

Necromancer

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: None

Necromancers are a specialized form of magic-user. They use some of the same spells, as well as some spells in common with clerics, but also have a large number of unique spells which give them great power over the forces of death and undeath.

Necromancers have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. However necromancers are generally only able to create magic items which have a connection to the undead or to the forces of life and death (for example: a staff of withering, or the new items in Appendix III). Necromancers can use scrolls containing spells on their spell list, but not scrolls of other magic-user or illusionist spells.

Necromancers advance using the same experience and spell acquisition tables as standard magic-users.

Necromancer Spell List

1st level

1. Cause light wounds (C)
2. Command dead
3. Command undead
4. Darkness globe (MU)
5. Detect disease
6. Detect undead
7. Dying words
8. Exterminate
9. Haunting
10. Locate remains
11. Pass undead
12. Preserve dead
13. Ray of enfeeblement (MU)
14. Read magic
15. Scare (MU)
16. Shadow touch
17. Skeletal servitor
18. Summon familiar (MU)
19. Unseen servant (MU)

2nd level

1. Choke
2. Corpse visage
3. Death recall
4. Detect magic (MU)
5. Feign death (MU)
6. Ghoul touch
7. Lend strength or fortitude
8. Ray of pain
9. Resist turning
10. Seal tomb
11. Speak with dead (C)
12. Spectral hand

13. Summon swarm
14. Zombie servitor

3rd level

1. Animate dead (MU)
2. Cause disease (C)
3. Drag from death's door
4. Fear (MU)
5. Hold person (MU)
6. Skull sight
7. Skull speech
8. Summon undead I
9. Unhallow
10. Walking dead
11. Zone of sinister stillness

4th level

1. Cause serious wounds (C)
2. Charm undead
3. Curse (MU – reverse of *remove curse*)
4. Detach / graft
5. Inter
6. Mummy touch
7. Raise dead, lesser
8. Summon undead II
9. Swarm transformation

5th level

1. Cause critical wounds (C)
2. Death spell (MU)
3. Gaseous form
4. Guardian spirit
5. Magic jar (MU)
6. Summon shadow (I)
7. Summon undead III
8. Wall of gloom
9. Zone of creeping terror

6th level

1. Bind spirit
2. Contact spirit
3. Curse of undeath
4. Harm (C – reverse of *heal*)
5. Knowledge of life
6. Lich touch
7. Organ transference, lesser
8. Sacrificial resurrection
9. Spiritwrath (MU)
10. Summon undead IV

7th level

1. Death geas
2. Destruction (C – reverse of *resurrection*)
3. Drain energy (C – reverse of *restoration*)
4. Necrosis (C – reverse of *regenerate*)
5. Summon demon (MU)
6. Summon undead V
7. Undead regeneration
8. Zone of weakness

8th level

1. Clone (MU)
2. Organ transference, greater
3. Power word blind (MU)

4. Skeletal army
5. Summon undead VI
6. Symbol (MU)
7. Trap the soul (MU)

9th level

1. Power word kill (MU)
2. Raise dead (C)
3. Reinstate spirit
4. Steal life force
5. Summon undead VII
6. Zone of death

Spectromancer Spells

Bind Spirit

Level: 6
Duration: Special
Range: Touch

This spell allows the caster to summon a spirit from beyond the grave and to bind it into an object, imbuing the object with one of the following powers: *darkness globe*, *exterminate*, *haunting*, *preserve dead*, *unseen servant*, *feign death*, *resist turning*, *seal tomb*. The object's power is permanent in duration (unless the imbued spirit is released or dispelled, see below), and moves with the object.

There is a 2% chance per month that the bound spirit will escape, and the caster may choose to release the spirit at any time, as long as the object is within 60'. The released spirit manifests as a wraith, and is free-willed, not under the caster's control. Once the spirit has been released it cannot be returned to the object, ending the spell. The object may also optionally be given a command word which will release the trapped spirit.

