

Necromancers – Servants of Darkness

Necromancers are those who have looked into the Nether regions of the universe and seen a power both great and terrible. The corrupting power of Darkness seeks to replace all Life with its own energies, and anyone willing to give up their own Life force to the Darkness can expect to be granted impressive might. Darkness is the force that animates the dead and turns the living into walking mockeries of what we call Life, but it does provide a kind of immortality to its most ardent supporters. Necromancers are the most active servants of this shadowy power, seeking to manipulate Darkness to their own ends... and the ends of That Which Corrupts All.

When a Necromancer casts a spell, it takes a full Action; they cannot move nor do anything else. They must be able to speak their incantations and move their hands and arms to bring forth their invocations, (which means they cannot be bound or gagged while casting). Necromancers must also stay in favor with the Darkness, which corrupts them with every casting.

ADDITIONAL SKILL SET

NECROMANCER (MEN): A character's specific training in the ways of Darkness and the use of Necromancer spells.

SPELLS

ARMOR OF BONE: The bones of the Necromancer expand and force themselves out of the skin, forming a grotesque shell of Armor, while any bones laying about or nearby are drawn to the Necromancer as well, completing the frightening mockery of mail. It costs 1 Primary Point for a base **Armor 12**. Each additional **+2 Armor** costs an additional 1 Primary Point (in most games, this spell should never be allowed to go above **Armor 18**).

BONEWALL: Reaching down into the bowels of the earth, or drawing from the corpses of a battlefield or graveyard, the Necromancer pulls together a wall of bone and gore to protect an area from Damage. The Base form of the spell creates a wall **6 Spaces** long and **2 Spaces** high with **Armor 6** and **3d6 Structure** for 1 Primary Point. For each additional 1 Primary Point, add **+1d6 Structure** OR **+4 Spaces** of length.

CORRUPT THE DEAD: This is the power that allows the Necromancer to transform a corpse or pile of bones into an animated servant of Darkness. It takes a certain number of points on the dice to transform something into a Zombie or Skeleton servant: **50** points to create a Zombie, **40** for a Skeleton (see *Things to Fight: Undead in WildBlades*). The Necromancer can cast the spell multiple times and add the results together to accomplish this feat, ultimately able to succeed in raising the dead to serve their will. The Base form of this spell allows the Necromancer to roll **1d6 Transformation** for 1 Primary Point, with Cumulative results. Each additional +1 Primary Point adds **+1d6 Transformation** (which will make the spell work faster).

DARK SEDUCTION: The Necromancer summons the Shadows to enter into the mind of their intended victim, causing the target to be corrupted for a brief while and in their thrall. As an Action, the Necromancer rolls their MEN + Necromancer + 3d6 vs. the target's MEN + Mind + 10. If successful, the Necromancer then rolls another 3d6 and adds their MEN **+6**, while the target rolls 3d6 and adds only their MEN. If the Necromancer's total is the same or higher, the victim sees the Necromancer as a dear friend and someone they wish to serve. The victim's darker impulses come to the fore and they are inclined to give into the worst instincts. (continued)

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After 1 Round of Action, the Necromancer and the victim roll again (Necromancer: $3d6 + \text{MEN} + 6$; victim: $3d6 + \text{MEN} + 1$). If the victim fails to break the spell, they have to wait until a Full Turn passes (4 Rounds) before they can roll again (this time, they get to roll $3d6 + \text{MEN} + 2$). Failure this time means they must wait *five minutes* before they can roll again (same formula, but +3 this time). From there, the victim must wait for time to pass according to the next level on the *WildBlades* Time Chart (*Timing is Everything* in Part Two), gaining a +1 to their roll for each step. The Game Master may allow a particularly virtuous character to gain rolls outside of this schedule if (a) it is dramatically appropriate, (b) something happens that would trigger a truly emotional response (such as watching a child suffer), or (c) they are being helped by their friends and loved ones. This spell costs 1 Primary Point, and each additional Primary Point allows the Necromancer to add another **+1** to the effect total when they use this spell.

DARKSIGHT: In the deepest shadows, the Necromancer is most comfortable. With this spell, they can see not only perfectly well in even magical Darkness, but their sight is *enhanced* in the shadows of night (and worse). They can see anything around them (even behind), and they gain major enhancements to any sight-based **Perception** checks they perform. The Base form of this spell costs 1 Primary Point and grants the Necromancer the power, **See In the Dark**, as well as **All-Around Sensing** (able to sense in a 360 degree arc) as well as **+4 to all Sight**. There is no enhanced version of this spell.

DEAD SKIN: The Necromancer takes on the pallor and, more important, resilience of the walking dead. Whenever the Necromancer takes Damage (either Bashing or Slashing), they only suffer **One Half (1/2) Damage**. Simply subtract whatever Armor or Defense they can apply from the Damage, and then cut the remainder in half. This spell costs **1 Primary Point**. There is no enhancement to this spell.

