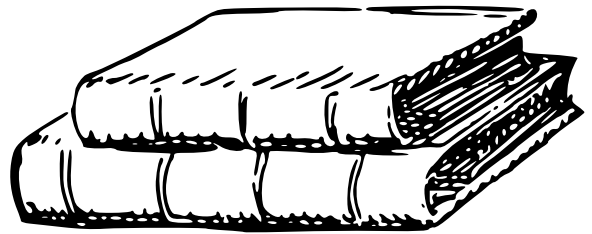


Erandreg's Tome of Forbidden Arcana



ONLY A TINY NUMBER OF THE secrets of necromancy have come into the hands of ordinary wizards. The greater number of incantations remain unknown and forbidden. In *Erandreg's Tome of Forbidden Arcana*, we find a collection of such magics, as well as Erandreg's commentary on their use. These spells provide GMs with new horrors to unleash upon the heroes, and give adventuring necromancers something new and sinister to research.



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NEW SPELLS

Bone Lock

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see, and that has a skeleton or exoskeleton. That target must make a Strength saving throw. On a failure, the target is paralyzed for the duration and suffers 3d10 bludgeoning damage at the beginning of each of its turns as the spell grinds its bones together.

If the target receives magical healing while affected by this spell, it must make a Strength saving throw. On a failure, the healing grinds the target's bones together all the more; the target is not healed, and instead takes damage equal to the amount it would have been healed. On a success, the healing effect functions normally.

At the end of each of its turns, the target can make a Strength saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you can target one additional valid creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Hithind's Devouring Worm

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an ivory death-mask worth at least 100 gold pieces, consumed in the casting)

Duration: Instantaneous

Choose one intact body within range that has been dead for less than 1 hour. You accelerate its

From the Foreword to Erandreg's Tome

In this pages of this tome, the initiated shall find secrets of dark magic, ancient and dire. The uninitiated shall surely perish, and their souls shall find no rest with their gods. Nine spells I have inscribed; necromantic power that would corrupt even the noblest of wizards. Keep secret and safe all that you learn here, or the curse of Erandreg the Hollow will wither and consume you.

decay, causing maggots to burst from its flesh. All creatures other than you within 20 feet of the target must make a Constitution saving throw. A creature takes 3d12 necrotic damage and 3d12 poison damage on a failed save, or half as much damage on a successful one. The maggots burrow into their targets or the ground and disappear immediately afterward.

A corpse targeted by this spell suffers 1 year of decay with regard to the time limit of spells such as *raise dead*.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the area that is covered with maggots increases in radius by 5 feet for each slot level above 6th.

Flesh Graft

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (bone needle and human sinew)

Duration: Instantaneous

This spell grafts the flesh of a willing, helpless, or recently-slain body onto an injured creature, in order to save the injured creature's life. Choose one creature within range that is helpless or has died within the past 10 minutes. If it is alive, it suffers 6d8 necrotic damage; if it is immune to necrotic damage, this spell fails. One of your allies

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From the Notes in Erandreg's Tome

Devouring worm was devised by the necromancer Hithind Pol. After the first time he cast it, he named it *Pol's revenge*, for he used it to kill those who had slain his brother Khamir. Now they had executed him for practicing forbidden magic, so we can safely assume that this spell did not persuade anyone of Khamir's innocence. In the balance, however, there were no inquisitors left to persuade.

...

Vampiric touch is a way of unlife, but it has its limitations. Do not, then, ignore Tremithio's secrets of *flesh graft*, which serve you well after hard battle.

It also terrifies a captive beyond all capacity for rational thought, which I have never regretted being able to do.

...

Ah, *harvest soul*, the most cherished spell in all of my grimoire. It is death-sacrifice for a reasonable cost, and with a potent benefit. Or it is a way to control spectral undead without the bother of finding a meddlesome priest. Regrettably even I am not yet learned enough in the dark arts to try it against the Crowned One who stalks the deep corridors of Greenstone Abbey.

within range regains hit points equal to half the damage the first target suffered.

If the first target is already dead, this spell makes it impossible to restore to life through any magic less potent than *resurrection* (below 7th level). One of your allies within range regains 3d8 hit points and is vulnerable to radiant damage until it completes a long rest.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the spell's damage to a living target increases by 1d8 for each slot level above 3rd.

Harvest Soul

2nd-level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a diamond worth 300 gold pieces)

Duration: 1 minute

Choose the corpse of a sentient target you personally killed that has not already been targeted with this spell. You bind the target's soul into a diamond. As a bonus action on any later turn within the spell's duration, you may expend the soul from the diamond. Any spell you cast in that same turn functions as if you spent a spell slot 2 levels higher.

Instead of a recently-slain corpse, you may target a ghost or other incorporeal undead. If its challenge rating is less than half your level, it must pass a Wisdom saving throw or become bound in the diamond. You may expend it from the diamond, as described above. It is banished for the duration of the spell; when the spell ends or when you expend its power from the diamond, it must make a Constitution saving throw. On a failure, it is destroyed; on a success, it reappears in an unoccupied space nearest to you. If its challenge rating is greater than or equal to half your level, the spell fails and the action is wasted, but the spell slot is not expended.

