

THE NECROMANCER SPELLBOOK

**A collection of 40 old necromancy spells
for the world's greatest roleplaying game**

THE NECROMANCER SPELLBOOK

PLAY WITH DEATH NECROMANCY SPELLS

BY ICEVIL
VERSION 1.2



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OPENING REMARKS

Any suggestion, ideas, critiques, grammar corrections send to my email: fegewers10@gmail.com, this product can be as good as your help.

DEFINITIONS

Living Creature. Any creature except constructs and undead.

Nonintelligent Undead. An undead that has an Intelligence of 7 or lower.

MATERIAL COMPONENT

Casting some spells requires particular objects, specified in parentheses in the component entry.

A character can use a component pouch or a spellcasting focus in place of the components specified for a spell. But if a **cost** is indicated for a component or a message indicating that component **will or may be consumed** by the spell, a character must have that specific component before he or she can cast the spell.

A spellcaster must have a hand free to access these components, but it can be the same hand that he or she uses to perform somatic components.

QUICK NAVIGATION

You can easily travel between the spells in this PDF.

In the next page, all spells names are linked with their description so you can quickly jump to your interested spell.

All names of the spells in the description section are linked with the spell list page so you can easily back to choose another spell.

SPELLS

BARD SPELLS

1st Level

Wound

2nd Level

Visage of the Dead

3rd Level

Halt Undead
Shadow Horror

5th Level

Shrieking Missile

CLERIC SPELLS

Cantrip

Detect Dead

1st Level

Animate Animals
Curse Water
Death's Shadow
Deathwatch
Infuse Negative Energy

2nd Level

Sensory Link
Death Knell

3rd Level

Halt Undead
Invigoration of Undeath
Shadow Horror
Shadow Mastery
Strike Barren
Undead Conduit

4th Level

Ghoulish Curse

5th Level

Recall Spirit

6th Level

Threshold of Unlife
Unfetter Undead

9th Level

Raise City
Soul Bind

PALADIN SPELLS

1st Level

Deathwatch
Infuse Negative Energy

3rd Level

Halt Undead

SORCERER SPELLS

Cantrip

Touch of Fatigue

1st Level

Death's Shadow
Wound

2nd Level

Chill Blood
Ghoul Touch
Spectral Hand

3rd Level

Halt Undead
Ray of Exhaustion
Shadow Mastery

5th Level

Annihilation
Shrieking Missile
Waves of Fatigue

7th Level

Waves of Exhaustion

8th Level

Flesh Made Foul

9th Level

Soul Bind

WARLOCK SPELLS

Cantrip

Touch of Fatigue

1st Level

Death's Shadow
Wound

2nd Level

Chill Blood
Ghoul Touch
Spectral Hand

3rd Level

Ray of Exhaustion
Shadow Mastery

5th Level

Shrieking Missile
Waves of Fatigue

7th Level

Waves of Exhaustion

8th Level

Flesh Made Foul

9th Level

Soul Bind

WIZARD SPELLS

Cantrip

Detect Dead
Touch of Fatigue

1st Level

Animate Animals
Death's Shadow
Repair Undead
Skull Snare
Wound

2nd Level

Bones of Steel
Chill Blood
Ghoul Touch
Sensory Link
Spectral Hand
Visage of the Dead

3rd Level

Halt Undead
Invigoration of Undeath
Ray of Exhaustion
Shadow Horror
Shadow Mastery
Strike Barren
Undead Conduit

4th Level

Ghoulish Curse
Graft Weapons
Wall of Bone

5th Level

Annihilation
Shrieking Missile
Waves of Fatigue

6th Level

Longevity
Threshold of Unlife

7th Level

Raise Death Hulk
Waves of Exhaustion

8th Level

Flesh Made Foul

9th Level

Raise City
Soul Bind

SPELLS DESCRIPTIONS

ANIMATE ANIMALS

1st-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or smaller beast, with challenge rating 0, within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bone or a zombie if you chose a corpse (Apply the skeleton or zombie animal template on the creature stat block).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiples creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell, using the same spell slot level

that was used to animate it, on the creature again before the current 24-hours period ends.

At Higher Levels. If you cast this spell using a spell slot of 3rd level, you can animate a beast challenge rating 1/8. If you use a spell slot of 5th level, you can animate a beast challenge rating 1/2. If you use a spell slot of 7th level, you can animate a beast challenge rating 1. If you use a spell slot of 9th level, you can animate a beast challenge rating 2.

