

EXPANDED NECROMANCY SPELLS

HOMEBREW

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GRAVECRAFT

Necromancy Cantrip

- **Casting Time:** 1 action
- **Range:** 30ft.
- **Components:** V, S
- **Duration:** 1 minute
- **Classes:** Cleric, Sorcerer, Warlock, Wizard

You are able to channel the forces of undeath to create one of the following effects.

- You can cause a corpse of a creature you can see in range to randomly twitch or move. For example, you can cause the arm or tail of a corpse to wave. This movement is not enough to perform simple tasks, interact with an objects, or harm a creature in any manner.
- You can cause one Medium or smaller corpse or piece of a corpse to briefly reanimate and move 5ft. in a direction of your choice. After the end of this movement it returns, to its inanimate state.
- You can mend a single dismemberment such as a hand or arm, on a corpse or skeleton that you can see in range. For example, you can reattach an arm or mend a broken bone of a corpse provided the necessary body parts are available
- You can cause the eyes of a corpse to give off dim light in a 5ft. radius for up to 1 minute as you briefly stimulate the fragments of its soul.
- You can cause any remnant flesh on a skeleton to rapidly decompose over 1 minute. This process only leaves hardened or bleached bone.
- You can cause spectral whispers or voices to originate from a corpse. You have no control of these whispers as they are in language that the creature spoke in life and the word or phrase spoken is a random phrase about something in that creature's life. It may be any name of a person, thing, place, or moment from any point in that creature's life.

If you cast this spell multiple times, you can have up to three of its 1-minute Effects active at a time, and you can dismiss such an Effect as an action.

SOUL BLADE

Necromancy Cantrip

Casting Time: 1 action

Range: 5ft.

Components: V, M (a weapon)

Duration: 1 round

Classes: Cleric, Warlock, Wizard,

As a part of the action used to cast the spell, you must make a melee weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. If this attack reduces a creature to 0 hitpoints, you gain 1d8 temporary hitpoints.

At Higher Levels The spell's damage increases when you reach higher level. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target and you gain 2d8 temporary hitpoints upon reducing a creature to 0 hitpoints. Both die increase by 1d8 at 11th level and 17th level.

BLADE OF DECAY

Necromancy Cantrip

Casting Time: 1 Action

Range: 5ft.

Components: V, M(a weapon)

Duration: 1 Round

Classes: Cleric, Warlock, Wizard,

You can infuse your weapon with necromantic magic that causes your opponent's wounds to fester. As a part of the action used to cast the spell, you must make a melee weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. The next time that creature takes damage until the start of your next turn, it takes an additional 1d6 necrotic damage

At Higher Levels. The spell's damage increases when you reach higher level. At 5th level, the melee attack deals an extra 1d6 necrotic damage to the target and the target takes an additional 2d6 necrotic damage. Both die increase by 1d6 at 11th and 17th level.

1ST LEVEL SPELLS

FESTERING WOUNDS

1st Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft.

Components: V, M(a weapon)

Duration: 1 Round

Classes: Cleric, Warlock, Wizard,

You can create a dark tether of necrotic magic that amplifies that pain of a debilitated creature. This necrotic blast hits a creature of your choice that suffers from one of the following conditions: blinded, deafened, poisoned, or paralyzed. The necromantic tendril deals 2d8 necrotic damage to its target.

This effect automatically fails and the spell is wasted if a creature does not suffer from any one of these conditions.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell deals an additional 1d8 damage for each spell level above 1st.

PHANTOM BOLT

1st Level Necromancy Spell

Casting Time: 1 Action

Range: 120ft

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard, Warlock

You can fire a wailing soul at your enemies. Make a ranged attack against a creature. On a hit, the target takes 2d8 necrotic damage and must succeed a Wisdom saving throw. On a failed saving throw, that creature is frightened until the end of its next turn. For the duration of the effect, that creature's movement speed is halved until the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

REAPER'S SMITE

2nd Level Necromancy Spell

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to one minute

Classes: Cleric, Paladin

The next time you hit a creature with a melee attack during this spell's duration, your weapon flares with necrotic energy and the attack deals an additional 2d8 necrotic damage.