The imbued object radiates magic and is treated as undead. In addition to the normal means of dispelling, the bound spirit can be released by a successful turning attempt (as a 6th level creature).

The summoning and binding of the spirit takes the form of a two hour ritual, and requires the consumption of 500gp worth of rare spell components.

Charm Undead

Level: 4
Duration: Special
Range: 120'

This spell functions in the same way as the magic-user spell *charm monster* but only affects undead.

Choke

Level: 2
Duration: 1 round per level
Range: 90'

This spell causes a pair of spectral hands to clasp the throat of a single target and to begin choking them. Each round of the spell the victim suffers 1d4 damage and makes attack rolls at -2. The victim is allowed a saving throw when the

spell is cast, with success reducing the choking damage by half (rounded up).

Due to the ghostly nature of the choking hands, it is not possible for the victim to wrench them away. However the choke is negated if the caster is killed or knocked unconscious.

Command Dead

Level: 1
Duration: 1 turn
Range: 60'

This spell allows the caster to control up to 2d8 HD of recently deceased creatures, reanimating them as undead for a short time. The reanimated dead are mindless and are fully under the caster's control. They fight as 1HD monsters, having 1d8 hit points, and can be turned as zombies. When the duration expires the deceased fall immediately back into the grip of death.

Command Undead (reversible)

Level: 1
Duration: See below
Range: 60'

This spell allows the caster to attempt to control undead creatures, binding them to his will. A roll on the Turning Undead Table is made, as a cleric of the caster's level. A success indicates that the affected creature(s) will obey the caster's commands for 1d4 rounds. An automatic turning result (T) means they will obey the caster's commands for 1d4 hours, and a result of D means that they can be commanded for 1d4 days. In any case, the spell's effect is broken if the controlled creatures are successfully turned or commanded by another.

Turn undead, the reverse of *command undead*, allows the caster to attempt to turn undead creatures in the same way as a cleric. (The reversed version may not be available in some campaigns, at the Labyrinth Lord's discretion.)

Contact Spirit

Level: 6
Duration: See below
Range: Unlimited

This spell works similarly to *speak with dead*, but allows the caster to communicate with the spirit of any deceased being whose name is known. The duration, number of questions and maximum age of the spirit depend on the caster's level, exactly the same as with *speak with dead*.

The spirit communicates as a faint voice from beyond the grave. Powerful spirits may be allowed a saving throw versus spells to resist being contacted.

Corpse Visage

Level: 2
Duration: 1 day per level
Range: Touch

This spell allows the caster to take on the facial appearance

of the corpse of someone recently dead (within one week). The caster's face reflects the exact state of the corpse, and will decay as it decays. Nonetheless the spell is often enough to achieve the desired deception.

Curse of Undeath

Level: 6

Duration: Permanent

Range: 30'

The necromancer places a curse on a single target in range, declaring that their fate upon death is to rise again as undead. The target may make a saving throw versus spells to resist. If the save fails, the doom is unavoidable, except if dispelled by *remove curse* or *limited wish*. The exact form of undead which the victim becomes is determined by the Labyrinth Lord.

Death Geas

Level: 7

Duration: See below

Range: 30'

Similar to the cleric spell *quest*, this spell compels the target to undertake a quest determined by the caster. The *death geas* functions identically to the clerical spell, with the addition that if the victim dies while performing the quest he will rise as undead and not rest until the quest is fulfilled. The type of undead the victim rises as is up to the Labyrinth Lord.

Death Recall

Level: 2

Duration: 1 turn

Range: Touch

Upon casting this spell and touching the body of a creature which has died within the last 24 hours, the caster enters a trance state. While in the trace the caster experiences a vision of the last 10 minutes of the creature's life, ending with its death, at which point the caster wakes from the trance. The vision is from the point of view of the target creature, and overwhelms the caster's own senses for the duration.