ANNIHILATION

5th-level necromancy

Casting Time: 1 action

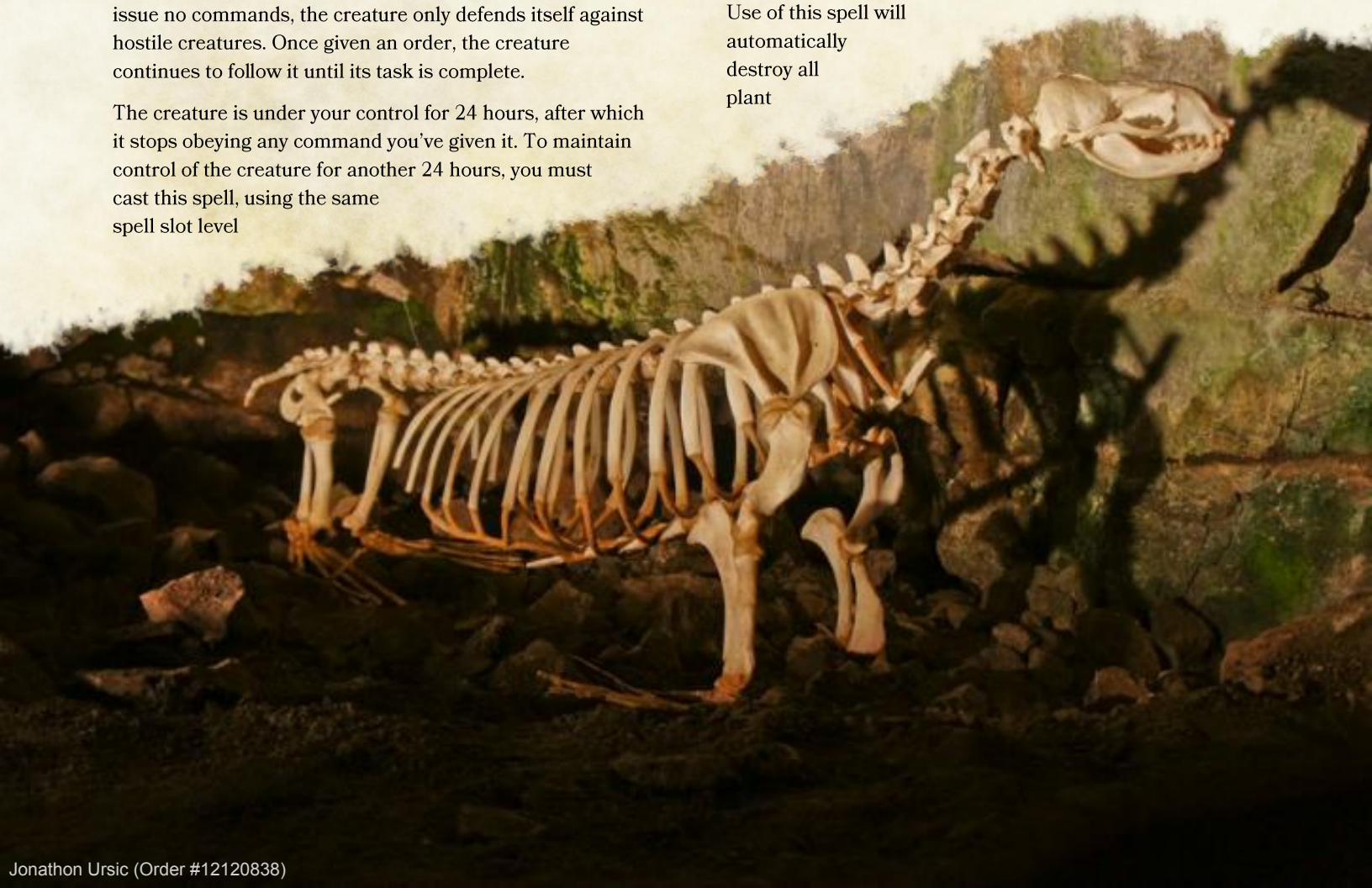
Range: Self (30-foot-radius)

Components: V, S, M (small segment from brain of a mass murderer)

Duration: Instantaneous

Through the use of this spell, you harness the very essence of negative energy present in your surroundings, calling it to you, magnifying its power and then sending great waves of destructive power radiating away from you. The natural world itself recoils from the use of such magic, with plant life wilting under the wave of negative energy and small animals fleeing desperately before being drained into lifeless husks.

Use of this spell will automatically destroy all plant



life and tiny animals of challenge rating lower than 1/2 in the area. In addition, roll 1d12, any creature in the area with hit points below this score is automatically slain. This spell does not affect undead creatures, nor the caster.

At Higher Levels. If you cast this spell using a spell slot of 7th level, you can roll one additional d12 dice. If you cast this spell using a spell slot of 9th level, you can roll two additional d12 dice.

