***Necromantic Altars***

*This blessed altar is specifically designed by the God of Worms to harness his divine blessing upon the world, the Shade of the Revenant.*

*Creating one of these altars requires a table or slab of stone large enough for a standard sized creature to lay on top. It requires a set of arcane inscriptions to be carved into it, requiring a Necromancy skill test with a +10 bonus, and takes roughly six hours.*

*Performing a Rite of Undeath on a standard sized, or smaller, creature on the Necromantic Altar grants a +10 to the Necromancy test.*

*The Altar is also used in many powerful necromantic rituals and is used in the making of Black Soul Gems.*

***The Shade of the Revenant***

*The Shade of the Revenant shines once every month and lasts for 8 hours. Necromancy spells are cast with a +10 bonus to their TN during these hours and corpses with the blessing of Arkay can be used for necromancy.*

*The use of a Necromantic Altar amplifies the shade’s power even further, halving the magicka cost on any necromancy spell or ritual cast with the corpse lying on the altar.*

*Additionally, casting a necromancy spell during this period will automatically bind the undead, without the need of an opposed Wp test.*

***Staff of Worms***

*“This is the Staff of Mannimarco, the legendary necromancer who ascended to divinity and became the God of Worms.”*

* *1d6/8+2 Concussive, 1.5h, 2m reach, Magic, focus*
* ***Necromantic Focus****: The Wielder gains a +10 to Necromancy Tests*
* ***Worm Thrall****: Allows the wielder to cast “Reanimation” at 4th level, with no Opposed Wp test needed to control the undead, free of cost. Though you can only have one animated through the staff at a time.*
* ***Focus of the Shade****: During the Shade of the Revenant, any ritual you cast while wielding the Staff of Worms is free of MP Cost.*

***Spells***

*Detailed here are some new spells befitting any worthy Necromancer.*

*(****NOTE****: Necrotic Damage is unique to Necromancy spells, it harms any living creature. Necrotic damage cannot be resisted. Targets with the “Undead” trait are healed by Necrotic damage. Necrotic magic counts as “Shadow” damage.)*

*Necrosis*

*“You release a bolt of Necrotic energy that clings to the target.”*

***Upkeep, Range (30m), Bolt***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ***SP Str*** | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Effect

Target takes “SpStr” Necrotic damage when hit and at the beginning of their turn for 3 rounds. Receiving Healing, through potion or spell, will remove this effect.

*Consume Remains*

*“By absorbing the last remnants of life from a corpse, you leave it a useless husk.”*

***Target, 4m Range***

| ***Level*** | ***2*** | ***4*** | ***6*** |
| --- | --- | --- | --- |
| ***Cost*** | 9 | 16 | 23 |
| ***SP Str*** | 1d8 | 2d8 | 3d8 |

Effect

Targeting a corpse within 4 meters of you, you absorb the last remains of their life. Doing so destroys the corpse and inflicts “SpStr” Necrotic damage on you.

*(****NOTE****: Useless for the living, but a powerful healing spell for Liches.)*

*Necrotic Zeal*

*“You empower your undead servants through your own power.”*

***Target, 12m Range, Channeling***

| ***Level*** | ***2*** | ***4*** | ***6*** |
| --- | --- | --- | --- |
| ***Cost*** | 9 | 14 | 19 |
| ***SP Str*** | 1d4 | 1d6 | 1d8 |

Effect

A single targeted undead under your control becomes tethered to you with a beam of arcane energy. This undead inflicts +”SpStr” necrotic damage on all of its attacks and reduces all incoming damage by “SpStr”.

*(****NOTE****:* ***Channeling*** *acts like upkeep without the MP cost, instead you can’t take any actions aside from maintaining the effect or ending the effect. If the Caster receives more damage than their WpB+EndB within a round, their Channeling spell ends.)*

*Skin of Bone*

*“Using dark magics, you tear the bones from the dead and fuse them together forming a durable armor around you.”*

***Upkeep, Self, 4m Range***

| ***Level*** | ***3*** | ***6*** |
| --- | --- | --- |
| ***Cost*** | 9 | 18 |
| ***SP Str*** | P/ 1 | F/2 |

Effect

You magically rip the bones from a corpse within 4m, leaving a bloody mass of boneless flesh, and fuse it into an armor made from the skeleton.