Detach / Graft

Level: 4

Duration: See below

Range: Touch

Casting this spell and touching a body part causes it to detach from its owner, who can then control the part as an independent entity. Thus hands may crawl around, legs may hop, and even heads can be detached and rolled. If the target is unwilling, a save versus spells is allowed to resist the detachment.

The detached body part can be controlled for up to 1 turn per level of the caster, after which it must be retrieved and reattached to the body (which happens automatically). If the body part is not reattached during the spell's duration it dies.

Using the reverse version, *graft*, body parts lost in any way

may be replaced either by reattaching the missing part or by grafting on replacement parts cut from another living or recently dead creature. The graft is permanent, but the recipient (which may be the caster himself) must make a transformative shock roll. If the roll fails the graft does not take, and will wither and fall off in 1d6 weeks.

Detect Disease

Level: 1

Duration: Instant

Range: 30'

This spell enables the caster to detect whether a single object or creature carries a disease. Both normal and magical diseases can be detected, and the caster has a 5% chance per level of detecting the exact type of disease carried.

Detect Undead

Level: 1

Duration: 3 turns

Range: 60'

This spell enables the caster to detect the presence of any kind of undead creatures within range. The spell does not indicate the precise location or type of any undead detected, only their direction. It is blocked by 1 foot of stone, 3 feet of earth or a thin layer of metal.

Drag from Death's Door

Level: 3

Duration: Instant

Range: Touch

This spell provides a last ditch attempt to prevent the death of a single target whom the caster must touch as he casts the spell. The target must have been reduced to 0 or less hit points within the last turn.

The spell carries the risk of the subject being reanimated as a zombie under the caster's control, as per *animate dead*. The chance of this occurring is based on the subject's current hit points, equal to 5% for each hit point below 1.

Otherwise, the subject is dragged from the brink of death and returns to 1hp, in the same way as if a *raise dead* spell had been cast. The other usual effects of *raise dead* apply, including the two week period of weakness, the permanent loss of one point of CON, and a resurrection survival roll.

Dying Words

Level: 1

Duration: See below

Range: 60'

This spell causes a corpse to speak, uttering a short phrase as determined by the caster. While the spell is often used to put words into the mouths of the recently deceased, the corpse to be affected may be of any age – even a skull may be made to speak.

Exterminate

Level: 1
Duration: Instant
Range: 15'

This spell instantly kills vermin creatures, including small rodents, insects and spiders. If used against extremely small creatures (1 hit point or less), all creatures in an area up to 1 cubic foot per level of the caster are killed. Larger creatures (up to 6 hit points), including giant versions of normal vermin, can also be targeted, but are allowed a saving throw versus death. The caster is able to kill one such creature per level.

Summoned familiars and creatures of greater than animal intelligence are not affected.

Gaseous Form

Level: 5
Duration: Special
Range: 0

This spell causes the caster and everything he is carrying to transform into a cloud of mist. While in gaseous form the caster can only be harmed by magic, and can neither attack nor cast spells. The caster can move at 20' per round, and can pass through small cracks and holes.

The spell lasts as long as the caster desires.

Ghoul Touch

Level: 2
Duration: 1 round per level
Range: Touch

This spell causes any humanoid creatures touched by the caster to be paralysed for 2d4 turns. The target is allowed a saving throw versus paralysis to resist the effect. Elves and humanoids larger than ogres are not affected by this spell.

Guardian Spirit

Level: 5
Duration: 1 day per level
Range: 0

The caster summons a lost soul from the underworld and tasks it to guard the location where this spell is cast. Once summoned, the spirit lies dormant and invisible in the locale to be protected, but will manifest in one of a number of ways when any living being enters the area. Firstly, the caster may choose for the spirit to manifest as a wraith and to attempt to fight off intruders. Secondly, the caster may wish the spirit to manifest at his current location, warning of the intrusion. Lastly, the caster may choose for the spirit to manifest as a chilling fog, having the same effects as the *fog cloud* spell, but additionally causing 1hp of cold damage per round.

All forms of manifestation of the guardian spirit will only happen once, after which the spirit is freed.

