

NECROMANCY

AFTER THE TIME OF TROUBLES

FORGOTTEN SPELLS OF FAERÛNIAN NECROMANCY

A magic sourcebook for characters of all levels

Version 1.0

5 April 2016

by **Thomas Schlüter**



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

NECROMANCY AFTER THE TIME OF TROUBLES

Before the return of Netheril, the dark arts flourished. The Red Wizards, the Scabrous Society, and the Cult of the Dragon had collected vast knowledge of the Arts, which they preserved through the Time of Troubles. Trade between Faerûn and Zakhara and Kara-Tur flourished while the Anatomical Academy and Loviatar's cult of pain facilitated the exchange of knowledge. Netheril disrupted this network and, along with the loss of many masters of the Art at the hands of adventurers, much of the old lore has been forgotten or burned. It is with a heavy heart that I write this new volume, which consolidates only a fraction of my destroyed library, in the hopes that philosophers in the ages to come can fully appreciate the achievements of those who came before them.

—Kazarabet, *Philosopher-Queen of Ysawis*

INTRODUCTION

The spells herein were unearthed from AD&D 2nd edition and before: this corresponds to the period in the Forgotten Realms setting around the Time of Troubles—also known as the Godswar—before the return of Netheril. Many of these spells are specific to the Forgotten Realms setting, and most were not brought back in later editions. This product updates (and in a few cases slightly reimagines) 48 of these classic spells that may be familiar to players of older editions, and includes one feat to facilitate their use. You'll also find a comprehensive list of necromancy spells as well as thematic spell lists and class spell lists in the appendix.

The goal of this product is largely to provide a variety of utility spells for the necromancer and death priests while staying within the bounds of earlier editions. Many spells here are so-called white or benevolent necromancy, which may be more palatable for good aligned or heroic characters. Some of these will even flesh out a deathslayer character, who specifically hunts the undead. There are also plenty of neutral and malevolent necromancy spells for a more archetypical necromancer.

D&D (and Advanced D&D) up through the 90s was not a well-maintained and curated garden, but it grew rather wild and free. Those familiar with earlier editions of D&D will know that often when a spell appeared on two class lists, it had slightly different properties in each version (range, duration, etc.). Sometimes the same underlying idea was imple-

mented at different times by different authors, or as distinct spells for wizards and priests. Many spells here have been consolidated and combined to have a single simple spell rather than many variants to track. *Spectral senses*, for example, was a popular concept, as it was redone in a few different forms in 2nd edition: *corpse link*, *spectral eye*, *spectral ear*, *spectral senses*, etc. Here it simply occurs as *spectral senses*. The *Wizard's Spell Compendium* mentions there were at least 6 different versions of *lich touch* published in the game before 1999, and both *ghoul touch* and *mummy touch* were similarly duplicated, along with many spells duplicating what is now *gentle repose*. I've curated these updates with a relatively narrow view of necromancy and a desire to update specific Realms spells. Thus you'll notice some options—like low-level animation spells or necromantic healing—have very few spells converted while a few named spells stretch the bounds of necromancy.

Also note that some spells here are not necromancy! Spells in AD&D first and second edition were often assigned to multiple schools. Many spells that simply affect undead were assigned to the school of necromancy in addition to another relevant school. The rules for 5th edition mean that, at least for a few of these spells, necromancers only gain a minor benefit for these spells being necromancy spells (they're easier to copy into the spellbook via *necromancy savant*) while other arcane traditions gain more benefits (like abjurers and diviners). In that spirit, a few of these “necromancy” spells have been given to other schools of magic, and a few spells that necromancy specialists didn't have access to make a return as well. You may find that the “necromancer” you want to play isn't a wizard following the arcane tradition of necromancy, and a new feat—*gifted in the dark arts*—can complement any spellcaster interested in necromancy (including rangers or paladins).

USING THIS PRODUCT

As a Dungeon Master, you can easily use these spells to flesh out a villain or rival NPC. They can be rare scrolls or interesting spells a patron or ally might cast as well. You'll want to consider a few ramifications of including some or all these spells in your game. If a player wants to be a reanimator, they'll find plenty of spells here, but I've taken care to ensure these spells do not grant full undead servants

NEW FEAT

Gifted in the Dark Arts

Prerequisite: Ability to cast 1st-level spells

Choose three 1st or 2nd level necromancy spells from any list. You know them and can cast them using your spell slots of the appropriate level.

If a necromancy spell that you know or have prepared has the ritual tag, you can cast that spell as a ritual without needing a ritual book or spellbook, even if you cannot cast other rituals.

Furthermore, you can read any necromancy scroll as though the spell were on your class list.

If you have a spellbook or ritual book, you halve the time and cost of adding necromancy spells to it (one quarter the time and cost if you have the wizard's *necromancy savant* feature).



at first level, but the flavor of necromancy is preserved with these spells from earlier editions. When all is said and done, necromancer wizards, death clerics, and oathbreaker paladins do not gain too many benefits from adding these new options to your game, and a few less sinister options for necromancy spells can be found.

As a player, your DM has every right to reject any of these spells from the campaign. You may want to mark which of these spells you are interested in and give them to your DM, who might then allow you to access some or all of them. Working with the DM and pointing out potential combinations you're interested in is usually the best way to do this (perhaps *spectral senses*, *undead torch* and others that create and boost your animated minions), so you don't have later problems with unexpected combinations. You'll also need to fight the urge to overspecialize: Taking all and only necromancy spells might make a thematic character, but may ultimately leave you frustrated if you are either only effective against the living or only effective against the dead.

SOURCES AND INSPIRATION

AD&D 2nd Edition: Complete Book of Necromancers
AD&D 2nd Edition: Complete Wizard's Handbook
AD&D 2nd Edition: Player's Handbook
AD&D 2nd Edition: Priest's Spell Compendium (Volumes 1-3)
AD&D 2nd Edition: Tome of Magic
AD&D 2nd Edition: Wizard's Spell Compendium (Volumes 1-4)
D&D 5th Edition: Player's Handbook
D&D 5th Edition: Dungeon Master's Guide
D&D 5th Edition: Monster Manual
Dungeon Master's Guild: Elemental Magic of Zakhara
Dungeon Master's Guild: Seers of Zakhara
Forgotten Realms 2nd Edition: Pages from the Mages
Forgotten Realms 2nd Edition: The Seven Sisters

SPELLS

The following 48 new spells expand the options for all spellcasters interested in life, death, and undeath.

