

NECROMANCER CLASS

MASTERS OF DEATH AND UNDEATH

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Labyrinth Lord
Compatible Product

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Necromancer Class

Necromancers are a sub-class of magic-users who specialize in the magic of death, undeath, and demonolatry (summoning demons). They embrace the dark arts in order to gain power over the living and the dead.

Prime Requisites: Intelligence and Wisdom. Both must be at least 13 to gain a 5% bonus to experience points; both must be at least 16 to gain a 10% bonus to experience points.

Minimum Ability Scores: Intelligence 12.

Racial Level Limits: Elves 10, Half-Elves 11, Humans U.

Hit Dice: Necromancers use four-sided dice (d4) to determine hit points. Necromancers gain one hit die per level up to and including 9th level. One hit point is gained per level after 9th, with Constitution modifiers no longer applicable.

Armor: Necromancers cannot usually wear armor however, they can wear magical bone armor (see New Magic Items, below).

Weapons: Necromancers are limited to the use of daggers, darts, and staves.

Fight As: Magic-users of equal level.

Save As: Magic-user of equal level.

Level Advancement: As per Illusionist Level Progression table.

Spell Progression: As per Illusionist Spell Progression table.

Alignment: Necromancers cannot be Good; they must be Neutral or Evil, but can be Lawful, Neutral, or Chaotic (most are Chaotic and Evil).

Corrupted Body and Soul: Necromancers cannot benefit from the casting of *cure wounds* spells (*light, serious, critical, or heal*), nor from *potions of healing or extra-healing*, or similar magic items; they instead are harmed by the application of such spells and potions (no saving throw).

Necromancers are healed by the application of *cause wounds* spells (*light, serious, critical, or harm*); they also heal naturally.

Necromancers cannot be brought back to life using *raise dead* or *resurrection*; to be brought back to life requires the use of a *limited wish* or *wish* spell.

Poison Use: Necromancers learn the manufacture of poisons as they advance in level; they learn one at each level including 1st level. They must learn the lower classes of each of a poison type first before learning a higher-class of the same type.

Thus, a necromancer must learn class 1 contact before they can learn class 2 contact; class 12 inhaled before class 13 inhaled; and so on. A necromancer can manufacture a dose of poison at half the sale cost, requiring one day of time per 100 gp cost or portion thereof (minimum one day).

Saving Throw Bonus: Necromancers have a +2 bonus on all saving throws versus Poison or Death.

Learning Spells: Necromancers can only learn to cast a single magic-user spell per level, but are unlimited in learning necromancer spells (and learn one of their choice of a level they can cast automatically and for free each level).

Necromancers begin play with *read magic*, any one other 1st level magic-user spell, and any two 1st level necromancy spells of their choice in their grimoire.

Spell Memorization: Necromancers may memorize no more than a single magic-user spell of each level known at any one time; spells on the necromancer spell list, below, are not limited in this regard.

Bonus Spells: Necromancer gain bonus spells (or suffer from Spell Failure) based on Wisdom as per Wisdom Table II.

Grimoires: Necromancers keep their spells in a *grimoire* rather than a spell book; the grimoire contains their magic-user spells, their necromancer spells, their poison formulae, and the various knowledge and names of demons they use for their summoning spells.

Magic-Item Use: Necromancers can use any magic item useable by magic-users or necromancers, and spells or spell-like powers of death and undeath possessed by any magic item.