Doing this creates armor with an AR of “SpStr” per corpse, upto 4 corpses, and is Partial or Full based on the spell level. The armor is Medium for Partial and Heavy for Full. The armor lasts for 1 minute. This armor has a MAR equal to half its AR.

*Doom Curse*

*“This spell marks a target for a painful fate.”*

***Direct, 50m Range, Overload (+WpB to Dmg)***

| ***Level*** | ***3*** | ***5*** | ***7*** |
| --- | --- | --- | --- |
| ***Cost*** | 9 | 16 | 23 |
| ***SP Str*** | 1d12 | 2d12 | 3d12 |

Effect

This spell marks a target, they must receive healing from a spell or potion to rid themselves of the mark. After 2 rounds they will take “SpStr” Necrotic damage.

*Draw Forth the Soul*

*“You forcefully pull the soul from your victim while they still live.”*

***Target, 6m Range, Channeling***

| ***Level*** | ***6*** |
| --- | --- |
| ***Cost*** | 20 |
| ***SP Str*** | --- |

Effect

The target must make a Wp test vs your cast test, if the target wins they become immune to the effects of this spell for 3 rounds. If you win, the target becomes stunned and immobilized, unable to act at all. At the beginning of either of your turns, you roll 2d8+ your WpB. If this number beats the targets WT, their soul is ripped from their body and becomes a ghost under the casters command, replacing “Channeling” with “Mindlock ‘1”. If the caster is slain, the ghost will return to their body and will return to life with 2 points of fatigue.

At the beginning of the target's turn, they may remake the opposed Wp test until their soul is either freed or taken.

*Grasp the Heart*

*“Using a twisted form of telekinesis, you grasp at a heart that still beats in the chest of your victim.”*

***Target, 8m Range, Channeling***

| ***Level*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- |
| ***Cost*** | 20 | 28 | 36 | 44 |
| ***SP Str*** | +20 | +10 | -0 | -10 |

Effect

Your victim must make a “SpStr” Wp or End test vs your cast test. If they win, they become immune to this effect for 5 rounds. If you win, you take hold of their heart and may crush it in your hand for 1 AP. When you do this, you roll 2d6+ your WpB and if this exceeds the victims WT the victim dies instantly. If it doesn’t, the victim loses 1 AP, 1 SP, and must make a -20 Horror Test.

To the victim, this feels as if a hand of ice is holding their heart and squeezing it.

***Rituals***

*Listed here are the new rituals for your more advanced Necromancers. Knowledge of these rituals are usually prohibited to members of the Worm Cult.*

*Rite of Bone Sight*

This ritual allows you to enchant a Skull, allowing you to look through its eyes and speak through it as well. This ritual takes 70 drakes worth of materials, an empty black soul, and a Skull. Performing this ritual requires a +10 Necromancy test and spending 50 magicka over the hour long ritual.

You can then enter a meditative state where you lose your sense of sight and hearing and begin to see and hear through the skull.

*Rite of Mortal Flesh*

This ritual can only be performed by Liches, as it returns them to a form of flesh. This ritual requires a live sacrifice to be laid upon a Necromantic altar. Then a set of incantations must be performed, requiring a +10 Necromancy skill test. At the end of the hour-long incantations, the Lich must spend 80 magicka. After this, the sacrifice will rapidly wither to a skeletal husk as the Lich begins to regain their lost flesh.

This ritual is meant for a thematic feel, not a mechanical one.

*Rite of the Mortumvitrius*

This is the process of making a Mortumvitrius, commonly called a “Colossal Black Soul Gem”. This stone can be used for a multitude of powerful rites.

The first step is obtaining ten black soul gems, each filled with a black soul from separate races (one for each of the ten core races). Then these soul gems must be brought to a Necromantic Altar under the Shade of the Revenant and a set of incantations must be made that take 8 hours, needing a successful -50 Necromancy skill test and 900 magicka must be spent over the 8 hour period. Failure destroys all of the soul gems, and the GM must roll a D% with a 30% chance that the Altar is destroyed.

If the incantations are successful, the souls in the gems are torn asunder and the ten separate gems fuse into one huge inert soul gem. To empower the gem, it must be set upon a Necromantic Altar under the Shade of the Revenant for 24 hours (done over multiple occurrences) After this, the stone will awaken and can be used as a normal black soul gem.

