

RISE OF THE NECROMANCER

HOMEBREW

The eyes of death are watching



TABLE OF CONTENTS

INTRODUCTION	2
BACKGROUND	2
OVERVIEW	2
ADVENTURE HOOK	3
THE WORLD	3

PART 1: A PEACEFUL CAMP	4
HOME AWAY FROM HOME	4
THE STORM	5

PART 2: CAVERN	6
TIME TO BREATHE	6
ONWARDS AND UPWARDS	6

PART 3: THE SOUL CAIRN	9
TEAR DOWN THE SHIELD	9

PART 4: ZHEILVER RULER OF THE UNDEAD	11
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EPILOGUE: BACK TO BUSINESS	12
--------------------------------------	----

ENEMY STATS	13
-----------------------	----

INCANTATIONS	15
------------------------	----

CREDITS AND LEGAL.	16
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INTRODUCTION

This book is written for the Dungeon Master (**DM**) and contains all the materials needed for this D&D adventure. It includes stats and descriptions of all the monsters, potential artifacts or items of note. I have intended it for DM's new to Dungeons & Dragons and is more descriptive with the setting than most other guides I have seen. It is also meant for starting characters up to level 5 - although difficulty can be increased at DM's discretion as they see fit.

This particular adventure sets off from any potential part of any realm you are currently in and can be used as an interim adventure between two main stories to break up a campaign. Players will need a "**Player Handbook**" in order to make up characters to be used and the **DM** will need to know the basics of what they are doing in order to use this adventure.

I have made this adventure for characters of a low level (1-5) to use as a good starting "mini quest" for which I will write several parts to. This being the first it will introduce us to the main villain in the questline and also get new characters through the first level or two in order to move on to the next parts of the quest. If you wish to increase or decrease the difficulty - all you have to do is add more/stronger enemies to increase difficulty or less/weaker ones to decrease the difficulty.

BACKGROUND

During a brief break in their current adventure, your players characters have decided to take a small camping break two days ride from the nearest village. They have no horses or other transport and are just planning on staying long enough to sort out their equipment or train a little before moving on. The locals of the village have warned them about some mysterious goings on around the graveyard in the evening. It seems the spirits have been getting "restless". They haven't asked anything of you - too afraid to upset the spirits of their loved ones, but you take it upon yourselves to take a brief look into the nature of the instability.

OVERVIEW

The Rise of the Necromancer is intended for a party of 4 but the difficulty can be raised for more/higher level players or lessened for less players (minimum 2). The adventure itself is split into 4 small sections each with its own tempo - you as the **DM** can choose to speed up the tempo or allow the players the freedom to explore more of this adventure.

Part 1: A Peaceful Camp has the players sharing stories as they build the camp they plan to settle down for the night. It starts in the evening when players are settling down - ie no armour shall be worn and weapons are being stowed/cleaned and maintained. Allow the players time to get settled into the new party or existing members to reacquaint with one another. Once the fire has died down and the team is resting securely, a magical storm causes chaos and forces the party to move for shelter. They must dodge branches, rocks and lightning whilst running for the shelter of a nearby cave at the foot of a mountain.

Part 2: Cavern will have the players assessing wounds and setting up for the main section of the adventure. Here they will be introduced to the minions of darkness being manifested by the Necromancer. They will have to fight patrolling enemies, investigate rooms to find out what is so unsettling in this particular cave system. The cavern itself is not overwhelmingly vast but spirals upwards for some time with various cut outs serving as quarters for what seems like only one occupant.

Part 3: The Mountain Shrine has the players exiting the musty, damp and dark cavern system to find themselves inside the crater of a dormant volcano after the magical storm has passed. Inside the crater is a purpose built shrine being guarded by swarms of the Necromancer's minions. Here they must fight their way to the centre using knowledge they have gained throughout the exploration of the cave system to repel his forces of darkness. The morning light brings no hindrance to the minions and here you will see the Necromancer being sheltered by various magical incarnations who are projecting a forcefield. Players must take out these Spectres to move on to the final part of the adventure.

Part 4: Zheilver, Ruler of the Undead will force the players into confronting the Necromancer and having to halt his ambitious plans. It will also set up the next adventure involving the evil Necromancer and possible plans for the future.

Part 5: Back to Business Will allow the DM to bring the mini adventure to a close and tie on to the next (or current adventure) by guiding the characters back through the cavern to where they started. **This section is entirely optional but serves to close off the adventure**



ADVENTURE HOOK

The players can use their own reasons for joining the party for this mission or you can use it as an interim adventure between two main plot points while travelling through another adventure. Obviously most characters have their own motives for being in the world - whether it is for riches, glory or just to rid the world of evil.

If you need a specific reason or this is your first adventure - then a simple overhearing in the village inn of a dark force building around the base of the nearest village's has the locals spooked and fearing for their safety shall suffice.