NECROMANCER SPELLS

1st Level

*Animate Dead** (C3)
*Cause Light Wounds** (C1)
Darkness (reversed Light)

Detect Undead*

Skull Sense*

*Speak With Dead** (C3)

Summon Skeletons*

Unseen Servant

2nd Level

Darkness Globe

Ghoul Touch*

Ray of Enfeeblement

Scare

Stinking Cloud

Spiritwrath (M6)

Summon Lower Order Demon*

Summon Zombies*

3rd Level

Animate Greater Dead*

Cause Disease (reversed Cure Disease, C3)

*Cause Serious Wounds** (C4)

Feign Death

Life Drain*

Paralyze (I3)

Summon Ghouls*

Wall of Worms*

4th Level

Curse (reversed Remove Curse)

Magic Jar (M5)

Ray of Death (reversed Raise Dead, C5)

Summon Standard Order Demon*

Summon Wights*

Wall of Bones*

5th Level

Animate Superior Dead*

*Cause Critical Wounds** (C5)

Death Spell (M6)

Energy Drain*

Summon Wraiths*

Wall of Blood*

6th Level

Animate Colossal Dead*

Harm (reversed Heal, C6)

Necrosis (reversed Regenerate, C7)

*Summon Demon** (M7)

Summon Mummies*

Wall of Souls*

7th Level

Animate Army of the Dead*

Attain Lichdom*

Gate

Wall of Death*

New spells are bolded with an asterisk (*)

Modified spells are italicized with an asterisk (*)

Animate Army of the Dead

7th-level Necromancer

Duration: 24 hours per level

Range: Line of sight to one mile

This 1-turn long ritual spell, when cast upon an unhallowed graveyard or battle site, will temporarily raise an army of the dead from the ground, to serve and go into battle for the necromancer.

Ten hit dice of skeletons and, if appropriate, zombies, rise from the earth per level of the necromancer, provided the DM adjudicates that that many dead might be in the area. For every 50 hit dice of animated dead, an additional wight lieutenant animates to lead the ranks, and if more than 150 hit dice rise, a vampire captain rises to lead them at the necromancer's orders.

Note that this spell cannot affect the dead resting in properly consecrated and maintained holy grounds.

The army will be armed and armored if buried with weapons and armor (such as on a battlefield), as appropriate, or can be provided with weapons and even armor.

Animate Dead

This spell can be used to create small skeletal and zombie animals of ½ HD and 1 HD, respectively. It can be used to animate larger animal skeletons and zombies such as zombie dogs, skeletal horses, or even zombie elephants; such creatures cost and have their normal hit dice if animated as skeletons, or their hit dice +1 HD if animated as zombies.

A necromancer can also use this spell to take control of lesser undead (skeletons or zombies) animated by someone else. The necromancer can target specific skeletons and zombies within range, up to 1 HD per level. The targeted undead must make a saving throw versus Spells; if the save is successful, they resist control, and thereafter cannot be targeted by this spell by the same necromancer. If their controller is within the same complex they save as though with their controller's class and level. If the controller is not within the same complex but still alive or exists in an undead state they make their saving throw as normal. If their controller is dead or destroyed they get no saving

throw. If the necromancer gains control of the target undead control is permanent.

Animate Colossal Dead

6th-level Necromancer

Duration: One Minute per Level or Permanent

Range: 60'

This spell animates a colossal skeleton or zombie from the conglomerate corpses of many dead creatures. The caster may create a skeleton or zombie with up to 2 HD per level; thus, a 12th-level necromancer could create a colossal skeleton with 24 HD. The colossus of bone or flesh requires 1 HD of dead creatures per total hit dice. At the end of the ritual casting these creatures are fused into an undead bone or flesh colossus; the creature looks like a single entity, but up close the fusing together of the different parts can be seen.

The colossus has an AC of 6 (7 if a zombie), moves at a rate of 120' (40'), attacks once per round, and deals 1d6 points of damage per 5 HD or portion thereof (1d8 per 5 HD if wielding a colossal-sized weapon). It saves as a fighter of a level equal to half its hit dice (rounded up). It has the standard undead immunities. The colossus stands one foot tall per hit die.

If cast normally (i.e. in one round), the colossus thus created only lasts for one minute per caster level. The creation of a permanent colossus is a multi-day ritual, requiring eight hours of work each night, one night per hit dice of the colossus to be animated. If the ritual is interrupted at any time, the spell fails, and all time and work is lost.