If the target does not possess all of its hitpoints, the target takes an additional 1d8 necrotic damage.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the extra initial damage increases by 1d8.

SPIRIT'S VENGEANCE

2nd Level Necromancy Spell

Casting Time: 1 reaction which you take in response to being damaged by a creature within 60ft. of you that you can see

Range: 60ft.

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard, Warlock

You can invoke the wrath of the spirits of the dead to punish a creature that damages you. A creature must succeed a Wisdom saving throw. On a failed saving throw, that creature takes 2d8 necrotic damage and is frightened until the end of its next turn. While frightened in this manner, a creature's speed is halved for the duration. On a successful saving throw, creatures takes half damage and are otherwise unaffected.

At Higher Levels When you cast this spell of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd level.

ANIMATE SKELETON

3rd Level Necromancy Spell

Casting Time: 1 minute

Range: 10ft.

Components: V, S, M(one corpse of a creature which it consumes with the spell)

Duration: Instantaneous

Classes: Cleric, Wizard

You can imbue a corpse of a creature of challenge rating 1 or lower, that is not an Construct, Plant, or Undead to raise it back to life as a skeleton. After you finish casting your spell, the corpse returns to life as a skeletal servant. In its undead form, the target's game statistics remain the same except for the following. The creature can't use any features such Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions, or lair actions of its original form.

For the duration of this spell, the creature gains the following additional traits.

- This creature's type changes to Undead.
- It gains immunity to poison, psychic, and necrotic damage.
- It gains immunity to being charmed, exhausted, frightened, petrified, or poisoned
- It gains resistance to bludgeoning, piercing, and slashing damage from attacks that are not silvered.
- It no longer needs to breathe or eat
- When it is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum 10) to regain 1 hitpoint instead. It cannot benefit from this feature if it is turned or takes radiant damage on that turn.

The undead is friendly to you and your allies and acts on your initiative after your turn. It obeys your verbal commands as a bonus action as you mentally command any creature you made with this spell within 60 feet of you (if you control multiple undead, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the undead will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the undead only defends itself against hostile creatures. Once given an order, the undead continues to follow it until its task is complete.

If the Undead is killed, it is reduced to ash completely destroying its form.

The undead is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of the undead for another 24 hours, you must cast this spell on the undead again before the current 24-hour period ends. This use of the spell reasserts your control on that undead.

Upon casting this spell on the same undead every day for one year, it becomes permanently under your control.

At Higher Levels When you cast this spell using a spell slot of 4th Level or higher, the challenge rating of a creature that you can reanimate increases by 1.

ANIMATE ZOMBIE

3rd Level Necromancy Spell

Casting Time: 1 minute

Range: 10ft.

Components: V, S, M(one corpse of a creature which it consume with the spell)

Duration: Instantaneous

Classes: Cleric, Wizard

You can imbue necromantic magic into a corpse of a creature of challenge rating 1 or lower that has died within the last month, that is not an Construct, Plant, or Undead to raise it back to life as a zombie.

After you finish casting your spell, the corpse returns to life as a zombified servant. In its undead form, the target's game statistics remain the same except for the following.

The undead can't use any features from Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form.

For the duration of this spell, the creature gains the following additional traits.

- This creature's type is now Undead.
- Creatures hit by the zombie's melee attacks must succeed a Constitution saving throw equal to your spell DC or become poisoned until the end of its next turn.
- Creatures poisoned by the zombie cannot regain hitpoints for the duration of that effect.
- The zombie can use its bonus action to move up to its movement speed towards a hostile creature it can see.
- It gains immunity to poison and necrotic damage.
- It gains immunity to being charmed, exhausted, frightened, or poisoned.
- It gains resistance to bludgeoning, piercing, and slashing damage from attacks that are not silvered.
- It no longer needs to breathe or eat.
- When it is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum 10) to regain 1 hitpoint instead. It cannot benefit from this feature if it is turned or takes radiant damage on that turn.

The undead is friendly to you and your allies and acts on your initiative after your turn. It obeys your verbal commands as a bonus action as you mentally command any undead you made with this spell within 60 feet of you (if you control multiple undeads, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the undead will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the undead only defends itself against hostile creatures. Once given an order, the undead continues to follow it until its task is complete.

