



# KAZERABET'S ART OF NECROMANCY

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VOLUME I: SPELLS



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



# KAZERABET'S ART OF NECROMANCY

## VOLUME I: SPELLS

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*It has been a long time since I revisited this work. Most of it holds up despite the weight of years and new trends in the Art.*  
 -K

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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



ANY OF THE CHARACTER CLASSES IN THE *PLAYER'S Handbook* have access to necromantic spells. This volume provides sixty eight new spells for those classes as well as spellcasting monsters. The Dungeon Master decides which of these spells are available and whether they are directly added to a classes' spell list, as suggested, or granted as boons for divine devotion, patron gifts, arcane study, or simply newly developed affinities. The Dungeon Master may use these as alternate rewards for quests, or require a quest to unearth information related to the spell. Spells may be found in ritual books (see the ritual caster feat in the *Player's Handbook*) or wizards' spellbooks, or even as scrolls.

Adding spells to the cleric, druid, and paladin spell list is disproportionately beneficial to those characters because of the nature of how they select spells on a daily basis from their entire spell list. The Dungeon Master might only add a handful of thematically appropriate spells to such a character's spell list. Another good compromise is to allow the player to pick a five to ten appropriate spells and remove less thematically appropriate spells from their list.





## SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. If a spell can be cast as a ritual, the ritual tag appears in parenthesis. Spells marked with a single asterisk (\*) come from the *Player's Handbook*. Those marked with a double asterisk (\*\*) come from *Xanathar's Guide to Everything*. Spells marked with a dagger (†) are found in *Kazerabet's Art of Necromancy Volume II: Cysts and Grafts*.

### BARD SPELLS

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#### BARD LEVEL 1

Corpse Visage  
Detect Life or Undeath (ritual)  
Detho's Delirium  
Spectral Voice (ritual)

#### BARD LEVEL 2

Cloak from Undead  
False Face (ritual)  
Past Life

#### BARD LEVEL 3

Death Talisman (ritual)  
Spirit Armor  
Ward Against Undead

#### BARD LEVEL 4

Mask of Death (ritual)  
Spendelarde's Chaser

#### BARD LEVEL 5

Force Shapechange (ritual)  
Negative Plane Protection

### CLERIC SPELLS

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#### CLERIC CANTRIPS

Ebony Hand  
Minor Necromancy

#### CLERIC LEVEL 1

Detect Life or Undeath (ritual)  
Eyes of the Vulture  
Inevitable Doom  
Spectral Voice (ritual)

#### CLERIC LEVEL 2

Cloak from Undead  
Hold Undead  
Past Life  
Resist Turning  
Spawn Screen  
Spectral Senses

#### CLERIC LEVEL 3

Barghest's Feast  
Undead Torch  
Ward Against Undead

#### CLERIC LEVEL 5

Death Throes  
Negative Plane Protection  
Undead Spell Focus

#### CLERIC LEVEL 6

Clutch of Orcus

#### CLERIC LEVEL 9

Plague of Undead

### DRUID SPELLS

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#### DRUID LEVEL 1

Detect Life or Undeath (ritual)

#### DRUID LEVEL 4

Miasma of Entropy

### PALADIN SPELLS

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#### PALADIN LEVEL 1

Detect Life or Undeath (ritual)

#### PALADIN LEVEL 2

Cloak from Undead  
Hold Undead  
Spawn Screen

#### PALADIN LEVEL 3

Ward Against Undead

#### PALADIN LEVEL 4

Favor of the Martyr

#### PALADIN LEVEL 5

Negative Plane Protection

### RANGER SPELLS

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#### RANGER LEVEL 1

Detect Life or Undeath (ritual)

### SORCERER SPELLS

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#### SORCERER CANTRIPS

Deathsmoke  
Minor Necromancy  
Spook

#### SORCERER LEVEL 1

Bone Club  
Corpse Visage  
Detect Life or Undeath (ritual)  
Necrotic Awareness

#### SORCERER LEVEL 2

Past Life  
Spawn Screen

#### SORCERER LEVEL 3

Barghest's Feast  
Putrefaction  
Spirit Armor

#### SORCERER LEVEL 4

Graft Flesh  
Miasma of Entropy

#### SORCERER LEVEL 5

Death Throes  
Negative Plane Protection  
Wither Limb

#### SORCERER LEVEL 6

Awaken Undead  
Lich Touch  
Ray of Entropy  
Shatterbone

#### SORCERER LEVEL 7

Arrow of Bone  
Year Stealing or Gifting

#### SORCERER LEVEL 8

Defoliate

#### SORCERER LEVEL 9

Disruption  
Plague of Undead  
Wail of the Banshee

### WARLOCK SPELLS

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#### WARLOCK CANTRIPS

Deathsmoke  
Minor Necromancy  
Spook

#### WARLOCK LEVEL 1

Bone Club  
Corpselight (ritual)  
Corpse Visage  
Detect Life or Undeath (ritual)  
Locate Remains  
Necrotic Awareness