This spell can also be used to animate an intelligent giant undead creature, complete with their special abilities – a *colossal revenant*. This spell can only be cast in ritual form. The necromancer can apply this spell to a single creature with hit dice no greater than her level; thus a 14th-level necromancer could animate a single 13 HD red dragon or 10 HD frost giant. The creature is skeletal or fleshy, as per its remains, but the hit dice remain the same, as they were in life, and the type is undead, with all undead immunities. The creature retains all its salient abilities, including flight (even if skeletal), breath weapon (see below), spellcasting abilities, etc., and its intelligence, though it is not as sharp or swift as it might have been in life.

In the case of a *dragon revenant*, the breath weapon is transformed into a *breath of death* (of the type in the size and form the creature had in life, though midnight black and eldritch green in color). Victims of the breath of death save as normal against Breath Weapon for half damage. Any creature slain by the breath of death arises 1d3 rounds later as a zombie under the control of the dragon, or its creator if the creator is present.

Animate Greater Dead

3rd-level Necromancer

Duration: Permanent

Range: 60'

As per the *animate dead* spell, however the necromancer may create skeletons (cost 1 HD), zombies (cost 2 HD), ghouls (cost 3 HD), ghosts (cost 4 HD), and wights (cost 4 HD), a total number of hit dice of undead equal to the caster's level. A body must be relatively complete to be animated as a ghoul, ghost, or wight; a wraith can be created if even so much as a skull or ashes remain, but there must be some remains from which to call forth a spirit of the damned. As with the *animate dead* spell, these creatures are completely under the control of their maker.

This spell can also be used to animate skeletons and zombies of larger than man-sized creatures, such as gnolls, bugbears, dragons, and giants. A skeleton of such creatures has the same hit dice as the creature; a zombie has one more hit die than the normal creature. Costs for these are as per the hit dice for skeletons or hit dice plus 1 for zombies. Thus, a bugbear (3 HD) would cost 3 HD as a 3 HD skeleton or 4 HD as a 4 HD zombie. The skeletons and zombies of such creatures do not have any special abilities of the original creature (a zombie dragon would not have any breath weapon, etc.), having only the base attack types of the skeleton or zombie, but do more damage based on the original type, if applicable (e.g. an 8 HD hill giant skeleton would do 2d8 points of damage rather than 1d6).

Finally, this spell can be used to gain control of skeletons, zombies, ghouls, ghosts, wights, and wraiths as per the *animate dead* spell, above.

Animate Superior Dead

5th-level Necromancer

Duration: Permanent

Range: 60'

As per the *animate dead* spell, however the necromancer creates a single mummy (must be mummified), spectre (requires at least the skull of the being to be animated), or vampire (body must be complete; the vampire has a number of hit dice equal to the level it possessed in life, though no less than 7 D and no more hit dice than the level of the spell caster).

This spell can also be used to restore a mummy or vampire to un-life if even so much as a drop of the dried blood or the ashes of the creature is possessed and a sacrificial living victim for the soul of the damned to inhabit is available at the time of casting.

Finally, this spell can be used to gain control of skeletons, zombies, ghouls, ghosts, wights, mummies,

spectres, and vampires, as per the *animate dead* spell, above.

Attain Lichdom

7th-level Necromancer

Duration: Permanent

Range: 0 (Self)

This spell, the ultimate goal of any necromancer, transforms the necromancer into a creature of the highest level of undead stature – a lich.

Upon completion of the month-long ritual, the necromancer must make a saving throw versus Death. If successful, she dies and becomes a lich, with attendant powers and abilities. If she fails the save, she dies permanently, and her soul goes on to its appropriate reward.

Material Components: 20,000 gold pieces must be invested in the creation of a phylactery before the ritual may even begin. The ritual also requires the blood of a mortal king, the ichor of a Roaring Fiend, the heart of a huge red dragon, and the breath of a titan.

