

Necromancer Class

Feared mystics who see beyond the shores of the living world. These warrior-mages guide the dead to their final rest or call them back from its dark waters to walk again in life.

Weapons: Crossbow, dagger, longsword, scimitar, staff, stave

Armor: Leather armor, chainmail

Hit Points: 1d6 per level

Death Sense. You can sense the location and general nature of undead and dying creatures within near of you.

River of Death. Your spirit has walked in the eternal river, and you have learned to resist the pull of death. You do not die at 0 CON, and you roll a d6 for your death timer instead of a d4.

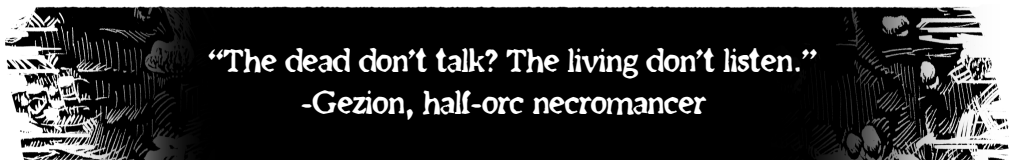
Spellcasting. You can cast necromancer spells you know.

You know two tier 1 spells of your choice from the necromancer spell list (see pg. 120).

Each time you gain a level, you choose new necromancer spells to learn according to the Necromancer Spells Known Table.

You use your Charisma modifier to cast necromancer spells. The DC is 10 + the spell's tier. If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Necromancer Mishaps table for the spell's tier (see pg. 184).



“The dead don’t talk? The living don’t listen.”
-Gezion, half-orc necromancer

NECROMANCER SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2

NECROMANCER TALENTS

2d6 Effect (2 repeat = additional use)

2 The next time you die, you may return to life with full HP

3-7 +1 to your spellcasting checks or +1 to melee attacks

8-9 +2 to Strength, Constitution, or Charisma stat

10-11 Gain advantage on casting one spell you know

12 Choose a talent or +2 points to distribute to stats

4.82 WIDE

1.73 HIGH

HELICITY

Weapons

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Blowgun	5 gp	R	N	1	Sn
Boomerang	3 gp	R	N	1d4	R, Th
Chakram	20 gp	R	N	1d6	R, Th
Club	5 cp	M	C	1d4	O
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, O, Th
Falchion	12 gp	M	C	1d8	2H, F
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Handaxe	2 gp	M/R	C/N	1d6	F, Th
Javelin	5 sp	M/R	C/F	1d4	Th
Lance	15 gp	M	C	1d12	C, D, M, 3 slots
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Morningstar	5 gp	M	C	1d6/1d8	V
Pike	10 gp	M	2x C	1d10	2H, 2 slots
Rapier	8 gp	M	C	1d8	B, F
Razor chain	12 gp	M	N	1d6	F
Sai	8 gp	M	C	1d4	2H, F, S
Scimitar	8 gp	M	C	1d6	F
Shortbow	6 gp	R	F	1d4	2H

Shortsword	7 gp	M	C	1d6	-
Shuriken	1 gp	R	N	1d4	See below
Sling	5 sp	R	F	1d4	L
Spear	5 sp	M/R	C/N	1d6	O, Th
Staff	5 sp	M	C	1d4	2H
Stave	2 gp	M	C	1d6	2H, S
Strikes	-	M	C	1d4	0 slots
Warhammer	10 gp	M	C	1d10	2H
Whip	3 gp	M	N	1d4	F

Breakable (B). This weapon breaks on a natural 1 attack roll.

Charge (C). You can only attack with this weapon after moving at least a near distance.

Devastating (D). This weapon deals x4 damage on a critical hit and is then destroyed.

Finesse (F). You may use your STR or DEX when attacking with this weapon.

Loading (L). You must forgo moving to reload this weapon.

Mounted (M). This weapon can only be wielded while mounted.

Obsidian (O). Can be obsidian: +5 gp cost, gain **Breakable**, increase damage die one step.

Returning (R). This weapon returns to the thrower.

Sniper (Sn). You can stay hidden after attacking with this weapon.

Sundering (S). When you are hit with a melee attack, you may destroy this weapon to negate all damage from the attack.

Thrown (Th). You may throw this weapon to make a ranged attack with it using STR or DEX.

Two-handed (2H). You must use this weapon with two hands.

Versatile (V). You can use this weapon with one or two hands. Use the higher damage die if you're wielding it with two.

Shuriken. Can use as caltrops.