DEATH BOLT: A raw burst of cold, painful energy rips forth from the Necromancer's hands and pierces into the body of the target. Armor is only 1/2 effective against this attack, as is the Character's Defense. The Base form of this spell allows the Necromancer to let forth **1d6 Armor Piercing** Slashing Damage for 1 Primary Point. Each additional Primary Point adds **+1d6**.

FORM OF THE DARK MIST: This rather powerful ability allows the Necromancer to become like a mist, floating and without form. In this form, they can seep through cracks and flow under doors, but they cannot simply pass through a wall. The Necromancer is still vulnerable to magic in this form, but nothing else can hurt them. The Base form of this spell makes the Necromancer **Insubstantial** and costs 3 Primary Points. For an additional Primary Point, they can actually fly in this form at a rate of **5 Spaces** per Round.

LIVING DEATH: Drawing upon the corrupting Darkness for sustenance, the Necromancer eschews the needs of the living for a time. Instead of Rounds for duration, this spell will last a number of Hours equal to the total Points spent on spells. The Base form of this spell bestows the following powers: **No Need to Breathe; No Need to Eat or Sleep; Immune to Aging, Disease, and Poison; Immune to Extreme Heat and Cold**. This spell costs 3 Primary Points, and there is no enhanced version.

SHADOW COILS: Tendrils of cold, seething Darkness appear out of shadows and wrap around the Necromancer's target. To escape the Coils, the target rolls their PHY in dice. Take the result and subtract it from the Structure of the Coils. When the Structure is reduced to 0, the Coils are destroyed. Others can also do Damage to the Coils in order to help the target escape. The Base form of the spell has **6d6 Structure** and costs 1 Primary Point. Pay 1 Additional Primary Point to add **+1d6 Structure**.

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SHADOW STEP: The Necromancer can step into any available shadow and move a considerable distance in an instant, reappearing in another shadow. Casting this spell is a full Action, as always, and the Necromancer must be able to see where they are going or have no intervening structures or terrain in the way. The Base form of this spell allows the Necromancer to **Teleport 30 Spaces** and costs 1 Primary Point. Pay 1 Additional Primary for **+5 Spaces** of movement. Pay 1 Additional Primary Point to be able to select a location to be able to Teleport to without having to see it; this location, called a **Floating Tag**, can be chosen and changed at any time¹. Pay 1 Additional Primary Point for the Necromancer to be able to carry **2x Mass** with them when they move (this can include other people); each +1 Point further doubles the Mass.

SHADOWS OF DEATH: The Necromancer commands the Darkness to manifest in a great, swirling mass over an area, blotting out all light. The Base form of this spell costs 1 Primary Point and will allow the Necromancer to create **Darkness** over an area **2 Spaces in Radius**; this Darkness is much like the shadows of night and affects normal vision only. For every additional 1 Primary Point, the **Radius** can be **Doubled**. For 2 additional Primary Points, all vision will be affected (including special Racial sight powers). **Note** – *The necromancer can attack a single target (using normal attack rules) with this spell and it will “stay” on the target rather than on the area.*

SWEET DARKNESS: Also called the “Sweet Sickness” (by those who understand its true nature), this spell allows the Necromancer to call upon pure Darkness to “heal” wounds and injuries. It should be noted that the spell is actually replacing Life with Darkness in about as pure a form as possible, corrupting the recipient with every usage. The Base form of the spell costs 1 Primary Point and allows the Necromancer to **Heal 3d6 Hits**. Each +2 Primary Points adds **+1d6 Hits**.

WEAKNESS OF THE DOOMED: This spell allows the Necromancer to touch someone and sap away their strength and vitality. If the Necromancer makes a successful attack, they roll the dice of effect and total them. For every **5 Full Points** (fractions do not count) that are rolled, the victim loses **1 Point of PHY (Physical) Characteristic**. This also means the victim loses **5 Points of Hits** and **2 Points of Defense** (yes, this *can* kill the victim if enough Hits are suffered). The victim will recover **1 PHY, 5 Hits**, and **2 Defense** for every Full Turn that passes after they are attacked with this spell, assuming they are still alive. The Base form of this spell gives the Necromancer **2d6 Drain**. For every additional 2 Primary Points, the Necromancer may add **+1d6 Drain**. For an added 2 Primary Points, the Necromancer may cast this spell at **Range**. **Note** – *The Dwarvish “Armor” against Magic works against the spell, subtracting 6 points off the initial dice rolled for effect.*

¹ The “Floating Tag” ability can also be permitted to Mages who have *Pattern Shift*.