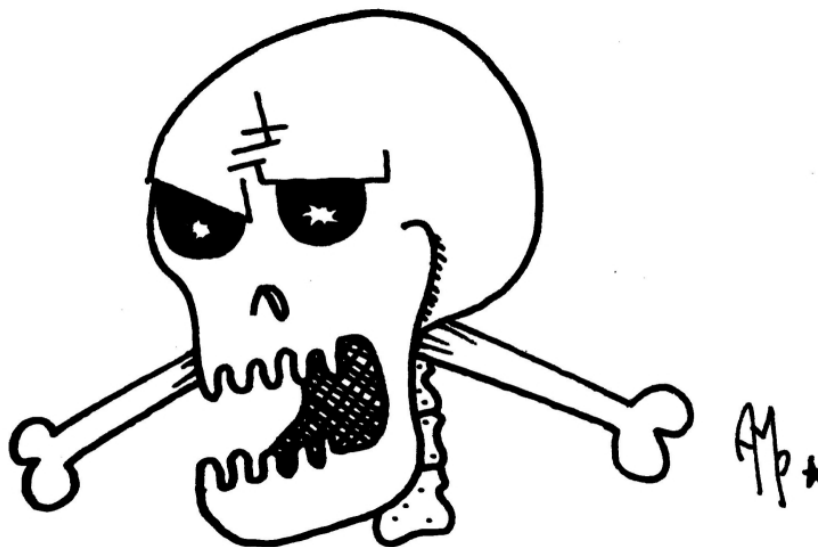


This document details the progression and class details for necromancers.



Necromancer

Description: Some spellcasters walk the narrow, gray paths leading from life towards the great beyond, drawing power from the disappearing sparks of vitae drifting into the abyss. These grim mages are known as necromancers. They are almost universally reviled by the tribes of the living.

The necromancers are often obsessed with death, preferring the visitations of spirits and the corpses of those long gone from this world to the warmth and company of their living peers. These magi of death hold great disdain towards the known formulae and magic rituals of this age, preferring to wrest the secrets of past magics from the cold lips of corpses.

Even young disciples of the necromantic arts hold power over dead things, and old and powerful necromancers often command shambling hordes of undead servants to carry out their bidding.

Hit Points: A necromancer gains 1d5 hit points per level

Weapon training: Necromancers are trained in the use of daggers, shortwords, longswords, clubs, maces, hand axes and staves. For ranged combat they may use slings. Necromancers rarely wear armor as it hinders their spellcasting.

Alignment: It is known that most necromancers are chaotic: dallying with the dead is anathema to the common moralities of men, and doing so requires a disdain for the natural order of things. Some necromancers align themselves with the neutral gods of death and repose, but lawful necromancers are almost unheard of, except in the faraway lands beyond the sea, where the unfortunate may use their mortal coils as collateral for unwise financial decisions.

Caster level: A necromancer's caster level is equal to their level as a necromancer.

Necromantic magic: Most of the rules governing wizards and their spellcasting apply to necromancers as well, but there are a few exceptions:

- Necromancers utilize a variant spell list: as their power generates from a space beyond life and the living, they lose access to some wizardly discoveries, gaining the use of others. See section *Spells of the Dead* and Table A below for the spells available for necromancers.
- Necromancers cannot ally with living familiars. They can however amass a horde of the dead to assist them. See *Even in Death they serve* below.
- Most patrons shun necromancers. Necromancers may only make pacts with deities and demi-gods who share the caster's dark goals (access to any patron is at the Judge's discretion).
- Necromancers learn spells by extorting them from dead wizards and clerics. See *Tongues of the Dead* below.
- Necromancers operate very close to corruption. If any effect applies corruption to a necromancer, see section *Touch of Death* and roll on Table B below.

Tongues of the Dead: Necromancers are adept at communicating with the spirits of the departed, even when they might not have access to the facile methods provided by the spells designed for the purpose. A necromancer may spend a week in ritual meditation with the remains of a creature, and during this time form a bond to the nether realms containing the spirit formerly bound to the mortal coil in question.

Eventually, during the latter part of the week, they establish contact with the spirit (automatically, no roll required), and may converse and discuss matters with them as they would with a living creature. The dead are under no direct compulsion through this ritual, and gaining anything from the exchange may require cajoling or threats from the necromancer.

The interaction should be played out between the Judge and the player, taking into account potential sacrifices, spellburn and spells used when determining the result of the communication, and rolling social checks accordingly. Note that wily necromancers may learn spells through this sort of communique.

