

WHITE  
BOX  
CLASSES  
THE NEHKRA

外伝

## The Nehkra

You are a student of the Clerical Mysteries and spell caster of arcane powers of the dead. With these powers, you can animate corpses and skeletons as your minions for whatever use you can imagine. Fighters, Magic-users and Clerics fear your might, as with your presence often comes an army of stank and rotten dead ones.

## Nehkra Class Abilities

### Weapon/Armor Restrictions

Nehkra may only use staves and cannot use armor.

### Spell Casting

Nehkra cast arcane spells from the Cleric's Spell List, as per the Nehkra's Spell Advancement Table. Each day, the Nehkra is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Nehkra's get +2 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Nehkras possess an XP bonus like Clerics.

## Deadmagic

### Skull Gleaning

By holding a creature's skull, you can instantly learn the name, when and how the entity died, alignment, lifespan and anything the referee decides.

### Legion of the Dead

Once per day, you can raise an army of the undead, as long as there are corpses to animate within 1d4 miles, which will do anything you command.

## Legend and Lore

It is believed the Nehkra are descendants of a powerful Elder Liche that sired a multitude of children by engaging in romantic encounters with ghouls. Some say, thereafter, this Liche (many believe to be known as Mezogorah), purposefully delivered his offspring to the care of numerous cathedrals and orphanages throughout the realms.

## Skills

### Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

### Necromancy

You possess extraordinary knowledge of the myths, legends and folklore of the undead across numerous realms. When it comes to the subject matter of the unliving, the referee must disclose.

### Sense Dead

You can determine where corpses can be found within a radius of 1d4 miles.

### Identify Corpse

You can determine if a body is dead or alive.

## Nehkra Mastery Abilities

### Elder Liche

When you have attained to a measure of power determined by the referee, you can commit an act of ritual suicide and be reborn as a mighty Elder Liche.

Armor Class: 0[20]  
Hit Dice: 12-18  
Attacks: touch (1d6 + paralysis)  
Special: paralysis  
Move: 6

**Table 1: Nehkra Advancement**

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2+1	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+0	12
5	11,500	4	+1	11
6	23,500	4+1	+1	10
7	48,000	5	+2	9
8	96,000	5+1	+2	8
9	192,000	6	+3	7
10	384,000	6+1	+3	6
11	640,000	7	+4	5
12	920,000	7+1	+4	5
13	1,240,000	8	+5	5
14	1,680,000	8+1	+5	5
15	2,286,000	9	+6	5

**Table 2: Nehkra Spell Advancement**

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	1	1	-	-	-
4	1	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	1
9	2	2	2	2	1
10	2	2	2	2	1
11	3	3	3	3	2
12	3	3	3	3	2
13	3	3	3	3	2
14	3	3	3	3	3
15	3	3	3	3	3

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