ANIMATE SKELETON OR ZOMBIE

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a corpse or pile of bones)

Duration: Concentration, up to 1 hour

You imbue one corpse or pile of bones with a semblance of life. The corpse or pile of bones animates as

LOW-LEVEL ANIMATION SPELLS

A number of spells have been crafted which essentially grant necromancers the ability to create undead before they gain *animate dead*. Its understandable that someone would want their necromancer to have undead minions right away, but in most cases the spells would simply be discarded once *animate dead* is accessible. Rather than perpetuate this with an abundance of options (*animate dead animals*, *animate skeleton*, *animate zombie*, *dance macabre* or others), I've adapted *bone dance* as a cantrip, *undead servant* as a first level ritual spell, and *undead mount* which should fill some of this void without granting full undead minions and useless spells that will just be swapped out and forgotten later. *Animate Skeleton or Zombie* is another option, but likely to be abandoned after *Animate Dead* becomes an option, which is why it has the ritual tag. Some DM's or players might prefer *Animate Skeleton or Zombie* over options like *Bone Dance* and *Skeletal Servant* though so I've left this one in.

a zombie or skeleton under your control. As a bonus action on your turn, you can command this creature. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until the task is complete.

BELTYN'S BURNING BLOOD

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (A pinch of saltpeter and exposed blood)

Duration: 1 minute

You cause an open wound to begin to smolder and boil. You choose one target creature with blood that recently suffered slashing or piercing damage or otherwise is bleeding. The target must make a Constitution saving throw, creatures that subsist primarily on blood (including stirges and vampires) suffer disadvantage on this saving throw. On a success, the target takes 3d6 necrotic damage and the spell's effect ends. Failure indicates the target takes 3d12 necrotic damage and spell persists. At the end of each of its turns the target can attempt another saving throw. The damage is reduced by 1d12 each time the target makes a saving throw (i.e. 2d12 after the first successful save). While the spell is in effect, any healing effects (including regeneration, magic or otherwise) are only half as effective (round down). The spell ends when its duration expires, the target takes no damage, or the target receives magical healing or regenerates such that no damage remains. Dousing the wound with holy water as an action will also end the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1 die (d12 on a failed save, d6 on a successful save) for each slot level above 4th.

BONE CLUB

1st-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a large bone)

Duration: Concentration, up to 1 minute



You enchant a bone with the ability to strike down undead. When wielding the bone club you are treated as if you were proficient in the club—which deals 1d6 bludgeoning damage—and can use your spellcasting ability modifier in lieu of your Strength for both attack and damage rolls. Against undead, the club deals an additional 1d4 force damage, though each target can only suffer this extra damage once per round. The club loses its enchantment if you drop the weapon or give it to another.

While wielding the bone club, you can use it as a focus for necromancy spells and can preform somatic components while wielding the bone club and carrying another object as well.

If you wield a particularly large bone, it instead is wielded as a staff with all the staff's properties.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bonus damage increases by 1d4 per slot level above 1st.

BONE DANCE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a crude puppet)

Duration: Concentration, up to 1 minute

You briefly enchant a corpse or pile of bones to move. You can create one or more of the following effects in one target corpse or pile of bones:

- An intact corpse moans or a skeletal corpse's teeth chatter.
- A skeletal or fleshy arm or hand grabs something or someone (but not with the strength to injure or grapple).

- An intact corpse or skeleton stands and moves at a rate of 15 feet.
- An intact corpse or skeleton sits up.
- A head with eyes opens them.

CLOAK FROM UNDEAD

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of bone and a pinch of powdered silver)

Duration: 1 hour

You create an invisible necromantic field to hide the target from undead. One target creature is invisible and inaudible to undead with a challenge rating of 1 or less. Undead with a challenge rating of 2 or higher must make a Wisdom saving throw when they would see the cloaked creature. Failure indicates that they cannot see or hear the cloaked creature. Undead with a challenge rating of 6 or higher gain advantage on the saving throw.

The cloaked creature benefits from this spell as long as they do not attack or bother any undead creature or use a spell or power that affect any undead creatures (such as a cleric or paladin using their channel divinity feature to turn undead). If the target touches, casts a spell upon, or attacks an undead creature, that creature can perceive the target.

You can cancel the spell as an action on your turn at any time.



Not for resale. Permission granted to print or photocopy this document for personal use only.

At Higher Levels. When you cast this spell using a spell slot of level 3 or higher, you can target two additional creatures for each slot level above 2nd.

CORPSE HOST

6th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a fresh corpse and bit of the target's skin)

Duration: 24 hours

With a gruesome ceremony you move the lifeforce of one humanoid target into a corpse. The recipient is paralyzed while their life force animates the corpse. The target can will the corpse to act as though it were their own body, including using spells, class, and racial features.

The corpse has the same statistics as the target and its hit points equals the target's normal maximum. The corpse host can even be equipped with weapons and armor. While the corpse host is being animated, it ceases to rot and decay. The corpse host, however, may be recognizable as dead and speaks hoarsely with the original body's voice.

The target's body and the corpse host must remain within 60 miles of one another, though the target is aware when that limit is about to be reached. If the corpse host exceeds that range, the link is severed and the corpse host is reduced to 0 hit points. If the corpse host is reduced to 0 hit points, the target must make a Constitution saving throw (DC 15) or also be reduced to 0 hit points as their life force returns to their own body.

As a bonus action, the target can sever the link and return to their own body. When the life force returns to its original body the target suffers one level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum distance between the target and the corpse host increases by 10 miles per slot level used above 6th.

CORPSELIGHT

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 hour

Necromancy After the Time of Troubles 5

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

CORPSE VISAGE

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (cloth taken from a corpse with colored dots painted on it)

Duration: Concentration, up to 1 minute

You transform your face, or that of another creature within range, into a rotting horror. The target's face is so terrifying that any beasts, celestials, giants, and humanoids within 30 feet that can see it are taken aback, suffering disadvantage on Dexterity checks for initiative.

Furthermore, any beasts, celestials, giants, and humanoids with a challenge rating of less than 1 are frightened of the target until the end of their next



turn if they are within 30 feet of the target, unless they make a Constitution saving throw. This spell does not distinguish between friends and foes, but creatures behind the target, along with others who cannot see the target's face, are unaffected.

DEATH ARMOR

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a mix of herbs worth 50 gp)

Duration: 10 minutes

When you cast this spell a black aura erupts from your body, and all who can sense it know it will be painful to attack you. Any creature within 5 feet of you that hits you with a melee attack—or any creature that hits you with its own natural weapons or unarmed strike as a melee attack, regardless of distance—suffers 2d8 damage. Beasts and plants are terrified of you and will not attack you unless they are magically compelled to do so.

If you die while your death armor is active, your body immediately starts to decay and you are treated as if you have been dead for a whole day.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage the spell deals increases by 1d8 per slot level above 2nd.

DEATH LINK

8th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 hour

You link your health with that of the target, often safeguarding yourself from treachery or for revenge. One creature within range must make a Constitution saving throw. If it fails, you and the target are linked for the duration of the spell. Whenever either you or the target takes damage, the other takes equivalent damage. Similarly, if you or the target receives healing, you both heal the same amount (up to your respective maximums). If you die, the target also dies. If the target dies, and you have not taken enough damage to die, you must make a Constitution saving throw (DC 20) in order to survive.

