

The Joy of Necromancy

Feats

General Feats

Necromantic Channeller

Instead of following one of the more traditional schools of magic, the character has learned how to channel the energies of death which flow through the ethereal plane.

Corruption Effects (1d100)

1-5	Healing spells that restore hit point have only half effect
6-20	Light sensitivity: -1 on all attack rolls and skill checks in daylight
21-30	Skin turns grey
31-40	Teeth fall out and gums take on a grey colour
41-55	Animals within 30 feet of the character howl and go wild
56-70	The character smells of mould and decay
71-80	Flies come from the characters mouth when he casts spells
81-90	The character loses his senses of taste and smell
91-95	Healing spells cast on the character are treated as if the caster was 4 levels lower
96-00	Is treated as summoned creature for spells such as <i>magic circle</i>

Prerequisites: This feat must be taken at first level.

Benefit: The spellcaster gains power according to the level of necromantic energy. His caster level for spells depends on the necromantic ambient energy that surrounds him. In effect, the caster level is increased by the value of the necromantic ambient energy, e.g. spells casts on a graveyard have the effective caster level increased by 1.

Special: Taking this feat requires a roll on the corruption effects table.

Necromantic Authority

Due to his research, the necromancer has gained some insight into the nature of undeads which gives him power over them.

Prerequisites: necromancer specialist wizard, must be able to cast *animate dead*

Benefit: The character can command undead as if he was a cleric of half his specialist wizard level. This ability can only be used once per day plus once for every point of charisma bonus.



Sinkhole of Evil

The spellcaster is heavily imbued with negative energy.

Prerequisite: There are several prerequisite trees for this feat:

- Death or decay domains (divine spellcasters), *empower ambience level*, caster level 6+
- (*un*)*holy death pact*, *empower ambience level*, caster level 8+
- *Necromantic channeller*, *empower ambience level*, caster level 6+

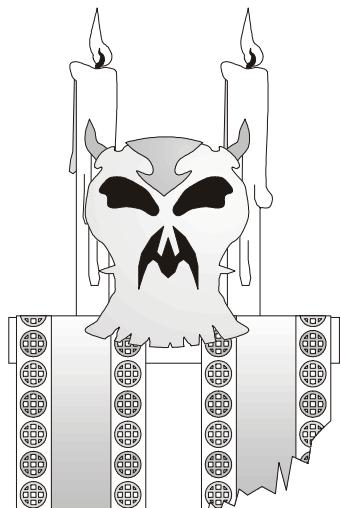
Benefit: The caster treats the ambient level requirement of spells as one lower. The effect stacks with the *empower ambience* feat.



Necromantic Ambient Energy

Necromantic magic interacts with the world beyond as well as negative energy, which is why clerics are better at it than arcane spellcasters. The amount of ambient negative energy in an area can vary widely and some spells or magical feats make use of this fact. The table below describes some typical ambient levels.

0	Normal
1	Graveyard, site of a recent death, <i>desecrated</i> place
2	Huge graveyard, site of many recent deaths (20+), <i>unhallowed</i> place
3	Site of an epic battle or great atrocity
4	An entire nation wiped out in a single cataclysmic event



(Un)holy Death Pact

The necromancer has made an unholy pact with some powerful god of death (which has the same alignment as the character).

Prerequisites: necromancer specialist wizard

Benefit: Necromantic spells that are also available to clerics are accessible at the lower level, e.g. *animate dead* (Cleric 3,

Wizard 5) becomes a level 3 spell. Also, the caster level of the character is treated as if he were one level higher.

However, when gaining this feat, the character must roll once on the corruption table.

Servant of the Death Spirits

Some druids have extraordinary powers granted to them by their service to the powers of death. Often these druids show signs of corruption and are shunned by their brethren.

Prerequisites: This feat must be taken at first level by a druid or ranger character.

Benefit: The character is attuned to death, which radically alters some of his powers. After 1d4 days, animal companions become undead (effectively, the animal gains undead traits, d12 hit dice, and has no constitution score). Also, all creatures summoned are modified in the same way. Finally, a couple of new spells become available to the character (e.g. spells marked as *servant 3* mean, that a druid that is able to cast level 3 spells and has taken this feat can cast this spell).

Special: Taking this feat causes one roll on the corruption table.



Metamagic Feats

Empower Ambience Level

The character has attuned herself to negative energy and thus can provide negative energy to power spells.

