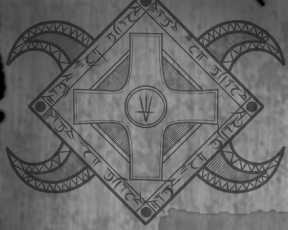
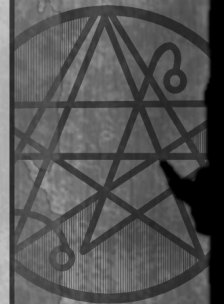




In Libro Est Autem Necromantia



EST AUTEM NECROMANTIA

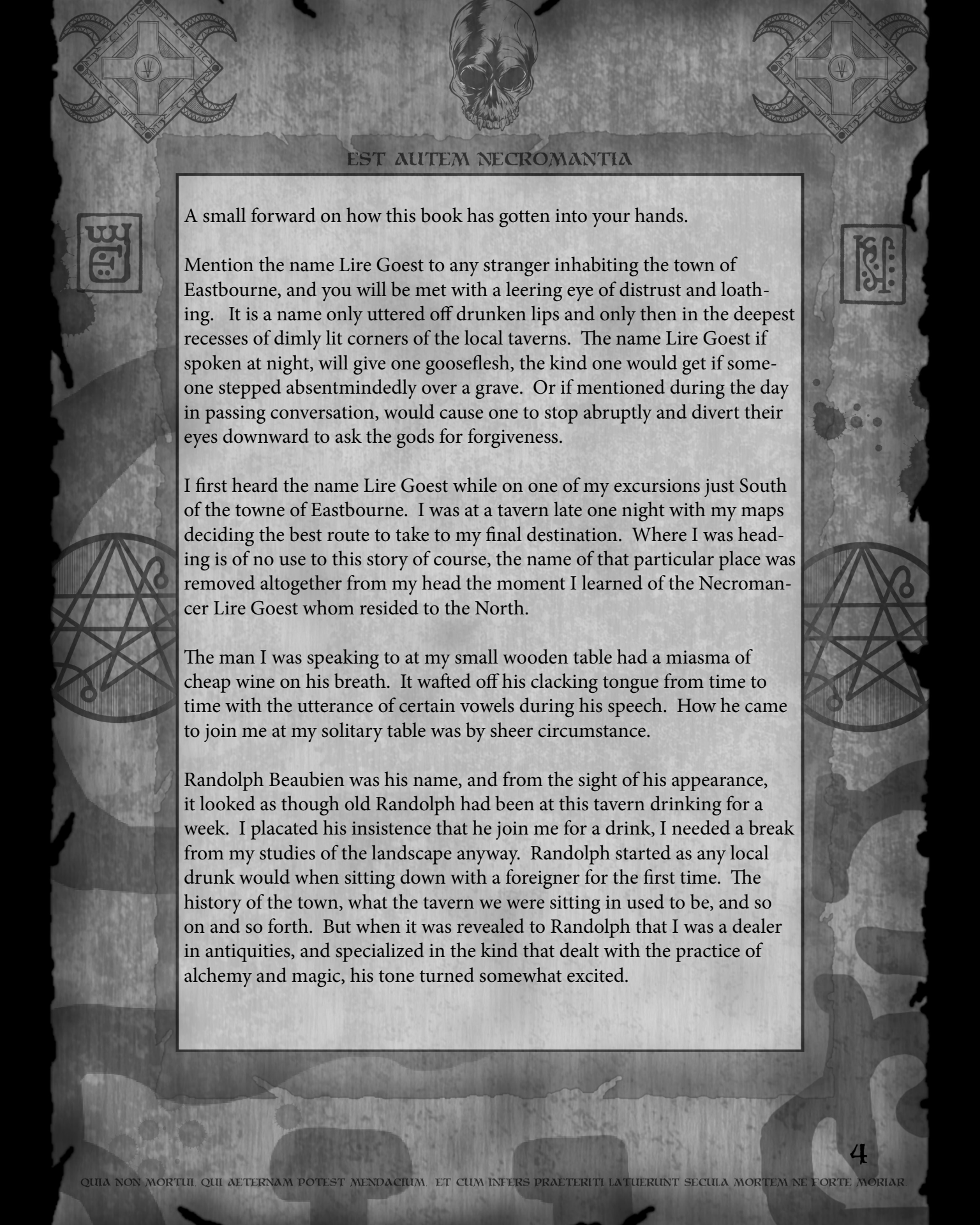


EST AUTEM NECROMANTIA

The Complete Book of Illustrated Necromancy

a supplement for Dungeons and Dragons 5e

The words of Lire Goest translated by Phil Stone
Layout and Illustrations by Phil Stone



