standard – Arcane, Poison, Implement**  
**Range 10 Burst 1 – Cha vs. Ref**

**Hit:** Each target takes 2D8+Cha poison damage, is immobilized, and ongoing 5 poison damage per round (save ends).

### Exploding Bone Servants

*You send forth your bone servants to combat your foes. As they approach, you utter a word of power and they explode with deadly bone shards.*

**Encounter – Standard – Arcane**

**One Bone Servant – Range 15**

**Effect:** One bone servant you have summoned explodes for the following result: **Burst 1 centered on bone minion; Int vs. Ref; Hit:** 2D10+Int damage to each target affected. Bone servant is destroyed.

### Ghoul's Bite

*Your canines extend in to deadly fangs and your saliva generates a paralytic poison.*

**Daily – Standard – Arcane, Melee**

**One Target - Touch – Dex vs. AC**

**Effect:** You grow sharp teeth and your saliva emits a paralytic toxin until the end of the encounter. **Hit:** any foe hit takes 1D6+Dex damage and is immobilized (save ends). **Second Round:** If foe is still immobilized, it is now stunned (save ends).



### Create Bone Servant II

*You can create two bone servants to aid you in battle. With a gesture, you cast down a handful of bone dust, and from it springs forth your skeletal minions.*

**Daily – Standard – Arcane, Necrotic**

**Close Burst 1 (area skeleton appears in)**

**Sustain: minor**

**Effect:** You summon forth two undead bone servants in the same manner as the Level 1 Daily spell. You may move and direct both minions at your discretion, which will also fight for you. The bone servants are dismissed when the encounter is over or they are destroyed. You can use your move action to move both yourself and the bone servants. You must use a standard action to order the servants to also engage in a standard action. If you are separated from your bone servants, they become independent of you and will act in a randomly hostile manner.

Refer to the Daily Level 1 Create Bone Servant Spell for statistics of these creatures.



## Level 6 Utility Spells

### Blighted Soul

*Your soul is so dark and corrupted with the taint of necrotic energy that you find yourself curiously immune to such effects.*

**Daily – Immediate Reaction – Arcane**

**Trigger:** Target touches or hits you with a necrotic attack

**Effect:** You gain Resist 10+charisma modifier to necrotic effects and attacks until the end of your next turn.

### Visions in the Dark

*You can see the burning souls of the living like a candle in the darkness as easily as the chilled hearts of the undead stand out like icy points of despair.*

**Encounter – instant reaction – Arcane, Necrotic**

**Trigger:** Target touches or hits you

**Effect:** Target gains vulnerability 5 necrotic (Save Ends).

### Eyes of the Dead

*With effort you can concentrate to view the world through the decayed, lifeless gaze of a corpse or undead being.*

**Encounter – minor – Arcane, Necrotic**

**Sustain Minor**

**Effect:** You gain the ability to see (with your normal vision) through the eyes of one target corpse within eyesight.

### Silver Bane

*You call upon the invocations of darkness to render your flesh immune to all weapons save silver.*

**Daily – Minor – Arcane**

**One Target – Self**

**Effect:** Caster gains resistance 5 (all) except from silver weapons until the end of his next turn.

### Imbue Homunculi

*You reach out and imbue your homunculi with a spell, which you can release from its point of view.*

**Daily – Minor – Arcane**

**Range 20 – 1 target (homunculi)**

**Effect:** You use your homunculi to channel one of your other necromancer spells. After activating this effect, you may subsequently use your homunculi as the center point from which to cast your next spell of choice, using the location of the homunculi to determine the range or burst radius of any effect instead of yourself. After expending the spell you must either expend a healing surge or sacrifice your homunculi immediately as a free action.



## Level 7 Encounter Spells

### Lurking Fear

*You imbue your opponent with an unrelenting terror, rendering your foes too terrified to act.*

**Encounter – Standard – Arcane, Psychic, Fear, Implement**

**Range 10 burst 2 – Cha vs. Will**

**Hit:** 1D10+Int psychic damage, and all creatures in area are stunned until the end of your next turn.

### Blood Spurt

*You strike your foes with a necrotic blast that causes their very blood to rupture from their skin in gouts.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 10 burst 2 – Int vs. Fort.**

**Hit:** 2D10+Int necrotic damage, and all targets lose 1 healing surge or suffer an additional 1D10 damage.

### Bone Storm

*You summon a maelstrom of bone shards that circulate around your foes, cutting them to ribbons..*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 10 burst 3 – Int vs. Fort.**

**Hit:** 1D10+Int necrotic damage plus all foes in area are slowed until the end of your next turn and continue to take 5 necrotic (save ends).

### Blackfire Ray

*You project a ray of negative, necrotic energy from your fingertips, engulfing your foe in a black energy that shrivels their life force.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 10 – 1 target – Int vs. Ref.**

**Hit:** 2D10+Int necrotic damage plus the foe is weakened (save ends).



## Level 9 Daily Spells

### Burning Darkness

*You call upon the outer darkness to engulf your foes with a chilling darkness from the far realm.*

**Daily – Standard – Arcane, Poison, Implement Close burst 5 – Cha vs. Fort.**

**Hit:** All creatures in area take 3D10+Cha cold damage and are blinded (save ends).

**Miss:** Half damage and blinded until the end of your next turn.

### Blackfire Burst

*You draw upon your connection to the negative energy realm and send out an arcing ray of blackfire at your foes.*

**Daily – Standard – Arcane, Poison, Implement Range 10 – up to 3 targets – Int vs. Ref**

**Hit:** 3D10+Int necrotic damage to each target (up to 3 targets) and each foe is weakened (save ends).

**Miss:** half damage to all targets.



### Summon Fleshreavers

*A swarm of fleshreavers, tiny undead bird-like creatures from the Shadowfell appear and slice your foes to ribbons.*

**Daily – Standard – Arcane, Poison, Implement**  
**Range 10 Burst 3 – Cha vs. Ref**

**Hit:** All foes in burst suffer 2D10+Cha necrotic damage and are stunned (save ends). **Sustain Minor:** Each foe takes 1D10+Cha necrotic damage.

**Miss:** half damage to all targets.

### Deathmist

*A miasma of charnel mist fills the region around you and begins to dissolve the flesh of your enemies.*

**Daily – Standard – Arcane, Poison, Implement, Zone**  
**Burst 5 – Cha vs. Fort.**

**Hit:** 2D10+Int acid damage and 5 ongoing acid damage (save ends). **Sustain Standard:** you continue to project the cloud; any creatures that enter an affected square are immediately attacked by the cloud as indicated above.

### Create Bone Servant III

*You can create three bone servants or one greater bone servant to aid you in battle. With a gesture, you cast down a handful of bone dust, and from it springs forth your skeletal minions.*

**Daily – Standard – Arcane, Necrotic**  
**Close Burst 1 (area skeleton appears in)**  
**Sustain: minor**

**Effect:** You summon forth three undead bone servants or one greater bone servant in the same manner as the Level 1 Daily spell. You may move and direct all minions at your discretion, which will also fight for you. The bone servants are dismissed when the encounter is over or they are destroyed. You can use your move action to move both yourself and the bone servants. You must use a standard action to order the servants to also engage in a standard action. If you are separated from your bone servants, they become independent of you and will act in a randomly hostile manner.

Refer to the Daily Level 1 Create Bone Servant spell for standard bone servant statistics. Greater bone servant statistics are found below:

### Greater Bone Servant Statistics

The power of the greater bone servant is determined by the level of the caster, using the following data:

**Ability Scores:** Strength 16, Constitution 16, Dexterity 20, Intelligence 6, Wisdom 6, Charisma 8

**Size:** Medium

**Speed:** 6 squares

**Defenses:** AC 14 + caster level, Fortitude 11 + caster level, Reflex 14 + caster level, Will 10 + caster level

**Hit Points:** 14 + 8 per caster level

**Attack Bonus:** caster Level + 4

**Damage:** 1d10

**Melee Basic Attack:** Claws; caster level + 4 vs. AC; 1d10+Dexterity modifier damage.

Encounter Power: Black Radiance; Arcane, Necrotic; Burst 1; caster level+3 vs. Fort.; 2D10+Con modifier necrotic damage to all creatures in burst.

**Trained Skills:** Endurance, Athletics







## Level 10 Utility Spells

### Lesser Spirit Trap

*You ward yourself against a noncorporeal entity, rendering it susceptible to mundane attacks.*

**Daily – instant free – Arcane, Implement**

**Trigger:** you attack an incorporeal creature

**Hit:** You attack one creature with the incorporeal or insubstantial trait; it becomes normal (corporeal) (save ends).

### Sanguine Life

*You draw energy from the spilling of others' blood.*

**Encounter – instant reaction – Arcane**

**Range 10**

**Trigger:** creature within 10 squares of you is wounded

**Effect:** You spend a healing surge and receive temporary hit points equal to the damage done to the creature.

### Mending of the Dead

*You extend your tenebrous control of necrotic energy to heal your undead allies.*

**Encounter – minor – Arcane, Necrotic**

**Range 10 – 1 target**

**Effect:** You spend a healing surge; one undead ally or your choice receives its healing surge value plus your charisma modifier in healing.

### Spirit Bane

*You project an aura that repels evil spirits and ghosts.*

**Encounter – standard – Arcane**

**Sustain Minor**

**Effect:** All incorporeal beings are at -2 to attacks against you, and you gain combat advantage against such creatures.

### Death Burst

*As you are struck a mortal blow, necrotic energy radiates from your body with explosive intensity!*

**Daily – minor – Arcane, Necrotic**

**Burst 1**

**Trigger:** the necromancer reaches 0 hit points.

**Effect:** The necromancer does necrotic damage equal to his healing surge value to all adjacent creatures around him.



## Level 13 Encounter Spells

### Leprous Touch

*With a single touch you infect your foe with a hideous, disfiguring disease.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Touch – 1 target – Int vs. Fort.**

**Sustain Minor**

**Hit:** 2D8+Int necrotic damage plus the foe is weakened (save ends). **Second Turn:** On the second turn, the target is disfigured.

**Disfigured:** The target suffers a -5 penalty to bluff, diplomacy and charisma checks. The target remains this way until it receives magical healing from an outside source (the target can not use its own healing surges).

### Spear of Darkness

*You reach out, summoning a spear of darkness to your grasp.*

**Encounter – Standard – Arcane, Necrotic, teleporting**

**Effect:** The necromancer gains possession of a spear of solid darkness. He gains access to the following basic attacks for the remainder of the encounter:

**Throw: Range 20 – 1 target – Dex+2 vs. AC**

**Hit:** 2D8+Int necrotic damage and the spear reforms in the caster's grasp immediately.

**Melee Attack: 1 target – Str+2 vs. AC**

**Hit:** 2D8+Int necrotic damage. The caster may teleport his Cha modifier in squares after attacking (even if he misses).

### Necrotic Maelstrom

*A swirling mass of negative energy engulfs your foes, with you at the eye of the storm. The wailing dead seep through the cracks of the afterworld to tear at their flesh.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Close Burst 5 – Int vs. Fort.**

**Hit:** 3D8+Int necrotic damage plus all foes are stunned until the end of your next turn. Any foe remaining in an affected square is considered blinded. The affected area will move with the caster if he changes position while the spell is in effect. Any creature that moves in to the area of effect before the beginning of the caster's next turn is subject to the spell effects.

### Blackfire Lighting

*As you grow in power, you harness the blackfire of negative energy and send scathing arcs of destruction at your foes.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 20 Burst 3 – Int vs. Ref.**

**Hit:** 3D8+Int lightning and necrotic damage to each target and ongoing 5 lightning (save ends).



## Level 15 Daily Spells

### Flesh Bane

*You call upon sanguine terrors that cause your foes to reject the corporeal flesh of their bodies.*

**Daily – Standard – Arcane, Necrotic, Implement**

**Range 10 Burst 2 – Int vs. Fort.**

**Hit:** 4D8+Int modifier necrotic damage to all foes in the area, and ongoing 10 necrotic damage (save ends).

**Miss:** half damage and ongoing 5 necrotic damage

### Summon Death Shadows

*Eldritch darkness materializes around your foes, and from its blackness emerge slithering beasts of darkness that engulf and lift them in the air, driving them mad with fear.*

**Daily – Standard – Arcane, Necrotic**

**Range 10 Burst 1**

**Sustain Minor (see below)**

**Effect:** The necromancer summons forth shadows of living darkness, which he directs each round the spell remains in effect. At the beginning of each round he declares where they manifest (burst 1 within 10 squares of his person). All foes in that area are subject to the following effects:

**Attack: Int vs. Will; Hit:** 3D8+Int necrotic damage, the targets must slide a number of squares equal to your Int modifier (if possible), and are then stunned (save ends). **Special:** This spell can be sustained for up to the Cha modifier of the necromancer in rounds, after which it automatically ends.

### Disrupt Undead

*You lash out with a disruptive force to unmake the tenebrous bonds of the living dead.*

**Daily – Standard – Arcane, Force, Implement**

**Range 10 burst 3 – Cha vs. Will**

**Hit:** The target undead take 4D10+Cha modifier in force damage and are slowed (save ends). Living creatures take no damage from this spell, but lose one healing surge and are weakened (save ends). The necromancer may activate a healing surge.

**Miss:** Undead take half damage and the necromancer may activate a healing surge. Living creatures have no effect.

### Corrupted Soul

*You reach in to the heart of your foe from afar and twist their very soul to beat in time with the villainy of your own dark heart.*

**Daily – Standard – Arcane, Psychic, Implement**

**Range 10 – 1 target – Int vs. Will**

**Hit:** 3D8+Int psychic damage and your target immediately makes a basic attack against the closest adjacent ally on your turn and on each turn of the caster thereafter (save ends).

**Miss:** The foe takes 1D8+psychic damage only.



#### Create Bone Servant IV

*You can create an army of bone servants to aid you in battle. With a gesture, you cast down a handful of bone dust, and from it springs forth your skeletal minions.*

**Daily – Standard – Arcane, Necrotic**  
**Close Burst 2 (area skeletons appears in)**  
**Sustain: minor**

**Effect:** You summon forth eight undead bone servants, two greater bone servants, or one greater bone servant and four normal bone servants in the same manner as the Level 1 Daily spell. You may move and direct all minions at your discretion, which will also fight for you. The bone servants are dismissed when you stop maintaining the spell. You can use your move action to move both yourself and the bone servants. You must use a standard action to order the servants to also engage in a standard action. If you are separated from your bone servants, they become independent of you and will act in a randomly hostile manner.

Refer to the Daily Level 1 Create Bone Servant spell for standard bone servant statistics. Greater bone servant statistics are found in the Level 9 Create Bone Servant III spell.



## Level 16 Utility Spells

#### Touch of Death

*Your hand changes in to a gnarled claw which radiates an intense cold. Your mere touch becomes lethal.*

**Encounter – Minor – Arcane, Necrotic**

**Effect:** You imbue your own hand with necrotic energy until the end of the encounter. You may now deal a basic attack: Dex vs. Ref; Hit: 1D10+Int modifier necromantic damage, the target loses one healing surge and is weakened (save ends).