BONES OF STEEL

2nd-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (any portion of metal armor that has been buried with its deceased wearer, which the spell consumes)

Duration: Until Dispelled

This spell greatly strengthens the bones of animated skeletons, literally making them as hard as steel and able to resist far greater amounts of damage.

Casting *bones of steel* on a skeleton will grant a +2 bonus to its Armor Class. The spell will stay in effect until the skeleton is destroyed, or be dispelled.

Regardless of the amount of times this spell is cast you may only strengthen the bones in a number of skeletons equal you spellcasting modifier.

CHILL BLOOD

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (three drops of blood from a corpse that died of cold)

Duration: Instantaneous

A coruscating black ray of negative energy is created by this spell. It twists towards its target, almost caressing the target's body as it seeps in. The effect is immediate and all too apparent to the victim, as a small amount of their blood suddenly freezes within their veins, causing immense pain and discomfort. Only living, warm-blooded creatures are affected by this spell.

Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and must make a Constitution saving throw. On a failed save, it is also stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 1st.

CURSE WATER

1st-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (5 pounds of powdered silver worth 25gp, which the spell consumes)

Duration: Instantaneous

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages celestial the way holy water damages undead and fiend.

DEATH KNELL

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has 0 hit points. If the target fails in a Wisdom saving throw, it dies, and you gain 2d8 temporary hit points. Additionally, your spellcaster DC and your spell attacks are increased by +1 while the spell lasts.

DEATH'S SHADOW

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By touch, you transfer a small amount of negative energy directly to a creature that attacks and disrupts their vital organs before dissipating. You touch a living creature, and that creature must succeed on a Constitution saving throw or takes 5d6 necrotic damage. This damage is regained after 1 minute if the creature does not fall unconscious.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DEATHWATCH

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within 30 feet of you, as well as where the creature is located. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Deathwatch sees through any spell or ability that allows creatures to feign death.

DETECT DEAD

necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You can detect the aura that surrounds the dead, allowing you to locate hidden corpses by magical means. The amount of information revealed depends on how long you study a particular area or target.

1st Round: Presence or absence of corpses.

2nd Round: Number of corpses in area.

3rd Round: The location of each corpse detected. If a corpse is outside your line of sight, then you only discern its direction but not its exact location.

FLESH MADE FOUL

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (heart of sentient creature that died of disease, famine, violence or magic)

Duration: Instantaneous

This spell channels great amounts of negative energy in a very short space of time. Unleashed against one creature that you can see within range, its life force will be annihilated by the black bolt of twisting negative energy and

it may very become one of the walking dead. Flesh decays or even becomes insubstantial as the black energy floods through the victim's body, to be held under the permanent thrall of the necromancer.

The target must make a Constitution saving throw. It takes $5d8 + 20$ necrotic damage and its proficiency suffer a -1 penalty on a failed save, or half as much damage and no penalty on successful one. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The effect lasts until the target finish a long rest.

A humanoid killed by this spell rises at the start of your next turn as a skeleton that is permanently under your command, following your verbal orders to the best of its ability.

GHOUL TOUCH

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.)

Duration: Concentration, up to 5 rounds

Imbuing you with negative energy you can paralyze a single living humanoid target. The target must succeed on a Constitution saving throw or be paralyzed for the duration.

The paralyzed target exudes a carrion stench, any living creature, except you, that ends its turn at 10ft. of the paralyzed creature must succeed on a Constitution saving throw or is poisoned until the end of its next turn.

GHOULISH CURSE

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (dirt from an ancient grave)

Duration: Instantaneous

Ghouls may be created from those slain by many different means but the process of their creation directly from the living is a dark secret few ever truly understand. Through the use of this spell, you may bring a terrible curse to your enemies, for by your touch alone you may set into motion a dread transformation that will ultimately result in both their death and subsequent rising as a ghoul.

A living target may only be affected by this spell through touch, though such contact may be light enough that they fail to recognize the action for what it is. At this point, they will transform into a ghoul in a number of days equal to

their challenge rating (or its level, if the target doesn't have a challenge rating). During these days, they will physically change, becoming ever more ghoulish as their skin sinks and begins to rot, their eyes pull back and glow, and their demeanor becomes more feral and bestial. At the end of this time, they will die and immediately rise as a ghoul of chaotic evil alignment.

At the moment of touch and at the beginning of every day during the transformation, the target may make a Constitution saving throw. Success will result in the breaking and nullification of this spell, returning the target to normal within one day. *Remove Curse* will have the same effect.