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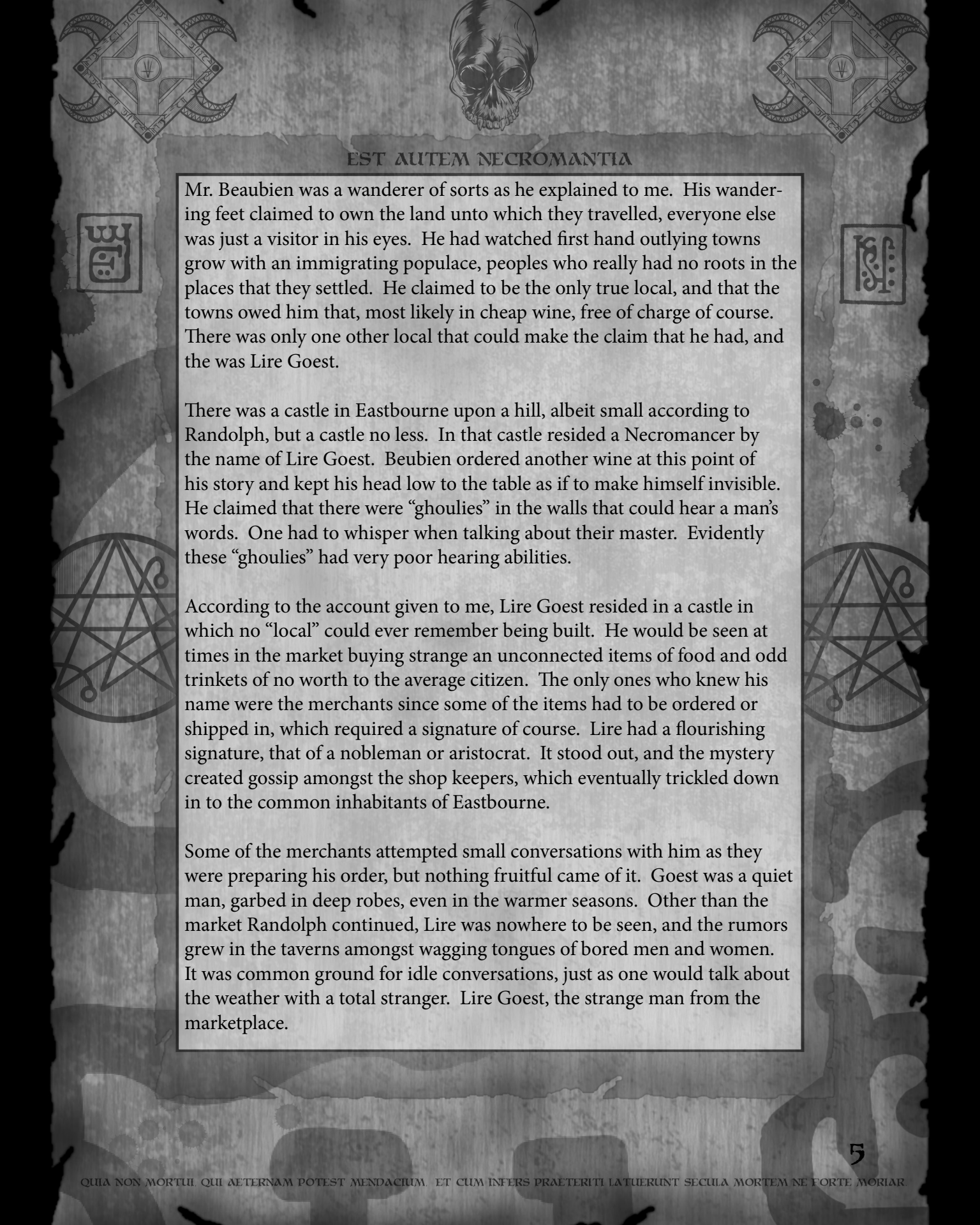
A small forward on how this book has gotten into your hands.