Use the power of thought

Remember - as the DM YOU have the power to invent and create throughout the adventure by using nothing more than your imagination. Use your players characters traits and wants to shape the adventure into something THEY themselves want to be part in. If certain characters don't seem like they would get along - create some tension (perhaps a missing item in camp?) and a way out to cement a new friendship between them.

THE WORLD

This adventure can be anywhere in any realm or setting you choose. This supplement is set in a vast forest wilderness surrounded by mountains, however if you would like to change it to a sandy desert or open savanna plain then by all means - DO SO! This game is all about having fun and you are free to add your own 'spin' to the story. Just remember to be creative and enjoy the act of story telling.

The forest is well established and has no known name. Trees full of lush vegetation and vibrant wildlife are abundant to all the senses. It stays pleasantly warm throughout the day and gets mildly chilly during the course of the evening. Night time creatures are not dangerous ranging from deer and wild hogs to the small furry rabbits and insects that buzz around. The world seems to always be moving and is teeming with as many creatures as you can think of. There are no strict paths and all the characters know is at the base of the nearest mountain - lies a cave. And it is in this cave that they must seek out the answers to the questions the villagers have raised.

The storm will present various hazards and obstacles that the team will need to overcome to escape without injury. It will not be a truly deadly encounter for our well trained group but nonetheless - make sure you sell it to them so they think that there is a real possibility of being swallowed up by the darkness and lightning! Install fear into them that this adventure is not for the faint hearted and they will be even more determined to quell the Necromancers fiendish plans.

Once the players reach the cavern section - the world becomes unnervingly dark. The only lights that will be showing will all be made in the relevant sections - however as players reach higher sections of the cavern the natural light filters down through natural openings in the rocks. The caverns are wide enough for a full party to stand side by side (unless noted otherwise) and the walls all have a similar stench of decay and rotting underworld life. Small streams of water funnel through the various sections and can be collected by the players as a fresh source of water.

The shrine at the summit of the cavern is devoid of any life. The Necromancer has seen to eradicate all trace of life force for his evil plot. It is set in the crater of what is an extinct volcano. The fires beneath have long since dried up and solidified. It is much colder and exposed up here from the cavern and the change requires our weary adventurers to readjust momentarily to the new situation.

Just remember - You have the voice that controls the story, detail their surroundings and make sure you draw them in to the world you create. Anything you can think of is possible and so be as descriptive and as imaginative as you can be to get the most out of your players.

PART 1: A PEACEFUL CAMP

HOME AWAY FROM HOME

Our adventure begins with our players characters all getting ready to settle down for the night, some could be polishing weapons or cleaning armour, others might be making food or brews around the campfire. The group mage could be doing some late night studying to refresh for the next day. Go around and ask each player what sort of things they get up to when the going has been good and there is nothing to worry about. If alcohol is present then be sure to take this into account for the next part of this adventure as maybe not everyone will be a quick to react when things arent quite as peaceful as they seem.

Make sure to explain to them about the motives for them camping out. It is not a serious or major quest to have undertaken but the people in the local village have shown you great kindness on your travels so the party feel like they should investigate as a means of saying thank you.



THE STORM

Once you have got the party nicely ready to settle down for the night, the wind starts to brew. Magical users start feeling an itchy prickling feeling all over and non magical users can see a dim in the natural light. The forest has gone eerily silent bar the increasing noise from the wind. Read the boxed text or come up with your own way to convey the building power of the storm:

"As you all start to drift off to sleep, the wind begins to surge, building in its intensity. The wildlife has all stilled and a strange tingling feeling to all those who use magic. Those without so much use of magic can see a visible dimming to the natural world - it is if the night itself is coming to claim the camp.

The wind is now strong enough to completely extinguish the camp fire, and the rustling of the trees now makes it difficult to hear one another. Suddenly - a crack of luminous green lightning cracks the sky. Followed by another almost instantly hitting a nearby tree, felling a branch to the ground.

The wind now becomes a whirling torrent and as the rain starts to increase in its volume, it becomes dagger like as it slashes into unexposed skin."

In this section the players must run from the force of the storm.

- Roll for INITIATIVE now.
- Whoever has the highest will act first, players must run in turns and suffer 1d4 damage each time they stop to pick up something or try to catch their breath.
- This storm will last 5 turns (each turn lasting about 1 minute) during which players can do a DC10 DEXTERITY check to pick up their supplies and weapons.
- Each player can try to pick up: Their Weapons, Their Armour and their Supplies.
- On the 1st two failed DEXTERITY checks - Players suffer 1d4 damage and are unable to take the items. On following fails (providing they are still conscious) they take the 1d4 but are also able to take the items.

- Once a player has all their equipment they can use remaining turns to help another player collect theirs - make sure to encourage co operation as you are trying to outrun an enemy that can't be fought.

