DREAD GODEX 2 THE NECROMANCER'S TOME









By K. Axel Carlsson

Edited By: Gareth Michael Skarka

Art:

Maciej Zagorski, Pawel Dobosz & JupiterMedia Corp.

Layout: Gareth Michael Skarka

Requires the use of the Dungeons & Dragons ® Third Edition CoreBooks, published by Wizards ofThe Coast ®

Dungeons & Dragons ® and Wizards of the Coast ® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.

'D20 System' and the 'd20 System ' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License. version 5.0. A copy of the license can be found at www.wizards.com/d20

All text is designated as Open Game Content .



www.adamantentertainment.com



"My name is Falnor.

Falnor of Elderbridge, and these are my first words in this tome.

To remember a life that once was, far away in a land named Seven Rivers, is to remember another person. I call myself, Falnor of Elderbridge, but it is not who I am anymore. It is but the remnants of time. What should I be named, then? Slave? Freelander? I know not. I have been granted another chance, and maybe I should tell you how this happened.

My life was in the hands of some ogre named Gaulkr, no more than a week ago. Locked away in the filthy slave pits of some grand city, which name I didn't learn until yesterday, a name which means nothing to me. This may become my home in time, but for now I will not utter the name, my hatred is still flaming with desire. I did not care whether I lived or died, not in those days in the pit. The only thing I cared about was that no one would learn the secret I carried and still carry.

I was a fighter then, a true survivor, until my fate changed. You could say, by a stroke of luck. I decided to escape long ago, but there have never been a good time for that. The pits are deep underground, and it is no easy task to reach the top where the light shines. I would escape alone, of course. No one was going to hold me back, and surely none was strong enough to follow me. A year ago such thoughts would have been unthinkable, but the slave pits will change a man as well as his fate.

That day, a week ago, the ogre hauled three of us out of the hole. He gave us something that he thought was clean clothes, and shackled our hands in black iron manacles. Escape was going to wait, there was no way I could break those bonds, but somehow I had the feeling that a better opportunity would present itself.

The ogre paraded us in front of a large crowd of men and women. They were fancy and painted, and sometimes it was difficult to tell the men from the women. I knew that one of these would own me when the sun broke the horizon, and for that, I hated every one of them. I refused to be owned, and they would know it soon enough. If I had the chance, I would take my bony hands and strangle that person. He would have no chance, no chance at all, my hatred to him or her was that great.

We were pushed around by the ogre, and then I saw one of the dreaded masters.

The necromancers.

るないいる

612

\$7

YI

60

200

ş

60

62

¥ 2 4

5

60

G

2

2.

\$7

YI

D

R

2

5

He wore a black robe and a bone amulet around his neck, and he bore each of them with great pride. A pride that I had almost forgotten existed in man. He pierced the crowd, and when he spoke to the closest ogre, I had to strain my ears to hear his silent throaty whisper. The ogre called for the slave pit owner, who nodded to the necromancer. He would pay a great sum of coins to buy me. What anyone else would pay, the necromancer would double. Me. A northerner who knew nothing of the arcane arts. What was he going to do with me? I became angry, and the blood rushed to my head. Thoughts of dark and evil rituals came to me, and the fueled my hatred.

He escaped through the crowd, never even seeing the hatred in my dark eyes.

I was taken roughly by the ogre and bound on my hands and feet. That night, I saw his tower, the tower I have been living in for a week now. The necromancer is nothing like I imagined. How could I. He is nothing like the stories I heard in the pit. He never truly bought me, and as long as I stay here, under his roof, I do so by my own will.

I am no ones slave. Not anymore. " (Fragment from Falnor's Tome of Unlife, page 1)



This Tome

...that you hold in your hand, contains much of the actual writing of Falnor of Elderbridge. Well, it would be more correct to call him by his true name, Falnor the Ill-fated, for that is truly what he became in his last years. If you keep reading, you might find out why. This tome contains the following;

Chapter One, has a description of the Tome of Unlife, complete with history and features, for easy use in any campaign. There are specific names, like Falnor, Master Ilnioth and references to places like Tâl Vorgath and the Great Kingdoms, but these could easily be fit into your group's own world, or changed if that would fit you better. After this tome description follows a series of new spells. They are not all necromancy spells, but could serve some purpose to the necromancers in your world. Remember that necromancers not just casts necromancy spells, they also has other spells in their tomes, and these spells reflect that. There are some spells for the vile necromancer and some for the more scholarly kind, but all of them has their uses. Some of them can even be used by other classes, like the cleric, though these are few.

Chapter Two consists of four all new prestige classes, from the bloodbound necromantic servant, to the vile bonewielder who will use bones to fuel his necromantic powers. The last two are the savant of the dead, a scholarly necromancer who studies the undead and learn from them, and the unwilling necromantic fighter, the plaguebearer. They covers many different aspects of necromancy, and offers flavor for any setting. If they seem too powerful for your players, use them to create powerful antagonists that will pose a challenge for the player characters.

Chapter Three features new items of necromancy, and has both low-powered magical items as well as some powerful artifacts. They are fully detailed and can easily be inserted into existing campaigns. Several have provided adventure hooks, and can be used as the basis for an entire campaign, perhaps in the hands of a vile and evil necromancer who has designs on the world. There is even a cursed item among them, and though some of them may not seem to be necromantic, don't be fooled, they are the makings of necromancers.

Chapter Four is the monster section, which details four all new undead monsters, complete with descriptions and new combat maneuvers. These are creatures that Falnor experienced on his many journeys, and which can inhabit any world that has a strong connection to the World beyond the Veil. There is the knollmen; broken spirits bound to an old king's mound, the vile spawn, zombie rats; which can be found in the sewers of any grand city, the dragonman skeleton; which is the remnant of an ancient race, and the sage whisperer, guardian of lost libraries. Use them to flavor your necromantic stories, or just to spark interest for necromancy in your players.

Last, there are the appendices. These contain the NPCs referenced throughout this book--Falnor the Ill-fated, Ilnioth of the Eluan Eye and Ruul Tharox. These NPCs are fully detailed with history and complete statistics for easy reference.

Finally, there is the template, the Daerthûl, the creature of bones. This is what the bonewielder strive to become. In the second appendix you will find the rules for creating this foul creature.

The Arcane Schools

るなみるお

61 57

YI

20

60

N R

₹ 60

60

(d b

() () ()

\$3

5

60

G

2

2

\$7

R W

D

R

Ņ

₹ X

R

7345

80

(d >

₹ 60

(d >

\$7

*A*1

N)

R

This is the first book in a series of spellbooks, written by the masters of each school. Many wizards never give much thought on the schools, and to the other arcane classes, these are just different powers which fuel their spells. Yet, to the specialist wizard, the schools are important. They are am arcane philosophy which must be followed, and to an extent that they keep the specialist wizard from casting spells of the other schools.

These spellbooks contain a plethora of knowledge, but will focus mainly on the spells and the paths of the specialist, offering new options for the development of the wizard, for for campaigns which relates to the arcane schools.

3

THE UNPERP

These creatures could just as well have been called the Unliving, as they are indeed neither truly living nor truly dead, but something in between. Their essence is created from the darkness of the human soul, and beaten on the anvil of negative energy. These are not creations of the gods, but that of the mortal soul striving to be something greater than it is. This has often been misunderstood, as some believe the dark gods of death have a hand in the making of the undead. Though few mortals can comprehend the magnitude of this negative force and what it can actually do, the undead is still the creation of man. I have seen many necromancers in my service to the master, and some of them choose to wear a blindfold, refusing to see the great danger.

To summon the unburdened spirit of one of the dead, is one thing, yet to call forth an army of skeletons, zombies, wraiths, ghouls, knollmen and the Broken, that is entirely another matter.

Brothers of the art, stay true to your word, and the Gate shall be forever closed...

A hastily written note in the Tome of Unlife, probably written by the author, Falnor the Ill-fated.

The School of Necromancy

This is the darkest among the arcane schools known to wizards. It is most often referred to as the school of the undead and the negative energy, though there is more to this school than just that.

Necromancy is also a philosophy of life and death. Necromancers have always been deeply fascinated by death - and life, and do not see the one without the other. They are constant seeking to discover new truths about these. To transcent the borders of these two worlds, and to conquor one of them, by weakening the other.

Immortality comes in many forms, and most necromancers wishes nothing more than to live forever. There is certainly power to be gained from this school of magic. A power which is unlike any other. From the Tome of Unlife, it becomes clear that some necromancers walk through this path, blind and deaf, this should be avoided at all cost. A lich may live forever, but at what cost? His heart darkens and his soul is lost. Trapped forever outside his body. It is first when we loose something that it becomes clear to us how much we actually need it. The savants of the dead understands this, but it is a knowledge that has taken the unholy order many thousands of years to archieve, and not without a price.

D

R

1289

(32

\$7

YI

60

60

W

R

10

<u>M</u>

24

W

GG

5

60

6.2

2

3 4

YI

12 12

5

N 10

342833

5

3246

YI.

Death contains knowledge, and by summoning the dead, the savants have learned how to extract this information from the spirits. They may know more than any other wizard in the world. Others merely summon the dead to fill their armies, and from ancient stories we know that these great armies often win the day. At night, the necromancers cast their spells, and the skeletons are once again filled with unlife and will march anew.

It cannot be argued that most necromancers are vile and evil, yet there are those who seek to walk this path without turning towards the darkness. These are often misunderstood and need to hide their secrets, even from other necromancers who wants to get this dangerous knowledge for themselves.

The school of necromancy is one of darkness and death, it will take away a man's dignity and blind or deafen him, or it may drive him insane. It will kill a man, and it will feed upon his secret lusts, or even strike the fear into his heart.

Beware, the school of necromancy is dangerous beyond measure!



GHAPTER ONE: THE SPELLBOOK

"The Sacrifice.

I admit without regret, that when my master spilled my innocent blood on the pages of this book, I knew nothing of the necromantic arts and what my life would become. Master Ilnioth called this my sacrifice, but would tell me no more.

He took my bloody hands and drew strange markings on all the pages, all the while we recited a strange poem that I had no idea what meant. The words have long since deserted my memories. The poem meant something to him though, and he told me later that it was sacred to his order, the Savants. This was my first spell and I could but wonder at the arcane power which seeped through my fingers into the blood, and finally into the small black book.

This was my blood.

My power.

I have yet to master this tome, but with each day that passes by, I learn new spells; new ways of mastering the unknown. I have seen my master's library. Shelves lined with arcane tomes, some detailing the undead and the art of necromancy, but I have yet to find his personal spellbooks, bloodied long ago by his own hands, and I suspect that he hides them from me, and the world. We are becoming friends, though, and maybe he will one day show me his black tomes. I can but hope."

(Fragment from Falnor's Tome of Unlife, page 22)

The secrets in *this* book can be found in the spellbook of Falnor the Ill-fated, also called the Tome of Unlife. He was obsessed with the unliving, and thought that he might some day discover immortality, and how to bring one lost to life back, even years after the person died. It is not revealed in the tome, but Falnor may have had a personal reason for this.

This wass his only known spellbook, and even though more copies has been made of the contents, there is only one original version.

Tome of Unlife

This is a small tome, bound in the black hide of a darkmantle. It is worn from use, and by the looks of it, has at least been in this world for over a hundred years. It has a small iron lock, and on the front is written in silverish letters, *"T'lath Nae'Emyn"*. These are abyssal words meaning the Tome of Unlife, a statement which only a true necromancer could have made. These letters are printed on the back of the book as well, along with the arcane sigil of the books author, Falnor of Elderbridge, also called Falnor the Ill-fated. The sigil is a series of twisted snake forms chasing each other within a circle.

The History

日本にもないるなん

YI

60

G

60

200

5

60

60

M C B

24

24772

N S D

\$7

A1 CE

N

R

* 4 %

200

M2

8

(d)>

60

(3 b

S

\$7

N AI Falnor lived over a hundred years ago, and although he is a child of Elderbridge, left the city in an early age. It is well-known that he travelled west to the Great Kingdoms, searching for a king who would own his service and his sword. He may have found a king, though Falnor ended up in the slave pits of Tâl Vorgath in the south, also named the City of the Ancients.

Passages in the tome tell of his master, Ilnioth of the Eluan Eye, and how Falnor came to be the necromancer's apprentice and trusted servant. His blood was bound to his Master's, and the two of them became friends and confidants.

Falnor may not have found a king to serve with his life, but he did find a purpose, and quickly grew in power. He served his apprenticeship in full, becoming a journeyman, after which Falnor travelled into the wide world. He was a free man now, and Ilnioth had no more to ask of him. The black tome details some of these journeys as well, and the patient reader will observe that he came to Fordrusil forest and was held captive by the Hunter of the Dead, Akeltor. He saw things there. Undead and demonic experiments, and even learned dark rituals as the Hunter used his blooded services.

From then on, the tome becomes strange. The passages are written in a different style and the words seem darker and sometimes confused. We can only imagine what actually happened in that dark forest, or whether Falnor has actually written these last words himself. There are many secrets hidden within this tome, and in order to read it, one must first becomes its master.

The Magic

The spellbook has strong necromantic magic within it, and even the hide, in which it is bound, has a strong aura, though one of abjuration. The iron lock is never fully locked, and it appears that one could easily open this tome and read its contents, yet this is not so. It takes a *spectral hand* spell to open the lock, as per the spell, but any who breaks this secret, will always be able to open the tome, without any problems. Of course, one could dispel the magic, but that would destroy the secret pages within the tome.

The Secrets

Inside, the reader will find many secrets, among those are all of the spells detailed in the next section, and other, more familiar spells as written below. This tome is not only a recollection of the life of Falnor the Ill-fated, it also bestows a strong knowledge of the undead.

Using this book to obtain undead lore gives the reader a +2 competence bonus to any check made while the book is in his possession. Though note that some of the information may just be the thoughts of the author, and not actual truths.

The last part of the book is the most dangerous part, and among the ramblings of some unfortunate soul, is hidden five secret pages containing the following spells; *Akeltor's Bolt of Animation, Corrupting Darkness, Death's Hunger, Masks of Pain* and *Stillborn*. These spells have been hidden for a reason, a good reason, and should be handled with great wisdom and care. To find these spells in the tome, the reader must make a Search check DC 25, and a Knowledge (arcana) check DC 20. After that, the secret pages will be revealed to the reader

NOTES FROM THE TOME

"I have found it, the great forest of Fordrusil, but I fear that I should not have sought it that eagerly. The master was right, this place is dark beyond anything, but this is also why I have come, to seek the Gate of Bone. As I draw closer to the heart of the forest, I feel the power all around me. It calls for my soul, and I fear that I may not be strong enough to keep it at bay.."

"...I have not slept for days, my heart is racing, and sometimes I can even hear them..."

"... Undead Spawn! I have seen the eyes of Akeltor..."

THE SPELLS

24

8

2

(32

\$3

YI

60 12

60

60

(db 10)

\$ 2 A 2

G

⊳

60

ы Сл

Ņ

\$3

G

YV

P

2

5-%

S. 4

2

N2873

5

53 A C 5

Ň

R

These are the spells which can be found within the Tome of Unlife. Those marked with an * can be found in the spell section below, the rest are taken from the Core Rulebooks

0 – Detect Magic, Disrupt Undead, Mage Hand, ***Blood** Will Tell, ***Track the Blood**, ***Ray of Decay**;

1 – Comprehend Laguages, Detect Undead, Chill Touch, *Falnor's Ghostly Armor, *Undead Servant, *Soul of Chaos, *Ramble of the Mad.

2 – Invisibility, Command Undead, False Life, Spectral Hand, Darkvision, Fox's Cunning, *Bolt of Ghostslaying, *Yarvol's Bonearm Animation, *Falnor's Guise of Death, *Ilnioth's Mark of Life.

3 – Dispel Magic, Nondetection, Gentle Repose, Halt Undead, Gaseous Form, Secret Page, ***Yarvol's Bane of Touch**, ***Ethereal Sleep**, ***Ruul's Skeletal Wings**.

4 – Remove Curse, Dimension Door, Arcane Eye, Locate Creature, *Gift of Life, *Knowledge of the Ages, *Spellbreaker, *Watchful Ghost.

5 – Break Enchantment, Leomund's Secret Chest, Contact Other Plane, Nightmare, Magic Jar, Waves of Fatigue, *Bird of Prey, *Corrupting Darkness, *Ethereal Sleep, Mass, Ilnioth's Greater Mark of Life.

6 – Antimagic Field, Legend Lore, Circle of Death, Eyebite, Undeath to Death, *Akeltor's Bolt of Animation, *Death's Hunger.

7 – Insanity, Control Undead, *Sigil of Death.

8 – Symbol of Death, Temporal Stasis, ***Stillborn**, ***Vampiric Lust**.

9 – Astral Projection, *Gate of Bone, *Masks of Pain.

A necromancer has many spells in his dark tomes. Some of which are his own creations, while others are dark twists of more normal and well-known spells, made to serve various purposes. There is no end to what a truly evil and devious mind can brew, and these are just some of those, as well as minor necromancy magicks to spice up any setting involving necromancers, either as PC's or NPC's. The specialist wizard will lessen his magic in other schools, and so some of these spells may also serve that purpose, while focusing more on the powers of necromancy.