The undead is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of the undead for another 24 hours, you must cast this spell on the undead again before the current 24-hour period ends. This use of the spell reasserts your control on that undead.

If the Undead is killed, it is reduced to ash completely destroying its form.

Upon casting this spell on the same undead every day for one year, it becomes permanently under your control.

At Higher Levels When you cast this spell using a spell slot of 4th Level or higher, the challenge rating of a creature that you can reanimate increases by 1.

CORPSE BURST

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S

Classes: Cleric, Sorceror, Wizard, Warlock

With a surge of necromantic energy, you can cause a corpse, or a creature with 0 hitpoints to explode. If the creature has 0 hitpoints, it must succeed a Constitution saving throw. On a failed saving throw, that creature instantly dies and explodes. Creatures in a 10ft. radius around that creature must succeed a Constitution saving throw or take 6d8 necrotic damage on a failed saving throw and half as much on a success. A creature or corpse that explodes is instantly killed and is reduced to ashes.

On a successful saving throw, the target with 0 hitpoints loses one death saving throw (if applicable) and is otherwise unaffected.

This spell can only target corpses and automatically fails and is wasted if you target a construct, undead, or a living creature.

GHOST WALK

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorceror, Wizard, Warlock

As an action, you or a willing creature can assume the ethereal presence of a phantom. For the duration, You can move through other creatures and objects as if they were Difficult Terrain. Upon ending your turn in the space in another creature or object, your are shunted to the nearest unoccupied space. For every 5ft. your are shunted, you take 5 (1d10) force damage.

At Higher Levels When you cast this spell using a 4th level spell of higher, you can target an additional creature for each slot above 3rd.

NECROMANTIC BOLT

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: 120ft

Components: V, S

Duration: 1 Round

Classes: Cleric, Sorceror, Wizard, Warlock

You can fire a pulse of necrotic energy that causes a creature's body to begin to wither and decay. Make a ranged attack against a creature. On a hit, the target takes 4d8 necrotic damage and must succeed a Constitution saving throw. On a failed saving throw, that creature suffers vulnerability to the next damage roll against it until the end of your next turn as its body is corrupted by necrotic magic.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 1st.

SOUL CHAIN

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M (small trinkets or heirlooms of a dead creature)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Sorceror, Wizard, Warlock

You can summon four ethereal souls to orbit around you. These souls can take the form of phantoms, skulls, or wisps, for the spell's duration.

When you cast a spell and as a bonus action on each of your turns thereafter, you can expend one of these souls to attack a creature you choose within 120ft. of you. Once the spirit reaches its target, that creature must succeed a Wisdom saving throw. On a failed saving throw, it takes 2d8 necrotic damage and is considered frightened until the end of its next turn. On a successful saving throw, it takes half damage and is not frightened.

If one of these souls reduces a creature to 0 hitpoints, you regain one expended soul for the duration of the spell as you temporarily bind the spirit of your foe to fight for you.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the number of souls you can conjure increases by 1.

UNDYING CURSE

3rd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V, S, M (Bones or a Skull)

Duration: Concentration up to 1 hour.

Classes: Cleric, Warlock, Wizard

You can cast a necromantic soul curse on a creature within range. Until the spell ends, you can deal an additional 1d6 necrotic damage to the target whenever you hit it with an attack. A Remove Curse cast on the target ends this spell early.

If a humanoid dies while under this curse, it returns to life as a skeleton or zombie at the start of its next turn. You can decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the Monster Manual).

You can use a bonus action to mentally command that undead with this spell. To receive the command, a creature must be within 60 feet of you. You decide what action the undead will take and where they will move during their next turn, or you can issue a general command.

If you issue no commands, the undead do nothing except defend themselves against hostile creatures. Once given an order, the undead continue to follow it until their task is complete. That creature under your control until the spell ends, after which they become inanimate once more.

At Higher Levels When you cast this spell using a spell slot of 5th or 6th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 7th level or higher, you can maintain your concentration on the spell for up to 24 hours. At 9th level, you no longer have to maintain concentration on this spell and its duration lasts indefinitely or until you end it.