#### WARLOCK LEVEL 2

Cloak from Undead  
False Face (ritual)  
Hold Undead  
Past Life  
Rain of Blood  
Resist Turning

#### WARLOCK LEVEL 3

Barghest's Feast  
Putrefaction  
Skullwatch  
Spirit Armor

#### WARLOCK LEVEL 4

Graft Flesh  
Lifesurge



Mask of Death (ritual)  
Swordshun (ritual)

#### **WARLOCK LEVEL 5**

Bodylink  
Death Bump  
Death Throes  
Force Shapechange (ritual)  
Negative Plane Protection  
Wither Limb

#### **WARLOCK LEVEL 6**

Corpse Host  
Lich Touch  
Shatterbone

#### **WARLOCK LEVEL 7**

Arrow of Bone  
Year Stealing or Gifting

#### **WARLOCK LEVEL 8**

Death Link  
Defoliate

#### **WARLOCK LEVEL 9**

Wail of the Banshee

### **WIZARD SPELLS**

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#### **WIZARD CANTRIPS**

Deathsmoke  
Minor Necromancy  
Spectral Hand  
Spook

#### **WIZARD LEVEL 1**

Bone Club  
Corpselight (ritual)  
Corpse Visage  
Detho's Delirium  
Detect Life or Undeath (ritual)  
Locate Remains  
Necrotic Awareness  
Nulathoe's Concussive Demise  
Spectral Voice (ritual)

#### **WIZARD LEVEL 2**

Cloak from Undead  
False Face (ritual)  
Hold Undead  
Past Life  
Rain of Blood  
Resist Turning  
Spawn Screen  
Spectral Senses (ritual)  
Undead Mount

#### **WIZARD LEVEL 3**

Barghest's Feast  
Death Talisman (ritual)  
Life Bolt  
Putrefaction  
Skullwatch  
Spirit Armor  
Undead Torch

Ward Against Undead

#### **WIZARD LEVEL 4**

Beltyn's Burning Blood  
Cursed Blade  
Graft Flesh  
Life or Death Field  
Lifesurge  
Mask of Death (ritual)  
Miasma of Entropy  
Swordshun (ritual)

#### **WIZARD LEVEL 5**

Bodylink  
Death Bump  
Death Throes  
Force Shapechange (ritual)  
Moilian Flames  
Negative Plane Protection  
Grimwald's Graymantle  
Undead Spell Focus  
Wither Limb

#### **WIZARD LEVEL 6**

Awaken Undead  
Corpse Host  
Lich Touch  
Ray of Entropy  
Shatterbone

#### **WIZARD LEVEL 7**

Arrow of Bone  
Year Stealing or Gifting

#### **WIZARD LEVEL 8**

Death Link  
Defoliate  
Skeletal Guard

#### **WIZARD LEVEL 9**

Disruption  
Life Force Exchange  
Plague of Undead  
Wail of the Banshee

### **NECROMANCY SPELLS**

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This list contains every spell from the school of necromancy.

#### **NECROMANCY CANTRIPS**

Chill Touch\*  
Deathsmoke  
Ebony Hand  
Spare the Dying\*  
Spectral Hand  
Spook  
Toll the Dead\*\*

#### **NECROMANCY LEVEL 1**

Bone Club  
Cause Fear\*\*  
Corpselight  
Corpse Visage  
Detho's Delirium  
False Life\*

Inevitable Doom  
Inflict Wound\*  
Minor Necromancy  
Nulathoe's Concussive Demise  
Ray of Sickness\*  
Spectral Voice (ritual)

#### **NECROMANCY LEVEL 2**

Blindness/Deafness\*  
Cloak from Undead  
Decomposition  
Eyes of the Vulture  
False Face  
Gentle Repose\*  
Hold Undead  
Necrotic Cyst†  
Rain of Blood  
Ray of Enfeeblement\*  
Spawn Screen  
Spectral Senses  
Undead Mount

#### **NECROMANCY LEVEL 3**

Animate Dead\*  
Barghest's Feast  
Bestow Curse\*  
Death Talisman  
Feign Death\*  
Life Bolt  
Life Transference\*\*  
Necrotic Burst†  
Necrotic Influence†  
Necrotic Scrying†  
Putrefaction  
Skullwatch  
Spirit Armor  
Undead Torch  
Speak with Dead\*  
Vampiric Touch\*

#### **NECROMANCY LEVEL 4**

Beltyn's Burning Blood  
Blight\*  
Cursed Blade  
Favor of the Martyr  
Graft Flesh  
Lifesurge  
Life or Death Field  
Mask of Death  
Miasma of Entropy  
Necrotic Domination†  
Shadows of Moil\*\*  
Spendelarde's Chaser  
Swordshun (ritual)

#### **NECROMANCY LEVEL 5**

Animate Blood  
Clutch of Orcus  
Danse Macabre\*\*  
Death Throes  
Enervation\*\*  
Force Shapechange  
Harm\*  
Magic Jar\*  
Moilian Flames  
Necrotic Empowerment†



