INTRODUCTION

This supplement provides information for playing Necromancers, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Necromancer

Necromancers are Magic-Users who practice necromancy, seeking expertise of the darker side of the arcane. Necromancers are rare due to the unsavory nature of their profession, often living in proximity to graveyards, burial mounds, and other places associated with the dead. They are sometimes known by other terms such as Bokor, Witch-Doctors, or even Death Master. Regardless of what they are called or the culture they come from, they share certain traits.

Necromancers are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They may not wear any armor of any sort or use shields, but unlike other Magic-Users they have expanded weapon choices. In addition to the dagger and walking staff, Necromancers can use sickles, scythes, spades, and scimitars (see New Equipment below), and they can likewise use magical weapons of those types. Otherwise, Necromancers can generally be treated as equivalent to Magic-Users for any situation not covered here.

The Prime Requisite for Necromancers is Intelligence. In addition to requiring an Intelligence score of 15 or higher, a Necromancer also must have both Wisdom and Constitution scores of at least 13 in order to qualify for the rigors of the class. Although not a requirement, most Necromancers do not score high in looks or Charisma. The class generally attracts those who are persecuted or otherwise disenfranchised with normal society.

Necromancers produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Necromancer begins play knowing read magic and one other spell of first level, recorded within a spellbook. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Necromancer Spells section for more details.
NEW EQUIPMENT

New Weapons | Cost | Size | Wt. | Dmg.
--- | --- | --- | --- | ---
Sickle | 2 gp | S | 2 | 1d6
Spade | 1 gp | M | 2 | 1d4
Scimitar (longsword) | 10 gp | M | 4 | 1d8
Scythe (2 handed weapon) | 7 gp | L | 10 | 1d8

SPELLS

Below are listed spells available to the Necromancer subclass. Even though they may not be used by a particular Game Master, optional zero level spells (cantrips) and seventh level spells are included for completeness. Necromancers are equivalent to normal Magic-Users in either case. See the appropriate supplement when necessary.

Necromancer Spells

Legend for spell list below:
* – reversible spell
# – modified for Necromancers
(n) – Necromancer spell
(s) – Spell Supplement

Cantrips: One zero level spell, called a cantrip, can be cast per level of the caster plus his or her Intelligence bonus. Therefore, a fifth level Necromancer with an Intelligence score of 17 (+2 bonus) may cast up to 7 cantrips per day. Cantrips are an optional rule, and thus may be omitted by the GM.

Zero Level Necromancer Spells (Cantrips)

1. Animate Tool
2. Bolster* (n)
3. Clean
4. Embalm (n)
5. Flare
6. Flavor*
7. Inscribe
8. Irritate
9. Knot*
10. Mage Hand
11. Negate Stench* (n)
12. Open/Close
13. Summon Vermin*
14. Transfigure

First Level Necromancer Spells

1. Call Poltergeist (n)
2. Chill (s)
3. Corpse Servant (n)
4. Decay Flesh* (n)
5. Detect Magic
6. Light*
7. Locate Corpse (n)
8. Protection from Undead* (n)
9. Read Languages
10. Remove Fear*
11. Stench (n)
12. Ventriloquism
13. Stoneskin (s)

Second Level Necromancer Spells

1. Continual Light*
2. Detect Invisibility
3. Fireskull Familiar (n)
4. Ghoulish Hands (n)
5. Invisibility
6. Knock
7. Locate Object
8. Maggot Spray (n)
9. Minor Warding (s)
10. Wizard Lock

Third Level Necromancer Spells

1. Darkvision
2. Dispel Magic
3. Drainblade (s)
4. Fossilize (n)
5. Protection from Undead, 10' Radius* (n)
6. Speak with Dead
7. Spirit Wrack (n)
8. Summon Spirit (n)

Fourth Level Necromancer Spells

1. Animate Dead#
2. Corpse Feast (n)
3. Dimension Door
4. Grave Sanctuary (n)
5. Remove Curse*
6. Rot Flesh (n)
7. Wall of Bones (n)
8. Wizard Eye
Fifth Level Necromancer Spells
1 Cloudkill
2 Magic Jar
3 Mummify (n)
4 Passwall
5 Wall of Stone
6 Word of Recall#