Even in Death they serve: The necromancer may use spellburn and the life force of other intelligent living beings to keep their creations functioning longer than the duration prescribed in some spell descriptions. Creatures animated through *Breathe Un-Life*, *Invisible Companion*, *Animate Dead* and *Replication* may be kept in existence for an additional day by spellburning or sacrificing 1 point of life force. Any one-time sacrifice of 10 points (through spellburn or the sacrifice of intelligent creatures) makes such a creation permanent. This sacrifice is not part of the spell check to cast the spell, and is applied separately right after the spell result has been rolled and resolved. Note that some spell results may offer other options for making the necromancer's creations permanent: in these cases, the spell table takes precedent over this rule.

Spells of the Dead: Necromancers have access to a different cavalcade of spells from those used by wizards at large. Consult Table A for spell listings, and take note of the additional specifications below for details (page references for the DCC rulebook given for ease of use).

TABLE A: Spells of the Dead					
d20	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Cantrip 130	Arcane Affinity (Necromancer) ⁵ 162	Animate Dead ² 285	Replication 253	Hepsoj's Fecund Fungi 247
2	Charm Undead ¹ 131	Breathe Un-Life ⁶ 202	Banish ² 269	Transmute Earth 244	Lokerimon's Unerring Hunter 249
3	Chill Touch 133	Consult Spirit 204	Curse ² 273	True Name ² 293	Magic Bulwark 251
4	Choking Cloud 134	Detect Invisible 165	Dispel Magic 208	Wizard Sense 245	Mind Purge 252
5	Comprehend Languages 136	ESP 166	Eldritch Hound 211	Vermin Blight ² 300	
6	Darkness ² 258	Force Manipulation 143	Emirikol's Entropic Maelstrom 213	---	---
7	Detect Magic ² 260	Forget 170	Exorcise ² 288	---	---
8	Ekim's Mystical Mask 137	Invisibility 172	Make Potion 223	---	---
9	Necrotic Missile ³ 144	Invisible Companion 173	Slow 228	---	---
10	Magic Shield 146	Knock 175	Transference 232	---	---
11	Mending 147	Levitate 176	Write Magic 236	---	---
12	Patron Bond ⁴ 148	Locate Object 178	---	---	---
13	Paralysis ² 264	Magic Mouth 180	---	---	---
14	Read Magic 152	Mirror Image 182	---	---	---
15	Ropework 153	Phantasm 187	---	---	---
16	Runic Alphabet (Mortal) 154	Ray of Enfeeblement 190	---	---	---
17	Sleep 155	Scare 191	---	---	---
18	Speak with the Dead ² 290	Shatter 193	---	---	---
19	Ventriloquism 158	Wizard Staff 199	---	---	---
20	Ward Portal 160		---	---	---

Changes to spells: The following changes affect necromancer spell use.

1. Charm Undead: As the Charm Person spell, but only affects undead. Disregard the generic penalty for charming undead.

2. *Stolen cleric spells*: Always treat a roll of 1 as: Lost, failure and worse! Roll d6 modified by Luck: 0 or less results in corruption + patron taint and misfire; 1-3 results in corruption; 4 results in patron taint (or corruption if no patron); 5+ results in a spell misfire. Also, any result 1 or 2 below the first acceptable success results in a failure, but the spell is not lost. Results between 1 and this figure result in failure and the spell being lost.

3. *Necrotic Missile*: As Magic Missile, but deals necrotic damage, some targets may be immune.

4. *Patron Bond*: Any contact with a patron is strictly at Judge's discretion: the patron should be at least tangentially connected with the realm of the dead. If a necromancer learns the spell *Patron Bond*, they also gain the spell *Invoke Patron* as it relates to their patron

5. *Arcane Affinity (Necromancer)*: A necromancer cannot cast Arcane Affinity to any other specialization, obviously. However, a necromancer is always assumed to have spent the requisite year among the undead.

6. *Breathe Un-Life*: As *Breathe Life*, but only applies to flesh, bone and cartilage that was formerly alive.

Corrupted alive: When rolling for corruption for a necromancer use the following table (Table B) instead of the ones found in the DCC rulebook. Note that any spell mishap resulting in a patron taint for a character without a patron results in additional corruption. In case of duplicates that cannot be applied more than once (changes in appearance, etc. permanent effects), apply the next, lower result on the table (Judge's discretion).