4TH LEVEL SPELLS

SOUL BURN

4th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S, M (a skull)

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard, Warlock

You are able to assault the very soul of your target with a torrent of necrotic magic. Creatures in a 20ft. radius sphere must make a Charisma saving throw.

On a failed saving throw, a creature takes 6d8 necrotic damage and half as much on a successful saving throw. If this spell reduces a creature to 0 hitpoints, it is instantly killed.

This spell has no effect on constructs and undead.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the extra damage increases by one 1d8

SOUL STORM

4th Level Necromancy Spell

Casting Time: 1 Action

Range: 150ft.

Components: V, S, M(a talisman)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorceror, Warlock, Wizard

You can conjure a gateway to the realm of the dead causing a vortex of swirling spirits to harass your foes. A 20ft. radius and 40ft. high cylinder appears, centered on a point within range, lasting for the duration of the spell. This vortex is filled with the wails and screams of hundreds of spirits that can be heard up to 100ft. away.

This vortex is considered to be difficult terrain and heavily obscures the vision of any creature in its area. Any creature that starts its turn in this area takes 2d8 necrotic damage. Any creature that ends its turn in this area must succeed a Wisdom saving throw or become frightened until the end of its next turn. Creatures frightened in this manner have their movement speed halved until the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the extra damage increases by one 1d8.

WITHERING FIELD

4th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft.

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorceror, Warlock, Wizard

You can generate a sphere of withering magic in a 30ft. radius around a spot you can see within range. Creatures that first enter this field or starts its turn within the cannot regain hitpoints until the end of its next turn.

5TH LEVEL SPELLS

ANIMATE GHOUl

5th Level Necromancy Spell

Casting Time: 1 minute

Range: 10ft.

Components: V, S, M(one corpse of a creature which it consume with the spell)

Duration: Instantaneous

Classes: Cleric, Wizard

You can imbue necromantic magic into a corpse of a creature of challenge rating 1 or lower that has died within the last month, that is not an Construct, Plant, or Undead to raise it back to life as a zombie.

After you finish casting your spell, the corpse returns to life as a zombified servant. In its undead form, the target's game statistics remain the same except for the following.

If the Undead is killed, it is reduced to ash completely destroying its form.

The creature can't use any features from Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form.

For the duration of this spell, the creature gains the following additional traits.

- This creature's type is now Undead.
- Creatures hit by the ghoul's melee attacks must succeed a Constitution saving throw equal to your spell DC or become paralyzed until the end of its next turn
- The creature gains a climbing speed equal to its walking speed and it can climb difficult surfaces without needing an ability check
- The creature has disadvantage on Wisdom(Perception) checks and attack rolls if it starts its turn in sunlight
- The creature can use its bonus action to move up to its movement speed towards a hostile creature it can see.
- It gains immunity to poison and necrotic damage.
- It gains immunity to being charmed, exhausted, or poisoned
- It gains resistance to bludgeoning, piercing, and slashing damage from attacks that are not silvered.
- It no longer needs to breathe or eat
- When it is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum 10) to regain 1 hitpoint instead. It cannot benefit from this feature if it is turned or takes radiant damage on that turn.

The undead is friendly to you and your allies and acts on your initiative after your turn. It obeys your verbal commands as a bonus action as you mentally command any undead you made with this spell within 60 feet of you (if you control multiple undeads, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the undead will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the undead only defends itself against hostile creatures. Once given an order, the undead continues to follow it until its task is complete.

The undead is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of the undead for another 24 hours, you must cast this spell on the undead again before the current 24-hour period ends. This use of the spell reasserts your control on that undead.

If the Undead is killed, it is reduced to ash completely destroying its form.

Upon casting this spell on the same undead every day for one year, it becomes permanently under your control

At Higher Levels When you cast this spell using a spell slot of 6th Level or higher, the challenge rating of a creature that you can reanimate increases by 1.

REAPER'S SCYTHE

5th Level Necromancy Spell

Casting Time: 1 Bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin, Warlock, Wizard

You can conjure a scythe of necromantic energy to create a reaping scythe. This magic weapon counts as a martial melee weapon which you are proficient. The scythe deals 4d8 necrotic damage on a hit and has the heavy and two handed property.