Sixth Level Necromancer Spells
1 Anti-Magic Shell
2 Death Spell
3 Disintegrate
4 Projected Image
5 Undeath (n)
6 Wall of Iron

Seventh Level Necromancer Spells
1 Call Horseman (n)
2 Invisibility, Mass (s)
3 Longevity (s)
4 Phase Door (s)
5 Power Word, Stun (s)
6 Wychlamp Aura (s)

DESCRIPTION OF NEW SPELLS

Animate Dead
Necromancer 4
Range: touch
Duration: special
Virtually identical to the Cleric or standard Magic-User version, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster’s spoken commands. They remain animated until they are destroyed. The Necromancer may animate a number of hit dice of undead equal to three times his or her caster level, and no more (other casters can only animate twice their level in hit dice). Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Normally, no character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast, but for the Necromancer the limit is 6 times his or her level.

Bolster
Necromancer 0
Range: 20’
Duration: special
Undead within 20 feet of caster are harder to Turn or command, being one point harder to affect (on the Turning table in the Basic Fantasy RPG Core Rules). The effect lasts one hour or until a Turning/command attempt is made. Reversed, the cantrip makes undead one point easier to Turn for the same period.

Call Horseman
Necromancer 7
Range: 20’
Duration: special
This spell calls forth a headless horseman which is subsequently given a task to accomplish, such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned headless horseman is equal to the caster’s level or the actual level of the horseman at the time of his or her death (whichever is lowest). Thus the aspiring summoner usually works to get the most powerful warrior available, often by arranging the death of the warrior.

Each horseman is an individual and usually appears in knightly garb similar to what they wore in life, only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. The mount of the horseman is always summoned alongside its master. See the headless horseman monster entry for additional details and statistics.

The summoner must have possession of the actual skull of the horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the horseman may become free-willed or simply vanish (GM’s discretion). The spell can only be cast during the night (even if summoned underground), and the horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the horseman is slain while on task.

The GM might allow other classes access to this spell. The spell remains seventh level, but the maximum level of the horseman is half the level of the caster (instead of equal to the Necromancer’s level).
Call Poltergeist  Range:  5'/level  
Necromancer 1  Duration:  1 hour/level

This spell binds a minor spirit to an area. The poltergeist is an invisible, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The poltergeist can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like, having an effective Strength score of 3. It can trigger traps and such, but it can exert only 20 pounds of force, which may not be enough to activate certain pressure plates and other devices.

Corpse Feast  Range:  5'/level  
Necromancer 4  Duration:  instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (ie not animal, undead, construct, elemental, etc). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 HP per corpse, up to their maximum hit points. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a wish.

Corpse Servant  Range:  touch  
Necromancer 1  Duration:  one hour/level

This spell allows the caster to temporarily animate skeletons or zombies. A number of hit dice equal to the caster’s level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the animate dead spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Decay Flesh  Range:  touch  
Necromancer 1  Duration:  instantaneous (one round/level)

This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster’s level have passed.

Unlike the Clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

Ectoplasm  Range:  touch  
Necromancer 3  Duration:  one turn/level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in this ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1” thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the GM). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess understanding of changing their physical state, so the spell is wasted on them.
**Necromancers**

- **Embalm**
  - Range: touch
  - Necromancer 0
  - Duration: permanent

  Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for animate dead type spells, the newly risen zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

- **Fossilize**
  - Range: touch
  - Necromancer 3
  - Duration: permanent

  This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only ¼ damage from edged weapons and ½ damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

- **Fireskull Familiar**
  - Range: touch
  - Duration: one hour per level

  The fireskull familiar is not designed for combat, having hit points equal to 25% of the Necromancer’s total hit points. It has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the Necromancer. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a fireskull familiar is within 5 feet, the caster’s chance of being surprised is reduced by 1.

  Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

- **Ghoulish Hands**
  - Range: touch or self
  - Duration: one round/level

  This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then he or she gains a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must save vs. Paralysis or be paralyzed for 2d8 turns (Elves are immune), exactly like the attacks of a ghoul.

  Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like are immune. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient’s death and rising as an actual ghoul.

- **Grave Sanctuary**
  - Range: touch
  - Necromancer 4
  - Duration: 1 turn/level

  Similar to the tree sanctuary spell from the Druid Supplement, this spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead and other Necromancers, but this does not grant any special access to the doorway. Once the spell is complete, the Necromancer may enter the space, effectively disappearing from sight. Only one grave may be effected by grave sanctuary at a time.