Prerequisite: There are several prerequisite trees for this feat:



- Death or decay domains (divine spellcasters), caster level 2+
- (*un*)*holy death pact*, caster level 4+
- *Necromantic channeller*, caster level 2+

Benefit: The character can cast spells whose necromantic ambient level requirement are one higher than the current level. The spells take up a spell slot one level higher than normally. Only one level of ambience can be bridged this way.

Special: Every time a spell enhanced by this feat is cast, on the corruption effects table. The effect lasts for 3d6 hours.

Necromantically Empowered Spell

Prerequisites: must be able to cast necromantic spells

Benefit: As *empower spell* but the spell stays the same level. However, at the time of casting, the necromancer has to channel some of his life force into the spell, taking 1d4 points of damage per spell level in the process.

Special: Every time a spell enhanced by this feat is cast, on the corruption effects table. The effect lasts for 1d4 hours.

Negative Energy Spell

Prerequisites: Caster must be undead

Benefit: The caster can memorise spells that deal energy damage in such a way that they will cause negative energy damage instead. The spell effects take on a black and sinister quality, e.g. a fireball will look like a ball of black flames from which ghostly faces stare hungrily at the target.

Special: Every time a spell enhanced by this feat is cast, on the corruption effects table. The effect lasts for 1d6 hours.

Domains

Decay

This domain covers the aspects of undeath, physical decay, and rotting

diseases. In many aspects it is the opposite of the *healing* domain.

Effects: The cleric must roll on the corruption table once to see how he is altered by the foul nature of his god. As a blessing by his god, the cleric is immune to the *negative* effects of all kinds of diseases, even magical ones. However, he can still be infected by them and infect other in turn. A typical cleric of decay carries several diseases within his body at any given time.

1. Dead Flesh
2. Cone of Flies
3. Contagion
4. Rotting
5. Numb Flesh
6. Harm
7. Repulsion
8. Creeping Doom
9. Energy Drain

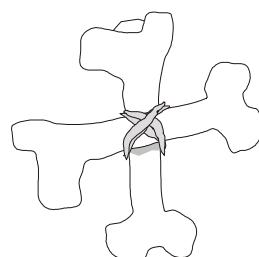
Spells

New Spell Components

There are several new spell components which are used by the spells below.

Ambience: The spell requires a certain necromantic ambience level to be cast. See the *necromantic ambient energy* table for details.

Spell: In order to cast this spell, another spell must currently be active and the caster must be within its area of effect. For example if *spell - obscuring mist* was a spell component, the spell would only work if cast with the fog clouds created by the *obscuring mist*.



Spell Descriptions

Animate Skeleton

Necromancy [Evil]

Level: Wizard 6, Cleric 5, Servant 5

Components: V, S, M

Casting Time: 1 full round

Range: short (25 ft. + 5 ft./2 levels)

Targets: One being with a skeleton

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell is similar to animate dead but has a twist - it can be applied to creatures that are still living! If the will save is failed, the skeleton of the target will start to move on its own, trying to claw its way out of the creature. The target cannot act and is considered to have a dexterity of zero. Also, each round the skeleton inflicts 1d6 points of damage. Should it be able to kill the surrounding creature, the skeleton emerges and acts like a summoned creature for the remainder of the spell duration.

Bestow Intelligence

Necromancy [Evil]

Level: Wizard 3

Components: V, S, M

Casting Time: 1 hour

Range: touch

Targets: One undead and living being

Duration: 1 week per level (see below)

Saving Throw: Will

Spell Resistance: Yes

This spell transfers intelligence from a living donor to a mindless undead. During the one hour ritual, both the undead and the donor must be touched several times. At the end the caster can decide to transfer intelligence points to the undead. This effectively deals permanent intelligence damage to the living being and grants the undead a

temporary intelligence bonus. The intelligence of the living being cannot be lowered to zero though. After the spell duration expires, the undead loses one point of intelligence bonus per day. Dispel magic causes an immediate loss of all intelligence, however.

Material Component: candles made from the wax of abyssal bees worth 100 gp.

Bloated Double

Conjuration (Creation) [Evil]

Level: Wizard 3

Components: V, S, M

Casting Time: 1 action

Range: short (25 feet + 5 feet / 2 levels)

Duration: concentration

Saving Throw: None

Spell Resistance: Yes

The caster creates a double of himself at a point within the range of the spell. This double has the same AC, movement etc. as the caster but is a mindless clone that is controlled through a mental link. When the caster stops to concentrate on the double, it explodes, spreading a rain of worms and *small* crawling insects within a circle of 10 feet radius. Everybody within this radius is attacked with a ranged touch attack based on the base attack bonus of the caster and a dexterity of 20 (+5). Those hit have a *vile insect creature* attacked to themselves, which will bite them until slain (the first bite occurs immediately, before the character can react). The other insects disappear immediately.

