Necromancy Spell List (EverQuest-Themed for Decennium Descent)

Theme: Death, decay, soul theft, undeath, fear, debilitation, life/mana drains, corpse manipulation.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Grave Spark – 1d6 necrotic damage.

2. Rotting Touch – 1 necrotic/round for 3 rounds.

3. Finger of the Dead – 1d4 necrotic, heal 1 HP.

4. Corpse Light – Corpse glows green; utility.

5. Chill of the Crypt – -1 damage to weapon attacks.

6. Whispers from Beyond – WIS save or Disadvantage next attack.

7. Spectral Claw – 1d6 slashing + 1 necrotic.

8. Gravewind Flicker – Push object or shut door.

📕 Level 1 Spells – 8 Known

1. Decay – 2d6 necrotic, then 1d6/round for 3 rounds.

2. Lifedraw – 3d6 necrotic; heal half.

3. Summon Lesser Skeleton – HP 10, AC 13, 1d6 melee.

4. Dread Whisper – WIS save or flee 1 round + 1d4 psychic.

5. Putrefy – Corpse unusable for divine magic.

6. Pact of Bone – +1 AC, +2 necrotic resist.

7. Soul Tap – Steal 1d6 HP/mana on hit.

8. Eyes of the Grave – Detect undead within 60 ft.

📕 Level 2 Spells – 4 Known

1. Summon Bone Archer – Undead archer (2d6 piercing, HP 20).

2. Ghoul Touch – 1d8 necrotic + target paralyzed on failed CON save.

3. Cursed Soulrot – 1d6 necrotic/round for 5 rounds.

4. Drain Vigor – Target suffers -2 STR and 2d6 necrotic.

📕 Level 3 Spells – 4 Known

1. Summon Dreadknight – HP 40, AC 16, 2d8 necrotic blade.

2. Black Rot – 3d6 necrotic, 2d6/round for 3 rounds.

3. Fearmonger’s Cry – 15-ft cone, WIS save or flee.

4. Soul Mirror – Reflects single target spell; once only.

📕 Level 4 Spells – 4 Known

1. Summon Corpse Golem – HP 60, 2d10 slam, slow aura.

2. Leeching Plague – 2d6/round for 4 rounds, heal caster for half.

3. Aura of Dread – Enemies in 10 ft take -1 to saves/attacks.

4. Soulburn Pact – Sacrifice 20 HP to gain 1 spell slot back (max level 3).

📕 Level 5 Spells – 4 Known

1. Summon Death Knight – HP 80, AC 18, 2d10 shadow greatsword.

2. Mass Decay – All enemies in 30 ft take 4d8 necrotic, then 2d6/round (3 rounds).

3. Terror Chain – One target feared for 3 rounds; jumps to next if failed.

4. Grave Gift – Transfer half HP to ally and restore them fully from dying.

📕 Level 6 Spells – 4 Known

1. Summon Soul Wraith – HP 100, AC 18, incorporeal, 2d10 necrotic + lifetap.

2. Blood Fog – Heavily obscured area; enemies inside take 3d6 necrotic/round.

3. Command Undeath – Permanently bind up to 2 CR 2 undead to caster.

4. Soulfire Nova – Explodes for 6d6 necrotic and blinds undead.

📕 Level 7 Spells – 4 Known

1. Summon Bone Colossus – HP 140, two slam attacks, cleave AoE.

2. Black Reaping – All enemies in cone take 6d8 necrotic, caster heals total.

3. Wail of the Damned – Targets in 30 ft WIS save or be stunned 1 round + 3d6 psychic.

4. Chain of the Grave – Target cannot teleport or move magically for 3 rounds.

📕 Level 8 Spells – 4 Known

1. Summon Archlich Shade – HP 160, casts necrotic spells, drains enemies.

2. Mass Resurrection Denial – Prevents resurrection of all corpses in area.

3. Soul Pyre – Burn a corpse to explode for 8d6 fire + necrotic to all in 20 ft.

4. Flesh to Grave – Target with <100 HP must CON save or die and rise as undead.

📕 Level 9 Spells – 8 Known

1. Summon Avatar of Decay – HP 250, aura of rot, commands all undead.

2. Doom – Target suffers 10d6 necrotic over 5 rounds and cannot heal.

3. Soul Harvest – All enemies in 60 ft take 6d10, caster absorbs total as HP.

4. Unholy Ascendance – Become a demi-lich for 1 minute: resistance to all, flight, necrotic spells free.

5. Field of Endless Dead – Raise 8 skeletons or zombies under control permanently.

6. Final Word – Kill a creature with HP < 50. If they die, gain their soul as reusable spell slot.

7. Phantom Armageddon – 60 ft radius, 12d10 necrotic and fear to all enemies.

8. Eternal Pact – Upon death, rise once with 1 HP and full spell slots.