

Guardians of Utaemia

Necromancer Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Necromancer

The Necromancer is one who deals with the dead. They delve deep into the darker arts of magic. Don't confuse this with utter diabolical evil . . . for this is not most Necromancers intentions. The art of the dead is aligned with the darker things in life, but it deals not "evil" as it is stereotypical vomited into every ruling and every book out there. The path of evil is a sought after path, just as good is. What you do with this darker power will depict your align, not the using of necromancy itself.

They say that one who studies the art of death eventually becomes swallowed up therein becoming like unto the dead they study; there are many possibilities in this.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"

Animated Bones 1 (Spell)

Create one Undead White Skeleton to serve you.

Modification Point cost: 10

Area of Effect: Caster must have one FULL set of bones.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: All damages that the former creature can do will be at 25% of the normal damage in all aspects.

If this is a humanoid skeleton, use White Skeleton in the U section of the Creatures Book.

Duration: Permanent until destroyed. If the caster dies, all Animated Bones will become independent as they are (i.e., if they have gained power, they will keep it).

Effect time: 1 turn (5 seconds)

Explanation: This spell will animate one set of bones (White-Skeleton only) to serve the caster until destroyed.

If this creature is NOT a humanoid, the damage-points of the creature raised will be at 25% of the normally rolled damage-points. In order to do this, go to the creature type being raised and roll its damage-points up as normal, then enter those damage-points into a calculator and times it by .25 (always round up).

If this creature is a humanoid, use the White Skeleton in the U section of the Creatures Book.

See: "Undead, Skeleton, White" in the Creatures Book for full details on all abilities and stats of this Undead.

Hand movement: Two hands.

Healing: None.

Immunities: Bones which are already animated are not effected by this spell.

Maximum adjustment: None.

Notes: More than one Animated Bones can be raised to serve the caster, but spell-points used to create these Undead will not begin to regenerate until Animated Bones are destroyed, or until 1 moon (30 days) has passed.

Range: 3 spaces (15')

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: Caster must have one FULL set of bones to raise.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 8,000 white-gold / **Spell-rune:** 80 white-gold

Animated Bones 2 (Spell)

Create one Undead Harrowlith Skeleton to serve you.

Prerequisite: Animated Bones 1

Modification Point cost: 16

Area of Effect: Caster must have one FULL set of bones.

Avoidance-roll: None.

Casting time: 4 turns (20 seconds)

Damage: All damages that the former creature can do will be at 50% of the normal damage in all aspects.

If this is a humanoid skeleton, use Harrowlith Skeleton in the U section of the Creatures Book.

Duration: Permanent until destroyed. If the caster dies, all Animated Bones will become independent as they are (i.e., if they have gained power, they will keep it).

Effect time: 1 turn (5 seconds)

Explanation: This spell will animate one set of bones (Harrowlith Skeleton only) to serve the caster until destroyed.

If this creature is NOT a humanoid, the damage-points of the creature raised will be at 50% of the normally rolled damage-points. In order to do this, go to the creature type being raised and roll its damage-points up as normal, then enter those damage-points into a calculator and times it by .50 (always round up).

If this creature is a humanoid, use the Harrowlith Skeleton in the U section of the Creatures Book.

See: "Undead, Skeleton, Harrowlith" in the Creatures Book for full details on all abilities and stats of this Undead.

Hand movement: Two hands.

Healing: None.

Immunities: Bones which are already animated are not effected by this spell.

Maximum adjustment: None.

Notes: More than one Animated Bones can be raised to serve the caster, but spell-points used to create these undead will not begin to regenerate until Animated Bones are destroyed, or until 1 moon (30 days) has passed.

Range: 3 spaces (15')

Resting time: 2 turns (10 seconds)

Special: None.

Spell Preparation: Caster must have one FULL set of bones to raise.

Spell-points to cast: 8

Susceptibilities: None.

Value: Scroll: 16,000 white-gold / **Spell-rune:** 160 white-gold

Animated Bones 3 (Spell)

Create one Undead Red Skeleton to serve you.