Dealing damage to the bloated double in any way causes it to explode. A spot check vs. DC 10 + caster level reveals that the double is slightly bloated as opposed to the original.

Material Component: a dead insect

Vile Insect Creature: HD: 1, hp: 2, AC: 17 (+2 dex, +1 size, +4 natural), bite damage: 1d4 per two caster levels.



Blood Mist

Necromancy [Evil]

Level: Wizard 5, Druid 5, Cleric 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 feet + 10 ft./level)

Target: 1 living creature with blood

Area: 10 feet radius from target

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target's skin literally explodes, showering the area of effect with thousands of tiny drops of blood. However, at the climax of the expansion, the target suddenly freezes in place, along with the airborne blood, as if time around him stopped. The target creature is effectively held as if by *hold person* (unless the target is immune to this spell) and surrounded by a cloud of blood that has an effect similar to *obscuring mist*. All spell effects are negated if the fortitude save is passed.

Bone Boomerang

Evocation [Evil]

Level: Wizard 1, Druid 2

Components: V, S, Spell, M

Casting Time: 1 action

Range: Medium (100 feet + 10 ft./level)

Target: 1 creature or item

Duration: instantaneous

Saving Throw: Reflex for half

Spell Resistance: Yes

The caster can throw a piece of bone ripped from a human being by the *bone magnet* spell with uncanny accuracy, dealing 1d6 points of damage per caster level.

Spell Component: Bone Magnet

Material Component: Piece of bone recently torn from a living being by the *bone magnet* spell.

Bone Magnet

Transmutation [Evil]

Level: Wizard 3, Druid 5

Components: V, S

Casting Time: 1 action

Range: self

Area: 15 feet radius

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

The caster of the spell becomes a magnet for all bone matter, drawing items made of bone within the radius towards him at a rate of 5 feet per round. Items held by creatures get a reflex save to negate the effect. However, all creatures within the area of effect also suffer from spell, having their bones drawn through the skin and towards the caster. Those who fail their save suffer 2d6 points of damage. A new save is required each round. If more than 10 points of damage are caused this way, a small bone has pierced the skin and flies to the hand of the caster at normal speed.

Bone Shield of Naga-Noth

Abjuration

Level: Wizard 1, Servant 2

Components: V, S, M

Casting Time: 1 standard action

Range: personal

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: None

You throw a thigh bone into the air while screaming arcane curses at one of your enemies. The bone will now always hover between you and this opponent at a distance of max. 10 ft. from you and parry her attacks, giving you a +7 cover bonus (and a +3 reflex bonus) from any ranged or melee actions taken against you. It does not affect any other enemies or their spells even if they come from the same direction.



This spell does not stack with a shield spell, even if applied to different directions.

Material Component: a humanoid thigh bone.

Cone of Flies

Conjuration

Level: Wizard 2, Cleric 3, Druid 2, Decay 2, Servant 2

Components: V, S, M

Casting Time: 1 standard action

Range: 15 feet

Area: cone

Duration: 1 round / level

Saving Throw: Reflex negates

Spell Resistance: Yes

The spellcaster vomits forth a cone of disgusting black flies. The flies will stick to all those within the cone that do not pass their reflex save. Those affected will be bitten by the flies for 1d4 points of damage as long as the spell lasts.

Material Component: a dead fly

Dead Flesh

Necromancy

Level: Wizard 2, Bard 2, Decay 1, Servant 2

Components: V, S, M

Casting Time: 1 round

Range: personal

Duration: 1 hour / level

Saving Throw: none

Spell Resistance: no

The caster takes on some of the properties of an undead creature. For the duration of the spell, the skin of the caster gets an almost unnoticeable greenish tinge. Like an undead who has no constitution score, the character uses his charisma for concentration checks and gets no constitution bonus (or penalty) on his skills, saves, or hit points. However, all other immunities incurred by having no constitution score

do not apply to this spell, i.e. a fortitude save vs. poison would still be required.