#### Blackened Heart

*Your own soul radiates corrupting damage to all around you, as you absorb their life force.*

**Daily – Instant Reaction – Arcane**

**Trigger:** Someone within 5 squares of you activates a healing surge.

**Effect:** You receive the full healing value of their surge; the target is not healed, and loses their surge.

#### Lesser Ectoplasmic Graft

*You graft an ectoplasmic limb on to your self or another, granting them more versatility, at the cost of a portion of their sanity...*

**Daily – Standard – Arcane, Necrotic**

**Range touch – 1 target – Dex vs. Fort. (if opposed)**

**Effect/Hit:** A target may choose to avoid the graft is so desired (requiring an attempt to hit). If the necromancer hits (or the target does not resist, or is the necromancer) then he receives a temporary grafted limb attachment from the necromancer and loses one healing surge.

The limb provides additional protection and combat ability for the target. It grants additional Int modifier necromantic damage to all melee attacks, and a bonus to AC, Fortitude and Reflexes until the end of the encounter also equal to the necromancer's Int modifier.

At the end of the encounter the limb withers away and disappears in to ectoplasmic dust.



### Incorruptible Flesh

*You ward yourself against magic, as your body manifests stigmata-like lines of necrotic force to protect you.*

**Encounter – Minor – Arcane, Necrotic**

**Range Touch – 1 target**

**Effect:** The target (self or ally) gains resistance 5+ Int modifier against Necrotic, Force, and psychic damage until the end of the encounter.

**Special:** This effect will fail when cast on a creature which already has resistance against necrotic damage.



## Level 17 Encounter Spells

### Blades of Darkness

*From your hand fling forth dozens of black, crystalline blades, which unerringly home in on your foes.*

**Encounter – Standard – Arcane, Force, Implement**

**Range 10 – 1 target – Int vs. Ref.**

**Sustain Standard**

**Hit:** 4D8+Int modifier force damage.

**Miss:** Half damage.

### Death Grasp

*You reach out, and ectoplasmic claws extend from the nether to grasp the throats of your enemies.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 10 – Int modifier in targets – Int vs. Fort.**

**Hit:** Each target (any foe within 10 squares is eligible for attack) takes 2D10+Int necrotic damage and is immobilized (save ends). **Second Turn:** the foe takes an additional 1D10+Int modifier necrotic damage. If the target fails to save vs. immobilization, then the target is stunned (save ends).

### Reanimation

*You bring back a foe or ally, allowing him to fight on even in death.*

**Encounter – Standard – Arcane, Necrotic**

**Range 10 – 1 target**

**Effect:** You return temporary life to one foe who has reach 0 hit points or one ally who has died. The target gains temporary hit points equal to it's bloodied value and may resume fighting. Target will now fight on behalf of the necromancer, against his enemies, and allies will continue to fight on in the condition they were in prior to death. At the end of the encounter the temporary hit points are lost and the foe or ally is once again dead. For all purposes treat the target as a pet; it moves on the necromancer's move action, and the necromancer must use a standard action to order it to attack. The DM may decide if the foe can implement any encounter or daily effects it still has, but it does not recover any used prior to death.

### Death Trance

*You lull your enemies in to a hypnotic state of acceptance for their own death.*

**Encounter – Standard – Arcane, Psychic, Implement**

**Range 10 Burst 2 – Cha vs. Will**

**Hit:** 3D10+Cha psychic damage, and your foes are stunned until the end of your next turn.

### Exploding Homunculi

*You reach out and trigger a special timer in your favored homunculi, who gleefully charges the nearest band of foes, then explodes in a grizzly bomb of bony shards and gore.*

**Daily – Standard – Arcane, Necrotic**

**Range 10 – 1 target (homunculi)**

**Effect:** The homunculi of the necromancer is imbued with a powerful explosive necrosis. The homunculi may make one move action and then explode as a standard action: **Explosive Homunculi; Burst 5; Attack: Cha vs. Fort.; Hit:** All targets hit take 3D10+Cha modifier necrotic damage and are knocked prone.



## Level 19 Daily Spells

### Fires Beyond

*You call upon the infernal blackfire of the stygian abyss and engulf your enemies in its terrible wrath.*

**Daily – Standard – Arcane, Necrotic, Fire, Implement**

**Close burst 5 – Int vs. Fort.**

**Hit:** 2D10+Int fire and 1D10+Cha necrotic damage and ongoing 10 fire and 10 necrotic damage (save ends both) to all foes in area.

**Miss:** half damage from both fire and necrotic, and ongoing 5 fire and 5 necrotic damage (save ends).

### Soul Stealer

*You reap the harvest of your enemies' very souls!*

**Daily – Standard – Arcane, Necrotic, Implement**

**Range touch – 1 target – Int vs. Ref.**

**Hit:** The target loses a healing surge and the necromancer gains HP equal to his own surge plus 10.

### Summon Night Gaunts

*You draw a pentagram in the air, eilluminating it with ectoplasmic energy. A portal to the nether realm splits open, and a terrible night gaunt emerges.*

**Daily – Standard – Arcane, Necrotic, Summoning, Implement**

**Range 10**

**Sustain Minor**

**Effect:** You summon forth one night gaunt (see monster entry below for details). The night gaunt will act on the necromancer's round and will serve obediently, working with the necromancer like a pet. The necromancer can spend a standard action to order the night gaunt to attack or defend. The necromancer may expend a move action to move both himself and the night gaunt.

The night gaunt will disappear when the necromancer stops sustaining the spell or at the end of the encounter.

### Night Gaunt Statistics

The power of the night gaunt is determined by the level of the caster, using the following data:

**Ability Scores:** Strength 12, Constitution 18, Dexterity 18, Intelligence 12, Wisdom 12, Charisma 8

**Size:** Medium

**Speed:** 4 squares ground, 8 squares flying

**Defenses:** AC 13 + caster level, Fortitude 11 + caster level, Reflex

14 + caster level, Will 12 + caster level

**Hit Points:** 24 + 8 per caster level

**Attack Bonus:** caster Level + 4

**Damage:** 1d10

**Melee Basic Attack:** Claws; caster level + 4 vs. AC; 1d10 +Dexterity modifier damage.

**Trained Skills:** Acrobatics, Stealth



### Blood's Revenge

*The necromancer utters a terrible word, and the very blood of his foes rebel, seeking to escape the veins of his foes in an erupting fountain.*

**Daily – Standard – Arcane, Necrotic, Implement**  
**Range 10 burst 2 – Int vs. Fort.**

**Hit:** 6D6+Int modifier necrotic damage and all affected foes are weakened (save ends) and drop prone.

**Miss:** half damage and all foes are weakened (save ends).

### Lights of Madness

*You draw upon the twisted energy of the far realm to create brilliant, radiant lights which imbue your foes with terrible madness, as they begin to wink in and out of existence.*

**Daily – Standard – Arcane, Psychic, Implement**  
**Range 10 Burst 5 – Int vs. Will**

**Hit:** 2D10+Int psychic damage and all foes are blinded (save ends) and driven mad. Roll on the following chart each turn (save ends).

#### D20 Roll Effect

|       |  |
|-------|--|
| 1-4   | target acts normally                                       |
| 5-8   | target attacks nearest creature (enemy or ally)            |
| 9-11  | target is stunned  |
| 12-14 | target is immobilized                                      |
| 15    | target is incorporeal and acts normally                    |
| 16    | target is incorporeal and attacks nearest creature         |
| 17-18 | target takes 10 psychic dmg, then acts normally            |
| 19-20 | target teleports 10 squares then rolls again on this chart |

### Create Bone Terror

*You can create a terrifying skeletal servant to aid you in battle. With a gesture, you cast down a handful of bone dust, and from it springs forth a monstrosity called the Bone Terror.*

**Daily – Standard – Arcane, Necrotic**

**Close Burst 3 (area skeleton appears in)**

**Sustain: minor**

**Effect:** You summon forth an enormous Bone Terror, a monstrosity of bone and tissue that towers over the battlefield. You may move and direct the bone terror at your discretion, which will also fight for you. The bone terror is dismissed when you stop maintaining the spell. You can use your move action to move both yourself and the bone terror. You must use a standard action to order the creature to also engage in a standard action. If you are separated from it, the creature become independent of you and will act in a randomly hostile manner.

#### Bone Terror Statistics

The power of the bone terror is determined by the level of the caster, using the following data:

**Ability Scores:** Strength 22, Constitution 22, Dexterity 16, Intelligence 8, Wisdom 10, Charisma 10

**Size:** Large

**Speed:** 6 squares

**Defenses:** AC 14 + caster level, Fortitude 12 + caster level, Reflex 12 + caster level, Will 10 + caster level

**Hit Points:** 24 + 8 per caster level

**Attack Bonus:** caster Level + 4

**Damage:** 2d6

**Melee Basic Attack:** Claws; caster level + 4 vs. AC; 2d6 +Strength modifier damage.

**Trample Attack: Encounter, Standard; Melee attack;**

**Trigger:** Bone Terror Charges a foe; caster level+4 vs. AC; 4D8+10 damage and target is knocked prone.

**Bone Detonation: Encounter, instant reaction;**

**Arcane, Necrotic; Trigger:** bone terror reaches 0 hit points; **close burst 1;** caster level+3 vs. Reflexes; Hit: 2D10+Str damage to all creatures in burst.

**Trained Skills:** Acrobatics, Stealth





## Level 22 Utility Spells

### Greater Spirit Trap

*You ward yourself against noncorporeal entities and render them susceptible to mundane attacks.*

**Daily – Standard – Arcane, Implement, Zone**

**Close Burst 1 – targeted on self**

**Sustain Minor**

**Hit:** Any creature with the incorporeal or insubstantial trait that enters the burst becomes normal (corporeal) while in the area of effect.

### Imbue Undead

*You reach out, using the necrotic force of other undead to center your spells.*

**Daily – Minor – Arcane**

**Range 20 – 1 target (undead only)**

**Effect:** You may center any range or burst effect on any undead within 20 squares that you can see. You must use the desired spell on the same standard action you also use a minor action to activate this utility effect. Note that you do not have to control or be allied with the undead to activate this effect, and the target is not immune to the properties of the spell simply because you have focused the range or burst effect on it.

### Psychic Wall

*You build an impenetrable wall of psychic force around yourself, to protect your mind from all psychic effects. You learned this trick during your terrifying astral voyages to the far realm...*

**Daily – Instant Reaction – Arcane, Psychic**

**Range self**

**Trigger:** You take psychic damage.

**Effect:** You gain resist 15+Int modifier psychic until the end of your next turn.

### True Ectoplasmic Graft

*You implant an ectoplasmic limb on an ally of choice, or even yourself, to aid them over the course of the day. This limb includes a vile eye in the center of its clawed hand.*

**Daily – Standard – Arcane, Necrotic**  
**Range touch – 1 target – Int vs. Fort.**

**Hit:** The foe may opt not to resist; roll to hit for foes resisting the graft. The target receives a strong grafted ectoplasmic limb which grants the target a versatile phantom arm. The graft will last until the subject engages in an extended rest, at which time it will fade (1D6 hours in to the rest).

The phantom limb grants extra necrotic damage as well as an AC, Reflex and Fortitude bonus to all attacks of the subject equal to the Int modifier of the caster. It also grants the bearer a +5 bonus to perception checks.





## Level 23 Encounter Spells

### Psychic Lock

*You reach out and turn off your foe's mind as you unleash a vision of the far realm in their to their psyche.*

**Encounter – Standard – Arcane, Psychic, Implement**  
**Range 10 – 1 target – Int vs. Will**

**Hit:** 3D10+Int psychic damage and the foe is stunned (save ends) and takes 10 ongoing psychic damage (save ends).

### Final Necrosis

*You reach out, and stab in to the soul of your enemy with a necrotic burst that begins to necrotize their flesh. You bask in the dying energy of your foe.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 10 – 1 target – Int vs. Fort.**

**Hit:** 4D10+Int necrotic damage and the target is weakened (save ends). Target takes ongoing 10 necrotic damage (save ends). If the target is reduced to 0 hit points, then it will automatically fail each mortality check until dead unless outside aid is applied. The necromancer may activate a healing surge.

### Wave of Madness

*You spread your arms wide as you channel the chiming madness of the far realm in to the space around you, driving pure madness in to your foes' minds, leaving them paralyzed in paroxysms of insanity.*

**Encounter – Standard – Arcane, Psychic, Implement**  
**Close Burst 5 – Int vs. Will**

**Hit:** 2D10+Int psychic damage and all targets slide Cha modifier in squares and are stunned (save ends).

**Sustain Minor:** All foes still stunned by this spell within 10 squares may be slid Cha modifier in squares again, and are now prone as well.

### Charnel Bombs

*You reach in to your pouch, pulling forth the shriveled hearts of old enemies, which you toss in to the air, creating dreadful necrotic bombs.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Range 8 Burst 2 – Dex vs. Ref.**

**Hit:** 4D10+Dex necrotic damage against all creatures in area and all targets are knocked prone.





## Level 25 Daily Spells

### Fire of Irkalla

*You call upon the black fires of dark Irkalla, domain of the mistress of death, Ereshkigal herself.*

**Daily – Standard – Arcane, Necrotic, Fire, Implement**

**Range 20 – Burst 10 – Int vs. Fort.**

**Hit:** 2D10+Int Fire and 1D10+Cha Necrotic damage to all enemies in burst, all targets are knocked prone, and ongoing 10 fire and 10 necrotic damage (save ends both).

**Miss:** Half damage and ongoing 5 fire and 5 necrotic (save ends both).

### Bone Storm of Nergal

*You beseech Nergal to stride forth from the underworld of Irkalla and aid you. A swirling maelstrom of bones rises up, to shred your foes.*

**Daily – Standard – Arcane, Necrotic, Implement Close Burst 10 – Cha vs. Fort.**

**Hit:** 3D10+Cha modifier necrotic damage against all creatures in burst, plus all creatures are knocked prone.

**Miss:** Half damage and all creatures are slowed until the end of your next turn.

**Sustain Standard:** If you choose to sustain this spell, you may continue to attack with it each round you maintain it.

### Soul Burn

*You set the very soul of your foe on fire with psychic energy.*

**Daily – Standard – Arcane, Psychic, Implement Range 20 – 1 target – Int vs. Ref.**

**Hit:** 4D10+Int psychic damage and the target is stunned (save ends).

### Summon Spawn of Camazotz

*You rip open a portal in to the dark nether realm and call forth a large, monstrous Spawn of Camazotz from the Outer Darkness to your aid.*

**Daily – Standard – Arcane, Necrotic, Summoning, Implement - Range 10**

**Sustain Minor**

**Effect:** You summon forth one Spawn of Camazotz (see monster entry below for details). The spawn will act on the necromancer's round and will serve obediently, working with the necromancer like a pet. The necromancer can spend a standard action to order the spawn to attack or defend. The necromancer may expend a move action to move both himself and the spawn.

The spawn will disappear when the necromancer stops sustaining the spell or at the end of the encounter.