The observant reader will notice that not all of these spells are pure evil, and these are meant for the more scholarly necromancer, or caretaker of the dead as some would call him. These spells are widely known to the savants of the dead.

Akeltor's Bolt of Animation

Necromancy Level: Sor/Wiz 6 **Components:** V, S Casting Time: 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) Target: One living humanoid **Duration:** Instantaneous Saving Throw: Fort negates Spell Resistance: Yes

"The creator of this evil spell was a powerful necromancer named Akeltor. He lived in Fordrusil forest before he took up the arcane arts of the dead, and was renowed as a strong hunter. As a necromancer, he perfected this art. Among the goodfolk of Elderbridge, this necromancer was named Hunter of the Dead, and feared beyond measure."

The caster launches a deadly bolt at the target, made from bone with strange etchings on the sides, and surrounded by a strong aura of negative energy. Any humanoid creature slain by this bolt, are immediately animated as a skeleton, no matter who they were in life or what level, as long as they were alive and humanoid.

The caster must succeed at a ranged touch attach, and if successful, the bolt delivers 1d6 points of negative energy damage per caster level (maximum 15d6), and only if the creature is actually slain by one of these bolts, is the corpse animated. This means that the victim must go below -10, if he doesn't then the victim isn't completely dead. Upon death, the target makes a Fortitude save, and if successful, the body resists the urge to become animated.

See the Core Ruleooks for the statistics of a skeleton. and also note that this skeleton is the creation of the caster and under his control, as if he had animated it with an animate dead spell.

Bird of Prev 1282.

立ち

612

\$7

Y

N

G

60

N S

5 60

60

(3 b

Ņ

N

\$7

W GG

1

\$ \$ \$ \$ U

R B

2212

2 2 2

R

5

ີ່ວ M2

200

(d þ

5

(3 b

\$7 643

PA

Transformation Level: Sor/Wiz 5 **Components:** V, S Casting Time: 1 standard action Range: Personal **Target:** The caster **Duration:** 1 round/level Saving Throw: None Spell Resistance: No

The caster is transformed into a true hunter and will find himself given a boost in abilities and knowlege. He gains 1d4+2 to Strength, Dexterity and Constitution, and for the duration of this spell, the caster is considered proficient with all weapons, and gain the following fighter feats temporarily; Power Attack, Weapon Focus (any weapon) and Weapon Specialization.

With this spell the caster has become a veritable bird of prey and is ready to enter the hunt.

Blood Will Tell

Necromancy Level: Clr 0, Sor/Wiz 0 Components: V, F Casting Time: 1 standard action Range: Touch Target: One creature **Duration:** Instantaneous Saving Throw: None Spell Resistance: No

With this spell, the caster is able to taste different things in the blood of his chosen target. This can be diseases, poisons, and even what race the creature is. There is no danger to the caster; he cannot be affected by the blood in any way, no matter how potent the poison or dangerous the disease.

By making a successful Heal skill check (DC 15), the caster will know what is wrong and what to do about it, if there is a cure to the disease or an antidote to the poison etc. If it is something rare and extremely dangerous, then the caster might know what is wrong, but have no idea what to do about it, by making a successful Heal skill

check (DC 25), the caster will know what to do about the poison or the disease. This is not a healing spell, merely a diagnostic spell, but it might show a disease that is not obvious on the person or a poison that the target did not know he was affected by.

Arcane Focus: Blood of a human.

Bolt of Ghostslaying

Necromancy Level: Clr 2, Sor/Wiz 2 **Components:** V, S, M **Casting Time:** 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray **Duration:** Instantaneous Saving Throw: None **Spell Resistance:** Yes

The caster forms a deadly bolt of blue energy in the air, and sends it toward his target, which must be an incorporeal being. This bolt will only harm an incorporeal being, which includes any creature or character under influence of a spell making him or her incorporeal.

The caster must succeed at a ranged touch attack to strike his target, if successful, the bolt deals 1d6 points of damage per level of the caster (max 5d6).

Material Component: An iron bolt.

Corrupting Darkness

Necromancy Level: Drd 6, Sor/Wiz 5 Components: V, S, M **Casting Time:** 1 standard action Range: Medium (100 ft. + 10 ft./level) **Effect:** Mist coming from the caster **Duration:** 1 round/level (mist) Saving Throw: Fort (see text) Spell Resistance: Yes

"It is written in one of the oldest books to be found in the library at Elderbridge, that the necromancer who lived near Eraellon's Tower in vonder days, let a dark mist roll over the kingdom, corrupting all life that it touched. Many people died, only to be reborn in the great army of Kragloth the Vile. A scroll was found, but none of the clerics at the temples could read it, and when it was taken out into the swamps, to the druid, Aeflyth, she vanished

a day later, with the scroll. The scroll has been lost for hundreds of years."

A thick and dark mist seeps from the caster, directed by him to a certain degree, rolling up and down within the range of the spell, at the speed of 30 ft. This darkness has a corrupting effect which deals corruption damage to anyone who is unlucky and finds himself caught within the darkness. This damage is 2d6 + 1 per 2 caster level $(\max +10)$, every round that the victim is within the 612 darkness.

B

-14 60

200

\$7 G V

20

60

W

R

5

60

60 (3b

10 .₹

24

W

The caster is immune to this corrupting darkness, and the damage cannot be healed by normal cure spells, but can be healed with *cure corruption*, *heal* or *heal (mass)*. The effect of the corruption damage feels like an irritating itch that grows worse by the hour, and the body of the victim has a yellow sheen surrounding it, which looks as if something moves underneath the skin.

For every hour, the victim has the corruption damage on his body, he must make a Fortitude save or lose 1 point of Constitution permanently. The corrupting darkness is so thick and dark that no light will ever shine through it, not



even a *daylight* spell will counter this darkness. When the duration ends, the mist dissipates, yet the victims still has the corruption damage, until healed by a powerful heal spell, as noted above.

Material Component: Essence of a beast of chaos (100gp).

Death's Hunger

Necromancy Level: Sor/Wiz 6 Components: S, M Casting Time: 1 standard action Range: Touch Target: One living creature **Duration:** See text Saving Throw: Fort negates (special) **Spell Resistance**: Yes

The caster touches the chest of his victim, and darkness pours into the unlucky soul, eating away at his health and will, feeding this power into the caster. The caster must succeed at a touch attack, and the target must be a humanoid of a size, equal to, one size smaller or larger than the caster. If the target makes a successful Fortitude save, then he manages to resists the darkness, yet if unsuccessful, he is held in his square for 1 round per level of the caster. Each additional round, the victim makes a Will save, to see if he manages to break the hold.

While held the target loses 1d8 points of Constitution and 1d8 points of Wisdom, which is temporarily transfered onto the caster, for as long as the target is held in his square. The target can attack, but cannot move. If the hold is broken, or the duration ends, the target has still lost his Constitution and Wisdom and regains those as he normally would.

Material Component: A piece of glass with blood from a virgin (100gp).

Ethereal Sleep

あんらかる

SA C

YI

Ð

60

200

Ś

60

60

(d b

2 % 2 G

3 B B C

1

G

28

\$3 R B

B R

₽.

\$ %

500

822W54

(d >

5

(d >

S A

R

Transmutation Level: Brd 4, Rgr 4, Sor/Wiz 3 **Components:** V. M Casting Time: 1 standard action Range: Personal Target: The caster Duration: Until awakened Saving Throw: None Spell Resistance: No

The caster recites a verse that enables this spell just before he goes to sleep, and as he enters the dreamworld, his body becomes ethereal. He is now located somewhere between the two worlds, and cannot be harmed by normal weapons, as he is now both invisible and incorporeal, for as long as he sleeps. This spell is useful against assassins, though it does not make the caster invincible, merely ethereal. Many adventurers find a good use for this spell when they are travelling, as it guards them when they sleep in the wild lands.

Note that this spell does not send the target to sleep. The spell takes effect when the target falls to sleep naturally.

Material Component: An item which has been carried by one who was ethereal (20gp).

Ethereal Sleep, Mass

Transmutation Level: Brd 5, Sor/Wiz 5 Components: V, S, M **Casting Time:** 10 minutes Range: Touch Target: 1 creature touched/2 levels Duration: Until awakened Saving Throw: None Spell Resistance: No

This spell works just like *ethereal sleep*, with the exception that it takes longer time to cast, and affects more people than just the caster. The caster must touch the affected creatures, which does not necessarily has to be just humanoid beings, but can be animals as well. \$3 When awakened, the spell expires for just that person, and continues for the others.

Material Component: Essence from a shadow (100 gp)

Falnor's Guise of Death

Illusion

Level: Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Personal Target: The caster Duration: 1 hour/level Saving Throw: None Spell Resistance: No

As this spell is cast, a shadow of death masks the caster. He is now detected as being an undead, though he is not. There is nothing different about the caster. He looks and smells just like he normally would, but any who tries to *detect undead*, will reveal the caster as being an undead. This would fool a cleric, who may try to turn him, but this could never work.

Note that the caster has none of the undead traits. There is also a 50% chance that another undead, of lower HD than the caster, would recognize the caster as being an undead, and not attack him, unless the caster threatens them, thereby provoking an attack.

Falnor's Ghostly Armor

Necromancy Level: Sor/Wiz 1 Components: S, M Casting Time: 1 standard action Range: Personal Target: The caster Duration: 1 hour/level Saving Throw: None Spell Resistance: Yes

A strange force surrounds the caster, sort of a ghostly armor which shrouds the caster in shadows, making him more difficult to see when he tries to hide. This invisible armor provides the caster with a +4 deflection bonus to Armor Class, and in the same time, makes the caster partially invisible, giving him a +10 competence bonus to all Hide checks. This bonus does not vanish as the caster attacks another.

Material Component: A piece of leather smeared in blood.

Gate of Bone

24

1289

SAR5

69

18 2 A

£ Ю

60

(3b

1

1243EE

5

N S D

\$7

G

YI

D

R

2

5

×,

20 S

5

W2833

10

A Co

 А

R

Necromancy Level: Clr 9, Sor/Wiz 9 Components: V, S, M Casting Time: 1 week Range: Close (25 ft. + 5 ft./2 levels) Effect: See text Duration: Instantaneous Saving Throw: None Spell Resistance: No

"I have seen the desolate waste of Maellôr, even wandered through the realm of the dead for days. My master was obsessed with this place and wanted to rule here. He learned too late, that no one rules all of the dead."

The caster uses a week to build a gate from bones. Abyssal words are carved into these bones, and they are enchanted with negative energy, and becomes the focus of this powerful spell. The gate can look pretty much like the caster wants it to, but can be no greater than 10 feet tall and 5 feet wide. This means that only creatures of large size and smaller can enter the Gate of Bone, though the caster could choose to make it smaller, accepting only medium-sized and small creatures. At the end of the casting, a vortex of darkness will begin to swirl within the gate, it will eventually part the Veils of the realms, and show the realm of the dead on the other side.

Note that the caster must have succeeded at a Fortitude check of DC 35, to avoid a physical collapse which will end the spell, for this spell to succeed. This is due to the many days in which the caster gains no sleep and rest, this is also the limitation of the spell, and what makes it rare.

The realm of the dead can be many things, and must be defined by the DM, but it is the place where spirits, ghosts and wraiths roam. This is a hellish plane, where the gods of death live and rule. Be aware that this is a very dangerous place, though different campaign settings may have their own view on this realm, this is the common view of the realm of the dead.

When the gate has been opened, it is permanent and can only be closed or destroyed using two *wish* spells. There is no end to what can come through this gate, or what can enter the realm of the dead, and this must be considered a highly dangerous and powerful spell, to be avoided at all cost.

Last note: This spell merely opens the Gate of Bone, but it gives no assurance to the caster that he will be able to control the beings who walks through the gate and enters

the prime material plane. And it gives him no powers of controlling who enters and when, and he can only close it using two *wish* spells, as noted above.

Material Components: This spell needs bones from at least five different magical beasts. (10.000gp)

Gift of Life

Necromancy Level: Clr 3, Drd 3, Sor/Wiz 4 Components: V, S Casting Time: 1 full round Range: Touch Target: Caster and one living creature Duration: Instantaneous Saving Throw: Fort negates Spell Resistance: No

With this spell, the caster gives some of his life force to another, or receives the gift of life himself. The caster must touch the target, for this spell to work, and if the target is the one giving the gift of life to the caster, he must do so willingly. A Fortitude save is made to see if the body rejects this gift, a weak body will accept what a strong body will decline.

The number of hit points transfered, can be no greater than the caster's level, but the exact number is chosen by the one giving the gift of life. This is a permanent effect, and can only be undone with a *limited wish* or a *wish* spell. This spell can also be used to bring back someone who has already died, but the gift of life must be given to someone below -10 hit points, within 5 rounds of his demise.

Ilnioth's Mark of Life

Necromancy Level: Sor/Wiz 2 Components: V, S Casting Time: 1 minute Range: Touch Target: One living creature Duration: 60 days Saving Throw: None Spell Resistance: No

あるなかる

234C

60

Ð

60

200

5

60

60

N CB

24

\$ \$ \$ \$ U

R W

A NO 4

14 X

60

R

"The Mark of Life was created by the notorious wizards of Highwatch. Created so that they would know that their apprentices or servants were alive whenever they went out into the world, or if they died, that that was what had happened to them. It could also be named the Mark of Death, as the caster feels the death of the marked as it happens."

The *Mark of Life* is a small bond between the caster and his target, but there are two possible ways of using this spell. The first use is where the wizard marks himself with the mark of someone else's life, so that the wizard will know if and when the other person dies. The other use is to mark someone else with the wizards own life, so that this other person will know if the wizard is alive or dead.

The spell lasts for 60 days, after that the spell must be cast again, but if the wizard casts the spell before the 60 days has ended, he does not need to touch the recipient of the *Mark of Life*, he merely needs to touch the mark on his own body. The mark can be anything the caster wishes, but the mark is on both the casters body and the target, and they look much like a tattoo and are the same. This mark can be removed with a *dispel magic*, and the other person will know this has happened, as his own mark vanishes.

Ilnioth's Greater Mark of Life

Necromancy

Level: Sor/Wiz 5 Components: V, S, F Casting Time: 30 minutes Range: Touch Target: One living creature **Duration:** 1 year Saving Throw: Fort negates Spell Resistance: No

This spell works the same way as a *Mark of Life* spell, but it has longer duration and takes longer time to cast. The target makes a Fortitude save, and if successful, the body will not accept this spell. This spell has one more property that the Mark of Life spell does not, which is the power to tell the caster, or the marked, how the other one died, if it happened while the spell was still active.

The death is shown to the other person, much like a dream, even if he is awake and perhaps walking down the street, which can be a rather odd experience. Note that this experience is only visual, and does not necessarily tell the other person where the death happened, unless he recognizes the surroundings, which can be done by making an Intelligence check beating a DC 20. Maybe he has been there before, or heard something of the place, that he now recognizes.

Arcane Focus: Something personal from the one who is the target of the spell, perhaps a lock of hair or a special piece of cloth.

Knowledge of the Ages

Necromancy Level: Brd 5, Sor/Wiz 4 Components: V, S, M Casting Time: 1 minute Range: Touch Target: Caster or creature touched **Duration:** 1 min/Level Saving Throw: Will negates **Spell Resistance:** Yes

The knowledge that is compiled in the minds of man is not lost when a person dies. Although many believe it is, the souls keep this knowledge hidden away in dark vaulted chambers. This spell was once created by a great necromancer, and it is said that he would call on his dead master's spirit when he researched new spells. With this

spell, the caster is able to summon ancient knowledge to himself or to a target of his choice, by touching him.

For the duration of the spell, the target receives a + 20competence bonus to a chosen skill, e.g. a thief receives the knowledge of a long dead master thief and gains a +20competence bonus to his Move Silently check. Although the wizard can have this spell memorised more than once, a target can only be influenced by one of these spells at a time, meaning that a person can only be possessed by one spirit at a time. It can be a quite straining experience, and a strong mind will keep the knowledge spirit away on a successful Will save, even if the recipient think he wishes the spirit to possess him.

Material Component: The brain of an animal (20 gp).

Masks of Pain

N

-=

\$ 72 C S

\$7

à

*A*1

R

60

3442

60

612

.₹

24

W

GG

5

60

G

2

1

\$7

5

×,

R

5

2

M2

60

2

(d>

42)

\$7

Ø A1

10

PA

Necromancy Level: Sor/Wiz 9 **Components:** V, S Casting Time: 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) Area: One living creature/level within 60 ft. radius of the caster **Duration:** Instantaneous Saving Throw: Will (half) Spell Resistance: Yes

As the chanting rises, a dark spehere of negative energy encloses the caster, and at his command, a thin mist spreads out to the creatures of his choice. The dark energy wraps around the faces of the targets, a tight mask, and then the pain begins. Unbearable pain which threatens to kill or at the very least, make the faces of the chosen deform and twisted by the dark magic of this spell.