Material Component: a ghoul finger

Death Head of Naga-Noth

Necromancy [Fire]

Level: Wizard 1, Servant 1

Components: V, S, M

Casting Time: 1 minute

Range: see below

Duration: 1 hour / level

Saving Throw: none

Spell Resistance: Yes

In a ritual that takes 1 minute, the caster imbues a skull with the eldritch energy of the ancient necromancers of Naga-Noth. When touching a creature other than the caster who created it, the skull bursts into flames and does 1d6 fire damage to anything touching it. It is not triggered when hitting non-living things such as items, constructs, or undead. Usually it is thrown (use the touch attack AC) to avoid damaging its wielder. (The range increment is 10 ft.) The skull keeps its special properties for 1 hour per level or until it is triggered, which means that it can be picked up after a missed attack and used again (it will miss the same way as any grenade-like attack).

The ancient Naga-Nothans used this spell to create cheap fire missiles which they gave to their undead minions (who did not trigger the skulls).

Material Component: a skull human or otherwise, which is not part of a standard component pouch.

Detach Feature

Necromancy

Level: Cleric 2, Wizard 2, Servant 2, Druid 2, Bard 2

Components: V, S, F/DF

Casting Time: 1 action

Target: one willing or helpless creature

Duration: 1 hour / level



Saving Throw: None

Spell Resistance: No

This twisted spell allows the caster to remove one facial feature from a willing or helpless target. The face looks as if the feature has never existed and the caster can carry it around as if it was an item. Also, if a sensory organ, it continues to work normally.

Thus, a wizard can take the eye of his friend, place it somewhere and allow him to spy visually. However, the feature is as vulnerable as it normally would be, so 1-3 points of damage can destroy it, leaving the owner crippled.

If the feature is not reattached before the spell ends, it withers and the affected creature cannot use it any more.

A *heal* spell can reverse this effect.

Focus: a sharp knife made of silver

Drain Pawn

Necromancy

Level: Cleric 3, Wizard 4

Components: V, S

Casting Time: 1 full round

Range: close (25 feet + 5 feet / 2 levels)

Duration: 1 hour

Saving Throw: none

Spell Resistance: Yes

This spell can be used to drain a mindless undead under the control of the caster for temporary hit points. When the spell is cast, the undead ally loses 1d4 hit points per two caster levels (max. 15d4). The caster gains the same amount (or the total hit points left for the creature whichever is lower) as temporary hit points for one hour.

Empower Undead

Necromancy [Evil]

Level: Cleric 4, Wizard 5

Components: V, S, (D)F

Casting Time: 1 action

Range: touch

Duration: 1d4 minutes

Saving Throw: none

Spell Resistance: Yes

The undead touched gains the ability to bestow negative levels with its primary attack mode. On a successful hit, the undead causes one negative level. Undead who already bestow negative levels cannot be affected by this spell.

Arcane Spell Focus: the thigh bone of a vampire

Facade of Normality

Illusion (Glamer)

Level: Wizard 2

Components: V, S, M

Casting Time: 1 action

Range: 20 feet radius

Target: 1 HD of undeads per level

Duration: 1 hour / level

Saving Throw: see *change self*

Spell Resistance: none

This spell can be cast on undead to make them appear as if they were normal living people of random appearance (with clothes fitting the usual dressing style of the donor of the material component). Otherwise the spell behaves as *change self*.

Material Component: hair, blood or a similar sample from a humanoid

Grant (In)corporeality

Necromancy

Level: Cleric 5, Wizard 7, Servant 6

Components: V, S, M

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: none

Spell Resistance: Yes

This spell grants a willing or controlled undead the ability to become corporeal and incorporeal at will as a standard action. Note that this spell also affects incorporeal undead, if the caster is able



to touch them (e.g. by becoming ethereal himself).

Greater Cone of Flies

Conjuration

Level: Wizard 3, Druid 4, Servant 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 feet + 5 feet / 2 levels)

Area: cone

Duration: 1 round / level

Saving Throw: Reflex negates, fortitude save vs. poison damage

Spell Resistance: Yes

In this more powerful version of *cone of flies*, the spellcaster vomits forth a cone of poisonous slime-smeared flies. The flies will stick to all those within the cone that do not pass their reflex save. Those affected will be bitten by the flies for 1d6 points of damage as long as the spell lasts. Also, they must make a fortitude check each round or take 1 point of strength damage due to poison (no secondary damage).

Material Component: a dead fly

Greater Skull Scrying

Divination

Level: Cleric 5, Wizard 5, Druid 5

Components: V, S

Casting Time: 10 minutes

Range: Long (400 feet + 40 feet / level)

Duration: 10 minutes / level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This spell has the same effect as *skull scrying* but lasts longer and can also be cast on the skull of undeads (but no other creatures). The undead gets a will save both against the scry check for detection as well as the use of his skull for remote viewing. The same applies for spell resistance.