  The Necromancer is completely aware of his or her surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the Necromancer rests inside the grave counts as a full hour of sleep, so the Necromancer may meditate to memorize...
spells while within the magical sanctuary. Also, if the
game site is on unhallowed ground or an area otherwise
associated with hauntings and the like, then the
Necromancer heals 1d4 HP per turn spent inside the
game.

While inside the grave, the Necromancer does lose any
sense of taste, smell, or touch, and may not speak or
otherwise cast spells while inside the game's protection. If
the game itself is unearthed or broken into in some way,
then the Necromancer takes 2d10 points of damage and
is cast out into the nearest available space. This kind of
undertaking should be roughly equivalent to actually
digging a grave up, and not simply an attack against the
earth.

Locate Corpse
Range: 360'
Necromancer 1, Cleric 2, MU 2 Duration: 1 round/level
This spell allows the caster to sense the direction of the
closest corpse or remains of a type usable for spells such as animate dead or other similar spells. Throughout the
duration, the caster need simply concentrate on the
general type of corpse (animal, humanoid, large size, etc)
and of applicable state (intact, fresh, skeletal, etc). The
nearest remains fitting the criteria is located if more than
one is within range. Upon arrival at the location of the
nearest corpse, the caster can again concentrate to locate
another corpse, as long as the spell duration lasts. Specific
remains belonging to a particular individual can be
located with this spell, so long as the caster knew the
individual personally during life. The spell is blocked by
even a thin sheet of lead or gold. Creatures, whether
living or in states of undead, cannot be found by this
spell.

Maggot Spray
Range: 10'
Necromancer 2 Duration: 1 round/level, and
2d6 rounds for sickened effect
From the caster’s mouth sprays a stream of filth
containing live flesh eating maggots, affecting all within a
10’ section immediately adjacent to and chosen by the
caster. Those struck by the spray must save or be
sickened for 2d6 rounds (like the stench spell, causing a
penalty of -2 to their attacks). Additionally, the maggots
eat into the flesh, causing 1d4 points of damage
immediately and on subsequent rounds an additional 1d4
points of damage per round for a number of rounds equal
to the caster’s level. Individuals may stop the damage by
using an entire round to brush off the maggots (no
movement, attacks, and loss of any dexterity or shield
bonuses during this round). Those taking the time to
brush off the maggots take normal damage that round.
Removing the maggots does not remove the sickening
effect of those who failed that save.

Mummify
Range: touch
Necromancer 5 Duration: permanent
After careful ceremonial preparations lasting five days,
and the application of many rare and expensive
unguents, the caster is able to call back the spirit of the
dead to reanimate its corpse as a mummy. Mummies so
created are of the standard sort (see its monster entry).
Mummies do not count against the normal limits of
controllable undead (per animate dead spell), but the
caster can maintain control over as many Hit Dice of
mummies as his or her own level.

Mummies do not travel well, being slow and quickly wear
down taking damage on long journeys. They make better
guardians for the animator’s lair. Preparations for
mummification cost 100 gp per hit die (500 gp per
mummy). A separate casting of the spell is necessary for
each mummy created. It might be possible to create a
mummy from a large humanoid such as a giant, however
the costs associated with preparation increase dramatically
to 5,000 gp per Hit Die of the final product. More
powerful mummies, such as those with intact class-based
powers, are generally created through the use of the
undeath spell.

Mummification is generally in the realm of the
Necromancer, but occasionally Clerics of certain cults
might have access as well.

Negate Stench
Range: 20'
Necromancer 0 Duration: touch
Removes any scent from one creature (or corpse),
including ghouls or ghasts (save to resist effect). Lasts 1
round per level. Reversed, the relevant scent is made
more potent, increasing save difficulty by 2 points when
applicable.