Now that all the supplies have been collected read out this box or describe to them the severity of the situation:

"You have all collected your gear but the storm is still building to a crescendo. The wind now a howling gale pushing against each of your bodies bringing leaves and branches down around. The green forked lightning streaking across the sky and occasionally blasting trees near and far. You must seek shelter from the raging torrent and begin to press towards the mountain. Moving is difficult but as a team you stick together shields raised magical or mundane to protect one another as you make your way through the forest to the base of the mountain. As told by the villagers - you see a large opening and make your way towards the maw of the cave."

PART 2: CAVERN

TIME TO BREATHE

Upon entering the cavern soaked and slightly battered, our party finds respite from the extreme conditions outside. The stalagmites and stalactites jut from above and below with a small clearing just in the centre of the entrance. This section of the cavern looks natural and there are small creatures also seeking shelter from the storm. Lizards and insects all scurry from light but deeper in to the back of the cavern entrance there is luminous fungi clinging to the walls casting an eerie blue glow to the area. Those without dark vision are able to see but not in great detail.

Characters can take this time to heal up and check through supplies. If player(s) died in the storm (**SEE DEVELOPMENT**) then here they will see their fellow party member(s) in spectral form. They are fully coherent but unable to move through walls or doors. They can not touch or move anything but otherwise their senses all work the same.

1. Cave Entrance

In the cave entrance you find a large stone door to the rear of the cavern, it has been used recently and if any character decides to inspect it they see that it opens freely. The ramp after the door is very steep heading upward. You could add a **DEXTERITY** check here for footing.

DOOR PUZZLE IDEA:

Use a riddle or make the players search for some puzzle clues in this section of the cavern. Alternatively - Take a **STRENGTH** or **ARCANA** check to see if a powerful fighter or skilled mage could break open the seal of the inner cavern.

3. Room of Souls

When the players stumble across this room they will see a strong deep blue glow coming from the entrance. The room consists of many bell jars filled with glowing blue wisps of light. Notes are all around and if inspected the party can determine that this is the lair of the Necromancer known as "Zheilver". The room is very clean and contains few items of value (some gold coins and paper/ink etc). If a player smashes a jar the soul immediately phases into the wall and a Skeleton breaks free starting to fight (unarmed).

What is of note is a particular spell scroll that when examined has an incantation to turn a soul that has been stolen from the storm back to mortal form This can be used by any party member but will use one spell slot or leave the user's character blind for 15 minutes.



ONWARDS AND UPWARDS

2. First Patrol

Immediately after the party reaches the 2nd point on the map they are found by a "Patrol Skeleton" x3. Each is infused with the soul of a dead human - they long for flesh but have their motives twisted and are now seeking a fresh new body to inhabit. They are unavoidable and are undetectable by magic as they rise from beneath the luminous fungi (which disguises their glowing blue eyes and chest). See the *Enemy Stats* section on page for more details.

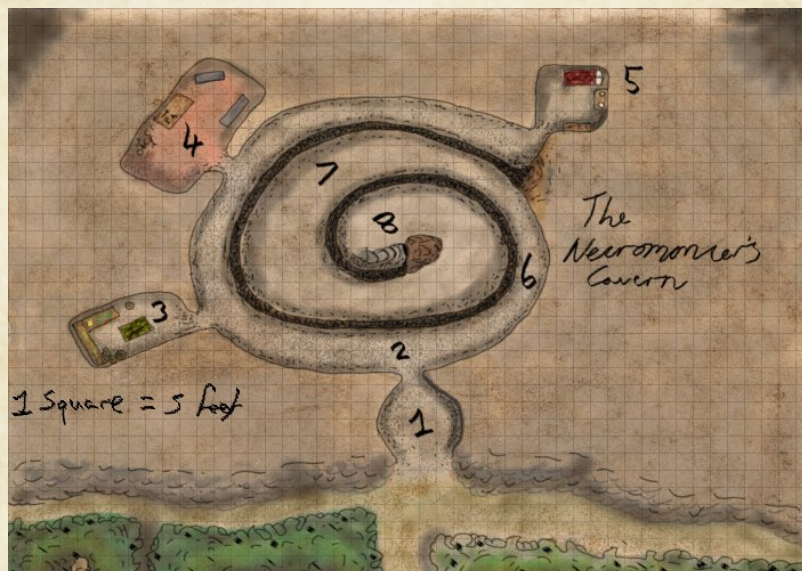
After this encounter set a timer. Every **10 minutes** after this fight they will be ambushed by a "Skeleton Patrol" (Roll a 1d4 to determine how many Skeletons they will fight) which can rise anywhere in the cave and are unavoidable.

4. The Red Room

This room contains no useable items and is only used by the Necromancer for getting rid of any prisoners he has. There are body parts and full corpses piled around the room with grating underfloor to catch the blood in troughs. The smell is overpowering and anyone fighting in the room is handicapped with difficult terrain. There are torture tools and other equipment one might have in order to remove parts from a corpse. All of the corpses have eyes blackened (a result of having their souls torn from their mortal bodies).

