

Necromancer Spell List

0-LEVEL NECROMANCER SPELLS

Bleed: Cause a stabilized creature to resume dying.

Dark Orb: Orb deals 1d3 shadow damage.

Detect Magic: Detects all spells and magic items within 60 ft.

Disrupt Undead: Deals 1d6 damage to one undead.

Message: Whisper conversation at distance.

Penumbra: Protects creature or object from bright light.

Putrefy Food and Drink: Makes food and water inedible.

Read Magic: Read magical scrolls.

Touch of Fatigue: Touch attack fatigues target.

Touch of Lethargy: Target is staggered for one round.

Touch of Torment: Touch attack inflicts –1 penalty on attack rolls, skill checks, and ability checks.

1ST-LEVEL NECROMANCER SPELLS

Backbiter: Weapon strikes wielder.

Bone Armor: Caster is surrounded by a tangle of bones, providing a +4 armor bonus to AC.

Dark: Ranged touch that deals 1d6 points of shadow damage + casting modifier + 1 per level (max of +5) and inflicts Dimmed status effect.

Detect Undead: Reveals undead within 60 ft.

Dread: Target becomes shaken.

Enfeeblement: Target takes a 1d6 Strength penalty + 1 per two levels.

Fear: Target becomes frightened.

Obscure: Target radiates darkness out to a 10-ft.-radius.

Ray of Sickening: Ranged touch that inflicts Sickened status.

Spirit Worm: Subject takes 1 point Con damage every round for 1 round/level.

Summon Undead I: Summons an undead creature (of CR 1/3 or lower) to fight for you.

Undead Touch: Touch deals 1d6 points of shadow damage + 1 point of Strength damage.

Virulence: Target suffers a -2 penalty to saving throws versus poison and disease spells and effects.

2ND-LEVEL NECROMANCER SPELLS

Animate Dead, Lesser: Create one skeleton or zombie.

Bone Shield: Caster animates a bone to protect him from physical attacks, gaining damage reduction 5/-.

Dark II: Ranged touch that deals 3d6 points of shadow damage + casting modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Darkness: Causes an object to radiate darkness out to 20 feet.

Darkvision: Subject gains darkvision up to 60 feet.

Death Armor: Black aura damages creatures attacking you.

Death Knell: Kills dying creature and caster gains temporary hit points and Strength bonus.

Desecrate: Fills area with negative energy, making undead stronger.

False Life: Caster gains 1d10 temporary hit points + 1 per level.

Gentle Repose: Preserves one corpse.

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Poison: Target is inflicted with Poison status effect that deals 1d6 points of non-elemental damage + casting modifier per round.

Spectral Hand: Creates a ghostly hand to deliver low-level touch spells.

Summon Undead II: Summons an undead creature (of CR 1 or lower) to fight for you.

Wound: Target takes 2d6 points of non-elemental damage and start bleeding.

3RD-LEVEL NECROMANCER SPELLS

Abhorrent Blight: Target suffers 1d6 hit points/level and suffers 1 point of Charisma damage/2 levels.

Animate Dead: Creates undead skeletons and zombies out of corpses.

Bio: Target is inflicted with Sap status effect that deals 2d4 points of non-elemental damage + casting modifier per round.

Blacklight: Creates an area of impenetrable darkness.

Dark III: Ranged touch that deals 5d6 points of shadow damage + casting modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Darkra: 1d6 shadow damage per level, 20-ft. radius.

Darkvision, Communal: As *darkvision*, but may divide the duration among creatures touched.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel: Cancels one magical spell or effect.

Enfeeblement, Mass: As *enfeeblement*, except all within 30 feet.

Fangs of the Vampire King: Grow vampire fangs.

Halt Undead: Up to three undead becomes immobilized.

Healing Thief: Touched creature receives only half the healing, granting the other half to the caster.

Infect: Target is inflicted with Disease status.

Mastery of Flesh: Deals 4d8 + CL to target creature or 2d8 + CL to an undead creature.

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Pain: Target is inflicted with Blind, Poison and Silence status effects.

Power from Death: Caster gains a +1 to attack rolls, saving throws and damage rolls for every dead creature in 30 feet radius.

Ray of Exhaustion: Ranged touch that inflicts exhaustion.

Summon Undead III: Summons an undead creature (of CR 2 or lower) to fight for you.

Vampiric Touch: Touch deals 1d6 points of shadow damage per two levels and caster gains that much in temporary hit points.

Void Aura: Caster is surrounded by an aura of nothingness that causes fatigue and disallows creatures from speaking while adjacent to him.

4TH-LEVEL NECROMANCER SPELLS

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Boneshatter: Target takes 1d6 points of shadow damage per level and becomes exhausted.

Burning Blood: Subject takes 1d8 acid damage plus 1d8 fire damage/round.

