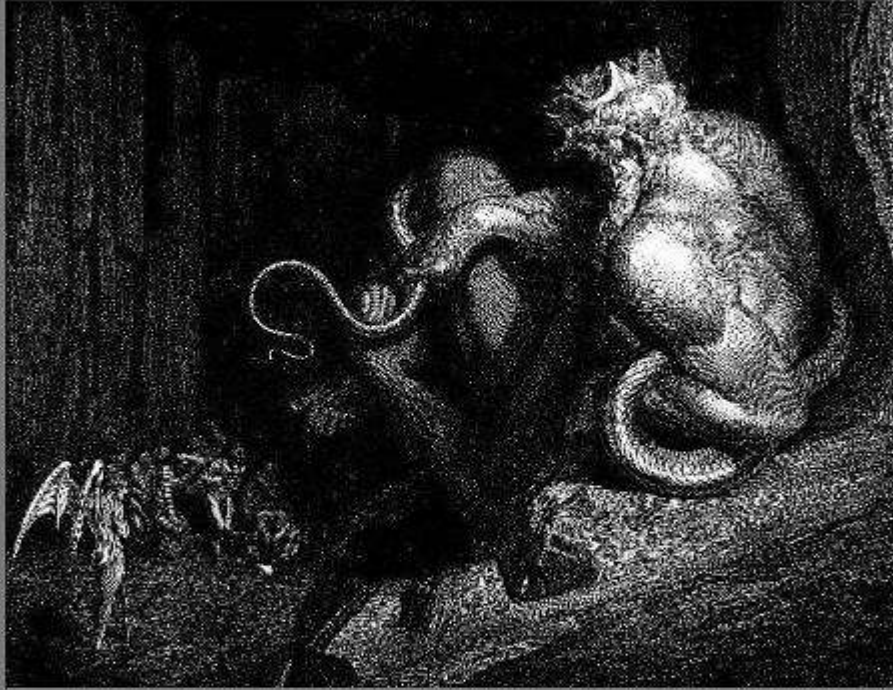


**BECMI-BX**

**A New Subclass**



**The Necromonger**

## THE NECROMONGER

Designed by Thorkhammer  
For BECMI and BX rules systems.  
Character sub-class/derivative.

### Description:

The Necromonger is a character that is fascinated with the negative plane of existence--afterlife--and obtaining its benefits in the physical/material world. He (or she) finds comfort and peace when within old tombs and catacombs, graveyards, deep dungeons, and consorting with the shadows and spectres of such places. He (or she) thrives on negative energy, darkness, and the cold underground, devoting himself to becoming *one* with the underworld.

He(or she) denies himself of all the physical world he can, and still survive, and as a result his material body resembles that of a zombie or ghoul when encountered, and is often mistaken for such creatures--until he is forced to speak out, saving himself from erroneously being seen as such. And because of years spent deep beneath the surface, deprived of the benefits of the world above him (or her), his body is frail and weak when compared to the hearty adventurers he sometimes travels with.

Decades of solitude and devoted investigation into the nether-plane have benefited him (or her) with the gaining of certain abilities and skills. Learning how to tap into this plane and manipulate its negative energies the Necromonger is able to bend and fashion the power into spell like functions. These spell-functions operate much like those of the cleric and magic-user, and require the Necromonger to attain higher levels of being in order to operate spells of higher power. (These are described in the Spell section that follows.)

The Necromonger is almost exclusively **Chaotic**, though he (or she) *can* be **Neutral**. This is due entirely to his insatiable, selfish, drive to master the dark energies of the nether-plane. Being of feeble physicality, he is slow to gain hp like other classes; thus he (or she) uses a d4-1 to determine hp per level. This also explains his inability to wear any protective armor at all. Though a Bone Shield is often employed, mostly as a totem, it bestows only AC8 for game purposes; this must be constructed by the Necromonger, and is never available in towns or other surface communities--and never magically enhanced! He (or she) is restricted to using a dagger in combat situations; using anything else suffers a penalty of -6 to hit and damage, and is always last to strike!