The targets make a Will save for half damage, but is still highly affected by this spell. Every victim gets 1d8 points of negative energy damage per caster level, with 5 no maximum damage. Besides the damage, if the targets survive, they are reduced to Charisma 1. Only a wish spell can undo the effects of this spell. To describe their faces would be impossible, but one who sees these creatures after this spell, will have a hard time imagining how the victim will be able to eat, see and hear.

Ramble of the Mad

Transmutation Level: Sor/Wiz 1 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Targets: 1d4 + 1 HD/3 levels of creatures Duration: 1 round/level Saving Throw: Will (negates) Spell Resistance: Yes

This spell has become a bane of wizards and bards, and yes—in fact all spellcasters that use verbal components. With this spell, the subjects, 1d4 + 1 HD/3 levels of creatures, are affected by the speech of the mad. The wizard designates a target; the first person to become the target of this spell and those around him becomes the next targets, starting with those closest to him and of the lowest HD.

The affected talk as they usually would, believing in their own speech, but they sound really mad and makes no sense to their surroundings. The targets cannot communicate with each other for the duration of the spell, and any wizards affected will not be able to cast their spells, being under influence of this spell. Unless, of course, their spells have no verbal components or can be cast using the Silent metamagic feat. If the targets make a successful Will save, then they are not affected by this spell.

Ray of Decay

Necromancy Level: Clr 0, Sor/Wiz 0 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray Duration: Instantaneous Saving Throw: None Spell Resistance: Yes

When this spell is cast, a ray of dark and sizzling negative energy shoots from the caster's finger. The caster must succeed at a ranged touch attack, and if succesful, this ray deals 1d3 points of negative damage. There is a stench of decay which extends from the new wound.

Ruul's Skeletal Wings

Necromancy Level: Sor/Wiz 3 Components: V, S Casting Time: 1 standard action Range: Touch Target: Caster or creature touched Duration: 1 hour/level Saving Throw: Fort save (to avoid pain) Spell Resistance: Yes

D 20

60

200

60

N CB

24

NG

5

3 3 "This spell was created by the great necromancer, Ruul Tharox, who had a large army of undeads, and a fierce commander to lead them. As they laid siege to the great City of the Ancients, Tâl Vorgath, the wizard and his commander flew high above the ground and directed the armies. From that vantage point they could see the greater picture, and had little trouble winning the day."

This spell gives the caster, or a creature of the caster's choice, large skeletal wings which grows from the spine. It is a painful experience to grow these skeletal wings, and any who does not succeed in their Fortitude save, takes 1d10+2 points of subdual damage.

Every hour the recipient has these wings attached to his spine, whether he uses them to fly or not, he must make a new Fortitude save to avoid the pain, if unsuccesful, roll damage again. These wings enable flight speed of 40 ft., because they are large and rather slow. As the wings are now a part of the target, any damage done to them will also be done to the target. They cannot be used for attack.

Sigil of Death

Necromancy [Death] Level: Sor/Wiz 7 Components: V, S Casting Time: 1 full action Range: Touch Target: One living creature Duration: 1 day/level Saving Throw: None Spell Resistance: Yes

"They say, that when the King of the North was about to execute the great necromancer, Afaistos the Infested, he grabbed hold of the king and forced him to his knees as the wizard began his strained chanting. It saved the life of the necromancer for a short while, but eventualy the spell wore off, and this time, the king had a construct execute the powerful wizard." The wizard must make a successful touch attack, and trace a powerful necromantic sigil on the body of the target, for this spell to work. It does not matter if the target has clothes or even armor on, the sigil will pass through and mark the target's skin.

This spell binds the target to the necromancer, and should the wizard die first, the target of this spell will die as well, a painful and terrible death. When the duration ends, the sigil vanishes, and the target will know that he is free of this necromantic spell. The wizard can mark no more than one creature at a time with this deadly sigil, but has often been known to turn enemies into powerful allies who will fight to protect the necromancers, now also protecting their own lives.

Note that the marked will instantly know what has happened to him.

Soul of Chaos

Necromancy Level: Clr 2, Sor/Wiz 1 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature Duration: 10 min/Level Saving Throw: Will negates Spell Resistance: Yes

This spell alters the alignment of a lawful or neutral character to that of chaotic. It is a mild form of insanity, and a Will save will negate the effect of this spell. If unsuccessful at the Will save, the target will change alignment to chaotic for the rest of the duration and, although he will know the changes that he is going through, will not be able to do anything about them. Every hour, the target makes a new Will save, as his true nature is fighting this change in his personality.

It does not mean that the person will not attack the caster, in fact; perhaps he is more inclined to do so when under the spell, so beware. The change of alignment will mean a change in the personality of the person, and to find out how the character now behaves read under the alignment descriptions of the Core Rulebooks. Note that this spell can make the target lose benefits of a class due to the alignment change.

Spellbreaker

D

-14

80

2

(3Þ

\$7

G

*A*1

8 G

60

2 A. Y

2000

24

W

5

60

G

2 # %

AI

22

2

¢ X

60

R

W & Y ?

283

(32

₹ 10

(1) (2)

A C

YN

10)

PA

Abjuration Level: Brd 5, Clr 4, Sor/Wiz 4 Components: V, S Casting Time: Leeches on other spell Range: See text Target: Other spell Duration: Instantaneous Saving Throw: None Spell Resistance: No

When this spell is cast, it leeches on another spell and is cast in the same round as that one. Any spell which is cast with the spellbreaker, bypasses any spell resistance. Yet can only be used with spells of 4th level or lower. The range of this spell is the same as the spell it leeches on.

Stillborn

Necromancy Level: Sor/Wiz 9 Components: V, S, M Casting Time: 1 hour Range: Special Target: All unborn within a 1 mile radius of the caster Duration: 1 day Saving Throw: None Spell Resistance: No

"The Year of the Plague was a bad year for the King of Elderbridge. His wife had a violent and bloody miscarriage, and many unborn children died that year, but they never did find out what had happemed or who had done it. Though, there was one person who knew what had happened."

This spell is a ritual which requires some preparation from the caster, and some expensive materials, which the caster scatters in a circle around him. This ritual takes one hour to perform, and during this time, the caster must not be disturbed. If he fails a concentration check (DC 15) during this hour, the spell is broken and the materials are lost, and must be replaced for a new spell.

When this spell is cast, a ring of negative energy emanates from the caster and extends for one mile in radius, centered around the caster and the place where he is performing the ritual. He must not move out of the ring of scattered components until the ritual is done. The effect of this spell is vile and feared among some of the most powerful of wizards. All the unborn, humanoids and animals, within the area of effect, are stillborn within a one day after the spell has been cast. Only a *wish* can counter this powerful necromantic spell. There is a 50% chance that the mothers (commoners) will also die during this bloody ordeal, though if they have any character levels, they are too resilient.

Material Component: The fetus from a zombie female (1000gp).

Track the Blood

Necromancy Level: Rgr 0, Sor/Wiz 0 Components: V, S, F **Casting Time:** 1 standard action **Range:** Blood from the target **Target:** One living creature **Duration:** 1 min/Level Saving Throw: None Spell Resistance: No

By tasting the blood of the caster's chosen target, he creates a connection with that person or creature, enabling a way of tracking it through all kinds of terrain. For some young wizards (level 1-3) this can be a rather tough experience, and they have to make a Fortitude save (DC 15) or loose the blood connection. The blood must still be warm for this spell to work.

There is no defined range of this spell, but when the duration ends the connection is broken and new blood must be procured to cast the spell anew. The blood can come from an animal as well as a person, and even if that creature lies dead somewhere, this spell will lead the caster to it

Arcane Focus: The blood from the target.

Undead Servant

Necromancy Level: Sor/Wiz 1 **Components:** S, M Casting Time: 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) Effect: One mindless undead skeletal servant **Duration:** 1 hour/level Saving Throw: None Spell Resistance: No

The caster assembles the bones in the air, never touching the actual bones, though they begin to assemble on their

own, just like the caster envisions them. This undead servant is a very simple creature, small in size with three legs and no head. It has two long arms, which does not look human in nature, though human bones could have been used in their making.

This mindless servant can do simple tasks, such as holding and handing things, fetching things from another room, turn the pages of a book and follow the caster around carrying his books and magical components. It may do other simple tasks as well, if allowed by the DM. It moves very slowly (10 ft.) and clumsily, and cannot run. It has a strength of 6 for the purpose of carrying stuff, and can also open doors and hold them closed, yet cannot attack and do harm on others.

Material Components: At least 10 pounds of bones, to assemble the undead servant from. These bones can come from any creature, even small creatures, which determines how the undead servant looks like.

Vampiric Lust

B

12821

(1) (1)

ЧI

R

60

200

5

60

60

(3 b

2×24

W G G

5

60

C4

Ś

2. \$3

G Y

2 St X A X S S!

· 434223

(d b

5

(3 b

G A A

PA

Necromancv Level: Sor/Wiz 8 **Components:** V, S Casting Time: 1 standard action Range: Touch Target: One living creature **Duration:** Instantaneous Saving Throw: Will negates Spell Resistance: Yes

The victim of this spell begins to dislike food, and instead crave human blood, much like the infamous vampire. He has no real idea why this is so, and will begin to fight this urge.

After a day, the victim must make his first Will save. If unsuccessful, he get the taste for human blood and begin to crave it more and more. He can fight this urge, but if three days has gone without the victim getting any blood, then the target will lose 1d4 points of constitution. After a week, the victim must make his \$3 second Will save, if successful, then he merely looses 1d4 points of constitution more and breaks this spell, but if N unsuccessful, then he must have the blood in order to live. At this point, everyday that goes by without any blood, he loses 2 points of constitution permanently, until he dies.

This is a powerful spell, and can only be countered by a *wish* spell. This spell has become a curse, and will forever change the victims life. Note also, that the target is not

a real vampire and therefore gain none of this creature's other powers.

Watchful Ghost

Necromancy Level: Sor/Wiz 4 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Effect: A 60-ft.-radius around the caster Duration: 1 hour/2 Level Saving Throw: None Spell Resistance: No

The caster summons one of the lesser ghosts from beyond the worlds, to watch over him. The ghost has no powers to attack, but has the following spell-like powers, which it will use to protect its master; *detect magic*, *detect undead* and *detect thoughts*. The watchful ghost can cast these spells 3/day, and will use them to answer any question the master may have. These spells are cast as a 3rd level wizard, and will be controlled by the DM.

Necromancers have been known to summon this ghost to watch over them as they rest or studies. The ghost is invisible, and will never show itself to the intruders. It will awaken its master by speaking his name and telling him of the approaching danger. It cannot sense whether the creature is friendly or evil, and cannot see further than a 60 ft. radius around the caster.

Yarvol of Elannor

Among the Wizards of the White Tower, Yarvol was a loner. The other wizards respected him, but he had chosen the school of necromancy, for reasons unknown, and thereby stood out in their circle. He was known to live during the nocturnal hours, and called the Lord of Death, his master, while the others worshipped the Lady of Magic.

He travelled to the wasteland of Maellôr, and for a whole year, Yarvol studied with the gods of death and destruction. Although he studied the necromantic arts, he was never swayed to the other side, and remained loyal to his brothers at the White Tower.

Yarvol's Bane of Touch

Necromancy Level: Sor/Wiz 3 Components: S Casting Time: 1 standard action Range: Touch Target: Creature touched Duration: Instantaneous Saving Throw: Fort negates Spell Resistance: Yes

612

ABA

69

(10) 20

R

₹ 60

60

612

10

242

REA.

60

Gr Cr

Ņ

\$7

ß

YI

D

12 12

"It is known that it was the Archmage, Yarvol of Elannor, who created this spell. He was a powerful necromancer, indeed, and the Wizards of the White Tower respected him as one of their own. But he had many enemies, and some of these sent assassins to kill him. So he developed ways to counter theirs, and one of these was this spell that enabled Yarvol to give a deadly wound back to the attacker."

With this spell the caster is able to deliver a melee touch attack and give his latest wound to another, which does not need to be the one who delivered the wound in the first place. But this must be done in the same round as the wound is received. If someone attacks the caster, giving him 14 points of damage, he would be able to give that wound back to an enemy of his choice, thereby not taking any damage at all, but the caster would have to make a successful touch attack in order to succeed.

It can be a very helpful spell to wizards, who is renowned for their small number of hit points, and it can actually be quite powerful, and can even be used to give a critical hit to another. A Fortitude save made by the victim, negates this damage, and the wound would remain the caster's.



Yarvol's Bonearm Animation

Necromancy Level: Sor/Wiz 2 Components: V, S, F Casting Time: 1 standard action Range: Personal Target: The caster Duration: 10 min/level Saving Throw: None Spell Resistance: No

This spell is the work of the necromancer, Yarvol, who made his bonearm permanent and used it to make his work easier.

When this spell is cast, bones begin to assemble and ends by looking much like a bony arm with bony fingers. They are bound together by a strange undead force, and has 20 hp, hardness 10. This bonearm becomes a part of the caster, protruding from his back, stomach or anywhere the caster wants to attach it. For as long as the duration of this spell, the caster has an extra bonearm, which can be used just like a normal arm, and gives the caster a secondary attack, this arm has Strength 13 regardless of the casters normal strength.

Arcane Focus: A lot of bones (5 pounds).

-24

532 \$ HUS



GHAPTER TWO PRESTÍGE GLASSES

"I have served my master for a year. He says it is time, time to bind me in his blood. I have no idea what that means, but it is probably something to do with the dark arts. I am ready, though, and have been for months. When I see the power Master Ilnioth has over the Unliving, how he calls them forth and speaks their tongue, I want to reach out as well, feeling that power. The Veil of the realms stand before me, and hopefully, one day I will be able to see through it.

The dead holds many secrets, and knowledge beyond anything I can imagine.

Master Ilnioth told me the first day that I would come to lust after these secrets, this power, but at the time I did not believe him.

I see the truth of his words now."

(Fragment from Falnor's Tome of Unlife, page 18)



Prestige Classes

D

-14

8

N.

(3Þ

4 G 7

69

500

R

5

60

(d>

22

\$7

60

G

All these prestige classes can be found throughout this tome as they are part of the lives of the necromancers found herein. They are meant to flavor any setting and give new meaning to the word, necromancer. Actually, one of the prestige classes detailed below is not a true necromancer at all, but a fighter who has been cursed on the battlefield and has now become a necromantic warrior with strange necromantic powers. They can be used in any setting, but should be approved by the GM first, as he will know if they are balanced in reference to your game.

The Bloodbound

"These necromancers have less power in the arts, but they serve an important purpose, to aid and protect their masters. For years I have been looking for a person of potential. One who would learn and serve, selflessly, and who know more than just magic. He will be my weapon and shield."

Master Ilnioth of the Eluan Eye

Necromancers are mostly known for their undead servants, but some necromancers prefer the company of the living as well, mostly because they offer intelligent company, and can aid the wizard in ways that the undeads cannot. The bloodbound are such servants, and they often become apprentices to more powerful necromancers, serving them with all of their soul, hoping to one day become as powerful as their master. They are near the necromancer at all times, and see the dark rituals he performs behind magically sealed doors, offering the wizard the components which is needed. Many necromantic secrets are revealed to the bloodbound.

These lesser wizards have many different backgrounds, and most have some experience with a blade and will defend their master if it should come to that. One is bought at the local slave market and offered some semblance of power, in exchange for his devoted service, while another is left standing as the last fighter of a small army and offered the chance to survive. There are even those who seek out a powerful necromancer and swears an oath to him, chosing this fate for himself. But they must know something of the magic before taking their blood pledge.

The bloodbound bond with their necromantic lord through a series of necromantic blood rituals, and thereby gain lesser powers that will aid them in their endeavors. Some of these powers will make them better fighters, while others strengthen their magic. They can be as vile as their masters, and in the end strive to take over the true power that he possess, or they can serve him with all of their hearts, never giving him cause to suspect any misdeed. It is widely known that the scholarly savants of the dead, seek out these warriorwizards and ask for their service.

Hit Die: d6.

Requirements

Skills: Concentration 8 ranks, Gather Information 4 ranks, Intimidate 4 ranks, Knowledge (Arcana) 8 ranks.Feats: One fighter feat and one metamagic featSpells: Must be able to cast at least 4 arcane necromancy spells of no particular level.

Special: In order to become a bloodbound, the character must have a necromantic master. Though, should the bloodbound leave the service of his master, he retains his levels in the bloodbound prestige class, but cannot gain any more.

Class Skills

These are the class skills of the bloodbound. Climb (Str), Concentration (Con), Craft (Int), Gather

Information (Cha), Intimidate (Cha), Knowledge (All, Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

なんえかる

61×

*A*1

82 M

5

60

60

(d þ

2×24

N G

Ð

4209×4852××

The following features are the special features of the bloodbound (Blb).

Weapon and Armor Proficiency: The bloodbound gain no new proficiencies with weapons, shields or armors.

