

17 Necromancer Spells

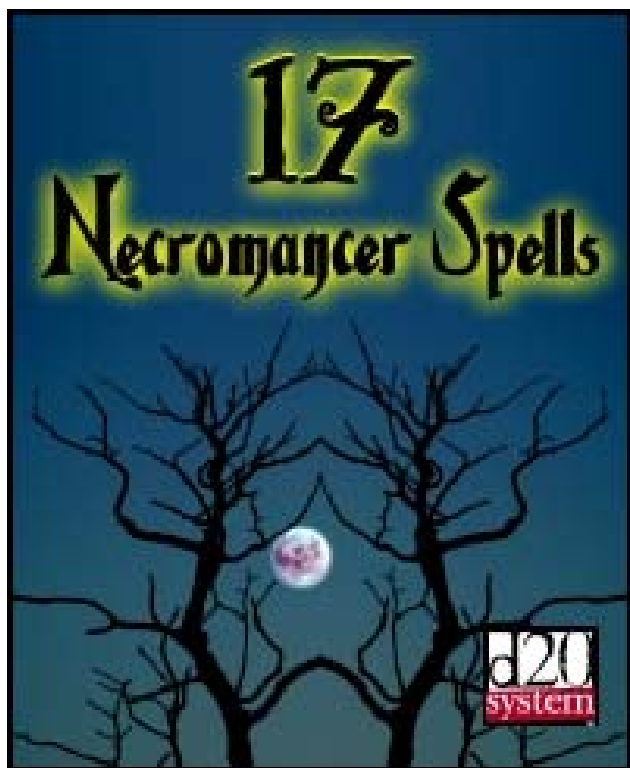


17 Necromancer Spells

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Welcome to the **17 Necromancer Spells**, our latest book in the 17 series from The Le Games.

This book has **18** spells dedicated to the Necromancer. (yeah, we said **18** in **bold** text too!)

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Skin of the Bone Keeper

Legend has it that this scroll is written on the skin of a dead god. When completely rolled up, the scroll appears as a human femur bone. Only a necromancer will recognize the scroll for what it is. If the necromancer spends one week studying the scroll, he gains 10,000 experience points. A wizard spending one week studying the scroll, gains 5,000 experience points.

- **GM's Option:** While the scroll is in the possession of the necromancer, he can cast one extra spell per level of experience. While the scroll is in the possession of a wizard, he can cast one extra necromancy spell per day of any level he can cast.

* 0 Level Spells

Distract the Dead

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 per level)

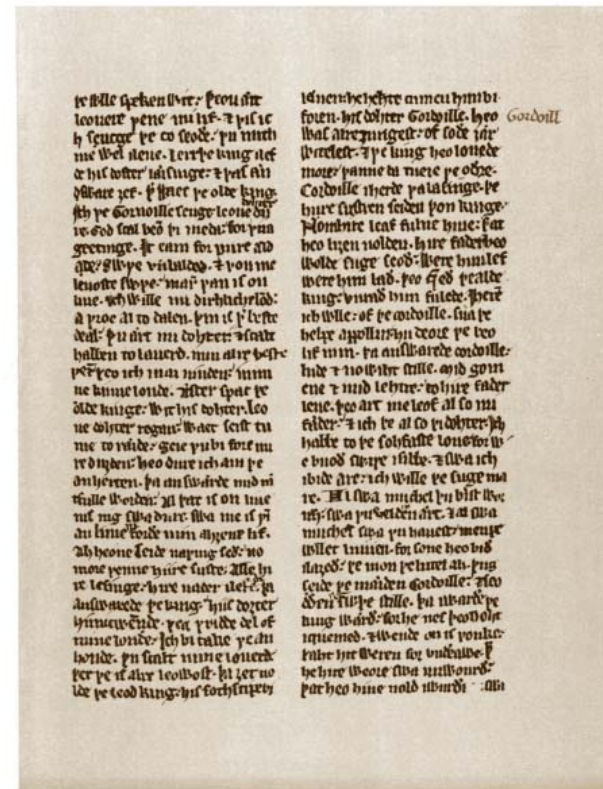
Target: 1 undead creature per level

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Yes

Any undead creature with an Intelligence of 6 or above gets a Will save to resist this spell. When *Distract the Dead* is cast, the undead under its effect will target someone, or in limited cases something, other than the caster. The necromancer must point to the new target for it to be an effective spell. For unintelligent undead, this target can be anything. For undead with an intelligence over 1, the target must be something the undead creature



would normally attack. Once the new target is dead or destroyed, the undead creatures may switch targets. The spell only lasts long enough for the undead to attack the caster's suggested target. After the first attack, the creature may attack anyone, but most unintelligent to semi-intelligent undead will attack one target until it is dead.