When you use this weapon to reduce a humanoid to 0 hitpoints, it instantly dies and returns to life as your choice of a zombie or skeleton at the start of your next turn.

You can decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the Monster Manual).

You can use a bonus action to mentally command these undead with this spell. To receive the command, the undead must be within 60 feet of you. You decide what action the undead will take and where they will move during their next turn, or you can issue a general command.

If you issue no commands, the undead do nothing except defend themselves against hostile creatures. Once given an order, the undead continue to follow it until their task is complete. That creature under your control until the spell ends, after which they become inanimate once more.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter while the spell persists, you can use a bonus action to cause the scythe to reappear in your hand.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases to 5d8.

VISIONS FROM THE GRAVE

5th Level Necromancy Spell

Casting Time: 1 Action

Range: 10ft.

Components: V, S, M (bones of a creature)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Wizard

You are able to harness the last vestiges of life from a creature's soul to view its last moments of life through your own eyes. You can choose one corpse in range that has not been dead no longer than a year. The spell fails if the corpse has been dead more than a year.

Until the spell ends, you are able to view and access any memories that the corpse may have had within the last hour of its death. You are able to see and hear as if you were using the target's senses during life. While in this state, you are blinded and deafened to your own senses.

While in this state, you can target specific memories that creature had based on any names, places, individuals, or other topics related to a specific memory.

At Higher Level When you cast this spell at 7th level, this duration of accessed memories increases to 24 hours. When you use a 9th level spell slot, you can view any moment in the creature's life up to 1 year before its death.

DESECRATION

5th Level Necromancy Spell

Casting Time: 24 hours

Range: Touch

Components: V, S, M (bones and blood worth at least 1000 gp which the spell consumes)

Duration: Until Dispersed

Classes: Cleric, Paladin, Warlock, Wizard

You touch a point and infuse an area with necromantic magics. The area can have a radius up to 60 feet and the spell fails if the radius includes an area already under the effect of the *Desecration* or *Hallow* spell. The affected area is subject to the following effects.

Undying. Dead bodies and corpses in the area cannot be revived or brought back to life by any means short of a *Wish* spell. After remaining in this area for one hour, dead bodies in this area return to life as a zombie or skeleton.

Undead raised in this manner are unfriendly to all living creatures. Roll initiative for the undead which has its own turns. It is under the Dungeon Master's control and acts according to its nature on each of its turns.

Cursed Creatures in this area cannot recover hitpoints. Whenever creatures take a short or long rest while in this area cannot use or regain hit die. Effects such as *Lesser Restoration* and *Greater Restoration* has no effect.

Wither Affected creatures other than constructs and undead have their hitpoint maximum reduced by 2d10 while in this area. The damage can't reduce the target's hit points below 1. Once the creature leaves this area, its hit point returns to normal after 1 hour. A creature can only suffer from the effects of this casting of the spell once every day.

Aura of Negativity Affected undead within this area gain 2d10 temporary hitpoints.

Soul Siphon Creatures reduced to 0 hitpoint while in this area are instantly killed.

6TH LEVEL SPELLS

ANIMATE GHOST

6th Level Necromancy Spell

Casting Time: 1 minute

Range: 10ft.

Components: V, S, M(one corpse of a creature which it consumes with the spell)

Duration: Instantaneous

Classes: Cleric, Wizard

You can imbue necromantic magic into a corpse of a creature of challenge rating 1 or lower that has died within the last day, that is not an Construct or Undead to raise it back to life as a ghost.

After you finish casting your spell, the corpse returns to life as a spectral servant while its physical corpse still remains. In its undead form, the target's game statistics remain the same except for the following.

The creature can't use any features from Class features, Innate Spellcasting, Pact Magic, Spellcasting, abilities with a recharge, legendary actions or lair actions of its original form.

For the duration of this spell, the creature gains the following additional traits.