Necromancer Spells

TIER 1

- First Gate
- Protection From Evil
- Seal Soul
- Turn Undead
- Undeath
- Withermark

TIER 2

- Bane
- Command Undead
- Final Toll
- Ghoul Touch
- Lamentation
- Second Gate

TIER 3

- Animate Dead
- Drain Life
- Lay To Rest
- Reap The Soul
- Speak With Dead
- Third Gate

TIER 4

- Ashes To Ashes
- Excoriate
- Fourth Gate
- Necronomicon
- Revenant
- Vision

TIER 5

- Anchor In Death
- Create Undead
- Dust To Dust
- Fifth Gate
- Riverwalk
- Summon Soul



ANCHOR

Tier 5, necromancer

Duration: Permanent

Range: Close

One creature you touch of LV 10 or less becomes fixed to its location by a black thread that can only be cut by a silver or magic blade (this spell ends when it is severed).

The creature becomes comatose and immune to all harm while under the effects of this spell.



ANIMATE DEAD

Tier 3, necromancer

Duration: 1 day

Range: Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The undead creature acts on your turn. After 1 day, the creature collapses into grave dust.



ASHES TO ASHES

Tier 4, necromancer

Duration: Focus

Range: Near

A living creature you target begins crumbling into ash.

You can target a creature you can see of LV 5 or less.

If you successfully focus on this spell for 3 rounds in a row, the target dies and crumbles into a pile of ash.



BANE

Tier 2, necromancer

Duration: 5 rounds

Range: Close

One weapon you touch is empowered with necrotic energy. It deals an additional 1d6 damage against living creatures for the duration.

COMMAND UNDEAD

Tier 2, necromancer

Duration: Focus

Range: Far

You issue a verbal command to one undead creature of LV 5 or less in range.

The command must be one word, such as “stop.” The target obeys the command for as long as you focus.

CREATE UNDEAD

Tier 5, necromancer

Duration: 1 day

Range: Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.

DRAIN LIFE

Tier 3, necromancer

Duration: Instant

Range: Close

One living creature you touch takes 2d6 damage.

You regain HP equal to half the damage you dealt (round down).

If you target an undead creature with this spell, you take damage and it regains HP instead.

DUST TO DUST

Tier 5, necromancer

Duration: Instant

Range: Near

You command the spirits of the dead to seek their final rest.

All undead creatures of LV 10 or less within range must make a DC 15 CHA check. On a failure, they are destroyed.



EXCORIATE

Tier 4, necromancer

Duration: Focus

Range: Near

You burn the life force away from one living creature in range, dealing it 1d10 damage per round. Undead creatures are healed by this spell instead.



FIFTH GATE

Tier 5, necromancer

Duration: Instant

Range: Near

You can target one dying creature in range.

The target gains 5 rounds on its death timer. It becomes conscious and may act normally while dying.

If the creature would take damage while under the effects of this spell, it instead loses a round on its death timer.

If the creature dies while under the effects of this spell, it may make a DC 18 CON check. On a success, it returns to life at 1 HP.



FINAL TOLL

Tier 2, necromancer

Duration: Instant

Range: Close

One undead you touch of LV 2 or less instantly crumbles to dust.



FIRST GATE

Tier 1, necromancer

Duration: Instant

Range: Close

You can target a living creature of LV 2 or less or an undead creature of LV 4 or less.

The creature falls into a deep sleep. Being injured wakes it.

FOURTH GATE

Tier 4, necromancer

Duration: 10 rounds

Range: Close

You transform a willing creature you touch of LV 10 or less into an undead creature of equal level or less for the spell's duration.

Any gear the target carries melds into its new form. It can't cast spells while under the effects of this one.

In place of the above effect, you can permanently restore a shape-changed creature back to its original form.

GHOUL TOUCH

Tier 2, necromancer

Duration: Instant

Range: Close

You strike at the life force of a living creature, dealing it 1d6 damage. If the target is LV 4 or less, it becomes paralyzed for 1d4 rounds.

LAMENTATION

Tier 2, necromancer

Duration: Focus

Range: Near

You sing a haunting death dirge about one creature in range. The target must be of a level equal to or less than your own.

The target cannot act on its turn unless it passes a CHA check equal to your last spellcasting check.

LAY TO REST

Tier 3, necromancer

Duration: Instant

Range: Close

You instantly send an undead creature you touch to its final afterlife, destroying it utterly.

You can target an undead creature of LV 9 or less.



NECRONOMICON

Tier 4, necromancer

Duration: 3 rounds

Range: Self

You draw on your knowledge of the Book of the Dead to divine portents reflected in the dark waters of the River of Death.

You can ask the GM up to three yes or no questions (one each round). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once a week, treat a failed spellcasting check for it as a critical failure instead.



PROTECTION FROM EVIL

Tier 1, necromancer

Duration: Focus

Range: Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.



REAP THE SOUL

Tier 3, necromancer

Duration: Instant

Range: Near

You draw life force from one creature in range that was killed within the last round.

You gain HP and a bonus to your next attack roll or spellcasting check equal to the target's level.



REVENANT

Tier 4, necromancer

Duration: Instant

Range: Close

You bolster an undead creature, infusing it with potent energy.

Transform an undead creature you touch into another undead creature that is up to two levels higher.