Once you cast the spell, it cannot be canceled at will. It will continue until one party has died (or more likely both), the two of you are not on the same plane of existence, or the spell is dispelled.

At Higher Levels. If you cast this spell using a 9th level spell slot, the duration increases to 24 hours.

DEFOLIATE

8th-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: S, M (a petal from a withered flower and a sliver of charred wood)

Duration: Instantaneous

You snuff out all plant life within range, leaving a landscape of withered ashes. Trees, flowers, mushrooms, and all forms of vegetation are reduced to ashes. Living creatures are unaffected, but creatures in trees may take falling damage as the trees turn to ash. Plant creatures in the area take 8d8 + 30 necrotic damage and may attempt a Constitution save for half damage.

DETECT LIFE

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hair from a newborn animal)

Duration: Concentration, up to 1 minute

For the duration, you sense the presence of living creatures within 30 feet of you. If you sense a living creature in this way, you can use your action to examine any creature or object and determine if it is alive, even if it is comatose or under an effect such as a *feign death* spell.

The spell can penetrate most barriers, but it is blocked by 2 feet of stone, 2 inches of common metal, a thin sheet of lead, or 6 feet of wood or dirt.

DETHO'S DELIRIUM

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small silver bell)

Duration: Concentration, up to 1 minute

You force the unwilling to babble, giving up their secrets. You touch one intelligent creature that is sleeping, drugged, drunken, or unconscious who must make a Constitution saving throw. If the target fails, it begins to babble in one or more languages it knows. The target cannot understand questions, and

rambles at random. While babbling, the target will reveal one or more facts that it knows which may be relevant to your situation, including the name of a contact, a description of a treasure, a confession of guilt, etc. You may not know how to interpret the utterances, however.

Anyone targeted by this spell more than once in 24 hours is not guaranteed to reveal any useful information.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

DISRUPTION

9th-level necromancy

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You manipulate necrotic energy in the area, destroying all undead with 60 hit points or fewer and dispelling necromancy spells of 5th level or lower. All other undead must make a Constitution saving throw. Failure indicates the creature suffers 60 force damage, while success indicates the creature suffers only half damage.

EBONY HAND

Necromancy cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Your hand erupts in black flames, which power your spell attacks until the beginning of your next turn. When you make a melee spell attack against a target within your reach with this spell active, you gain advantage on the attack roll.

EMPATHIC WOUND TRANSFER

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (hair and blood from the recipient and caster)

Duration: Instantaneous

You lend your strength to an ally. You become a life force donor: expend one hit die and choose a number up hit points up to your current total (minimum of 2,

temporary hit points cannot be used in this way). For every two hit points you expend, you restore one to the target. This loss cannot be reduced in any way but can be healed as normal.

At 5th level, you and the target can switch roles so that you are the recipient of the healing and the target expends hit points as the donor. At 11th level you can transfer life energy directly between two willing allies. One ally expends a hit die and any number of hit points as the donor to heal one target ally, though you must still expend a hit die to do this. At 17th level, one donor may split their hit point donation between two willing target recipients.

ARCANE HEALING

Since time immemorial wizards, mages, and magic-users have been unable to master the clerical ability to cure wounds, and since time immemorial people have invented options to get around this restriction. These work around involve transferring life force (i.e. hit points) between characters or closing wounds and stabilizing the dying without actually restoring hit points. *Empathic wound transfer*, graft flesh, and *wound bind* are the legacy of these, and designed to let a necromancer do some healing, though less optimally than what most other healers can do.

Empathic wound transfer, in particular, gives wizards an option for a little healing at the cost of one cantrip slot, rather than a feat or a multiclass, so it does fill a small gap in the existing list of options. It also synergizes with the necromancer's *grim harvest* feature (*vampiric touch*), making it worthwhile to be a little weakened.

Empathic wound transfer is more effective for life or death domain clerics, but clerics will find *cure wounds* to be more effective in the long run.

EXTERMINATE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point your finger at some vermin and intone the dreaded words of extermination, leaving the poor creature dead. From flies to rats, vermin dare not approach you. You may target either a Tiny beast or plant, or a swarm of Tiny creatures. If you target one Tiny beast or plant, you reduce it to 0 hit points. If

you target a swarm of non-magical beasts or plants, you deal 2d6 necrotic damage to the swarm (there is no save or attack roll necessary).

This spell is not effective against magical creatures (such as familiars), or shapeshifted and polymorphed creatures.

You can target a Small beast or plant or deal 4d6 damage to a swarm at 5th level (Medium or 6d6 damage at 11th level; Large or 8d6 damage at 17th level).

FALSE FACE

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 30 feet

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

Duration: 4 hours

You copy the face of another living or dead humanoid or undead creature within range. You can gain the facial features of either sex as long as you can clearly see the target's face. You copy only the face, not the target's mannerisms, voice, clothing, height or body shape.

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

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

FORCE SHAPECHANGE

5th-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hair from a lycanthrope and a live butterfly)

Duration: Instantaneous

You infuse any shapechanger or shape changed creature with necrotic energy, forcing it back to its natural form. You can target up to four creatures within range. If they are either of the shapeshifter type or any creature currently not in its natural form (e.g. magically polymorphed or a wild shaped druid), they must make a Constitution saving throw. If a creature fails, it suffers 5d10 necrotic damage and is paralyzed until the end of its next turn, at which point it fully reverts to its natural form (shapeshifters in their natural form are simply paralyzed and take damage). If the creature succeeds on its saving

throw, it takes half damage and is not paralyzed. A creature that voluntarily fails its saving throw does not take any damage but still suffers paralysis and reverts to its natural form.

GRAFT FLESH

4th-level necromancy

Casting Time: 1 action

Range: Touch

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

Duration: 24 hours or Instantaneous

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

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

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration for grafting flesh from another individual increases by 24 hours per slot level higher than 4th.

GRIMWALD'S GRAYMANTLE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a skull or other bone)

Duration: 1 minute

Your necrotic powers coat a creature in a nimbus of gray light, preventing the target from healing. Make a ranged spell attack against one living creature within range (undead and constructs are immune to this spell). If you hit, the target glows with a pale silver light that emits dim light in a 5-foot radius. While affected by the graymantle, the target cannot regain hit points by any means short of a wish spell. You can cancel the spell as an action on your turn.

At Higher Levels. When you cast the spell using a spell slot of 6th level the duration increases to 10 minutes (7th level, 1 hour; 8th level 8 hours; 9th level, 24 hours).

HOLD UNDEAD

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sulfur and powdered garlic)

Duration: Concentration, up to 1 minute

Choose an undead creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional undead creature for each slot level above 2nd. The undead must be within 30 feet of each other when you target them.

LIFE BOLT

3rd-level necromancy

Casting Time: 1 action

Range: Self (90-foot cone)

Components: V, S

Duration: Instantaneous

You hurl a bolt of your own life force from your open palm at undead targets within a 90-foot cone. You expend up to six hit dice when you cast this spell. For each hit die you expend, make a ranged spell attack at one undead creature within range. On a hit, you deal radiant damage equal to one of your hit dice plus your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can expend a number of hit dice up to twice the spell slot level.

