

WHITE NECROMANCER



BENDJINN GAMES

APPENDIX TO THE DANGEROUS ARTS



CREDITS

Necromancy Guide to Undeath:

Appendix A- White Necromancer

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APPENDIX A:

WHITE NECROMANCER



HITE NECROMANCERS ARE THOSE spellcasters who choose to embrace the restorative aspects of necromancy. Unlike clerics and other, more traditional necromancers, White Necromancers have learned a mastery over the manipulation of a creature's *animus* that does not entail an infusion of debilitating energy from 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 a closely guarded secret often passed down through hereditary or cabalistic means. Its practitioners are rare and focus their study on manipulating their individual life force, or animus, and using it to lend curative aid to those in need. While many believe white necromancers derive their powers solely from manipulating their own energies, more advanced teachings within the tradition allow true masters 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 typically where white necromancy is practiced. While perhaps not members of a religious organization themselves, white necromancers are usually found aiding such institutions and often have strong ties within a communities 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 various tasks relating to the recently deceased: creating benign sentries from the bodies of respected and aged warriors who continue watching over the domains of their living kin, animating recently departed 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 threat is overcome.

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

RESTRICTION: NONEVIL ONLY

Only creatures with a non evil alignment can choose the white necromancy arcane tradition. The powers and abilities possessed by white necromancers are closely guarded secrets of those who revere and respect the living and the dead.

Your DM can lift this restriction to better suit the campaign. Certain groups may discover the power of white necromancy even if their society is not entirely bound to traditional reverence.

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 gain the ability to siphon away the animating force that powers the undead.

As an action, you can force 1 undead creature that you can see within 30 feet of you to make a Constitution saving throw. If

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 Lurcock

the creature fails its saving throw, it takes an amount of necrotic damage equal to 1d4 plus your Intelligence modifier. In addition, once a creature has failed this saving throw, as part of this action, you may immediately choose a living creature within 30 feet of you that you can see to gain a number of temporary hit points equal to amount of damage dealt to the undead targeted by this action. You may choose to have any undead creature your control automatically fail this saving throw.

The amount of damage an undead creature takes from this action increases to 2d4 at 6th level, 3d4 at 10th level and 4d4 at 14th level.

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 a spell from the school of necromancy with a range of touch, 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

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.

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

Starting at 14th level when you cast a spell from the school of necromancy that grants you or another creature temporary hit points, you may use your reaction to alter that spell to allow its targets to



regain hit points equal to the amount of temporary hit points normally gained instead.

In addition, starting at 14th level, as an action you may reduce an undead creature within 30 feet of you under your control to zero hit points, instantly destroying it. If you do so, you may choose a living creature you can see to regain a number of hit points equal to its challenge rating (minimum 1) plus your wizard level.

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 with historical or religious significance. These outward displays showcase their cultural origins in ways meant to honor their traditions and instill awe and respect in their allies and adversaries alike.

WHITE NECROMANCER ARCANE FOCUS

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 home land.
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.

ETHICS

White necromancy stands apart from more traditional necromancy and other arcane schools in that its practitioners view the tradition as more than a means to manifest raw power. Wizards who follow the tradition generally strive to respect and honor the dead and incorporate deeply personal and cultural perspectives into their studies as well as their creations. They often perceive their undead creatures less as expendable minions and more as embodiments of sacred and ancestral beliefs in physical form.

How these perceptions shape your wizard's approach to magic can imbue them with unique views on who and what to animate and how to treat these animations. Do you believe in only animating warriors and soldiers, refusing to defile the bodies of innocents with the possibility of warfare and violence? Do you believe other necromancers to be abominations and deserving of destruction? Or perhaps you have a particular compunction to honor the dead, even if such reverence may place you or your friends in danger.

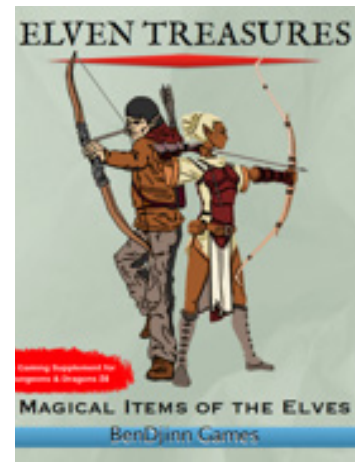
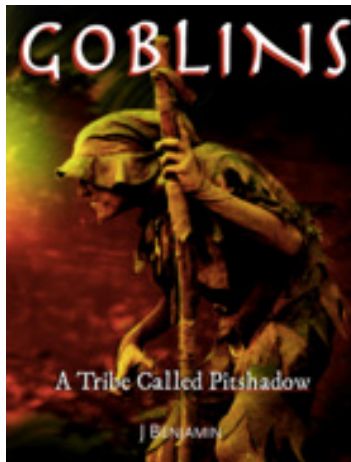
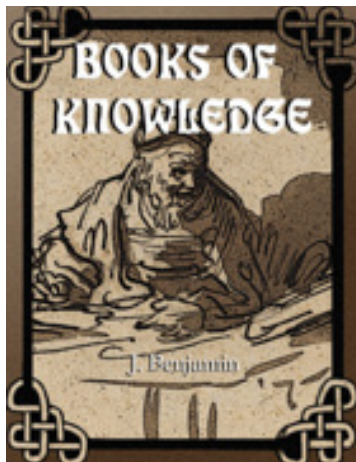
ETHICS

d6	Ethic
1	You refuse to animate the body of any humanoid creature unless that creature was engaged in some type of violent profession, such as that of a soldier, warrior, bodyguard or similar lifestyle.
2	Once you become aware of other beings who engage in the practice of necromancy or animating the dead and who do not come from your tradition's background, you feel compelled to seek out and destroy them at all costs.
3	You insist any undead creature under your control is dressed in immaculate clothing that reflects your cultural background and beliefs about how to best honor the departed.
4	You always feel compelled to visit any cemetery, graveyard or other sacred burial ground whenever you become aware of such a site and you have not been there before. Your visit always involves a period of reverence for those who are interred on the grounds, regardless of the beings' natures' or their histories.
5	You always feel compelled to say a minor prayer or conduct a short ritual over the body or bodies of the recently deceased, even if they were hostile in life.
6	You feel compelled to adorn the bodies of any undead creature under your control with specific decorum or affectations such as unique incense, flowery arrangements, elaborate wigs, sacred wrappings, jewelry or other significant trappings native to your culture.

MORE UNDEATH

For more Undead and Necromantic player options, check out [Necromancy Guide to Undeath](#) on the DMSGuild.

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