Illuminate Undead

Transmutation [Fire]

Level: Wizard 3

Components: V,S

Casting Time: 1 action

Range: Touch

Duration: Special

Saving Throw: none

Spell Resistance: no

This spell causes a mindless undead creature under the control of the caster to burn inside, with flames licking from its joints, breast cage, and other orifices. While under the spell, the spell target gains several special abilities. The undead inflicts an additional 1d4 fire damage with its natural attacks, deals 1d6 fire damage each round while grappling, and gains fire resistance 7. However, each round the undead takes 1d12 fire damage (deduct resistance). The spell ends as soon as the undead creature is either destroyed or consumed by its internal fire.

Necromantic Dispel

Abjuration

Level: Cleric 2, Servant 2

Components: V, S

Casting Time: 1 action

Range: Long (400 feet + 40 feet / level)

Duration: instantaneous

This spell acts just like a *dispel magic* but only works on necromantic spells. Also, subtract the current ambient level from your dispel check roll.

Numb Flesh

Necromancy

Level: Wizard 3, Decay 5, Assassin 4

Components: V, S, M

Casting Time: 1 action

Range: touch

Duration: 1 hour / level

Saving Throw: Fort (harmless)

Spell Resistance: Yes (harmless)



The creature touched becomes wrinkled and grayish and loses some of its pain sensitivity. At the time of casting, roll an effect number of 1d4/caster level (max. 15d4). Attacks or effects that inflict less than damage than this threshold are not felt. This has the advantage that no concentration checks are required and the disadvantage that attacks that are not seen (e.g. an arrow fired at one's back during a sneak attack) might not be realised until one is dead. The spell can also be used to ease the pain of ill or injured people but the necromantic "visuals" cause some prejudice against it.

Material Component: a ghoul finger

Materialise Ghost

Evocation [Force]

Level: Wizard 5, Servant 5

Components: V, S, F

Casting Time: 1 action

Range: touch

Duration: 1 round/level

Saving Throw: Yes

Spell Resistance: Yes

This spell is designed to work against incorporeal or ethereal creatures. The caster causes a force effect to surround a cold-wrought iron rod. If she succeeds in touching the target with the rod, it immediately is dragged to the real world. While the creature can go back to the ethereal without problem (as long as it has that ability), the caster can make a touch attack with the rod again and again, as long as the spell lasts.

Raise Animal Headed Servitor

Necromancy [Evil]

Level: Cleric 4, Wizard 6

Components: V, S, M, Ambience 1

Casting Time: 1 hour

Range: touch

Duration: instantaneous

Saving Throw: none

Spell Resistance: No

The following spell is similar to the spell *animate dead*, with the following differences. The spell only affects one skeleton or corpse. Additionally, the head of an animal is required. During the rite, the head merges with the newly raised undead, applying the *animal headed servitor* template described below.

Rotting

Necromancy [Evil]

Level: Cleric 4, Wizard 4, Decay 4, Servant 4

Components: V, S, (D)F

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: Fortitude (see below)

Spell Resistance: Yes

The touched creature starts to rot alive. This inflicts 1d4 point per damage per round and is extremely painful. Each round the affected creature must make a fortitude save or start vomiting blood, convulse etc. These effects prevent the character from taking any action for that round. He also loses his dexterity bonus. The save does not prevent the damage.
Arcane Focus: the dried hand of a ghast

Screaming Skull

Conjuration [Evil, Sonic]

Level: Cleric 4, Wizard 4

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft. / lv.)

Area: see below

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster conjures a screaming skull at the spell's point of origin. For each two caster levels another skull appears which has to be places within 5 feet of another



skull, thus creating some kind of chain. All creatures within 5 feet of one of these skulls must make a will save or take 2d6 points of sonic damage. Also, non-evil creatures who fail their save get a -2 morale penalty on attacks and AC for as long as they can hear the skulls (i.e. are at least within 100 feet of at least one skull). The conjured skulls can be destroyed - each one has an AC of 10, hardness of 5, and 1 hit point per caster level.

Note: The effect of the spell is not affected by the number of skulls that could reach a creature - the skulls only affect the shape of the area of effect.