Prerequisite: Animated Bones 2

Modification Point cost: 22

Area of Effect: Caster must have one FULL set of bones.

Avoidance-roll: None.

Casting time: 5 turns (25 seconds)

Damage: All damages that the former creature can do will be at 75% of the normal damage in all aspects.

If this is a humanoid skeleton, use Red Skeleton in the U section of the Creatures Book.

Duration: Permanent until destroyed. If the caster dies, all Animated Bones will become independent as they are (i.e., if they have gained power, they will keep it).

Effect time: 1 turn (5 seconds)

Explanation: This spell will animate one set of bones (Red Skeleton only) to serve the caster until destroyed.

If this creature is NOT a humanoid, the damage-points of the creature raised will be at 75% of the normally rolled damage-points. In order to do this, go to the creature type being raised and roll its damage-points up as normal, then enter those damage-points into a calculator and times it by .75 (always round up).

If this creature is a humanoid, use the Red Skeleton in the U section of the Creatures Book.

See: "Undead, Skeleton, Red" in the Creatures Book for full details on all abilities and stats of this Undead.

Hand movement: Two hands.

Healing: None.

Immunities: Bones which are already animated are not effected by this spell.

Maximum adjustment: None.

Notes: More than one Animated Bones can be raised to serve the caster, but spell-points used to create these undead will not begin to regenerate until Animated Bones are destroyed, or until 1 moon (30 days) has passed.

Range: 3 spaces (15')

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: Caster must have one FULL set of bones to raise.

Spell-points to cast: 11

Susceptibilities: None.

Value: Scroll: 32,000 white-gold / **Spell-rune:** 320 white-gold

Animated Bones 4 (Spell)

Create one Undead Black Skeleton to serve you.

Prerequisite: Animated Bones 3

Modification Point cost: 28

Area of Effect: Caster must have one FULL set of bones.

Avoidance-roll: None.

Casting time: 6 turns (30 seconds)

Damage: All damages that the former creature can do will be at 100% of the normal damage in all aspects.

If this is a humanoid skeleton, use Black Skeleton in the U section of the Creatures Book.

Duration: Permanent until destroyed. If the caster dies, all Animated Bones will become independent as they are (i.e., if they have gained power, they will keep it).

Effect time: 1 turn (5 seconds)

Explanation: This spell will animate one set of bones (Black Skeleton only) to serve the caster until destroyed.

If this creature is NOT a humanoid, the damage-points of the creature raised will be at 100% of the normally rolled damage-points. In order to do this, go to the creature type being raised and roll its damage-points up as normal.

If this creature is a humanoid, use the Black Skeleton in the U section of the Creatures Book.

See: "Undead, Skeleton, Black" in the Creatures Book for full details on all abilities and stats of this Undead.

Hand movement: Two hands.

Healing: None.

Immunities: Bones which are already animated are not effected by this spell.

Maximum adjustment: None.

Notes: More than one Animated Bones can be raised to serve the caster, but spell-points used to create these undead will not begin to regenerate until Animated Bones are destroyed, or until 1 moon (30 days) has passed.

Range: 3 spaces (15')

Resting time: 4 turns (20 seconds)

Special: None.

Spell Preparation: Caster must have one FULL set of bones to raise.

Spell-points to cast: 14

Susceptibilities: None.

Value: Scroll: 64,000 white-gold / **Spell-rune:** 640 white-gold

Darguhl's Bat (Spell)

Create one Darguhl's Bat which will protect and serve the caster.

Modification Point cost: 20

Area of Effect: Not applicable.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: See: "Darguhl's Bat" in the Creatures Book.

Duration: 72 hours.

Effect time: Instant.

Explanation: This spell will conjure one Darguhl Bat, of equal level as the caster, into existence which will protect and serve the caster faithfully. See: "Bat, Darguhl" in the B section of the Creatures Book.

Hand movement: Two hands.

Healing: None.

Immunities: Gaseous and Spirit creatures cannot be effected by this spell-creature. Also: Invoking Darguhl's Bat within in a holy area will have a 50% chance of failing if the necromancer has chosen the path of evil.

