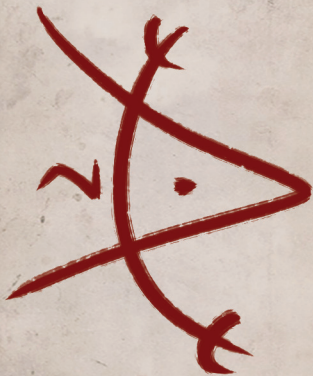


Necromancy



HIDE FROM UNDEAD

Duration 1 minute; see the effect

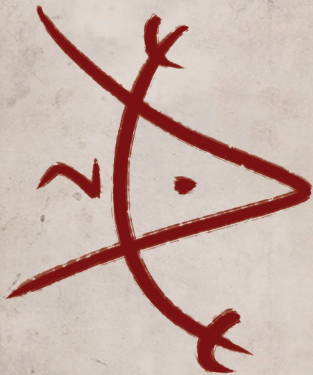
You become hidden from undead creatures for the duration. The effect ends immediately if you make an attack.

SHADOW 135

UTILITY 0

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Necromancy



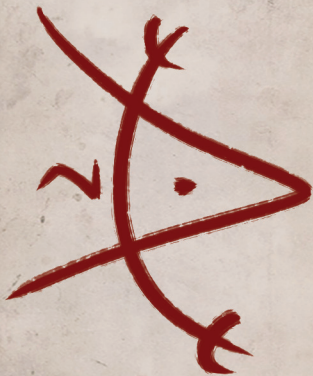
SPECTRAL GRASP

Target One creature within medium range

A shadowy hand streaks toward the target. Make an Intellect attack roll against its Agility. On a success, the target takes 1d3 damage and makes attack rolls with 1 bane for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

Necromancy



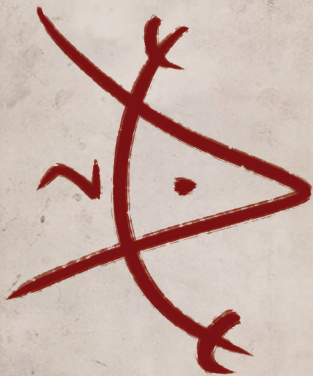
ANIMATE CORPSE

Target One Size 1/2 or 1 corpse you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled animated corpse of its Size.

Sacrifice You can expend a casting of this spell to cast spectral grasp.

Necromancy



GRAVE GRASP

Area A circle on the ground with a 5-yard radius centered on a point within short range

Duration 1 minute

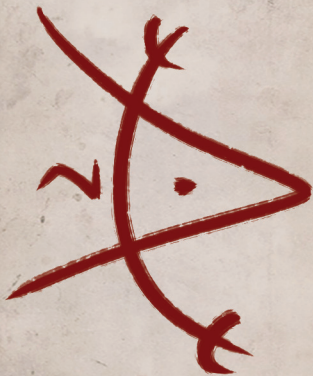
For the duration, darkness spreads through the area; bony claws and rotting hands rise from the ground, which becomes difficult terrain. Each creature in the area when you cast the spell or that is in the area at the end of a round must make an Agility challenge roll. On a failure, it takes 1d6 damage and becomes immobilized for the duration. If it was already immobilized, it instead takes 1d6 extra damage. The creature can use an action to tear free, removing the immobilized affliction.

SHADOW 135

ATTACK 1

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Necromancy



HARVEST SOUL

Target One creature, killed no longer than 1 round ago, within short range

Duration 4 hours; see the effect

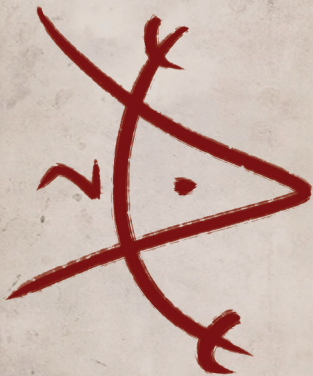
A ball of faint light rises from the target and flies toward you, orbiting your body for the duration. You can use an action to end the effect immediately and heal damage equal to your healing rate. Until the effect ends, the target creature cannot be restored to life by any means.