Skeleton Merge

Necromancy [Evil]

Level: Cleric 3, Wizard 4

Components: V, S, M

Casting Time: 1 full round

Target: self

Duration: see below (max. 1 minute / level)

Saving Throw: None

Spell Resistance: None

The spellcaster merges with an animated skeleton (humanoid and same size category as caster) under his control. The ribcage expands around his own, the skull forms a helmet and the skeletal arms become extra limbs for the mage (which he has only rudimentary control of and which cannot be used for anything other than grappling or holding - not using - items). While the spell lasts, the mage gains a +2 natural armour bonus and +4 on all grapple checks due to the extra limbs. The hit points of the skeleton are added to those of the mage as temporary hit points. When these hit points are gone, the spell expires.

Casting this spell requires a roll on the corruption table. The effect wears off after 2d4 hours.

Material Component: a humanoid undead skeleton of the same size category as the caster which is under the control of the caster.

Skeleton Swap

Transmutation [Teleportation]

Level: Wizard 4

Components: V, S, M

Casting Time: 1 full round

Target: one willing or controlled undead on same plane and one willing creature touched

Duration: instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell can be used for certain types of surprise attacks, to cross areas of negative energy, and other esoteric tricks. When casting the spell, the creature touched and the undead creature providing the material component instantaneously change places through a teleportation effect. The range is unlimited but both must be on the same plane of existence. If either the undead or the creature touched are not willing to give in to the spell, it fails automatically.
Material Component: some body piece of the undead (hair, nail clipping, fingers etc.)

Skull Scrying

Divination

Level: Cleric 3, Wizard 3, Druid 3, Servant 3

Components: V, S

Casting Time: 10 minutes

Range: Long (400 feet + 40 feet / level)

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: None

Using this spell a caster can see through the eyes of any skull within range of the spell. He can only see through one skull at a time and only into the direction it is



facing. Skulls that are part of creatures cannot be used this way.

If the caster knows the position of a skull he can use it normally. Additionally, while the spell is active, the caster can use his arcane senses to locate skulls within the range with a scry check. The DC is $(15 + \text{range in feet} / 20)$, i.e. on a roll of 20 all skulls within 100 feet are detected.

Spells that prevent scrying or similar divination also hamper this spell.

Turn Resistance

Necromancy

Level: Cleric 2, Wizard 3

Components: V, S

Casting Time: 1 action

Range: 20 feet radius

Duration: 1 round / level

Saving Throw: None

Spell Resistance: None

All allied undead within the area of effect gain turn resistance (+1 per two caster levels, max. 4) if they do not already have a better one.

Wraithyard

Necromancy

Level: Cleric 5, Druid 5

Components: V, S, M, Ambience 3

Casting Time: 1 hour

Range: 20 feet radius

Duration: 1 year

Saving Throw: Fortitude (see below)

Spell Resistance: None

During a ritual, the energy of a yet-undestroyed wraith is channelled into a *unhallowed* site to make it even more dangerous for would-be intruders. When the ritual ends, the wraith (which must be controlled or trapped in some way) dissolves.

When the condition set for the *unhallow* spell on the site is triggered, the *wraithyard* effect also activates. All affected targets must make a fortitude

save vs. this spell or take 2d6 constitution damage.

Material Component: a wraith that has at least 1 hit point left and is somehow restrained.

Power Components

These rare items can be used as additional spell components for necromantic spells, enhancing their effects in various ways. While it is possible to buy these items, they are very rare and usually gained by quests or conflict with undead. Selling these items on the other hand can get a character in trouble or can be quite impossible for the lack of customers.

Eyes of Terror

The eyes from the corpse of a creature killed by the *corrupting gaze* of a ghost are imbued with the powerful energies of the negative plane and can be used to *maximize* the effect of all necromantic spells that damage attributes or cause negative levels. *Price:* 2000 gp

Ghoul Fingers

The hands of a ghoul are centre of its numbing powers. While not a power component per se, the fingers are required as spell components for some necromantic spells (such as *numb flesh*). *Price:* 100 gp per finger

Morgh Skull

The skull of a morgh can be prepared in a special way (knowledge(undead) DC 25, 1 day per try) to tap the power of the destroyed creature. When used as a material component for a necromantic spell, the save DC is increased by 2 for evil and 4 for non-evil creatures. *Price:* 2500 gp

Mummy Ash

The body of a burnt mummy of medium size yields 1d4 sacks of mummy ash (only the ashes of certain organs have



the magical effect). This power tingles slightly on touch and can be used to *extend* necromantic spells. *Price:* 1500 gp per sack

Spectral Gold

Gold that was found at a site where a spectre dwelled for at least 5 years can gain bizarre properties due to an evil taint. When molten down and formed into a rod (requiring at least 50 gp worth, a (gold)smithing DC 13 and 1 day of work) it can be used as a material component for touch spells (even non-necromantic ones). The spells will be able to affect incorporeal targets normally, granting a *ghost touch* ability for this one touch attack. *Price:* 2500 gp