Maximum adjustment: Not applicable.

Notes: Multiple Darguhl's Bat can be cast (1 per 10 levels the caster has advanced).

Range: 1 space (5'). Darguhl's Bat will appear one space from the caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: Spell component needed. The caster must have the wing of a bat. This is an expendable spell-component.

Spell-points to cast: 10

Susceptibilities: Darguhl's Bat will inflict x2 damage upon other bat species (excluding Darguhl's Bat).

Value: Scroll: 15,000 white-gold / Spell-rune: 150 white-gold

Dark of Night (Spell)

Causes all light to be blotted out.

Modification Point cost: 20

Area of Effect: 1space (5') + the next two spaces surrounding that space + 1 space (5') per 10 levels advanced.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: Instant.

Explanation: Causes all light to be blotted out within the “Area of Effect”.

Hand movement: Two hands.

Healing: None.

Immunities: If there is a spell of light in the same “Area of Effect”, both the light and darkness will be negated.

Maximum adjustment: None.

Notes: This darkness will shield vampires from the harmful rays of the sun.

Range: Dark of Night will emanate from the caster. It does not move with the caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: Must be in possession of a Shadow Stone.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / Spell-rune: 200 white-gold

Darklace (Spell)

Possesses an Undead creature by the power of this spell.

Modification Point cost: 60

Area of Effect: One Undead.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed. If an undead is immune to Mental-attacks, or immune to mind magic and abilities, then Pit Constitution vs. your foe's Constitution and win to succeed. See: "Special"

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: 1 turn (5 seconds) per 5 levels advanced.

Effect time: Instant.

Explanation: By the power of this dark magic, the Necromancer will actually possess one undead creature for the "Duration" of the spell. The Necromancer will have complete control over self and the undead (the player will be able to play his or her character and the undead for the "Duration").

Hand movement: Two hands.

Healing: None.

Immunities: An already controlled undead cannot be taken from another, unless the other who controls the undead is willing to give up that control.

Maximum adjustment: None.

Notes: An undead will not have Magic-Resistance against this powerful spell (Magic-immunity will be checked for though, for it is a more powerful form of resistance to magic).

Range: 1 space (5') per 2 points of Awareness.

Resting time: 1 hour (720 turns) once the "Duration" of the spell expires. The Necromancer will be inflicted with Weakness, which will cut movement down to 1 space (5') per turn and a -60 to defense and offense.

Special: In the attempt of possessing an undead, if you do not succeed, you will be cursed, and that undead can then control you for 1-D4 turns (if the undead is independent and can think for itself).

Spell Preparation: Spell component needed. The caster must have one finger-sized fragment of the undead he or she wishes to control. This is an expendable spell-component.

Spell-points to cast: 30

Susceptibilities: None.

Value: Scroll: 240,000 white-gold / Spell-rune: 2,400 white-gold

Dead Detection (Spell)

Detect the body of a creature.

Modification Point cost: 10

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: An avoidance-roll vs. "Awareness" will detect a deceased body within a grave or in the "Area of Effect".

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will reveal the location of the body of a creature that has been dead for more than 3 days time.

Hand movement: Two hands.

Healing: None.

Immunities: Dead class creatures are not effected by the power of this spell.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / Spell-rune: 100 white-gold

Death Inquire (Spell)

Speak with a dead creature.

Modification Point cost: 15

Area of Effect: One dead creature.

Avoidance-roll: avoidance-roll vs. "Faith"

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: 10 turns (50 seconds) x your current level.

Effect time: Instant.

Explanation: This dark ability will allow the Necromancer to communicate with the dead (but a corpse must be physically present). To communicate with the dead the caster must make a successful avoidance-roll vs. "Faith". If successful the Necromancer will be able to communicate with the dead for 10 turns x the Necromancer's level.

Hand movement: Two hands.

Healing: None.

Immunities: Dead class creatures (i.e., Dithinoth, Spirits, etc.) are not effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

Spell Preparation: A corpse must be visually present.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 150,000 white-gold / Spell-rune: 1,500 white-gold

Familiar (Spell)

Necromancer can summon a Black Raven, Blood Wolf, Guardian Shadow, Skeletal Horror, Vahkrin Imp (necromancer), or Vampire to be a companion to him or her.