**Prerequisites:** INT 9, DEX 9

LVL	TITLE	EXP./LVL	HD	1ST	2ND	3RD	4TH	5TH
1	Pledge	0	d4	2	--	--	--	--
2	Seeker	1,750	2d4-1	3	--	--	--	--
3	Bone Conjurer	3,500	3d4-2	3	1	--	--	--
4	Flesh Conjurer	7,000	4d4-3	3	2	--	--	--
5	Summoner	15,750	5d4-4	3	2	1	--	--
6	Reviver	31,000	6d4-5	4	3	1	--	--
7	Reanimator	63,000	7d4-6	4	3	2	1	--
8	Death Master	126,000	8d4-7	5	4	2	1	--
9	Death Lord	250,000	9d4-8	5	4	3	2	1
10	Death Lord-2	500,000	9d4-8	6	5	4	3	2
11	Death Lord-3	750,000	9d4-8	6	6	5	4	3
12	Death Lord-4	1,000,000	9d4-8	6	6	6	5	4
13	Death Lord-5	1,500,000	9d4-8	7	6	6	5	5

1ST LVL SPELLS	2ND LVL SPELLS	3RD LVL SPELLS	4TH LVL SPELLS	5TH LVL SPELLS
Bone Skin	Animate skeletons/zombies	Animate Monster I	Animate Monster II	Flesh to Bone
Detect Undead	Curse I	Bone Armor	Curse III	Soul Steal
Finger of Pain	False Aura	Curse II	Resist Energy Drain	Summon Droleam
Howl	Hold Undead	Protection from Undead II	Revive Dead	Wraith Form
Protection from Undead I	Remove Poison	Resist Paralysis II		
Resist Paralysis	Speak With Undead	Summon Bone Golem		

## Class Abilities:

The Necromonger, like elves, is immune to ghoul paralysis attack. Also, against energy-drain attacks, a successful roll of a Save Vs. Death Ray avoids level loss. He (or she) is also incapable of contracting disease of any kind--including Lycanthropy--and has a bonus of +1 per each 3 levels to Save against poison damage.

Upon reaching 3rd level (Bone Conjurer) the Necromonger gains the spell-skill of animating lesser Undead; and this skill is enhanced. This results in all 1 HD skeletons animated having exactly 1 full HD of hp (8). Their AC is one better (AC6) and with every additional 2 levels gained this increases by one (i.e., AC5 at level 5, AC4 at level 7, etc.) Skeletons animated by the Necromonger are also resistant to *turning* by clerics, and thus clerics attempting to Turn them function at a level lower than their current one.

Upon reaching 4th level (Flesh Conjurer) the Necromonger's ability to animate zombies increases also. This results in all 2 HD zombies animated having no less than 9 hp each(d8+8). Their AC improves in the same way skeletons are described above (AC7 at level 5, AC6 at level 9, etc.)and are resistant to *turning* likewise. In addition, zombies animated by the Necromonger are not as slow as those animated by other classes, and do not suffer as such in combat; they get to make an Initiative roll!

At 5th level (Summoner) the Necromonger may begin to attract *followers*. These are exclusively of the ghoul class of monsters, and the Necromonger is required to spend 1-4 weeks in and around graveyards attempting to establish a rapport with the creatures. While ghouls will not attack the summoner-Necromonger during this phase, their willingness to "follow" him is determined by his (or her) Charisma ability score. In this case, it is to his advantage to have as low a score as possible, for a reverse-effect is in play regarding this function. This results in the following table applying to all undead creatures in regarding the Necromonger.

Charisma Score	Reaction Adjustment	Retainers Max. #	Morale
3	+2	7	10
4-5	+1	6	9
6-8	+1	5	8
9-12	No adj.	4	7
13-15	-1	3	6
16-17	-1	2	5
18	-2	1	4

Obviously, having a low charisma score is an advantage to the Necromonger when attempting to attract such followers. Should a "follower" be killed/die during the course of an adventure, the Necromonger must return to a graveyard or burial site (tomb, mounds, etc.) and spend 1-4 weeks recruiting replacements; the original maximum number, however, can never be exceeded.

At 7th level (Reanimator) the Necromonger may attract *Ghast* type creatures as his band of followers in the same manner as he did with ghouls. However, these actually replace the ghouls, releasing the lesser types from service. Ghouls released in this manner will never attack the Necromonger again.