Vampire Rose Buds

The liquid known as vampire blood (see below) can be used to irrigate flowers, usually roses. The plants will grow sharp thorns that actually suck a little bit of blood when somebody hurts himself on them. A vial of vampire blood used this way yields, with some care (Knowledge Nature DC 18, no retry) and after a time of 1d4 month, 1d4 rose buds that have special properties. These rose buds *empower* and *extend* any necromantic spell cast with them as material components. *Price (per bud):* 3000 gp

Vampire Blood

The blood drained from the body of a vampire can be distilled into a slime-like goo (Alchemy DC 25, takes one day, no retry). This liquid, when spilled over ones hand, vastly changes the effect of *inflict* spells. Successful attacks not only cause damage but also grant the same amount of hit points as temporary hit points to the caster. *Price:* 1800 gp

Vampire Blood, Spawn

The blood drained from the body of a vampire spawn is less powerful than that of a real vampire. However, it can be

used for raising vampire roses as well, yielding only 1d2 bids, however. *Price:* 800 gp

Vampire Dust

The dust of a vampire or vampire spawn exposed to sunlight retains some power. It can be used to power intelligent magic items. The dust of a single vampire is worth 250 xp to an item, the dust of a spawn 100 xp. As often in life, size does not matter. *Price:* 1000 gp (500gp for spawn dust)

Undead Templates

The following templates are designed to be applied to undead. Some of them are the result of special circumstances, others can be achieved by spells.

Ancestral Guardian

Ancestral guardians are undead that normally rest peacefully within their graves until they are needed to defend their descendants. Their righteous aura of good makes them special among the undead and probably a nasty surprise for those who encounter them.

Prerequisite: undead

SQ: SR 10 + (hit dice/2) vs. evil spells or evil spellcasters, turn resistance 4 vs. non-good clerics

SA: Ancestral Vengeance (sp): All enemies within 15 feet must make a fortitude save or take 1d6 holy damage per hit dice of the undead (max. 15d6). A sucessful save negates. This power can be used once per day.

Alignment: any good

CR: +1 if less than 10

Animal Headed Servitor

Certain religions with a focus on the afterlife as well as some mages who have stolen the secrets of these cults create animal headed zombies as guardians. Often they are wrapped in



bandages and decorated to give them a more imposing look.

Prerequisite: mindless medium-sized undead

SQ: depends on head

CR: if less than one, increase to one, otherwise +1

Head	Effect
Dog	Scent, +2 Str
Owlbear	Improved Grab, +2 Str
Snake	Bite (1d6 + poison (DC 14, 1d3 str initial and secondary damage))
Gt. Ant	Scent, Climb 20 feet
Bear	Toughness, +2 Str

Armoured Skeleton

With the help of an armoursmith, a skeleton can be reinforced with iron plating, increasing its staying power, albeit at a price. Creating an armoured skeleton requires 250 gp worth of raw materials (+250 gp per size category greater than medium) and an armoursmithing check of DC 18.

Prerequisite: must be a skeleton

AC: natural armour increases by 6

CR: unchanged

Magic Items

Necromancy is a sinister form of magic and many of the items created by necromantic magic reflect this. Here are a few new items as well as "templates" to add to existing items. Note that the price alteration percentages always apply to the original market price if multiple templates are applied.

Rings

Wight Ring

The wearer of this ring turns into a wight as soon as he is slain. Only very insane people will use this item knowingly, but few know of its

properties and it is usually designed to resemble some other ring.

Item Templates

Life Force Powered

This template can be applied to any item that has charges. A life powered item will usually have old blood stains on it and be engraved with runes of death, skulls, and other morbid motifs. The item has no charges but is instead powered by the life force of the wielder, dealing temporary constitution damage based on its original level prerequisite.

1-4	1 point
5-7	1d2 points
8-12	1d4 points
13	1d4+2 points

Prerequisites: Caster level at least 9+, Vampiric Touch, Market Price: stays the same

Ambient-Powered Item

Ambient-powered items rely on a high necromantic background energy to work. They are often made of bone and feel really cold to the touch, sending shivers down the spine. An ambient-powered item will only work if the necromantic ambient energy is 1+.

Prerequisites: Ambient energy must be 2+ at the site of creation, Market Price: reduced by 10%.