5. The Study Room

Room 5 contains many books and notes on the Necromancer's findings. Any characters that inspect further find out that the Necromancer has been bonded with a being known as *"The Underling"*. This bond enables the Necromancer to strip the souls from those he kills as well as being able to conjure a storm that can kill and trap them in a magically sealed area (ie a cavern).



INCANTATION

In this room there is an incantation that shall be known as *"Repel Minion"*. It is a cantrip but requires constant concentration. One team member (anyone or everyone can learn it) can use this incantation when in **Part 3** of the adventure. This incantation is **VITAL** to the success of **Part 3**. See Incantation section in this book for more details.

There is also a diary from *Zheilver* himself showing increasing proficiency at being able to capture and use the souls he takes. It is clear that he has mastered the process and is preparing to make an army of the undead. You also learn that he has created this cavern for that purpose and that the cavern has an opening above it to a place known as *"The Soul Cairn"* to where he can amplify his powers tenfold.

6. Wall of Skeleton Guards

If players upon entering the cavern turn right and proceed to **6**, they shall meet a company of 6 "*Skeleton Guards*" (see *Enemy Stats* section for more details). Players must perform an **INSIGHT** Check and if successful they find out that these are immune to all types of damage and any magical spells/items. They have an ability called "*Truly Undead*" meaning they have an infinite amount of **Hit Points**. They stand shoulder to shoulder and fight when someone comes within 5 feet of them. They must find another means of getting through the blockade.

If players have found the "*Repel Minion*" incantation, they may use it to pass through the blockade. The incantation can be used while walking but the player using the incantation can not fight or interact with objects in order to maintain Concentration. Once past the blockade the guards reform their ranks and continue to guard the route. It seems the Necromancer only "commanded" these Skeletons to prevent people coming further into the cavern.

7. End of Skeleton Patrol Area

After the Wall Guard, there will be no more "*Skeleton Patrols*". At this point there is only solid rock around and the Skeletons can no longer burst free of the earth nor get past the Wall Guard. **This would be an ideal time for the team to take a short rest.** They can see that a dim light is filtering down the pathway from an opening above. This will encourage our players to move further up the now steadily steepening pathway.

8. Necro-Spectre Guarding the stairway to the opening shall be a Necro-Spectre. It is a much more powerful being from the underworld infused with stolen souls by the Necromancer. It can not be avoided and senses any creatures with a soul besides any of the Necromancers Minions. It causes the air to chill and absorbs light around it making the area dark and haunting despite the obvious light coming in through the opening. See the *Enemy Stats* section for more information.

Upon defeating the Necro-Spectre the players may take a short rest and move up the stairs and through the doorway.

This takes us outside to **Part 3** of the adventure.





PART 3: THE SOUL CAIRN

THE BATTLE COMMENCES

Once the players defeat the Necro-Spectre and head outside they are confronted with an awe striking scene. They appear to be in the crater of a dormant volcano, into which there has been a shrine built by the Necromancer and his minions in order to focus and amplify his energy and create the storms that he uses to steal the souls of those wandering the woodland around the base of the mountain. Read this text box or make up your own dramatic final battleground vista.

"You exit the musty cavern and find yourselves in front of an unholy scene of terror. The sky is pulsing with the same storm like green lightning and far in front of you there is a shrine built into the mountain - monoliths 20 feet tall adorn the edges in a circle around a depression in the rock. At the centre of the bowl stands the Necromancer, 8 feet tall and bursting with magical energy as he builds up his power. Green lightning arcs across his body and his eyes glow with an ethereal blue glow. He and the bowl are surrounded by a green dome arcing with the same energy that is coursing through the Necromancer. Around the dome stands 9 towers. 4 of which have hideous dark figures perched atop channeling their energy into the dome. Between you all and the dome there are countless tiny forms. Skeletal in appearance they are 3 foot tall and move in rapid bursts of motion. Their eyes glow green and as soon as you set foot on ground outside the cavern - a sea of glowing green eyes locks on to the party before a deep booming voice commands *'Bring me their SOULS!'*"