The summoning and binding of the guardian spirit takes the form of a two hour ritual, and requires the consumption of 250gp worth of rare spell components.

Haunting

Level: 1
Duration: 1 turn per level
Range: 60'

This spell places an enchantment on the area where cast, causing it to exhibit signs of being haunted. At the caster's choice, objects may rattle or fall of their own accord, phantasmal noises may be heard, or a ghostly form may manifest.

A *haunting* may be dispelled by the cleric spell *bless*, and is susceptible to turning, as a 1 HD monster.

Inter (reversible)

Level: 4
Duration: Permanent
Range: 60'

Inter causes one target within range to be pulled into the earth over the course of 2d4 rounds. A save versus death magic is allowed to resist the spell, and the interment may be prevented if the victim is aided by four or more creatures of average STR. Otherwise the victim is dragged 10' down with no way out.

The reversed spell, *exhume*, causes buried bodies within range to rise to the surface of the earth. The caster may optionally choose which bodies are exhumed, perhaps by reading names from gravestones.

Knowledge of Life

Level: 6
Duration: Instant
Range: 60'

The caster gains an instant insight into the history and personality of an undead creature during its former mortal life. The objective answer to one specific question may also be gained, though secrets known only to the target cannot be divined. Very powerful undead such as liches are allowed to make a saving throw to resist.

Lend Strength or Fortitude (reversible)

Level: 2
Duration: 1 turn per level
Range: Touch

This spell allows the caster to transfer his physical strength or constitution to the target. The caster temporarily loses up to 1 point of STR or CON per 3 levels, and the target gains the same number of points in the selected attribute.

The reversed version of the spell, *leech strength or fortitude*, allows the caster to attempt to steal the physical strength or constitution of other beings. The target is allowed a saving throw versus paralysis, which, if failed, results in the loss of 1 point of STR or CON per 3 levels of the caster. The caster temporarily gains the leech attribute points.

This spell has no effect on undead creatures.

Lich Touch

Level: 6

Duration: 1 round per level

Range: Touch

The caster's touch has the power to inflict 1d10 points of cold damage and permanent paralysis. A saving throw versus paralysis is permitted to avoid the latter effect, which can otherwise only be cured by magic.

Locate Remains

Level: 1

Duration: 1 turn, +1 turn per 2 levels

Range: 60'

This spell allows the caster to detect the location of the remains of any dead creatures in range. This includes corporeal undead such as skeletons, zombies and ghouls, although the caster is not aware of their undead status.

Alternatively, if the caster possesses a personal item or small body part (such as a bone or lock of hair) of a specific individual, then that individual's remains can be sought with this spell. In this case the remains of other creatures are not detected.

Mummy Touch

Level: 4

Duration: 1 round per level

Range: Touch

This spell causes any creature touched by the caster to be afflicted with the hideous curse of rotting which is transmitted by the touch of a mummy. The victim cannot receive the benefit of magical healing, and heals naturally at 1/10th of the normal rate. The curse can be cured with the spell *remove curse*.

Organ Transference, Greater

Level: 8

Duration: Permanent

Range: Touch

This spell functions in the same way as the 6th level *lesser organ transference*, and additionally enables the transplantation of the brain from one being to another, essentially causing a permanent body swap.

It is rumoured that some necromancers have discovered a technique allowing them to use this spell to transfer their own brain into the body of a victim.

Organ Transference, Lesser

Level: 6

Duration: Permanent

Range: Touch

This spell enables the transplantation of various bodily organs from one being to another. The affected creatures must both be of the same species and must both be alive.

The organs to be transferred must be physically cut from the bodies of the subjects and transplanted, this spell only causes

the fusing of the new organs into place and the healing of any wounding inflicted by the process.

Commonly transferred organs include the eyes and the heart, but any organ except the brain may be transferred. Transplanting a healthy heart can restore CON lost due to ageing, disease or magic.