Cause Wounds Spells

The necromancer version of these spells – *light*, *serious*, and *critical* – cause 1d8+1, 2d8+2, and 3d8+3 points of damage against a target. The spell manifests as black lightning to a range of 10' plus 5' every even level (5' at 2nd, 20' at 4th, up to 60' at 20th level). The target may make a saving throw versus Death (not Spells); they suffer only half damage on a successful saving throw.

A necromancer may use her own *cause wounds* spells to heal herself and undead creatures of hit point damage.

Detect Undead

1st-level Necromancer

Duration: 6 turns

Range: 240'

When this spell is cast, the necromancer can sense the number and type of undead creatures within 240', even through walls and doors (though not through a *protection from evil* barrier or similar protection).

In addition, by concentrating for a full round on an undead creature that the necromancer can physically see, the necromancer can gauge the relative strength of the undead creature, including hit dice, current hit points, and special abilities.

Energy Drain

5th-level Necromancer

Duration: 1 round per level

Range: 0 (Self)

This spell grants a terrible power to the necromancer, for when she succeeds with a successful touch or melee hit from bare hand, foot, or melee weapon (or perhaps a kiss) she drains two energy levels from the victim. The target may save versus Death; if successful, he loses only one level. The energy drain works as per the energy drain of an undead creature such as a wight, wraith, or vampire.

The necromancer permanently gains one hit point per level thus drained. At no time may a necromancer's permanent hit points exceed the maximum allowed based upon her level, hit dice, and constitution bonus.

If a victim of this spell is drained of all levels it rises again the next night as an undead creature under the necromancer's control. The necromancer can choose what type of undead creature arises, depending on the number of levels drained from the victim. Up to two levels, as a skeleton or zombie; three, it can rise as a ghoul; four, as a ghastr or wight; five, as a mummy or wraith; seven, as a spectre; eight or more, as a vampire.

Ghoul Touch

2nd-level Necromancer

Duration: 1 turn

Range: 0 (Self) or touch

This spell transforms the hands of the recipient (or the necromancer) into those of a ghoul; green, ragged, and clawed. The recipient may make two claw attacks per round instead of a normal attack. If successful each attack does 1d3 damage plus strength bonus (if any), and may paralyze the victim, as per *ghoul paralysis*.

A simple touch does not cause the paralysis to take effect, it only works on a successful attack. The recipient may cast spells and otherwise use her hands as normal during the duration of the spell.

Life Drain

3rd-level Necromancer

Duration: Instantaneous

Range: 30' radius

Upon casting this spell black lightning shoots forth from the necromancer throughout a 30-foot radius sphere. The necromancer chooses a number of targets within range no greater than her level (this may include allies, but not undead or constructs, who have no life force to drain). She must be able to see an individual or know

they are there to target it. No individual may be targeted more than once. Each target has a black bolt of lightning try to strike them. The targets must make a saving throw versus Death; failure indicates that they suffer 1d8 points of painful damage, success indicates the bolt misses and they suffer no damage.

The necromancer is healed one-half the total damage suffered by the targets, rounded down. This healing cannot increase the necromancer's hit points great than their normal maximum.

Skull Sense

1st-level Necromancer

Duration: 6 turns

Range: 120' per level

This spell allows the caster to see through the eyes and hear through the ears of any of her undead pawns (which she *animated* or *summoned*) that are in range. The target pawn does not have to be seen to be affected by this spell. The caster must concentrate to see through the eyes of her pawn, and cannot otherwise act. She may break contact with one pawn and switch to any other in range, a process that takes one round, during which the necromancer cannot see or hear through either pawn.

At 4th level the caster may use this spell to speak through the mouth of the pawn and otherwise directly control its actions as a puppeteer. At 8th level she may cast 1st and 2nd level necromancer spells through a pawn.

If a pawn is destroyed while the necromancer is using this spell to see through it, the necromancer takes 1d4 damage (no saving throw). Note that any effect caused through sight (medusa or basilisk glare, certain spell effects) can affect the caster through this link, with normal saving throws applicable.