1. The Horde

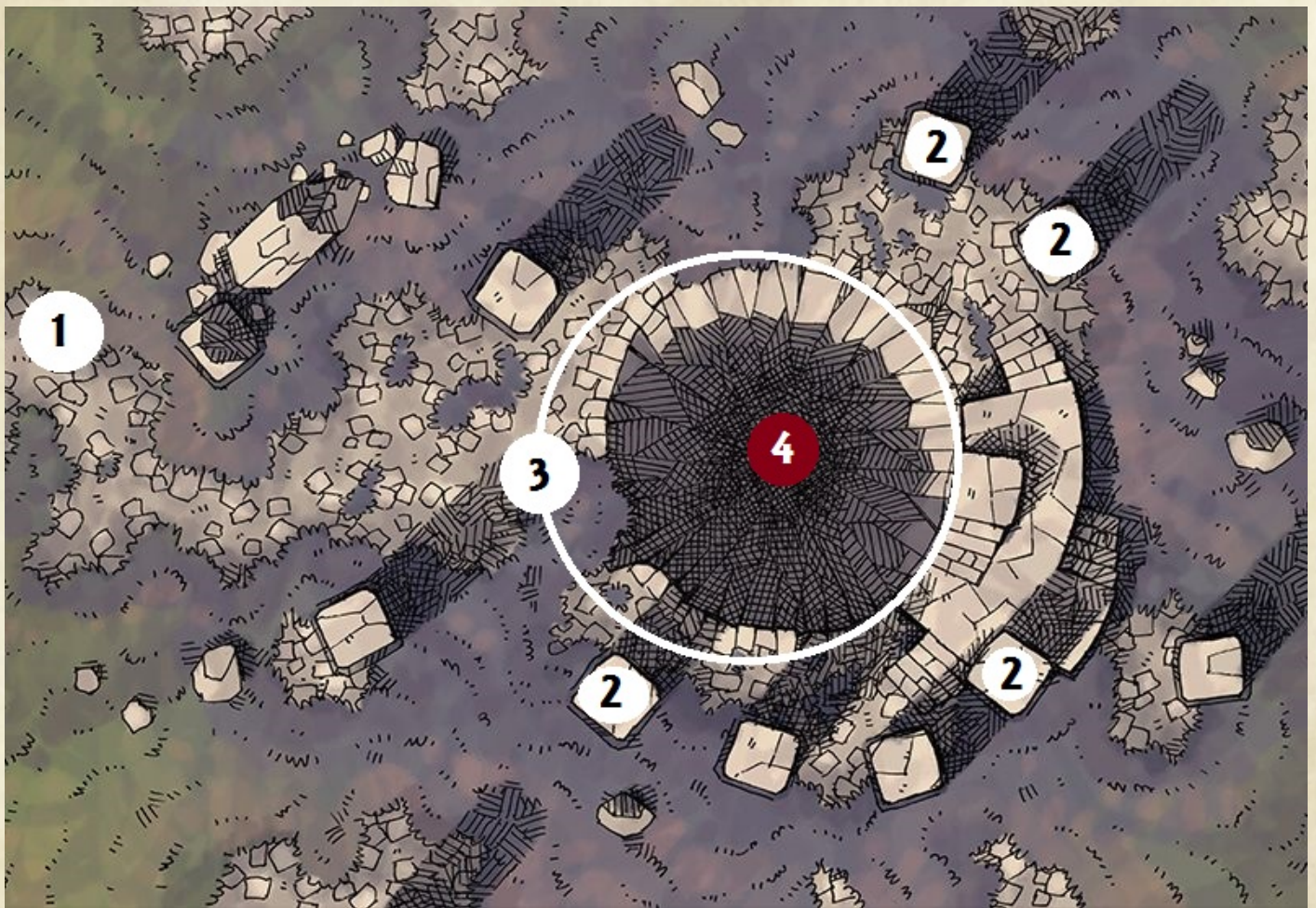
The players at this point will be faced with a horde of "Skellets". These small but fast creatures leap on and grapple each player and unless they succeed a DC 10 **STRENGTH** check - they suffer 1d4 damage.

It is recommended that one party member should be using the "Repel Minion" incantation for the duration of this segment.

The Skellets are affected by the "Repel Minion" incantation but for every 20 feet the group moves whilst using the incantation - 1d4 number of skellets will break through the seal (due to sheer numbers pressing against it) and attach to a random character(s). Again they must succeed in a DC 10 **STRENGTH** check in order to break the grapple and kill the *skellet* instantly. The party must make their way towards the dome to continue. See the *Incanatations* on page # for details on how to use it

The dome is approximately 50 feet from the cavern exit. or you can make up your own frequency for when the skellets break through.





2. Underling's Ghouls

On each of the pedestals there will be an "*Underling's Ghoul*" feeding energy into the Death Shield. These creatures must be knocked off with a ranged attack. Any attack will do but for the first hit it will not take any damage. Once the Ghoul has been knocked off it will *Phase Shift* inside the party's *Repel Minion* field and immediately attack a random character. See the *Enemy Stats* page for more details on the *Underling's Ghoul* for the normal battle scenario. After each of the *Underling's Ghouls* are defeated - 1d4 *Skellets* enter the *Repel Minion* field. See thier individual stats in the *Enemy Stats* section too.

3. Death Shield

This perimeter shield protects the Necromancer from any damage and all attacks or attempts to penetrate the shield will result in taking 1d6 damage as it repels the attack back at the attacker. Players must take out each of the *Underling's Ghoul* to lower the shield which will allow them to engage the Necromancer himself.

4. Zheilver, Ruler of the Undead

Here we see the Necromacer named *Zheilver* he is aware of our party's intention but is too engrossed in building up power for his massive storm.

FUN IDEA

If you want to add another layer of difficulty you can put a timer in here to make this section more urgent. It will force the players to cooperate.