Spells: The bloodbound continue their training in the arcane arts, and starting at second level, they gain new spells per day, as if they had gained a level in their existing spellcasting class. Note that the bloodbound does not gain any other benefits of this existing spellcasting class. If the character has more than one arcane spellcasting class, the first choice is the wizard class.

Bloodgifts (Su): At the first level of this prestige class, the blood which flows through the veins of the bloodbound becomes poisonous. Every time he is hit, by a weapon which causes a larger bleeding wound, doing more than 5 points of damage, his blood splatters to those standing nearby, within 5 ft. They take 1d4+1 points of damage in the same round as the bloodbound is hit. The bloodbound can also coat his weapon in his own blood. This makes for a potent poison that will last for a number of rounds equal to his Constitution modifier, giving an additional 1d4 points of damage. This poisonous blood also gives him a 50% resistance to all poisons.

sting class
sting class

Table I: The Bloodbound

At the 5th level, the bloodbound gains the power to direct his innate negative energy into his weapon and make more powerful attacks. If the weapon was not magical before, it now counts as a magical +1 weapon. On a successful hit, the dark energy flows through the blood of the bound into the weapon delivering 1d6 points of negative energy damage +1 every 2 levels of this prestige class.

At the 8th level, the blood is now as powerful as it gets. The bloodbound gains a spell resistance of 11 + caster level (of this prestige class).

Aid Master (Ex): The bloodbound is a true servant, and every time he chooses to *Aid Another* of higher level than himself, he doubles the bonus gained from a successful check. See the Core Rulebook for rules on aiding another.

Detect Undead (Sp): Starting at 3rd level, the bloodbound gains the ability to cast *detect undead* once per day, at 6th level this becomes thrice a day, and starting at level 9, the bloodbound is now able to use this power at will. This power does not need any material component. It is considered an innate Spell-like ability.

Aura of Death (Su): Upon reaching the 10th level, the bloodbound now exudes death and gains a +4 competence bonus on all checks involving undead, and now he casts necromancy spells at +1 caster level. Any who has the ability to see magical auras, or uses *detect magic*, will see a faint dark aura around the bloodbound and know that he is strong in necromancy magic.

The Bonewielder

"The army arrived yesterday, and as I look over the plains, I can only wonder at the creature who created all these skeletons. The power. I fear that before the sun goes down, we might have found a new master to serve. Dead or alive."

Lord Ulirian of Crant

Bones have always been a focus among most necromancers. They need them to summon the skeletons of the earth, and with the bones they can create servants and mounts. The bonewielder takes this a little bit further. To him the bones are something special, and he collects them, to aid the bonewielder in his task of gaining more power.

They learn the power of crafting strong bone amulets which strengthen their power, as well as how to make their own bones into powerful weapons. Bonewielders live solitary lives and crave power. They will create strong skeleton armies, and have been known to march at the gates of strong cities and demand their complete surrender.

NPC bonewielders are powerful adversaries, who will perhaps crave the bones of the party, and wish to use them in strange bone rituals. They live far from the known civilization, in bone towers and castles. To most sane people, these spellcasters seem quite mad and must be avoided at all cost.

Hit Die: d4

24

1289.

SAR5

60

22

W

R

5

60

60

612

~)

2

242

REA

60

G

2 8

\$7

G

A

J N 2

78 2 X V

7345

5821

₹ Ø

42)

\$7

YI

N

PA

Requirements

Skills: Concentration 12 ranks, Intimidate 7 ranks, Spellcraft 15 ranks.

Feats: Combat Casting, Spell Focus (necromancy),

Greater Spell Focus (necromancy).

Spells: To qualify for this prestige class, the character must be able to cast the following arcane spells; *Chill Touch, Command Undead, Ghoul Touch, Halt Undead,* and *Animate Dead*.

Class Skills

These are the class skills of the bonewielder. Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (all, Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features are the special features of the bonewielder (BoW).

Weapon and Armor Proficiency: The bonewielder gain no new proficiencies with weapons, shileds or armors.

Spells: The bonewielder continue his training in the arcane arts, and at every level he gain, he also gain new spells per day, as if he had gained a level in his existing spellcasting class. Note that the bonewielder do not gain any other benefits of this existing spellcasting class.

Bone Focus (Ex): At the first level of this prestige class, the bonewielder crafts a personal bone amulet, which becomes his focus. This focus grants the wielder a bonus to his spell save DC. +1 at level 1, +2 at level 4, +3 at level 6 and +4 at level 9. This bonus stacks with spell focus and greater spell focus, but only with necromancy spells. This makes the spells of the bonewielders highly potent, and feared among other wizards.

Strong Bones (Ex): The bones of the bonewielder becomes strong and can take much more damage before

they break and shatter. This power gives the bonewielder a damage reduction 5/-.

Natural Bone Weapon (Su): Starting at the 3rd level, the bonewielder learns how to make his arm into a powerful bone weapon. At a command word spoken of the bonewielder, spiky bones breaks the skin at 8 different parts of the arm, making it a deadly natural weapon. The bonewielder is always considered proficient with this natural weapon.

This is a +1 magical bone weapon at level 3, and the 5th level, this bone weapon grows and become a reach weapon (10 ft.). Note that the bonewielder still retain his hand and can use it if he so chooses. At level 7, this becomes a +2 weapon.

The statistics of this natural bone weapon is; Dmg(s) 1d8, Dmg(m) 1d10, Crit 19-20, x2, Piercing.

Control Bones (Sp): At the 8th level of this prestige class, the bonewielder is now able to control the bones of others. This spell-like ability works like the cleric spell *command*, as the bonewielder controls the bones of a subject. He can use this ability a number of times per day, which equals his Intelligence modifier.

Transformation (Su): Upon reaching the 10th level of this prestige class, the bonewielder goes through the bone transformation which will transfer him into a bone creature called the Daerthûl. This is a dark and dangerous bone ritual which takes a full month to complete. This creature is made from bones and can only be an undead.

This also means that it is immortal and cannot be killed by age. See more information in the appendices, concerning this template.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Bone Focus +1	+1 existing spellcasting class
2nd	+1	+0	+0	+3	Strong Bones	+1 existing spellcasting class
3rd	+1	+1	+1	+3	Natural Bone Weapon +1	+1 existing spellcasting class
4th	+2	+1	+1	+4	Bone Focus +2	+1 existing spellcasting class
5th	+2	+1	+1	+4	Natural Bone Weap.(reach)	+1 existing spellcasting class
6th	+3	+2	+2	+5	Bone Focus +3	+1 existing spellcasting class
7th	+3	+2	+2	+5	Natural Bone Weapon +2	+1 existing spellcasting class
8th	+4	+2	+2	+6	Control Bones	+1 existing spellcasting class
9th	+4	+3	+3	+6	Bone Focus +4	+1 existing spellcasting class
10th	+5	+3	+3	+7	Transformation	+1 existing spellcasting class

Table II: The Bonewielder

The Plaguebearer

"Mark these words. The warrior who returns from the battlefield, alone, shall be turned out of all cities he tries to enter. He is no longer a man, as we know it, but a necromantic warrior, and his touch is poisonous and will kill even the most pure-hearted." Aramen, Cleric of Lorakil

These are the cursed heroes who fought against the necromancers, and survived. They were touched by a dreadful disease, yet did not die, and were healed back to life by a true cleric. Their lives are forever cursed and will never be the same. Some part of the disease has never truely left them and continues to eat away at their soul. Everyday, this disease grows and the plaguebearer can feel it. His skin begins to rot, yet never threatens to kill him, only twists his body into a deadly necromantic weapon.

The plaguebearer becomes an unwilling weapon of the necromancers he fought, and for this very reason, some plaguebearers will seek a way to end their own life. They know that their body is changing, and that in the end, they will become a creature of rot and decay. They are granted immortal life, but at a terrible cost.

Plaguebearer NPC's are often fighters who have lost everything that they love and care for. They can never return to their families, and some may even have tried and paid the price. These plaguebearers have accepted their fate as cursed and tries to use these cursed powers as

best they can. Sometimes these warriors are the tools of greater necromancers who has promised them a new life. **Hit Die:** d12

Requirements

24

1289.

34U3

\$ \$ \$ \$

1252 SI V AX

Ability Score: Constitution 14+

Base Attack Bonus: +6

Feats: Endurance, Great Fortitude, Iron Will **Special:** The plaguebearer must have fought a powerful necromancer of at least level 7, and been affected by a *contagion* spell, and survived, obviously. During this ordeal, something has happened to the person, and his body will slowly begin to change.

Class Skills

These are the class skills of the plaguebearer. Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), and Knowledge (Arcana).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are the special features of the plaguebearer (PlB).

Weapon and Armor Proficiency: The plaguebearer gain no new proficiencies with weapons, shileds or armors.

	Table III: The Plaguebearer							
Class	Base Attack	Fort	Ref	Will	Special			
Level	Bonus	Save	Save	Save				
1st	+1	+2	+0	+0	Disease Resistance			
2nd	+2	+3	+0	+0	Rebuke Undead			
3rd	+3	+3	+1	+1	Touch of Fatigue			
4th	+4	+4	+1	+1	Chill Touch			
5th	+5	+4	+1	+1	Aura of Decay			
6th	+6	+5	+2	+2	Ghoul Touch			
7th	+7	+5	+2	+2	Disease Immunity			
8th	+8	+6	+2	+2	Disease Touch			
9th	+9	+6	+3	+3	Circle of Desecration			
10th	+10	+7	+3	+3	Immortality			

Table III: The Plaguebearer

Disease Resistance (Su): At the 1st level, the plaguebearer becomes more resistant against all diseases, magical and natural, and he gains a +4 bonus to all saving throws related to diseases.

Rebuke Undead (Su): The plaguebearer is becoming a creature of undeath himself, and slowly becomes attuned to the negative plane. He is now able to rebuke undead as a cleric of the same level as the plaguebearer prestige class. If the character has cleric levels, or another class which also has the rebuke undead special power, then these stack with this prestige class, to determine the outcome of this particular power.

Touch of Fatigue (Sp): At the 3rd level, the plaguebearer is feeling the change which is happening to him. His hands now has a yellowish taint to them, and they are beginning to smell really bad. The plaguebearer can cast the spell of the same name, a number of times every day which equals his Constitution modifier. The caster level of this power is the plaguebearer level.

Chill Touch (Sp): At the 4th level, the plaguebearer becomes cold and he now gains the power of chill touch. He can use this power once every day, and it works like the spell of the same name. The caster level of this power is the plaguebearer level.

Aura of Decay (Su): The skin of the plaguebearer becomes rotten with infested yellow wounds, and the smell is now so bad that his surroundings becomes affected. All creatures within 10 feet of the plaguebearer must make a Fortitude save (DC 15) or become nauseated for as long as they remain within 10 feet of the plaguebearer. A successful Fortitude save negates this effect.

Ghoul Touch (Sp): At the 6th level, the plaguebearer now gain a paralyzing touch, and once every day, he can cast the spell of the same name. The caster level of this power is the plaguebearer level.

Disease Immunity (Su): No disease will ever touch the plaguebearer. He is immune and cannot be harmed by natural or magical diseases.

Disease Touch (Sp): At the 8th level, the plaguebearer now has a dangerous touch, and once every day, he has the power to cast *contagion*. The caster level of this power is the plaguebearer level.

Circle of Desecration (Su): The area around the plaguebearer now becomes affected by his negative energy, and 20 feet around the plaguebearer is constantly affected by the *desecrate* spell. See the cleric spell of that name for further information.

Immortality (Su): The plaguebearer has reached his full potential, and becomes immortal. He cannot be affected by age, yet can still be killed by a sword or other means, but not by a spell which affects age. His skin is yellowish, with open and infested wounds, and some places the bone can even be seen. The smell is now really bad and the plaguebearer must use magic to hide his true nature to his surroundings.



B

-24

1282

346

YI

R

60

300

5

60

60

(d) (d)

2

23

W

Ð

5

60

G 2

2

\$7

R W

B

Savant of the Dead

*Everybody knows where the Savants live in Tâl Vorgath, but not where they meet and hold their secret meetings. They rarely leave their homes, and my henchmen have not yet been able to follow them on the streets. These necromancers remain a mystery to me." Erion Nidaeon, Master thief

There are those among the necromancers who believe that there is much to learn from the dead. They do not deny the power of the undead and the negative energy plane, but understands that this power should be used with great care and caution.

The savants are necromancers who treasure the lore of the dead, and the lore gained from the dead. While most necromancers live solitary lives, mostly away from civilization, these savants create orders and secret societies, and are often found in the greater cities. They share knowledge among them and keep to a strong code which in turn makes them strong. It is well-known that these necromancers keep secrets. Secrets they would never dream on telling anyone not of their order, even their most trusted servants.

NPC savants are scholars who spend most of their time within their homes, studying and doing research. They are most often neutral to the happenings of the world, yet the secrets they keep, protects it from the realm beyond which remains a threat. They are known to keep servants among the living as well as the dead and is often tied to the bloodbound.

Hit Die: d4

Requirements

Skills: Knowledge (Undead) 10 ranks, Knowledge (Arcana) 10 ranks, Intimidate 5 ranks.
Ability Score: Intelligence 15+
Feats: Iron Will, Extend Spell and Spell Focus (necromancy)
Spells: Must be able to cast at least 5 necromancy spells, one of which must be at least level 4.
Special: The savant must have studied under another savant, and learned the secrets of the order.

Class Skills

24

532 \$ A B B

838

W

R

5

60

60

(db 10)

<u>M</u>

1242

RRAS

G

28

\$7

YI

22

× 4 %

These are the class skills of the savant of the dead. Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all, Int), Profession (Wis), Sense Motive (Wis), Speak Language, and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are the special features of the savant of the dead (StD).

Weapon and Armor Proficiency: The savant of the dead gain no new proficiencies with weapons, shileds or armors.

Spells: The savants of the dead continue their training in the arcane arts, and at every level they gain, they also gain new spells per day, as if they had gained a level in their existing spellcasting class. Note that the savants do

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells
1st	Bonus +0	+0	+0	+2	Ghostsight	+1 existing spellcasting class
2nd	+1	+0	+0	+3	Summon the Dead 1/day	+1 existing spellcasting class
3rd	+1	+1	+1	+3	Darkvision 60 ft.	+1 existing spellcasting class
4th	+2	+1	+1	+4	Negative Energy Resis.	+1 existing spellcasting class
5th	+2	+1	+1	+4	Summon the Dead 2/day	+1 existing spellcasting class
6th	+3	+2	+2	+5	Spirit Possession	+1 existing spellcasting class
7th	+3	+2	+2	+5	Detect Undead	+1 existing spellcasting class
8th	+4	+2	+2	+6	Summon the Dead 3/day	+1 existing spellcasting class
9th	+4	+3	+3	+6	Greater Spirit Possession	+1 existing spellcasting class
10th	+5	+3	+3	+7	Negative Energy Immunity	+1 existing spellcasting class

Table IV: Savant of the Dead

not gain any other benefits of this existing spellcasting class. If the character has more than one arcane spellcasting class, the first choice is the wizard.

Ghostsight (Su): At 1st level, the savant of the dead gains the ghostsight power. This sight enables the necromancer to always see ghosts and invisible creatures within 60 feet. This power is always active and cannot be called upon. Note that this power also changes the color of the necromancer's eyes, which are now grey and dull. The is considered a supernatural ability.

3

2

(d >

\$3

YI

60

200

5

60

60

(db 10)

2

22

NG

5

60

G

2

\$7

R B

D

NAX N

500

5

M2

2

G⊅ \$-200

42)

\$7

*A*1

2000

Summon the Dead (Sp): This is a ritual power, where the savant calls forth one of the dead who must answer his questions. The ritual takes half an hour to prepare, and the savant must know the name of the spirit he is summoning.

At level 2, the savant can use this power once per day, twice per day at Level 5, and beginning at level 8, the savant can call upon a dead spirit 3 times a day. For each time the savant ask the dead spirit a question, he must succeed at an Intimidate check (DC 20), as he commands the spirit to answer him. After an hour, the dead must return to the realm of the dead. This power should not be compared to the cleric spell, *Speak with Dead*, as this is a spirit summoning from the realms beyond. The savant does not need a corpse to use this power, only the name of a dead humanoid being. This is considered a Spell-like ability.

Darkvision (Su): The savant now has darkvision 60 ft., if he had this ability already, then it increases to 120 ft. This is a supernatural ability.

Negative Resistance (Su): At the 4th level of this prestige class, the savant has learned enough about the negative energy plane, which makes him able to better resist its power. He gains negative energy resistance 10 + character level. The savant can choose not to use this resistance, if he is willing to let the negative energy touch him. This is considered a supernatural ability.

Spirit Possession (Su): At the 6th level, the savant has the power to call upon a spirit from the realms beyond, and let it take possession of his body. This possession is not a mental possession, but one of memories and powers. There is several uses of this power, and each time, the savant uses this ability, he must specify the use.

Ancestral Guidance: The savant calls forth one of his ancestors to aid him perform a task. He gains a +5 bonus to saves or skill checks.

Heroic Guidance: The savant calls upon a heroic spirit of the past, to aid him in battle. He gain a +2 bonus to Armor Class and to attack.