TABLE B: Necromancer Corruption	
D24 + Luck mod - spell level	Result
1	The necromancer is claimed by the nether realms and their body is suffused by death. Character suffers 3d6 HP damage and 1d6 points of damage to all stats, including Luck.
2	The character's flesh starts to liquefy and fall off their bones. After a month their weight and HP drop to a third of the originals, as they have become completely skeletonized. On the plus side, they no longer require air or mundane nourishment. Only magical healing can repair or reverse the process: for the purposes of healing, count all of the character's body parts to have severe organ damage.
3	The character's body starts to rot and decay. They take 1d6 damage each day, for a number of days equal to their caster level. This damage can only be healed through magic, or the consumption of living flesh of intelligent beings (each day spent only subsisting on such a diet heals 1d6 points of damage).
4	The character's flesh becomes dry and rigid, as moisture escapes their body. They lose 1d8 Agility permanently, but their AC is increased by +2 due to the increased hardness.
5	The character gains a cannibalistic hunger for the flesh of other intelligent beings. If they do not consume a pound of such material each day they cannot heal any hit points or stat damage.

6	A soul follows the character from the nether realms. It affects their sleep and distracts them at inopportune moments: roll a DC 10 Will save for each rest period, if this is failed the character gets no rest from their tormentor and is at -1d for all actions on the next day.
7	The character longs for the darkened realms of the dead. They suffer a -1d penalty to all activities in daylight or equivalent lighting.
8	The character contracts bone rot due to their extended contact with the dead: they take 1d4 Strength, Stamina or Agility damage each day until the disease is healed magically.
9	The character's form starts to fade away into the shadowy realms of the afterworld. They always appear partially incorporeal, resembling a darkened shadow more than a living being.
10	The character's connection with the realm of the dead causes them to constantly generate slimy ectoplasm.
11	The character's body bloats with the gasses and liquids incumbent with death. They take on a swollen appearance, and their skin is stretched taut over their form.
12	The character's teeth elongate and sharpen, and they gain a bite attack for 1d3 damage.
13	The character's organs cease functioning: they no longer breathe, their heart stops beating, and their digestive system ceases to function (consuming food or liquid is still required, but supremely painful and discomforting).
14	The character's eyes start to glow an unearthly light. Their darkvision is increased by 15', but they suffer a permanent -2 penalty to social checks due to the effect.
15	The character is forever followed by the musty, putrid stench of the grave.
16	The character's skin tightens over their face, and their visage starts to resemble that of a skull. They suffer a permanent -2 penalty to Personality due to their skull-like face.
17	The character's eyes become dead and sink deep into their sockets, resembling the darkened pits on a skull. They suffer a permanent -2 penalty on social checks.
18	The character's hands and feet dry and elongate. Their nails become long and hardy, allowing them to make claw attacks for 1d6 points of damage.
19	The character's teeth blacken and decay, some of them fall out entirely.
20	The character's skin dessicates and starts resembling parchment.
21	The necromancer's body loses all warmth and becomes cold like that of a corpse. They have no heat signature, and will not register in heat based vision.
22	The character loses body mass, and starts resembling a dried up corpse. They lose one third of their body weight in a week, and look permanently sickly.
23	The dark energies of the spell molder the caster's hair. Roll 1d6: 1-2 hair falls out; 3-4 hair becomes frail, like that of a corpse; 5-6 hair turns white.
24+	The caster passes out for 1d6 hours. For the duration, their spirit is lost in the lands of the dead, suffering unearthly torments.

Luck: A necromancer’s luck applies to rolls of corruption and mercurial magic.

Languages: A necromancer knows the Language of the Dead, and one additional language per point of Intelligence modifier, as described in Appendix L.

Action dice: A necromancer may use their action dice for spell checks or attacks.

TABLE C: Necromancer Advancement

Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Known Spells	Max Spell Level
1	+1	1d6/I	1d20	+1	+1	+1	4	1
2	+1	1d8/I	1d20	+1	+1	+1	5	1
3	+1	1d8/I	1d20	+1	+2	+2	6	2
4	+2	1d10/I	1d20	+2	+2	+2	7	2
5	+2	1d10/I	1d20+1d14	+2	+3	+3	8	3
6	+3	1d12/I	1d20+1d16	+2	+3	+4	9	3
7	+3	1d12/I	1d20+1d20	+3	+3	+4	10	4
8	+4	1d14/I	1d20+1d20	+3	+4	+5	11	4
9	+4	1d14/I	1d20+1d20	+3	+4	+5	12	5
10	+5	1d16/I	1d20+1d20+1d14	+4	+5	+6	13	5

Titles: The titles of necromancers often reflect those of wizards, but usually take on more sinister slants due to their fascination with death and the nether realms.