PART 4: ZHEILVER, RULER OF THE UNDEAD

Once the players manage to exterminate the 4 *Underling's Ghouls* the Death Shield will drop and standing in the centre of the depression in the rock is the Necromancer *Zheilver*. All of the *Skellets* now dissolve and fade from existence as *Zheilver* has not got his assistants to lend him the strength to keep up so many conjurations. The players no longer need to use the "*Repel Minion*" incantation as the horde no longer exists. Read out the box or come up with your own introduction to the final boss fight:

"The last of the *Underling's Ghouls* fades from existence, the Death Shield fizzles into the ground and at the centre of the Carin on one knee is *Zheilver*. He takes a quick moment to gather his senses and says 'You have proven most troublesome to my endeavour. I will personally make sure that your souls will go to great use when i rip them free of your cold lifeless corpse!' He readies two glowing balls of green ethereal fire and phases next to the party. 'PREPARE TO DIE!'

Zheilver, Ruler of the Undead

Medium

Armor Class 15
Hit Points 30 (6d6 + 5)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+2)	15 (+1)	19 (+3)	18 (+1)	6 (-2)

Condition Immunities Sleep
Senses Passive Perception 14
Languages Common, Underworld
Challenge 2 (3000 XP)

Phase Shift. Zheilver can phase shift at the start of his turn. He disappears from one player and reappears next to another.

Actions

Undead Punch Unarmmed Attack: +4 to hit, reach 5ft., one target. **On Hit**- 5 or 1d6 + 2 damage.

Ethereal Bolts Ranged Attack: +2 to hit, reach 20ft., one target. **On Hit**- 1d4 damage.

PART 5: BUSINESS AS USUAL

Read the next section out loud or make up your own ending to the dramatic battle:

After the final blow a dark black mass bursts from *Zheilver's* chest and shoots off into the sky. His body, now burnt out and completely devoid of any life force, crumples to the ground. Any remains of his minions collapse lifeless and the trapped souls finally break free to seek rest for eternity. Our team can rest up on the cairn knowing they are now safe from any force of darkness.

The players make their way back down through the cavern stopping by the **Soul Room** to break the glass jars and free the still captured souls. They exit out the cavern entrance to a beautiful star filled sky, the wind is gentle and cooling after the ordeals of the cavern and the air is FRESH! No more musty cavern or stench of decay.

You all make your way through the woods for half an hour to the point where you last made camp before the storm. Any belongings you had are still there and you collect them all before bunking down once again for the remainder of the night.

After a restless nights sleep the party awaken the next day. Being where they were before, they all ask if the events of yesterday really did happen? They decide to head back to the village to see if all is back to normal.

Upon returning to the village - they are met with a gruesome sight. People lay dead in the street with eyes burnt out. On the wall of the house nearest the direction you came from there is a man. Body slumped against the wood frame one arm pinned with a large war axe pointing to a message written in blood which reads:

"You have taken from me a trusted vassal. I am the UNDERLING. And I will have my REVENGE!"

ENEMY STATS

PATROL SKELETON

Medium, Mindless evil

Armor Class 10

Hit Points 5(1d4 + 2)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	4 (-3)	13 (+2)	4 (-3)	1 (-4)	5 (-1)

Condition Immunities blinded, deafened, frightened, groggy.

Senses passive Perception 12

Languages Skeletal

Challenge 1 (40 XP)

Actions

Claw Slash. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 4 or 1d4 + 2 damage.



WALL GUARD SKELETON

Medium, Mindless evil

Armor Class 20

Hit Points ??

Speed 5ft.

STR	DEX	CON	INT	WIS	CHA
40 (+2)	10 (+0)	20 (+5)	10 (+3)	18 (+4)	11 (+1)