At 9th level (Death Lord) the Necromonger becomes immune to all poison attacks, including poison gas from dragon breath. In addition, all aging effects from attacks of such type (Haunts, etc.) are half if a Save vs. Death Ray fails. If it succeeds, there is no affect to the Necromonger at all.

At 11th level (Death Lord-3) the Necromonger ignores Fear attacks by creatures capable of such (Phantoms, etc.)

At 14th level (Death Lord-6) the majority of Necromongers forsake adventuring and begin a slow and tedious transformation until becoming a Demi-Lich. This occurs at the equivalent of 18th level, at which time the character is, essentially, a NPC monster under the control of the Dungeon Master. Those that do not follow this path and continue adventuring (levels 14 and beyond) gain the following spell abilities (in addition to their usual Necromonger spells).

Necromonger			Cleric Spells Gained:			Magic-user Spells Gained:		
Level	Title	Experience Needed	1st	2nd	3rd	1st	2nd	3rd
14	Death Lord-6	2,000,000	1	--	--	1	--	--
15	Death Lord-7	3,000,000	2	--	--	2	--	--
16	Death Lord-8	4,000,000	3	1	--	2	1	--
17	Death Lord-9	5,000,000	3	2	--	3	2	1
18	Death Lord-10	6,000,000	3	2	1	3	3	2

## Spell Descriptions by Level

1ST LVL SPELLS	2ND LVL SPELLS	3RD LVL SPELLS	4TH LVL SPELLS	5TH LVL SPELLS
Bone Skin	Animate skeletons/zombies	Animate Monster I	Animate Monster II	Flesh to Bone
Detect Undead	Curse I	Bone Armor	Curse III	Soul Steal
Finger of Pain	False Aura	Curse II	Resist Energy Drain	Summon Drolem
Howl	Hold Undead	Protection from Undead II	Revive Dead	Wraith Form
Protection from Undead I	Remove Poison	Resist Paralysis II		
Resist Paralysis	Speak With Undead	Summon Bone Golem		

### FIRST LEVEL SPELLS

Bone Skin  
Detect Undead  
Finger of Pain  
Howl  
Protection from Undead 1  
Resist Paralysis

**Bone Skin** Range: Touch Duration: 1 Turn per Caster Level Effect: Caster

This spell bestows a bone-like surface to the skin of the Necromonger for an effective AC6. For every 2 levels gained the protection becomes one AC better (AC5 at L3, AC4 at L5, AC3 at L7, etc.) The additional use of the bone shield increases the AC by 1. Note that this is a magical enhancement, thus only magical weapons, or *magical* creatures 1 HD greater, can successfully strike the Necromonger when this spell is active.

**Detect Undead** Range: 90' Duration: 1 Turn per Caster Level Effect: All Undead within 90'

A 90' radius forms around the Necromonger and informs him if any Undead creature is within this zone. It does not reveal the numbers or types involved, but does ignore walls in between him and them.

**Finger of Pain** Range: Touch Duration 1 Turn Effect: 1 victim/monster

By touching an attacker this spell releases negative energy damage upon the victim. There is no save against this, but the Necromonger must roll an actual Hit in combat to deliver the damage; failure to connect does not void the spell--only its expiration or the success of it. Damage delivered is one d6 +1 per level of the caster.

**Howl** Range: 120' Duration: 1 Turn Effect: All enemies within range

This spell creates a chilling sound--the baying of a Death Hound--causing all living creatures and beings (though not associates) within 120' of the Necromonger to suffer a penalty to their morale check of -4; those failing will flee the vicinity at their fastest rate of movement, and stay away from the area for 1-3 hours.

**Protection from Undead 1** Range: Touch Duration: 1 Turn per caster level Effect: 1 person

By casting this spell the Necromonger creates a barrier of protection between the recipient and all Undead creatures, causing all Undead to ignore the protected one for the spell's duration; should the recipient of this spell attack or cast spells at any nearby Undead, the spell is void.

**Resist Paralysis** Range: Touch Duration: 1 Turn per caster level Effect: 1 person

The recipient of this spell receives a bonus of +4 to all saves against paralysis-attack. In addition, even if the save attempt fails, the duration of successful paralysis attacks against the recipient is reduced to 1 Turn.