The caster has the option of actually exchanging the organs of both creatures, or of simply removing an organ from one and transferring it to the other.

Pass Undead

Level: 1

Duration: 1 turn per level

Range: Touch

This spell renders the creature touched completely undetectable to undead. The spell's recipient can take any non-hostile actions in the presence of undead and will be ignored. Upon attacking his presence is revealed, but even then only to the individual undead creature or creatures which were attacked.

Undead with greater than 5 Hit Dice are allowed a saving throw to detect anyone protected by this spell, and undead with 9 or more Hit Dice are never deceived by the spell.

Preserve Dead

Level: 1

Duration: 1 day per level

Range: 30'

This spell prevents the onset of decay in one or more dead bodies in range. One corpse per two levels of the caster can be affected. For the spell's duration the condition of the bodies is perfectly preserved. Also, for the duration of the spell, creatures who are destined to rise as undead (such as those slain by a ghoul) will not do so.

Use of this spell extends the amount of time at which *raise dead* is effective. It can also be used in conjunction with *animate dead* in the creation of zombies – corpses which are first preserved and then animated gain one additional hit point per Hit Die.

Raise Dead, Lesser

Level: 4

Duration: See below

Range: 120'

This spell works similarly to the cleric spell *raise dead*, enabling the necromancer to bring the dead back to life. The only difference being that this spell does not have the power to permanently resurrect. The raised creature suffers the two week period of weakness, as described in *raise dead*, and then may act as normal for one day per level of the caster. Once the grace period has passed, the creature must roll each day on the following table, with a cumulative +3% modifier per day.

d%	Result
01 – 24	Lose 1d4 hit points.
25 – 34	Lose one point of CON.

35 – 44	Lose one point of DEX.
45 – 54	Lose one point of STR.
55 – 59	Fingers, teeth or hair start rotting away or falling out. CHA reduced by one.
60 – 64	A limb dies and drops off.
65 – 69	Lose one experience level.
70 – 73	Overcome with murderous lust.
74 – 78	Overwhelmed with sorrow.
79 – 83	Can no longer bear to eat – starvation begins.
84 – 87	Can only gain sustenance through cannibalism – otherwise starvation begins.
88 – 91	Become semi-corporeal – AC improves by 2 points, but unable to manipulate fine objects.
92 – 94	Become fully incorporeal – can only be harmed by magical weapons, but cannot affect the physical world in any way.
95 – 99	Become undead (the Labyrinth Lord decides which type).
00+	Death.

Ray of Pain

Level: 2

Duration: Instant

Range: 15' per level

This spell creates a ray of shadowy energy which leaps from the caster's hand towards the chosen target, who must make a saving throw versus spells. If the save is successful the victim takes 1d4 hit points of damage. If the save fails the victim suffers 1d6 points of damage plus one point per level of the caster, and is affected by a wracking pain lasting until the end of the next round. The pain causes a -1 penalty to attack rolls, saving throws, Armor Class and ability checks.

Undead are not affected by this spell.

Read Magic (Necromancer)

Level: 1

Duration: 1 turn

Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows a necromancer to understand spells on the necromancer spell list. Other spells can be recognised using *read magic*, but cannot be understood by a necromancer.

Reinstate Spirit

Level: 9

Duration: Permanent

Range: Unlimited

This spell allows the caster to summon the spirit of a deceased being whose name is known and to cause it to be reinstated into a corpse which is in the caster's presence. The maximum age of spirit which can be reinstated is the same as with *speak with dead*.

The reinstated spirit retains its personality and all knowledge of its life (and beyond). Once reinstated it becomes an undead creature equivalent to a wight.

The newly undead creature is not in any way favourably disposed towards the caster, and may resent being forcibly brought into a state of undeath. Powerful spirits may be allowed a saving throw versus spells to resist being reinstated.

