

Evil Channeling 2.8.5

NECROMANCY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Estimate Power	self	1 min/lvl	10'	U
2)	Control Undead I *	1 undead	C	100'	F
3)	Master Undead I	1 undead	P	100'	F
4)	Create Undead I	1 corpse	P	10'	U
5)	Control Undead II *	varies	C	100'	F
6)	Master Undead II	varies	P	100'	F
7)	Create Undead II	1 corpse	P	10'	U
8)	Control Undead III *	varies	C	100'	F
9)	Master Undead III	varies	P	100'	F
10)	Create Undead III	1 corpse	P	10'	U
11)	Control Undead IV *	varies	C	100'	F
12)	Master Undead IV	varies	P	100'	F
13)	Create Undead IV	1 corpse	P	10'	U
14)	Control Undead V *	varies	C	100'	F
15)	Master Undead V	varies	P	100'	F
16)	Create Undead V	1 corpse	P	10'	U
17)	Control Undead VI *	varies	C	100'	F
18)	Master Undead VI	varies	P	100'	F
19)	Create Undead VI	1 corpse	P	10'	U
20)	Control Undead True *	varies	C	100'	F
25)	Undead Mastery True	varies	P	varies	F
30)	Ritual of Black Eternity	caster	P	self	U
50)	Create Undead True	1 corpse	P	10'	U

1. Estimate Power — Caster can perceive the true level of a dead body (i.e the level its spirit had in life) to determine which spell must be cast to animate the dead into an undead being.

2. Control Undead I — Caster controls one Class 1 undead.

3. Master Undead I — [RR mod -25] Caster may master one Class 1 undead. That means controlling it without having to concentrate. This also gives the caster the ability to provide simple orders to his undead, such as guard this area, attack everyone who enters without bearing a red cloak etc. If the caster leaves the mastered undead it will simply continue to do the last order given. If the caster dies or spell is broken, the undead will return to its natural state, trying to kill all living within sight. A necromancer can only master as many Classes of undead as his own level (although more can be added through the use of Magic Rituals and Magnitude).

4. Create Undead I — Caster creates one Class 1 undead out of a suitable dead body. The corpse must have been lvl 1-2 in life, or this spell will be useless. This spell brings the spirit back to the corpse thus creating a walking dead. If not controlled or mastered the undead will attack the closest living being. This spell requires an amount of time equal to 2 minutes per Class of undead.

5. Control Undead II — As *Control Undead I*, except that caster can control 1 Class II undead or 2 Class I undeads.

6. Master Undead II — As *Master Undead I*, except that this spell must be used to master Class II undeads. The caster may still not exceed the limit of undeads he may master (i.e total number of Classes may not exceed casters level).

7. Create Undead II — As *Create Undead I*, except that caster can create a Class II undead. The corpse must not have been at higher than 5th lvl in life.

8. Control Undead III — As *Control Undead I*, except that caster can control 1 Class III undead or 3 Class I undeads or 1 Class II and 1 Class I undead.

9. Master Undead III — As *Master Undead I*, except that this spell must be used to master a Class III undead.

10. Create Undead III — As *Create Undead I*, except that caster can create a Class III undead. The corpses level must not exceed 8.

11. Control Undead IV — As *Control Undead I*, except that caster can control 1 Class IV undead or 4 Class I undeads or any combination not exceeding 4 classes.

12. Master Undead IV — As *Master Undead I*, except that this spell must be used to master a Class IV undead.

13. Create Undead IV — As *Create Undead I*, except that caster can create a Class IV undead. The corpses level must not exceed 12 or this spell will not work.

14. Control Undead V — As *Control Undead I*, except that caster can control 1 Class V undead or 5 Class I undeads or any combination not exceeding 5 classes.

15. Master Undead V — As *Master Undead I*, except that this spell must be used to master a Class V undead.

16. Create Undead V — As *Create Undead I*, except that caster can create a Class V undead. The corpses level must not exceed 15 or this spell will not work.

17. Control Undead VI — As *Control Undead I*, except that caster can control 1 Class VI undead or 6 Class I undeads or any combination not exceeding 6 classes.

18. Master Undead VI — As *Master Undead I*, except that this spell must be used to master a Class VI undead.

19. Create Undead VI — As *Create Undead I*, except that caster can create a Class VI undead. The corpses level must not exceed 20 or this spell will not work.

20. Control Undead True — As *Control Undead I*, except that caster can control all undead (Class I-III) within 100' or as many Class IV undead as half his own level or as many Class V undead as 1/4 his level or as many Class VI undead as 1/10 of his level (round up) or any one single undead within 300'. I.e a 20th lvl caster could control two Class VI undead or five Class V undead.

25. Undead Mastery True — With this spell any undead up to 20th lvl (Class VI) can be mastered. Aside from the unlimited range (i.e caster can always command his undead, no matter the range between them) this spell also enables the caster to use a more sophisticated set of instructions for his undead minions (GM discretion). If concentrating, the caster may also see through the eyes of one of his mastered undead.