## SECOND LEVEL SPELLS

Animate Skeletons/Zombies

Curse 1

False Aura

Hold Undead

Remove Poison

Speak with Undead

**Animate Skeletons/Zombies** Range: 120' Duration: 1 Day Effect: corpses and skeletons

This is identical to the 4th level cleric/5th level magic-user spell (Animate Dead) except as noted by the range and duration above. When cast it will enchant skeletons or zombies from normal skeletons or corpses within the noted range. These will rise from the ground (or beneath it) and obey the Necromonger until they are destroyed or the spell expires. For each level the Necromonger may animate 1-6 skeletons/zombies; note, however, that skeletons/zombies animated by a Necromonger are tougher than those raised by other spell casters (See *Class Abilities* description preceding this section.)

**Curse 1** Range: 90' Duration: 3 Turns + 1 per caster level Effect: creatures in radius area

When cast all enemy creatures (never associates) within a 30' radius zone will be Cursed, causing them to lose 1 hp each turn until the spell expires or they leave the zone area.

**False Aura** Range: Touch Duration: 3 Turns Effect: The caster

This spell alters the Necromonger's aura to seem as if he (or she) is an actual Undead creature of greater strength and type than those encountered (the caster would appear to be a Wight in the presence of a skeleton or zombie, a Wraith in the presence of a Wight, a Spectre in the presence of a Wraith, etc.) Thus the real, lesser, Undead will ignore the caster for the most part; should the caster attack or cast offensive spells at the real Undead, the spell is nullified.

**Hold Undead** Range: 120' Duration: 6 Turns + 1 per caster level Effect: Undead

Similar to the 5th level magic-user spell--Hold Monster--except this applies to Undead creatures. It will affect as many HD worth of creatures as twice the caster's level (6HD at 3rd level, 8HD at 4th level, etc.) If aimed at 1 target, that creature suffers a -2 penalty to its save throw attempt; if thrown at 2 targets, each suffers a -1 penalty; beyond 2 creatures and the targets suffer no penalty.

**Remove Poison** Range: Touch Duration: Permanent Effect: One living creature

This spell will physically remove (via leeching) venomous toxin from a victim through his pores. To do this the caster must literally squeeze/pinch upon the victim's skin, or a small appendage, drawing the venom out to be collected into an awaiting vessel to be studied and used later. Though care must be taken during the process, usually taking 1 Turn, as long as the caster has no open cuts or wounds on his (or her) hands, he is safe from any harmful effects.

**Speak with Undead** Range: 30' Duration 3 Turns Effect: 1 Undead creature

Similar to the 3rd level cleric spell *Speak with Dead*, this spell allows the caster to talk to the spirits that are connected to the Undead creatures encountered. In this case, the spell allows the caster and creature to understand and communicate with each other, but only to the limit of the creature's Undead existence.

### THIRD LEVEL SPELLS

Animate Monster 1

Bone Armor

Curse 2

Protection from Undead 2

Resist Paralysis 2

Summon Bone Golem

**Animate Monster 1** Range: 90' Duration: 1 Turn + 1 per caster level Effect: revives monsters

This spell will animate dead normal monsters, returning them to life where they will obey the commands of the Necromonger until the spell expires or they are again slain. Examples of such (but not limited to) are things such as giant bats, rats, giant lizards, bear, giant weasels, etc. It has no affect upon bi-pedal/demi-human types (bugbear, giants, goblins, etc.) Monster corpses revived must be within the range noted since they do not just appear magically out-of-thin-air! The HD worth of monsters that can be revived is equal to the level of the Necromonger. Thus a 5HD creature can be revived at 5th level, or 2, one being 3HD and the other 2HD, or 3 with two being 2HD and the other 1HD, or ten 1/2HD monsters, etc. The caster knows the limit he is constrained to and can choose monster corpses to fit this without error; assuming they are available.

**Bone Armor** Range: Touch Duration: 6 Turns + 1 per caster level Effect: One living person

Similar to the Bone Skin spell, but allows the cast to place the enchantment on another being as well as him or herself; or "normal" mammal-creatures (i.e., dogs, horses, bear, etc.) Once cast, the recipient is treated as AC5 for combat(to be hit by physical attacks, including elemental and breath) purposes; for each 2 levels the caster gains the protection improves (AC4 at level 7, AC3 at level 9, etc.) Superior to Bone Skin in many ways, this protection bestows a +4 to the recipient's Save vs. Blue Dragon breath and all lightning/electrical types of attacks, and where the save succeeds all damage is reduced to 1/4th the number generated; or half if the save fails. Note: this cannot be cast upon any being/creature already wearing armor, though the use of rings, and cloaks is allowed to enhance the AC rating.