Master's Guidance: The savant calls forth the spirit of one of the ancient necromancers, to strengthen his ability to cast spells. Necromancy spells are +1 caster level, and gains +2 to spell save DC. The last stacks with spell focus.

The savant is possessed by the spirit a number of rounds which equals his Intelligence modifier, and can only be possessed by one spirit at a time. This power can be used a number of times per day, which equals the caster's Intelligence modifier + half his caster level (of this prestige class), rounded down.

Detect Undead (Sp): The savant gains the ability to cast *detect undead* at will. The caster level of this spell is the savant of the dead level. This is a Spell-like ability.

Greater Spirit Possession (Su): At level 9, the savant can summon a more powerful spirit, but only once every day. *Ancestral Guidance:* The savant calls forth one of his ancestors to aid him perform a difficult task. He gains +10 to saves or skill checks.

Heroic Guidance: The savant calls upon a heroic spirit to aid him in battle. He gains a +4 bonus to Armor Class and to attack.

Master's Guidance: The savant calls forth the spirit of one of the ancient necromancers, to strengthen his ability to cast spells. His necromancy spells are cast at +1 caster level, and he gains +4 to spell save DC. This last bonus stacks with spell focus.

The greater spirit can only be called upon once every day, and not while the savant is already possessed by another spirit. The savant is possessed by the greater spirit a number of rounds which equals his Intelligence modifier

Negative Energy Immunity (Su): At the 10th level of this prestige class, the savant is now immune to the negative energy. He cannot be touched by spells which is powered by this energy, and offensive spells, like the *Chill Touch* spell, will actual heal the savant, much like it would heal one of the undead. The savant can choose to forego this immunity, but this must be announced by the savant.

CHAPTER THREE NECROMANTIC TEMS

"The master keeps a dark and twisted rod on him at all times. It bears the mark of the necromancer, Jalak of Seven Rivers, and has an exotic design which looks like nothing come out of the northern realms.

Where he got this item from, I can only imagine, and I have never seen him use it. I carry one of these items myself, a stone that he gave me. It is more than just a stone, it is a ioun stone with a faint necromantic aura. As I activate it, the stone floats up to my head and begins to circle around me.

Dark energy.

Shadows.

These powers surrounds the ioun stone, and enables me to see through the veil of darkness. It has its uses, but one should be careful around these necromantic items, they come in many different shapes and some will claim more than they give."

(Fragment from Falnor's Tome of Unlife, page 45)

Magical Items

These are all new magical items which center around the necromantic arts. They are not all necromantic in nature, but all have been wielded by powerful necromancers and have their specific uses. Necromantic items are most often evil and will be highly dangerous to the players. Some are cursed, while others will just demand a price of those who wear them. These have been crafted through dark rituals involving the dead, and most of them have claimed many victims in their making.

Amulet of Tarneus

This is a heavy amulet, made from black iron. A skeleton warrior with great skeletal wings spread out, sits in a thick, black iron circle. The Amulet of Tarneus is heavier than it looks, and it's weight will surprise most people. There can be no doubt that this is a magical amulet. Looking at the details of the amulet, it becomes clear that the skeleton has tiny ruby eyes, and that it carries an intricate helmet with demonic horns.

Only one with Strength 18+ can use this amulet, and those who carry it around their neck and do not fulfill this requirement, will lose 1 point of strength every hour, 26 until removed. When they reach strength 0, they die. Anyone who meets the Strength requirement will be able to activate this amulet and call forth huge skeletal wings which protrudes from their spine, breaking through any cloth and armor worn. These wings bestow the ability to fly at the base speed of 40 ft. The duration of this effect is based on the wearers constitution, 1 hour per 2 point of constitution. When the duration ends, the wearer has no more strength to keep flying and must land or plunge to the ground, most likely to his death.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *Ruul's Skeletal Wings, Bull's Strength, Bear's Endurance; Market Price:* 45.000gp; *Weight:* 15 lb.

Weaknesses

24

1289

612

\$7

YI

8338

200

5

60

(d b

Ņ

243GGAS93

34%

3522

2.2

×,

69

MARN287348

3246

*A*1

1)

R

When this amulet is activated, the eyes of the skeleton warrior will glow brightly. A succesful attack with a penalty of -8 (due to the diminutive size of the eyes), with a +3 weapon or greater, will shatter the ruby eyes and destroy the magic, there is no way, except with a *wish* spell, to undo this.

RUUL THARDS AND HIS COMMANDER

The mighty necromancer from the desert outside the gates of the City of Ancients, Ruul Tharox, has the greatest army ever seen in the world, and one of the most fearsome knights in his service. This commander is named Tarneus, and very little is known about him. It is rumoured that he was once a mighty knight from the north who fell on the southern battlefields and was ressurected by Ruul Tharox himself. The one thing which is known about this large man, is that he wears a dark armor made from adamantite and obsidian, and that he never takes it off. And then there is the stench; the smell of death and rot.

Ruul Tharox had an amulet crafted from one of his undead blacksmiths, and enchanted it with strong necromantic magic, then he bound his magic in black iron and the tiniest red ruby eyes of a skeleton warrior. This was a gift to his commander, who wears this amulet at all times. It is called the Amulet of Tarneus and is carried by the commander of Ruul Tharox's armies, the mighty warrior, Tarneus, who is feared by many.

Adventure Hook

As the party travels the roads of the realms, they meet a lonesome peddler who has a few wares that he would like to sell. Among these are the Amulet of Tarneus, looking much like a simple amulet of the Traveller. This is a disguise, and the peddler is not really a peddler, but one of the Traveller's clerics. The amulet has been stolen from an undead commander, and while the party may think they have bought just another amulet, they actually carry a strong magical item.

Tarneus has become aware of the theft, and with the help of his master, the necromancer Ruul Tharox, he knows exactly where to look for it. This becomes a true and legendary chase, and the party may not know who is after them, or they may already have found out of the peddler's betrayal.

Lenses of Truth and Madness

These lenses look like thick sheets of black obsidian mounted in a leather strapping that can be fastened around the head. The design is slightly strange and looks like the device of a mad scientist, though they are not, more accurate would be the device of a mad necromancer.

When looking through the lenses, the wearer gets the ability to see all. All illusions can be pierced, the auras of people, their health and personal power. If concentrating on a single individual, surface thoughts, and his whereabouts within the last few days, are revealed. In effect the wielder is constantly under the following spells: *true seeing, detect alignment, detect lie.*

When concentrating the wearer can, as well, see the number of character levels and current hit points. The only cost to this is his sanity and eyesight. When first looking through the lenses, a Will save (DC 20) or go blind. When worn for more than 10 rounds a Will save (DC 20) is needed to avoid insanity and blindness (one check for each). Each consecutive round past 10 incurs a -1 penalty to the Will saves.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *True Seeing, Detect Thoughts, Locate Creature, Insanity, Blindness/Deafness; Market Price:* 150.000gp; *Weight:* 2 lb.

Weaknesses

なんえかる

9 2 6

YI

60

38488

(d b

2

22

388438438

\$7

R W

222444

500

5

2

M2

821

(3>

5

Can be broken with a physical attack of 5+ damage.

Adventure Hook

This item is very close to being a minor artefact, and there a only a few of them in the world. One of these has been found by a band of paladins, and their leader, the highpriest of Urvol the Blade of Justice is rumored to have donned these lenses and become insane. A month ago, he left the temple in a hurry, wearing the lenses, and said that he would find his god who was held captive in the Paragon Mountains. The paladins fear for their high priest, and they have not yet been able to find him. They ask the party to go into the dark mountains and free his spirit from this madness.

Necromantic Ioun Stones

These stones are much like normal ioun stones, though they have been created using necromantic powers. When activated, they will begin to float around the head of the user. See further rules in the DMG concerning the general rules of ioun stones.

The rituals to craft these magical ioun stones are far more intense and often involves sacrifice, mostly of animals and other monsters. One thing is sure, there is always a cost to creating necromantic ioun stones, whether it is temporary hit points or ability score loss, or something far more dangerous. Necromancers have also been known to create greater ioun stones offering more than just one power. See the Eluan Eye for more information on this.

Ioun Stones

Color	Shape	Effect	Value
Obsidian	Prism	Iron Will (as the feat)	8.000gp
Crimson	Prism	Darkvision 60 ft.	10.000gp
Bone White	Spindle	e Detect Undead	13,000gp
Shadowy	Any	Makes the caster	16.000gp
		incorporeal.	
Black	Elipsoi	d Raises the wielder	25.000gp
		(from death) after	
		1d4 days.	

Ring of Severance

This ring bears the resemblance of a crude cast-iron ring. There is nothing exceptional about it beyond that. This ring has also been named the Hand of Shadow, and is a favorite of many necromancers, who will seek it out if they hear of one of these' whereabouts.

When put on a finger, the ring closes in on itself, severing the finger which falls to the ground. This is a most painful experience. The severed finger quickly withers to dust. If tried upon every finger on the same hand, it will sever all of them except the last. When slipped onto the last finger, all the other fingers will regenerate – bones will regrow and tendons and skin will wrap around the bones in one round. When the ring is satisfied, it grants its wearer the ability to summon a ghostly hand at will. The hand can be moved about at will, up to 30' away from the wearer. In effect it can be used as an extension of the wearers own hand as everything it touches can be felt by the wearer. This can be used to deliver touch attacks. The hand has the same statistics as the wearer.

Caster Level: 12th; *Prerequisites:* Forge Ring, *Spectral hand; Market Price:* 66.000gp; *Weight:* -

Weaknesses

When frozen, the ring can be shattered with a blow doing 10+ damage.

Adventure Hook

One of the savants have invited the party to his home. When the dinner is finished, they enter the library and he tells them why he has called upon them, asking for their services. He is looking for a Ring of Severance, a magical item which is also called the Hand of Shadow. He tells them that this item is quite dangerous, and that he fears if it should ever fall into the wrong hands. He knows its current location, the Ruins of the Fallen, located in the southern desert. He will even supply the adventurers with a map, and some minor items if they would consider taking this quest. He will tell them the story of the Fallen, a knight who served the Desertwalker, a powerful necromancer, but was cursed for his betrayal, and made into a death knight.

Sword of Hunger

The blade of the sword is covered in clotted blood, in fact, the only place where the metal shines through, is across its razor sharp edges. The crossguard is expertly done with extreme detail fashioned to look like worms intertwined. The hilt looks like a single piece of reddish leather. When holding it, one can feel a slight pulsating feeling, like that of blood flowing through a jugular. Etched at the base of the blade is the word "Handuar". If that word is uttered when holding the hilt, the sword comes to life. The worms intertwined around the crossguard spring back and bore themselves into the arm of the wielder, ripping clothes and puncturing armor.

As they are attached, the wielders blood can be seen flowing through the now semi transparent worms, and into the blade. The blade leeches a full 50 hp worth of blood at a rate of 5 hp per round. When full, the blood needed is 5 hp per day. Cutting an opponent for more than 5 hp, counts as the hp needed for the day.

Furthermore, when the sword is full, the 5 hp are transferred to the wielder instead (dealt damage in excess of 5 hp are lost). The sword is a +4 bastardsword, and activating it by speaking the command word grants full proficiency to use it (temporarily). When both sword and wielder are at full hp, no other advantages are gained. *Caster Level:* 13th; *Prerequisites:* Craft Arms and Armor, *Vampiric Touch, True Strike; Market Price:* 35.000gp; *Weight:* 12 lb.

Weaknesses

N

-14

8

2

612

\$3

G

YI

69

60

2 R

5

60

60

(d)

Ņ

2428

5

60

12 C D

R

1

**

R

54

D

₹ {0

42)

\$7

It is possible with a Strength check of DC 25 to bend the "worms" toward the blade, or a Reflex save of DC 15 to avoid the "worms" during activation. In both cases, the sword will begin to feast on itself, thus destroying its power, rendering it a normal bastard sword.

Adventure Hook

Upon arriving in the city of Tâl Vorgath, the party learns that this is a place of necromancy, also called the City of the Ancients. They hear the stories of a blade called the Sword of Hunger which was lost five years ago. This necromantic blade is quite infamous, and the last who wielded it was a powerful undead called the Prowler. The party might decide that they should find this sword, before it can do more harm. There are many rumors of the Prowler, but all roads will lead them into the sewers, where secrets await them.

Tongue of Crin Arda

This amulet has also been called a strangling amulet, is made from a thick string of rubbery sinew, slightly moist to the touch. Attached to the string is a withered human jaw, with a leathery tongue still in it.

Crin Arda was a bonewitch in the lands beyond the Paragon Mountains, who lived for a thousand years. She spread her terror in the mountain villages, and only when a band of refugees came to the king of Elderbridge and pleaded their case with tears in their eyes, did he send his knights to slay her. They brought this item back, and gave it to their king. They may have been acting on Crin Arda's last words, but the next morning, the king lay dead in his bed. Scholars have speculated on why a king would don such an item looking vile and evil, but they have found no answer so far.

Upon donning the amulet it will instantly contract, strangling the wearer unless a command word is spoken. Only two consecutive successful strength checks of 25+ can loosen its grip (only from a single person though not necessarily the wearer). A check each round is needed, and a single check of 25+ only gives the wearer one extra round of air (see below for chocking rules). If the command word is spoken when donning the amulet(or possibly when choking with a successful Constitution check of DC 15), the amulet remains inanimate, or relaxes if it was donned, and its power activates.

Wearing the amulet grants the power to speak any language as well as giving the wielder the ability to speak with the dead 3/day, as the cleric spell. When the power of the amulet is active (i.e. the wearer speaking any language not known to him or her) the tongue moves as if in a mouth talking, which might unnerve onlookers.

The command word of this magical item is the abyssal word, "Grathus N'lath", which means "tongue speak my name", and when activated, this item actually whispers the wearer's name.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *Speak with Dead, Ghoul Touch, Tongues; Market Price:* 45.000gp; *Weight:* -

Choking rules

A person can hold his or her breath for a number of rounds equal to 2xCon (ex. $2 \times 10 = 20$ rounds = 2 min. for a normal person). When that number of rounds have passed, a successful Fortitude check DC 15 is needed each round, to avoid loosing a temporary point of Constitution. When Constitution reaches zero the person dies. The lost points of Constitution are regained at a rate of 1 each turn (6 points per hour)

Weaknesses

The amulet can be undone by destroying the rather frail jaw. Only physical attacks can damage it though. No fire, magical or otherwise.

Adventure Hook

This amulet has been brought in by a band of heroes, and one of them lies dead in the temple, choked by the item. None knows what this item is, but a scholar manages to find out that this is called the Tongue of Crin Arda. He asks the party to go into the Paragon Mountains to the north and seek out the bonewitch's old abode and find out what danger the amulet holds. He knows that this amulet has strangled many people, among them the ancient king of Elderbridge, and fear that it will cause more harm. Upon reaching the mountains, the party finds an old abandoned castle. It is ruined, yet there is no bones lying around, but there is something vile lurking deep in the heart of that place, some creature made of bones, and it guards the secret of Crin Arda.

Cursed Items

D

12 8 2

(3) \$P

YI

G

60

32

884

24

N G

12 A 29

3

2

42 A 1

2 AN X AX

69

R

5

N283

(d b

5

(3 b

2

04B 4

2

Some magic items may have been cursed while exposed to certain necromantic auras, such as cursed locations, while others, like the two described below are the designs of true necromancers. These should be handled with great care. Note that an *identify* spell or *legend lore*, will also reveal the curse, like any other magical property.

Helmet of Whispering

This half-helmet is old and looks it. The black iron shows use, but it does not look like a magical helmet, unless one looks on the inside. Old bloodstains can be seen on the iron, as if someones skull was cracked open inside the helmet, though the helmet is solid. If someone tries to wash these away, the bloodstains return after 24 hours.

This helmet grants the wearer the power to cast *detect thoughts* once per day, as an 8th level wizard. The thoughts are whispered within the helmet, but only the wearer can hear them.

The curse of this helmet becomes apparent when worn for an hour. The wearer makes a Will save (DC 20), and if unsuccessful, is under the influence of an *insanity* spell. The helmet can only be removed with a successful Strength check (DC 20), and even after being removed, the wearer is under the *confusion* spell for 10 rounds.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *Detect Thoughts, Bestow Curse, Insanity; Market Price:* 84.500gp; *Weight:* 5 lb.

Weaknesses

The necromantic magic in this helmet is strong, but a *remove curse* spell can get rid of the curse, though in that case, this helmet is treated as if it has a spell resistance of 30.

Amulet of Alternate Form

This amulet has two different shapes. When it isn't activated, or when worn by an unintelligent creature, this amulet looks much like a holy symbol to the God of the Sun, but will detect as being magic. When donned the amulet turns from silver into cold iron, from day into night. The wearer instantly changes form into another living creature, a creature known to the wearer. If the wearer knows the magic in the amulet, he can control the form he takes, but if not, that form is random and unpredictable. When a form is chosen this can only be changed by taking off the amulet and donning it anew.