Speak with Dead

1st-level Necromancer

Duration: Special

Range: 10'

As per the 3rd-level cleric spell, *Speak with Dead*, but with the following changes:

Caster Level	Duration	Time Deceased	Questions
1 st or 2 nd	15 rounds	6 days	3
3 rd or 4 th	30 rounds	66 days	4
5 th or 6 th	1 turn	666 days	5
7 th or 8 th	2 turns	6 years	6
9 th or 10 th	3 turns	66 years	7
11 th or 12 th	6 turns	666 years	8
13 th +	12 turns	Any	9

Many necromancers keep an ossuary filled with the bones of ancient wizards, sages, villains, and heroes, that they may question the spirits of the important dead at length.

Summon Demon

6th-level Necromancer

Duration: Special

Range: 10'

As per the 7th-level magic-user spell, *Summon Demon*, however, a necromancer may use this spell to summon a Lower Order Demon, Standard Order Demon, Higher Order Demon (9-12 HD), or Greater Order Demon (13 to 16), as well as Demon Lords (17-20 HD) and Demon Princes (21+ HD). Needless to say, summoning a Demon Lord or Demon Prince is a far riskier thing than summoning even a Higher Order or Greater Order Demon; the base chance of something going wrong is equal to the 5% per point of difference between the level of the necromancer and the hit dice of the Demon Lord or Demon Prince, 1% minimum.

Summon Ghouls

3rd-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 1d6 ghouls that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Summon Lower Order Demon

2nd-level Necromancer

Duration: Special

Range: 10'

As per the *Summon Demon* spell, however, only Lower Order Demons (1 to 4 HD) may be summoned with this spell.

Summon Mummies

6th-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 1d4 mummies that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so

until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Summon Skeletons

1st-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 3d4 skeletons that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Summon Standard Order Demon

4th-level Necromancer

Duration: Special

Range: 10'

As per the *summon demon* spell, however, Standard Order Demons (5 to 8 HD) may be summoned with this spell.

Summon Wights

4th-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 1d6 wights that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Summon Wraiths

5th-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 1d4 wraiths that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it

is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Summon Zombies

2nd-level Necromancer

Duration: 1 turn per level

Range: 30'

This spell conjures 2d4 zombies that burst out of the ground in 1d4 rounds at an exact location within range which is specified by the caster. Summoned undead may be commanded to fight nearby foes, and do so until death or until the spell duration ends. Undead may be commanded to perform other tasks, and do so if it is within their abilities. Undead that are destroyed and creatures remaining at the end of the spell, and all their accoutrements, turn to dust and blow away.

Wall of Blood

5th-level Necromancer

Duration: Concentration plus d6+1 rounds

Range: 60'

This spell creates a 1' thick vertical wall of viscous, roiling, boiling red blood, of any dimension and shape, determined by the spellcaster, totaling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then falls into a vast pool of blood; this blood remains, but it cannot be used for any spell casting purposes.

Living creatures of less than 6 HD cannot pass through the wall. Creatures of 6 HD or more who pass through the wall suffer 3d6 points of damage from the boiling, frothing blood (no saving throw).

Wall of Bones

4th-level Necromancer

Duration: Concentration plus d6+1 rounds

Range: 60'

This spell creates a 1' thick vertical wall of jagged, clattering bones, of any dimension and shape, determined by the spellcaster, totaling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then shatters into dust and disappears in one round.

Living creatures of less than 4 HD cannot pass through the wall. Creatures of 4 HD or more who pass

through the wall suffer 2d6 points of damage from the attacks of the bones (no saving throw).

Wall of Death

7th-level Necromancer

Duration: Concentration plus d6+1 rounds

Range: 60'

This spell creates a 1' thick vertical wall of roiling, greasy black mist, of any dimension and shape, determined by the spellcaster, totaling 1,200 square feet. Demonic and skeletal faces made of the roiling mists leer out from the wall. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then fades and disappears in one round.