Weapon of Bone

Necromancy

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 skeleton

Duration: Permanent

Saving Throw: No

Spell Resistance: No

By casting this spell, the wizard turns a skeleton into a non-magical, bone weapon. The weapon cannot have any moving parts, like a crossbow. The skeleton is completely consumed by the spell. If the skeleton is not intact, the spell does not work. Additionally, the spell cannot be cast on a skeleton that is already enchanted, nor can the skeleton be smaller than the weapon the necromancer wants to create. The weapon is considered magical for purposes of attack. If the weapon is in range of a Dispel Magic or Anti-Magic Shield, it automatically falls apart.

Material Component: An intact skeleton

* 1st Level Spells

Command Skeleton

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. per level)

Target: 1 skeleton

Duration: Permanent

Saving Throw: No

Spell Resistance: No

Using this spell the necromancer can take command of an animated skeleton. The skeleton cannot have more hit dice than the necromancer and he may not command more than one skeleton per level. If the skeleton's master and/or creator is present, the skeleton gets a Will save to negate the spell. The skeleton's Will save is equal to that of his master and/or creator. If the Will save is successful, then the necromancer can never command that individual skeleton.

Skeleton Armor

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 24 hours

Saving Throw: No

Spell Resistance: No

To cast this spell, the necromancer needs a skeleton of roughly the same size and species of the target. When cast, the skeleton covers the target providing +3 bonus to Armor Class. The bone armor does not completely cover the target, but covers the target enough to provide some protection. The weight of the armor is only five pounds and does not hinder the target in any way. The bone armor is not cumulative with other any metal armors.

Material Component: A skeleton of roughly the same size and species of the target.

* 2nd Level Spells

Gusher of Blood

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: Creatures in a 10-foot radius

Duration: One round per level

Saving Throw: Reflex half

Spell Resistance: No

When casting this spell, the necromancer must cut himself for one hit point of damage. By opening a vein in his wrist and casting the spell he creates a blinding fountain of blood that gushes from his

wrist. This blood can be used to blind opponents. Any opponent in a 10-foot radius around the caster can be struck. If the necromancer makes a successful ranged touch attack against a target, the target must make a DC 20 Reflex check or become blind for 2d8 rounds. If the target makes the check, he is blinded for one round. The blood that gushes from the wound is not actually from the necromancer.

Material Component: A drop of blood from the caster equal to 1 hit point of damage.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Undead Steed

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: Animal corpse

Duration: One hour per level

Saving Throw: No

Spell Resistance: No

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By targeting the corpse or skeleton of a horse, mule, elephant, donkey or other beast of burden, the necromancer can animate the corpse so it can



walk and carry riders as it did so in life. The steed can only shuffle at a maximum rate of 30' per round and it can carry 75% of the carrying capacity it had in life. If the animal is a corpse, it has 50% of the hit points it had in life and if it is a skeleton it has only 25%. The undead steeds cannot attack and have an Armor Class of 11 for zombies, or 13 for skeletons.

Material Component: The corpse or skeleton of an appropriate mount.

* 3rd Level Spells

Skull Guardian

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One skull

Duration: One hour per level

Saving Throw: No

Spell Resistance: No

By touching the skull and speaking the magic words, the necromancer enchants a skull so he can see through its eye sockets. The skull's range of sight is equal to the caster's vision as if he had Darkvision. If the caster has Darkvision, the range is increased by 50%. The necromancer can also see through his own eyes regularly, but he has merely to concentrate to focus on either one. If the wizard

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has to cast a spell while the skull is in effect, he must make a DC 10 Concentration check or the spell fails. If the caster leaves the skull behind, he can move up to 1 mile away per level. If he moves beyond that range, he cannot see through the skull. If the skull is broken, the spell ends.

Material Components: The material component of this spell is a skull with its eye sockets intact.