Condition Immunities Immune to all known effects

Senses passive Perception 20

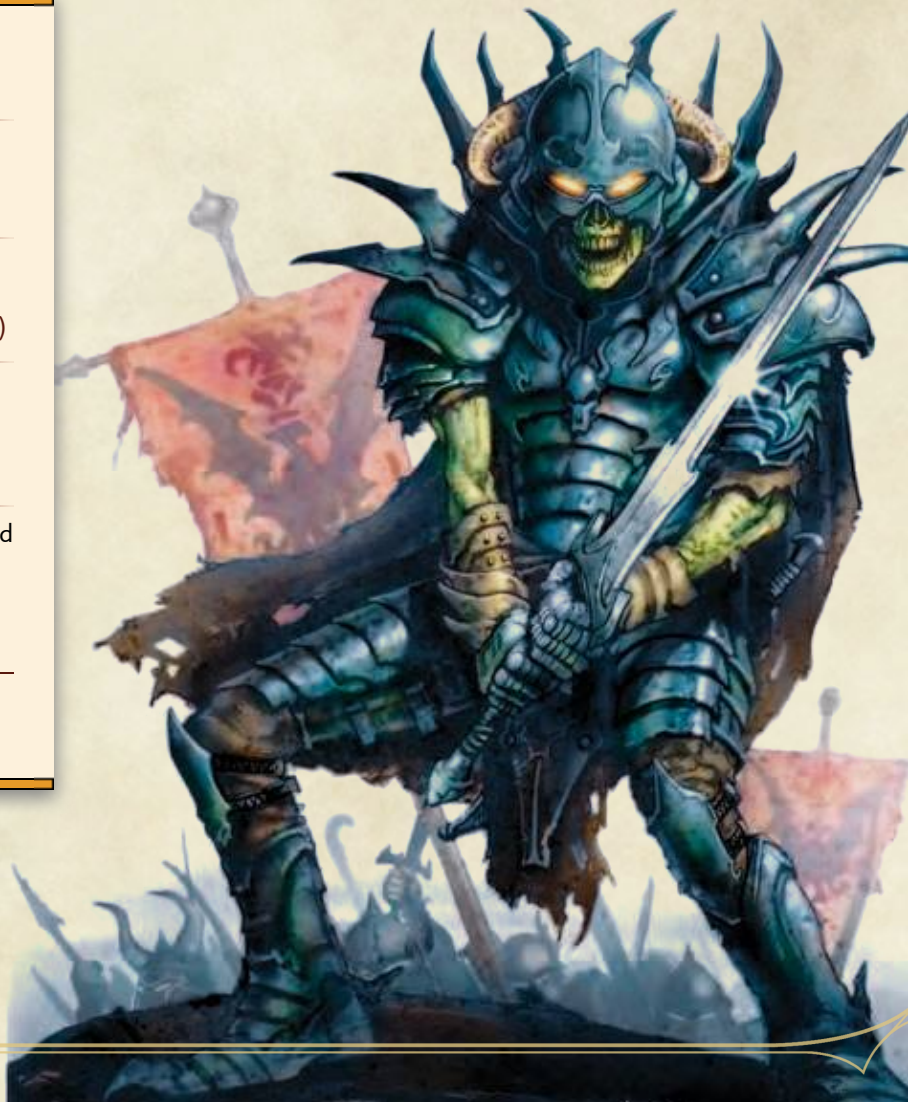
Languages Skeletal

Challenge ??

Steadfast Defence. The skeletons are immovable and unpassable unless "*Repel Minion*" incantation is used.

Actions

Defence Force. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 20 or 1d20 + 2 damage.



ENEMY STATS

NECRO-SPECTRE

Medium, Mindless evil

Armor Class 15

Hit Points 20(3d6 + 4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	13 (+2)	12 (-1)	12 (-2)	5 (-1)

Condition Immunities charmed, sleep.

Senses passive Perception 16

Languages Skeletal, underworld

Challenge 1 (300 XP)

Actions

Psychic Wave. Area Attack: +2 to hit, reach 15ft., any target in range. *Hit* 4 or 1d4 + 2 damage each.

SKELLETS

Armor Class 20

Hit Points ??

Speed 5ft.

STR	DEX	CON	INT	WIS	CHA
5 (+2)	15 (+0)	5 (+2)	1 (+2)	2 (+1)	1 (+1)

Condition Immunities blinded, deafened, frightened, groggy, sleep.

Small, Mindless evil

Senses passive Perception 12

Languages Skeletal

Challenge 1 (20 XP)

Actions

Grab n' Stab. Unarmmed Attack: +5 to hit, reach 2ft., one target. *Hit* 2 or 1d4 + 1 damage.

UNDERLING'S GHOUL

Medium, chaotic evil

Armor Class 12

Hit Points 15(2d6 + 4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	13 (+2)	12 (-1)	12 (-2)	5 (-1)

Condition Immunities charmed, frightened, sleep.

Senses passive Perception 16

Languages Underworld

Challenge 1 (150 XP)

Phase Shift These creatures of the underworld can phase shift once per every 15HP lost. It allows them to fade and materialise from/to a party member.

Actions

Death Touched. Unarmed Attack: +4 to hit, reach 5ft., up to two targets if battling multiple opponents (roll for each seperately). *Hit* 5 or 1d6 + 2 damage each.

Zheilver, Ruler of the Undead

Medium

Armor Class 15

Hit Points 30 (6d6 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+2)	15 (+1)	19 (+3)	18 (+1)	6 (-2)

Condition Immunities charmed, Frightened, Sleep.

Senses Passive Perception 14

Languages Common, Underworld

Challenge 2 (3000 XP)

Phase Shift. Zheilver can phase shift at the start of his turn. He disappears from one player and reappears next to another.

Actions

Undead Punch Unarmmed Attack: +4 to hit, reach 5ft., one target. **On Hit** - 5 or 1d6 + 2 damage.

Ethereal Bolts Ranged Attack: +2 to hit, reach 20ft., one target. **On Hit** - 1d4 damage.

INCANTATIONS

Here we can see the Necromancers findings in his dealing with the Underling host that dwells within. As it continually slips hints of evil into his mind he is able to unravel the mysteries of death and peek into a world inhabited by demons. Here is the incantation he has found to repel his summoned creatures and beings that enables him to keep a shakey level of control on these otherworldly forms.

