

True Necromancy

Some spells in this group drain life energy from one creature into the caster. This is represented visually by a white light that is sucked into the caster. The DP gained by these spells can increase the caster's total beyond its normal maximum. Multiple spells that increase DP past maximum do not stack, only the one that provides the highest amount of DP goes into affect. None of these spells can increase the caster's total DP past double its normal maximum. While someone is above their normal maximum DP they are surrounded by a white glow that intensifies with greater amounts of DP. They also lose 1 DP every round until they are at their normal maximum.

Rank 1: Bolster Undead

Time to cast: 1 R

Resist Check: None

Range: Touch

Area: 1 Undead Creature

Duration: 1 H + 1 H / F

This spell gives the target 1d6 off of all resist checks made during the duration against spells or abilities that specifically target or affect only undead. Spells that can affect all creatures but have additional effects against undead, such as Soul Strike, are unaffected.

Rank 2: Minor Life Drain

Time to cast: 1 R

Resist Check: None

Range: Touch

Area: 1 Living Creature

Duration: Instant

The target loses 1d6 DP and the caster gains 1d6 DP. A dim white glow leaves the target and is absorbed into the caster when this is cast.

Rank 3: Animate Hand

Time to cast: 1 R

Resist Check: None

Range: Touch

Area: 1 Severed Hand

Duration: 1 Month + 1 Month / F

This animates the targeted hand as a Skeletal Hand if it has very little flesh left or as a Zombie Hand if there is still a lot of flesh left on it. For stats for those see below. The hand is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.

Rank 4: Rapid Shambling

Time to cast: 1 R

Resist Check: None
Range: Touch
Area: 1 Undead Creature
Duration: 1 Day + 1 Day / F

This spell gives the target 10 feet of extra movement per round in their primary form of movement. Multiple castings of this spell stack.

Rank 5: Corpse Explosion

Time to cast: 1 R
Resist Check: 4d6 vs AGI Halves
Range: LOS 60' + 15' / F
Area: 15' + 5' / F Radius
Duration: Instant

This spell must be targeted at a corpse that weighs at least 50 lbs. The corpse explodes into very small pieces that injure other creatures in the radius for 5d6 damage. The damage is purely physical from corpse parts. The corpse is completely scattered around the area and no large fragments are left intact. If the targeted corpse is animated, it gets a 3d6 vs. HEA to negate the spell.

Rank 6: Repair Undead

Time to cast: 1 M
Resist Check: None
Range: Touch
Area: 1 Undead Creature
Duration: Instant

This spell requires at least 10 lbs of flesh and bone which are incorporated into the undead target and restore 6d6 DP to it.

Rank 7: Sharpen Claws

Time to cast: 1 R
Resist Check: None
Range: Touch
Area: 1 Undead Creature
Duration: 1 H + 1 H / F

The target's natural attacks are increased by one die size for the duration of the spell. Multiple castings of this spell stack. The die sizes are d2, d4, d6, d8, d10, d12. After d12 add 4 to the size for each casting.

Rank 8: Life Drain

Time to cast: 1 R
Resist Check: None
Range: Touch

Area: 1 Living Creature
Duration: Instant

The target loses 4d6 DP and the caster gains 4d6 DP. A bright white glow leaves the target and is absorbed into the caster when this is cast.

Rank 9: Stiffen Bone

Time to cast: 1 R
Resist Check: None
Range: Touch
Area: 1 Undead Creature
Duration: 1 H + 1 H / F

The target's natural armor is increased by one rank for the duration of the spell. If they do not already have a type of natural armor they gain 1 rank of Spirit Armor. Multiple castings of this spell stack.

Rank 10: Animate Dead

Time to cast: 2 R
Resist Check: None
Range: Touch
Area: 1 Corpse
Duration: 1 Month + 1 Month / F

The corpse targeted by this spell animates as a skeleton if it has very little flesh remaining or as a zombie if a lot of its flesh is still attached. The undead is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.

Rank 11: Toughen Sinew

Time to cast: 2 R
Resist Check: None
Range: Touch
Area: 1 Undead Creature
Duration: 10 M + 10 M / F

This spell reduces the damage taken by the target from all attacks and spells that do physical damage by one point. Multiple castings of this spell stack.

Rank 12: Mass Life Drain

Time to cast: 1 R
Resist Check: 4d6 vs HEA halves
Range: LOS 100' + 20' / F
Area: 20' + 5' / F radius
Duration: Instant

All living creatures within the radius lose 5d6 DP and the caster gains the amount that they lost. A bright white ball of light bursts from each creature in the area and shoots into the caster.

Rank 13: Enhance Undead

Time to cast: 4 R

Resist Check: None

Range: Touch

Area: 1 Undead Creature

Duration: Permanent

The target of this spell is permanently affected with the benefits of one of the lower rank undead boosting spells in this group. The spell effect is determined by the number of Finesses.