LIFE FORCE EXCHANGE

9th-level necromancy

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

By intoning fell words of necromancy, you exchange the life force—some would say the souls—of two creatures of the same type (i.e. both humanoids, both dragons, etc.). Both recipients must make a Constitution or Wisdom saving throw (whichever is worse). The spell only functions properly if both creatures fail their saving throw (one can voluntarily fail the save). If one creature succeeds on its saving throw, it is stunned until the end of your next turn while a creature that fails its save is paralyzed until the end of your next turn if the other target makes its save.

If the spell is successful, the two creature's spirits are swapped. The physical characteristics of both targets remain in the bodies while the mental characteristics—including alignment, Intelligence, Wisdom, and Charisma scores—are swapped. Both minds retain the benefit of their original class features in their new body and do not have access to class features of their new body. Many aged necromancers use this spell to transfer their essence into a younger or stronger body, leaving their unfortunate victim in an aged or diseased husk.

Once cast, this spell can only be reversed by another application of this spell or possibly a wish.

LIFE OR DEATH FIELD

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You imbue an object with the powers of life or death. If you choose life, it deals radiant damage only to undead creatures. If you choose death, it only deals necrotic damage to living creatures (i.e. not undead or constructs).

If a creature vulnerable to the field touches the object or is forced into contact by movement, it takes 2d6 damage. If the item is a melee weapon, it deals an additional 2d6 damage per attack.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 per slot level above 4th.

LOCATE REMAINS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of bone)

YES, LIFE FORCE EXCHANGE WILL RUIN YOUR GAME

Spells like *life force exchange* have the potential to really disrupt a campaign. *Life force exchange* is black necromancy, and could be easily used to boost a player's hit points and physical statistics. By 17th level that might not be much of a problem, but a scroll when the PCs reach 5th level might unbalance things (though a set of poor ability score rolls could be remedied in this manner too). This spell works really well if a villain has used it already: perhaps the king's life force has been exchanged with that of the necromancer's henchman. In this way the party wizard (or an NPC the party can bargain with) is simply reversing an evil act. If you need other ways to limit the spell's use, you may require a sanity saving throw or it may automatically reduce a character's sanity score (See chapter 9 of the *Dungeon Masters Guide*). Powerful good aligned creatures, if not the gods themselves, may take note of this spell and seek to right any wrongs caused by it.

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of corpses and bones within 30 feet of you. If you spend your action, you can determine if any of the remains are undead.

Alternately, you can cast this spell to seek out a specific individual if you have a piece of their corpse or a personal item of theirs. When you cast the spell in this way, you detect only their remains but the range extends to 1000 feet.

The spell can penetrate most barriers, but it is blocked by 2 feet of stone, 2 inches of common metal, a thin sheet of lead, or 6 feet of wood or dirt.

LICH TOUCH

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a scrap of rotting flesh or meat)

Duration: Concentration, up to 1 minute

You gain some of the abilities of a lich. For the duration of the spell, you have advantage on saves to avoid being frightened or paralyzed, and your hands glow with a deathly aura.

When you cast the spell, you can make a melee spell attack against any target you can reach. If your attack is successful, the target takes 6d8 necrotic

damage and must make a Constitution saving throw unless it is immune or resistant to necrotic damage. Failure indicates the victim is paralyzed for one minute, though it can repeat the saving throw at the end of each turn. Additionally, you can use your action to repeat the attack each turn as well.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage your touch inflicts increases by 1d8 per slot level above 6th.

MASK OF DEATH

4th-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

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

Duration: 24 hours

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

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

NEGATIVE PLANE PROTECTION

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (three drops of the caster's blood)

Duration: Concentration, up to 24 hours

You ward off the evil effects of the shadowfell and the lower planes. Choose one target creature within range. For the duration of the spell:

- The target's maximum hit points cannot be reduced because of effects from necromancy spells, undead, fiends, or the environmental effects of the shadowfell and lower planes.
- The target's ability scores cannot be reduced because of effects from necromancy spells, undead, fiends, or the environmental effects of the shadowfell and lower planes.
- The target resists cold and necrotic damage.
- The target gains advantage on all saving throws against cold or necrotic damage, all necromancy spells and spell effects, and all effects inflicted by

creatures native to the lower planes and the shadowfell (such as undead and fiends).

- The target gains advantage on all saving throws due to the environmental effects of being on the lower planes or in the shadowfell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature per slot level used above 5th.

PAST LIFE

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch the remains of an individual and instantly get a vision of who they were in life. A tiny fragment of skin, hair, or bone is necessary to cast this spell, but you can describe the person as if you had seen them. There is no limit to the time the individual has been dead, and this spell even works if the person is currently alive.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can view the final minute of the person's life or time when their body part was separated from their body. When you cast this spell using a spell slot of 6th level or higher, you can use a personal item (a ring, favorite weapon, etc.) and gain a vision of its owner.

PUTREFACTION

3rd-level necromancy

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Components: V, S, M (a bit of rotten meat)

You fill the area with a necrotic stain, which causes food and drink to rot and living creatures to become sick. All food and drink in a 30-foot radius of you rots, clots, spoils, sours, curdles, and otherwise goes bad (bodies of water or other liquids larger than a large barrel are unaffected).

Living creatures in a 30-foot radius other than you must make a Constitution saving throw or suffer 1d4 points of poison damage, those that fail take half damage and are infected with sewer plague (see the *Dungeon Masters Guide*, chapter 8).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage in-

creases by 1d4 per slot level above 3rd and the radius increases by 10 feet per slot level above 3rd.

RESIST TURNING

2nd-level necromancy

Casting Time: 1 reaction that you take when a power or spell would target only undead within range.

Range: 90 feet

Components: V, S

Duration: Instantaneous

You flood the area with necrotic power, blocking spells and other abilities that target only undead creatures. Choose a point within range. Until the end of your next turn, all undead within 15 feet of that point are immune to being turned and spells of 2nd level or lower that target only undead.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, undead within 15 feet of your chosen point are immune to undead targeting spells equal to the slot level you used or lower.

AUGMENTING ANIMATED MINIONS

Some of these spells, including *resist turning*, *undead torch*, and *undead spell focus* are useless without undead under your control. That's the nature of the game, and other spells like *undead servant* will be helpful if you don't have access to *animate dead* or *create undead*.

SHATTERBONE

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a faceted crystal or gem that has been exposed to the light of the midday sun)

Duration: Instantaneous

You call up a line of lancing grey light to disrupt undead. The line is 20-foot wide and 30-foot long. Any undead in the line must make a Constitution saving throw or suffer 10d6 necrotic damage that ignores necrotic resistance (but not immunity). Those that make their saving throw take half damage.