Modification Point cost: 10

Area of Effect: One full dense or dark forested region.

Avoidance-roll: None.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Permanent. The familiar will become a lifelong companion and trusted ally of the caster.

Effect time: Instant.

Explanation: When this spell is cast the necromancer will send out a magical call to a Black Raven, Blood Wolf, Guardian Shadow, Skeletal Horror, Vahkrin Imp (necromancer), or Vampire. This creature will come to the Necromancer, serving as a permanent companion for the remainder of its existence, or the remainder of the Necromancer's life.

There will be a 99% chance that this spell will be successful. If unsuccessful, the 5 spell-points to cast this spell will be forfeit willingly by the Necromancer forever. See: "Special".

See: "Notes"

When this spell is cast roll 1D6 on the following chart to see what Familiar will be summoned:

D-6: Familiar:

1: [Black Raven](#)

2: [Blood Wolf](#)

3: [Guardian Shadow](#)

4: [Skeleton \(Black\)](#)

5: [Vahkrin \(Drungle Imp\)](#)

6: [Vampire \(gender will be the Necromancer's choosing\).](#)

If a Familiar is killed the caster will permanently lose one of his or her characteristics. It will be up to the player the characteristic that will be forfeit.

An Undead Familiar will have one random ability. This random ability is strictly up to the discretion of the G.M.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: A familiar will be able to communicate verbally with the caster. The caster can also see through the eyes of the familiar at will.

Range: As "Area of Effect"

Resting time: None.

Special: Spell-points used to cast this spell are willingly forfeited forever in trade for the familiar.

Spell Preparation: Necromancer must meditate undisturbed for the "Casting time" of the spell.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / **Spell-rune:** 100 white-gold

Fear (Ability)

Radiate fear upon all who come within a certain distance while in your wrath.

Modification Point cost: 30 Ability points to invoke: 15

Area of Effect: 1space (5') + the next 10 spaces (50') surrounding that space.

Avoidance-roll: avoidance-roll vs. "Fear"

Damage: None.

Duration: See: "Explanation"

Effect time: Instant.

Explanation: This ability causes the Necromancer to radiate fear upon all who come within 10 spaces while in his or her wrath. This ability intensifies with each level attained as follows:

-1 to defense and offense inflicted upon enemies for every 2 levels the Necromancer has advanced.

Foes movement will be slowed by -1 space (5') per 10 levels the Necromancer has advanced.

Hand movement: Two hands.

Healing: None.

Immunities: Fearless creatures are not effected.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 50% to defense / offense and -10 movement (minimum 1 movement per turn).

Notes: None.

Range: Fear will radiate from the Necromancer. See: "Area of Effect"

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / Spell-rune: 300 white-gold

Golithic Sting (Spell)

Casts a finger-sized shard of what appears to be greenish'-darkness from the caster's forefinger.

Modification Point cost: 8

Area of Effect: One target.

Avoidance-roll: None. Golithic Sting is considered as a hurled weapon (-30 to evade).

Casting time: 1 turn (5 seconds)

Damage: 1-D6 +1 per 2 levels of the caster vs. living creatures. See: "Susceptibilities"

Duration: Instant.

Effect time: Instant.

Explanation: When Golithic Sting is cast the caster must point at the intended target. This spell will release a thin, finger-sized shard of what appears to be greenish'-darkness from the caster's forefinger.

Hand movement: One hand. Point at intended target.

Healing: None.

Immunities: Gaseous and Spirit creatures.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: x2 damage vs. Undead and Holy creatures.

Value: Scroll: 8,000 white-gold / Spell-rune: 80 white-gold

Moonshadow (Spell)

Cloaks you from the attention of Undead.

Modification Point cost: 20

Area of Effect: Caster and others. See: "Explanation"

Avoidance-roll: Caster must make a successful avoidance-roll vs. "Faith" in order to be concealed from all undead that come within 6 spaces (30').