Negative Energy Flood\*\*  
Negative Plane Protection  
Grimwald's Graymantle  
Undead Spell Focus  
Wither Limb

### NECROMANCY LEVEL 6

Awaken Undead  
Circle of Death\*  
Corpse Host  
Create Undead\*  
Eyebite\*  
Lich Touch  
Magic Jar\*  
Ray of Entropy  
Shatterbone  
Soul Cage\*\*

### NECROMANCY LEVEL 7

Arrow of Bone  
Finger of Death\*  
Resurrection\*  
Year Stealing or Gifting

### NECROMANCY LEVEL 8

Abi-Dalzim's Horrid Wilting\*\*  
Clone\*  
Death Link  
Defoliate  
Skeletal Guard  
Veil of Undeath

### NECROMANCY LEVEL 9

Astral Projection\*  
Disruption  
Life Force Exchange  
Plague of Undead  
True Resurrection\*  
Wail of the Banshee

## THEMATIC LISTS

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

## AGAINST THE UNDEAD

### AGAINST THE UNDEAD CANTRIPS

Chill Touch\*  
Minor Necromancy  
Spare the Dying\*

### AGAINST THE UNDEAD LEVEL 1

Bone Club  
Corpselight (ritual)  
Corpse Visage  
Detect Life or Undeath (ritual)  
False Life\*  
Locate Remains  
Nulathoe's Concussive Demise

### AGAINST THE UNDEAD LEVEL 2

Cloak from Undead  
False Face  
Gentle Repose\*  
Hold Undead  
Spawn Screen

### AGAINST THE UNDEAD LEVEL 3

Feign Death\*  
Life Bolt  
Spirit Armor  
Speak with Dead\*  
Ward Against Undead

### AGAINST THE UNDEAD LEVEL 4

Life or Death Field  
Swordshun (ritual)

### AGAINST THE UNDEAD LEVEL 5

Barghest's Feast  
Force Shapechange (ritual)  
Negative Plane Protection

### AGAINST THE UNDEAD LEVEL 6

Corpse Host  
Shatterbone

### AGAINST THE UNDEAD LEVEL 9

Disruption

## ANATOMY & HEALING

### ANATOMY & HEALING CANTRIPS

Spare the Dying\*

### ANATOMY & HEALING LEVEL 1

Corpselight (ritual)  
Corpse Visage  
Eyes of the Vulture  
False Life\*

### ANATOMY & HEALING LEVEL 2

Blindness/Deafness\*  
Decomposition  
False Face (ritual)  
Gentle Repose\* (ritual)

### ANATOMY & HEALING LEVEL 3

Feign Death\* (ritual)

### ANATOMY & HEALING LEVEL 4

Belytn's Burning Blood  
Graft Flesh  
Lifesurge  
Mask of Death (ritual)  
Spendelarde's Chaser  
Swordshun (ritual)

### ANATOMY & HEALING LEVEL 5

Force Shapechange (ritual)  
Harm\*  
Grimwald's Graymantle  
Wither Limb

### ANATOMY & HEALING LEVEL 6

Corpse Host  
Shatterbone

### ANATOMY & HEALING LEVEL 7

Finger of Death\*  
Resurrection\*

### ANATOMY & HEALING LEVEL 8

Abi-Dalzim's Horrid Wilting\*\*  
Clone\*  
Death Link  
Defoliate  
Veil of Undeath

### ANATOMY & HEALING LEVEL 9

Life Force Exchange  
True Resurrection\*

## DESPAIR & DREAD

### DESPAIR & DREAD LEVEL 1

Spook

### DESPAIR & DREAD LEVEL 1

Cause Fear\*\*  
Corpse Visage  
Spectral Voice (ritual)

### DESPAIR & DREAD LEVEL 2

Blindness/Deafness  
False Face (ritual)

### DESPAIR & DREAD LEVEL 3

Putrefaction

### DESPAIR & DREAD LEVEL 4

Mask of Death (ritual)  
Miasma of Entropy

### DESPAIR & DREAD LEVEL 5

Wither Limb

### DESPAIR & DREAD LEVEL 7

Year Stealing or Gifting

### DESPAIR & DREAD LEVEL 8

Defoliate  
Veil of Undeath

### DESPAIR & DREAD LEVEL 3

Wail of the Banshee

## UNDEAD MASTERY

### UNDEAD MASTERY CANTRIPS

Minor Necromancy

### UNDEAD MASTERY LEVEL 1

Corpselight  
Spectral Voice (ritual)



## UNDEAD MASTERY LEVEL 2

False Face (ritual)  
Resist Turning  
Spectral Senses (ritual)  
Undead Mount

## UNDEAD MASTERY LEVEL 3

Animate Dead\*  
Skullwatch  
Undead Torch

## UNDEAD MASTERY LEVEL 4

Mask of Death (ritual)

## UNDEAD MASTERY LEVEL 5

Danse Macabre\*\*  
Negative Energy Flood\*\*  
Undead Spell Focus

## UNDEAD MASTERY LEVEL 6

Awaken Undead  
Corpse Host  
Create Undead\*

## UNDEAD MASTERY LEVEL 7

Finger of Death\*

## UNDEAD MASTERY LEVEL 8

Skeletal Guard

## UNDEAD MASTERY LEVEL 9

Plague of Undead

## MOTHER CYST SPELLS

These spells allow the necromancer to manipulate a necrotic cyst. Those marked with a dagger (!) are found in *Kazerabet's Art of Necromancy Volume II: Cysts and Grafts* which describes necrotic cysts in detail.