The curse of this amulet is activated after only 10 minutes. The wearer makes his first Will save (DC 20), if unsuccessful, the wearer begins to believe that he or she is that person which he now looks like. Every hour the wearer must make a new Will save, as the two wills battle. If the wearer wins, he retains his own personality and mind, yet keeps the new body.

If worn for three days, no matter the outcome of the saving throws, the wearer becomes the other person and this curse can only be broken with a *limited wish* or a *wish* spell. The amulet is now very difficult to remove, and needs a successful Strength check of DC 25.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, Alter Self, Bull's Strength; Market Price: 22.000gp; Weight: -.

Weaknesses

The curse can be removed with the *remove curse* spell, or the amulet can be destroyed by a successful bludgeoning attack of 5+ damage.

Artefacts

24

80

12 12

×,

69

R

⊳

3 M 2

₹ 60 These items are extraordinary, and should be used with great care. They are powerful and can change the fate of a whole world. Many necromancers have given their life in the search for these, and an even greater number of wizards have died protecting the knowledge of their whereabouts.

Bone Spike

This looks like a sharpened human femur with a dark purple, smooth stone fastened in the blunt end. The

Bone has a strong aura of necromancy and faint indiscernible murmurs can be heard when holding it to the ear.

Who created the Bone Spike, or how it came into the world, remains a mystery, but it is treasured among necromancers, who will go to great lengths to get this minor artefact.

For the power of the Bone spike to awaken, one must willingly pierce his own heart with it. Should that happen, the person dies immediately but wakes up moments later. At that point, the person is dependant of the Bone Spike. Should the spike be removed, the person will die instantly along with his soul (which is in the Spike).

Removing the spike is rather easy, it takes a Strength check (DC 10). The DC of the strength check increases by 2 per month until it reaches a DC of 30, at which point the spike is part of the person's spine. Pulling it out is as easy as pulling his arm off.

As long as the Spike is lodged in the person, he cannot die. Wounds close up at a rate of 8 hp per round, and limbs regenerate (head too). Nothing short of a *Disintegrate* spell, or equivalent, can kill the wielder of the Bone Spike.

Caster Level: 20th; Weight: 4 lb.

Weaknesses

Thrusting the Bone Spike through the heart of an undead being destroys the Bone Spike and resurrects the undead, bringing him back to life as he were when he died.

Dagger of Doors

Extremely beautifully crafted, this slender, curved dagger makes no effort to mask its magical nature. The blade is fashioned from the brightest polished silver, with strands of gold criss-crossing across its length like the veins in a leaf. There is no crossguard, only a golden ring, in the shape of a beast head, protecting the index finger. The hilt is fashioned from soft white suede. The pommel is made to look like the loop of a key, and is made from the same exquisite gold and silver.

This dagger is far from a normal weapon. In fact, there is nothing special about it, combat-wise, but its true power lies in its command word.

When the proper command word is spoken, and the dagger is swung, it lashes open the curtain of space, and opens a *Gate* to another location, much like the spell. *Caster Level:* 20th; *Weight:* 4 lb.

Weaknesses

The dagger is as durable as a normal dagger, and can thus be damaged normally.

Neoum's Visage

The amulet consists of a heavy chain with a large medallion 3" in diameter and ½" thick mounted between two links. The entire amulet is fashioned from a heavy bronze-like metal. The medallion is constructed of hundreds of interlocking pieces, which can be turned and twisted in thousands of combinations. When the pieces are adjoined in certain orders, a picture is formed and a power of the amulet is activated. Only a few of the amulet's powers are known, and they are of both beneficial and deadly nature.

To assemble a picture, an Intelligence check is needed. The DC varies as described below. On a failed Intelligence check, there is a 50% chance that one of the faces are assembled unknowingly by the wearer, activating a random power. The effects of the amulet can only be countered with a *wish* or equivalent.

Note that, the term "wearer" is used throughout the descriptions, but the effect will remain even if the amulet is removed. Also, in case the amulet is activated with nobody wearing it, the "wearer" is the one activating it. Note also that this is a very powerful artefact and should be introduced into a campaign setting with great care. *Caster Level:* 30th; *Weight:* 2 lb

The Face of the Jester (DC 10)



The wearer is blessed and cursed with strange luck – he may find a full purse in the street, only to find himself chased by an angry merchant or he might slay a mighty beast with a lucky blow, only to stumble and break his arm a minute later.

The Skull (DC 10)

あんなかる

00

6

2 AS

₹ 100 100

\$2×24

36673928

A B

B

(32

64B46

2

The wearer grows old and dies within one day.

The Hammer (DC 15)

The wearer gains +1 Strength and Constitution each day. His muscle mass gradually increases and he grows about 5" in height and gains 50 lbs per day. Every 5 days his Dexterity, Intelligence and Charisma drops by 1 (to a minimum of 1) at which point growth stops, and the wearer is left with only the most basic skills, and will most likely be shunned by all of civilization.

Using Neoums Disage in a Gampaign

This is one of the most powerful artefacts found in this tome, and should be used with great care. This artefact should not just be found lying around, but could be the focus of a larger campaign or adventure.

Some of the faces are more or less harmless, and would be useful to gameplay, and could be used by the players, like the Face of the Jester. This makes for strange situations in which fate is controlled by this artefact, this may start a great adventure, as the heroes find themselves in the castle of the king, or perhaps within the walls of the wizard tower. The same could be said about the Door. This could serve the DM, and get the players from one place to another, perhaps crossing wide expanses, or perhaps just placing them in a dungeon far away.

There are many signs that this amulet is tied somehow to fate, and perhaps the gods themselves are looking for this item, and sends a cleric in the party, visions of its whereabouts. Certainly, in the wrong hands, this artefact will be more dangerous than anything.

The Happy, empty-eyed face (DC 15)

The wearer is reduced to a near-vegetable, happy just to exist. Intelligence, Wisdom and Charisma are reduced to 1. He is unable to do much other than just sitting, drooling and smiling to himself.



The Door (DC 20)

A door leading to somewhere beneficial to the wearer appears out of thin air. The door can be entered from both sides, and the opposite side might lead to somewhere else entirely.

The Face of Misery (DC 20)

The wearer starts feeling guilty about past deeds, and bygone opportunities, slowly getting more and more depressed. He gradually loses the will to take decisions, fight and finally loses interest in doing anything other than sitting and lamenting his terrible existence. In this final state he also loses the will to eat and drink, eventually dying. The ordeal lasts 10-20 days.

The Tipped Scales (DC 20)

Vast sums of coin and other valuables (maybe magical items) begins to pour from everywhere around the wearer (cracks in ceilings/walls, holes in trees, fill nearby holes or ponds). It appears at a rate of 50-100 gp per round. What the wearer might not know, is that the valuables are taken from his surroundings, thus a King or wealthy merchant might see his fortune disappearing in front of him, as most is taken from the wealthy.

The Face of Fate (DC 25)

The wearer is teleported and suddenly finds himself in a situation of dire peril. He may be hanging from the fingertips in a high mountain range carrying a heavy dragon's egg in sack over his shoulder with the angry dragon swooping in to get him. He may suddenly find himself standing trial in front of an angry ruler (known to him or otherwise) who has just lost his only son and several officials in a terrible bloodbath committed by the wearer. What is always the case, is that the wearer is put in a near impossible situation to survive, but should he survive, the reward will be great and he will be teleported back to the time and place at which he originally activated the amulet. A reward with the potency of a wish spell will be granted, i.e. a fallen comrade might be resurrected, a mighty magical item might be granted (possibly linked to the peril), he might still hold on to the dragon egg, etc.

The Horned Face (DC 25)

A mighty unbound demon is gated in, near the vicinity of the wearer.

The Nymph (DC 25)

The wearer is blessed with unearthly charm and beauty, gaining +10 to Charisma. Every humanoid who catches a glimpse of the wearer (irrelevant of gender) is distracted suffering -2 penalty to all rolls. Furthermore humanoids must succeed at a Will save with a DC of 10 + wearers Charisma bonus to bring harm to the wearer. But the beauty comes at a cost – the touch of metal delivers excruciating pain (stunned for one round)

Weaknesses

のなんらかる

\$7

G

60

60 12

R

5

(+0) (+0)

612

2

N

\$7

5

6

2

Ņ

\$7

G

3522

2

\$ \$

60

R

5

R

80

S

(3)

₹ 60

N AI

R

None. The amulet can never be destroyed, only hidden.

Ring of Pandemonium

What the ring is made from is impossible to tell - it constantly changes appearance, one second being golden with a green gem, the other being black with a white marble inlay, etc.

When the ring is donned nothing out of the ordinary is felt, but the change in appearance slows down to about once per minute. When the ring has been worn for about an hour, the wearer starts to notice changes. Every once in a while something strange happens around him. He might see a statue turning to look at him, a priest suddenly inviting him to dinner treating him like a long lost pal, a group of people standing silently looking at the ground hushing all that passes by. As time passes, the happenings get stranger, and the wearer might feel he is loosing his mind, seeing things that shouldn't or couldn't be happening. If people are asked about the happenings, they would either deny the happenings or think them completely normal. No matter what the wearer thinks, the happenings are real.

The ring twists reality around it and the only one who sees it is the wearer of the ring. If the ring is worn for 5 or more consecutive days, the result will be havoc. A whole city might be rearranged, a king begging in the street and a beggar sitting bloated on the throne. Nothing is impossible at that state.

Removing the ring doesn't undo what already happened, but no new happenings occur. Eventually the king might regain his power, but nothing is certain. *Caster Level:* 30th; *Weight:* -

😓 Weaknesses

The only way to destroy the ring is to make a creature of \bigcirc chaos wear it.



Ghapter Four Undead Monsters

"At the Tower of Arth, I saw some of the most incredible undeads.

The Sage Wraiths.

My master told me long ago, that these are our kindred spirits, and that I should not fear them if I ever saw one, but even so, it took some time to win them over. They are insane spirits of ancient scholars, and one even claimed to be a member of my master's order, when he was still alive. I heard their whispers long before I ever saw them, and what knowledge these unliving holds in their vaulted memories.

They are intelligent and learned beyond compare and the secrets they keep are as ancient as themselves. I have learned the name of the necromancer in Fordrusil forest, which is what I had hoped to find within the Tower of Arth, and my journey will continue northwards."

(Fragment from Falnor's Tome of Unlife, page 73)

Monsters

These are all new monsters, which can be used for any campaign settings. They are all of undead nature, and could be introduced in dungeons, mountains, strange ruins and other locations where undead may be found.



Dragonman Skeleton Large Undead

Hit Dice: 4d12 (26)

るないいない

376

*A*1

60

60

W

R

£ Ю

60

(d þ

20

N

\$3

W

5

60

G 2

2

\$7

AI G

B

R

Ň

¢ %

M2

80

(d þ

5

4b) 65

\$7

A1 B

 \sim

R

Initiative: +6 (+2 dex, +4 improved initiativ) Speed: 40 ft. Armor Class: 14 (+2 dex, -1 size, +3 natural) **Base Attack/Grapple:** +2/+10 Attack: Scimitar +5 melee (1d6+4) or bite +5 melee (1d6+4)**Full Attack:** Scimitar +5 melee (1d6+4) and bite +0 melee (1d6+2)Space/Reach: 10 ft./10 ft. Special Attacks: Dragon Fright, Spell-like abilities Special Qualities: Darkvision 60 ft., Damage Reduction 5/Bludgeoning, Undead Traits Saves: Fort +1, Ref +3, Will +5 Abilities: Str 19, Dex 15, Con -, Int 8, Wis 10, Cha 14 Skills: Climb +7, Hide +2, Intimidate +7, Jump +6, Listen +2, Move Silently +4, Sense Motive +2, Spot +1 Feats: Improved Initiativ, Iron Will **Environment:** Any **Organization:** Any **Challenge Rating: 2** Treasure: None Alignment: Lawful Evil Advancement: 5-6 HD (Large) Level Adjustment: -

"Deep at the heart of the Paragon Mountains lies many strange ruins. Here the large undeads known as the Dragonman Skeletons are found, gathering their large armies. They are creatures to be feared, not only for their strength, but for their intelligence as well. It is known that they follow the will of Dreaded Skrailwing, the huge red dragon who rules the Paragons."

These large skeletons are the remains of a dead race, called the dragonmen. Their bones are strong and thick, held together by a force of negative energy, and their skull has lots of small spiky horns, which once pierced the thick golden skin that stretched over these bones. The dragonman skeleton is very different from other skeletons, in that it has some semblance of intelligence. A red stone hovers within the large skull, and red light can be seen through the eye sockets. Some believe that these skeletons are cursed. That they remain in the world for some unknown purpose which they must fulfill. Some of these skeletons have armor (a breatsplate), though most do not, and the most common weapon found in these undead creatures hands is the scimitar, a rather exotic weapon in the northern mountains.

These undead can be found in many different environments, though they are often found in the mountains and underground. Here they gather around ancient battlefields and plan their next battles. Their motives are strange, and why they choose to attack a specific city or village is often a mystery. They seem to be looking for something though.

There is a clearly defined hierachy among them, and often an army of dragonman skeletons will be under the influence of an undead commander chosen among themselves, though sometimes these creatures are ruled by a death knight, or perhaps a powerful red dragon.

These undead creatures speak abyssal and draconic.

Combat

The Dragonman Skeleton is a powerful adversary, with its strength and intelligence. They are not mindless automatons, like other skeletons, but know battle tactics, and will organize the fight between them so that they use their greater numbers to their advantage. They are rarely alone, and are usually found in armies of at least a hundred dragonman skeletons. They are known as quite fearless monsters.

Dragon Fright (Su): These are the remnants of an ancient race called the dragonmen, who had strong ties to the dragons, and they have retained some of their old powers. With this power, the skeletons awake the dragon within them, and make a loud and beastial roar. This roar will make most men fearful, and works like a *Fear* spell, cast as a 4th level wizard. They will use this power to spread fear in their enemies before brutally slaughtering them.

Spell-like Abilities: The dragonman skeleton is able to cast the following spells once per day, as a 4th level wizard; *Resistance, Touch of Fatigue, Mage Armor*, and *Shocking Grasp*. They will use these spells wisely in a battle, to defend themselves.

Skills: These undead have strong senses, and gain a +2 racial bonus to Listen and Spot checks, and a +4 racial bonus to Intimidate. They are fearstriking creatures, tall and with a fierce grin as their strong jaw hangs below the skull, with sharp teeth, as if they were cut for the purpose.

Knollman Medium Undead

D

-=

3

2

(32

\$7

R V

69

60

200

5

60

60

(d)

N.

NA

(B)

5

60

G

200

\$7

G

19 A

R

Ņ

5

×,

800

5

AND

200

(32

5

60

40)

\$7

YI

Hit Dice: 10d12+3 (68) **Initiative:** +9 (+5 dex, +4 improved initiative) Speed: 40 ft. (fast) Armor Class: 20 (+5 dex, +5 natural) **Base Attack/Grapple:** +5/+8 Attack: Claws +10 melee (1d6+3) Full Attack: Claws +10/+5 melee (1d6+3) Space/Reach: 5 ft./5 ft. Special Attacks: Entangle, Chill touch, Leech Special Qualities: Darkvision 60 ft., Damage Reduction 5/slashing, Undead traits Saves: Fort +7, Ref +11, Will +13 Abilities: Str17, Dex 20, Con -, Int 5, Wis 14, Cha 15 Skills: Hide +7, Intimidate +7, Listen +4, Move Silently +7Feats: Improved Initiative, Toughness, Weapon Finesse (claws), Iron Will Environment: Burial Mounds of ancient kings **Organization:** Solitary **Challenge Rating:** 8 Treasure: None Alignment: Chaotic Evil Advancement: 11-13 HD (Medium), 14-17 HD (Large) Level Adjustment: -

"Underneath the mound at Keldar's Hill, lies an evil beyond description. It has grown darker with the years and rumors has it, that more than one thief have tried his luck and failed. His bones now lies scattered on the cavern floor. One such thief was my father, infamous for his quick feet and sharp wits, but he never returned from Keldar's Hill either."

The knollmen are broken spirits trapped in the mounds of ancient kings. They look much like human skeletons, though with pieces of rotten meat attached to the white bones. A white layer of spiders web coats the bones, as if spiders had lived here for a thousand years. The skull is the least rotten part of this creature, as it has wrinkled skin and eyeballs, yes even a layer of thin white hair. The fingers are long and sharp and looks quite deadly. They are also a reminder to the unlucky adventurer, that this is no normal undead human being.

These undead are angry spirits, protective of the mounds where they are trapped. Their existence is a curse, as they are bound by an oath to the king in whose mound they are trapped. They can never leave this place and must keep anyone from entering the inner sanctum. The mound is their domain and they control it completely.

They often guard ancient treasures and only a really good thief and graverobber will manage to escape

with their lives. This fragment was found in a tome of unknown origin; "The darkness was all around, ancient as kings long dead and buried, and in the darkness grew an evil, twisted and angry, yet sworn to an oath not taken lightly. The mound's guardian had long since lost his skin from his white bones, yet in the fading twilight, the old shape of an old human could be seen."