Resist Turning

Level: 2

Duration: 2 rounds per level

Range: 15' radius

This spell protects undead creatures in the area of effect from being *turned* by a cleric or by the reversed form of *command undead*. The spell is effective against a single turning attempt made within the duration. When a turning attempt is made, the Labyrinth Lord should roll 1d20, adjusted by the difference between the caster's level and the level of the turning character. If the result of the roll is 10 or greater the turning attempt is nullified.

The spell's effects can be centred on the caster, another creature, or on a chosen object or location.

Sacrificial Resurrection

Level: 6

Duration: Permanent

Range: Touch

By making a bargain with the forces of death, the necromancer can exchange one soul for another, bringing a dead creature back to life in return for a sacrifice of equal magnitude. The spell functions in basically the same manner as *raise dead*, but requires the sacrifice of one or more intelligent beings, whose total Hit Dice must equal that of the creature being revived.

Seal Tomb (reversible)

Level: 2

Duration: See below

Range: 60'

This spell places a magical seal upon a single crypt door within range, causing it to close and become magically locked in the same manner as the magic-user spell *hold portal*. The caster himself can pass through the door unhindered, and can optionally grant access to undead. The spell may also be used to seal closed a single sarcophagus or coffin lid. The seal lasts for one year.

The reversed version, *open tomb*, causes a crypt door or coffer lid to open, bypassing any warding magic placed upon it. Spells such as *seal tomb* and *arcane lock* are simply dispelled, while other warding spells are bypassed for 1 turn. Spells of 5th level or above are unaffected.

Skeletal Army

Level: 8

Duration: See below

Range: 120'

Cast in a graveyard, or at the site of a battle, this spell causes up to 1d6 HD of skeletons per level of the caster to reanimate and rise up from the earth ready to do the caster's bidding.

The caster must maintain concentration to control the summoned skeletons. If he is distracted the skeletons will fall apart in 1d6 rounds.

Skeletal Servitor

Level: 1

Duration: 6 turns, +1 turn per level

Range: Touch

This spell causes a single humanoid skeleton to reanimate under the caster's control for the duration. Apart from the short duration and the limitation of a single skeleton, it functions in the same way as *animate dead*.

Skull Sight

Level: 3

Duration: 1 turn

Range: Unlimited

This spell allows the caster to see through the eye sockets of a skull which he has specially prepared by anointing it with a mixture made from rare herbs costing 500gp and the eye ball of an undead creature.

Skull Speech

Level: 3

Duration: 1 turn

Range: Unlimited

This spell allows the caster to speak through a skull which he has specially prepared by anointing it with a mixture made from rare herbs costing 500gp and the tongue of an undead creature. It is not possible to cast spells through the enchanted skull.

Shadow Touch

Level: 1

Duration: 3 rounds, +1 round per level

Range: Touch

The caster's hands are enveloped with a blue glow which can be used to damage the life energy of any living creature touched – causing 1d4 hit points damage and the loss of one point of STR. The touched creature is allowed a saving throw versus spells to avoid the effects of the chill touch. Creatures who do not have a rated STR score instead suffer a -1 penalty to attacks each time they are touched. Lost points of strength are recovered at a rate of one per hour.

Spectral Hand

Level: 2

Duration: 2 rounds per level

Range: 100', +10' per level

A ghostly glowing hand appears within the spell's range which the caster can direct as willed. While the hand exists it can be used to deliver any touch spell of 4th level or lower which the necromancer casts, granting a +2 attack bonus.

Controlling the hand requires the caster's full concentration. If he performs any other actions during the spell's duration, the hand returns and hovers close by.

The hand is formed of the caster's life force, thus is vulnerable to attack. It can only be harmed by magical weapons or spells, and has an Armor Class of -2. If the hand is damaged it disappears and the caster suffers 1d4 hit points of damage.

Steal Life Force

Level: 9

Duration: Permanent

Range: Touch

This spell ages the target and rejuvenates the caster. It is used by some evil necromancers to indefinitely extend their lifespan by stealing the lives of victims. If the target fails a saving throw versus death, he is aged 1d10 years, and the caster is rejuvenated the same number of years.