Protection from Undead*
Necromancer 1 Range: touch
Duration: 1 turn/level
This spell works almost identically to the protection from
evil spell by warding a creature from attacks by undead
creatures, from mental control, and from summoned
creatures regardless of any moral or ethical leanings. It
creates a magical barrier around the subject at a distance
of 1’. The barrier moves with the subject and has three
major effects:
NECROMANCERS

A BASIC FANTASY SUPPLEMENT

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the GM decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from undead effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as protection from living. It functions in all ways as described above, save that “living” creatures are kept away, rather than dead or “undead” creatures. Necromancers often use both versions of the spell to protect themselves from threats by both the living population as well as powerful undead that may try to command the Necromancer such as ghosts or vampires.

Protection from Undead 10’ Radius*
Necromancer 3
Range: touch
Duration: 1 turn/level

This spell functions exactly as protection from undead, but with a 10’ radius rather than a 1’ radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from living 10’ radius, and functions exactly as the reversed form of protection from undead, except that it covers a 10’ radius around the target rather than the normal 1’ radius.

Rot Flesh
Necromancer 4
Range: touch
Duration: instantaneous (one round/level)

This spell works exactly like the decay flesh spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster’s level have passed.

Just like the lower level decay flesh spell, this spell may not be reversed, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead.

Stench
Necromancer 1
Range: self
Duration: 1 turn/level

This spell creates a sickly stinking smell of rot and decay that emanates from the caster’s body. The stench duplicates the sickening effect of ghasts (see entry in the Basic Fantasy Field Guide 1). The smell of death and corruption surrounding the caster is so overwhelming that living creatures within 10’ must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls). For every three levels the caster has, a penalty of -1 on the save is applied to those affected (at 3rd level, save is at -1, at 6th level the save is at -2, at 9th level the save is at -3, etc). A creature that successfully saves cannot be affected again by this spell or a ghast’s stench for 24 hours. A neutralize poison spell removes the effect from a sickened creature.
Spirit Wrack
Necromancer 3
Duration: instantaneous
Range: special

This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as wraiths, spectres, ghosts, or similar entities within sight of the caster. Alternatively the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20' of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time; vampires that happen to be in gaseous form are immune to this spell's effect.

Summon Spirit
Necromancer 3
Duration: 1 turn/level
Range: 10' per level

Upon casting this spell, a malevolent spirit in the form of a wraith is called to serve the caster for 1 turn per level. If the caster is 10th level he or she may choose between 1d4 wraiths or one spectre. At 15th level the caster may opt to summon 2d4 wraiths, 1d3 spectres, or one ghost. The summoned spirits will serve according to its ability, usually by combating the caster's foes, and generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration, but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for spectres, and 20% for a ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against the rogue spirits.

Undeath
Necromancer 6
Duration: instantaneous
Range: touch

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. Magic to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

Roll on the following table to determine what sort of undead creature the character becomes. Entries marked with (FG) indicate creatures from the Basic Fantasy RPG Field Guide 1.

<table>
<thead>
<tr>
<th>d%</th>
<th>Undead Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-25</td>
<td>Ghoul</td>
</tr>
<tr>
<td>26-40</td>
<td>Ghast (FG)</td>
</tr>
<tr>
<td>41-50</td>
<td>Mummy</td>
</tr>
<tr>
<td>51-55</td>
<td>Spectre</td>
</tr>
<tr>
<td>56-60</td>
<td>Vampire</td>
</tr>
<tr>
<td>61-75</td>
<td>Wight</td>
</tr>
<tr>
<td>81-90</td>
<td>Wraith</td>
</tr>
<tr>
<td>85-90</td>
<td>Ghost</td>
</tr>
<tr>
<td>91-00</td>
<td>Other (GM's choice)</td>
</tr>
</tbody>
</table>

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be re-rolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance, Climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The
undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoul hungers voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghasts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and do not have this penalty. For other types of undead not listed here the GM may assign relevant behaviors that must be followed.

Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The GM has the final say whether a being rises from the use of this spell. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character who becomes an undead immediately becomes an NPC under the control of the GM unless he or she has made special accommodations to allow for undead player characters.

Note: this spell is intended only for Necromancers, as the other spell casting classes have access to similar types of spell (reincarnation and raise dead).