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 10 turns (50 seconds) x your current level.

Effect time: Instant.

Explanation: This ability will cloak the Necromancer from the attention of Undead. 1 additional creature can be cloaked in Moonshadow, per 5 levels advanced, if they will stand quietly and unmoving beside the Necromancer.

Hand movement: Two hands.

Healing: None.

Immunities: Undead that are 10, or higher, levels than the caster can pit their awareness vs. the casters coordination (single roll). If an undead succeeds at this, it will detect the caster, and others that might be with him or her.

Maximum adjustment: None.

Notes: None.

Range: Caster. See: "Area of Effect"

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: Other creatures the Necromancer wishes to cloak in Moonshadow must be in connecting spaces by the caster (as close as they can without actually invading another's space).

Spell-points to cast: 10 +2 spell-points per creature in addition to the caster being cloaked in Moonshadow.

Susceptibilities: None.

Value: Scroll: 120,000 white-gold / Spell-rune: 1,200 white-gold

Repel Undead (Spell)

Cause damage to any undead that near you.

Modification Point cost: 30

Area of Effect: 1space (5') + the next 10 spaces (50') surrounding that space. This "Area of Effect" does NOT move with the caster.

Avoidance-roll: None.

Casting time: 6 turns (30 seconds)

Damage: 1-D6 +1 per 5 levels of the advanced.

Duration: 1 hour (720 turns).

Effect time: Instant.

Explanation: Repel Undead will damage any Undead that steps within the "Area of effect" of this spell.

Upon entering the "Area of effect", each Undead must make a successful avoidance-roll vs. "Paralysis", or be driven out of the "Area of effect" for the "Duration" of the spell. If the paralysis check is rolled successfully, an Undead may stay within the "Area of effect", but will be inflicted with damage as long as it stays within the "Area of effect". Once an Undead leaves the "Area of effect" it must, again, successfully avoid vs. "Paralysis" to enter into the "Area of effect".

Hand movement: Two hands.

Healing: None.

Immunities: Undead that are higher level than the caster are entitled to an Avoidance-roll vs. "Paralysis". Undead that are higher level than the caster must make this avoidance-roll every turn or be inflicted with the "Damage" as listed above.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 6 turns (30 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 200,000 white-gold / Spell-rune: 2,000 white-gold

Suffocation (Spell)

Strangle your target without making physical contact.

Modification Point cost: 28

Area of Effect: One target.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

Casting time: 1 turn (5 seconds)

Damage: 2-D4 oxygen-point loss per turn for the "Duration" of the spell.

Duration: 3-D4 turns (15 - 80 seconds).

Effect time: 1 turn (5 seconds)

Explanation: This spell will cause oxygen-points to be reduced for the "Duration" of the spell.

Hand movement: Two hands.

Healing: None.

Immunities: Only creatures that need oxygen to live are effected by the power of this spell.

Maximum adjustment: None.

Notes: During the "Duration" of this spell, the natural oxygen-points recovery rate will not begin.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 14

Susceptibilities: None.

Value: Scroll: 28,000 white-gold / Spell-rune: 280 white-gold

Warrant's Resistance (Ability)

Resist the fear of the Undead.

Modification Point cost: 30

Ability-points to invoke: Passive ability that is always in effect. This ability will exact 15 ability-points if the fear of the undead attempts to overtake the Necromancer. If the Necromancer does not have sufficient ability-points, this ability will not work.

Area of Effect: Caster only.

Avoidance-roll: Avoidance-roll vs. "Faith" to withstand the fear of the undead.

Casting time: Instant.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: The Necromancer will have a natural resistance vs. the fear which the Undead bring upon those who behold them.

Hand movement: None.

Healing: None.

Immunities: None. See: "Maximum adjustment"

Maximum adjustment: Vs. Ancient (Jahtha) Undead: 50%; Vs. Greater (Jahthein) Undead: 70%; Vs. Lesser (or common) Undead: 90%

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Susceptibilities: Not applicable.

Value: Scroll: 300,000 white-gold / Spell-rune: 3,000 white-gold