GRAFT WEAPONS

4th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (At least one melee weapon. The fusion of metal and bone is a permanent process and so the weapon will be expended during the casting, even if the skeleton or zombie is later destroyed)

Duration: Instantaneous

With this spell, you can graft all manner of melee weapons directly onto the forearms of the humanoid skeletons and zombies you have animated, fusing metal and bone become one. This, in effect, replaces the hand and forearm of the skeleton or zombie with the weapon used as the material component, thus greatly enhancing the creature's combat capabilities. It now

fights with the weapon being an extension of its own body, granting a +1 competence bonus to all rolls to hit in close combat. The skeleton or zombie also, naturally, now does the damage of the weapon rather than its own claw, slam or other attacks. Weapons grafted onto undead creatures in this way are considered natural weaponry. Regardless of the amount of times this spell is cast, you may only graft weapons onto a number of skeletons or zombies equal to your spellcasting modifier.

However, you may choose to graft two weapons onto each skeleton or zombie, simply by providing two weapons for each as a material component. When this is done, the undead creatures so affected will no longer be able to pick up or manipulate objects, as their hands are now replaced by weapons. However, they will be able to make two attacks per round, once with each weapon, though they lose the competence bonus described above, and the damage of the second attack is only the damage dice without adding anything.

HALT UNDEAD

3rd-level necromancy

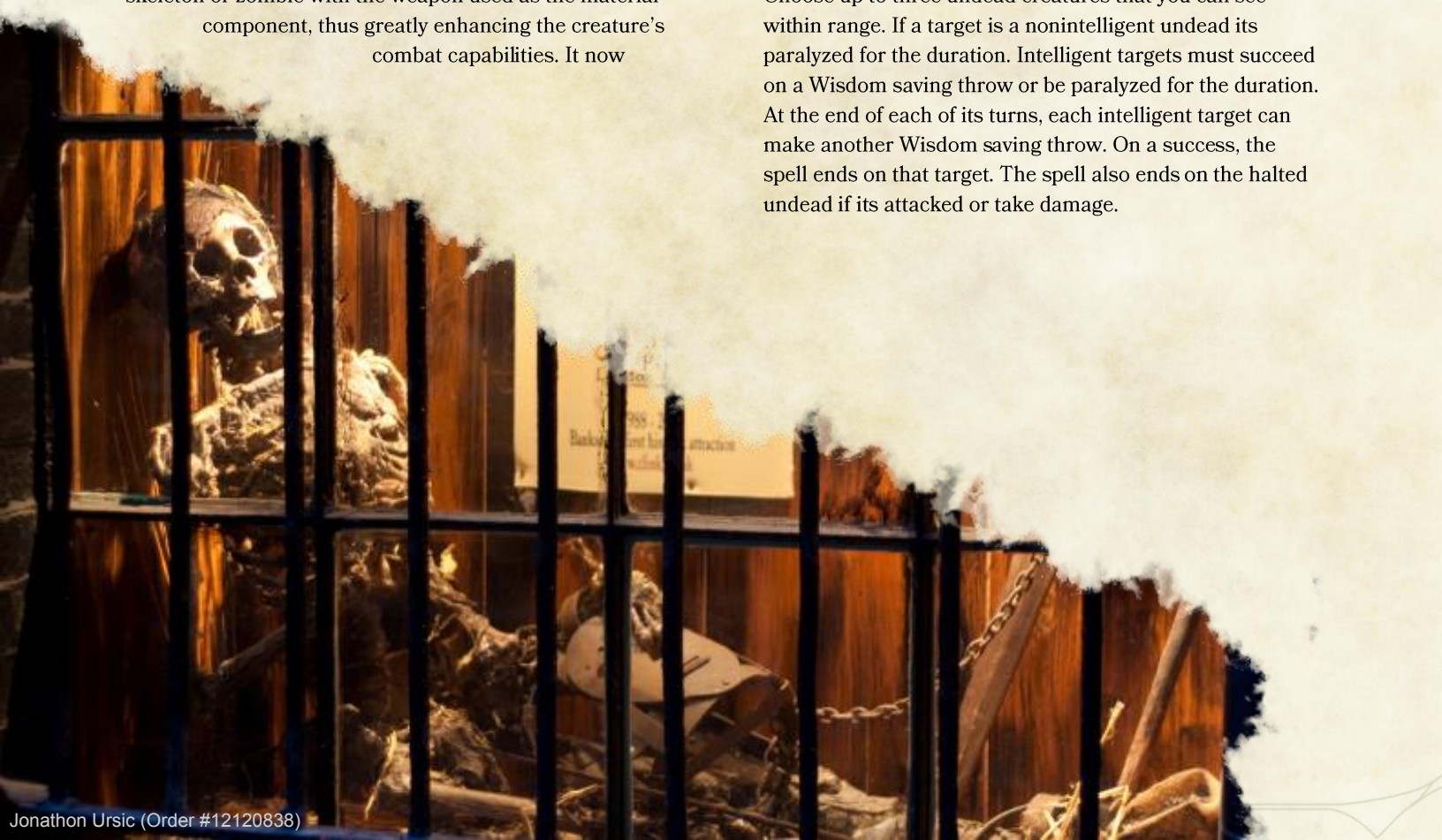
Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A pinch of sulfur and powdered garlic)

Duration: Concentration, up to 1 minute

Choose up to three undead creatures that you can see within range. If a target is a nonintelligent undead it is paralyzed for the duration. Intelligent targets must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, each intelligent target can make another Wisdom saving throw. On a success, the spell ends on that target. The spell also ends on the halted undead if it is attacked or takes damage.