### Spawn of Camazotz Statistics

The power of the spawn of Camazotz is determined by the level of the caster, using the following data:

**Ability Scores:** Strength 20, Constitution 18, Dexterity 20, Intelligence 8, Wisdom 10, Charisma 6  
**Size:** large

**Speed:** 5 squares ground, 8 squares flying

**Defenses:** AC 15 + caster level, Fortitude 11 + caster level, Reflex 13 + caster level, Will 10 + caster level

**Hit Points:** 30 + 10 per caster level

**Attack Bonus:** caster Level + 4

**Damage:** 2D6

**Melee Basic Attack:** Claws; caster level + 4 vs. AC; 2D6+Dexterity modifier damage. Spawn of Camazotz have one special attack:

### Decapitating Strike

**Encounter – Standard – Melee- Attack:** Caster Level+4 vs. AC; **Hit:** 4D10+Str modifier damage.

**Special:** The spawn of Camazotz may, when flying move up to 6, attack, and then complete its move without provoking an opportunity attack when making this attack.





## Level 27 Encounter Spells

### Ereshkigal's Blight

*You beseech Ereshkigal for her aid in smiting your foes. A terrible plague descends upon the region, and all enemies are blighted by hideous diseases.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Close Burst 10 – Cha vs. Fort.**

**Hit:** 3D10+Cha necrotic damage and all enemies are weakened (save ends).

**Secondary Effect:** All enemies still weakened (failed their first saves) are now weakened until the end of the encounter.

### Plague Storm of Ah Puch

*You draw upon the might of the death god Ah Puch, who sends a plague of poison frogs raining down upon the land around you.*

**Encounter – Standard – Arcane, Poison, Implement  
Range 5 Burst 10 – Int vs. Fort.**

**Hit:** 3D10+Int mod poison damage and all foes are rendered nauseous (save ends).

**Nauseated Property:** Foes grant combat advantage to other targets and are initially rendered prone. The target must spend a standard action to get up, and a minor action to stay standing; if he doesn't, he immediately goes prone again.

### Blackfire Draconian of Hel

*The dark goddess Hel grants a portion of her dreadful might to your dark spell, creating a shadowy dragon which rakes your foes with blackfire.*

**Encounter – Standard – Arcane, Necrotic, Fire, Implement**

**Range 20 Burst 10 – Int vs. Ref.**

**Hit:** 2D10+Int fire and 2D10+Cha necrotic damage and ongoing 10 fire (save ends) and 10 necrotic (save ends).

### Reign of Night

*Darkness sweeps the land and all are laid low by the terrible might of dark gods.*

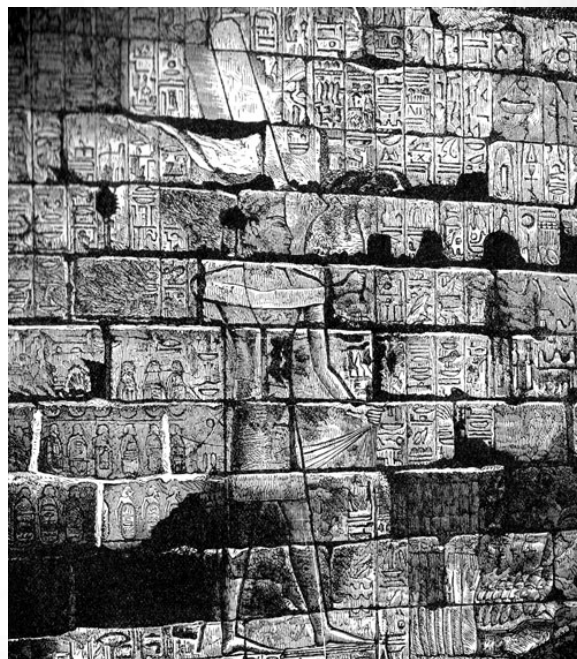
**Encounter – Standard – Arcane, Psychic, Shadow, Implement**

**Close Burst 20 – Int vs. Ref.**

**Hit:** 2D10+Int modifier psychic damage against all creatures in burst are stunned until the end of your next turn.

**Secondary Effect:** The region affected is placed in supernatural darkness (all creatures in region are blinded while in the area). This effect last until the end of the necromancer's turn.

**Sustain Minor:** The cloud of darkness continues one full turn until the end of the necromancer's next turn.





## Level 29 Daily Spells

### Vile Spawn of Ereshkigal

*Ereshkigal answers your dark summons with a vile spawn of Irkalla, that descends on your foes with a rending fury from a dark rift in the sky. Black tentacles drape down, seeking the life force of enemies, and dragging them in to the air.*

**Daily – Standard – Arcane, Necrotic, Implement**  
**Range 20 Burst 6 – Int vs. Ref.**

**Hit:** 4D6+Int necrotic damage, and foe is immobilized until the end of your next turn.

**Miss:** half damage.

**Second Turn:** Immobilized foes are pushed 8 (upwards) then thrown 6 squares in one direction for 2D8 falling damage. Foe ends turn on the ground and prone.

### Death Ray

*You reach with one hand in to a dark portal to the nether realm of negative energy, and reach out with your other hand, streaming forth a death ray against of ultimate darkness against your foes.*

**Daily – Standard – Arcane, Necrotic, Implement**  
**Range 20 – 1 target – Int vs. Fort.**

**Hit:** 6D10+Int modifier necrotic damage.

**Miss:** Half damage.

### Vampiric Might

*You draw forth the vitreous fluids of your foe, as you reach out a grasping claw towards them.*

**Daily – Standard – Arcane, Necrotic, Implement**  
**Range 10 – 1 target – Cha vs. Fort.**

**Hit:** 4D8+Cha damage and foe is weakened (save ends).

**Sustain Minor:** You may continue to activate this attack against the same foe or a different foe as desired.

### Fires From Beyond

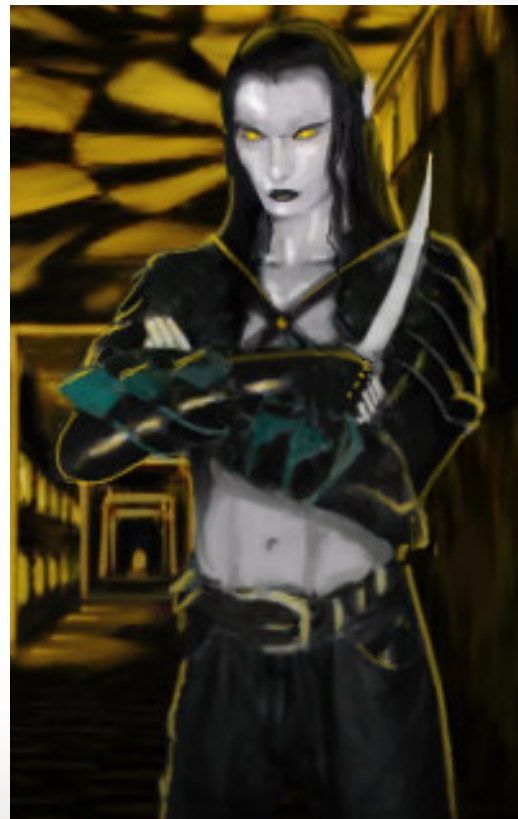
*The region is engulfed in the blackfire of negative energy, as you prompt a rift to erupt in the middle of the battlefield.*

**Daily – Standard – Arcane, Necrotic, Implement**  
**Range 20 burst 5 Int vs. Ref.**

**Hit:** All foes take 3D8+Int fire and 2D8+Cha necrotic damage, and sustain ongoing 10 fire and 10 necrotic damage (save ends both).

**Miss:** Half damage.


**Sustain Standard:** you may keep the rift open a second turn, repeating the effects in the same region. The rift closes at the end of the second turn.







## Necromancer Paragon Paths

The necromancer paragon paths below are filled with villainous potential and sometimes even work well for the heroes of the story, if that hero happens to be a dark and torn soul struggling against his own dreadful nature. Nonetheless, a few of these paragon paths are so delightfully evil and powerful that the DM may want to read over them carefully before allowing them in play for PCs. The dread summoner, for example, would make a fine villain paragon, but a player with such power may be a nightmare for the unsuspecting DM. These classes will be marked with a  to warn you! DMs looking for a challenge should disregard all this nonsense and simply adjust encounter levels up when such necromancers are in play...

### Dread Summoner

The dread summoner is a necromancer who has perfected the art of summoning unholy entities from beyond, or raising new undead from corpses both fresh and ancient. This fascination the dread summoner feels for his creations is macabre at the least and madness-inducing, typically. Like other necromancers, he is often shunned by more pleasant company, and prefers to keep his own with those he has brought back in to the world.

**Requirements:** Necromancer, Undead Mastery.

**Undead Servitors (11<sup>th</sup> Level):** Once per day as a standard action the dread summoner may call upon a number of undead servants, which appear adjacent to the summoner, or as close to him as possible. The dread summoner must spend a standard action concentrating and make a Wisdom check. He gains summoning points as indicated below:

| Wis Check | Summoning Points         |
|-----------|--------------------------|
| 1-15      | 1 summoning point        |
| 16-20     | 2 summoning points       |
| 21-25     | 3 summoning points       |
| 26-30     | 4 summoning points       |
| 31-35     | 5 summoning points       |
| Every 5+  | +1 pt. per 5 over rolled |

Summoning points are spent to acquire followers. The dread summoner can spend them as follows:

| Undead                 | Value |
|------------------------|-------|
| 1D4+2 drudge skeletons | 1     |
| 1D2 skeletons          | 1     |
| 1D4+1 Zombie Rotters   | 2     |
| 1 Zombie or Gravehound | 1     |
| 1 Zombie Hulk          | 4     |
| 1 Wight                | 2     |
| 1 Wraith               | 3     |
| 1 Phantom Warrior      | 2     |
| 1 Ghoul                | 2     |

The dread summoner must spend his standard action and a movement action to control his servants (he can move on the movement action, but his standard action is spent controlling his servants). He must also spend a minor action concentrating on maintaining control. At the end of the encounter, or if he relinquishes control of the minions (voluntarily or otherwise, due to unconsciousness for example) then the minions are no longer controlled and become hostile (reverting to full DM control). The dread summoner may, as a standard action, dismiss the undead instead, returning them to the outer darkness, true death, or whatever form of dismissal is most appropriate.

**Special:** Dread summoner NPC villains *never* lose control of their undead except for dramatic effect; something about being a corrupt, chaotic evil mastermind makes the undead willingly serve their dark masters. This only applies to dread summoner NPCs!

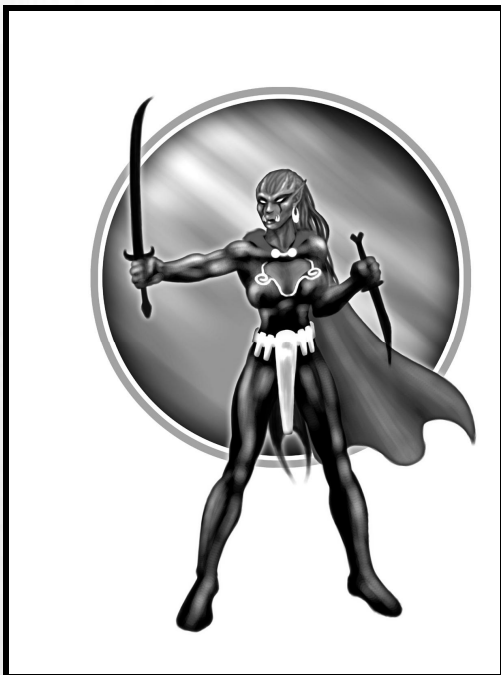


**Deathly Impersonation (11<sup>th</sup> Level):** Undead are frequently confused by the dread summoner's close tether to unlife. The dread summoner may attempt a bluff check against the wisdom of the undead being he is faced with. If he succeeds, then the undead thinks he is one of them, and will ignore the dread summoner this turn.

**Greater Summoning (16<sup>th</sup> Level):** The dread summoner can add the following beings to his undead servitor list:

| Undead            | Value |
|-------------------|-------|
| 1 Horde Ghoul     | 4     |
| 1 Wailing Ghost   | 4     |
| 1 Skull Lord      | 3     |
| 1 Battle Wight    | 3     |
| 1 Slaughter Wight | 6     |
| 1D4 Mad Wraiths   | 4     |
| 1 Sword Wraith    | 6     |

These undead work in the same fashion as those of the standard Undead Servitor ability. They are a bit tougher, however, so it is a good idea to dismiss them instead of letting them get out of control whenever possible!



## Dread Summoner Powers:

### Claws from Below Level 11 Attack

*You call upon the restless dead of the underworld to rise from the earth and drag your foes down to their deaths. Hundreds of skeletal limbs burst from the ground to grab your foes.*

**Encounter – Standard – Arcane, Necrotic  
Range 10 – Burst 1 – Int vs. Ref.**

**Hit:** 3D6+Int necrotic damage and all foes are knocked prone and immobilized (save ends).

### Sacrifice of Undeath Level 12 Utility

*As you receive a mortal blow, you reach out to seek dark sustenance from one of your undead minions.*

**Daily – Instant Reaction – Arcane**

**Self – Trigger:** caster takes damage that reduces him to 0 hit points

**Effect:** Sacrifice one undead minion you control. The minion is reduced to 0 hit points and you gain hit points equal to your surge value + 10 hit points.

### Detonating Corpse Level 20 Attack

*As your foes are swarmed by your ravening hordes of undead, you utter a word of command, and the necrotic essence within their putrid forms detonates in a flash of black energy.*

**Daily – Standard – Arcane, Necrotic**

**Range 10 Burst 1 – Int vs. Fort.**

**Effect:** Choose 1 or more undead you control within 10 squares. Each undead generates a burst 1 attack to all creatures around it.

**Hit:** 3D10+Int modifier necrotic damage to all targets in area. Each target is knocked prone.

**Miss:** Half damage to each target.

**Special:** Reduce each undead used by the spell to 0 HPs.

## Black Cultist

The servants of Ereshkigal worship the oldest venerated death goddess in most worlds, or a similar deity. The high priest has taken on the burden of both advancing the faith and furthering the interests of his dark goddess. Ereshkigal favors the harvesting of souls for her underworld, and prefers undead who are under the control of her flock, doing her bidding. As such, the black cultist has many duties in harvesting souls and raising followers for her.

Black cultists manifest for many evil deities of the underworld, although Ereshkigal is among the oldest of such deities.

**Requirements:** Necromancer, Acolyte of Ereshkigal or an appropriate God of Death.

**Necrotic Aura (11<sup>th</sup> Level):** As a free action, the black cultist may activate a necrotic aura with a 1 square radius that causes her Int modifier in necrotic damage to all adjacent targets who begin, end, or move through her adjacent squares.

**Hand of Ereshkigal (11<sup>th</sup> Level):** Black cultists may generate necrotic energy from their hands, granting them an additional basic attack which does 1D8+Int modifier in necrotic damage. In addition, the black cultist may add their Int modifier in necrotic damage to any touch effect that requires they touch their targets with their hands.