Zombie Decoy

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One corpse

Duration: 10 rounds + 1 round per level

Saving Throw: No

Spell Resistance: No

When the spell is cast, the corpse rises to its feet and is temporarily animated. The corpse will take on the general appearance of the person the necromancer wants to copy. The copy will not pass visual scrutiny from distances under 10 feet unless the item the zombie holds is very personal to the target, having belonged to the target and been in their daily possession for six months at least. The decoy can walk at the rate of 20' per round and run

at the rate of 40' per round. Its gait will be unsteady and stumbling. It can carry up to 80 pounds of weight on its body, but cannot grasp objects in its hands or fight. The decoy is Armor Class 12 and has 2d6 hit points. At the end of the spell, the decoy falls to the ground and its appearance returns to normal. The decoy cannot be turned, but the magic that animates it can be dispelled.

Material Component: A corpse roughly the same size as the target to be copied and an object that belongs or has been carried by the target.

* 4th Level Spells

Control Horde

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. per level)

Target: 2HD of unintelligent undead creatures per level

Duration: 5 rounds per level

Saving Throw: Will Negates

Spell Resistance: Yes

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The power of this spell allows the necromancer to temporarily take command of only mindless undead creatures like skeletons and zombies. These creatures will obey the wizard as if he created the creatures for the duration of the spell. At the end of the spell, the creatures attack the nearest available targets at random until destroyed. If the necromancer is killed or knocked unconscious during the spell, the spell immediately ends. Unintelligent undead can only obey simple commands.

Drain Youth

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Special

Saving Throw: No

Spell Resistance: Yes

By touching the target and saying the magic words, the necromancer can age a target while making himself or a willing participant younger. The target ages at the rate of 1d6 years per round, while the benefactor gets young at the rate of 1 month for each year drained. One spell can continue to drain a target for one round per level of the necromancer. If the target breaks the grasp of the necromancer, the spell ends. The effect of aging is permanent unless it is dispelled on the victim that was aged. If



this happens, the target regains his original years and the benefactor begins to age at the rate of one week per day until her original age is reached. If a victim reaches his Venerable age during the casting of the spell, he must make a DC 20 Fortitude check or drop dead from old age. If the participant or necromancer negates his own age, he disappears.

* 5th Level Spells

Zombie Limb

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 limb

Duration: Permanent

Saving Throw: No

Spell Resistance: No

The target of this spell must be a willing participant or it will not work. By casting this spell, the necromancer can reattach a severed limb or attach a severed limb to a stump. The limb will function normally, but is not actually alive. The limb is animated like a zombie and continues to slowly decay. The target of the spell can walk, run, fight, wield weapons and cast spells as normal, but any strike in combat against the spell's benefactor that does 10 hit points of damage or more has a 25% chance of tearing the limb off again. Unless the limb is preserved, it slowly rots away. The victim

feels no pain when the zombie limb is damaged. If a head is reattached with this spell, the target becomes a zombie under the control of the necromancer.

Skin of the Ghoul

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: You

Target: Personal

Duration: 1 round per level

Saving Throw: No

Spell Resistance: No

This spell turns the necromancer's skin into a rotting carcass that resembles a ghoul. For the duration of the spell, any melee damage done to the necromancer using weapons does only one point of damage plus the wielder's Strength bonus. The necromancer is immune to paralysis and cold attacks for the duration of the spell. If the wizard touches a target with his open hand, he paralyzes the victim as the spell *ghoul touch*. For the duration of the spell, ghouls and ghouls will treat the necromancer as one of their own. At the end of the spell, the necromancer returns to normal.

* 6th Level Spells

Bone Shape

Necromancy

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. per level)

Target: 1 skeleton per level of necromancer

Duration: Permanent

Saving Throw: Will negates if cast on living creature

Spell Resistance: Yes

By casting this spell, the necromancer can shape the bones of dead, living or unliving creatures. The bones of dead creatures do not get a Will check and the necromancer can make weapons (as the *weapon of bone* spell), armor (as the *skeleton armor* spell) or any other shapes the necromancer can devise.

If the spell is used against living creatures, the victims get +4 to their Will checks. If the victims fail, the necromancer may bend their bones, causing excruciating pain (4d6 points of damage) and possible death (Fortitude check DC 25 or die). Victims twisted this way move at half speed and fight with a -2 penalty until restored.

If the spell is used against undead creatures, the creatures get +2 to their Will checks if they are intelligent. Reshaping the bones of undead

creatures made from bone will not necessarily stop them from attacking or moving, but it will certainly slow them down to a crawl (5' per round).