Mention the name Lire Goest to any stranger inhabiting the town of Eastbourne, and you will be met with a leering eye of distrust and loathing. It is a name only uttered off drunken lips and only then in the deepest recesses of dimly lit corners of the local taverns. The name Lire Goest if spoken at night, will give one gooseflesh, the kind one would get if someone stepped absentmindedly over a grave. Or if mentioned during the day in passing conversation, would cause one to stop abruptly and divert their eyes downward to ask the gods for forgiveness.

I first heard the name Lire Goest while on one of my excursions just South of the town of Eastbourne. I was at a tavern late one night with my maps deciding the best route to take to my final destination. Where I was heading is of no use to this story of course, the name of that particular place was removed altogether from my head the moment I learned of the Necromancer Lire Goest whom resided to the North.

The man I was speaking to at my small wooden table had a miasma of cheap wine on his breath. It wafted off his clacking tongue from time to time with the utterance of certain vowels during his speech. How he came to join me at my solitary table was by sheer circumstance.

Randolph Beaubien was his name, and from the sight of his appearance, it looked as though old Randolph had been at this tavern drinking for a week. I placated his insistence that he join me for a drink, I needed a break from my studies of the landscape anyway. Randolph started as any local drunk would when sitting down with a foreigner for the first time. The history of the town, what the tavern we were sitting in used to be, and so on and so forth. But when it was revealed to Randolph that I was a dealer in antiquities, and specialized in the kind that dealt with the practice of alchemy and magic, his tone turned somewhat excited.



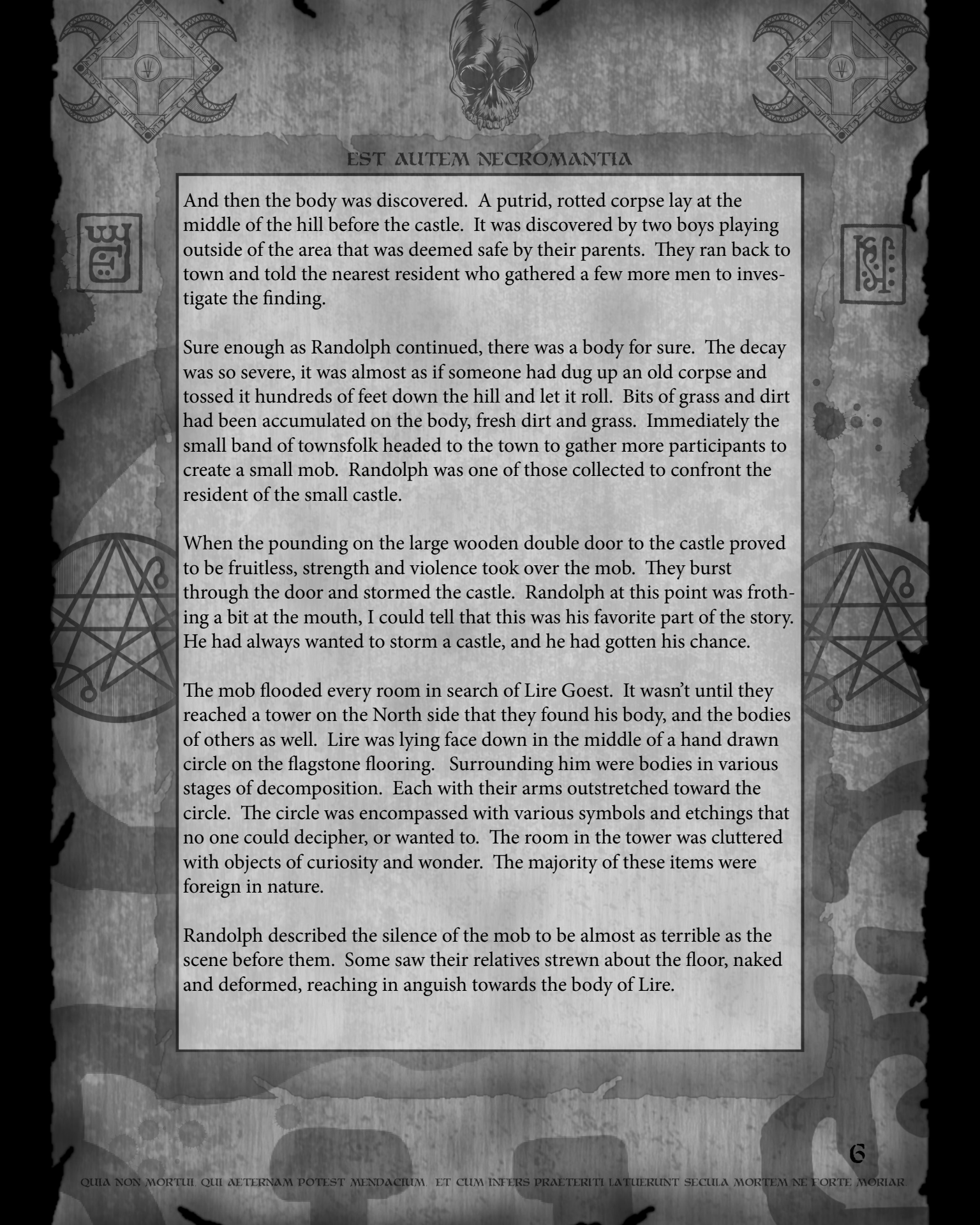
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Mr. Beaubien was a wanderer of sorts as he explained to me. His wandering feet claimed to own the land unto which they travelled, everyone else was just a visitor in his eyes. He had watched first hand outlying towns grow with an immigrating populace, peoples who really had no roots in the places that they settled. He claimed to be the only true local, and that the towns owed him that, most likely in cheap wine, free of charge of course. There was only one other local that could make the claim that he had, and the was Lire Goest.