SHADOW 135

ATTACK 1

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Necromancy



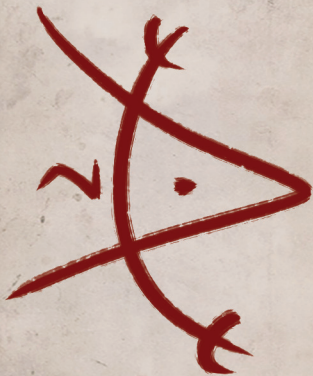
BONE SPLINTERS

Target One creature that has bones in its body within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 + 5 damage. If it becomes incapacitated by this damage, it dies instantly and the bones in its body explode in a 3-yard-long cone originating from a point within its space. Everything in the area takes 1d6 damage; creatures take no damage with a success on an Agility challenge roll.

Attack Roll 20+ The target takes 2d6 extra damage.

Necromancy



SCHRIEKING SKULL

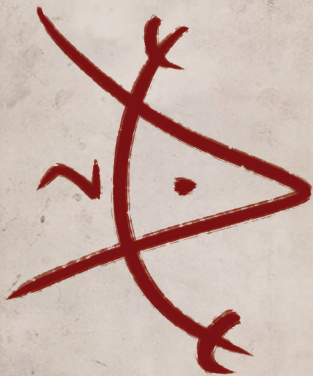
Target A point in space you can reach

Duration 1 minute, see the effect

A human skull appears in the air, centered on the target. It has the flier trait, Defense 20, and Health 10. When its damage total equals its Health, the skull crumbles and the effect ends immediately.

When you cast the spell, you can have the skull fly up to 10 yards and scream; you can also do this using an action or a triggered action on your turn for the duration. The noise spreads through a sphere with a 3-yard radius centered on the skull. Each creature that can hear in the area must get a success on a Strength challenge roll or take 1d6 + 1 damage.

Necromancy



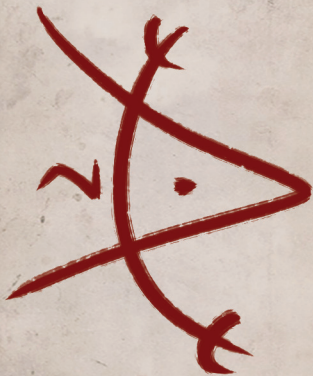
CANNIBALIZE MAGIC

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage and you regain the casting of one spell of rank 1 or lower.

Attack Roll 20+ The target takes 2d6 extra damage and you instead regain the casting of one spell of rank 2 or lower.

Necromancy



WELL OF DARK POWER

Area A circle on the ground with a 5-yard radius centered on a point within medium range

Duration 1 minute

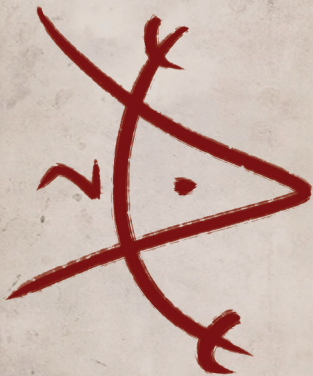
A glyph appears at the origin point. For the duration, when any creature in the area takes damage, it takes 2d6 extra damage.

SHADOW 135

UTILITY 3

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Necromancy



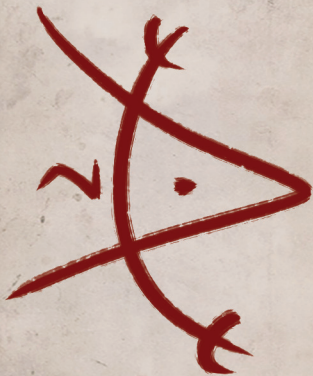
SEAL THE UNDERWORLD'S GATES

Area A sphere with a 10-yard radius centered on a point within medium range

Duration 1 minute

Tendrils of necromantic energy spread through the area. For the duration, undead in the area make attack rolls and challenge rolls with 1 boon and living creatures other than you in the area make attack rolls and challenge rolls with 1 bane. As well, Size 1 or 1/2 living creatures that die in the area become compelled **animated corpses**.

Necromancy



ARMY OF THE DEAD

Area A circle on the ground with a 2-yard radius centered on a point within medium range

Duration 1 hour

The area becomes difficult terrain for the duration. At the end of the round in which you cast the spell, 2d6 compelled **animated corpses** claw free from the ground and stand up. All the animated corpses created by this spell count as a single creature for the purpose of determining how many compelled undead creatures you can control. The effect ends when the last of these animated corpses is destroyed.

SHADOW 135

UTILITY 5

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