Undead creatures destroyed by this spell dissolve into dust, and cannot be reanimated later. Mundane bones are also reduced to dust, and ordinary corpses cannot be animated or raised. A *resurrection* spell is required to restore anyone whose corpse was caught

UNDEAD AND NECROTIC DAMAGE

Not all undead are immune to necrotic damage, but some definitely are: this includes incorporeal undead like banshees, ghosts, shadows, specters, and wraiths. Wizards will benefit from preparing spells to match their opponents, which gives some incentive to do research on one's enemies.

in the line, or *true resurrection* if their body was reduced to bones when this spell was cast.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d12 per slot level above 6th.

SKULL WATCH

3rd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an intact skull from a living, intelligent creature and a bit of earwax)

Duration: 8 hours

You hang a skull in the air and leave it to alert you of danger. The skull must be intact and come from a living, intelligent creature (not a construct or beast). Once you cast the spell, the skull hovers 2 to 6 feet off the ground and watches a line 90 feet long and 20 feet wide, originating from it with darkvision. Any living, intelligent creature (not a construct, undead, or beast) that enters the line activates the skull, which begins to shriek and wail: the noise can be heard in a quarter-mile radius and continues for one minute. You are also mentally alerted as long as you are on the same plane of existence as the skull. If you cast this spell multiple times, you cannot determine which of the skulls has been activated, only that one has. After it activates, the skull floats to the ground and can be recovered and used again.

You can move the skull, as long as you do not step into its line of vision, though no one else can move it. The skull can be destroyed; it has 5 hit points and AC 10.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the skull remains enchanted for up to one year, and when activated the caster gains a glimpse of the creature that activated it though the details are obscured as if the activating creature were in dim light (regardless of your normal vision or ability to see in the dark).

You may target two adjacent creatures at 5th level, three at 11th level, and four at 17th level.

SPECTRAL HAND

Necromancy cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You send your life force out in the shape of a ghostly hand to deliver your magical attacks. Until the beginning of your next turn, your reach for melee spell attacks extends to 15 feet.

At 5th level, your range extends to 20 feet (25 feet at 11th level, 30 feet at 17th level).

SPECTRAL HAND REVISED

Spectral hand makes touch attacks safer to use. It was a staple of wizardly necromancy through second and third editions. In 5th edition, however, *chill touch*, became a ranged so this cantrip is much more useful at higher levels. I'm including a version because it is so iconic, though it doesn't fill much of a void (unlike *ebony hand* for clerics which works well with *inflict wounds*).

Because this affects your reach for all your melee spell attacks, it does mean *shocking grasp*, *planeshift*, and *flame blade* might get a reach bonus, alongside *vampiric touch*, *inflict wounds*, *contagion* and *dispel evil and good*. That's just how it goes, it seems.

SPECTRAL SENSES

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a preserved ear or eye)

Duration: Concentration, up to 10 minutes

You link your own senses with that of one undead target, corpse, or intact skull. An undead creature may make a Charisma saving throw or to avoid the effect. Undead that you can command automatically fail this saving throw. For the duration of the spell, you can spend your action to see, hear, smell, and taste as though you were in the target's location until the beginning of your next turn as long as you are on the same plane of existence.

All of your senses, such as dark vision, function normally. While you are sensing through the target you are blinded, deafened, and unable to smell and taste anything. You only taste what is placed in the

corpse's mouth and are not sickened by the rotting flesh of the corpse itself (if any).

Additionally, if you target an undead creature that is bound to follow your commands, you can direct the creature with the same action.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the duration increases to 1 hour (6th level or higher, 4 hours; 8th level or higher, 8 hours).

SPECTRAL VOICE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a preserved tongue)

Duration: 10 minutes

You awaken the voice of a corpse, allowing you to speak through it. You target one corpse with a mouth or skull within range. When you speak, the corpse instead speaks. The target doesn't speak with your voice, but rather a dull and hollow version of the corpse's original voice, or an unnerving whisper for a skull or skeleton. You can end this spell on your turn without taking an action.

Because your voice emits from the target, you must end this spell in order to cast any others.

SPENDELARDE'S CHASER

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of holy water)

Duration: Instantaneous or 10 minutes

Originally invented to cure hangovers, your touch cures the target of other toxins as well. If the target is poisoned, inebriated, drugged, or otherwise intoxicated, the target is instantly purged of any non-magical intoxicants or toxins.

If the target is not currently affected by any drugs or poison, the spell grants the target advantage against any such effects as long as they are not magical in nature. If the effect does not normally allow saving throws, the target can make a DC 20 Constitution saving throw (with advantage) anyway to ignore the effect completely.

SPIRIT ARMOR

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You surround yourself with your own life's essence shielding you from harm. Expend two hit dice. While your spirit armor is active you shed dim light in a 10-foot radius, have an armor class of 18, and advantage on all Constitution, Wisdom, and Charisma saving throws against magical effects.

SPOOK

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You intone a terrifying syllable and point at your target. One living creature within range (not undead or a construct) must make a Wisdom saving throw. If the target fails, it is scared of you until the end of your next turn (creatures immune to being frightened are immune to this effect). While the target is scared of you, it cannot approach you and suffers disadvantage on all attacks against you. If you target a creature that is already scared of you or frightened from another effect, it suffers disadvantage on its saving throw.

SCARED IS NOT FRIGHTENED

The frightened condition is overpowered for a cantrip, so *spook* has a less potent effect.

SWORDSHUN

4th-level necromancy (ritual)

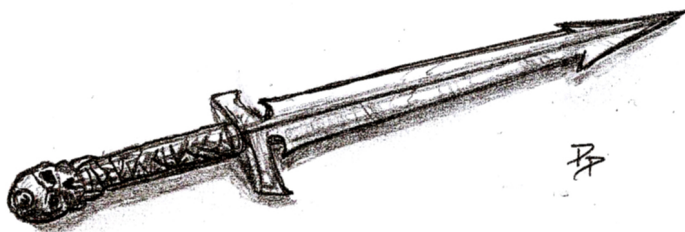
Casting Time: 1 action

Range: Self

Components: V, S, M (a blade)

Duration: Instantaneous

You plunge a blade into your own flesh, warding you from harm from other weapons. The blade—which must be dagger-sized or larger—deals maximum damage when you wound yourself, and this damage



cannot be reduced in any way. As long as the blade remains in place, you are immune to slashing and piercing damage. In addition, you suffer half a die of damage (round up) from the blade at the start of each turn, which also cannot be reduced.

The effect ends if you fall unconscious or the blade is removed. The blade is consumed by the spell when the effect ends.

UNDEAD MOUNT

2nd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of water, a human hair, and a pinch of powdered hoof)

Duration: 4 hours

You animate the corpse of a horse or similar beast or magical beast as a mount. The mount is under your control, and you have advantage on all ability checks related to it. The mount can carry a maximum of 300 pounds, has a speed of 40 feet, AC of 10, and 6 hit points. The mount is unable to attack or do anything other than move under your command. If the rider of the mount is undead, the mount cannot be turned separately; any successful turning attempt against an undead rider also turns the mount. When the spell ends, the mount returns to a normal corpse, though it can be animated again using this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the spell's duration increased by 4 hours per slot level above 2nd.