There was a castle in Eastbourne upon a hill, albeit small according to Randolph, but a castle no less. In that castle resided a Necromancer by the name of Lire Goest. Beubien ordered another wine at this point of his story and kept his head low to the table as if to make himself invisible. He claimed that there were “ghoulies” in the walls that could hear a man’s words. One had to whisper when talking about their master. Evidently these “ghoulies” had very poor hearing abilities.

According to the account given to me, Lire Goest resided in a castle in which no “local” could ever remember being built. He would be seen at times in the market buying strange an unconnected items of food and odd trinkets of no worth to the average citizen. The only ones who knew his name were the merchants since some of the items had to be ordered or shipped in, which required a signature of course. Lire had a flourishing signature, that of a nobleman or aristocrat. It stood out, and the mystery created gossip amongst the shop keepers, which eventually trickled down in to the common inhabitants of Eastbourne.

Some of the merchants attempted small conversations with him as they were preparing his order, but nothing fruitful came of it. Goest was a quiet man, garbed in deep robes, even in the warmer seasons. Other than the market Randolph continued, Lire was nowhere to be seen, and the rumors grew in the taverns amongst wagging tongues of bored men and women. It was common ground for idle conversations, just as one would talk about the weather with a total stranger. Lire Goest, the strange man from the marketplace.