- This creature's type is now Undead.
- The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- When the ghost reduces a creature to 0 hitpoints, that creature must succeed a Charisma saving throw equal to your spell save DC or be instantly killed.
- The ghost gains a flying speed equal to its walking speed.
- It gains immunity to poison, necrotic, and nonmagical bludgeoning, piercing, and slashing damage.
- It gains immunity to being charmed, exhausted, frightened, grappled, restrained, petrified, or poisoned.
- It gains resistance to cold, bludgeoning, piercing, and slashing damage from magical weapons.
- It no longer needs to breathe or eat.
- When it is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum 10) to regain 1 hitpoint instead. It cannot benefit from this feature if it is turned or takes radiant damage on that turn.

The undead is friendly to you and your allies and acts on your initiative after your turn. It obeys your verbal commands as a bonus action as you mentally command any creature you made with this spell within 60 feet of you (if you control multiple undead, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control on that creature.

Upon casting this spell on the same creature every day for one year, it becomes permanently under your control.

At Higher Levels When you cast this spell using a spell slot of 7th Level or higher, the challenge rating of a creature that you can reanimate increases by 1.

DEATH CHAIN

6th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft.

Components: V, S

Duration: Instantaneous

Classes: Cleric, Wizard, Warlock

A creature you can see within 150ft. become consumed with necromantic magic. You can force a creature you can see within range to make a Charisma saving throw. On a failed saving throw, that creature takes 10d8 necrotic damage and half as much on a successful saving throw.

If this attack reduces a creature to 0 hitpoints, you can choose to force another creature of your choice within range to make this saving throw. This creature takes 12d8 necrotic damage on a failed saving throw and half as much on a success. After this creature is targeted, the spell ends.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature before the spell ends, provided the prior target was reduced to 0 hitpoints. For each consecutive creature targeted, the damage die increases by 2d8.

PLAQUE BURST

6th Level Necromancy Spell

Casting Time: 1 Action

Range: 150ft.

Components: V, S

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

You unleash a bubbling orb of necrotic energy imbuing creatures in range with various necromantic sicknesses. Each creature in a 30ft. radius around a spot that you can see within range must roll a d6 to determine the effect.

- **1. Agony** Creatures take 5d8 necrotic damage on a failed saving throw and half as much on a success. If creatures are missing any hitpoints, the target takes 5d12 necrotic damage instead.
- **2. Withered** Creatures take 5d8 necrotic damage and cannot recover hitpoints for one minute on a failed saving throw. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are otherwise unaffected.
- **3. Disease** Creatures take 5d8 poison damage and are poisoned for one minute on a failed saving throw. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are otherwise unaffected.
- **4. Decay** Creatures take 5d8 necrotic damage on failed saving throw and half as much on a success. On a failed saving throw, that creature suffers vulnerability to the next damage roll against it for the next minute.
- **5. Doom** Creatures take 5d8 necrotic damage on a failed saving throw and half as much on a success. If this attack reduces a creature to 0 hitpoints, it is instantly killed.
- **Special** The target suffers from two effects. Roll twice more rerolling any 6s.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the extra initial damage increases by 1d8 for every level above 6th.

WALL OF SOULS

6th Level Necromancy Spell

Casting Time: 1 Action

Range: 150ft.

Components: V, S, M (a skull of a creature that has died within the past day)

Duration: Instantaneous

Classes: Cleric, Wizard, Warlock

You can create a wall of wailing souls that appears at a point you choose in range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. This wall can be free floating or it can rest on a solid surface.

The wall can be 60ft. long, 10ft. high, and 5ft. thick. The wall blocks line of sight through it.

When the wall appears, each creature in its area must succeed a Wisdom saving throw. On a failed saving throw, creatures take 4d8 necrotic damage and is frightened for one minute. Creatures frightened in this manner have their movement speed halved for the duration as they are tormented by angry souls.

On a successful saving throw, it takes half as much damage and is not frightened. A frightened creature can repeat a Wisdom saving throw at the end of each of its turns, end the effect on a success.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

8TH LEVEL SPELLS

DUALITY PULSE

8th Level Necromancy Spell

Casting Time: 1 Action

Range: Self(120ft. line)

Components: V, S, M

Duration Self(120ft. line)

Classes: Cleric, Warlock

You unleash a wave of both positive and negative energy that either ravages or replenishes the vitality of those in a 120 feet long and 10 feet wide blasts out from you in a direction you choose. For each creature in range, you can choose to inflict one of the following effects.