NPCs must make a successful Morale check to pass through the wall. Living creatures who pass through must make a saving throw versus Death or die; those who make their save still suffer 1d6 points of damage for every two necromancer levels (rounded down). Creatures who die from either the effect or damage rise 1d3 rounds later as animated zombies under the control of the necromancer.

Wall of Souls

6th-level Necromancer

Duration: Concentration plus d6+1 rounds

Range: 60'

This spell creates a 1' thick vertical wall of screaming, gibbering, writhing black souls within a terrifying landscape of green energies, of any dimension and shape, determined by the spellcaster, totaling 1,200 square feet. The wall is opaque and blocks sight. The souls cry out, "We'll swallow your soul!" "Life! Give us your life force!" "Life for the damned! I smell food for the damned!" and similar things (such that anyone passing through can't say they weren't warned). The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then fades and disappears in one round.

Living creatures of less than 8 HD cannot pass through the wall. Creatures of 8 HD or more who pass through the wall must make a saving throw versus Death; on a failed save they suffer 2 levels of energy drain, as though from a vampire. On a successful save they suffer only 1 level of energy drain.

Wall of Worms

3rd-level Necromancer

Duration: Concentration plus d6+1 rounds

Range: 60'

This spell creates a 1' thick vertical wall of wriggling, writhing worms, of any dimension and shape, determined by the spellcaster, totaling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it remains standing for d6+1 rounds, then dissolves into a pile of rotting worms which wriggle and dig into the earth in one round.

Living creatures of less than 2 HD cannot pass through the wall. Creatures of 2 HD or more who pass through the wall suffer 1d6 points of damage from the disgusting attacks of the worms (no saving throw).

Option: A southern variant of this spell creates a *wall of scarabs* rather than a *wall of worms*. The effect is the same.

NEW MAGIC ITEMS

Bone Armor: Bone armor consists of specially-carved and prepared bones of various intelligent creatures, such that the armor maintains the vague appearance of a humanoid being (skull for helm; shoulder blades and ribs for breastplate; humerus, ulna, and radius for bracers; femur, tibia, and fibula for cuisses and greaves, etc.). Some suits of armor are more complete than others. These suits of armor are specially enchanted such that they can be worn by necromancers and not interfere with their spell casting; other classes who can wear armor may wear them, based on their armor equivalent.

Bone Armor Quality			
D20	Quality	AC	Armor Equivalent
1-2	Least	8	Padded
3-4	Lesser	7	Studded Leather
5-6	Minor	6	Scale Mail
7-14	Major	5	Chain Mail
15-18	Greater	4	Banded Mail
19-20	Complete	3	Plate Mail

Bone armor weighs as much as its magical armor equivalent (ALL p. 230).

Wearing bone armor is considered an Evil and Chaotic act, as it is made from the body parts of intelligent beings. Every time a non-necromancer wearer of bone armor encounters undead, they must make a saving throw versus Spells; if the save fails, they shift one alignment toward Evil; if Evil, they then shift one more alignment toward Chaotic.

If a wearer of bone armor is a necromancer or Chaotic Evil, the wearer has a -1 bonus to Reaction checks from intelligent undead.

Cloak of the Necromancer: This cloak, black as sackcloth, acts as a +1 *cloak of protection*. It also makes the wearer immune to the energy draining touch of certain undead. Also, it enables the wearer to use the 5th-level *energy drain* necromancer spell three times per day. The major downside of the wearing of the cloak is if the wearer dies within 24 hours of having used the *energy drain* ability, they rise again three nights later as a spectre.

Ghoul Ring: This ring, made of bone and decorated with green obsidian chips, enables the wearer to use the 2nd-level *ghoul touch* necromancer spell three times per day. The wearer also acts as though under the protection of a *sanctuary* spell whenever dealing with ghouls and ghosts.