Sleep of the Grave

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: You

Target: Personal

Duration: 2 to 4 hours

Saving Throw: No

Spell Resistance: No

The grave needn't be occupied or located in a cemetery. When the necromancer casts the spell and lies in the grave, he falls asleep and is buried alive. During this time, he can breathe and sleep normally and is refreshed after only two hours. He regains four times the normal amount of hit points for the rest. If his grave is located in a cemetery, the sleep lasts four hours, as the restless dead speak to him as he sleeps. He may, at the GM's discretion, pick up information about the local area during this time. Additionally, the close proximity to the dead heals the necromancer at the rate of 1 hit point per body in the cemetery (minimum of 4 hit points). While the necromancer is sleeping in the grave he is considered dead for the purposes of magical scrying or locating. Waking the necromancer prematurely requires digging the grave open which takes several rounds without magical means, while spells that



the sleep instantly opens the grave and wakes the necromancer. The necromancer is immune to attack so long as there is six feet of ground between him and the attackers. Spells that affect the earth the necromancer is buried in instantly wake him.

Material Component: An open grave.

* 7th Level SPELLS

Flesh Shape

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates if cast on unwilling living creature

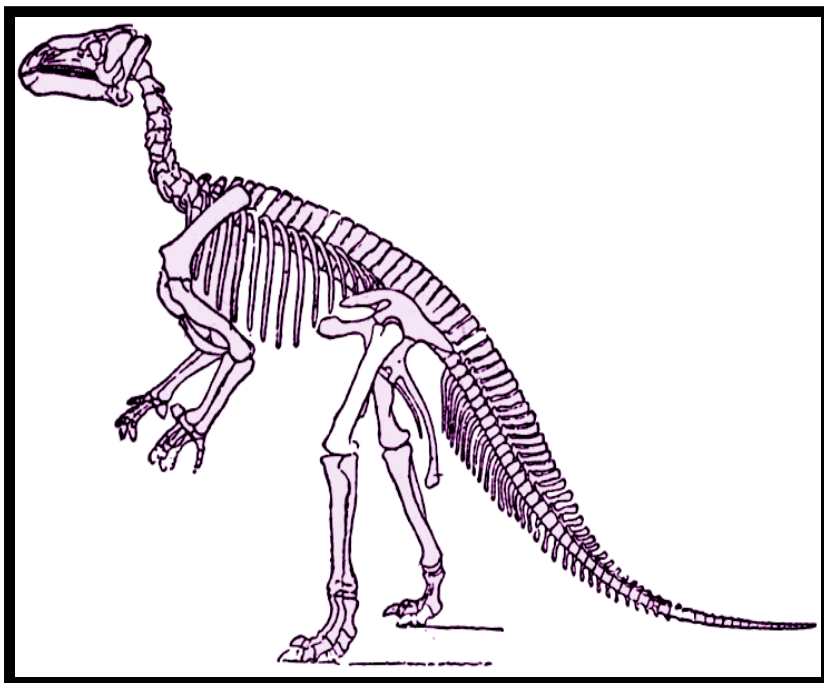
Spell Resistance: Yes

By touching the target creature the necromancer can change its appearance to that of another, specific individual. The target creature gains the Strength, Constitution and Dexterity of the being it duplicates. The target of the spell must be roughly the same mass or larger than the being. Any excess weight is left behind on the ground in a fleshy pile. Additionally, the target gains the physical abilities of the new creature, including any racial abilities that are not effects such as Darkvision, secret door

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detection, etc. The target's Intelligence, Wisdom and Charisma stay the same.

This spell does not affect the target's equipment and the effect of the spell cannot be dispelled. Only another *flesh shape* spell can return the target to his original form. A *polymorph self* or *polymorph other*, or *shape change* spell can turn the creature back into what he used to look like, but for purposes of the spell, the form created by the *flesh shape* is considered the creature's "original" form. All physical tests to distinguish the target from the creature copied reveal nothing. The shaped target is



exactly alike in all respects. Not even divination spells will reveal the disguise. (Although, spells that detect things such as alignment will reveal a change in alignment, if there is one.) Additionally, spells that read the target's mind will reveal his mind for who he truly is. This spell works equally well on corpses and zombies, allowing the necromancer to fake his own death very effectively.