### MOTHER CYST LEVEL 1

Necrotic Awareness

### MOTHER CYST LEVEL 2

Necrotic Cyst†

### MOTHER CYST LEVEL 3

Necrotic Burst†  
Necrotic Influence†  
Necrotic Scrying†

### MOTHER CYST LEVEL 4

Necrotic Domination†

### MOTHER CYST LEVEL 5

Necrotic Empowerment†





## SPELLS

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

### ARROW OF BONE

*7th-level necromancy*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a tiny sliver of bone and oil infused with rare herbs worth 50 gp)

**Duration:** 8 hours

You enchant an arrow or bolt with the power to slay the living. When the projectile is fired at a creature that is neither undead nor a construct, the attacker has advantage on the attack roll. Any target struck by the arrow must make a Constitution saving throw or be reduced to 0 hit points. A creature making its saving throw takes 7d6 necrotic damage.

Whether or not the arrow hits, the magic is expended when it is used for an attack.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the spell deals an additional 2d6 damage per slot level used above 7th.

### ANIMATE BLOOD

*6th-level necromancy*

**Casting Time:** 1 minute

**Range:** 120 feet

**Components:** V, S, M (your blood)

**Duration:** Concentration, up to 10 minutes

You cut yourself and unleash three drops of blood that you animate like familiar spirits. The blood resembles any ordinary drop of blood, except it can roll and bounce on the ground. A blood drop has an AC of 15 and 1 hit point. While you maintain concentration, you can command either each of your blood drops as an action, or one as a bonus action. Each command you give can be one of the following:

- The blood drop moves 30 feet.
- You can see and hear as though you occupied the blood drop's space.
- Make a melee spell attack against 1 living creature within 5 feet of the blood drop. A successful attack deals 4d10 necrotic damage and destroys the blood drop.

Any drop of blood that leaves the spell's range becomes an inert and normal drop of blood. While your blood drops are active, any time your blood drops are affected by a spell attack, you suffer the ill effects of the spell rather than the blood drop. Your blood drops count as you for the purposes of spells with a range of touch, allowing you to use those spells to target creatures adjacent to any of your blood drops.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you create one additional drop of blood for each slot level above 6th.

### AWAKEN UNDEAD

*6th-level necromancy*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a piece of onyx carved to resemble a humanoid bone, worth 1,000 gp, which the spell consumes)

**Duration:** Instantaneous

You call back the spark of intelligence for one undead target with an Intelligence score of 6 or less. The target's Intelligence and Wisdom scores increase to 10 each (or what the target had in life, whichever

### 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).

is lower). The target regains any proficiencies it had in life, including the ability to speak languages it knew.

The awakened undead is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

The awakened undead is imbued with a stronger spark of death, and its undead condition does not need to be reinforced via animate dead.

### BARGHEST'S FEAST

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a diamond worth 300 gp which the spell consumes)

**Duration:** Instantaneous

With a word and a gesture, you disintegrate one corpse within range in a flash of black flames. The corpse can never be animated as undead nor can it be raised, resurrected, or reincarnated by any spell of 3rd level or lower. Spells of higher level or other abilities have a 50% chance of failure.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, the corpse can never be raised, resurrected, or reincarnated by a spell of equal or lower level.

### BELTYN'S BURNING BLOOD

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 90 feet

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

**Duration:** 1 minute

You cause your target's blood to smolder and boil. You choose one target creature that is not a construct, plant, or undead. The target must make a Constitution saving throw, creatures that subsist primarily on blood (including stirges and vampires) or are composed of blood 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 3d6 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 one die each time the target makes a saving throw (i.e. a target suffers two dice of damage after the first successful save). While the spell is in effect, the target cannot regain hit points. The spell ends when its duration expires, the target takes no damage, or the receives magical healing that is blocked by this spell. Dousing the wound with holy water as an action also ends the spell.



If the target of this spell is missing any of its hit points, the damage dice are d12s instead of d6s.

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

### BODYLINK

*5th-level necromancy*

**Casting Time:** 1 action or 1 reaction when you would be decapitated or dismembered

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

This spell links the parts of your body so their separation doesn't affect you. You can lose your head or limbs without taking damage, though you must reattach any missing parts before the spell ends or you take any damage you ignored from the initial cut and possibly die (surely if your head is not attached). As an action, you or anyone else can reattach a severed body part simply by holding it back in its place.