This soul gem can hold a total soul energy of 15000, and can hold as many souls as it takes to fill it.

If this Soul Gem is used as a power source for rituals, it is left intact. Additionally, when at full power, the wielder constantly receives the benefit of the Shade of the Revenant.

*(****NOTE****: Some aspects of the ritual will be rethought and redone, such as charging the stone.)*

*Rite of Vile Reformation*

This ritual allows a Lich to bind a portion of their soul into a vessel to insure their own survival. This ritual requires the creation of a “Vessel”, which needs an empty black soul gem and a small chest made from pure ebony large enough to hold the gem. A set of arcane signs must be inscribed onto the ebony chest, requiring a -20 Necromancy test. Failure ruins the chest.

Then the Lich must trap their own soul in the Black soul gem, requiring knowledge of the “Soul Trap” spell and a successful cast of the spell.

Once the Lich does this, they must store an amount of their vital energies in the stone following the chart below.

Once this is done, the Lich will be protected from death. When they would normally die from any means, instead their body evaporates and reforms within five meters of their Vessel. Suffering from the negative effects shown on the chart below.

| ***Health*** | ***Magicka*** | ***Luck Burn*** |
| --- | --- | --- |
| -2 | -5 | -10 |
| -5 | -10 | -8 |
| -9 | -15 | -6 |
| -14 | -20 | -4 |

Whatever amount of HP or MP you store, values can’t be stacked, will be permanently lost until you either remove it from the Vessel or Die and reform. Removing the stored energy will end the effects of this ritual. When you reform, you lose an amount of Luck equal to the value above.

When a Lich reforms, they must restore energy if they wish to reform again.

*Rite of the Black Wind*

This is the most devastating necromancy spell, capable of stealing the souls from a large number of beings. This ritual requires Soul Energy from Black Souls instead of magicka.

This ritual must be performed at a Necromantic Altar under the Shade of the Revenant. A set of at least 10 filled black soul gems must be prepared by making a -30 Necromancy test for each one, this test can be done over a short or long rest. Failing destroys the soul gems.

You must also have a Necromantic Focus, such as a Staff with the “Necromantic Focus” trait.

Once these gems are prepared, then the ritual may commence. Under the shade of the revenant, you must present the prepared soul gems and siphon their energy through yourself. Doing this risks the utter destruction of your very soul, the only protection from this effect would be the “Rite of Vile Reformation”. This channeling requires a successful -60 (it is a -30 after all of the modifiers from the revenant, altar, and focus) Necromancy test made over a 3 hour long ritual. Failing this test will tear your soul asunder, killing you instantly. Successfully doing this will empower you with the raw necrotic energy that will inflict 1d4 necrotic damage to you every 6 seconds (1 round) for the remaining 5 hours it takes to perform the ritual.

Once you become empowered, you then must call forth an entity known as the “Black Wind”, a mindless mass of necrotic energy that exists natively on the Necromancer’s Moon. Summoning the Wind drains you of all this raw power and takes 5 hours of incantations requiring a -60 Necromancy skill test to perform. Failing will render the spell a failure, removing the raw power and failing to summon the wind but leaving you with your “life”.

When the Black Wind has been summoned, you gain the Mindlock ‘4 trait (or 3 if that is all you have) and you gain control over the winds movement. It can move at speeds of 100 miles per hour (160km, equivalent to a powerful tornado). This wind is warded by places that it can’t get to, such as indoors (open windows or doors can be used though), it also can’t enter magically warded or consecrated locations. Any living creature caught in the wind must roll 3d12- their End or Wp bonus, if the total meets or beats their WT, their soul is torn from them and they become a living dead (Zombie stats) under no one's command, nor will their unlife end until they are destroyed.

The wind can remain on Tamriel only for 10 minutes, this can be extended by 5 minutes for every 1500 soul energy provided through additional soul gems past the base 10. Each additional soul gem must be prepared in the same fashion as the original ten.

*Rite of Undeath: Death Hound*

Death Hounds require 75 Magicka to raise, and require 30 minutes of ritual time. A Death Hound requires a wolf sized body though it doesn’t necessarily need to be a wolf. A large cat or other hound will work just fine. A Death hound must have its body properly prepared with its body being intact and without having died with an unhealed wound, then the blood of a vampire must be introduced to the corpse's body, such as forcing the blood down the corpse's throat.