**Curse 2** Range: 120' Duration: 3 Turns +1 per caster level Effect: all monster foes in range

More potent than the lesser Curse spell, it causes all monsters/creatures/beings not friendly to the caster to lose 1 hp each turn while within range of the Necromonger. Note: associates of the caster and Lawful/Neutral types not acting violently/maliciously toward the caster and his party at the time are not affected. This spell moves with the caster.

**Protection from Undead 2** Range: Touch Duration: 1 Turn per caster level Effect: 10' radius

This spell creates an aura with a 10' radius around the caster duplicating the effects of the lesser version. This protection moves along with the caster, but any hostile actions by him or anyone within this zone against Undead will void the spell.

**Resist Paralysis 2** Range: Touch Duration: 3 Turns + 1 per caster level Effect: 30' radius of caster

All friendly associates within the radius of this spell receive a bonus of +4 to all saves against paralysis-attack. In addition, even if the save attempt fails, the duration of successful paralysis attacks against the recipient is reduced to 1 Turn.

**Summon Bone Golem** Range: Unlimited Duration: 6 Turns + 1 per caster level Effect: 1 construct

Upon casting this spell the Necromonger summons a full strength (48 hp) bone golem to magically appear. This construct is--essentially--stolen from another location on the material plane for the duration of the spell, and it will obey the commands of the caster until it is destroyed or the duration expires. It will be bearing 2 or 4 weapons (2 large types doing 1-10 damage each, or 4 normal types doing 1-6/1-6/1-8/1-8). There is a 5% chance each time the spell is cast that the creator of the construct will know, and seek out the culprit responsible.

## **FOURTH LEVEL SPELLS**

Animate Monster 2

Curse 3

Resist Energy Drain

Revive Dead

**Animate Monster 1** Range: 90' Duration: 1 Turn + 1 per caster level Effect: revives monsters

This spell will animate dead normal monsters, returning them to life where they will obey the commands of the Necromonger until the spell expires or they are again slain. Monster corpses revived must be within the range noted since they do not just appear magically out-of-thin-air! The HD worth of monsters that can be revived is equal to the level of the Necromonger. Thus a 5HD creature can be revived at 5th level, or 2, one being 3HD and the other 2HD, or 3 with two being 2HD and the other 1HD, or ten 1/2HD monsters, etc. The caster knows the limit he is constrained to and can choose monster corpses to fit this without error; assuming they are available. This more potent version of the spell allows the caster to animate magical type monsters and/or those that can only be hit by magical weapons. But such creatures that normally possessed fantastic abilities/attacks in "life" will not possess them in animated form. (i.e., vampires would not have the energy drain or charm abilities, Werewolves could not inflict Lycanthropy, etc.) When duration of the spell expires, animated creatures simply drop to the ground and dissolve away.

**Curse 3** Range: 120' Duration: 3 Turns +1 per caster level Effect: all monster foes in range

The strongest of the Curse spells, it causes all monsters/creatures/beings not friendly to the caster to lose 3 hp each turn while within range of the Necromonger. Note: associates of the caster and Lawful/Neutral types not acting violently/maliciously toward the caster and his party at the time are not affected. This spell moves with the caster, thus creatures that move out of the range or are removed by the caster's movement, no further suffer the hp loss.

**Resist Energy Drain** Range: Touch Duration: 3 Turns + 1 per caster level Effect: 30' radius of caster

All friendly associates within the radius of this spell receive a bonus of a Save vs. Death Ray against energy drain attacks. If successful, victims of such attacks will not lose energy levels and corresponding hp. If they should fail, as long as they remain in the radius zone indicated they will regain lost hp at a rate of 1d10x100 per turn until the spell expires. Thus, for example, should a 5th level cleric with 12,000 XP get attacked by energy drain and lose one level, he would drop to 6,000 XP, yet while remaining in the radius effect of the spell, he would regain from 100 to 1000 per turn; it is therefore possible that in low-level cases, for characters to regain all their lost XP and level. Note: they can never regain more than they lost.