UNDEAD SERVANT

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of grave dirt)

Duration: 1 hour

You animate one corpse or pile of bones of a Small or Medium creature into an undead servant. The undead servant is non-combative, has an AC of 10, 1 hit point, a Strength of 4, and fails all saving throws. Your servant can lift or carry items weighing up to 60 pounds. You can command your servant as a bonus action on your turn to move up to 30 feet and Use an Item. The servant carries out your commands to the best of its ability and then awaits your next command.

The spell ends if your servant is reduced to 0 hit points or is more than 120 feet away from you.

UNDEAD SPELL FOCUS

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You link your life force with that of one undead that you control. For the duration of the spell, you can choose your location to be your own location or that of your undead spell focus for the purpose of casting spells, and you can control your undead spell focus using your own actions. You can even have a spell with a range of “self” affect your undead spell focus. Thus, you might cast *shield* to protect your focus (assuming you can see it) or cast *vampiric touch* affecting your spell focus allowing the undead to make the attacks for you while you gain the benefits of healing, or you can have your spell focus be the origin of your *wail of the banshee*.

UNDEAD TORCH

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a firefly or glow worm, living or dead)

Duration: 10 minutes

You imbue one undead creature within range with a glowing aura of necrotic power. The undead creature sheds bright light in a 5-foot radius and dim light in a 20-foot radius. The glowing aura resembles flames, but never harms any creatures or items that are not alive. If the target makes a melee attack against a living creature within 5 feet, it deals an additional 2d6 necrotic damage.

Any living creature within 5 feet that hits the target with a melee attack or otherwise comes into direct physical contact with the target also takes 2d6 necrotic damage.

If the target is reduced to 0 hit points while under the effect of this spell, the aura flares and then vanishes. Living creatures within 5 feet of the target when it is reduced to 0 hit points must make a Dexterity saving throw or suffer 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect another undead creature for each slot level above 3rd.

WARD AGAINST UNDEAD

3rd-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You ban undead creatures from entering a zone around you. The zone is a 10-foot radius that creates dim light when you cast the spell and cannot be moved. Undead creatures must make a Wisdom saving throw to be able to enter the zone. They can make the save each turn they attempt to enter the zone. Undead who start their turn within the zone must make a Wisdom saving throw or be frightened of the zone, even if they are normally immune to fear effects. This spell does not prevent undead from using ranged attacks, spells, or powers into the zone even if they cannot enter.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the zone increases by 10 feet per slot level above 4th.

WAIL OF THE BANSHEE

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lock of hair from an evil female elf)

Duration: Instantaneous

You let out an unearthly shriek and those who hear you fall down dead. All creatures within range that are not deafened other than you suffer 40d6 psychic damage or half with a successful Constitution saving throw. Your shriek is audible to all within 300 feet but only those within the spell's range take damage.

WOUND BIND

2nd-level necromancy

Casting Time: 1 reaction that you take when an ally takes acid, fire, piercing, or slashing damage

Range: 30 feet

Components: V, S

Duration: Instantaneous

You call out Stavros' necromantic chant to cause wounds to close up. The creature whose wounds triggered the spell has the damage reduced by 2d4 hit points (to a maximum of 0 damage) and the target gains advantage on any saving throws against conditions or effects due to the wound (including poison or disease). The target automatically passes

any save against these conditions if the wound deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage is reduced by an additional 1d4 per slot level used above 2nd.

WHICH CONDITIONS?

The idea behind *wound bind* is it will seal up the wound before any ill effects can take hold, possibly ejecting any toxins or foreign objects in the process. This, however, only affects the conditions imposed by acid, fire, piercing, and slashing damage. So a ghoul's paralysis should count, while the paralysis from a lich's touch—dealing necrotic damage—wouldn't.

MAKING NECROMANTIC CHARACTERS

If you're playing a cleric, druid, paladin or warlock you may gain a few spells added to your class list from a domain, circle, sacred oath, or patron. These are great candidates to swap for some of the new spells presented here when they make sense for your character. If you add more than a handful of spell to the cleric or druid spell list, I recommend removing a few non-thematic spells to balance things out. Bards might select any of these spells with their *magical secrets* feature. Any class may be allowed to add a new spell to its class list via divine boon or training, though this is a larger bonus for clerics, druids, and wizards who prepare spells daily.

ELDRITCH KNIGHTS AND ARCANE TRICKSTERS

Both eldritch knights and arcane tricksters can be easily transformed into necromantic knights and necromantic tricksters by altering the restrictions of abjuration/evocation or enchantment/illusion spells to necromancy spells, though without access to a good number of spells in this book (or elsewhere) players are likely to find those options quite limited in terms of spell choice (they may only swap out one school, or take either necromancy and abjuration or necromancy and divination). You may opt to make a necromantic assassin by swapping some of the assassin and arcane trickster features as well (though *spellcasting* and *assassinate* should probably not be swapped).

NECROMANCERS

Necromancer wizards benefit from these spells largely for two of their features: damaging spells such as *Beltyn's burning blood*, *lich touch*, or *wail of the banshee* benefit from the necromancer's *grim harvest* feature. The *undead thralls* feature specifically benefits the *animate dead* spell, but any undead created in another way, such as *undead mount*, are also more powerful. As most of the spells presented here were originally wizard spells, wizards gain the most options of any class.

DEATH CLERICS

Clerics with the death domain (see the *Dungeon Master's Guide*, chapter 4) gain a few benefits from these spells. Their *reaper* feature lets them gain any necromancy cantrip, and target an additional creature with it, which makes *chill touch* or *exterminate* quite useful, or even *bone dance*. Death Clerics could instead grab *spectral hand* to use *inflict wounds* at a distance. In addition, *ebony hand* only appears on the cleric list, granting clerics a bonus to using *inflict wounds* and other melee spell attacks with a range of touch at the cost of one cantrip. *Improved reaper* at 17th level extends this utility to spells of 1st through 5th level spells. Most of the spells that were restricted to clerics in 2nd edition were also restricted to specific deities or domains, such as gods of murder, undeath, and plague. I've avoided updating these spells, as they're not likely to be taken by heroic characters.

WARLOCKS AND UNDYING WARLOCKS

Warlocks with the undying patron from the *Sword Coast Adventurer's Guide* gain access to some additional necromancy spells and may further benefit from the *gifted in the dark arts* feat as warlocks have fewer spells than clerics or wizards. Some of the undying features are similar to some of the spells presented here, so *graft flesh*, for example, may not be as necessary for them. Any warlock can be given a deathly theme by swapping some of the patron spells for spells presented here, though these spells may be most appropriate for the undying and fiend patrons.