INFUSE NEGATIVE ENERGY

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

An undead creature you touch regains a number of hit points equal to 1d8+your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

INVIGORATION OF UNDEATH

3rd-level necromancy

Casting Time: 1 action

Range: Self (30-foot-radius)

Components: V, S, M (heart of fighter or warrior)

Duration: Concentration, up to 1 hour

This spell increases the flow of negative energy through zombies, causing them to move with far greater speed and fluidity than normal. Until the spell ends, the aura moves with you, centered on you. Each zombie in the aura have advantage in dexterity saving throw and ability check, and its movement speed is increased by 15 feet.

LONGEVITY

6th-level necromancy (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (one pint of blood from a creature of the same race but at least half the age of the caster, which the spell consumes)

Duration: Instantaneous

This spell negates the effects of natural aging on the caster of the spell for a period of one day. It had no effect on aging caused by magical or divine mean. Multiple *longevity* spells cast within the same day have no additional effect upon the caster. Cast each day, this spell does, of course, grant the caster immortality of a type — you will no longer age whilst the spell is in effect, though you will still be vulnerable to death from other sources, such as disease, poison and injury.

RAISE CITY

9th-level necromancy

Casting Time: 1 day

Range: 1 mile

Components: V, S, M (ruined, deserted settlement and a collection of items from the ruined settlement worth at least 20,000 gp. The items are consumed in the casting, the settlement itself remains intact after the skeletons have risen.)

Duration: Instantaneous

There are few spells more powerful in the necromancer's repertoire than the ability to raise an entire civilization from death. This is the ultimate goal of many practitioners who do not quest solely for undeath themselves, the animation and control of an entire legion of skeletons ready to do their bidding. From the ruins of an ancient town or city, you will cause skeletons to claw their way out of the ground, to rise up in perfect servitude to your every demand.

You must be upon the site of a ruined and deserted settlement to cast this spell successfully. Complete skeletons are not required for the use this powerful spell (scattered dust and bones are just fine) but no sentient creature must have lived within the settlement for at least 50 years.

Once cast, a number of skeletons will animate in accordance with the size of the settlement as it was when it was inhabited. A small village will yield between 60-600 skeletons, a town between 800-8,000 and a city between 1,000-10,000. The skeletons will be under your complete control until destroyed. A destroyed skeleton cannot be reanimated again and once cast, this spell may never be cast again by any other wizard in the same location.

The skeletons are unable to venture further than 10 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

RAISE DEATH HULK

7th-level necromancy

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (corpse of a sea captain, which the spell consumes and one sunken ship that is raised to the surface)

Duration: Instantaneous

One of the most awesome feats any necromancer can hope to perform is in the raising of a sunken ship from the sea floor, complete with undead crew, to be brought to the surface under the total control of the practitioner. Such death hulks are the stuff of legend, kept afloat through

powerful magics, despite the great holes in their hull through which the flows freely. Animated skeletons and zombies patrol the deck, performing all the tasks they did in life but they can't attack or take any action that would directly harm another creature.

A sunken ship must be in range for this spell to have any effect. *Raise death hulk* will cause the ship to rise to the surface of the sea, where it will be magically seaworthy and under your full control. A destroyed death hulk cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only a single death hulk may be controlled at any one time by you.

Any type of ship may be raised this way and it will have a full complement of crew, usually zombies, though skeletons may also appear if the ship has lain at the bottom of the sea for more than a year. The Dungeon Master is the final arbitrator of the ship type and the nature of its crew.

RAY OF EXHAUSTION

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of sweat)

Duration: Instantaneous

A black ray projects from your pointing finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target suffers one level of exhaustion.

If through this magic the target will have more than three levels of exhaustion, it has three levels instead.

RECALL SPIRIT

5th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a live rook)

Duration: Instantaneous

Through the use of this spell, you can summon a spirit back to the body that it once inhabited. *Recall spirit* may be cast on a body that has lost its spirit, through the effects of spells such as *magic jar* and *astral projection* or on a corpse that has subsequently caused the creation of an undead creature. If used for the latter, the undead creature may make a Wisdom saving throw to resist the attempt. Failure will result in its destruction.