**Revive Dead** Range: Touch Duration: 6 Turns +1 per caster level Effect: 1 dead human or demi-human

This is a very limited type of Raise Dead spell, that restores temporary life to the victim for the duration listed. This may allow other actions to be taken in order to escape dire situations and find permanent solutions to the victim's dilemma. It will not regenerate lost organs or limbs, nor remove poisons from the body of the deceased. If a true Raise Dead (or other like spell) is not administered before the duration of the spell expires, the victim will drop to the ground, his (or her) body will then immediately rot away, leaving behind only bones and gear. Note: application of this spell does not count toward the "maximum number of times" a character can be raised/resurrected.

## FIFTH LEVEL SPELLS

Flesh to Bone

Soul Steal

Summon Drolem

Wraith Form

**Flesh to Bone**      Range: Touch      Duration: Permanent\*      Effect: 1 being/creature

The most powerful offensive spell the Necromonger has at his disposal, the damage caused by this spell is misleading in regards to its name. It does not actually *turn* flesh into bone but, instead, dissolves it altogether! The intended victim is entitled to a Save vs. Death Ray or Spell (whichever is worse!) and failure to make the roll results in the victim suffering horrendously as his (or her) body rots immediately; usually taking but 1 round. However, even a successful save does not *get off* without some damage. Those that succeed in making a save will still suffer 1d4 hp of damage for 1-10 rounds\*, causing their skin to blister and scar as their epidermis fights to resist the attack. If victims take damage in this fashion, their skin has suffered such severe scarring as to lower their Charisma score by 1 for each 10 points received.

**Soul Steal**      Range: 90'      Duration: 1 Day per caster level      Effect: 1 being/creature

Though the name of this spell is alarming it is, in fact, a useful tool to the Necromonger--and his allies. It allows him (or her) to immediately retrieve the soul of a human or demi-human that has just expired in such a way that his (or her) body has been consumed and nothing remains, (i.e., acid, hellfire, etc.) and place it into a waiting receptacle. The victim must fail a Save vs. Spell in order for this to work. If successful, the soul of the just-deceased will be safe within the device, and can be transported to another location until such a time that a resurrection can be performed. The device is a specially prepared vessel that requires 1-4 weeks to manufacture, and is almost exclusively constructed of bone and earth. (Femurs hollowed out and skulls are the most common.) Note: details of this device are left to the DM to determine.

**Summon Drolem**      Range: Unlimited      Duration: 6 Turns + 1 per caster level      Effect: 1 construct

Upon casting this spell the Necromonger summons a Drolem to magically appear. This construct, like the case of the Bone Golem, is--essentially--stolen from somewhere on the material plane for the duration of the spell, and it will obey the commands of the caster until it is destroyed or the duration expires. A Drolem summoned by a 9th level Necromonger will have 80 hp total, and for each higher level of the caster the construct will gain 10 hp--until it reaches its maximum allowed. There is a 7% chance each time the spell is cast that the creator of the construct will know it has been stolen, and seek out the responsible party. Such an NPC will be from 15th to 25th level, and the DM will determine his (or her) class (cleric or MU), abilities and gear, as well as the plans of retaliation.

**Wraith Form**      Range: Touch      Duration: 9 Turns + 1 per caster level      Effect: the caster

By means of this spell the Necromonger is able to transform him (or her) self into the shape of a Wraith. In doing so, he gains all the mobility of the creature but not the energy drain ability. While in Wraith Form, the caster can only be struck by silver or magical weapons, retains his standard AC, and is able to speak and cast spells. In addition, all Undead will perceive him to be a Wraith and treat him accordingly, though his associates will be able to distinguish between him and others that might be within sight.

### Other Information

A beginning Necromonger always has a mentor teaching him the ways of crafting and bending the dark energies of the negative plane into spells. This NPC is never less than 15th level. Mentors always reside deep below graveyards, or in tombs and dungeons far below the surface world. The PC Necromonger must return to this NPC upon attaining a level that allows him (or her) to cast higher level spells. Upon reaching 9th level, the PC becomes independent of the mentor. Details regarding this relationship should be developed by the DM.