Wall of Bones  
Necromancer 4  
Range: 10' per level  
Duration: 1 round/level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. Unlike the similar spell, wall of stone, the caster may not double the wall’s area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made thicker. For instance, a 10th level caster could conjure a section to fill in a 10' cube (10'x1', 10 sections thick). The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the wall of stone spell in that the semi-animated wall attacks those within close proximity to its structure (10') for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high-strength individuals may attempt to break through with a Strength check, but they take an additional 2d6+1/level points of damage while making the attempt for each 1’ of thickness that they attempt to move through. A separate Strength check is necessary for each 1’ thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The wall of bones may be fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

Word of Recall  
Necromancer 5  
Range: self (special)  
Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. For the Necromancer, this area must be associated with the dead like a crypt, tomb, graveyard, burial catacomb, or a similar site. The actual point of arrival is a designated area no larger than 10’ by 10’. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature cannot be teleported by word of recall. Likewise, a creature’s save vs. Spells prevents items in its possession from being teleported.
NEW MAGIC ITEMS

Below are magical items relevant to the Necromancer class; their use is at the Game Master's discretion.

Black Candles: These three-inch diameter candles will burn for six hours although once lit the candle expends its magic. While burning, each candle creates an area of unholy disturbance which bolsters undead within 50' of the candle. Undead resist Turning within this area as any Turning or control attempt is penalized by 4 points. The candles resist most windy conditions except exceedingly strong winds. Black Candles are made from tallow that includes fats rendered from sentient beings.

Bone Crown +1: Composed of linked bones, this simple circlet or crown increases the effective level of the wearer with regards to spells that summon, control, influence, or create undead. For instance, a 10th level Magic-User wearing a Bone Crown +1 is effectively 11th level when casting animate dead and is able to animate a total of 22 hit dice of undead (max 2 x level in hit dice), and the Magic-User can control up to 44 hit dice total (max 4 x level).

More potent versions of Bone Crowns exist, but they are exceedingly rare and thus highly prized.

Death Shroud: These heavy hooded robes of black fabric grant the wearer armor bonus equivalent to chain mail (AC 15) but without the encumbrance, weighing in at only 5 pounds. The shroud blends into darkness and shadows, and in such areas the Death Shroud functions as a Cloak of Displacement (first melee or missile strike always misses, and subsequent attacks are made at -2). Lesser undead will largely ignore the wearer of a Death Shroud, considering him or her to be one of their own. More intelligent undead are not fooled but still favor the wearer with +4 on reaction rolls.

Flying Ointment: This thick ointment is smeared upon one's skin, taking an entire turn to apply. Once applied the individual can take flight at will for 1d4 hours. Maneuverability is very poor, making it only useful for traveling great distances or bypassing obstacles. Movement is at 3 x normal movement rates, and the user mentally knows the duration allowing a safe landing upon completion of the effect.

Use of this ointment is considered extraordinarily evil, as it is only produced by the vilest witches or warlocks from the rendered fats of children and pacts with diabolical entities.

Gravedigger's Spade: The handle of this simple spade is covered with runes and symbols of death and repose. These were designed to put down the dead for eternal rest, and despite that, they are prized by necromancers as protection against unruly risen things. It functions as a +1 weapon, +3 v. Undead and the wielder is immune to nausea associated with the stench of the dead (including related effects such as ghast stench or the secondary effect of the maggot spray spell). Additionally one may dig at double normal rates using the spade.

Medium’s Crystal: This thick crystal shard or ball allows one to communicate with spirits in the nearby area. Once per day, after a period of concentration or meditation lasting 10 minutes, an effect similar to the speak with dead spell is produced. A corpse or body is not necessarily required as the spell simply tries to call upon any spirits that may be nearby to answer questions. Such spirits may or may not have relevant information for the medium (at Game Master's discretion), as they may not be engaged in the material world. The spirits may lie, mislead, or tell the truth, all depending on the nature of the communication. The effect lasts a number of rounds equal to the summoner's level (or double that for Necromancers), and generally no more that one query can be made per round.

Reaper’s Scythe: This +2 magical scythe is greatly feared, for when wielded by a Necromancer (or certain powerful undead such as liches, headless horsemen, or vampire lords), the scythe bestows additional powers. Upon being struck by the black metal blade, the victim must save vs. Spells or lose an additional 10 hit points over the next 10 rounds (one point per round). Additional strikes produce similar results, making the scythe quite deadly in the hands of the Necromancer. Any being killed by the wounding effect may not be raised, reincarnated, or otherwise brought back to life without extraordinary means such as a wish or direct will of powerful beings such as deities themselves.
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