While your parts are detached you still control them normally, and they function at any distance so long as you are on the same plane of existence. A detached eye still sees, and a detached head can still eat and speak. Detached hands, fingers, or arms are not likely to be able preform the somatic components for spells.

If you cast this as an action on your turn, you can sever one of your own body parts as part of the casting assuming you have suitable tools.

### 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 spell-casting 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.

At the Dungeon Master's discretion, treat a suitably large bone 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.

### CLUTCH OF ORCUS

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Your necrotic energies engulf the heart of one target creature. Choose one target creature within range. The target must succeed on a Constitution saving throw or be paralyzed and take 3d12 necrotic damage. At the end of the target creature's turn, it can repeat the saving throw.

If the target creature dies due to this damage, its heart appears in your hand.

If the target creature is a construct, an ooze, undead, or otherwise lacks a heart or similar vital organ, the target automatically succeeds on the saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d12 per slot level used above 4th.

### 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 (D)

You create an invisible necromantic field to hide and protect the target from undead. One target creature becomes invisible to undead creatures and resists necrotic damage. Additionally, the target has advantage on saving throws to resist any harmful effects of the Shadowfell or the Negative plane.

This spell is broken the moment the target attacks or an undead creature or uses a spell or power that affects any undead creatures (such as a cleric or paladin using their channel divinity feature to turn undead). Other attacks, spells, or abilities do not break this spell so long as they do not target undead.

**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 point maximum 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 60 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

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

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

### 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, or humanoids within 30 feet that can see it are taken aback, suffering disadvantage on Dexterity checks for initiative.

Furthermore, any beasts, celestials, giants, or humanoids with a challenge rating of less than 1 must make a Constitution saving throw if they begin their turn within 30 feet of the target. Those that fail are frightened of the target until the end of their next turn. 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.

### CURSED BLADE

*4th-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** 10 minutes

You imbue a weapon with necrotic energy. Choose one target weapon within range. Any hit with the target weapon deals an additional 1d12 necrotic damage and all damage dealt with the target weapon temporarily reduces a victim's hit point maximum by a like amount until they finish a long rest. Additionally, a victim cannot regain hit point for the duration of the spell.

Anyone slain by a weapon enchanted by this spell cannot be returned to life by spells cast with a spell slot of a lower level than the one used to cast this spell.

### DEATH BUMP

*5th-level necromancy*

**Casting Time:** 1 reaction, taken when a living creature is reduced to 0 hit points

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You call out at the moment death comes for a creature and send death's power elsewhere. When the target creature takes enough damage to reduce it to 0 or fewer hit points, that creature takes only enough damage to leave it with one hit point and falls prone, you transfer the remaining damage to another target creature you can see within range. The secondary target takes the remainder of the damage if it is willing (e.g. If a target with 5 hit points would take 10

damage, the target would take 4 damage leaving it at 1 hit point and the remaining 6 damage can be transferred to the secondary target).

If the secondary target is unwilling, it may make a Constitution saving throw to avoid the effect. If it succeeds on the saving throw, the original target takes the entirety of the damage.

### DEATH LINK

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 4 hours

You link your health with that of the target, safeguarding yourself from treachery or vengeance. One creature within range must make a Constitution saving throw; incapacitated creatures suffer disadvantage on this saving throw. If the saving throw fails, you and the target are linked for the duration of the spell. Whenever one of you 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 may make a DC 20 Constitution saving throw. If you succeed, you do not take any damage from your death link this turn and remain among the living.

Once you cast the spell, it cannot be canceled at will. It continues 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.

### DEATHSMOKE

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a clear glass bead)

**Duration:** 1 round

You cause a cloud of noxious black smoke to fill a 5-foot cube that obscures anything in or beyond the cloud. Any creature that is in the cube or moves through the cloud must make a Constitution saving throw. Those who fail take 1d6 necrotic damage. The cloud disperses at the beginning of your next turn or if it is exposed to a magical breeze.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### DEATH TALISMAN

*3rd level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (an object to enchant worth 1 gp)

**Duration:** 30 days

When you cast this spell you enchant a small shiny object with a portion of your health. As long as you are alive the item appears as normal. If you die, however, or become petrified or otherwise permanently in a state akin to death, the object instantly tarnishes and corrodes.

You can only have one death talisman active at a time.

### DEATH THROES

*5th-level necromancy*

**Casting Time:** 1 reaction, taken when you are reduced to 0 hit points

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous



You take the ultimate revenge upon your foes and are instantly destroyed in an explosion of necrotic energy. All creatures within 30 feet of you must make a Constitution saving throw or suffer 9d12 necrotic damage, or half damage on a successful saving throw.

After you cast this spell, spells of 8th-level or lower cannot raise or resurrect you nor can they in any way mitigate or cancel your death from this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 6th-level or higher, increase the damage dealt by 2d12 per slot level used above 5th.

## 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 ash. Non-plant 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 saving throw for half damage.