Mind Steal

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: Special

Saving Throw: Will negates if cast on unwilling living creature

Spell Resistance: Yes

By touching a creature and casting this spell, the necromancer steals the memories of his victim. The target will become confused and disoriented, as he will not remember whom he is, where he is from, who his friends are or even what his own name is. The victim will remember his language and how to use his natural racial abilities. He retains his class abilities, but won't be able to use them until he is forced into doing so or reminded of his learned abilities. The necromancer can use the learned abilities of the target for 24 hours. This includes spells, attack bonuses for level, skills and class

skills. He will know how to cast the spells of a cleric or druid, but he cannot actually cast them without the gods' permission. (If the necromancer is the same alignment and religion, it should not be a problem unless he uses the spells against the cleric or druid of the same religion.) The necromancer will also know about the victim's life, his history, etc.

At the end of 24 hours, the knowledge begins to fade as the victim regains his memory. If the victim has a higher Intelligence than the necromancer, the process is instantaneous. For each point of Intelligence the necromancer has above his victim, the necromancer can keep the memories for an extra hour if he makes a DC 10 Concentration check. If he fails a check, the victim regains his memory and the necromancer no longer has access to the knowledge. The necromancer will remember things normally, but can no longer use the victim's abilities. If the necromancer is slain before the end of the spell, the spell lasts until it is dispelled. If the victim is killed before the end of the spell, the necromancer must make a DC 20 Will check. If he fails the check, the necromancer becomes convinced that he is the victim. He has none of the victim's abilities, but will think he has them. He will have the victim's memories until the spell is dispelled. Under these circumstances, the gods may grant the necromancer cleric or druid spells, as the necromancer will be sincere in his wish to promote the gods. During this time, the necromancer's alignment will change to that of his victim.

* 8th Level Spells

Death Portal

Necromancy

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. per level)

Target: 10-foot circle

Duration: 1 round per level

Saving Throw: See below

Spell Resistance: Yes

This spell opens a portal into the Negative Energy plane. Undead creatures in the radius of the spell will either be healed to their full hit points or pulled into the portal at the necromancer's whim. The necromancer must strike the undead creatures for the portal to have an effect, but bonuses for armor or magic do not apply. Living creatures struck by the portal must make a Will save or gain one negative level (as the Energy Drain spell).

Unintelligent undead creatures will be drawn to the portal and automatically hit by it. The portal can touch up to 20 medium-sized creatures per round. Intelligent undead that are struck by the portal can make a Will save. If it fails, they are sucked into the portal and destroyed. If it succeeds, they take 5d6 damage. If the necromancer wants to heal the undead creatures, the targets are brought to full hit points when they come into contact with the portal.

The necromancer can distinguish between opponents, causing damage to some, while healing others. Intelligent undead that are healed by the portal can attempt to draw strength from it. If the target makes a successful Will check, the undead creature temporarily gains 1d6 Hit Dice. These negative energy levels fade in 24 hours.

Focus: A wishbone from an undead being. The undead may be active or destroyed, but cannot be currently returned to life.

* 9th Level Spells

Army of the Dead

Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target: All dead creatures in a 1-mile radius

Duration: Special

Saving Throw: None

Spell Resistance: No

Centering on the necromancer who must bear a staff of bone, the bones and corpses in a 1-mile radius of the necromancer will rise up as skeletons and zombies. These creatures will form an undead

army under the necromancer's command. So long as the staff is in the possession of the necromancer, the creatures will obey his orders, although the ownership of the staff will be highly noteworthy, as it will ignite with fire that cannot be covered. If the



staff leaves the possession of the necromancer, the creatures will attack available targets (although not each other) and wander away. The creatures cannot attack the wielder of the staff. If the staff is broken, the undead creatures immediately cease being animated and fall to the ground. If the creatures leave the 1-mile radius, they are no longer under the control of the necromancer or the staff. These “freed” creatures will not be destroyed if the staff is broken and will continue to act like normal skeletons and zombies. If another necromancer takes up the staff, he can attempt to take command of the army. He must make a DC 25 Will check. The new necromancer receives a -1 penalty for each level the original necromancer was above him. If the new necromancer is equal or higher level, there is no

modifier. Spells of this type will attract the attention of intelligent undead, other necromancers and even the gods, so the necromancer should use

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it only under extraordinary circumstances. If an intelligent undead creature gets a hold of the staff, the army will listen to the creature's commands automatically. There is no limit to the amount of dead that can be animated as long as they fall in the 1-mile radius.

Material Component: The material component of this spell is a specially crafted staff made from bone of an exceedingly rare animal or animals, costing no less than 5,000 gold pieces.



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