A character can raise multiple Death Hounds at once as a pack, adding +25 Magicka and requiring a fully prepared corpse for each additional Death Hound. Every five Death Hounds added in this way imposes a -10 on the Necromancy test to perform the ritual.

* Rite of Undeath: Shambles ?
* Rite of Undeath: Bone Colossus ?
* Rite of Undeath: Skeletal Dragon ?

? = *Will be completed after the appropriate Monster Stats are done, I will be working on some creatures from morrowind first so these may take some time.*

* Talents

*Dark Ceremony*

***Master (Intelligence), must be a Lich***

This talent allows you to augment your “Reanimation” spell. For every 1 creature you reanimate and successfully control, you may spend 1-3 SP to animate 1-3 additional corpses/skeletons so long as the remains are within 5m of the original target. These additional undead are immediately under your control without needing to make an opposed Wp test.

*Bone Tyrant*

***Master (Intelligence), must be a Lich***

* *Requires the following spells at their highest level*

***Consume Remains***

***Necrotic Zeal***

***Skin of Bone***

Allows a Lich to augment the above listed spells. When you cast “Skin of Bone” at its highest level, you can spend 1 SP to enhance this spell by increasing your physical might instead of just armor. The Spell Strength of the spell becomes 3 instead of 2 and while affected by this spell, your StrB is treated as 6 regardless of your actual strength. You also gain a natural weapon, massive bone plated fists that inflict 1d10 Crushing damage (1m reach).

While under the effect of “Skin of Bone”, your “Necrotic Zeal” spell is altered quite a bit. It’s “Channeling” trait becomes “Mindlock ‘1” and “Upkeep” (2 if you wish to affect more than one target) and it can affect yourself as well.

While under the effects of “Necrotic Zeal” & “Skin of Bone”, your “Consume Remains” spell allows you to have it act either as normal, have it increase your AR by ½ per corpse absorbed, or you can have it count for your Upkeep on Necrotic Zeal (instead of magicka). You may use “Necrotic Zeal” & “Consume Remains” at any level.

***Necromancy Backfire Table***

* *Made by*  
  Stealth Archer No. 313654  
  Kein  
  Macromarco

***1-2: Visions...***: You see faint outlines of ghosts and other apparitions. They look at you and they whisper to you, a chill runs down your spine, then they disappear.

***3: Too much death on the mind***: "For a brief moment you feel the souls of those that have been affected by this dark magic tearing at your mind, trying to stop you from calling them." The caster loses 2d8 Magicka Points.

***4: Accelerated agin***g: The flesh of corpses wither to dust, only bones remain. All inanimate corpses within 10 meters of the target are stripped of their flesh and muscles leaving just the skeleton.

**5: Body rot**: Your flesh darkens in spots, For the next 1d4 rounds, roll 1d4 and take that much magic damage. Healing from a potion or a spell ends the effect early.

***6: ...Of grave danger!***: A Ghost appears and gives everyone chills. The Ghost appears in a random location (GM choice) within 10 meters of the caster and follows the caster, pulling pranks on the living. All characters in the encounter must test Panic at -10. The Ghost is non-hostile unless provoked and persists for 2d6 rounds before vanishing into thin air.

***7: This heals me...right?***: The life around you starts to wither. Everyone within 20 meters of the caster (caster included) takes 2d6 Necrotic damage.

***8: Rigor mortis came a little late***: All undead within 10 meters of the caster and target must make a Willpower test at -10 or be paralyzed for 2d4 rounds.

***9: Necromancy at it's finest...sort of***: Any inanimate corpses, bones, and any other materials used for necromancy rituals within 10 meters of the caster rise up. They are unbound, are hostile to the living, and last for 1d4 rounds. What counts for materials and what is exactly created is up to GM discretion.

***10: They seem angry...***: Something has gotten into the undead surrounding you, everyone has lost control of the situation. All undead within specific ranges receive the following effects.  
All undead within 2 meters of the caster are Frenzied, but specifically target the caster.  
All undead within 5 meters of the caster are Frenzied, but only target living creatures.  
All undead within 10 meters of the caster are unbound.  
These effects last for 2d4 rounds.

***11+: One of us! One of us!***: You feel all of the energy start to sap from your body. The caster must make a Willpower test or be drained of their life and become an undead monstrosity. This character must be removed from play.