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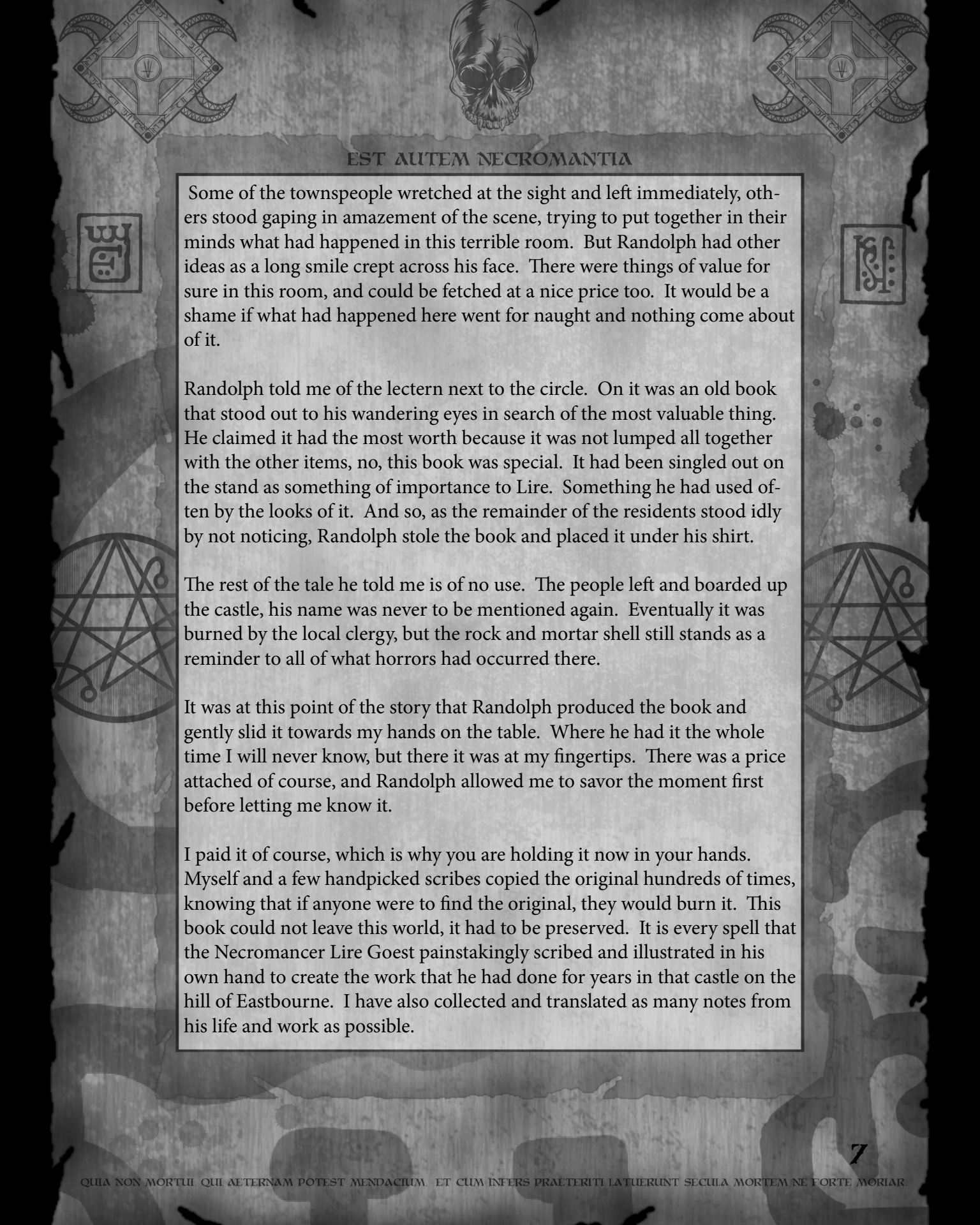
And then the body was discovered. A putrid, rotted corpse lay at the middle of the hill before the castle. It was discovered by two boys playing outside of the area that was deemed safe by their parents. They ran back to town and told the nearest resident who gathered a few more men to investigate the finding.

Sure enough as Randolph continued, there was a body for sure. The decay was so severe, it was almost as if someone had dug up an old corpse and tossed it hundreds of feet down the hill and let it roll. Bits of grass and dirt had been accumulated on the body, fresh dirt and grass. Immediately the small band of townsfolk headed to the town to gather more participants to create a small mob. Randolph was one of those collected to confront the resident of the small castle.

When the pounding on the large wooden double door to the castle proved to be fruitless, strength and violence took over the mob. They burst through the door and stormed the castle. Randolph at this point was frothing a bit at the mouth, I could tell that this was his favorite part of the story. He had always wanted to storm a castle, and he had gotten his chance.

The mob flooded every room in search of Lire Goest. It wasn't until they reached a tower on the North side that they found his body, and the bodies of others as well. Lire was lying face down in the middle of a hand drawn circle on the flagstone flooring. Surrounding him were bodies in various stages of decomposition. Each with their arms outstretched toward the circle. The circle was encompassed with various symbols and etchings that no one could decipher, or wanted to. The room in the tower was cluttered with objects of curiosity and wonder. The majority of these items were foreign in nature.

Randolph described the silence of the mob to be almost as terrible as the scene before them. Some saw their relatives strewn about the floor, naked and deformed, reaching in anguish towards the body of Lire.



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Some of the townspeople wretched at the sight and left immediately, others stood gaping in amazement of the scene, trying to put together in their minds what had happened in this terrible room. But Randolph had other ideas as a long smile crept across his face. There were things of value for sure in this room, and could be fetched at a nice price too. It would be a shame if what had happened here went for naught and nothing come about of it.

Randolph told me of the lectern next to the circle. On it was an old book that stood out to his wandering eyes in search of the most valuable thing. He claimed it had the most worth because it was not lumped all together with the other items, no, this book was special. It had been singled out on the stand as something of importance to Lire. Something he had used often by the looks of it. And so, as the remainder of the residents stood idly by not noticing, Randolph stole the book and placed it under his shirt.

