

WHITE NECROMANCER



APPENDIX A - White Necromancer
BenDjinn Games
J. Benjamin

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

APPENDIX A: WHITE NECROMANCER



White Necromancers are those spellcasters who choose to embrace the restorative aspects of Necromancy. Unlike clerics or more traditional necromancers, they have learned to master manipulation of a creature's *animus* without infusing it with the debilitating energy of the Shadow Plane. Instead, through years of arduous and ambitious study, these wizards have discovered how to channel their own animus and the residual animating animus' of the undead to fortify and strengthen the spirits of the living.

At 2nd level, a wizard gains the Arcane Tradition feature. The **White Necromancy** option is available to a wizard, in addition to the options offered in the *Player's Handbook*, provided your DM allows for its inclusion.

ARCANE TRADITION: WHITE NECROMANCY

The School of White Necromancy is very often a closely guarded secret passed down through hereditary or cabalistic means. Its practitioners are rare and they focus their study on manipulating their own life force or *animus* and using it to offer curative aid to those in need. While many believe that White Necromancers derive the entirety of their powers from their own energies, more advanced teachings within the tradition ultimately detail how to tap into and absorb the flickering remnants of an undead creature's animus to fuel their restorative powers.

White Necromancers are most often found in societies that revere and honor the dead. Places where ancestor worship, cults that center around the divination of its deceased leaders and tribalistic humanoid societies are areas where White Necromancy are most often found. While perhaps not members of a religious organization themselves, White Necromancers are usually found aiding such institutions and often have strong ties within a community's healers.

Where a tribe's members may seek out a priest for spiritual guidance, they would turn to their White Necromancer for practical aid. Within such a society, these wizards are often charged with creating benign sentries from the bodies of respected and aged warriors to continue watching over the domains of their living kin, in times of mourning animating recently departed honored members of a family to engage in one final honorary celebration and in times of war returning fallen soldiers to the ranks of their brethren until a foe is defeated.

WHITE NECROMANCY FEATURES

Wizard Level	Feature
2nd	Guardian of the Living, Bond Between Life and Undeath
6th	Benign Undead
10th	Reservoir of Life
14th	True Invigoration



WHITE NECROMANCER

GUARDIAN OF THE LIVING

At 2nd level, you add the *spare the dying* cantrip to your spellbook which counts as a wizard cantrip for you.

BOND BETWEEN LIFE AND UNDEATH

At 2nd level, you add the *cure wounds* spell to your spellbook which counts as a wizard spell for you.

When you cast *cure wounds* as a wizard spell, you can choose a single undead creature under your control that you can see to siphon away animating energy from in order to make the spell more powerful. If you do so, you roll a number of d8s up to half your wizard level and do that much damage to the target undead creature you choose. This damage can not be reduced in any way. For every 2d8s worth of damage you deal, your spell is considered to be 1 slot higher than its memorized level (maximum 9).

The belief in servant and master is a sacred concept. To poison it with an ounce of respect in the unintended direction is to invite disaster. One does not consider their dog an equal, nor draw strength from them. Why do so with the undead?

- Alistair Luroock

BENIGN UNDEAD

At 6th level, you add the *animate dead* spell to your spellbook if it is not there already. Whenever you create an undead using a necromancy spell it has additional benefits:

- The creature's alignment matches your own.
- The creature gains resistance to necrotic damage.
- The creature remains under your control for twice the normal duration it would normally be under your control.
- When you cast *cure wounds* you can choose to have the creature deliver the spell as if it had cast the spell. The creature must be within 60 feet of you, and it may not act again until the beginning of your next turn.
- When the creature drops to 0 hit points, one other creature you can see within 60 feet of you gains a number of temporary hit points equal to your wizard level.

RESERVOIR OF LIFE

Beginning at 10th level, when you or an ally you can see makes a death saving throw, you can use your reaction to grant advantage to that roll. You can do this a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses of this feature after you finish a long rest.

TRUE INVIGORATION

At 14th level, you add the *mass cure wounds* spell to your spellbook which counts as a wizard spell for you. When you cast *mass cure wounds* as a wizard spell, undead can be targeted by the spell and gain hit points from its effects.

In addition, as a bonus action, you can replace one *animate dead* spell you have prepared with a *cure wounds* or *mass cure wounds* spell of an equal level. You can't use this part of this feature again until you finish a short or long rest.

* For more undead player options check out
Necromancy: Guide to Undeath

UNDEATH UNTO DEATH

6th level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (diamond powder worth 500 gp)

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

This spell attempts to destroy the undead. Roll 10d8; the total is how many hit points of undead creatures this spell can affect. Undead creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points. Starting with the undead creature that has the lowest current hit points, each creature affected by this spell is instantly destroyed. Subtract each creature's hit points from the total before moving on to the undead creature with the next lowest hit points. An undead creature's hit points must be equal to or less than the remaining total for that creature to be affected. Living creatures and constructs aren't affected by this spell.

ARCANE FOCUS

White Necromancers are fond of using arcane focuses that embody the importance of the dead in their society. They typically create wands and staves that hold historical or religious significance. By outwardly displaying their cultural origins in one of their most prized possessions they feel empowered to share their traditions and magics with others.

WHITE NECROMANCER ARCANE FOCUSES

d6	Focus
1	An ancient wooden walking staff belonging to one of the legendary founders of your nation or tribe.
2	A wooden staff constructed from a tree that grows on the grave of a fabled warrior in your society.
3	A metallic staff constructed from the smelted bits of armor from a deceased warlord in your homeland.
4	The mummified antler to a deer slain by a legendary hunter from your tribe or nation.
5	A silver wand constructed from the smelted crown of a deceased and revered prince in your homeland.
6	A wand refashioned from a sword hilt that belonged to a famous warrior.