If the target is aged beyond his natural lifespan, he dies. The caster cannot rejuvenate himself to younger than 20 years old.

Each time this spell is used there is a 1 in 10 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the caster's original CON ability score, the caster enters an undead state.

Summon Demon (Necromancer)

Level: 7

Duration: See description of magic-user spell

Range: 10'

This spell is identical to the magic-user spell of the same name, but can only be used by necromancers to summon servitors of the demon lord Orcus, prince of the undead.

Summon Familiar (Necromancer)

Level: 1

Duration: See description of magic-user spell

Range: 10' per level

This spell works in basically the same way as the magic-user spell, with several differences. The same types of creatures may respond to the spell, but in the case of a necromancer they are often reanimated corpses – an undead cat or raven, for example. Necromancers casting this spell may also summon creatures such as an unusually large spider or centipede.

The probability of a special familiar remains at 5%, but only an imp or quasit will respond to this spell.

Summon Swarm

Level: 2

Duration: Special

Range: 100'

This spell conjures a seething mass of vermin creatures such as bats, rats, spiders, flying insects, centipedes and so on. The swarm consists of a single type of creature, which the caster can choose. Any creatures engulfed by the swarm suffer 1d4 points of damage per round. Victims can choose to forgo all other actions, including movement, to reduce the swarm's damage to 1.

The swarm can only be damaged by fire or other area effects, and it disperses after taking 2 points of damage per level of the caster. The swarm fills a 10' cube area, which can be moved with the caster's direction at up to 20' per round. It lasts as long as the caster maintains concentration, dispersing two rounds after his concentration lapses.

Summon Undead I

Level: 3

Duration: 2 rounds, +1 round per level

Range: 30'

This spell works in the same way as the magic-user *summon monster I*, but can only summon undead creatures of 1HD (skeletons). 2d4 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead II

Level: 4

Duration: 3 rounds, +1 round per level

Range: 40'

This spell works in the same way as the magic-user *summon monster II*, but can only summon undead creatures of 2HD (ghouls or zombies). 1d6 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead III

Level: 5

Duration: 4 rounds, +1 round per level

Range: 50'

This spell works in the same way as the magic-user *summon monster III*, but can only summon undead creatures of 3HD (wights). 1d4 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead IV

Level: 6

Duration: 5 rounds, +1 round per level

Range: 60'

This spell works in the same way as the magic-user *summon monster IV*, but can only summon undead creatures of 4HD (ghasts or wraiths). 1d3 summoned creatures arrive at the specified location in 1d3 rounds.

Summon Undead V

Level: 7

Duration: 6 rounds, +1 round per level

Range: 70'

This spell works in the same way as the magic-user *summon monster V*, but can only summon undead creatures of 5HD (mummies). 1d2 summoned creatures arrive at the specified location in 1d2 rounds.

Summon Undead VI

Level: 8

Duration: 7 rounds, +1 round per level

Range: 80'

This spell works in the same way as the magic-user *summon monster VI*, but can only summon undead creatures of 6HD (spectres). 1d2 summoned creatures arrive at the specified location in 1d3 rounds.

Summon Undead VII

Level: 9

Duration: 8 rounds, +1 round per level

Range: 90'

This spell works in the same way as the magic-user *summon monster VII*, but can only summon undead creatures of 7HD or 8HD (vampires). 1d2 7HD monsters arrive in 1 round, or one 8HD monster arrives in 2 rounds.

Swarm Transformation

Level: 4

Duration: Special

Range: 0

Upon casting this spell the caster instantaneously transforms into a swarm of rats, spiders or insects. While in swarm form the caster can move at 20' per round and can choose to attack by engulfing victims, who suffer 1d4 damage per round (as per *summon swarm*). The caster is immune to normal damage, but can be harmed by fire, spells or area attacks.

The caster remains in swarm form as long as he wishes, or until death. Any damage inflicted on the swarm is reflected on the caster's body when he returns to normal.