Consume Undead: Deals 1d8 per caster level to target undead creature, healing the caster for that much.

Contagion: Infects subject with chosen disease.

Dark IV: Ranged touch that deals 7d6 points of shadow damage + casting modifier + 1 per level (max of +20) and inflicts Dimmed status effect.

Dark Blight: Inflicts shadow damage and Sickened status on good and neutral creatures.

Darkvision, Greater: As *darkvision*, but the range extends out to 120 feet.

Death Ward: The subject gains a +4 morale bonus on saves against all death spells and magical death effects.

Dread Spikes: Creatures attacking the subject of this spell take 1d4 points of shadow damage and subject is healed for that much.

Enervation: Ranged touch that makes the target gain 1d4 temporary negative levels.

Eyes of the Bodak: Caster gains a gaze attack, inflicting negative levels.

False Life, Greater: As *false life*, but the caster gains 2d10 temporary hit points +2 points per level.

Fear, Greater: As *fear*, but all within 30-ft.-cone burst.

Poisoned Touch: Touch deals 1d3 Con damage 1/round for 6 rounds.

Poisonga: As *poison*, but all within 30 feet.

Raise: Subject is raised from the dead.

Shadow Projection: Temporarily become a shadow.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Slay Living: Touch attack deals 12d6 +1 per level.

Summon Undead IV: Summons an undead creature (of CR 4 or lower) to fight for you.

Umbral Spikes: Creatures attacking the subject of this spell take 1d6 points of shadow damage.

Undead Torch: Undead creature gains blue aura that gives +2d6 damage against living creatures.

Vampiric Blade: Caster's weapon deals 1d6 + CL additional damage, healing the caster for that much.

Woundra: Creatures take 5d6 points of non-elemental damage and start bleeding.

5TH-LEVEL NECROMANCER SPELLS

Biora: As *bio*, but all within 30 feet.

Black Spot: Curse a creature so that it is easier for others to attack it and it takes Constitution damage every day until removed.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Blood Boil: Raise temperature of target creature's blood (or other similar body fluid) over 3 rounds causing first fatigue, then Constitution damage, then HP damage.

Bone Explosion: Target creature's bones explode, dealing 6 points of damage per level and dealing 1d6 per level to creatures within 20 feet radius.

Breath of Life: Dead creature is brought back to life, healing for 5d8 points of damage + 1 per level.

Darkga: 1d8 shadow damage per level, 30-ft. radius.

Deny Death: For the duration, target creature cannot die, becomes paralyzed if the creature would die.

Drain: Touch deals 1d6 / two levels shadow damage; caster gains damage as hit points.

Exsanguinate: Target creature's blood spurts of its body, taking 1d6 points of damage per level.

Gravity: Target loses half of current hit points.

Infectga: As *infect*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Magic Jar: Enables possession of another creature.

Painga: As *pain*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Plague Carrier: Target's attacks carry filth fever.

Poisonja: As *poisonga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other and damage increases to 2d6 points of non-elemental damage + casting modifier per round.

Repurpose: Target creature suffers 1d6 points of damage per round, if the creature dies, it rises up as an undead zombie creature under the caster's control.

Suffocation: Target begins suffocating.

Summon Undead V: Summons an undead creature (of CR 6 or lower) to fight for you.

Waves of Fatigue: Creatures within the 30-ft.-cone burst become fatigued.

Zombify: Target is inflicted with the Zombie status effect.

6TH-LEVEL NECROMANCER SPELLS

Abyss: Target takes 1d6 points of shadow damage per caster level (maximum 15d6) and is inflicted with the Dimmed status effect.

Anti-Life Shell: Creates a mobile, hemispherical energy field that prevents creatures from entering.

Arise: Subject is raised from death, to full health.

Aura of Terror: You gain an aura of fear, or your frightful presence becomes more effective.

Bone Shield, Greater: Caster gains a +6 shield bonus to AC, 10/- damage reduction and immunity to critical hits.

Circle of Death: Snuffs out 1d4 HD worth of living creatures per level.

Contagion, Greater: Infect a subject with a magical disease.

Dispel, Greater: As *dispel*, but with multiple targets.

Dread Spikes II: Creatures attacking the subject of this spell take 3d4 points of shadow damage and subject is healed for that much.

Eyebite: Target becomes panicked, sickened, and comatose.

False Grace: Functions like False Life, except affects all allies in 30 feet radius and grants 3d10 + caster level temporary hit points.

Feeblemind: Target's Intelligence, Wisdom, and Charisma scores each drop to 1.

Fleshshiver: Subject is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds.

Rasp: Target lose 1d6 points of MP per two caster levels (maximum of 8d6).

Ray of Entropy: Subject takes –4 Strength, Dexterity, and Constitution.

Revive Undead: Restores undeath to undead that was destroyed up to 1 day/level ago.