REPAIR UNDEAD

1st-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (meat pieces or bone fragments, which the spell consumes)

Duration: Instantaneous

An undead creature you touch regains a number of hit points equal to 1d4+your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

SENSORY LINK

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

By casting this spell, you become able to perceive through senses of a controlled undead creature you have animated or raised. The maximum range a *sensory link* may be maintained between caster and undead is 1 mile.

SHADOW HORROR

3th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Through this spell, you gather a small amount of negative energy to yourself, then send it as a ball of dark seething power to a target. This force flares for just the briefest instant, weakening and stunning the victim as it is enveloped by a swirling cloud of darkness.

The target must succeed on a Constitution saving throw or its Strength attack rolls, ability checks and saving throws suffer a -2 penalty and is stunned until the end of your next turn. The effect last until the target finish a long rest.

SHADOW MASTERY

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Calling upon dark and twisted powers, you are able to cause an enemy's own shadow to rise up against him. This manifestation causes the shadow to cloak itself around its owner, making him very susceptible to attacks formed from negative energy.

The target must be casting a shadow for this spell to have any effect and thus will not work in pitch blackness or against vampires. For the duration of the spell, however, the target will cast no shadow at all as it envelops his body. A Wisdom saving throw is permitted to negate the effects of this spell. If this is failed, the target suffers the following penalties for the duration of the spell;

1. The target takes extra 1d6 necrotic damage whenever it suffers necrotic damage.
2. Any saving throw required to reduce or negate the effects of a necromantic spell suffers an additional -1 penalty.
3. All healing spells will cure half rounded up.

SHRIEKING MISSILE

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered chicken bone sprinkled, on the missile to be fired, which the spell consumes)

Duration: Instantaneous

You may cast this spell on any non-magical missile, be it sling stone, arrow or trebuchet stone, binding it with nearby spirits who are irresistibly drawn in by the flood of negative energy caused. When fired, the missile screams the cries of a thousand tortured souls as it flies through the air, unnerving any enemy. When it lands, the missile emanates waves of fear and oppression, causing most enemies to break and run immediately.

The missile does damage as normal but in addition also creates an area effect of 30 feet radius. Every creature within this area is affected as if by a *fear* spell.

The missile loses their magic if they have not been fired within 8 hours of the casting of this spell.

SKULL SNARE

1st-level necromancy

Casting Time: 1 minutes

Range: Touch

Components: V, S, M (skull of a medium-sized creature,

which the spell may consume)

Duration: 8 hours

You make a single skull alive and aware and command it to guard a single specified area of no more than 10-foot radius. It may move itself in a very clumsy fashion within this area. It remains there for the duration, until its destroyed, until you end the spell as an action, or until you move more than 100 feet away from it.

When a small or larger creature, that the skull can see, comes to inside area the skull starts to scream loudly. The skull has only darkvision, so can't see invisible creatures or creatures into the Ethereal Plane.

The skull will automatically attack any creature but the caster entering the area. At each turn, the skull attempts to bite on creature inside the area. The skull's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 1 piercing damage and the skull retains its grip on its victim, reducing their speed to one-half of normal until it is destroyed or the duration of the spell ends.

The skull is considered to have 1 hit point and an Armor Class of 10.

Once the skull has been destroyed, it may not be animated in this way again. You can use only one *skull snare* spell at a time. If you cast this spell again, the effect of another *skull snare* ends.

SOUL BIND

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a black sapphire, worth at least 1,000 gp per Hit Die of the target, which the spell consumes)

Duration: Permanent

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The target body must have been dead no more than 1 minute.

The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnate*, *resurrection*, *true resurrection*, *recall spirit* or even a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul, which is then still dead.

SPECTRAL HAND

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

You create a ghostly, glowing tiny hand shaped from your life force in an unoccupied space within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.



On casting the spell, you lose 1d4 hit points that return when the spell ends, even if it is dispelled, but not if the hand is destroyed. The hit points can be healed as normal.

The hand is an incorporeal object that has AC 20, resistance to bludgeoning, piercing, and slashing from nonmagical weapons, and hit points equal the hit points you lost when creating it. If it drops to 0 hit point, the hand is destroyed and the spell ends. The hand doesn't fill its space.

You can move the hand up to 60 feet, once per turn, no action required.

When you cast a spell with range of touch of 4th level or lower, the hand can deliver the spell as if it had cast the spell. The hand must be within 120 feet of you to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll with a +1 bonus.

STRIKE BARREN

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the skull of an infant)

Duration: Permanent

Often seen as merely a petty curse by all spellcasters but the most vile of witches, its effects can be devastating for the target.