**Wave of Darkness (16<sup>th</sup> Level):** The black cultist can spend an action point to gain an extra action and generate an aura of darkness which projects 3 squares from her position as a free action and remains for the duration of the encounter. The darkness induces blindness in all targets in the affected area, which will remain centered on the black cultist. The black cultist's vision is unaffected by the darkness. Foes outside of the wave of darkness treat the black cultist as if she were under total concealment (-5 modifier to hit).

## Black Cultist Powers:

### Hand of Death Level 11 Attack

*You reach out with a spectral claw of dark energy to grasp the heart of your foe with crushing force.*

**Encounter – Standard – Arcane, Force, Implement**  
**Range 10 – 1 target – Int vs. Ref.**

**Hit:** 2D8+Int modifier force damage and the target is weakened (save ends).

**Sustain Standard:** The caster may make a second attack against the same target, repeating the effects if hit.

### Feast of Darkness Level 12 Utility

*Bleak shadows well up from around you as you draw sustenance from the darkness, which you can channel to your allies.*

**Daily – Standard – Arcane, Zone**

**Close Burst 1**

**Effect:** You and all allies in the burst spend a healing surge and gain their surge value + your Int modifier in hit points.

**Sustain Standard:** The zone persists.

### Rift of Doom Level 20 Attack

*You call upon your dark goddess. A black rift of to the underworld splits open beneath the feet of your enemies.*

**Daily – Standard – Arcane, Implement**  
**Range 20 – Burst special – Int vs. Ref.**

**Area of Effect:** The area of effect is a 2x6 region, 2 squares wide and 6 squares long.

**Hit:** All targets in the area of effect take 3D8+Int modifier damage, and are buried.

**Miss:** All targets take half damage and are knocked prone.

**Buried Effect:** The buried effect works as follows: all targets are considered stunned, with total cover. They must spend one full turn (a move, minor and standard action) attempting to exhume themselves from the ground which has swallowed them. At the beginning of the turn after they exhume themselves, they start the turn prone.

## Life Stealer

Life stealers are professional enervators, who learn to sustain themselves on the stolen life forces of others. They are usually gaunt, decrepit men and women who appear sickly and emaciated until they imbue themselves with the life force of others, after which they suddenly look much healthier for a short time.

**Requirements:** Necromancer

**Thief of Life (11<sup>th</sup> Level):** Once per encounter you may steal the life of an ally or enemy. As an immediate free action, when another entity invokes a second wind, you may gain temporary hit points equal to one half of the healing value of the target's surge. Likewise, the target only recovers half of the original hit point value of the surge.

**Curse of Life (11<sup>th</sup> Level):** Once per day life stealers may mark a foe during combat. Only one foe may be marked at a time. Whenever that foe takes damage from any source, the life stealer gains hit points equal to the damage that foe took.

**Soul Stealer (16<sup>th</sup> Level):** Life stealers are especially proficient at stealing soul energy. Whenever the life stealer uses an action point to gain an extra action, he may also choose one other target within 10 squares. The life stealer immediately spends a healing surge, recovering hit points equal to his surge value. The chosen target immediately takes damage equal to the healing surge value just activated.

## Life Stealer Powers:

### Thief of Life Level 11 Attack

*You steal the soul of your enemies with but a single look.*

**Encounter – Standard – Arcane, Implement  
Range 10 – 1 target – Int vs. Will.**

**Hit:** 2D10+Int psychic damage against your foe, and you may activate a healing surge. Your foe sustains 5+Int ongoing psychic damage (save ends).

### Thief of Life Level 12 Utility

*You feel the swelling life of another, and reach out to steal some of his essence.*

**Daily – Instant Reaction – Arcane**

**Trigger:** One target within 10 squares activates a healing surge.

**Effect:** You receive the value of the target's healing surge instead of that target.

### Soulstorm Level 20 Attack

*You reap the whirlwind of souls as a terrifying storm of dark energy engulfs your enemies and strips the life force from their corporeal bodies.*

**Daily – Standard – Arcane, Psychic, Implement, Zone**

**Range 20 Burst 5 – Int vs. Will.**

**Hit:** 3D10+Int psychic damage to all foes, and all targets are weakened (save ends).

**Sustain Standard:** The storm effect persists for a second round. Any foe entering or leaving the area is subject to the attack.



## Night Reaver

Camazotz is the death bat, a fearsome underworld god of Xibalba, ruling from the House of Night, where his hordes of bat-like demons wait to cause mischief. Camazotz, and many other gods of darkness, call upon the night reavers to do their dark bidding.

Night reavers are fearsome servants who have worked hard to appease their dark god, gaining special favor with the demon and his entities in the house of night. They seek blood sacrifices for the demon bat, and strive to further the aims and interests of the god.

**Requirements:** Necromancer, Acolyte of Camazotz or an appropriate god of darkness.

**Razor Strikes (11<sup>th</sup> Level):** The night reaver is especially proficient as slicing his foes to bits. He gains proficiency in one martial weapon if he does not already have such, and may use this weapon type as an implement for spell casting. The night reaver may add his 5+Int modifier in ongoing bleeding damage to all attacks (save ends) that use this weapon as an implement.

**Wings of the Death Bat (11<sup>th</sup> Level):** The night reaver grows bat wings as a minor action and may now fly 8 squares per turn. This effect remains until dismissed as the night reaver desires.

**Decapitator (16<sup>th</sup> Level):** Night reavers are especially proficient in slicing limbs from bodies. Anytime the night reaver bloodies a foe, he may spend an action point to gain a second action and make an immediate attack, and the foe is stunned until the end of the night reaver's next turn. If the foe is reduced to 0 hit points with this attack then the foe is automatically considered killed and decapitated and the night reaver may immediately spend a healing surge.

## Night Reaver Powers:

### Claws of the Death Bat Level 11 Attack

*You grow long, adamantine claws of vorpal sharpness.*

**Encounter – Standard – Melee, Arcane, polymorph**  
**Range Touch – Dex+2 vs. Ref.**

**Hit:** 2D10+Dex damage and target takes ongoing 10 damage (save ends).

**Sustain Minor:** You may maintain the claws for a new attack this round.

### Lord of Darkness Level 12 Utility

*You grow enormous wings of darkness, filling the region with dark clouds as you take to the air.*

**Daily – Standard – Arcane, Conjuration**

**Range Close Burst 5**

**Effect:** You emit a cloud of darkness around yourself as you do until the end of the encounter. You receive total concealment in the cloud; creatures entering the cloud are blinded until they leave the area.

### Horde of the Night Level 20 Attack

*You call upon Camazotz to come to your aid. From the skies, a vast cloud of death bats descend to rip your foes to shreds.*

**Daily – Standard – Arcane, Necrotic, Summoning, Implement**

**Range 20 Burst 5 - Int vs. Ref.**

**Hit:** 3D8+Int damage to all foes in area, plus all foes are subject to the Hellfever disease (see DMG).

**Sustain Standard:** The necromancer may move the center of the burst up to 6 squares within the range limit and initiate a second attack. The bat horde dissipates at the end of the second round.

## Death Hunter

Nergal was one of the few demigods to strike out, find love in the afterworld, and then still manage to escape. As a consort to Ereshkigal, Nergal is forever bound to the underworld of Irkalla, and in time, through his immortal deeds, his followers have achieved a curious connection to the realm of the dead, as well. Nergal is one of several gods who see themselves as guardians of the gates of death, deities who have walked both paths and seek to insure that death and life do not cross.

Death hunters have developed their necromantic skills so that they may further the ends of Nergal, by stemming the tide of undeath which wells out from Irkalla and other realms in the afterlife. They strike down the undead with wild abandon, offering up their destruction as sacrificial offerings to Nergal.

**Requirements:** Acolyte of Nergal

**Slayer of Light (11<sup>th</sup> Level):** You are extremely proficient at killing the undead, and may convert any necrotic effect you cast into radiant damage instead when dealing damage to undead.

**Nergal's Might (11<sup>th</sup> Level):** Death hunters often rely on arms as much as spells. If the slayer is not proficient in one martial weapon already, he may choose one to gain proficiency with. When making a melee attack, the death hunter may use his Int modifier to hit and as a damage bonus to all basic and melee attacks. He always deals ongoing 5+Int modifier damage against undead (save ends).

**Slayer (16<sup>th</sup> Level):** Death hunters are as attuned to their own death as those of others around them. Whenever a death hunter is bloodied, he makes an immediate basic attack against all adjacent foes or foes in range (if his weapon has reach).

## Death Hunter Powers:

### Death Cleave

Level 11 Attack

*You empower your weapon with a mighty blow to cleave the unliving.*

**Encounter – Standard – Melee, Radiant, Arcane**

**Range Close – 1 target – Int vs. AC**

**Hit:** 3[W]+Int radiant damage against all targets. If the target is undead, it is also Stunned until the end of your next turn.

### Ward Against Undeath

Level 12 Utility

*You scry arcane symbols in the air, creating a barrier between you and the undead.*

**Encounter – Minor – Arcane, Necrotic**

**Range Close Burst 1**

**Sustain Minor**

**Effect:** You create a ward around yourself. Undead beings are unable to enter this region while you sustain it without taking damage. Any undead creature entering the burst radius sustains 10 plus Int radiant damage while in the affected area. Effect last until the end of your next turn if it is not sustained.

### Fist of Nergal

Level 20 Attack

*You call upon your god's might, and a radiant fist of force descends from the heavens to smite your enemies,*

**Daily – Standard – Arcane, Radiant, Implement**

**Range 10 Burst 3 – Int vs. Fort.**

**Hit:** 5D8+Int radiant damage to all targets in the area, and are knocked prone.

## High Priest of the Outer Darkness

The outer darkness is a domain of hideous magic, blackfire energy and the portal through which the far realm is reached. It is a sort of astral conduit through which only madness and despair can be found. Necromancer who study this domain are permanently affected, becoming beings of madness and despair themselves.

**Requirements:** Necromancer

**Psychic Whirlwind (11<sup>th</sup> Level):** Whenever the high priest of the outer darkness invokes an action point, he also summons a psychic whirlwind that does his Int modifier in psychic damage to all foes within 10 squares of him.

**Mind of Madness (11<sup>th</sup> Level):** The exposure to the outer darkness has hardened the necromancer's mind. Once per day as a free action the high priest invokes this connection to the outer darkness and gains resistance against psychic damage equal to his Int modifier.

**The Piercing Blight (16<sup>th</sup> Level):** Once per encounter you may unleash a psychic assault on your enemies that leaves them reeling. When you expend a healing surge in any manner you may instantly invoke the Piercing Blight, which causes a maddening burst of fearful energy. All foes in 10 squares are weakened (save ends).

### High Priest of Outer Darkness Powers:

#### Howl from Beyond Level 11 Attack

*You utter a terrifying noise, a howl which sunder the delicate fabric of reality, opening the way to the outer darkness, from which maddening energy pours forth.*

**Encounter – Standard – Arcane, Necrotic, Implement**

**Close blast 5 – Int vs. Will**

**Hit:** 3D6+Int psychic damage, and all targets in the area are stunned until the end of your next turn.

**Secondary Effect:** Each target suffers madness (save ends) after the stun wears off.

**Madness Property:** A target subject to madness must make a D20 roll each round, and consult the following chart:

| Roll  | Result                                |
|-------|---------------------------------------|
| 1-5   | Attack closest target (friend or foe) |
| 6-10  | Frightened-Immobilized this turn      |
| 11-15 | Terrorized-Stunned this turn          |
| 16-20 | Catatonic-Helpless this turn          |

#### Blasphemous Form Level 12 Utility

*You shift and change as horrible appendages grow from your body, dark and sticky tentacles which lash out at all around you while numerous mouths howl and spit fetid, noxious slime.*

**Daily – Standard – Arcane, Conjunction**

**Range self**

**Effect:** Your body is altered, taking on a grotesque, tentacled form. You gain the following attacks until the end of the encounter:

**Entangling tentacle strikes:** Melee basic attack; **Dex vs. Ref.;** **Hit:** 1D6+Str damage and target is immobilized (save ends)

**Venomous Spitting Orifices:** Melee basic attack; **Dex vs. Ref.;** **Hit:** 1D6+Int poison damage and target takes ongoing 5+Int poison damage (save ends).

#### Stars of Dread Level 20 Attack

*You scream out a dark prayer to the outer darkness. The stars themselves begin to swirl and form in to a dark tempest of doom at your beck and call.*

**Daily – Standard – Arcane, Necrotic, Implement, Zone**

**Range 10 Burst 5 – Int vs. Fort.**

**Hit:** 3D10+Int psychic damage and all targets slide 5 squares toward the center of the burst effect. You may move the center point of the burst up to 6 squares in any direction after the attack ends.

**Sustain Standard:** The zone is sustained and a new attack is initiated as above.

**Miss:** Half damage.





## New Skill Uses for Necromancers

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### Heal

**Chirurgery:** You can use the Heal skill to glean some knowledge of medieval medicine, specifically surgery and operations. Chirurgery works best when your victim is unconscious, but one which is sedated or restrained is fine, too.

When attempting a chirurgery check, you may reset broken bones, engage in a biopsy to aid in stopping poison or disease, and other surgical procedures. You may also attempt a chirurgery check to remove limbs or perform autopsies, with a chance of learning how a pour soul perished.

### Arcana

**Undead Lore:** You can use arcana as the base skill for divining the secrets of undeath, from the necromancer's point of view. Religion may work well if trying to determine the divine or profane significance of an undead presence, but the analytical, necromantic focus relies on the arcana skill to determine the "ecology" of most undead.



## New Feats for Necromancers

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Most of the following feats are designed for use with the necromancer, but a few would be suitable for other characters.

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### Heroic Feats:

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#### Acolyte of Many Masters

**Prerequisite:** Necromancer

You may pick a second Acolyte of Darkness power on top of your original power. You may pick this feat more than once, gaining an additional Acolyte of Darkness property each time.

#### Anatomical Awareness

**Prerequisite:** Heal skill, Intelligence 15+

You are keenly aware of your foe's anatomical weak points. Once per day as a free action, after striking a foe you may induce weakness in them until the end of your next turn.

#### Batrachian Taint

(alias the Innsmouth Look)

**Prerequisite:** Any non-Batrachian humanoid

You have batrachian blood in your ancestry. You may choose one batrachian racial ability and take it as your own. You may take this feat up to three times; when you have all three abilities (aquatic denizen, rending claws, and sense the taint) then you are now considered a hybrid batrachian, and have the appearance of a half-breed.

#### Blackfire Disciple

**Prerequisite:** Necromancer, Wis 13+

You have learned to harness the blackfire of the outer darkness more efficiently. Any spell with the blackfire property in its title gains a +2 to damage and +1 to hit at the time of use.

### Bleeding Proficiency

**Prerequisite:** Dagger proficiency, Necromancer

You are especially proficient with a dagger, and can cut for the jugular with amazing ease. Once per day as a free action, after striking a foe with a melee attack with an edged weapon you may instill ongoing 5 bleeding damage (save ends).

### Blood-Letter

**Prerequisite:** Necromancer

You can harness the power of your own blood to perform more potent attacks. Using a minor action you may sacrifice one healing surge to gain an additional +2D6 damage on your next attack. You must have a dagger in hand to perform this action.