Corrupting Item

This magic item usually contains the essence of some powerful undead creature which often creeps into the dreams of a long-term wielder. Those who carry this item for longer than a week will feel its corrupting effect requiring a roll on the necromantic corruption table. A *heal* spell or a *remove curse* uttered by a caster of level 12+ is required to cancel this effect and as soon as the item is even touched again, the same effect returns.



Prerequisites: An undead creature of CR 5+ must be sacrificed during creation, Market Price: reduced by 10%.

Empowered Item

This magic item contains the essence of some powerful undead creature. Those who carry this item for longer than a week will feel the cold and uncomfortable. On the up side, the essence of the undead empowers all spell-like effects of the item, slowly eating up the life force of the creature (an effect negligible in game terms). This template is often combined with the *corrupting item* template as the same undead creature can be used for both effects. Should the item be destroyed, the undead creature breaks free and is likely to attack the wielder.

Prerequisites: An undead creature of CR 7+ must be sacrificed during creation, Market Price: increased by 30%.

Grafted Item

This template can be applied to rings, amulets, clothing, and armour. The item will look like a skeletal body piece, i.e. a ring will be a rotting finger, armour rune-covered skin, etc. Instead of being worn, these items replace parts of the body, which requires a *heal* check DC: 20. The items do still take up slots but cannot be easily taken from the owner.

Prerequisites: Caster level increases by one, skeleton merge Market Price: stays the same

Prestige Classes

Negative Energy Weaver

Arcane spellcasters manipulate magical energy to achieve their spell effects. Some, however, learn how to augment their spellcasting ability with negative energy. Their spells acquire a cold and evil taint and fear radiates from them almost as a tangible energy. This form of magic is highly dangerous, however, and few weavers make it past the first few years of their career.

Hit Die: d4

Requirements

Feats: (Un)holy Death Pact

Knowledge (Undead) 8 ranks

Special: Must have been reduced to negative hit points by negative energy at least once.

Class Skills

The Weaver gets 3 + Int modifier skill points per level. Chose from: Alchemy (Int), Concentration (Con), Spellcraft (Int), Intimidate (Cha), Knowledge (any) (Int), Profession (any) (Wis).

Class Features

Weapon and Armour Proficiencies: A Weaver gains no weapons or armour proficiencies.

Spell Progression: As with original caster class, i.e. one level per level of Weaver.

Negative Energy Attunement (su): The Weaver is attuned to negative energy and is affected by it as an undead

Table 1: Negative Energy Weaver

Level	BAB	Fort	Ref	Will	Special
1	0	0	0	2	Negative Energy Attunement, Red Eyes
2	1	0	0	3	Cold of the Grave
3	1	1	1	3	Fear Aura, Greater Attunement
4	2	1	1	4	Slow Metabolism, Energy Ritual
5	2	2	2	4	Walking Dead



would be. Also, positive energy has the same detrimental effects as it has to the undead. Necromantic Spells are cast as if the Weaver's caster level was one level higher.

Red Eyes (ex): The eyes of the Weaver start to glow red and are visible for 20 feet in darkness.

Cold of the Grave (ex): The Weaver feels cold like a corpse, having lost the final connection with the positive energies. Besides this chilling effect, the Weaver gains *cold resistance 8*.

Fear Aura (su): All living creatures within 10 feet of the Weaver feel its negative aura and must make a will save vs. $10 + \text{weaver level} + \text{charisma modifier}$ of the weaver or be shaken. If they make the save, they cannot be affected within the next 24 hours. This power can be turned on and off at will as a free action.

Greater Attunement (su): The weaver is so attuned to negative energy that he can be turned, awed, and controlled as an undead. However, he cannot be destroyed. Should a *destroyed* result come up the character is turned but also paralysed for 1 round per level of the turning cleric.

Slow Metabolism (ex): The Weaver's body is slowly dying and his blood circulation almost comes to a halt. The only thing that still keeps him alive is negative energy. Due to this, he is more resistant to poison and diseases, gaining a +6 on all fortitude saves vs. these effects. However, spells of healing (i.e. that heal disease or stop poison) only have a 50% chance to work properly.

Energy Ritual (su): Once per month the Weaver must sacrifice at least his level in HD of undead in a special hour long ritual or suffer from a negative level until the lacking ritual is properly conducted.

Walking Dead (ex): A long history of negative energy abuse finally shows its results. The Weaver slowly starts to

crumble and will die within a year. Most Weavers have planned to become liches anyway and thus do not care much. They gain a +4 circumstance bonus to all skill checks for becoming a lich due to their almost-dead state.