Shadowfire Ray: Ranged touch attack that deals 1d6 points of damage (half fire/shadow).

Siphon Life: Functions like Vampiric Touch, except it's a ranged touch attack in medium range and the amount of damage is 1d6 per caster level.

Spectral Touch: Your touch bestows one negative level/round.

Summon Undead VI: Summons an undead creature (of CR 8 or lower) to fight for you.

Syphon: Touch drains 1d6 / five levels of MP; caster gains the siphoned MP.

Umbral Spikes II: Creatures attacking the subject of this spell take 3d6 points of shadow damage.

Unwilling Shield: Subject shares wounds you receive.

Woundga: Creatures take 8d6 points of non-elemental damage and start bleeding.

7TH-LEVEL NECROMANCER SPELLS

Auto-Raise: Subject is raised by a *raise* spell upon death.

Avasculate: Reduce foe to half HP and stun.

Bioga: As *bio*, except it deals 3d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Blessing of Undead: Caster gains undead immunities, shadow energy affinity and DR 5/bludgeoning, but none of the negatives of being undead.

Control Undead: Undead don't attack you while under your command.

Countdown: Target falls to 0 HP in 2d4 rounds.

Drainra: Drains health of nearby creatures, up to 15-ft.-radius, dealing 1d6 points of shadow damage per two levels (maximum 9d6) and healing caster for half amount dealt.

Epidemic: Infect a subject with a highly contagious disease.

Feast of Blood: As *exsanguinate*, except it affects all creatures in a 20-ft.-radius and grants caster temporary hit points.

Graviga: As *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Infectja: As *infect*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Plague Storm: Cloud infects creatures like contagion.

Restore Undead: Heals one allied undead creature within 100 feet to full health.

Reverse: All healing effects are reversed.

Shadow Blast: Target takes 10 points of shadow damage per level.

Summon Undead VII: Summons an undead creature (of CR 10 or lower) to fight for you.

Temporary Resurrection: Bring a creature to life for 24 hours, after which it dies again.

Waves of Exhaustion: Creatures within the 30-ft.-cone burst become exhausted.

Zombify, Mass: As *zombify*, but all within 30 feet.

8TH-LEVEL NECROMANCER SPELLS

Abyss II: As *abyss*, except it deals 1d8 points of shadow damage per caster level (maximum 20d8) and inflicts the Dimmed status effect for 1d8 rounds.

Arisega: As *arise*, except all allies within 30 feet.

Avascular Mass: Reduce foe to half HP and stun, entangle in 20-ft. radius from victim.

Bestow Curse, Greater: As *bestow curse*, but harder to remove.

Bite of the King: Swallow enemies whole.

Blackfire: Subject is engulfed in black flame, takes 1d4 Con damage and becomes nauseated; flames and effects can spread to adjacent living creatures.

Black Orb: Creates an orb of pure darkness and inflicts negative levels.

Domain of the Hungry Flesh: Summons an abomination that attacks creatures in the area.

Doom: Target is inflicted with Doom status.

Dread Spikes III: Creatures attacking the subject of this spell take 5d4 points of shadow damage and subject is healed for that much.

Embrace of Death: Puts a target creature to sleep, inflicting 1d6 Constitution damage per round.

Evaporate: 1d6 shadow damage per level.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Summon Undead VIII: Summons an undead creature (of CR 12 or lower) to fight for you.

Symbol of Death: Triggered rune kills nearby creatures.

Umbral Spikes III: Creatures attacking the subject of this spell take 5d6 points of shadow damage.

Veil of Undeath: You gain undead traits.

9TH-LEVEL NECROMANCER SPELLS

Banshee Wail: Targets take 10 points of shadow damage per level.

Bioja: As *bio*, except it deals 4d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Death: Kills one subject.

Drainga: As *drainra*, except the area of effect is increased to a 30-ft.-radius spread and it deals 1d6 points of shadow damage per two caster levels (maximum of 12d6).

Energy Drain: As *enervation*, except the creature gains 2d4 temporary negative levels.

Feeblemind, Mass: As *feeblemind*, but all within 30 feet.

Flay for Purpose: As *Repurpose*, except it deals 2d6 damage per round, after effect is over, it deals 10 damage per level.

Full-Life: Subject is raised from death to full maximum hit points.

Negative Eruption: Inflicts 10 damage per level to all creatures within 30 feet. All undead creatures within the area of effect are healed for this much instead and gain a +2 bonus to attack rolls, damage rolls, Will saving throws and twice the caster level in temporary hit points.

Polar Midnight: Plunges an area into the brutal chill of an arctic night, dropping visibility, dealing 5d6 points of ice damage and 1d6 points of Dexterity damage per round.

Suffocation, Mass: As *suffocation*, but all within 30 feet and lasts longer.

Summon Undead IX: Summons an undead creature (of CR 14 or lower) to fight for you.