**At Higher Levels.** When you cast this spell using a 9th level spell slot, the range increases to 600 feet.

## DETECT LIFE OR UNDEATH

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a hair from a newborn animal or bit of grave dirt)

**Duration:** Concentration, up to 10 minutes

Choose to sense the living or the undead. If you choose the living, for the duration of the spell, you sense the presence of other 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.

If you choose undeath, you sense the presence of undead creatures within 30 feet of you. If you sense an undead creature in this way, you can use your action to pinpoint the location of each undead creature within range unless it is magically hidden or disguised (in which case you learn the presence you detected is magically obfuscated).

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 one target to babble, giving up their secrets. You touch one creature that is sleeping, drugged, drunken, or unconscious who must make a Constitution saving throw. If the target fails and can speak a language, it begins to babble in one or more languages it knows. The target cannot understand questions, and rambles at random. While babbling, the target reveals 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:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You manipulate necrotic energy in range, destroying all undead creatures with 60 hit points or fewer and dispelling necromancy spells of 5th level or lower. All other undead creatures within range must make a Constitution saving throw. Failure indicates the creature suffers 2d12 + 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. You gain advantage on all melee spell attack rolls with cantrips or class features while this spell is active. When you make a melee spell attack in conjunction with a spell of 1st level or higher, you can sacrifice a number of hit points equal to the spell's level in order to gain advantage on a melee spell attack with that spell.

## EYES OF THE VULTURE

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You learn the current hit point totals, exhaustion levels, and maximum hit points of up to 6 creatures that you can see within range. Additionally, you gain advantage on the first attack you make before the end of your next turn that targets the creature with the fewest number of hit points that you targeted with this spell.

## 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 copy only the face, not the target's mannerisms, voice, clothing, height or body shape.

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

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



## FAVOR OF THE MARTYR

4th-level necromancy

**Casting Time:** 1 reaction which you take when you are reduced to 0 hit points

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

For the duration of the spell, you ignore the charmed, frightened, incapacitated, paralyzed, and dead conditions, ignore all effects of exhaustion, and are immune to all damage.

When the spell ends, you die. No magic, short of a *wish* spell can prevent your death or bring you back from the dead after casting this spell.

## 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 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 target may voluntarily fail its saving throw, in which case it 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.

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

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

## GRIMWALD'S GRAYMANTLE

5th-level necromancy

**Casting Time:** 1 bonus action

**Range:** 60 feet

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

**Duration:** 10 minutes (D)

Your necrotic powers create a nimbus of gray light, preventing those within from healing. Choose to cast the spell on a point in space or one target creature.

If you target a point in space, area around the point is illuminated or darkened by a grey haze, and is considered dim lighting.

If you choose a target creature, make a ranged spell attack against one creature within range. If you hit, the target is surrounded by a grey haze, and the lighting becomes dim light stretching for a 5-foot radius around it.

Creatures within the grey haze—except for constructs and undead—cannot regain hit points. The grey haze ends if a spell of 6th level or higher is prevented from restoring hit points to a target within the area. Undead and constructs are unaffected by the grey haze and can regain hit points, but can be targets of the spell.

**At Higher Levels.** When you cast the spell using a spell slot of 6th level or higher, the spell does not end prematurely unless a spell of a higher slot level than the one used for casting is prevented from restoring hit points.

## HOLD UNDEAD

2nd-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Concentration, up to 1 minute

You bind the undead in place by manipulating the energies of death. Choose a 10-foot square within range. All undead within the square become targets of this spell.

If a target has 75 or more hit points, the target must succeed on a Wisdom saving throw or have its speed reduced to 0.

If a target has between 50 and 75 hit points, the target must succeed on a Wisdom saving throw or be restrained.

If the target has between 25 and 50 hit points, the target must succeed on a Wisdom saving throw or be paralyzed.

At the end of each of its turns, a target with 25 or more hit points can repeat the saving throw. On a success, the spell ends for the target. On a fail, the target suffers the appropriate penalty for its hit point total.

If a target has fewer than 25 hit points, the target is paralyzed until the spell ends with no further saving throws unless its hit point total increases, in which case it can repeat the saving throw at the end of its turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the size of the square by 5 feet for each slot level used above 2nd.

## INEVITABLE DOOM

1st-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** One round

You target one creature with death's malice. The target foe grants advantage to each attack before the end of your next turn until it is damaged. The first successful attack deals an additional 2d6 damage.

**At Higher Levels.** The additional damage increases by 1d6 per slot level used above first.



## 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. 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 creature within a 90-foot cone. On a hit, you use the hit die expended as a damage die, dealing radiant damage.

Undead targets take additional damage equal to your spellcasting ability 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 at the beginning of each turn it remains in contact with the object. 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.

## LIFESURGE

4th-level necromancy

**Casting Time:** 1 action

**Range:** Touch  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

The pull of necrotic energy causes the lifeforce in one creature to surge, granting it additional power and strength. For the duration of the spell, the target gains all of the following effects:

- The target gains advantage on all attack rolls
- The target gains either one 3rd level spell slot which it can use if it has spells known or prepared or it gains 20 temporary hit points
- The target gains advantage on all Strength, Dexterity, and Constitution saving throws

When the spell ends, the necrotic energy takes its toll. The target gains one level of exhaustion and then must make a DC 15 Constitution saving throw. If the save is unsuccessful, the target gains a second level of exhaustion.