30. Ritual of Black Eternity — Caster transforms himself into a Lich. During the ritual, casters vital organs are transferred into a ready container (jar, box, item etc). If the spell succeeds (failure results in final death) caster will be totally sustained by magic and will have slipped between the realms of life and unlife. He can only be irrevocably destroyed by the destruction of the container and his organs. This ritual takes one entire night to perform. See *Creatures and Monsters* for typical statistics of a Lich.

50. Create Undead True — As *Create Undead I*, except that caster can create a Class VI undead with no level restrictions at all (i.e he may create a Nazgûl at 36th lvl if he have a body that has once housed such a high level spirit).

SPECIAL NOTES

1) The possibility to cast a Create Undead spell depends on the availability of a suitable dead body (i.e. a corpse). The body may be newly deceased, in which case it will become a zombie. Or it may have been dead and buried for years, in which case it will be a skeleton or mummy (if mummified). The body must have all vital body parts, including ribcage and head, to make a functional undead.

2) The Create Undead spells will bring back the spirit to the corpse and create an undead of the same level as the spirit had in life. Thus the stats and power of an undead army depends on the "material". It will be more a more powerful army of undead if created out of the war cemetery than out of a childrens cemetery.

3) The above statement opens up for larger differences between undeads of the same Class. A great 10th lvl hero that dies and gets his body raised as an undead by the Necromancer will be more powerful than a 10th lvl scholar which meets the same fate. In most cases it is impossible to determine the exact stats of each individual corpse that the Necromancer animates, but GM must take a role in that decision, bearing in mind these rules. The statistics in Creatures & Monsters can be used as a rule of thumb. Remember, if the Necromancer actually find a heroes grave, he will have a powerful undead if he can be animated and controlled!

4) Using the Master Undead spell a caster can not exceed his own level in total Classes of undead mastered. I.e. a 13th lvl necromancer can master a total of 13 Classes of undead. He may choose to have 13 Class I undeads or 3 Class IV undeads and 1 Class I undead or any combination thereof, as long as it less than or equal to his own level.

STANDARD CREATED UNDEAD

CLASS I

Level: 1-2 **Size:** M **MS/AQ:** VS/SL
Base Move: 40 **Max Pace:** Run **MM Bonus:** ±0
Hits: 25 **Crits:** I# **AT(DB):** 1(10)
Attacks: 25SBa / 15We

CLASS II

Level: 3-5 **Size:** M **MS/AQ:** SL/MD
Base Move: 50 **Max Pace:** Run **MM Bonus:** ±0
Hits: 50 **Crits:** I# **AT(DB):** 1(20)
Attacks: 40MBa / 45We

CLASS III

Level: 6-8 **Size:** M **MS/AQ:** SL/MF
Base Move: 50 **Max Pace:** Spt **MM Bonus:** ±0
Hits: 100 **Crits:** I# **AT(DB):** 1(30)
Attacks: 60MBa / 70We

CLASS IV

Level: 9-12 **Size:** M **MS/AQ:** SL/MD
Base Move: 60 **Max Pace:** Spt **MM Bonus:** ±0
Hits: 135 **Crits:** II# **AT(DB):** 1(40)
Attacks: 70LBa / 95We

CLASS V

Level: 13-15 **Size:** M **MS/AQ:** MF/VF
Base Move: 80 **Max Pace:** Spt **MM Bonus:** ±0
Hits: 165 **Crits:** LA# **AT(DB):** 1(40)
Attacks: 90LBa / 140We

CLASS VI

Level: 16-20 **Size:** M **MS/AQ:** FA/BF
Base Move: 100 **Max Pace:** FSpt **MM Bonus:** ±0
Hits: 200 **Crits:** SL# **AT(DB):** 1(40)
Attacks: 90LBa / 180We

Remember that these are standardized stats to provide a guideline for creating undead. They are calculated on the *lowest* level for that Class. A special hero may very well have stats that far exceed the above. Also remember that a wise necromancer will outfit his undead minions the same way a commander of a regular army will. Undead can wear armor and wield weapons (preferably the kind they wore in life).

How formidable they might seem, the drawbacks of undead are numerous. First, they have a limited ability to act independently. If not controlled, their tactics are simple – walk towards the closest living being and attack. Higher class undead (Lich, vampires etc) have a larger degree of intelligence and may have own schemes. However, these greater undead shun light in any form, especially sunlight and will never venture out into direct sunlight.

In addition to the above limitations there are also spells that are devastating to the undead (i.e. Repel Undead). Be sure to notice however that the Create Undead spell *cannot* be dispelled with a Cancel Channeling or Dispel Channeling. However, the Control Undead and Master Undead spell *can* be dispelled. This will result in the undead being uncontrolled and thus attacking the closest living being. It is a dangerous road to walk along – the dark way of necromancy...