### Disciple of Death

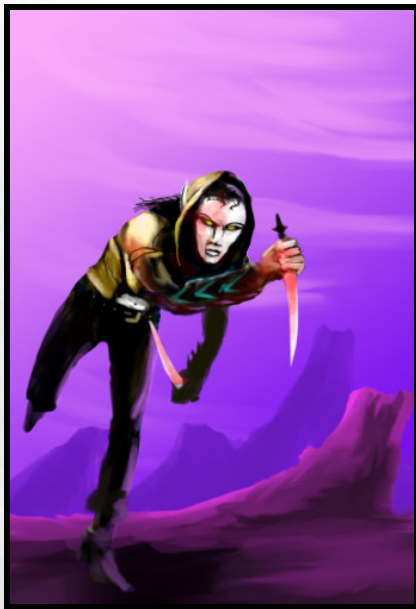
**Prerequisite:** Necromancer

You begin the slow path towards becoming a truly undead being. You gain resist 5 necrotic and vulnerable 5 radiant. Your appearance becomes gaunt and sickly, and you smell odd.

### Enervation Disciple

**Prerequisite:** Necromancer

You have mastered the dark arts, and can siphon the lif energy of your foes more efficiently. Gain +2 damage to all psychic and necrotic spell effects.



### Grave Robber

**Prerequisite:** Thievery skill, Ritual Magic Feat

You have an uncommon knack for finding what you need in graveyards to cast certain rituals. When you are in a graveyard, you may attempt a thievery skill check. The result indicates the following benefit. This feat may be applied once per day per graveyard, subject to DM discretion:

| DC Result | Effect   |
|-----------|--|
| 10-19     | You find ingredients to a necromantic ritual, reducing casting cost by 25%           |
| 20-29     | Better ingredients! Reduce one necromantic ritual casting event by 50% or two by 25% |
| 30-39     | Best ingredients! Reduce two necromantic ritual casting events by 50% or 4 by 25%    |
| 40+       | Perfect ingredients! Your next ritual costs only 10% of its casting price.           |

There are only certain rituals to which this feat applies. This includes: summon minor homunculi, summon greater homunculi, bind undead, speak with dead, gentle repose, silence, cure disease, discern lies, phantom steed, raise dead, consult oracle, create undead, and shadow walk.

### Lord of Death

**Prerequisites:** Disciple of Death

You imbue your very being with the potency of undeath. While you are not yet undead, you gain resist necrotic 5 and vulnerable 5 radiant. You can be detected by spells which seek undead, but are not considered undead for all other purposes (such as turning). Your appearance looks deathly, and you shun the light.

### Born of Lightning

**Prerequisite:** Patchwork

You were born of lightning, and it shows. You gain resistance 10 against lightning. The stuff tickles more than anything else.

### **Strengthened Immune System**

**Prerequisite:** Endurance skill, Necromancer

You've dealt with plague-infested filth so long you have built up your immune system. Gain a +5 skill bonus to Endurance when resisting diseases.

### **Taint of Chaos**

**Prerequisite:** Can not be sherigras; must be chaotic evil

You have forsaken yourself to the dark lords of chaos. You receive a gift of chaos, a taint from the Taint of Chaos chart in the sherigras racial entry. You must roll randomly for the taint. Sacrifice 2 points from one attribute in exchange for this gift of chaos in addition to any bonuses or penalties that the new taint grants you.

### **Undead Disciple**

**Prerequisites:** Necromancer

Your influence over the undead is more pronounced than usual. You gain a +2 skill bonus to diplomacy or bluff checks against the undead, and gain a +2 bonus to hit the undead.

### **Vicious Taint**

**Prerequisite:** Sherigras

You gain a second chaos taint from the table under your racial entry. You are even more corrupted than usual by the curse of your species.

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## **Paragon Feats:**

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### **Blackfire Mastery**

**Prerequisites:** Blackfire Disciple

You have become a true master of blackfire. Once per encounter as a free reaction, after striking a foe with a spell that has the blackfire property you may do an additional 5 ongoing fire damage (save ends).

### **Blackfire Nimbus**

**Prerequisites:** Blackfire Disciple, Wis 12+

You are so in tune with the blackfire energy of the outer darkness that you are now bathed in its limnal flame. Once per day you may activate the nimbus as a minor action. Until the end of the encounter, any

foe which strikes you with a melee attack takes your Wis modifier in fire damage.

### **Bleeding Mastery**

**Prerequisite:** Bleeding Proficiency

You can harness your own blood to even greater effect. Using a minor action you may sacrifice one healing surge to gain an additional +3D6 damage on your next attack. You must have a dagger in hand to perform this action.

### **Empathy of the Beast**

**Prerequisites:** Tiefling, Necromancer

You commingle the powers of darkness from your lineage with the necromantic powers you command to potent effect. You may add an additional amount of ongoing necrotic damage equal to your Int modifier to your Infernal Wrath power (save ends).

### **Enervation Mastery**

**Prerequisites:** Enervation Disciple

You have become a master at channeling the life force from other beings in to yourself. Once per encounter as a free reaction you may spend a healing surge after you have hit a foe, healing yourself for the value of damage you dealt in the attack.

### **Master of Darkness**

**Prerequisite:** The Acolyte of Many Masters Feat

You enhance one of your existing Acolyte of Darkness class features in a manner indicated below. You can pick this feat multiple times, and you may pick a different enhancement each time you choose this feat:

#### **Acolyte of Ereshkigal/Goddess of Death**

Increase the hit bonus to +4.

#### **Acolyte of Nergal/God of Life Taking**

Increase the Curse of Nergal damage to +2D6.

#### **Acolyte of Kali/Goddess of Murder**

Increase the backstab bonus to +3D6.

#### **Acolyte of Ah Puch/God of Blight**

The acolyte of Puch gains Resistance against disease and poison equal to their Int modifier in addition to the save bonus.

#### **Acolyte of Camazotz/God of Darkness**



In addition to immunity to blindness, acolytes of Camazotz gain a +5 perception bonus when in darkness.

#### **Acolyte of Dispater or Hades/God of Death**

Necromancers under Dispater gain an additional 5 resistance to necrotic effects on top of their original value.

#### **Acolyte of Orcus/God of Undeath**

Acolytes of Orcus grant an additional +2 save bonus to undead under their control.

#### **Acolyte of Hel/Goddess of Slayers**

The acolyte of Hel also imbues their target with a -2 save penalty while marked.

#### **Acolyte of Hades/God of Lost Memories**

The acolyte of Hades now invokes as a free action once per encounter the power to stun an opponent (save ends).

#### **Acolyte of Mictlantecuhli/God of Blood**

The bleeding effect of this acolyte also causes ongoing 5 Cha damage (save ends).

#### **Acolyte of The Old One/God of Madness**

Acolytes of the Old One increase their bonuses to a +5 save bonus against psychic effects. Once per encounter as a free action he may impose a -5 save penalty to one foe against psychic effects (save ends).

#### **Surgical Precision**

**Prerequisite:** Heal skill, Intelligence 17+, Anatomical Awareness

You are keenly aware of your foe's anatomical weak points. Once per day as a free action, after striking a foe you may induce weakness in them until the end of your next turn.

#### **Undead Mastery**

**Prerequisite:** Undead Disciple, Lord of Death

You are now the master of undeath, and your very body shows in its deathly palor and your disturbing presence. You gain resist necrotic 10 and vulnerability radiant 10.

#### **Visions of the Far Realm**

**Prerequisites:** Int 17+

You can summon dark visions of the far realm to divine clues to your present situation. Once per day

as a minor action you may call upon a vision from the far realm, granting you one of the following effects: a +5 save bonus, +5 skill bonus to one skill, +2 bonus to hit and damage. The effect last until the end of your next turn.

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### **Epic Feats:**

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#### **Anatomical Master**

**Prerequisite:** Heal skill, Intelligence 17+, Surgical Precision

You are keenly aware of your foe's anatomical weak points. Once per encounter as a free action, after striking a foe you may induce weakness in them until the end of your next turn.

#### **Ascendant of Ereshkigal**

**Prerequisites:** Acolyte of Ereshkigal

You are a chosen agent of Ereshkigal. Once per encounter, you may treat a stunned character as if he were helpless (for a coup de grace).

#### **Avatar of Death**

**Prerequisites:** Necromancer

You have learned to master the powers of darkness and are practically an unliving embodiment of the undead. You are now considered undead, immortal, and gain resist necrotic 15. You gain vulnerable radiant 15, and are now fully affected by all effects that target undead. Your appearance has changed to certifiably undead, and you no longer radiate any internal body heat. To maintain a humanlike appearance you must invest in 100 GPs worth of products each month to treat your body to preservative fluids in order to sustain a semblance of your former appearance. If you choose not to do so, then you gain a -5 penalty to any disguise checks and are obviously undead to those you interact with in the future. If you maintain a semblance of life, then you must attempt a disguise check (thievery) of DC 30 to look like a member of the living. The DC goes up by 5 for each month you miss your regimen of life-like sustaining cosmetic and preservative treatments. If you miss them for a year or more, you

are no longer able to disguise your undead appearance.

#### **Blackfire Ascendant**

**Prerequisites:** Blackfire Nimbus, Blackfire Mastery

You have become a living vessel for blackfire. You may spend a healing surge as a free action to add 2D6 fire damage to any attack you perform.

#### **Nergal's Right Hand**

**Prerequisite:** Acolyte of Nergal

You have dedicated yourself to servitude to Nergal. Any attack you deal against the undead automatically does +2D6 damage.

#### **Mastery of the Far Realm**

**Prerequisites:** Vision of the Far Realm

You may now call upon visions of the far realm as an encounter ability instead of a daily ability.

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#### **Multiclass Feats:**

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#### **Student of the Dead**

You study the dark arts of Necromancy, learning the ways of this vile art. You gain Arcana as a trained skill if you do not already have it. Choose on Acolyte of Darkness power, and choose one necromancer at-will spell as an encounter power.





## Gods of Death & Darkness

The following deities represent a small but distinguished sampling of various real world mythologies

### Ereshkigal

**Aspects:** Mistress of Death, Keeper of Irkalla, the underworld

**Alignment:** Unaligned

**Other Titles:** Ishtar, Inanna, Allatu

**Origins:** Sumeria

Ruler of the underworld of Irkalla, Ereshkigal is the oldest title of a venerable Mesopotamian goddess, one of the oldest goddesses of death in the world. She carried many titles, including "Lady of the Great Earth" and "Lady of the Great Below." She was enamored with Nergal, who she took as husband, tying the more earthly god to her dark underworld.

In a tradition seen in some other mythologies (see Hel, below) Ereshkigal may have been an unwilling patron of the dead, spirited away and forced in to duty by the god Enlil.

Irkalla is a dark realm, the place to which all dead things go, and through it runs the underworld river of Kur, not unlike the Styx.

### Nergal

**Aspects:** Sun, War, Death, transition, defiance

**Alignment:** Good

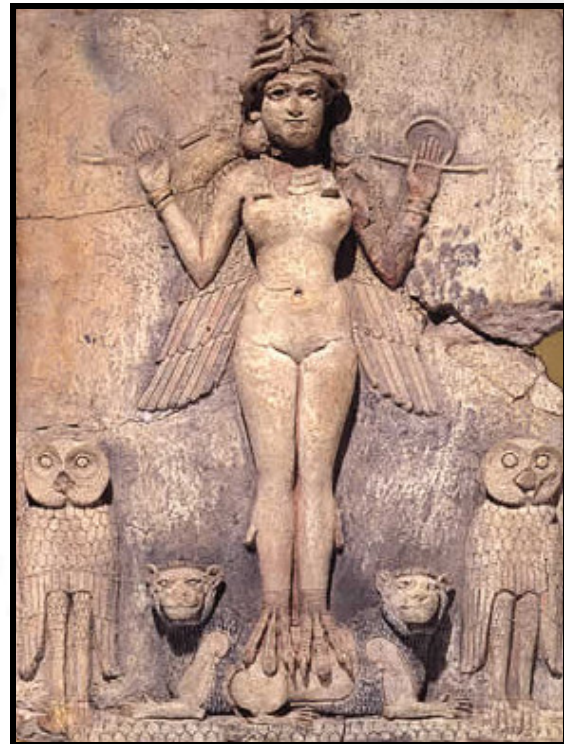
**Origins:** Sumeria

Called by some "The Raging King" or "The Furious One," Nergal is often depicted as a ferocious lion-headed king with a powerful mace. He is a solar deity with warlike aspects, but dually linked with the underworld where he rules as king beside Ereshkigal. Together, they have a son, the god Ninazu.

In fantasy realms, Nergal makes an excellent transitional deity, a god who insures that the sun rises each morning, even as it dies each evening with the dusk. He makes a prominent figure for those who desire to police the boundaries between living

and dead, insuring that the undead are properly destroyed, and that the gateways between Irkalla and the living world are not left open.

Nergal remains a feared deity, one who is venerated less than he is feared. His dedicantes are few in number, but those who fear him are many.



"Ereshkigal"

### Ah Puch

**Aspects:** Lord of Metnal, ninth level of Xibalba

**Alignment:** Chaotic Evil

**Origins:** Mayan

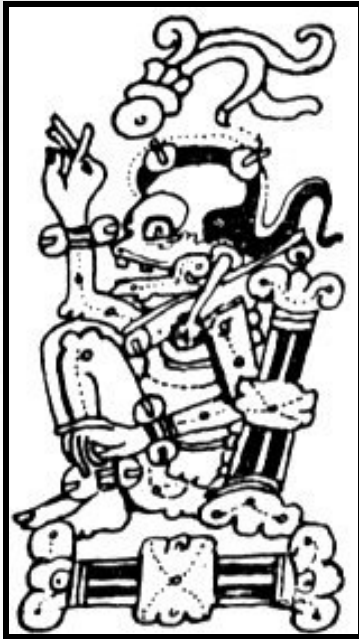
Dwelling in the ever dark, cold realm of Metnal, Ah Puch is one of the more ferocious and disturbing demon gods of Mayan mythology, a forbidding, rotting corpse covered in copper bells and occasionally manifesting either with the head of an owl, an animal symbolic of the Mayan underworld. The sound of an owl in a region held sway by Ah Puch's worship is an omen of death.

When moving among mortals, Ah Puch is said to seek out likely victims to carry screaming in to Xibalba. Some stories suggest that if you make enough noises, shrieking like the dead are clawing at



you, then he will pass on your house, figuring one of his demonic servants is already dispatching you.

Ah Puch can play a role in any game which requires a boogey-man like lord of the dead. He is a disturbing figure, and may be demonic, ruling over the many lesser demonic gods of Xibalba.