Combat

The knollman will fight fiercely, using all his powers to gain the upper hand and keep any from entering his king's grave. They are fearless and control their surroundings completely.

Entangle (Su): The knollman is the master of his domain, and has the power to call forth the roots of the earth, which will entangle any creature within the mound. This power works as the spell of the same name, and is cast as a 8th level druid.

Chill Touch (Su): A single word, and the bony hands of this creature begins to glow with a blue light. Each attack delivered afterwards also delivers an additional 1d6 +4 negative energy damage, for 1d8 rounds. This power can be used once per day, and is a supernatural ability.

Leech (Su): Instead of making a normal attack, the knollman makes a ranged touch attack and if successful, the creature leeches the strength of its victim, eating 1d4 points of strength, which the knollman gains temporarily. The victim makes a Fortitude save (DC 15), and takes no damage if he is successful. This is a supernatural ability.



Sage Whisperer Medium Undead (Incorporeal)

Hit Dice: 5d12 (32)

-24

12821

(d) \$7

YI

60

W

R

5

60

(20) (3)

22

\$3

W

G

₹ 60

8 2

2

\$7

R W

2 St X X X

329

5

342

4P 80 99

۶

60

4b) 65

64B #

R

Initiative: +4 (dex)

Speed: Fly 60 ft. (normal)

Armor Class: 17 (+4 dex, +3 deflection)

Base Attack/Grapple: +2/-

Attack: Incorporeal touch +6 melee (1d4 + 1d6 intelligence drain)

Full Attack: Incorporeal touch +6 melee (1d4 + 1d6 intelligence drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Intelligence drain, Wail of Death, Spelllike abilities

Special Qualities: Darkvision 60 ft., incorporeal traits, undead traits

Saves: Fort +3, Ref +7, Will +6

Abilities: Str -, Dex 19, Con -, Int 20, Wis 16, Cha 14 Skills: Knowledge (primary) +13, Knowledge (secondary) +9, Appraise +8, Bluff +8, Concentration +8, Decipher Script +13, Intimidate +10, Listen +13, Sense Motive +11, Spellcraft +11, Spot +10 Feats: Alertness, Combat Casting Environment: Any (often in ruined libraries) Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Chaotic Neutral Advancement: 6-10 HD (Medium) Level Adjustment: -

"The great library lies at the heart of Elderbridge, and it is known as a place of many secrets. The goodfolk say that the tallest tower is haunted, and that a Sage Wraith guards the most dangerous of tomes, if this is true, I cannot say, though sometimes at night, a strange whispering have been heard on the hallways. Maybe I will journey there one day and see for myself." Falnor the Ill-fated

Most of the time, the Sage Whisperer is unseen, and only their harsh and ancient whispering tell the observant adventurer about their presence. But as most incorporeal undeads, this creature also has the power to take on a terrifying shape, to strike fear in their foes. It remains incorporeal, yet now the adventurer sees an old man with a long white beard and wrinkled skin which seem almost rotten. The eyes are white, and the Sage Whisperer looks to be blind, which he certainly isn't. Their bodies looks much like a wraith's, and these undead creatures are also called Sage Wraiths.

Some say, that the Sage Whisperers are the undying souls of Dragon Sages and Savants of the Dead, but these

are merely speculations. They are often found on sites of ancient libraries that has burned to the ground, even if a new building has been build in its place. If they do not feel threatened, they will remain a whisper in the air, and some may even talk to the Sage Whisperer, though if threatened, they will take on the new form and attack.

The voice sounds much like that of an old man, yet it is not a voice of this world. They whisper their memories, and most often talk an old tongue, or either abyssal or celestial. Their knowledge is great, and one who successfully makes a friend of the Sage Whisperer, will have access to this knowledge and can ask them questions. They have two knowledge skills, the primary (chosen by the DM) has a collected bonus of +13, and the secondary +9. They cannot answer other questions than those within these skills, which reflects their memories.

Combat

The Sage Whisperer is not necessarily violent, unless he is provoked into battle. He will defend the place to which he is bound, until he is no more.

Intelligence drain (Su): The Sage Wraith is an eater of memories, and will drain the intelligence of their victims. Those who are hit by the incorporeal touch must make a Fortitude save DC 14, or lose 1d6 points of intelligence. On each of these successful attacks, the Sage Wraith gains 5 temporary hit points.

Wail of Death (Su): When an enemy reaches 0 hit points, the Sage Wraiths has the power to make a deadly wail, which kills all victims with 0 hit points or below, instantly. This wail is loud and high-pitched, and is annoying to all those who hear it, yet only those near death is affected.

Spell-like abilites: The Sage Whisperer is able to cast the following spells at will, as a 5th level wizard; *Detect Magic, Flare, Ghost Sound, and Ventriloquism.* And once per day; *Detect Thoughts, Shatter, and Whispering Wind.*

Zombie Rats Small Undead

Hit Dice: 2d12 (13) Initiative: +7 (+3 dex, +4 improved initiativ) Speed: 40 ft. (normal) Climb 10 ft. Armor Class: 15 (+3 dex, +1 size, +1 natural) Base Attack/Grapple: +1/-3 Attack: Bite +5 melee (1d6) Full Attack: Bite +5 melee (1d6) Space/Reach: 5 ft./5 ft. Special Attacks: Spawn in Death Special Qualities: Darkvision 60 ft., Damage Reduction 5/slashing, Undead traits, 36 Saves: Fort +1, Ref +2, Will +1 Abilities: Str 10, Dex 17, Con -, Int -, Wis 12, Cha 1 Skills: None Feats: Weapon Finesse Environment: Underground and Sewers Organization: Plague (10-100) Challenge Rating: 1 Treasure: None Alignment: Chaotic Evil Advancement: -Level Adjustment: -

"These rats are the vile experiments of a necromancer named Athlaxl, who set the spawn free into the sewers of the grand City of the Ancients. They quickly spawned, and soon the sewers were filled, and the wizards had to clean them out, but they never quite succeeded in this task. Even to this day, one cannot walk the sewers without meeting the vile Spawn of Athlaxl."

These undead rats are an abormination of the living. Their skin is rotten and in a constant state of decay. There is yellow wounds all over their furry bodies, and they have bloated stomachs, looking much like they are pregnant. The stench that surrounds them is something which will make even the hardest warrior vomit, and they may lack certain parts of their body, like an eye, a piece of the stomach or perhaps the tail.

These zombie rats is in fact pregnant, and only when they are slain, is their spawn birthed. These tiny rats are pink, with red eyes, and the grow fast over a few rounds, while their bodies twist and turn. They can easily be killed in this state, but if they are not, 1d6 new zombie rats will be born within 5 rounds.

These creatures are a vile necromancers experiments, and will most often be found living underground or in the sewers of the larger cities. They break through walls over time, and will spread like a plague.

Combat

N

-=

1289

612

\$3

AI B

R

60

W

L? 12

60

60

(db 10)

2.

N

\$3

5

G

20

\$7

Y

D

R

2

K K

N 20

5

E L 2 Z W L W L

5

60

A Co

The infamous zombie rats fights without a single thought, their only aim is to kill, or die and spawn their brethren. They scream all the while, a strange humanoid scream which terrifies most.

Spawn in Death (Su): Whenever one zombie rat dies, another 1d6 zombie rats spawns from its womb. They grow for 5 rounds until they have the size of a normal zombie rat. They can easily be killed using a single action to kill the spawn of one zombie rat, but if they are not, they will pose a bigger problem. This is how these necromantic experiments survive.

endíx [

"I remember seeing him on the plateau. He was wearing clothes that weren't his own and there was filth on his face. I have never been a good knower of persons, but there was something in that face, which told me that this was the one.

My apprentice.

I needed more than just a loyal apprentice, though, but the slaver confirmed my suspicion, here was a true warrior. Such a waste to have in the slave pits. I have never cared much for the slavers, it seems wrong to me, to buy another human being. And yet, here I was, doing just that.

I looked him over, and then told him that he was free to go. It was a test, of course, one that I had a feeling he, and I, would pass. He watched my face intensely, like he wasn't really sure he had heard what I had said.

"Is this true? You are giving me my life?"

It was true, but I wanted something more, the young man just didn't know that. I merely nodded.

He couldn't go. There was something between the two of us. Something that he couldn't deny. So he stayed, and accepted my terms. He would serve me for a year, of his own free will, and I would teach him stuff, and after a year he would decide if he would accept my apprenticeship.

I am glad that he did."

(Fragment from an unknown tome)

NPCs

Certain characters are introduced in this tome, and if you have read it, you know who they are. These are necromancers, each different in their own way, who can easily be dropped into any campaign setting. The following are a description of what they look like, how they are, and where they come from, together with full statistics for easy reference, and an adventure hook, for the DM who want to use them in his game.

Falnor Amardarl

るなななが

346

YI

N CC

60

W

R

5

60

60

(d þ

2

23

2 E E

5

60

G

2

2

\$3

R W

24244

R

80

(d b

5

(3 b

2

17 2 4 R P B B

Also called the Falnor Ill-fated

"This middle-aged man has seen a lot, and it shows in his weathered face. He is sligthly tanned, and has freckles on the neck. His hair is red, showing his northern heritage, cut short, and his eyes blue. He has muscles, but they are beginning to grow old, and he does not use his body as he once did, though his broad shoulders tell of a hard life in the forest. His body has scars, and not all of them from battle. He usually wears a red and brown robe, and a longsword on the back, and of course, many pouches in his belt. He does not wear armor anymore, but has beautifully bracers which gives him some defense.

This is a man who was once a warrior, and every bit of it shows, but whose life has taken a different turn, there can be no doubt that he is a necromancer."

Falnor the Ill-fated: Male Fighter3/Wizard 3/ Bloodbound 4; CR 10; Medium-sized humanoid (human); HD 3d10+3d4+4d6; Hp 42; Init +7 (+3 dex, +4 improved initiative); Spd 30 ft.; AC 18 (+3 dex, +1 dodge, +4 bracers of armor); Atk Longsword +11/+6 (Longsword +1, 1d6+2, 19-20/x2); Atk +9 ranged (ray); SA N/A; SQ Bloodgift (poisonous blood), Aid Master, Detect Undead 1/day, Summon Familiar, Scribe Scroll; SR N/A; AL Chaotic Good; SV Fort +8, Ref +6, Will +6; Str 12, Dex 17, Con 10, Int 15, Wis 13, Cha 12.

Languages: Common, Elven and Draconic.

Skills and Feats: Climb +3, Concentration +6, Gather Information +4, Intimidate +6, Jump +6, Knowledge (Arcana) +8, Knowledge (Religion) +5, Listen +5, Profession (lumberjack) +3, Ride +11, Sense Motive +2, Spellcraft +12, Spot +4, Swim +6; Alertness, Combat Expertise, Dodge, Improved Initiative, Quicken Spell, Weapon Finesse (longsword).

Possessions: Traveller's outfit, backpack with travelling gear, Spell components pouch, lantern, longsword +1, bracers of armor +4, Sigil ring, pouch [containing 1d10+5 gold coins], potion of invisibility, potion of aid, potion of levitate, and a wand of magic missiles.

Spells prepared (4/4/3/1); 0 – Detect Magic (2), Disrupt Undead, Ray of Decay; 1 - Comprehend Languages, Chill Touch, Falnor's Ghostly Armor, Soul of Chaos; 2 - Command Undead, False Life, Falnor's Guise of Death; 3 – Dispel Magic;

DMs Note: The above mentioned spells can be exchanged for any on the list in the spells section, with the exception of 5+ level spells, which Falnor has no knowledge of as of this moment. The moment of these statistics, are when Falnor leaves his masters tower in Tâl Vorgath and journeys north.

Personality

The years in the slave pits hoaned him into a fine blade of pure hatred, but somehow all that hatred went away when he was bought and set free by the necromancer, Ilnioth of the Eluan Eye. He has forgotten most of the bad things which happened to him, and instead focus on the future.

Falnor has become something of a scholar, and likes to read books and become engrossed in them, sharpening his mind like a fine blade. There is secrets hidden within the words, and Falnor would like to uncover these. He is curious and friendly, and likes to talk about philosophy and the undead. Although not a pious man, he still believe in the gods, and tries to find their role in the ways of the unliving. There is clearly more to life than just death, and Falnor would like to find out what. There are few people he name his friends, but he remains loyal to them, and would never consider betraying them, not for any price in the world. There is still some of the old warrior in him, and every morning he can be found practicing his swordsmanship. He seem light-hearted at first glance, but there is surely more to this necromancer than meets the eye.

History

The first years of his life was spend in the woods around Elderbridge, where he was the third son of a carpenter. He became a lumberjack early on, but never quite liked this profession. He longed to travel to the city and meet the king, perhaps even giving him his service and finding great adventures. It never quite worked out that way. As a young man Falnor entered Elderbridge. He found that the king had been possessed by a vile undead spirit, and the chaos had spread to the grand city. There was nothing for him here, no strong king as he had imagined while living in the woods.

Falnor set out for the Great Kingdoms in the west, and here he found more than he had bargained for. For years, he worked as a soldier, earning greater titles, but on a crusade to the southern borders, his band of warriors was ambushed and taken prisoners. Some of those he called friends died, from wound diseases, yet Falnor managed to stay alive, and was taken to the grand city of Tâl Vorgath, where he was thrown into the slave pits.

A harsh fate for someone no older than 20, yet he would not die and tried to make the best of what life had given him. In the slave pits, he stayed to himself, afraid to be betrayed, all the while he planned how to escape. Which was no easy task.

One day, he was taken to the plateau where the slavers sell their slaves, and there he was bought by a dark-robed man

called Ilnioth. Falnor had no idea what fate awaited him, but when he was given the chance of freedom, he could not help but wonder who this man was, and why he would set him free. This man who had given him life back. He accepted a year in the necromancer's service, where he would serve and learn, eventually becoming a wizard himself and one of the bloodbound. He never regretted staying behind, and within a year, the two of them were fast friends.

Then one day, it was time to leave the city and his master behind. There was a whole new world awaiting him, and he had a deep wish to return to Seven Rivers, his homeland. Though Falnor had more reasons to leave, this is what he told his friends within the walls of the City of the Ancients. His master knew, though, and may have sent him out on this quest.

Adventure Hook

D

-=

12 8 3

612

\$7

YI

60

60

2 R

5

60

60

(db 10)

1

24

W

E E

5

60

G

20

\$7

19 A

R

2

5

8

R

54

AND

5 C 20

5

3246

S A

R

The party has reached a minor town, and while they stay at the local library, they come across a strange black book, which detects as being magic. It has collected dust over the years, and the local sage has no idea where it came from, in fact he does not remember ever seeing it before this day. If the party manage to open the book, a note falls out. This is clearly not a part of the book, and looks quite new, compared to the book. The note consists of a lot of mad scriblings, which only an Intelligence check of DC 20 can straighten out. It becomes clear that it was the author of this book who wrote this note, and that he is held captive in the necromantic location, Fordrusil forest. He has obviously managed to teleport this book out of the place, and wishes only to die. The author seems quite mad, and its difficult to say what has happened to him.

This adventure will take the characters to the dark forest north of the Seven Rivers, and there they will battle the Hunter of the Dead, Akeltor, who keeps Falnor captive. They will fight plenty of undead to enter the heart of the forest, and here they will be met with the strange castle of bones, which is quite a sight.

女

Ilnioth of the Eluan Eye

"This necromantic master has seen quite a few years, and they show in his face and on his body. His skin is pale, and his eyes are grey and looks dead. He has thin lips and thin skin stretched over fragile bones. He is of average height, and hides his thin body beneath a flowering robe, with volumious sleeves. He wears the dark robe of his order, and a large bone amulet around his neck, for all to see.

He has been known to carry a staff carved from dragon bones, but as this is his most prized possession, he keep it hidden most of the time. Rings graze his fingers and around his head flows a large ioun stone, which has given him his title, Ilnioth of the Eluan Eye. This is a magnificent magical item, and he will protect it with his life."

Master Ilnioth: Male Necromancer 10/Savant of the Dead 6; CR 16; Medium-sized humanoid (human); HD 16d4; Hp 46; Init +2 (dex); Spd 30 ft.; AC 22 (+2 dex, +5 amulet of natural armor, +3 ring of protection, +2 Eluan Eye); Atk +9/+4 melee (Staff +3, 1d6/x2); Atk +10 ranged (ray); SA None; SQ Scribe Scroll, Summon Familiar, Ghostsight, Darkvision 60 ft., Summon the Dead 2/day, Negative Energy Resistance; SR N/A; AL Chaotic Neutral; SV Fort +7, Ref +7, Will +17; Str 9, Dex 15, Con 11, Int 18, Wis 16, Cha 15(17).

Languages: Common, Draconic, Abyssal, Celestial and Elven.

Skills and Feats: Bluff +12, Concentration +15, Decipher Script +18, Intimidate +14, Knowledge (Arcana) +20, Knowledge (Undead) +15, Knowledge (Religion) +16, Knowledge (Planes) +16, Profession (Scribe) +13, Sense Motive +15, Spellcraft +20; Combat Casting, Craft Wondrous Item, Enlarge Spell, Extend spell, Great Fortitude, Iron Will, Spell Focus (Divination), Spell Focus (Necromancy), Weapon Focus (Ray).