- An affected creature regains 8d8 hitpoints. This effect has no affect on undead or constructs.
- An affected creature must succeed a Constitution saving throw or take 8d8 necrotic damage on a failed saving throw. On a successful saving throw, creatures take half damage and are otherwise unaffected.

At Higher Levels When you cast this spell using a spell slot of 9th level or higher, the extra damage increases by 1d8

DEATH BURST

8th Level Necromancy Spell

Casting Time: 1 Action

Range: 150

Components: V, S, M (a skull)

Duration: Instantaneous

Classes: Cleric, Wizard, Warlock

You are able to conjure a volatile orb of necrotic magic. Each creature in a 30ft. radius sphere centered on a spot within range must succeed a Constitution saving throw equal to your spell save DC.

On a failed saving throw, creatures take 10d6 necrotic damage and its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. *Remove Curse* or *Greater Restoration* allows a creature's hit point maximum to return to normal before that time passes.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

If this attack reduces a creature to 0 hitpoints, it is instantly killed. This spell has no effect on constructs and undead.

At Higher Levels When you cast this spell using a spell slot of 9th level or higher, the extra damage increases by one 2d6

9TH LEVEL SPELLS

CRIPPLE

9th Level Necromancy Spell

Casting Time: 1 Action

Range: 150ft.

Components: V, S, M (a skeletal replica of a creature)

Duration: Instantaneous

Classes: Wizard, Warlock

You unleash a wave of necromantic energy that brutally cripples a creature you can see in range, shattering every bone in its body and rendering its muscles useless. The target takes 4d6 necrotic damage and must succeed a Constitution saving throw.

On a failed saving throw, the creature's Strength and Dexterity scores become 1 and its movement speed is reduced to 0. For the duration, the creature cannot use its action, bonus action, or reaction to make a weapon attack, use material components for spells, use or interact with objects, or even simple perform tasks.

At the end of 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by a greater restoration, heal, or wish.

NEGATIVITY PULSE

9th Level Necromancy Spell

Casting Time: 1 Action

Range: Self (120ft. radius)

Components: V, S

Duration: Instantaneous

Classes: Cleric, Wizard, Warlock

You can unleash a wave of necromantic energy that corrupting all living creatures in your wake binding their souls to your will upon their demise. All creatures within a 120ft. radius around you must succeed a Constitution saving throw. On a failed saving throw, creatures take 10d8+30 necrotic damage and half as much on a successful saving throw.

A humanoid creature killed by this spell rises at the start of your next turn as your choice of a skeleton or zombie that is permanently under your command, following your verbal orders to the best of its ability.

SOUL BEAM

9th Level Necromancy Spell

Casting Time: 1 Action

Range: Self (60ft. line)

Components: V, S, M(A skull)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

You are able to focus the power of a dying souls into a beam of necrotic energy that gets stronger which each creature slain. A creature in a 10ft. wide and 120ft. long line must succeed a Charisma saving throw. On a failed saving throw, creatures take 10d8 necrotic damage. On a successful saving throw, creatures take half damage.

If this attack reduces any creature to 0 hitpoints on that turn, that creature is instantly killed and the base damage of this spell increases by 1d8. This spell can only increase in this manner once on each of your turns.

Creatures killed in this manner cannot be revived by any means except for a *Wish* spell

You can use your action to create a new soul beam as your action on any turn until the spell ends.

A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

MARCELLA V.

JAKE C.

THE EMCREDIBLE

TERRA NOVA

KANDROS VASHTET

LEGENDARY PATRONS

EDDIE

SIR PRIZE

STEVEN K.

EPIC PATRONS

VINCENT

ALEX D

CAPTAIN BLACKWOOD

JACOB S.

RAZI R.

TALLON M.

DOUGLAS B.

JOHN B.

NATHAN S.

JOSEPH L.

SEXYDOUGHBOY

CYPTOSSARIAN

ANDREW W.

GLENN S.

ANDREW C.

JUSTIN R.

ERADAN9S

PARTICLE MAN

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