## 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 against one creature within range 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.

## LOCATE REMAINS

1st-level divination (ritual)

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a piece of bone)  
**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.

## 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 short of surgery or autopsy, but an Intelligence



(Investigation) check may turn up errors if the person knows the individual well.

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

### MIASMA OF ENTROPY

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S

**Duration:** Instantaneous

You call up the forces of rot and decay to destroy organic materials. Choose one of the following:

- You target a single, non-living organic item that weighs up to 50 pounds.
- You target all nonliving organic objects within a 15-foot cone that weigh up to 5 pounds.

The targets rot, wither, crack, and otherwise crumble into uselessness far beyond repair.

**At Higher Levels.** When you cast this spell using a spell slot of 5th-level or higher, increase the weight a target object can weigh by 25 pounds for a single object or 2 pounds for a cone for each slot level used above 4th.

### MINOR NECROMANCY

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Special

You manipulate the energies of death around you. Choose one of the following options:

- You temporarily animate the corpse or bones from one Small or Medium Humanoid. The effect lasts until the end of your turn, during which time you can mentally command the corpse or bones as a bonus action to move up to 15 feet, grab or lift an object weighing up to 2 pounds, moan, open or close its eyes, or chatter its teeth.
- You snuff out the life force of one target Tiny Beast or Plant within range. It is reduced to 0 hit points and killed.
- You rot, sour, curdle, or otherwise spoil one target food item or drink that is no bigger than 1 cubic foot. This effect is permanent.

### MOILIAN FLAMES

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You blast one target with cold, rotting flames. The target creature is affected by the Molian flames. The target creature within range must make a Dexterity saving throw. If the creature fails, it takes 4d6 cold and necrotic damage. Any creature ending its turn adjacent to the target must also make a Dexterity saving throw or be afflicted by the Molian flames. Your allies have advantage on this saving throw.

At the end of each of its turns, a creature affected by your Molian flames takes 10 cold and necrotic damage and may make a Constitution saving throw to end the Molian flames.

**At Higher Levels.** When you cast the spell using a spell-slot of 6th-level or higher, the spell deals an additional 2d6 damage per slot level used above 5th.

### NECROTIC AWARENESS

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

For the duration, you sense the presence of necrotic cysts and undead grafts (see *Kazerabet's Art of Necromancy Volume II: Cysts and Grafts*) within 30 feet of you. If you sense a necrotic cyst or undead graft in this way, you can use your action to locate it.

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.

### 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.
- The target's ability scores cannot be reduced.
- 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, fiends, and certain fey).
- 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.

### NULATHOE'S CONCUSSIVE DEMISE

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Target the corpse of one creature or an undead creature. If you target a corpse, the corpse explodes, dealing 3d10 slashing damage to all creatures within 10 feet of it. The corpse cannot be reanimated by necromancy spells without being meticulously reassembled.

If you target an undead creature with this spell, it does not explode and you learn it is an undead creature.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd-level or higher, the explosion deals an additional 1d10 damage per slot level used above 1st.

### PAST LIFE

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a fragment of skin, hair, or bone)

**Duration:** Instantaneous

You touch the remains of an individual and instantly get a vision of who they were in life. Choose a target fragment of skin, hair, or bone. You can describe the person who lost the fragment as if you had seen them when they lost it. 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 target a personal item (a ring, favorite weapon, etc.) and gain a vision of its owner instead.

### PUTREFACTION

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

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

Other creatures except undead or constructs within range must make a Constitution saving throw or suffer 1d4 points of poison damage or half damage on a successful saving throw.

Any creature eating or drinking contaminated food must make a Constitution saving throw or be infected with sewer plague (see chapter 8 of the *Dungeon Master's Guide*) or another disease of the Dungeon Master's choice.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 per slot level above 3rd and the range increases by 10 feet per slot level above 3rd.

### RAIN OF BLOOD

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small vial of pure water)

**Duration:** 1 round

Your words call down a spray of dark red blood, empowered by necrotic energy. The blood drops continue to swirl and drizzle in a 10-foot cylinder within range until the beginning of your next turn. Any creature that enters the area or ends its turn there must make a Constitution saving throw or suffer 3d6 necrotic damage. A creature making its saving throw takes only half damage.

Creatures wearing heavy armor or otherwise covered in metal receive advantage on the saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 per slot level used above 2nd.

### RAY OF ENTROPY

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You target one foe that you can see with a sickly ray of necrotic energy. If you hit the target with a ranged spell attack, it takes one level of exhaustion. In addition, if the ray hits, the target must make a Constitution saving throw or suffer 3d12 necrotic damage.

**At Higher Levels.** If you cast this spell using a spell slot of 8th-level or higher, the target suffers two levels of exhaustion on a successful attack and the damage increases to 5d12.