REPEL MINION

Incantation

Casting Time: Continual so long as being recited

Range: 15 feet

Components: V

Duration: Instantaneous

Whenever the verses of this incantation are being recited the minions of the being known as *Zheilver* will be pushed away from the source by 15 feet by a dome barrier of green energy. People and other creatures can move freely through this barrier and it is possible to swing weapons through at the risk of weakening the strength of the barrier. You can also shoot ranged spells and weapons through the barrier but only one person can do so at a time as the faster moving object will cause the barrier to break down.

It is possible to hand over the barrier to another party member when that person joins in reciting the incantation and the original person can then stop reciting.

"These words hold great power over my minions "vas, hoit, grech, so" - Zheilver, Ruler of the Undead.



CREDITS

Homebrewery - <https://homebrewery.naturalcrit.com/>

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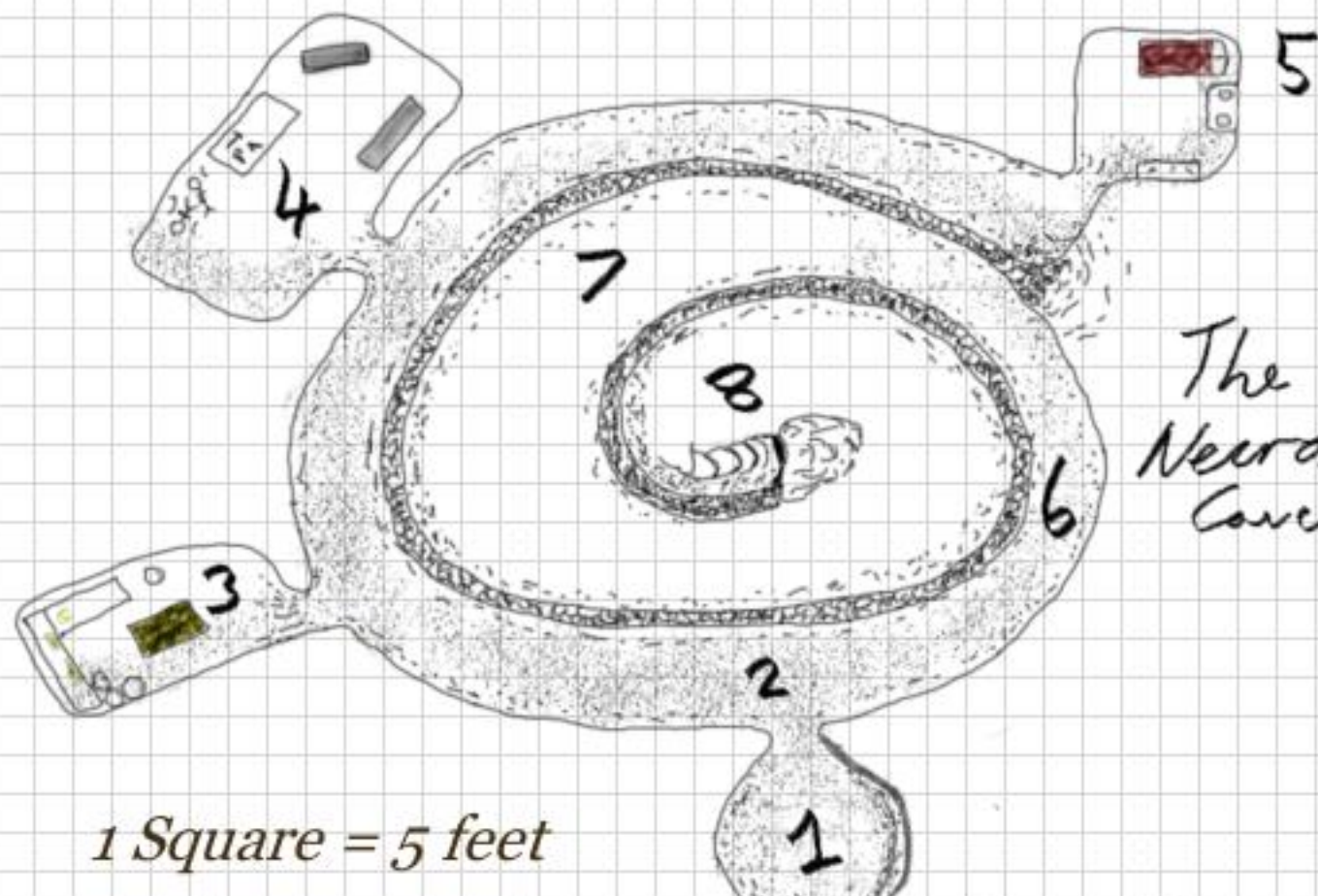
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Author: Craig Robertson



The
Necromancer's
Cavern

1 Square = 5 feet



*The
Neuromancer's
Cavern*

1 Square = 5 feet