"Ah Puch"

### Mictlantecuhtli

**Aspects:** Lord of Mictlan, Aztec underworld, fertility,

**Alignment:** evil

**Origins:** Aztec

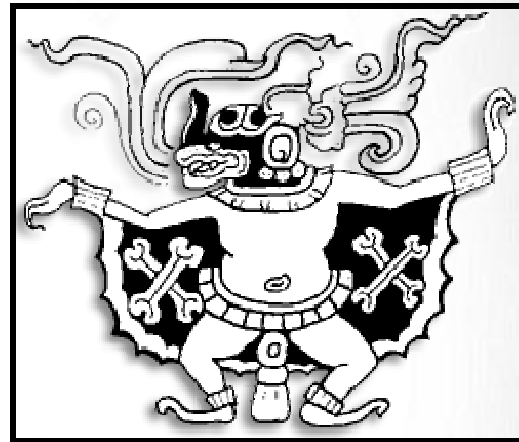
The terrible demon god Mictlantecuhtli was the entity to which many blood sacrifices and cannibal rites were committed among the Aztecs, to appease the dreaded god. Together with a cadre of death gods which included Chalmeatl, his wife Mictecacihuatl and others, he ruled from the underworld of Mictlan, in a house with no windows.

Mictlantecuhtli was depicted in the guise of a blood-drenched skeleton with sharpened teeth, his skull adorned with a crown owl feathers, wearing a necklace strung with human eyes. His image is terrifying, and his idols nearly as much so.

In the underworld of Mictlan, Mictlantecuhtli presided over the triumvirate of souls, as the Aztecs believed all souls fell in to one of the three

categories: those who died normal deaths, those who died ignominiously, and those who died heroically (be it in battle or child birth).

Mictlantecuhtli figures in to Aztec creation myth, as well, and in an interesting twist it is evident that the Aztecs believed that the underworld of the dead existed before mortals did. The twin deities Quetzalcoatl and Xolotl were said to have sought out the bones of older, fallen gods in the dark realms of Mictlan, but Mictlantecuhtli tried to thwart the theft, and in doing so Quetzalcoatl spilled his sack of bones across the world, creating man and other mortal beings.



"Camazotz"

### Camazotz

**Aspects:** House of Night in Xibalba, Slayers, bats, night, death, sacrifice

**Alignment:** Chaotic Evil

**Other Titles:** Zotzilaha Chamalcan

**Origins:** Mayan

Camazotz was an anthropomorphized bat demon, a horrendous minion from the House of Night in Xibalba, serving under Ah Puch. His house was said to contain tens of thousands of bats, with razor sharp teeth and claws like himself. He has been variously depicted as an immense bat or a human with the head of a bat. Much of his encounter with the mythic hero twins Hunhunapu and Xbalanque during their descent to Xibalba is written of Camazotz in the texts of the Popol Vuh codex.

Like Ah Puch, Camazotz is a very demonic being, with a malice toward the living, and he, his cult, and

minions would make excellent adversaries for a DM seeking a new, evil god to spring upon his world.

## Hades/Pluto

**Aspects:** Lord of the Dead, Hades

**Alignment:** Evil

**Other Titles:** Pluto, Hades

**Origins:** Roman, Greek

The Greek god Hades was lord of the dead and ruler of the netherworld, commonly referred to by his own name. Here lay the river Styx, the guardian three-headed Cerberus, the ferryman Charon, and other legendary figures of the underworld. Likewise, Hades rested upon his ebony throne, aided by the lesser chthonic gods Hypnos, Thanatos and others in his judicious rule over the dead.

Hades had a wife, in the form of Persephone, who he stole away to be his queen (notice the pattern here). Even when he was forced to release her back to the surface world by Zues, he gave her a tainted pomegranate, which upon being eaten by the poor woman bound her to the underworld and Hades forever. Death is no object to love for an underworld god, apparently.

Hades was disliked by all, and sacrifices to the god usually accompanied pain and suffering to appease his dark tastes. Even uttering his name was considered bad luck, a way of attracting the dark god's attentions.

While Hades has some relationship to Dis Pater of Roman and Gaulish belief, but manifests in Roman belief as the distinctly separate entity Pluto.

## Dispater

**Aspects:** Lord of the Dead, wealth,

**Alignment:** Unaligned

**Other Titles:** In Dagda

**Origins:** Roman, Gaulish, Celtic

Dis Pater, meaning literally the "Father of Riches" in references to the wealth beneath the soil of the ground, was a lord of the dead adopted in to Roman worship from their connection to Gaulish and Celtic sources, where the deity may have been known as In Dagda, or by other lost names.

The Romans held an interesting fascination for this god, without which little might be known about his Gaulish origins. He was believed to be one of six underworld deities, and some Gauls believed he was their ancient ancestor.

Dis Pater would make an excellent deity for a barbarian or other sort of character, or a more civilized follower who is fascinated by this barbarian god.

## Orcus

**Aspects:** Death, the Passage to the Underworld, punisher of oaths, tormentor

**Alignment:** Chaotic Evil

**Other Titles:** Horkos

**Origins:** Gaulish, Etruscan, Roman, Greek

Despite his long lineage as a demon of the undead in role playing games, Orcus is, in fact, a mythical deity as well. Orcus was originally a Roman deity derived from earlier Etruscan worship, or even the greek daemon Horkos, and later associated closely with Dispater, one of many names for the death god Pluto.

In classic appearance Orcus appeared as a hairy giant with a thick beard, and may have had more than a passing semblance to ogres of later mythology.

Orcus in classical mythology can easily be reconciled with more modern interpretations of Orcus in fantasy games. He is an old, mysterious god with strange origins, associated with other similar gods at later times. The mere fact that he may have been the folkloric precedent for tales of ogres suggests a fearsome and frightening countenance to this god, and a creative DM is encouraged to tie in a relationship or worship of Orcus by ogres, who may even see Orcus as the progenitor of their species in a literal fashion.

## Hel

**Aspects:** Queen of Hell

**Alignment:** Evil

**Origins:** Norse

Born the daughter of Loki, lord of mischief and the giantess Angrboda, Hel is the Norse goddess of the underworld, ruler of Helheim. Hel is variously depicted as a half-dead being, both living and dead, sometimes hag-like.

Hel was tossed in to the abyss of Helheim by the Norse gods, and therefore is likely an unwilling denizen of the dark realm. She deals with the recently deceased from her great hall of Eljudnir, where she determines the fates of the wicked, the sickly and elderly. Hel does not deal with those who pass on to a valorous death, to fight beside Odin in the ranks of the Einheriar, carried to their destiny by the Valkyries.

As is typical of Norse myth, Hel is a dark and foreboding figure, and characteristic of the fatalism so prevalent in Norse myth. This makes an excellent deity for necromancers and clerics who want a fatalistic, "count yourself lucky" sort of attitude toward life.

## Kali

**Aspects:** Slayers, dissolution, destruction

**Alignment:** Chaotic Evil

**Other Titles:** The Black One, Kalikamata (Black Earth Mother), or Kalaratri (black night)

**Origins:** Hindu

Kali is the grim consort of the god Shiva, a curious deity who serves to aid those who strive for the true knowledge of god by destroying ignorance and lesser things. She is a terrifying entity, with deep, malice-filled eyes, four arms, a bloody sword in one hand and a severed demon's head in another. Her garb consist's of a necklace of human heads and a skirt made from human arms. She is the redeemer of the universe, the one who slays all that stands in the way of truth.

Followers of Kali in a fantasy realm will add an interesting and violent aspect to the quest for knowledge, which may well suit a necromancer, who deals at length with beliefs of life and death.

## The Old Ones

**Aspects:** madness, transition, destruction

**Alignment:** Chaotic Evil

**Other Titles:** various

**Origins:** Lovecraft

The Cthulhu Mythos define many ancient, cosmic entities to whom mankind is but a gnat. Such entities would very likely manifest in multiple realities, and there is no reason at all that the Old Ones don't manifest somewhere in your own fantasy world.

Old Ones are known for being large, ancient entities, god-like in nature but simply unfathomably powerful on a cosmic scale relative to humans. In their dark dreams they send forth visions to those susceptible, either evil or mad beings who are prone to their worship in exchange for power. The Old Ones were imprisoned long ago in an ill defined conflict with another, equally vast power, and they patiently await the time when they will at last be free once more.

Introducing the Old Ones in to your setting can lead to some interesting new twists in the story line, for their very existence in your world both dooms it and eclipses the petty interests of local pantheons, assuming all gods are not merely humanized, misunderstood attempts to grasp the true significance of these vast, unfathomable entities. Batrachian and ghul necromancers might find the worship of the Old Ones to be much to their liking!





## New Ritual Spells

### Create and Bind Graft

**Level:** 5      **Component Cost:** var.  
**Category:** creation      **Market Price:** 1,000 gps  
**Time:** 1 hour      **Key Skill:** Arcana  
**Duration:** permanent

This is the basic spell necessary to create and apply a graft device (see magic items, below). The cost to produce a graft and apply it equals the gold cost of the item in question being created and bound. If a graft already exists then the ritual cost to bind it is 20% of the base cost of the item.

### Bind Undead

**Level:** 3      **Component Cost:** special  
**Category:** Binding      **Market Price:** 1,000 gp  
**Time:** 1 minute      **Key Skill:** Arcana  
**Duration:** 1 hour

The caster of this ritual must have access to an undead creature which has been restrained for the duration of the ritual. Upon completing the ritual, he must make a skill check against a DC equal to 15+the level of the creature being bound. He can not attempt to bind elite or solo creatures. If the ritual is successful, then the creature will serve and obey the necromancer as if it were a pet for one hour, after which it will be free to do as it wishes again. If the skill check fails, the creature can not be bound, and further efforts are useless.

The component cost for the spell will equal 250 GPs times the level of the creature targeted by the ritual.

### Create True Homunculi

**Level:** 21      **Comp. Cost:** 9,000 gp  
**Category:** Creation      **Market Price:** 45,000 gp  
**Time:** 1 week      **Key Skill:** Arcana  
**Duration:** permanent

The caster of this ritual spell takes enchanted elements, including special transformed clay, to produce a living body. The body can then be imbued

with a spirit of the caster's choice--a dead character, usually, but the DM must agree that the spirit is still accessible to the caster; i.e. has not been resurrected elsewhere, reincarnated, or returned as an undead being.

The base chance of success is DC 40. If successful, then at the end of the ritual, the spirit in question has been restored to a new functioning body. The homunculus will shift to the preferred race of the inhabiting spirit, although a different physical form of the same approximate size and shape can be chosen, if desired.

Should the caster roll a natural 1 on his skill check, then the DM may rule something unusual happens: more than one spirit possesses the body, or a different spirit enters the form, or some other unusual event.

### Create Undead

**Level:** 16      **Comp. Cost:** 4,000 gp  
**Category:** Creation      **Market Price:** 15,000 gp  
**Time:** 1 hour      **Key Skill:** Arcana  
**Duration:** permanent

Through dark rituals you gather a corpse and imbue it with unlife. This spell is extremely powerful, and should be very, very difficult to find, and never learned spontaneously. DMs beware!

Any undead can potentially be created using this spell. The caster must have at least 1 body present, and must have a specific undead entity in mind. The base DC for success depends on the following formula:

**Minions:** DC=15+level of monster

**Normal:** DC=20+level of monster

**Elite:** DC=25+level of monster

**Solo:** DC=40+level of monster

For minions and normals, the caster creates 1 additional minion for every 5 points over the target DC he rolls on his skill check, so long as he has enough available bodies.

The undead created are not under the caster's control, and unless precautions have been taken (such as the *Ward against Undead* ritual) they will turn on their own creator.

### Empower Undead

**Level:** 4                      **Component Cost:** 150 gp  
**Category:**                      **Market Price:** 1,000 gp  
**Time:** 10 minutes              **Key Skill:** Arcana  
**Duration:** 1 hour

The ritual caster may attempt to increase the power of one undead under his control. After performing the ritual, he makes a skill check and consults the following chart for the benefit granted to the undead in question:

| Arcana Result | Effect                  |
|---------------|-------------------------|
| 1-15          | +1 to attack and damage |
| 16-30         | +2 to attack and damage |
| 31-40         | +3 to attack and damage |
| 41+           | +4 to attack and damage |

### Final Dirge of Summoning

**Level:** 30                      **Comp. Cost:** 75,000 gp  
**Category:** Creation              **Market Price:** 750,000 gp  
**Time:** 1 hour                      **Key Skill:** Arcana  
**Duration:** one week

The ritual caster can summon a veritable army of the undead with this spell. The caster must, in addition to purchasing the many ingredients necessary, find a graveyard, battlefield or other site where dead bodies are interred in large numbers.

Upon completing the ritual and making an arcana check, the ritual caster summons forth a number of undead in total levels equal to the skill check result, or four times that number of levels in minions. The undead will remain in service for one week or until destroyed, At the end of the week they return to lifelessness.

During the time they are risen, the undead will serve the general commands of the ritual summoner, but will otherwise act independently.

Note that this is a great ritual for evil NPCs; DM's should allow this spell to fall in the hands of PCs at his own peril!

### Greater Curse of Unlife

**Level:** 24                      **Comp. Cost:** 20,000 gp  
**Category:** Restoration              **Market Price:** 75,000 gp  
**Time:** 1 hour                      **Key Skill:** Arcana  
**Duration:** permanent

The Greater Curse of Unlife is a lengthy ritual prepared and cast by a necromancer preparing for the worst. Whether it be death by natural or unnatural means, the necromancer is planning for his own demise....and return!

The ritual spell takes a week to prepare, but once cast will remain in effect until the demise of the necromancer. After he perishes (fails mortality checks and/or does not return in any way, shape or form) the character affected by the spell will rise again at midnight following his demise. He will now gain the undead property, as defined in the MM, and be affected by any and all powers as if he were undead.

### Plague upon the Living

**Level:** 20                      **Comp. Cost:** 10,000 gp  
**Category:** Creation              **Market Price:** 20,000  
**Time:** 1 hour                      **Key Skill:** Arcana  
**Duration:** 24 hours

The ritual caster imbues himself with a hideous rotting disease (choose one of the caster's level or less) with this spell. All properties of the disease and its transmission now apply to the caster when he is in combat or interacting with others.

### Remove Graft

**Level:** 6                      **Component Cost:** var.  
**Category:** creation              **Market Price:** 2,000 gps  
**Time:** 10 minutes              **Key Skill:** Arcana  
**Duration:** permanent

Removing a graft is sometimes not a simple matter, and this spell will allow a graft to be removed without any harm to the wearer. This does not destroy the graft, but merely frees it from the one who wears it. The Disenchant Magic Item ritual can destroy grafts.

The component cost of the spell equals 10% of the base cost of the graft in question.

### Summon Homunculi

**Level:** 1                      **Component Cost:** 10 gp  
**Category:** Creation            **Market Price:** 100 gp  
**Time:** 1 hour                **Key Skill:** arcana  
**Duration:** permanent

With a wave of your hand you imbue unlife in to fleshy bits, sculpting them in to a small and evil servant. You imbue dead flesh in to a form of life. It forms to create a permanent tiny undead entity which will function as a small and loyal pet and servant. The homunculus has the following effects for necromancers:

**Dark Vision:** The Necromancer gains dark vision while the homunculus is within 10 squares.

**Shared Vision:** the necromancer can see through the eyes of the homunculus if it is within 1 mile of his person. He may use dark vision when employing this effect.

**Recovered Energy:** The necromancer may sacrifice the homunculi as a minor action and use a healing surge.

**Spell Conduit:** the necromancer may enact any spell he desires through the homunculi as if he were in its square, so long as he can see through its eyes.