By guiding small amounts of negative energy to specific parts of a living creature body, a skilled and manipulative exercise in itself, the target must succeed on a Constitution saving throw or become infertile, utterly incapable of producing offspring for the rest of their lives.

The use of *remove curse* will negate the effects of this spell. This spell has no effect on creatures who do not reproduce anyway.

THRESHOLD OF UNLIFE

6th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (white chalk mixed with ash from a cremation and a gem worth at least 1,000 gp, which the spell may consume)

Duration: 1 day

By outlining an area up to 500 square feet to be affected with chalk and ashes from a burnt corpse, you can greatly increase the ambient negative energy present in your surroundings. The effectiveness of all healing spells within

this area is halved. Normal healing by rest is not possible within the area, nor will spellcasters be able to regain spell slots by a long rest.

Ordinary light still enters the area effected but becomes dim and indistinct. Undead creatures that normally suffer in daylight, such as spectres and vampires, will face no ill effects whilst inside the area. All undead creatures will automatically regenerate 1 hit point per round whilst inside the spell's area of effect.

The spell's area can't overlap with the area of another *threshold of unlife* spell. If you cast *threshold of unlife* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

TOUCH OF FATIGUE

necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of sweat)

Duration: 1 minute.

You channel negative energy through your touch, fatiguing the target. Make a melee spell attack against the target. On a hit, the target suffers one level of exhaustion until the spell ends.

A creature that already has a level of exhaustion isn't affected. If the target will gain an exhaust level from any source, this spell ends before it.

UNDEAD CONDUIT

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (pinch of bone dust)

Duration: 1 minute

By strengthening the bonding of negative energy between yourself and an undead creature you control, you may project your necromantic castings greater distances than normal. For the duration of the spell, you may cast any necromantic spell you know and have prepared from a controlled undead creature rather than yourself. In terms of range, touch attacks and area of effect, the undead creature effectively becomes the caster of these spells, though all other variables of the spell, such as spellcasting ability, are yours.

UNFETTER UNDEAD

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (three drops of blood from a corpse that died of cold)

Duration: 1 day

By manipulating the strands of control that exist between undead and their master, this spell can disrupt and distort such bindings. All undead within a 30-foot radius of the spell's target become uncontrolled for 1 day unless their master makes a successful Wisdom saving throw.

VISAGE OF THE DEAD

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (dirt from a flesh humanoid grave)

Duration: 1 hour

Through the use of this spell, you can alter your appearance and form to that of a corpse or zombie of the same size and race. Body temperature will feel cold, limbs will stiffen, flesh will appear putrid and rotting, and the smell will be like rotten meat. You no longer need to breathe whilst the spell is in effect.

VOICE OF DEATHLY WHISPERS

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (tongue of a sentient creature)

Duration: 10 minutes

Often used in conjunction with *sensory link*, this spell allows you to magically project your voice from any corporeal undead creature you have touched and control. Unless you have cast *sensory link* on the undead creature previously, you must be able to physically see it during the use of this spell.

WALL OF BONE

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (intact arm bone)

Duration: Concentration, up to 10 minutes

You cause a vertical bone wall, anchored to the floor, springs into existence at a point you choose within range. The wall of bone is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can



make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that is no longer enclosed by the wall.

The wall is an object made of bones that can be damaged and thus breached. Each panel has AC 10 and 10 hit points per inch of thickness, and has vulnerability to bludgeoning. Reducing a panel to 0 hit points destroy it.

One side of the wall, selected by you when you cast this spell, is flat and featureless polished bone, whilst the other manifests bony arms that attack anyone attempted to approach. When a creature ends its turn within 5 feet of that side you can make a melee spell attack against the creature. On a hit, the creature takes 1d6 bludgeoning damage.

WAVES OF EXHAUSTION

7th-level necromancy

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

Waves of negative energy render all living creatures in the spell's area exhausted. Each creature in the area must make a Constitution saving throw. On a failed save, the creature suffers two level of exhaustion. An undead or construct creature isn't affected.

If through this magic the target will have more than two levels of exhaustion, it has two levels instead.

WAVES OF FATIGUE

5th-level necromancy

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

Waves of negative energy render all living creatures in the spell's area fatigued. Each creature in the area must make a Constitution saving throw. On a failed save, the creature suffers a level of exhaustion. An undead or construct creature isn't affected.

If through this magic the target will have more than one level of exhaustion, it has one level instead.

WOUND

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (bladed weapon buried with a corpse)
Duration: 5 rounds

This necromantic spell pours a minute amount of negative energy into the target, accelerating injuries to living tissue and making wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic.

Make a ranged spell attack against the target. On a hit, the target will lose one extra hit point every time it takes damage from any source, for the duration of the spell. This spell has no effect on undead, constructs, celestials and fiends.