Possessions: Scholar's outfit, pouches, spell components pouch, staff of the necromancer, the Eluan Eye, amulet of natural armor +5, ring of protection +3, sigil ring, order ring, gold ring, silver ring, copper ring, pouch [containing 1d10 gold coins].

Spells prepared (4/5/5/5/4/3/3/2): 0 – Detect Magic, Resistance, Dancing Light, Disrupt Undead; 1 – Protection from Evil, Unseen Servant, Comprehend Languages, Detect Undead (2); 2 – Obscure Object, Detect Thoughts, Locate Object, False Life, Ghoul Touch; 3 – Dispel Magic, Magic Circle against Evil, Arcane Sight, Gentle Repose, Halt Undead; 4 – Dimensional Anchor, Lesser Globe of Invulnerability, Remove Curse, Animate Dead, Enervation; 5 – Break Enchantment, Leomund's Secret Chest, Magic Jar, Nightmare; 6 – Legend Lore, Circle of Death, Shadow Walk; 7 – Control Undead, Symbol of Weakness, Power Word, blind; 8 – Discern Location, Antipathy.

THE ELUAN EYE

るなみるが

3767 7

NE234

₹ \$ \$ \$

\$2×24

266

60

G

2

2

\$7

R W

22

* 4 *

68

R

5

2

M2

2

(d þ

5

612

Ś

\$7

AI G

N)

"The Master always keep his ioun stone around him, active and floating. It looks much like the eye of a dragon, or at least, so I imagine. It is beautifully carved with many different facets and details, a true masterpiece. I have often wondered at the nature of this ioun stone, if it holds the key to certain powers of my master, or if it offers him new knowledge that I have no idea exists."

This ioun stone was crafted by a Dragon Master from Essendral, and the stone itself was taken from a red dragon's hoard deep in the land of the dragons. The stone is very precious and one of its kind. This ioun stone is much more powerful than your average ioun stone, but has the same statistics as a normal ioun stone (see the DMG for further information). It offers its wielder the following powers. The following spells are always active, when the ioun stone floats around the head of the wielder, *detect magic* and *detect undead*. It also enhances the presence of the wielder, who gain a +2 enhancement bonus to Charisma. The last bonus this ioun stone offers is a +2 deflection bonus to the wielder's Armor Class.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *Detect Magic*, *Detect Undead*, *Eagle's Spelndor*, *Shield*; *Market Price:* 35.560gp; *Weight*: 1 lb.

Adventure Hook

For many years, this magical item has been in the possession of Ilnioth the Necromancer, but one dark night, strange demonic thieves enter his abode and almost kills him. By pure luck, he manages to survive and contacts the player characters. The necromancer will go to great lengths to get it back, and will reward the party richly. If the characters are level 4-6, Master Ilnioth sends his apprentice, Falnor, to assist them on this quest.

Personality

This old master of the necromantic arts have almost lived all of his life within the city. City life becomes him and he enjoy all its benefits.

Master Ilnioth may not look it, but he is shrewd, and is always assessing his surroundings, finding out if they are his friend or foe. He is actually a kind and compassionate soul, at least to those whom he thinks deserve it. He only rarely smiles, and his face is often without an expression, looking much like a black void of nothingness. This makes his face difficult for outsiders to read, and the master uses this to his advantage.

He has few true friends, one of them his bloodbound apprentice, but knows a great deal of people – few of which are his enemies. Ilnioth is curious, especially about necromancy, but also very careful concerning the arts, and bides his time, doing things the right way.

History

It seems as Master Ilnioth has always lived here, in the grand city of Tâl Vorgath, yet this is not entirely true. He is a man of the desert.

As a young man, Ilnioth grew up as the third son of one of the Desert Lords. He was disliked by his father, mostly because of his mother, who was said to have killed her father with poison. This was never proved, but the truth is that it was not her, but her only son who did it. Ilnioth loved his mother, and when he saw her father hit her, almost breaking her neck, he swore that he would get revenge. His betrayal was never found out, and a few years after he had become a man, he left the desert camp behind and sought out the grand city.

There was much to see in the grand city, and the first year was spend on the street, surviving and learning. He saw the dreaded masters, and saw their power. Here was something to be coveted, and Ilnioth soon found a lesser master to serve and learn from. Years went by, and Ilnioth grew in power, and one day he no longer needed his master, and then he left. He spent a year seeking out the secret order that he would later become a part of. It was no easy task, but after completing a special quest for one of the savants, a quest which took him to the plane of Maellôr, he was shown the secrets of the order.

Master Ilnioth likes company he finds in the city, and has more than one living servants, though most never see his most secret chambers. For years, the necromancer has studied the undead and the negative energy. He believes that a nexus exists below the city, which is why so many necromancer gather here. Ilnioth is very passionate about the art, and likes to discuss it with those he calls his friends. To one who doesn't know him, he may seem a bit distracted, as he walks around consumed of his own thoughts. He is always pondering solutions to new problems.

He also knows how to play the role, and when he is

outside his abode, he is usually someone else and not Master Ilnioth. This is a way of protecting himself and the secrets he holds. Among the necromancers of his order, Ilnioth is perhaps the most talkative and pleasant, yet if he has to, he can break even the strongest blade with a discontent glare.

Adventure Hook

-14

8

2

(3Þ

A W

69

60

W

Important scrolls have vanished from the secret chambers of the Order of the Savants, and one of the masters, Ilnioth of the Eluan Eye, seeks out the party and offer them a large reward for finding those who stole them. The order have not been able to find any clues, except for a ring that was found, left behind by the thieves. The ring looks plain, but perhaps it will offer some clue as to who stole the scrolls.



Ruul Tharox

"Few have ever seen the true face of Ruul Tharox, mostly because no living is ever seen visiting his tower in the desert outside Tâl Vorgath. For a human, this necromancer is a small man, with a bony and whithered face and dark eyes. His white hair is long, falling over his hunchback. He wears a gnarled old staff, with the skull of an elf set in the head, and seem to be rather dependent on this staff. He always wear a robe of eyes on his small body, covering every peiece of his body, and a mask of the skull. Two powerful magical items which lends him their strength."

Ruul Tharox: Male necromancer 12/Bonewielder 7; CR 19; Medium-sized humanoid (human); HD 19d4+38; Hp 85; Init +2 (dex); Spd 30 ft.; AC 22 (+2 dex, +5 ring of protection, +5 ring of protection); Atk +10/+5 melee (boneweapon +2, 1d10/19-20, x2, reach 10 ft.); Atk +11/+6 ranged (ray); SA Boneweapon +2 (reach); SQ Scribe Scroll, Summon Familiar, Bone Focus +3, Strong Bones; SR N/A; AL Chaotic Evil; SV Fort +10, Ref +8, Will +15; Str 8, Dex 14, Con 14, Int 20, Wis 15, Cha 16. *Languages:* Common, Draconic, Orc, Abyssal, Giant and Gnoll.

Skills and Feats: Concentration +24, Craft (Alchemy) +15, Decipher Script +19, Intimidate +25, Knowledge (Arcana) +27, Knowledge (Undead) +27, Knowledge (Planes) +15, Listen +14, Spellcraft +30, and Spot +25; Alertness, Combat Casting, Eschew Materials, Great Fortitude, Improved Counterspell, Iron Will, Skill Focus (spellcraft), Spell Focus (necromancy), Greater Spell Focus (necromancy) and Spell Penetration.

Possessions: Robe of Eyes, Mask of the Skull, Bone Amulet, pouches, spell component pouch, two rings of protection +5.

Spells Prepared (4/6/5/5/5/4/4/3/3): 0 – Resistance (2), Touch of Fatigue, Mage Hand; 1 – Alarm, Hold Portal, Shield, Comprehend Languages, Cause Fear, Chill Touch; 2 – Detect Thoughts, Touch of Idiocy, Darkness, Blindness/Deafness, Command Undead; 3 – Dispel Magic (2), Nondetection, Suggestion, Vampiric Touch; 4 – Lesser Globe of Invulnerability, Dimension Door, Arcane Eye, Detect Scrying, Animate Dead; 5 – Mordenkainen's Private Sanctum, Cloudkill, Blight, Symbol of Pain, Waves of Fatigue; 6 – Greater Dispel Magic, Circle of Death, Create Undead, Eyebite; 7 – Spell Turning, Phase Door, Control Undead, Finger of Death; 8 – Discern Location, Create Greater Undead, Horrid Wilting; 9 – Astral Projection, Energy Drain, Wail of the Banshee.

Personality

24

1289.

62 87

*A*1

200

60

325

5

60

(J >

2223

W

5

N S D

\$7

R W

2 31 2

N 2 12

821

(d þ

5

60

(d >

\$3

A1

N

PA

Ruul Tharox has long since gone insane, he just don't know it yet. He keeps no living creatures around him, and even his commander, the mighty Tarneus have become an undead over the years, a victim of the Bone Master's experiments. He has lived alone for so many years that he has begun to talk to himself, and will often debate with himself. Ruul Tharox is a vile necromancer, who has a deep evil living within him. He has achieved great power through the necromantic arts, and this power is threatening to take over and corrupt his soul, perhaps when he becomes one of the bone creatures, this transformation will be completed.

He is not a cunning necromancer, thinking ahead, but will often rush into a battle, never thinking of all the consequences, and this is the reason that Ruul Tharox has never managed to take over the City of the Ancients, even though he has more power than all the necromancers of the Order of Savants.

History

A hundred years ago, a young man travelling with a band of merchants through the desert, was captured by blood mages. He tried to escape, but had little luck doing that. For weeks, he saw his companions murdered and bled dry on their altars, suffering for some unknown god or goddess. A young Ruul Tharox could not understand this evil and hatred. But what could he do about it? He was their prosoner, and only time would tell when it was him on the altar. When the day came, and he was brought forward, the highpriest stopped and looked the young man in the eyes. He may have seen potential there, or perhaps a strange power, yet for whatever reason, Ruul was spared.

He served the blood mages and even though he wanted nothing to do with them, could not help but wonder at their power, and with time, he came to crave it, yes even lusting for it. This may have been what the highpriest had wanted all along, and when the young man came to his door one day and begged, the highpriest did not say no. He trained Ruul Tharox himself, showing him the teachings of the God of Night. There was great pain, but with this came power, and the young man thrived.

A year had gone by when the highpriest announced that his acolyte would become a member of the circle of blood mages. Many did not like this news and brooded in the dark, but Ruul Tharox only smiled and remembered the faces of his enemies. In the following days, a series of mysterious deaths happened, and all the blood mages who had scowled at the young necromancer, was now dead. The highpriest had not seen anything and there were no witnesses, but he feared what had happened. But he was not given much time, for a shadowy man entered the inner sanctuary and confronted the highpriest. It is known that Ruul made his identity known to his former master, right before killing him. The temple was burned to the ground, and Ruul Tharox swore that he would hunt down the god who had killed his companions so many years ago.

Whether he found the god and made good on his vow, is not known, but the hatred that now burned within him only continued to grow, and has made him into the man he is today.

Adventure Hook

While travelling through the desert, perhaps seeking the City of the Ancients, or travelling away from it, the party is attacked by a large group of undead. They bear the mark of the mighty necromancer, Ruul Tharox, and the party is indeed travelling through his territory. If they try to follow the tracks of the undead, after having disposed them, the party will find a tomb. This is the Tomb of the Fallen, a dark place. It is rumored that here is a gate; a gate which leads into the tower of the necromancer. Perhaps this is a chance to see for themselves if the rumors are true, and what treasure lie beyond the gate.

Appendix II Template

"Before I left, my master gave me a warning. To cross the mighty desert outside the gates of Tâl Vorgath, was to enter the territory of the mighty necromancer, Ruul Tharox. From the stories I have heard, in the city and from my master's mouth, he is one to be feared. A powerful necromancer.

He was once a man, like I, but he changed with his necromantic powers. He is no longer a man, but a Daerthûl, a creature of bone and sinew. I fear that there are more creatures like him out there, creatures of undeath who have crossed over to the other side.

Ι

have travelled for a week now, but still no sign of the necromancer. Yet, somehow I feel him watching my every move. Perhaps, tomorrow I will see his twisted bones."

(Fragment from Falnor's Tome of Unlife, page 86)



The Daerthûl

202

1

5

B

S

YV

For years, necromancers have made necromantic experiments on animals and even on humans and humanoid beings. Some undead and aberrations have come into the world in this manner, and the Daerthûl is also the result of such dark and bloody rituals. During these rituals the creature's bones changes and becomes destorted.

Most necromancers will inflict this curse on their servants and the undead monsters they create for their armies, but only rarely on themselves. These are called the bonewielders and they inflict this bone curse on themselves to archieve immortality, and will in the end become one of the undead.

The Daerthûl are creatures twisted by the negative force of necromancy, stripped of their skin and muscles, leaving their bones bared, with sinew stretched over the white bones. They are bone creatures which looks somewhat like the creature they were as they lived and breathed. Their bones have grown, and become twisted, sticking out where they shouldn't and growing horns where there were none before. They may have some meat on the bones, but over the years, this will certainly rot and vanish.

Creating a Daerthûl

The Daerthûl template can be added to any humanoid or monstrous humanoid creature (which is then referred to as the base creature). A Daerthûl uses all the base creature's statistics and special abilities except as noted here.

Size and type: The creature's type becomes undead gaining all the traits of that type, though the base attack bonus, saves and skill points remain the same. The bone creature grows and becomes one size category larger than its base creature. Thus, a medium-sized humanoid becomes large and so forth.

Hit Dice: The hit dice of the creature changes to d12, though it keeps its hit points. Future checks should be made with this new hit dice type.

Speed: The speed remains the same as the base creature's.

Armor Class: The bones of the Daerthûl hardens and is magically strengthened, though they may seem fragile. The creature gain a natural armor of +3, if the base creature already has a natural armor, this is added to that bonus.

Attacks: The Daerthûl gains a more dangerous natural attack (2 claws), and the damage of these attacks are based on its size, and can be found in the MM. It also gain a +1 competence bonus, as if the bone creature had the weapon focus feat. If the Daerthûl is also a bonewielder, it retains its natural bone weapon, just with increased damage from size.

Damage: As noted above, for the natural attacks. Though if the creature also uses a weapon, this is the normal damage for that weapon.

Special Attacks: The Daerthûl has all the special attacks of the base creature, and those it has from a character class. The bone creature also gain the following special attacks.

Improved Grab (Ex): The bone creature uses its long twisted arms and claws to grab hold of the creature they are attacking, pinning it and breaking their bones. Whenever the Daerthûl makes an attack using his natural weapons (claws), it deals damage as it normally would and attempts a grapple as a free action. This does not provoke an attack of opportunity. Note that improved grab only works against creatures at least one size category smaller than the Daerthûl.

Constrict (Ex): After a succesful grapple attack, the Daerthûl tries to crush the bones of the creature it is holding. The Daerthûl deals 2d4+3 points of bludgeoning damage on a successful grapple attack. If the bone creature uses the

improved grab, this damage is in addition to the damage dealt by the natural weapons.

Spell-like abilities: The negative forces within this creature enables it to cast some minor spells. These are cast as a level 6 wizard, or if the Daerthûl is also a bonewielder, that prestige class represents the caster level. 3/day - Cause Fear, Chill Touch. 1/day - See Invisibility, Darkness, Command Undead, and Scare.

Special Qualities: A Daerthûl has all the special qualities of the base creature and those it gets from its character class. The bone creature also gain the following special qualities.

Terrifying Appearance (Ex): Due to the appearance of this bone creature, all within 10 feet of the Daerthûl must make a Will save (DC 15) or become shaken. This ability will only affect those of lower hit dice than the Daerthûl.

Undead Traits: The Daerthûl is an undead creature and gain all the traits of this type. Darkvision 60 ft., Immunity to all mind-affecting effects, Immunity to poison, sleep effects, paralyzing, stunning, disease and death effects. It is not subject to critical hits, nonlethal damage, ability drain or energy drain. Immune to damage to its physical ability scores and to fatigue and exhaustion effects.

Abilities: Increase the base creature's ability scores as follows; Str +6, Dex -2, Con -, Int -2, Wis +2, Cha +4. Note that as an undead, the Daerthûl has no constitution score.

Skills: The presence of this creature is terrifying, and the get a +10 inherent bonus to Intimidate and -10 inherent penalty to Diplomacy checks.

Feats: The Daerthûl gain no new feats, but retains all its old feats due to character class or other.

Environment: Any

-EA

2

G

YI

G

60

W

60

60

612

G

60

GA

Organization: Solitary or pair.

Challenge Rating: Same as base creature +2.

Treasure: None.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +5

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as describedby the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUSTinclude a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson. com. Dread Codex II: The Necromancer's Tome Copyright 2005, Adamant Entertainment. Author K. Axel Carlsson

ALL GAME TEXT WITHIN THIS PRODUCT IS 100% OPEN CONTENT