Ring of Undead Detection: This bone ring set with black obsidian chips enables the wearer to *detect undead*, as per the 1st-level necromancer spell, at will.

Staff of Necromancy [C/E/MU/N]: This staff appears to be the backbone of a human with a human skull mounted at the top; the eye sockets of the skull glow an eldritch green color and the teeth chatter whenever a spell is cast from it. This staff functions as a +1 staff. The staff can be used to cast the following spells with the listed cost in charges: *animate dead* (1), *summon skeletons* (1), *ghoul touch* (2), *summon zombies* (2), *animate greater dead* (3), and *wall of worms* (3). All spells are cast as though by a 9th-level necromancer. The *ghoul touch* ability may be used through the staff when the staff hits a target.

Summoned skeletons and zombies are automatically under the control of the staff user if the user is a necromancer; otherwise the user must make a saving throw versus Death. If she fails, the summoned undead attack her, instead!

The staff may be broken to make a **death strike**; for every charge remaining in the staff, 8 points of *cause wounds* spell damage is dealt to all within 30 feet. Note that if the user is a necromancer, this damage actually heals their wounds, rather than causing them damage! Finally, anyone slain by this damage rises 1d3 rounds later as a zombie under the control of the staff user if the staff user was a necromancer.

The staff may be recharged.

Vampire Cape: This blood-red cape enables the wearer to use all the salient abilities of a vampire from sundown to sunup. However, the wearer also has all the weaknesses of a vampire, and if caught in sunlight while wearing the cape, the wearer can be destroyed in but one round if they fail their saving throw.

Every time the wearer dons the cape, she must make a saving throw versus Spells; if the save fails, they shift one alignment toward Evil; if Evil, they then shift one more alignment toward Chaotic.

Lesser undead give the wearer a wide berth; vampires have a neutral reaction to the wearer, considering them to be little more than a poseur.

Wand of Wounding [Any]: This wand enables the wielder to use the *cause wounds* spells as though they were a 9th-level necromancer. Each spell costs a certain number of charges: *cause light wounds* (1), *cause serious wounds* (3), *cause critical wounds* (5). These spells can of course be used to heal damage suffered by undead and necromancers.

NEW MONSTERS



ASIMANTOS (Lower Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic (Evil)
Movement:	120' (40')
Armor Class:	4
Hit Dice:	1
Attacks:	1 Spear
Damage:	1d4
Save:	F1
Morale:	8
Hoard Class:	VII
XP:	25

Asimantos demons, known as the "Pick-Nose" demons, are among the least of true demon kind, usually quasits or other lower order demons transformed into this form as punishment for lesser infractions.

Asimantos demons stand merely one foot tall, with a spindly malformed human-like body, and carry a simple wooden spear. They gather in small groups, as misery loves company.

Asimantos demons have all the standard demonic abilities and weaknesses afforded to lower order demons. They are immune to normal weapons, but can be hit by silver, iron, or magical weapons.

Asimantos demons attack using their tiny spears (melee only, they are too weak to throw them), or by flinging a ball of flaming mucus picked from their nose. The mucus has a range of 10/20/30 feet, and deals 1d4 points of fire damage. Plus, a hit target must make a saving throw versus Spells or be sickened and suffer a -2 to all attack rolls until they can clean off the mucus with a vial of holy water.

Asimantos demons can use the following spell-like abilities at will: *detect good*, *detect magic*, and *polymorph self* (form of a frog, rat, or a slithering tracker).



FEOTORULULA (Lower Order Demon)

No. Enc.:	1 (1)
Alignment:	Chaotic (Evil)
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	1
Hit Dice:	4
Attacks:	2 Claws/1 Tongue
Damage:	1d4/1d4/1d6
Save:	F4
Morale:	10
Hoard Class:	XI x 3
XP:	520

Feotorulula demons, or "Stench-Screamer" demons, are one of the more potent lower order demons, often summoned as assassins or guardians by low-level necromancers.