### RESIST TURNING

*2nd-level necromancy*

**Casting Time:** 1 reaction that you take when you see a power or spell that targets only undead used 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 or abilities 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.

### SHATTERBONE

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**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 lancing grey light to disrupt undead. The line fills a 30-foot cone. Any undead creatures in the cone 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 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 2d6 per slot level above 6th.

### SKELETAL GUARD

*8th-level necromancy*

**Casting Time:** 10 minutes

**Range:** 120 feet

**Components:** V, S, M (50 gp worth of onyx which is consumed by the spell)

**Duration:** Permanent

You target up to 8 corpses or piles of bones from humanoid creatures. Each corpse becomes a skeleton under your control, but is bound to a location within range. The skeletons guard that location from intrusion, but cannot go more than 120 feet from the location. These skeletons have advantage against spells and effects which would turn them or otherwise force them to flee.

These skeletons do not count against any limits imposed by the *animate dead* spell, but you can not have more than 8 skeletons active with this spell at once. Animating new skeletons beyond this limit causes previously animated skeletons to crumble to dust.

**At Higher Levels.** If you cast this spell using a spell slot of 9th-level, you can instead animate 12 skeletons with this spell.

### 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 beast, construct, or plant). Once you cast the spell, the skull hovers two to six 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 beast, construct, plant, or undead) 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).

### SPAWN SCREEN

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 8 hours (D)

You target up to three willing living creatures. For the duration of the spell, effects which would cause them to become undead (such as the bite or attacks of an undead creature) fail to raise the screened character as undead.

Legendary creatures can make a Charisma saving throw when they use a spell or power to raise the dead and target someone protected by your spawn screen. If they pass this saving throw, the power or spell works as normal.

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

### 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 reach extends to 20 feet (25 feet at 11th level, 30 feet at 17th level).

### 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

*1st-level necromancy (ritual)*

**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 as a free.

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) 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 or suffer damage equal to the maximum of each hit die you fail to expend (this damage cannot be reduced or resisted by any means). While your spirit armor is active you shed dim light in a 10-foot radius, have an armor class of 17, 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 one target creature within range. If the target is either undead nor a construct, it 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.

You may target two creatures that are within a 10-foot cube at 5th level, three within a 15-foot cube at 11th level, and four within a 20-foot cube at 17th level.

## 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 (as a minor action for you, or an action for another while you are incapacitated). 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:** 24 hours

You animate the corpse of a horse, mule, warhorse, or other Large or Medium beast. The target creature is under your control, and you have advantage on all ability checks related to it. You can control it as though it were a living mount, though you can substitute your Intelligence (Arcana), Wisdom (Religion), or Charisma (Intimidation) for any ability checks to control the mount. The mount retains the statistics it had in life, except:

- The mount's creature type is undead.
- Its Wisdom is reduced to 8 and Charisma to 5.
- It is immune to poison damage and the poisoned condition and exhaustion.
- Its speed is reduced to 60 feet.
- It loses any native flying speed.
- Its hit point maximum is half its previous maximum.
- It loses all other special traits it had in life.

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, you can target the corpse of another beast per slot level used above 2nd. If you cast this spell using a spell slot of 6th-level or

higher, you can target the corpse of one huge beast or allow a target to retain its flight speed per slot level used above 5th.

## 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 undead or constructs. If the target makes a melee attack against a creature within 5 feet that isn't a construct or undead, it deals an additional 2d6 necrotic damage.

Any creature within 5 feet except a construct or undead 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. Creatures other than undead and constructs 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.

## VEIL OF UNDEATH

*8th-level necromancy*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a finger from a zombie)  
**Duration:** 8 hours (D)

You breathe your last breath and enter a state of living undeath. While this spell is in effect, you gain the following benefits:

- You are immune to poison damage, diseases, exhaustion, and the poisoned condition.
- You resist cold and necrotic damage.
- You cannot be put to sleep.
- You don't need to breathe.
- Darkvision up to 60 feet.
- If damage reduces you to 0 hit points, you may make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the you drop to 1 hit point instead.
- Whenever a spell or effect targets you, you can decide if your



creature type is Undead in addition to or instead of your normal creature type (e.g. humanoid).

### 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 casts 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.

### WITHER LIMB

5th-level necromancy

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

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

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

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

### YEAR STEALING OR GIFTING

7th-level necromancy

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a pound of bone marrow from a young or ancient dragon)

**Duration:** Instantaneous

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.

-K

You transfer vital life force between you and one target. If the target is unwilling, it may make a Dexterity saving throw to avoid the effect unless it is incapacitated or restrained.

If you attempt to steal years, you become 2d4+10 years younger and the target ages the same number of years. If you opt to gift years, you become 2d4+10 years older while the target becomes younger.

After casting this spell, you gain 1d4 levels of exhaustion. If you cast this spell more than once within a year, you also permanently lose two points of Constitution.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you transfer an additional 2d4 years per slot level used above 7th.