You can't bring an undead creature above 10th level with this spell.



RIVERWALK

Tier 5, necromancer

Duration: Instant

Range: Far

You can only cast this spell while standing in a river.

You briefly step into the River of Death, sliding between space and time itself.

You and any willing creatures you choose within close range teleport to another river you've stood in on your same plane.



SEAL SOUL

Tier 1, necromancer

Duration: Permanent

Range: Close

One dead body you touch becomes sealed against necromantic energy.

This body cannot be used to create an undead creature or be possessed by a dead spirit.



SECOND GATE

Tier 2, necromancer

Duration: Focus

Range: Near

You render one creature in range mute for the spell's duration. It cannot speak and has DISADV on spellcasting checks.

In place of the above effect, you can restore the lost speech and/or thought of one creature in range for the spell's duration.



SPEAK WITH DEAD

Tier 3, necromancer

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

SUMMON SOUL

Tier 5, necromancer

Duration: 10 rounds

Range: Near

An undead being comes to your aid. You must know the being's name in order to summon it.

The being appears within near of you. It acts of free will to aid you on your turn, treating you as an ally for the spell's duration.

If you harm the being, the spell ends. After 10 rounds, the being departs.

You cannot cast this spell again to summon the same being for a year's time.

THIRD GATE

Tier 3, necromancer

Duration: Instant

Range: Near

You read the mind of a creature within range, learning one of its memories of your choosing.

In place of the above effect, you can permanently erase one memory of a creature within range.

TURN UNDEAD

Tier 1, necromancer

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee.

Undead creatures within near of you must make a CHA check vs. your spellcasting check.

If a creature fails by 10+ points and is equal to or less than your level, it is destroyed.

Otherwise, on a fail, it flees from you for 5 rounds.



UNDEATH

Tier 1, necromancer

Duration: 5 rounds

Range: Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The creature acts on your turn.

You can only create one undead creature with this spell at a time. When the spell ends, the corpse collapses into grave dust.



VISION

Tier 4, necromancer

Duration: 5 rounds

Range: Self

You can only cast this spell while standing in a river.

The waters around you become the River of Death itself, and visions dance on its surface.

For the spell's duration, you can see and hear a creature or location you choose.

Treat a failed spellcasting check for this spell as a critical failure.



WITHERMARK

Tier 1, necromancer

Duration: Instant

Range: Far

You fling a dark rune of necrotic energy at a target in range.

The target takes 1d4 damage. This damage increases to 2d4 when you reach 5th level.

Undead creatures are unharmed by this spell.

Necromancer Mishaps

NECROMANCER MISHAP 1-3

d12	Effect
1	Calamity! Roll twice and combine both effects (reroll any further 1s)
2	Life drain! You take 1d6 damage per spell tier
3	Zombification! You transform into a mindless zombie for 1d4 rounds (if you go to 0 HP, you return to normal at 1 HP)
4	Misfire! Your spell targets a random creature you can see, even if it would not normally be possible
5	Spectral hands! You lose a random piece of gear
6	Skeletons! 1d4 hostile skeletons appear within near of you and target you with their attacks
7	Leech! You cannot cast this spell again for a week
8	Silence! You cannot speak or cast spells for 10 rounds
9	Somnolence! You fall into a deep sleep for 1d4 rounds
10	Slow! For the next 5 rounds, you can only move or take an action on your turn, not both
11	Ennui! Next round, you must pass a DC 12 CHA check on your turn or you cannot act
12	Memory fog! You have DISADV on casting spells of the same tier for the next 10 rounds

NECROMANCER MISHAP 4-5

d12	Effect
1	Calamity! Roll twice and combine both effects (reroll any further 1s)
2	Necrotic backlash! You deal 3d8 damage to yourself and all living creatures within near; all undead within the same area are healed this amount
3	Pain for power! You must permanently sacrifice either 1d4 HP or the ability to cast this spell
4	Flung into death! You are ripped away on an involuntary tumble through the River of Death; you reappear after 1d4 rounds standing in the nearest river
5	Hunger of the dead! Greedy spirits permanently take 1d4 random pieces of your gear
6	Decay! You are cursed with necrotic rot; you lose 1 point of CON each day until you find a way to end the curse
7	Memento mori! Visions of mortality fill your mind, causing you to lose 1d4 spells from each tier until you rest
8	Possession! A hostile ghost appears and uses its action to try to possess you for 1d4 rounds before disappearing
9	Escapees! 1d4 wraiths break through the border between life and death and wreak havoc on the living around them
10	Hopelessness! Your spirit is drained of all hope and will, leaving you unable to act for the next 5 rounds
11	Sap power! You have DISADV on casting all spells for the next 10 rounds
12	Wellspring! The River of Death breaks through into the world where you stand, causing a spring of necrotic water to bubble forth; hordes of undead emerge through this breach each day until it is somehow closed