Symbol (Necromancer)

Level: 8

Duration: See below

Range: Touch

This spell functions as the magic-user spell of the same name. Necromancers may only inscribe symbols of death, fear, insanity or pain.

Undead Regeneration

Level: 7

Duration: 1 round per level

Range: 60'

2d8 HD of undead creatures in range are enchanted so as to be indestructible for the duration. The affected creatures may be damaged as normal, and appear to perish upon reaching 0 or lower hit points, however the following round they will rise again, regaining 2d8 hit points.

Undead which are destroyed by a cleric's turning ability (the D result), or by very powerful magic such as the *disintegrate* spell are unable to regenerate. Otherwise, the creatures' bodies will reform, enabling them to continue fighting.

Unhallow (reversible)

Level: 3
Duration: Permanent
Range: 60'

This spell disrupts any wards in the affected area which protect against the entry or creation of undead.

The reversed version, *hallow*, is rarely used, but effects a ward which prevents the dead remains of any creatures from rising as undead while within the protected area. It has no effect on existing undead.

Walking Dead

Level: 3
Duration: Special
Range: Touch

When cast upon a character killed in combat within the last turn, this spell causes them to rise again and continue fighting. The risen combatant is not considered undead, and is not controlled by the caster, maintaining their own goals and personality. They will attack to the best of their ability, being immune to fear and possessing an eerie strength, granting +1 to melee attacks and damage.

The spell lasts either until fighting stops or the affected character reaches -20 hit points. At this point the character drops to the ground, truly dead. Characters reanimated by this spell suffer a -10% adjustment to their chance of surviving resurrection.

Wall of Gloom

Level: 5
Duration: See below
Range: 60'

The necromancer summons forth a sinister barrier of pure darkness 5' thick, 20' high, and up to 20' long per caster level. Anyone touching the wall must save versus spells or be affected by *fear*. Creatures unaffected by the fear effect may attempt to pass through the wall, however doing so incurs a second saving throw. If this save fails the creature is paralysed as per *hold person*, and remains stuck in the darkness of the wall until its duration ends.

The caster, all undead creatures and creatures with a connection to darkness or shadow are unhindered by the wall.

The spell lasts as long as the caster concentrates and performs no other actions. Once the caster's concentration ends, the wall persists for 6 turns.

Zombie Servitor

Level: 2
Duration: 6 turns, +1 turn per level
Range: Touch

This spell causes a single humanoid corpse to reanimate as a zombie under the caster's control for the duration. Apart from the short duration and the limitation of a single zombie, it functions in the same way as *animate dead*.

Zone of Creeping Terror

Level: 5
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to take on an atmosphere of dread. Anyone spending longer than one minute inside the zone must make a save versus spells or be overcome with terror and the desire to leave the area as soon as possible.

Zone of Death

Level: 9
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to become inimical to life. Any living creature within the zone suffers 1d4 points of damage per round. A *zone of death* is often littered with corpses of its victims.

Zone of Sinister Stillness

Level: 3
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to take on an unsettling air of silence. Sound is not magically suppressed in the zone, but characters within its area will have the feeling that any sound they make is disturbing something which is better left in peace. Inside the zone fear effects are more difficult to resist (-2 to saves) and morale boosting effects are useless.

Zone of Weakness

Level: 7
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing all living creatures inside to be affected by a crippling weakness. A saving throw versus spells is allowed to resist the effect, but failure means the character's STR is reduced by 5 points while in the zone. Creatures without a rated STR score suffer -2 to attacks and damage.

A creature whose STR is reduced to less than 3 becomes crippled and unable to move while in the zone.

Afterword

To be used in conjunction with the Labyrinth Lord Advanced Edition Companion.

The spells in this document were created by Gavin of The City of Iron blog (www.the-city-of-iron.blogspot.com).

The new content is largely un-playtested, so I'd be delighted to get feedback from anyone who ends up using this necromancer class, or any of the new spells, in their own games.

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