They stand four feet tall, and take the form of skinny, long-legged owls, each with a crown of tin in which are found the gems from their treasure hoard. They tend to be solitary, and fight each other when encountered in the Abyss.

Feotorulula demons have all the standard demonic abilities and weaknesses afforded to lower order demons. They are immune to normal weapons, but can be hit by iron or magical weapons.

Feotorulula demons attack with a claw/claw/tongue routine. Their tongue, a four-foot long barbed spike, shoots out of their mouth without warning; the first time it is used in a battle the demon has a +4 to hit. If the tongue attack hits, it impales the target, and the feotorulula demon drains 1d6 points of damage worth of blood each round thereafter until the demon retreats or the victim dies (like a stirge, but with no drain limit). If a feotorulula demon kills an opponent with its tongue attack or blood drain, it may immediately make a free *cloudkill* attack. Feotorulula

demons are immune to the effects of *cloudkill* and *stinking cloud* spells, and often center the effects on themselves.

Feotorulula demons can use the following spell-like abilities at will: *detect good*, *detect magic*, *invisibility*, *stinking cloud*, and *polymorph self* (form of a mouse, owl, or piece of jewelry). Three times each per day they can use *cloudkill* and *curse*; they can bestow the ability to call upon their spell-like abilities on anyone who wears them as a piece of jewelry.

In addition to its gem value, the crown of a Feotorulula, if whole (complete with gems) and worn, provides the wearer with immunity to the effects of *cloudkill* and *stinking cloud* spells.



KAKOFOSIA (Lower Order Demon)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic (Evil)
Movement: 120' (40')
Armor Class: 3
Hit Dice: 2
Attacks: 2 Claws
Damage: 1d3/1d3
Save: F2
Morale: 9
Hoard Class: XI
XP: 65

Kakofosia demons, the "Demon-Linkboy" demons, are a kind of lower order utility demon, summoned by necromancers and other magic-users to provide steady light in otherwise impossibly dark situations.

Kakofosia demons stand two feet tall, spindly and thin, looking like hairy little men with smooth rat tails. Their claws are over-long for their size, and often one or both are raised, bathed in unholy light that is unpleasing and unsettling to those who follow Law and/or Good.

Kakofosia demons have all the standard demonic abilities and weaknesses afforded to lower order demons. They are immune to normal weapons, but can be hit by silver, iron, or magical weapons.

Kakofosia demons attack with their claws when they must enter melee, but they are generally not summoned for battle directly, but instead to support other with their special *demon-light* ability (see below).

Kakofosia demons can use the following spell-like abilities at will: *detect good*, *detect magic*, *light*, and *polymorph self* (form of a rat, monkey, or a will-o-wisp). The *light* ability is usually used to blind opponents.

Kakofosia demons have the ability to generate *demon-light* with their hands, which acts as a *continual light* spell, and dispels any form of magical darkness created by mortal spellcasters. It also has a baleful effect on all Lawful and/or Good creatures caught within its 30-foot radius. Such beings must succeed at a saving throw versus Spells or suffer a -1 penalty to hit, to damage, and to morale while within the *demon-light*. The light shed by the Kakofosia in will-o-wisp form is *demon-light*.

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Number	Title	Setting	Date	PDF	Print
JMG0001	Hercynian Grimoire #1 (Vol. 1, No. 1)	Olden Lands*	2013	Yes	Special
JMG0002	GD&C #1: Chaos Queen of Ants	Olden Lands*	2013	Yes	No
JMG0003	Vampires of the Olden Lands	Olden Lands*	2013	Yes	Special
JMG0004	Map 00 Olden Lands Continent	Olden Lands	2013	Yes	No
JMG0005	Ogres of the Olden Lands	Olden Lands*	2013	Yes	Special
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JMG0008	Barbarian Class	Generic	2014	Yes	Special
JMG0009	Demi-God Race	Generic	2015	Yes	Special
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JMG0020	Quick Start Race & Class Guide**	Generic	2020	No	Yes
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