Simbeline's Inescapable Malady

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (hair, fingernail clippings, or some other piece of the target)

Duration: Permanent

You infect your target with a magical disease controlled by your will. At any time after you cast this spell, as long as you are on the same plane of existence as the target, you may inflict 7d10 necrotic damage on the target as an action. After you do so, the target can make a Constitution saving throw. On a success, the disease ends unless you use your reaction to expend a spell slot of 7th level or higher to sustain the disease.

Casting *remove curse*, *greater restoration*, or *heal* on the target allows it to make a new saving throw against the effect. A *wish* ends the disease.

At Higher Levels. When you cast this spell with an 8th-level slot or higher, the damage increases by 1d10 for each slot level above 7th.

From the Notes in Erandreg's Tome

Simbeline the Fair created her *inescapable malady* with every intention—so she wrote—of never using it, but only letting it be known that she had it. She had little concern for its glaring weakness, which is to say the despicable sort of people known as paladins, who make life so unpleasant as well as brief for the necromantically inclined, for she had ingratiated herself with a number of them. For the wizards who stole it from her, this is a much greater problem.

Well played, Simbeline. Well played.

Pernicious Consumption

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Waves of dark power erupt from a point you choose within range, leaching physical and magical strength from all in the area. Each creature in a 20-foot radius sphere centered on the point you chose must make a saving throw. If the creature does not have a Spellcasting feature of any kind, it rolls a Constitution saving throw, suffering 12d6 necrotic damage on failed saving throw, and the damage is halved for weapon attacks it makes before the beginning of your next turn. On a successful saving throw, it suffers half damage and no additional effect.

If the creature does have a Spellcasting feature of any kind, it rolls a saving throw based on its spellcasting ability score. If it has multiple spellcasting abilities (such as from multiclassing), it chooses which one to use. On a failed saving throw, it suffers 12d6 necrotic damage and, for the next minute, must spend a spell slot one level higher than normal to produce a magical effect. This additional spell level does not increase the spell's effect. Cantrips and other at-will spells are unaffected. On a successful save, it suffers half damage and no additional effect.

Putrefy Wound

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of maggots)

Duration: Instantaneous

Choose one creature within range whose current hit points are less than its maximum hit points. It must make a Constitution saving throw. On a failure, it takes 2d10 necrotic damage and is poisoned until the beginning of your next turn. On a successful save, it takes half damage and is not poisoned. If its current hit points are less than half its maximum hit points, it makes its saving throw with disadvantage.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the spell's damage increases by 1d10 for each slot level above 1st.

Soul Delve

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (a set of rune sticks made from dragonbone, worth 100 gold pieces)

Duration: Instantaneous

Choose a sentient target that is willing, helpless, or has been dead for less than 24 hours. You examine any and all souls currently or recently connected to that person. This reveals:

- ▶ Whether the target has ever died before, and if so how they were returned to life
- ▶ The target's Type
- ▶ The target's character class or classes, if any
- ▶ Whether the target's Hit Dice are greater than, equal to, or less than yours
- ▶ Whether the target has a Patron from any class or subclass feature
- ▶ Whether the target is or has been under the effects of possession by a ghost or similar creature
- ▶ What status conditions are affecting the target, or affected it at its time of death

- One Ideal, Bond, or Flaw
- General descriptions of any magic items to which they are currently attuned

An unwilling living target may learn 1d4 of these things about you, as well.

Soul Shackle

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell shackles another target's soul to yours, so that the target suffers in your place. Choose a creature that you can see or name. If it succeeds a Charisma saving throw, this spell has no effect. Otherwise, as a reaction when you receive damage, a spell effect, or a condition, you force the target to suffer it instead. After you do so, the target can make a Charisma saving throw. On a success, the effect ends.

A *remove curse* cast on the target ends the spell early.

From the Afterword to Erandreg's Tome

The inquisitors have been diligent in expunging these rites from the knowledge of the world. If one can find only expurgated copies and references to the names of mighty spells, then I will leave you this also: in the halls where Visseta Darnic slew the Red Orb, there is a hidden way downward. I have engraved these spells upon the walls there, that you may learn all that you seek.

Beware, however, for one of the letters is a spell-glyph containing the *pernicious consumption*, because it is the way of the world that the cunning and the mighty dine upon the foolish and the weak. No hard feelings, I hope.

At Higher Levels. When you cast this spell with a spell slot of 6th level, the spell's duration is concentration, up to 8 hours. When you cast this spell with a spell slot of 7th level, the spell's duration is concentration, up to 24 hours. When you cast this spell with a spell slot of 8th level, the spell no longer requires concentration. When you cast this spell with a spell slot of 9th level, the spell is permanent. 🗡️

List of New Spells

CLERIC

2nd level

Soul Delve

SORCERER

1st level

Putrefy Wound

4th level

Bone Lock

Ghost Aegis

5th level

Soul Shackle

7th level

Inescapable Malady

8th level

Pernicious Consumption

WARLOCK

1st level

Putrefy Wound

2nd level

Harvest Soul

Soul Delve

3rd level

Flesh Graft

5th level

Soul Shackle

6th level

Death Worm

8th level

Pernicious Consumption

WIZARD

1st level

Putrefy Wound

2nd level

Harvest Soul

Soul Delve

3rd level

Flesh Graft

4th level

Bone Lock

Ghost Aegis

5th level

Soul Shackle

6th level

Death Worm