PALADINS AND OATHBREAKER PALADINS

Paladins gain a few defensive spell options here. Paladins with the oathbreaker oath may have an easier time gaining undead under their control due to their *control undead* channel divinity option. Thus, spells like *resist turning* or *undead torch* may be quite use-

ful for an oathbreaker paladin or their allies. The DM may also allow oathbreaker paladins to exchange defensive and divination spells like *cloak from undead* or *detect life* for some more malevolent spells.

NECROMANCIES TO BE WARY OF

A few of these spells may have major impacts upon your game. Including any of these in your game might have some interesting consequences.

Animate skeleton or zombie, bone dance, undead mount, undead servant. These spells can give undead thralls before the PCs have access to *animate dead*.

Ebony hand, spectral hand. These spells change how melee spell attacks work. They can't be used in tandem because they're both bonus action cantrips.

Empathic wound transfer, wound bind. Necromantic healing. These are a bit weak compared to the healing you'd gain from the *healer* feat or a *cure wounds* spell. But they're included so a necromancer doesn't have to go with one of those routes.

Exterminate. This spell will cut through beasts and plants but might not be the most optimal in any



situation, unless you're using intelligent plant creatures as a major enemy.

Resist turning, spectral voice, undead spell focus, undead torch. These spells need undead servants to function well. Without *animate dead*, *animate skeleton* or *zombie*, *undead mount*, or *undead servant* these spells are a bit of a waste for PCs.

Defoliate, putrefaction, wail of the banshee. These spells are pretty vile (maybe more so than some others?) and their use may involve some moral discussions.

Corpse host, death link, life force transfer. These higher-level spells can be used either for good or evil, but might be game-changing in the hands of PCs. Those that use them often may have some rather sinister ends.

Bone club, cloak from undead, disruption, hold undead, life bolt, life or death field, shatterbone, ward against undead. These deathslayer spells are good against undead, but not necessarily over powered. Including them will let a player shine a bit, and you can always include some non-undead servitors or allies as a foil now and then.

It is said that all things that will change the hearts of men must first wear great and terrible masks. Surely the Art is one of these, for once we understand the nature of life and death the world will never be the same. Those of us with the fortitude for this research must conduct it, for the world will surely thank us for our efforts once the fear of our Art subsides.

—Kazarabet, Philosopher-Queen of Ysawis

ABOUT THE AUTHOR

Thomas Schlüter has spent the most of the past five years in and out of the Middle East and North Africa, working in a type of real-world wizard's guild. He can be contacted at tom.of.vile.darkness@gmail.com or [@thomas_schluter](https://twitter.com/thomas_schluter).

ABOUT THE ART

The art in this product comes from Art for Your Adventures Set 1 & Set 2 by Patrick E. Pullen.

SPELL LISTS

Spells marked ^{PHB} come from the *Player's Handbook*, ^{EE} come from the *Elemental Evil Player's Companion* or *Princes of the Apocalypse*, ^{EMZ} come from *Elemental Magic of Zakhara*, ^{SZ} come from *Seers of Zakhara*. Unmarked spells are found in this work.

BARD SPELLS

BARD CANTRIPS

Spectral Voice

BARD LEVEL 1

Corpse Visage
Detect Life
Detho's Delirium

BARD LEVEL 2

Cloak from Undead
False Face
Past Life

BARD LEVEL 3

Death Talisman ^{SZ}
Spirit Armor
Ward Against Undead

BARD LEVEL 4

Mask of Death
Spendelarde's Chaser

BARD LEVEL 5

Force Shapechange
Negative Plane Protection

CLERIC SPELLS

CLERIC CANTRIPS

Bone Dance
Ebony Hand
Spectral Voice

CLERIC LEVEL 1

Detect Life
Undead Servant

CLERIC LEVEL 2

Animate Skeleton or Zombie
Cloak from Undead
Hold Undead
Past Life

Resist Turning
Spectral Senses

CLERIC LEVEL 3

Undead Torch
Ward Against Undead

CLERIC LEVEL 5

Negative Plane Protection
Undead Spell Focus

DRUID SPELLS

DRUID LEVEL 1

Detect Life

PALADIN SPELLS

PALADIN LEVEL 1

Detect Life

PALADIN LEVEL 2

Cloak from Undead
Hold Undead

PALADIN LEVEL 3

Ward Against Undead

PALADIN LEVEL 5

Negative Plane Protection

RANGER SPELLS

RANGER LEVEL 1

Detect Life

SORCERER SPELLS

SORCERER CANTRIPS

Empathic Wound Transfer
Exterminate
Spook

SORCERER LEVEL 1

Bone Club

Corpse Visage
Detect Life

SORCERER LEVEL 2

Death Armor
Past Life

SORCERER LEVEL 3

Putrefaction
Spirit Armor

SORCERER LEVEL 4

Graft Flesh

SORCERER LEVEL 5

Negative Plane Protection

SORCERER LEVEL 6

Lich Touch
Shatterbone

SORCERER LEVEL 8

Defoliate

SORCERER LEVEL 9

Disruption
Wail of the Banshee

WARLOCK SPELLS

WARLOCK CANTRIPS

Exterminate
Spook

WARLOCK LEVEL 1

Bone Club
Corpselight
Corpse Visage
Detect Life
Locate Remains

WARLOCK LEVEL 2

Cloak from Undead
Death Armor
False Face

Hold Undead
Past Life
Resist Turning

WARLOCK LEVEL 3

Putrefaction
Skullwatch
Spirit Armor

WARLOCK LEVEL 4

Graft Flesh
Mask of Death
Swordshun

WARLOCK LEVEL 5

Force Shapechange
Negative Plane Protection

WARLOCK LEVEL 6

Corpse Host
Lich Touch
Shatterbone

WARLOCK LEVEL 8

Death Link
Defoliate

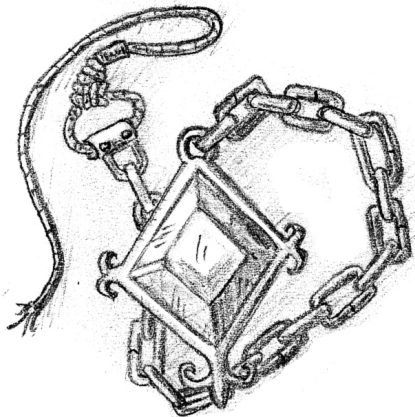
WARLOCK LEVEL 9

Wail of the Banshee

WIZARD SPELLS

WIZARD CANTRIPS

Bone Dance
Exterminate
Spook
Spectral Hand
Spectral Voice



WIZARD LEVEL 1

Bone Club
Corpselight
Corpse Visage
Detho's Delirium
Detect Life
Locate Remains
Undead Servant

WIZARD LEVEL 2

Animate Skeleton or Zombie
Cloak from Undead
Death Armor
False Face
Hold Undead
Past Life
Resist Turning
Spectral Senses
Undead Mount
Wound Bind

WIZARD LEVEL 3

Life Bolt
Putrefaction
Skullwatch
Spirit Armor
Undead Torch
Ward Against Undead

WIZARD LEVEL 4

Belytn's Burning Blood
Graft Flesh
Life or Death Field
Mask of Death
Swordshun

WIZARD LEVEL 5

Force Shapechange
Negative Plane Protection
Grimwald's Graymantle
Undead Spell Focus

WIZARD LEVEL 6

Corpse Host
Lich Touch
Shatterbone

WIZARD LEVEL 8

Death Link
Defoliate

WIZARD LEVEL 9

Disruption
Life Force Exchange
Wail of the Banshee

NECROMANCY SPELLS

This list contains every spell from the school of necromancy.