0 Finesses - Bolster Undead

1 Finesse - Rapid Shambling

2 Finesses - Sharpen Claws

3 Finesses - Stiffen Bone

4 Finesses - Toughen Sinew

Rank 14: Animate Ghost

Time to cast: 3 R

Resist Check: 5d6 vs WIL negates

Range: Touch

Area: 1 Corpse

Duration: Permanent

This spell animates the soul of the targeted corpse as a ghost. This spell must be cast within 10 minutes of death to ensure the soul is still in the area and will not function if Last Rites or another spell has entrapped, destroyed or sent the soul on its way. It also will not function on a creature without a soul. This is the only undead animation spell that has a resist because the rest do not affect or trap the soul and the corpse cannot resist. The soul is now trapped in this world as a ghost under the casters control and cannot move on to the afterlife until released by being destroyed or this spell being revoked. The ghost cannot access memories of its life or any abilities that it had in life and its stats are that of a standard ghost. The ghost is under the caster's control until another effect takes control of it and it returns to the caster's control when that effect ends.

Rank 15: Theft of Opportunity

Time to cast: 2 R

Resist Check: 5d6 vs WIL negates

Range: Touch

Area: 1 Living Creature

Duration: Special

The target of this spell dies instantly if it fails the RC. The caster gains its chance at life as a second chance. The next time the caster dies, or would be destroyed if the caster is undead, the caster is restored to 1 DP and automatically regains consciousness. Any bleeding or organ loss that would cause death again is healed. Barring any outside influence the caster will be able to survive, but this stolen chance is a very slim second chance at life. If this spell is cast while the caster still has a stolen chance the target will still die but the caster will not gain any added benefit, only one second chance is allowed at a time.

Rank 16: Undeath

Time to cast: 1 H

Resist Check: None

Range: Caster

Area: Caster

Duration: Instant

This spell only affects living casters. At the completion of this spell they are transformed into an undead creature. This as an instantaneous change into a magical undead creature and cannot be revoked. The type of undead is determined by the number of finesses.

0 Finesses - Zombie

1 Finesse - Skeleton

2 Finesses - Ghost

3 Finesses - Lich

4 Finesses - Demilich

The abilities gained and lost by the caster for each type are explained below.

Zombie:

The caster loses all of his nonmagical creature abilities and gains all of the standard Zombie creature abilities except for Inferior INT.

Skeleton:

The caster loses all of his nonmagical creature abilities and gains all of the standard Skeleton creature abilities except for Inferior INT.

Ghost:

The caster loses all of his nonmagical creature abilities and gains all of the standard Ghost creature abilities. The caster is now an immaterial ghost with no way to become material without additional abilities.

Lich:

The caster becomes either a lich or skeletal lich, his choice. Liches get 3 ranks of Hide and skeletal liches get 3 ranks of Bone. Other than that the caster does not gain any creature abilities and retains any creature abilities he already has that a corporeal undead is capable of using.

Demilich:

The caster becomes an immaterial lich and gains 1 rank of spirit armor and 1 rank of Material. Material allows an immaterial creature to become material for PWR*rank minutes per day. Other than that the caster does not gain any creature abilities and retains any creature abilities he already has that a incorporeal undead is capable of using.

Skeletal Hand				Rating	3.81
Hgt	5"			Forest	Rare
Wgt	1 lbs.			Grass	Rare
Move	10'/0/0			Jungle	Rare
DP	1			Mountain	Rare
	C	M	G	Depths	Rare
MOD	0	0	1	Surface	Rare
DV	13	24	10	Rivers	Rare
DMG	0			Swamp	Rare
				Volcano	Rare
Skills:					
3	Bone				
	Protection from Charm				
	Resist Cold				
	Resist Fire				
1	Squeeze				
	Susceptible to Lightning				
1	Susceptible to Sunlight				
1	Inferior INT				
2	Inferior STR				
2	Exceptional AGI				
1	Exceptional WIL				

Description:

This is an animated skeletal hand. They are mostly an annoyance, once they grapple a creature they continue to squeeze every round until destroyed. Once their grapple is broken they are destroyed because they are so fragile. If someone is grappled by more than one hand at once they can only break one grapple per round but can continue to move normally and even act normally if they do not wish to break free. If a human sized creature is grappled by 10 or more undead hands they are considered fully grappled and cannot perform any actions except breaking free, but they can still move normally.

Zombie Hand				Rating	2.97
Hgt	5"			Forest	Rare
Wgt	2 lbs.			Grass	Rare
Move	10'/0/0			Jungle	Rare
DP	1			Mountain	Rare
	C	M	G	Depths	Rare
MOD	0	0	1	Surface	Rare
DV	13	15	16	Rivers	Rare
DMG	0			Swamp	Rare
				Volcano	Rare
Skills:					
3	Hide				

- Protection from Charm
- Resist Cold
- 1 Squeeze
- Susceptible to Fire
- 1 Susceptible to Sunlight
- 1 Inferior INT
- 2 Inferior STR
- 2 Exceptional AGI
- 1 Exceptional WIL

Description:

This is an animated hand with a lot of flesh still attached. They are mostly an annoyance, once they grapple a creature they continue to squeeze every round until destroyed. Once their grapple is broken they are destroyed because they are so fragile. If someone is grappled by more than one hand at once they can only break one grapple per round but can continue to move normally and even act normally if they do not wish to break free. If a human sized creature is grappled by 10 or more undead hands they are considered fully grappled and cannot perform any actions except breaking free, but they can still move normally.