#### Homunculi Statistics

Homunculi have set stats, modified by their creator as follows:

**Ability Scores:** Strength 5, Constitution 10, Dexterity 10, Intelligence 10, Wisdom 10, Charisma 2

**Size:** tiny

**Speed:** 4 squares

**Defenses:** AC 10 + caster level, Fortitude 11 + caster level, Reflex 13 + caster level, Will 11 + caster level

**Hit Points:** 10 + 2 per caster level

**Attack Bonus:** none; homunculi can not attack

**Special:** All homunculi have Resist necrotic 5 and Vulnerable radiant 5. If the homunculi is destroyed (not sacrificed), the necromancer loses 1 healing surge.

### Ward Against Undead

**Level:** 3                      **Component Cost:** 50 gp  
**Category:** Warding            **Market Price:** 500 gp  
**Time:** 1 minute              **Key Skill:** Religion  
**Duration:** 1 hour

This spell wards a region for a variable radius, protecting it from entry by undead beings. Undead can not enter the warded region. The skill check determines the dimensions of the effect:

| Religion Result | Effect                       |
|-----------------|------------------------------|
| 1-15            | 2 square radius from caster  |
| 16-30           | 3 square radius from caster  |
| 31-40           | 5 square radius from caster  |
| 41+             | 10 square radius from caster |







## New Magic Items

### Necromantic Weapons

#### Blackfire Weapon

*This weapon is wreathed in limnal fire of darkness, radiating an intense purple energy that seems as cold as normal fire is hot.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 8  | +2 | 17,000 gp | Level 23 | +5 | 425,000 gp   |
| Level 13 | +3 | 25,000 gp | Level 28 | +6 | 2,125,000 gp |
| Level 18 | +4 | 85,000 gp |          |    |              |

**Weapon:** any

**Enhancement:** melee

**Special:** +1D6 critical damage per bonus

**Property:** As a free action this weapon may gain both the necrotic and fire damage properties.

**Power (daily):** minor action. The weapon radiates blackfire damage. It will do an additional 1D6 fire and necrotic damage until the end of the encounter in addition the base damage of the weapon.

#### Sacrificial Weapon

*The smooth curved blade of this dagger, with a long thin groove running down the center was designed to bleed victims and remove their hearts with ease.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Weapon:** Dagger

**Enhancement:** Implement, melee

**Critical:** +1D8 critical damage per plus

**Property:** double coup-de-gras critical dice against helpless opponents (i.e. a +2 weapon against a helpless foe rolls +4D8 critical dice).

**Power (daily):** free action; after hitting a target, the dagger will do 5+weapon bonus ongoing bleeding damage (save ends).

At 21<sup>st</sup> level: 10+weapon bonus ongoing bleeding damage (save ends).

#### Silvered Vein Weapon

*This finely crafter dagger has strong veins of pure silver running like marble through its blade.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 4  | +1 | 840 gp    | Level 19 | +4 | 105,000 gp   |
| Level 9  | +2 | 4,200 gp  | Level 24 | +5 | 525,000 gp   |
| Level 14 | +3 | 21,000 gp | Level 29 | +6 | 2,625,000 gp |

**Weapon:** Dagger

**Enhancement:** Implement, melee

**Critical:** +1D6 critical damage per plus

**Property:** On a successful hit, the dagger will do an additional 1D6 damage to shapeshifters (doppelgangers, lycanthropes, shifters, etc.).

#### Weapon of Darkness

*This ebony spear is a solid piece, from shaft to head, forged from what appears to be pure darkness*

|          |    |            |          |    |              |
|----------|----|------------|----------|----|--------------|
| Level 5  | +2 | 5,000 gp   | Level 20 | +5 | 125,000 gp   |
| Level 15 | +3 | 25,000 gp  | Level 30 | +6 | 3,125,000 gp |
| Level 20 | +4 | 125,000 gp |          |    |              |

**Weapon:** Spear, pole arm

**Enhancement:** melee

**Critical:** +1D6 critical damage per plus

**Property:**

**Power (at will):** free action. Weapon damage gains the shadow property.

**Power (Daily):** instant reaction. If struck by an attack, the weapon holder becomes insubstantial until the end of his next turn. This will affect the damage of the activating attack.



## Magic Mirrors

### Bleak Mirror

*This strange mirror shows only darkness, and grants those who stare in to it glimpses of half-seen nightmares.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Enhancement:** Implement (mirror)

**Special:** +1D6 critical damage per bonus

**Property:** gain implement bonus to Will and Fortitude.

**Power (daily):** minor action. The bearer of this mirror gains resistance 10+implement bonus against necrotic damage, but also grants Vulnerability radiant in the same amount.

21<sup>st</sup> level: grants 10+implement bonus resistance against necrotic damage and Vulnerability to radiant.

### Mirror of Lost Souls

*This curious mirror reflects the image of ghostly people surrounding you, who are not in fact there. Worse yet, living beings appear as the undead in its reflective surface.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Enhancement:** Implement (mirror)

**Special:** +1D6 critical damage per bonus

**Property:** gain a save bonus equal to the plus

**Power (daily):** minor action. The bearer of this mirror becomes insubstantial until the end of the end of his or her next turn.

## Necromantic Armor

### Dark Star Armor

*The plates of this curious armor seem to absorb light, reflecting it back as if one is looking in to the infinite darkness of a starlit nightscape, seeming to draw in light and heat from around you.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 14 | +3 | 25,000 gp | Level 24 | +5 | 425,000 gp   |
| Level 19 | +4 | 85,000 gp | Level 29 | +6 | 2,125,000 gp |

**Armor:** any

**Property:** Gain resist 5 against radiant, fire and psychic damage. The radius of light from any source around the wearer is reduced by a number of squares equal to the armor's bonus (so a 20 foot radius torch which reaches 4 squares around the caster will be reduced to 0 squares when a +4 version of this armor is worn).

**Power (daily):** free instant reaction; the wearer of this armor receives resistance 10 against psychic, radiant and fire damage until the end of his next turn. 21<sup>st</sup> Level: Increase to resist 20 against psychic, radiant and fire damage.

### Blood Throne Armor

*Tales from long ago speak of the Blood Throne, upon which the lord of the underworld would sit. This armor is made from the very same sanguine metal of that ancient throne, and seems to drip blood constantly.*

|          |    |            |          |    |              |
|----------|----|------------|----------|----|--------------|
| Level 25 | +5 | 625,000 gp | Level 30 | +6 | 3,125,000 gp |
|----------|----|------------|----------|----|--------------|

**Armor:** scale or plate

**Enhancement:** AC and Fortitude

**Property:** +2 save bonus to the wearer

**Power (daily):** free action; The wearer of the armor may add ongoing 15 bleeding damage (save ends) to any single attack he initiates, and he may spend a healing surge to recover his surge value in hit points.

## Other Magical Devices

### Ring of Undeath

*This interesting ring of dull iron has the image of a dreadful looking skull upon it. When wearing the ring, you seem to look more pale and sickly to those around you, and seem to radiate a faint stench of death.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Bonus:** The ring's bonus increases Fortitude, Will and Reflex saves.

**Property:** The bearer of this ring will be detected as if he were undead, though he is not actually undead (yet--see below). He gains a penalty to any Charisma check or skill check that might be adversely affected by his seemingly undead nature.

**Power (daily):** Free instant reaction; *Trigger:* the ring-bearer is dealt a mortal blow that kills him or reduces him to 0 hit points. *Effect:* The ring wearer returns to life, as an undead creature, gaining the undead property as described in the MM, and is now subject to all effects, both pro and con, that affect undead.

### Wand of Madness

*This curious wand is rife with holes that seem to hum strange, unearthly tunes as you wave it in the air. Strange glimpses of the far realm engulf your foes in madness, as they babble incoherently and stagger about, overwhelmed by madness.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Enhancement:** Implement

**Special:** +1D6 critical damage per bonus

**Property:** The wand grants a +2 bonus to Insight.

**Power (daily):** (Standard, Arcane) Ranged Burst 1; Wis vs. Will; All targets in affected area suffer 1D10+Wis modifier psychic damage, shift a number of squares equal to the implement bonus, and are stunned until the end of the caster's next turn.

**Sustain Minor:** the caster is invisible to each affected target (save ends). *At 11<sup>th</sup> Level:* Damage is 2D10+Wis modifier psychic damage. *At 21<sup>st</sup> level:* Damage is 3D10+Wis modifier psychic damage.

### Cloak of Necrosis

*This mysterious cloak woven from black strands of necrotic energy seems to enfold you in a chilling embrace.*

Level 20 125,000 GP value

**Property:** gain Resist Necrotic 5 when worn.

**Power (daily):** Free instant reaction; when attacked by a necrotic effect you may gain resist necrotic 15 until the end of your next turn.

### Grafts

Grafts are devices which, once placed on a character, can not be removed by ordinary means. In short, they bond with you, becoming a part of you. Not everyone wants this, and so to some these devices may seem like curses instead.

There are three types of grafts that can be found, based on how difficult it will be to remove the device, once applied. The DM can decide on a case-by-case basis whether a graft is basic, symbiotic, or cursed when he hands it out, or he can decide that all grafts fall in to one of the following categories.

**Basic Grafts:** The device can be removed, but this requires a standard action and the expenditure of a healing surge. It is a minor action to put on such a graft, and costs nothing.

**Symbiotic Grafts:** These grafts bond physically with the wearer, and are difficult to remove. The device can be pulled free only after A Remove Graft ritual spell has been cast upon the device and user.

**Cursed Grafts:** A cursed graft is one which actively seeks to disparage its removal, and will harm the host if he or she tries to do so. Any attempt to remove a graft in one of the previously described methods causes the wearer to lose one healing surge and take damage equal to his surge value. The only way to remove a cursed graft is to destroy it, by means that become available according to the campaign, or by a disenchant magic item spell that beats a target DC equal to 10 + the level of the graft. Any failure in any attempt leads to the aforementioned damage being dealt to the wearer. Death, of course, is also a quick means to loosening a cursed graft.



### Bone Graft Weapon

*You have a long, bony weapon grafted to your arm, which is melded with your very flesh.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Weapon:** any melee

**Enhancement:** melee

**Special:** +1D6 critical damage per bonus

**Property:** You gain a weapon of bone of the type indicated. This weapon is grafted to you, and you can not be disarmed.

**Power (daily):** Free action; You imbue the weapon with the explosive bone shard property; on your next melee basic attack that hits, you gain an additional 1[W] weapon damage as it sends explosive bone shards in to your foe. At 11<sup>th</sup> level increase to 2[W] and and 21<sup>st</sup> level increase to 3[W] bonus damage.

### Poison Graft

*You have a large, oozing orifice grafted to your body, from which spores of death can emerge.*

|          |           |
|----------|-----------|
| Level 18 | 85,000 gp |
|----------|-----------|

**Property:** Add the poison property to your attacks.

**Power (daily):** Standard; Close Burst 1; Make a Con vs. Fortitude attack to all targets in area; Each target takes 1D10+Con poison damage and ongoing poison damage equal to 5+your Con modifier (save ends).

### Bone Graft Armor

*You have grafted dozens of bony platelets all over your body, giving yourself permanent armor.*

|         |    |          |          |    |            |
|---------|----|----------|----------|----|------------|
| Level 4 | +1 | 840 gp   | Level 14 | +3 | 21,000 gp  |
| Level 9 | +2 | 4,200 gp | Level 19 | +4 | 105,000 gp |

**Armor:** Plate only

**Enhancement:** AC bonus

**Property:** Gain Resist 5 necrotic. This graft grants you the equivalent of enchanted plate armor, but can not be removed save by the graft rules (see above).

**Power (daily):** Instant Reaction; *Trigger:* you are hit by an attack; *Effect:* you may spend a healing surge and gain 10+the suit's bonus in temporary hit points.

### Grafted Head

*Apparently, one mouth is not enough! You have grafted a second head to your body, in the hopes of some insane advantage against your foes.*

|          |            |
|----------|------------|
| Level 20 | 125,000 gp |
|----------|------------|

**Location:** unique location; does not count against magic item locations.

**Property:** Gain +2 to perception. You are considered to have a second neck and head slot for purposes of distributing magic items. All charisma based skills and ability checks will be reduced by 5 at the DM's discretion, should it be deemed that the head is a negative asset in bluff, diplomacy or other related checks.

**Power: (Daily):** Special; A spell caster (wizard, necromancer, warlock, cleric or any other class with spell powers) may imbue the head with one daily or utility spell after an extended rest, in addition to his normally prepared dailies and utilities. He may choose between the two when he actually expends his casting slot during battle.

### Grafted Limbs (living)

*You have attached a true limb to your body, either an armor or additional leg, which lives and moves with your own blood and flesh.*

|          |            |
|----------|------------|
| Level 20 | 125,000 gp |
|----------|------------|

**Location:** choose either a leg or arm

**Enhancement:** melee

**Property:** The spare arm allows the bearer to wield a two handed weapon and a shield or implement with the third limb. The extra leg grants +2 squares to the base move of the character.

**Power (daily, leg):** Immediate Reaction; when you are attacked by an effect which knocks you prone; you may disregard the effect.

**Power (daily, arm)** Free Melee Action; you throw the extra might of your third arm behind your attack, gaining a bonus to melee damage equal to your Strength modifier.

### Grafted Heart

*You have had a second heart placed in your chest, one which beats with your blood, and grants you bolstered strength.*

Level 19 85,000 gp

**Special:** This is always a symbiotic or cursed graft.

**Property:** You may add your strength modifier to Fortitude.

**Power (daily):** free action; until the end of your next turn you may add your Strength modifier to all melee attacks. **Sustain Free:** spend a healing surge; you may maintain this effect until the end of your next turn.

### Grafted Undead Limb

*You have added a third limb to your body, one which is imbued with necrotic energy and is composed of undead flesh.*

|          |    |           |          |    |              |
|----------|----|-----------|----------|----|--------------|
| Level 5  | +1 | 1,000 gp  | Level 20 | +4 | 125,000 gp   |
| Level 10 | +2 | 5,000 gp  | Level 25 | +5 | 625,000 gp   |
| Level 15 | +3 | 25,000 gp | Level 30 | +6 | 3,125,000 gp |

**Location:** Choose an arm, leg or undead wings.

**Property:** Wings grant you flying (clumsy) equal to your current move rate. The limb grants you a basic attack: claw (1D6 plus str damage, +2 proficiency bonus) and a third leg grants you +2 squares of standard movement.

**Power (At-Will):** Free action; add necrotic to all of your attacks for the remainder of the encounter or until you turn it off as a free action.



*"Don't graft stuff to yourself, it might make you do evil things...like steal bras."*



## The Necromancer as an NPC

The following write-ups will offer DMs a mechanism for integrating the necromancer in to their games, enhancing monsters or making new NPCs using the DMG toolkit rules.