TEMPLATES

SKELETON ANIMAL TEMPLATE

Size. Same as base creature.

Type. Becomes undead.

Alignment. Always Lawful Evil.

Armor Class. The natural armor receives a -2, if the creature doesn't have natural armor there isn't any penalty.

Hit Points. The creature gains 1 additional Hit Dies, and you add its new Constitution modifier to each hit die.

Example: If the creature had Constitution modifier of 1 and 2d8+2 hit points, as a skeleton with Constitution modifier of 2, it will have 4d8+8.

Speed. Same as base creature.

Strength. Same as base creature.

Dexterity. Same as base creature.

Constitution. Become 15

Intelligence. Become 6, or the same as base creature, if lower.

Wisdom. Become 8, or the same as base creature, if lower.

Charisma. Become 5, or the same as base creature, if lower.

Saving Throws. None

Skills. None

Damage Vulnerabilities. Bludgeoning

Damage Immunities. Poison

Condition Immunities. Exhaustion, poisoned

Sense. Darkvision 60ft.

Languages. Understands all languages it knew in life but can't speak

Challenge. Same as in life

Traits:

Any physical (non-cognitive) ability possessed in life.

Actions:

Any melee/missile weapon or natural attack possessed in life.

ZOMBIE ANIMAL TEMPLATE

Size. Same as base creature.

Type. Becomes undead.

Alignment. Always Neutral Evil.

Armor Class. Must adapt to new dexterity.

Example if a creature has 12 AC and 14 (2) Dexterity, now that it's a zombie its Dexterity is 8 (-1) so its AC will be reduced by the difference in dexterity modifiers, in this case will be 9.

Hit Points. The creature gains 2 additional Hit Dies, and you add its new Constitution modifier to each hit die.

Speed. Movement speed suffer -10ft. penalty.

Strength. Same as base creature.

Dexterity. Become 8, or the same as base creature, if lower.

Constitution. Become 16.

Intelligence. Become 3, or the same as base creature, if lower.

Wisdom. Become 6, or the same as base creature, if lower.

Charisma. Become 5, or the same as base creature, if lower.

Saving Throws. Wisdom that has the bonus:

[Proficiency (based on CR) – 2]

Skills. None

Damage Immunities. Poison

Condition Immunities. Poisoned

Sense. Darkvision 60ft.

Languages. Understands all languages it knew in life but can't speak

Challenge. Same as in life

Traits:

Any physical (non-cognitive) ability possessed in life.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from critical hit. On a success, the zombie drops to 1 hit point instead.

Actions:

Any melee/missile weapon or natural attack possessed in life.

Slam. Melee Weapon Attack:

Proficiency (based on CR) + Strength modifier to hit

Reach based on base creature

One Target

Hit: 1d6 Medium, 2d6 Large, 3d6 Huge, etc. plus

Strength modifier.

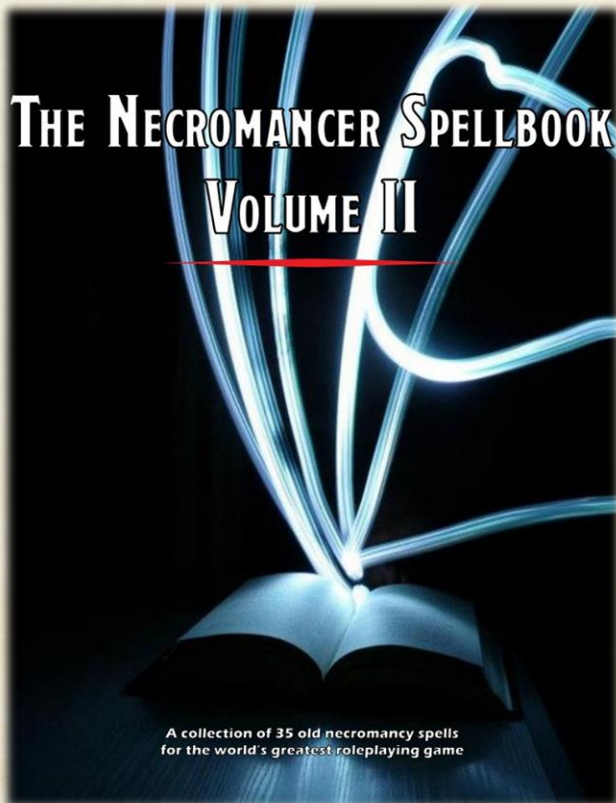
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REFERENCES

- D20 System SRD
- Necromancy: Beyond the Grave

CHANGELOG

Version 1.2

- Minor balance improvements
- Changed the advert

Version 1.1

- Minor balance improvements
- New cover
- Added the advert of "Demonologist"