NECROMANCY CANTRIPS

Bone Dance
Chill Touch ^{PHB}
Deathsmoke ^{EMZ}
Ebony Hand
Empathic Wound Transfer
Exterminate
Spare the Dying ^{PHB}
Spectral Hand
Spectral Voice

NECROMANCY LEVEL 1

Bone Club
Corpselight
Corpse Visage
Detho's Delirium
False Life ^{PHB}
Inflict Wounds ^{PHB}
Ray of Sickness ^{PHB}
Undead Servant

NECROMANCY LEVEL 2

Animate Skeleton or Zombie
Blindness/Deafness ^{PHB}
Cloak from Undead
Death Armor
False Face
Gentle Repose ^{PHB}
Hold Undead
Rain of Blood ^{SZ}
Ray of Enfeeblement ^{PHB}
Spectral Senses
Undead Mount
Wound Bind

NECROMANCY LEVEL 3

Animate Dead ^{PHB}
Bestow Curse ^{PHB}
Death Talisman ^{SZ}
Feign Death ^{PHB}
Life Bolt
Putrefaction
Skullwatch

Spirit Armor
Undead Torch
Speak with Dead ^{PHB}
Vampiric Touch ^{PHB}

NECROMANCY LEVEL 4

Beltyr's Burning Blood
Blight ^{PHB}
Graft Flesh
Lifesurge ^{SZ}
Life or Death Field
Mask of Death
Spendelarde's Chaser
Swordshun

NECROMANCY LEVEL 5

Animate Blood ^{SZ}
Force Shapechange
Harm ^{PHB}
Magic Jar ^{PHB}
Negative Plane Protection
Grimwald's Graymantle
Undead Spell Focus

NECROMANCY LEVEL 6

Circle of Death ^{PHB}
Corpse Host
Create Undead ^{PHB}
Eyebite ^{PHB}
Lich Touch
Magic Jar ^{PHB}
Shatterbone

NECROMANCY LEVEL 7

Finger of Death ^{PHB}
Resurrection ^{PHB}

NECROMANCY LEVEL 8

Abi-Dalzim's Horrid Wilting ^{EE}
Clone ^{PHB}
Death Link
Defoliate

NECROMANCY LEVEL 9

Astral Projection ^{PHB}
Disruption
Life Force Exchange
True Resurrection ^{PHB}
Wail of the Banshee

NECROMANCY RITUALS

This list of rituals may be useful for those who are *gifted in the dark arts* and other ritual casters.

NECROMANCY RITUALS LEVEL 1

Corpselight
Undead Servant

NECROMANCY RITUALS LEVEL 2

Animate Skeleton or Zombie
False Face
Gentle Repose ^{PHB}
Spectral Senses

NECROMANCY RITUALS LEVEL 3

Death Talisman ^{SZ}
Feign Death ^{PHB}

NECROMANCY RITUALS LEVEL 4

Mask of Death
Swordshun

NECROMANCY RITUALS LEVEL 5

Force Shapechange

THEMATIC SPELL LISTS

DMs and players wishing to use a portion of these spells might find the following lists helpful for anatomists and healer necromancers, death slayers, or undead masters. They may also help inspire spellbook contents or scrolls for NPCs.

AGAINST THE UNDEAD

AGAINST THE UNDEAD CANTRIPS

Chill Touch ^{PHB}
Spare the Dying ^{PHB}

AGAINST THE UNDEAD LEVEL 1

Bone Club
Corpselight
Corpse Visage
Detect Life
False Life ^{PHB}
Locate Remains

AGAINST THE UNDEAD LEVEL 2

Cloak from Undead
False Face
Gentle Repose ^{PHB}
Hold Undead

AGAINST THE UNDEAD LEVEL 3

Feign Death ^{PHB}
Life Bolt
Spirit Armor
Speak with Dead ^{PHB}
Ward Against Undead

AGAINST THE UNDEAD LEVEL 4

Life or Death Field
Swordshun

AGAINST THE UNDEAD LEVEL 5

Force Shapechange
Negative Plane Protection

AGAINST THE UNDEAD LEVEL 6

Corpse Host
Shatterbone

AGAINST THE UNDEAD LEVEL 9

Disruption

ANATOMY AND HEALING

ANATOMY & HEALING CANTRIPS

Empathic Wound Transfer
Spare the Dying ^{PHB}
Spectral Voice

ANATOMY & HEALING LEVEL 1

Corpselight
Corpse Visage
False Life ^{PHB}
Wound Bind

ANATOMY & HEALING LEVEL 2

Blindness/Deafness ^{PHB}
False Face
Gentle Repose ^{PHB}
Spectral Senses

ANATOMY & HEALING LEVEL 3

Feign Death ^{PHB}

ANATOMY & HEALING LEVEL 4

Belytn's Burning Blood
Graft Flesh
Lifesurge ^{sz}
Mask of Death
Spendelarde's Chaser
Swordshun

ANATOMY & HEALING LEVEL 5

Force Shapechange
Harm ^{PHB}
Grimwald's Graymantle

ANATOMY & HEALING LEVEL 6

Corpse Host
Shatterbone

ANATOMY & HEALING LEVEL 7

Finger of Death ^{PHB}
Resurrection ^{PHB}

ANATOMY & HEALING LEVEL 8

Abi-Dalzim's Horrid Wilting ^{EE}
Clone ^{PHB}
Death Link
Defoliate

ANATOMY & HEALING LEVEL 9

Life Force Exchange
True Resurrection ^{PHB}

UNDEAD MASTERY SPELLS

UNDEAD MASTERY CANTRIPS

Bone Dance
Spectral Voice

UNDEAD MASTERY LEVEL 1

Corpselight
Undead Servant

UNDEAD MASTERY LEVEL 2

Animate Skeleton or Zombie
False Face
Resist Turning
Spectral Senses
Undead Mount

UNDEAD MASTERY LEVEL 3

Animate Dead ^{PHB}
Skullwatch
Undead Torch

UNDEAD MASTERY LEVEL 4

Mask of Death

UNDEAD MASTERY LEVEL 5

Undead Spell Focus

UNDEAD MASTERY LEVEL 6

Corpse Host
Create Undead ^{PHB}

UNDEAD MASTERY LEVEL 7

Finger of Death ^{PH}