### Necromancer Monster Template

**Power Source:** Arcane.

**Defenses** +2 Will

**Saving Throws** +2

**Action Point** 1

**Hit Points** +5 per level + Constitution score

**Weapon Proficiency** Dagger, staff

**Armor Proficiency** Cloth

**Trained Skills** Arcana plus one other skill from the necromancer class list

**Class Features** Implement Mastery, Ritual Caster, Blood-Letter feat, Acolyte of Darkness (choose one)

**Implements** rods, wands, orbs, daggers

### Wizard NPC Template

**Power Source:** Arcane. **Role:** Artillery

**Defenses** +2 Will

**Hit Points** 5 per level + Constitution score

**Weapon Proficiency** Dagger, staff

**Armor Proficiency** Cloth

**Trained Skills** Arcana plus one other skill from the necromancer class list

**Class Features** Implement Mastery, Ritual Caster, Acolyte of Darkness (choose one)

**Implements** rods, wands, orbs, daggers



## Monsters of Necromancy

What follows is a sampling of new monstrous beings you can use with these rules, utilizing some of the new races and powers found within.

### Batrachian Dark Acolyte

The Dark Acolyte is a batrachian servant of the Old Ones, dedicated to furthering their dark and enigmatic goals from beyond the Far Realm in exchange for power. Indeed, most batrachians are sympathetic to the goals of the dark acolyte, though a handful, usually repulsed by the ways of their kind, stand in opposition.

#### Batrachian Dark Acolyte Level 4 Lurker Medium Aberrant Humanoid (amphibian) XP 175

**Initiative** +8 **Senses** Perception +11; dark vision  
**HP** 42; **Bloodied** 21

**AC** 18; **Fortitude** 18, **Reflex** 16, **Will** 16

**Speed** 6 (8 swimming)

Rending Claw Attack (standard; at-will)  
+9 vs AC; 1d10 + 4 damage

**Searing Burst (standard; at-will) fire, arcane**  
Ranged 10; +9 vs Reflexes; 1d10 + 4 damage

**Deadly Miasma (standard; encounter) necrotic**  
Ranged Burst 5; +9 vs Fortitude; 3d8 + 4 damage and all targets are weakened (save ends).

**Bone Breaker (standard; encounter)**  
Ranged 10; +7 vs Fortitude; 3d8 + 4 damage; Target is slowed (save ends)

**Alignment:** evil **Languages:** common, abyssal

**Skills:** Arcana +9, Stealth +9

**Str** 18 (+6) **Dex** 15 (+4) **Wis** 15 (+4)

**Con** 12 (+3) **Int** 14 (+4) **Cha** 12 (+3)

#### Batrachian Dark Acolyte Tactics

Dark Acolytes favor striking their foes from a distance, then closing in on weakened and slowed foes to rend with their claws.



### Batrachian Dark Acolyte Lore

**Religion DC 15** The dark acolytes are batrachian servants of dark entities from the Far Realms.

**Nature DC 20** Batrachians are mysterious amphibians who are possibly humans who have been corrupted and changed by their ancient pact with the Old Ones.

### Ghul Enervator

The ghuls as a race are rare indeed, but on occasion a particularly malevolent ghul arises, one who delights in stealing and damaging the life energy of others.

#### **Ghul Enervator** **Level 8 Artillery** **Medium Aberrant Humanoid** **XP 350**

**Initiative** +9 **Senses** Perception +16; Dark Vision  
**HP** 68; **Bloodied** 34

**AC** 20; **Fortitude** 20, **Reflex** 22, **Will** 20

**Resist:** necrotic 5, Disease 5

**Speed** 6

#### **Venomous Barbed Dagger (standard; at-will) Poison**

+15 vs AC; 1d8 + 5 damage and ongoing 5 poison damage (save ends).

#### **Sanguinary Grasp (standard; at-will)**

Ranged 10; +13 vs Reflexes; 2d6 + 5 damage

#### **Putrefying Stench (standard; encounter) Poison**

+15 vs Fortitude; Each target affected is sickened (save ends). Sickened Effect: Target grants combat advantage to foes around it and can only take one move or standard action on its turn.

#### **Enervating Strike (standard; encounter) necrotic**

Range 10 Burst 1; +13 vs Fortitude; 3d10 + 5 damage and all targets in area suffer enervating damage; ghul receives 10 temporary hit points.

**Alignment:** evil **Languages:** common, one other

**Skills:** Arcana +11, Stealth +14

**Str** 17 (+7) **Dex** 20 (+9) **Wis** 17 (+7)

**Con** 14 (+6) **Int** 14 (+6) **Cha** 14 (+6)

### Ghul Enervator Tactics

The ghul enervator is usually accompanied by several lesser minions, often undead or other ghuls,

which attack their enemies while the enervator strikes from afar.

### Ghul Enervator Lore

**Arcana DC 20** Ghul enervators are disturbing half-living beings that look very much like undead. They are cannibals, and possibly descended from humans.

**Arcana DC 25** Ghul enervators can damage and steal the life force of those around them.

### Patchwork Guardian

Patchworks are a rare breed, but on occasion a mad scientist or vile necromancer produces one which he tames sufficiently to use as a guardian for his abode. Such patchworks usually revere their master and creator as some sort of lesser god, and would defend him to death, or at least dismemberment.

#### **Patchwork Guardian** **Level 12 Brute** **Medium Immortal Humanoid (living construct)** **XP 700**

**Initiative** +9 **Senses** Perception +16; normal  
**HP** 146; **Bloodied** 73

**AC** 24; **Fortitude** 27, **Reflex** 23, **Will** 24

**Vulnerable** 5 fire, **Resist** 5 necrotic

**Speed** 6

#### **Brutal Fists (standard; at-will)**

+15 vs AC; 3d6 + 5 damage

#### **Frenzied Strike (instant; encounter)**

**Trigger:** Patchwork is bloodied; Close burst 1; +13 vs AC; 4d8 + 5 damage

#### **Bone Breaking Blow (standard; recharge 6)**

+13 vs Fortitude; 4d10 + 5 damage; target is stunned (save ends) and slowed (save ends).

**Alignment:** unaligned **Languages:** common

**Skills:** Athletics +18, Endurance +14

**Str** 24 (+13) **Dex** 17 (+9) **Wis** 19 (+10)

**Con** 16 (+9) **Int** 16 (+9) **Cha** 16 (+9)

### Patchwork Guardian Tactics

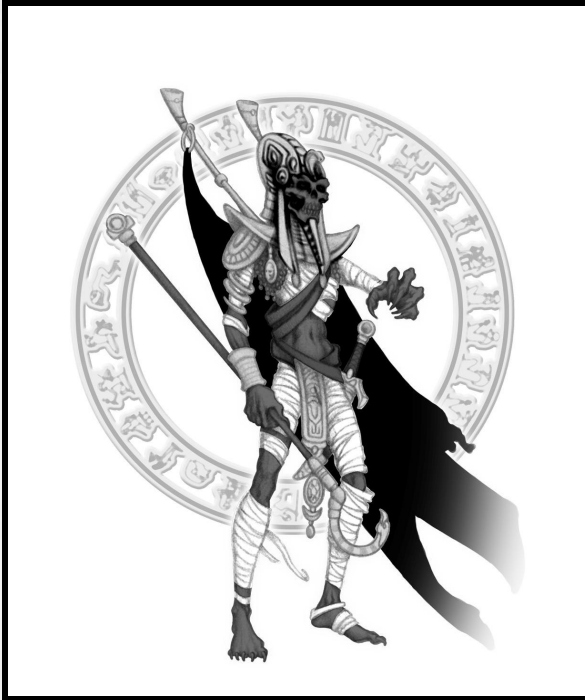
Patchwork guardians use very little tactics outside of entering the fray and smashing their foes to bits.

### Patchwork Guardian Lore

**Arcana DC 20** Patchworks are living constructs created from dire and mysterious magic. They are intelligent, insane, and prone to violent outbursts.

**Arcana DC 30** Rumors abound of a ritual spell which can create patchworks, although most are made through arcane science, using the power of lightning and pieces of fresh corpses to create the new entity.

**Religion DC 25** It is believed that patchworks have no soul, but are possessed by some sort of animus, or elemental spirit.



### Sherigras Diabolist

Sherigras hide in the dark corners of the world, seeking to draw power from chaos and necromancy to further their own dark ends. Some sherigras become so powerful that they dire threat to all around them.

Sherigras Diabolists are usually found in isolated regions of the world, with careful castles or subterranean fortresses laden with traps. These diabolists surround themselves with vile beasts, demons, and undead to protect their interests.

### Sherigras Diabolist Level 16 Controller Medium Aberrant Humanoid (chaos) XP 1400

**Initiative** +13 **Senses** Perception +26; normal  
**Aura:** Chaos Taint 3 (each foe in aura is weakened)  
**HP** 154; **Bloodied** 77

**AC** 30; **Fortitude** 27, **Reflex** 30, **Will** 28

**Necrotic** 10, **Chaos** 10

**Speed** 6

#### Wicked Scimitar (standard; at-will)

+21 vs AC; 1d10 + 7 damage; critical damage is 17+1D12.

#### Blackfire Burst (standard; at-will) necrotic, fire

Area burst 1 within 20; +19 vs Fortitude; 1d10 + 7 damage

#### Enervating Strike (standard; encounter) necrotic

Close Blast 5; +19 vs. Fortitude; 3D8+9 damage against all targets in burst and the diabolist recovers 25 hit points.

#### Taint of Chaos (Special Property; See page 11.)

Every Sherigras has at least 1 unique taint. Roll on the chart on page 11 to see what taint this is. DM may disregard or treat it as cosmetic.

#### Diabolic Strike (standard; encounter 5,6) Chaos

Range 20 +21 vs AC; 3d10 + 6 damage and target is weakened (save ends) and takes 10 ongoing chaos damage (save ends).

**Alignment:** chaotic evil

**Languages:** common, abyssal

**Skills:** Arcana +20, Stealth +18, Thievery +18

**Str** 19 (+12) **Dex** 20 (+13) **Wis** 21 (+13)

**Con** 18 (+12) **Int** 24 (+15) **Cha** 18 (+12)

### Sherigras Diabolist Tactics

The diabolist will send forth his minions while he strikes with his magic from a distance.

### Sherigras Diabolist Lore

**Arcana DC 15** Sherigras were once humans who sided with the old gods and demons of chaos, and were forever marked with a gaunt, skeletal appearance for their impudence.

**Arcana DC 25** Diabolists are especially powerful sherigras, who have harness the elemental chaos to become ferocious sorcerers and necromancers.

## Sherigras Cultist

The soldiers of the sherigras diabolists are trained killers who can harness the elemental chaos in their favor, unleashing it as a destructive force which manifests as rending claws. They are extreme loyalists, dedicated to serving their dark master.

### Sherigras Cultist **Level 12 Soldier**

**Medium Aberrant Humanoid (chaos) XP 700**

**Initiative** +12 **Senses** Perception +16; normal

**HP** 120; **Bloodied** 60

**AC** 28; **Fortitude** 26, **Reflex** 24, **Will** 24

**Speed** 6

#### **Great Sword (standard; at-will)**

+19 vs AC; 2d6 + 5 damage

#### **Crossbow (standard; at-will)**

Ranged 10/20; +19 vs AC; 2d6 + 5 damage

#### **Coordinated Strike (standard; encounter)**

+19 vs AC; 4d8 + 5 damage

When adjacent to an ally, the Sherigras may coordinate his attack for devastating effect.

#### **Chaotic Fury (standard; encounter) chaos**

Reach 2; +19 vs AC; 4d8 + 5 damage

Black chaos erupts from the soldier and strikes out at all nearby foes with claws of chaos energy.

**Alignment:** chaotic evil **Languages:** common, abyssal

**Skills:** Athletics +17, Intimidate +14

**Str** 22 (+12) **Dex** 19 (+10) **Wis** 19 (+10)

**Con** 16 (+9) **Int** 16 (+9) **Cha** 16 (+9)



### Sherigras Cultist Tactics

Working in squads, the sherigras cultists will send forth a wave of close combat attackers while a second group covers them with crossbow bolts.

### Sherigras Cultist Lore

**Arcana DC 25** Sherigras cultists are specialized chaos-tainted humanoids who can harness the raw power of the elemental chaos to destructive effect. They are fanatically loyal to their master.





## New Properties

There are several new properties introduced in this book, which will be summarized here, for ease of reference:

**Blackfire:** Blackfire is a version of necrotic energy that exhibits both fire and necrotic traits. Not all spell versions of blackfire contain both traits, but many do. Refer to the main rules for how to deal with stacked trait effects. At the DM's option, blackfire and darkfire may be considered one and the same, although in terms of the game world, darkfire is considered a property of elemental chaos, and blackfire is believed to be a form of negative energy stemming from the Far Realm.

**Bleeding:** Some ongoing damage can be defined as bleeding damage. A character suffering from bleeding damage may elect to make a Heal check as a standard action instead of a saving throw, using a DC  $10 + 1/2$  the level of the creature which caused the damage to stop the ongoing bleeding effect immediately. Additionally, a second wind will automatically stop ongoing bleeding damage as well.

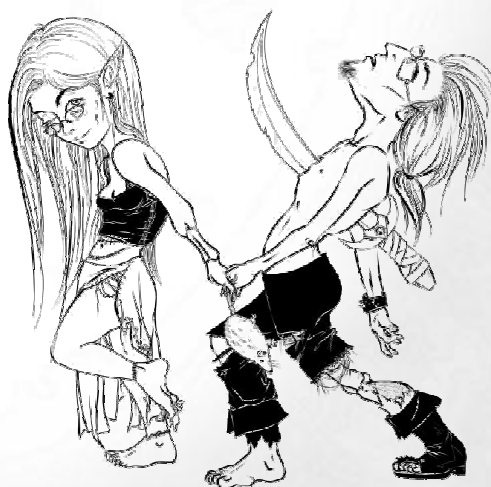
**Buried Effect:** The buried effect works as follows: all targets are considered stunned, with total cover. They must spend one full turn (a move, minor and standard action) attempting to exhume themselves from the ground which has swallowed them. At the beginning of the turn after they exhume themselves, they start the turn prone.

**Chaos:** Spells or powers with the chaos trait are drawn from the elemental chaos, usually from the corrupted domain of demons, or are being cast by such. At the DM's discretion, any creature of a good or lawful good disposition can sense whether a being is a product of chaos (as indicated in their description) by making a Perception or Arcana check, with a DC equal to  $15 +$  the creature's level.

**Disfigured:** A disfigured target suffers a -5 penalty to bluff, diplomacy and charisma checks. The target remains this way until it receives magical healing from an outside source (the target can not use its own healing surges).

**Sickened:** A sickened target grants combat advantage to foes around it and can only take one move or standard action on its turn.

**Dominated:** A dominated creature acts on your turn, and you may use a standard action to order it to make a basic attack or other standard action at the DM's discretion. If you make a move action, it may also move. For practical purposes treat the dominated creature as if it were a temporary pet.



~Fin~

*For use with Dungeons & Dragons 4th Edition*

*Welcome to the definitive book of Necromancy! Within these pages you will find:*

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*Two builds, the Summoner and Enervator*

*Spells and powers from levels 1 to 30*

*New eldritch races, including the ghuls, batrachians, patchworks, and sherigras*

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