The rest of the tale he told me is of no use. The people left and boarded up the castle, his name was never to be mentioned again. Eventually it was burned by the local clergy, but the rock and mortar shell still stands as a reminder to all of what horrors had occurred there.

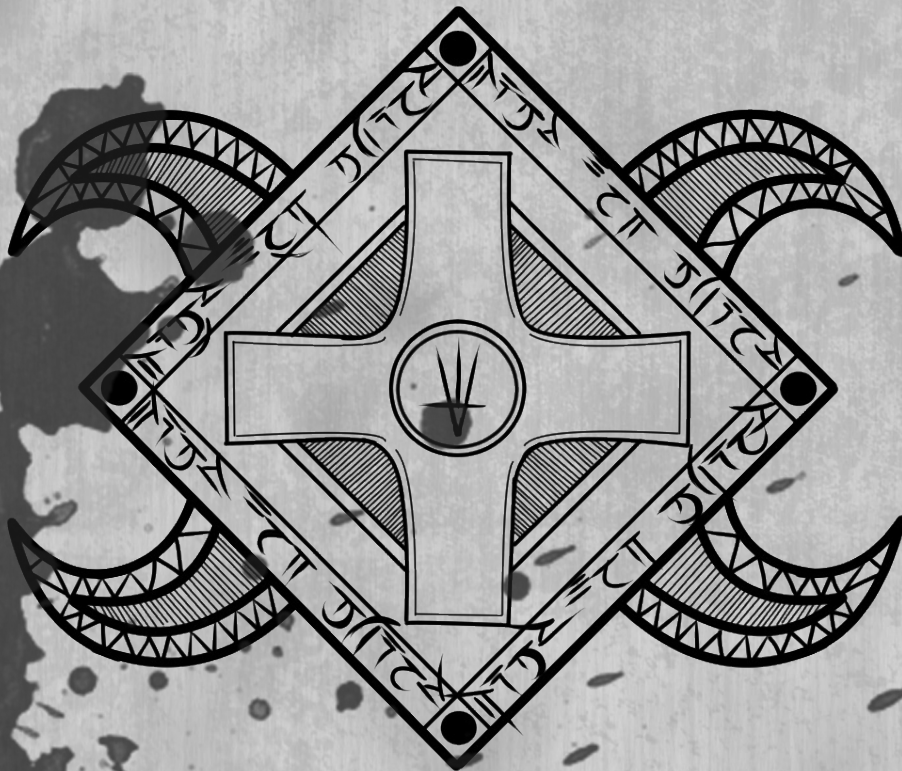
It was at this point of the story that Randolph produced the book and gently slid it towards my hands on the table. Where he had it the whole time I will never know, but there it was at my fingertips. There was a price attached of course, and Randolph allowed me to savor the moment first before letting me know it.

I paid it of course, which is why you are holding it now in your hands. Myself and a few handpicked scribes copied the original hundreds of times, knowing that if anyone were to find the original, they would burn it. This book could not leave this world, it had to be preserved. It is every spell that the Necromancer Lire Goest painstakingly scribed and illustrated in his own hand to create the work that he had done for years in that castle on the hill of Eastbourne. I have also collected and translated as many notes from his life and work as possible.

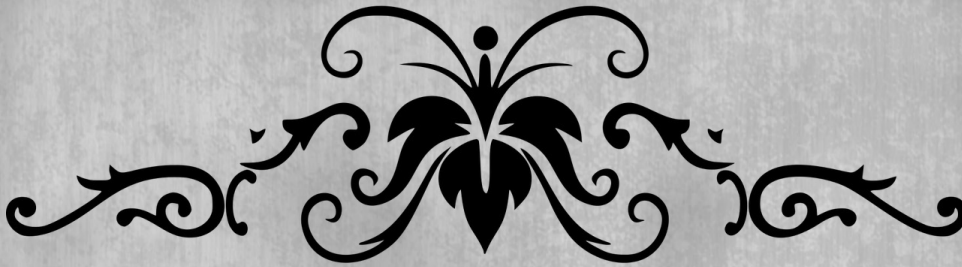
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Be warned though reader, to practice this type of necromancy could cause harm to you and to others. Keep it in a safe place, memorize the work herein, and go forth in life with it on the tip of your tongue for both protection and defense.

Phil Stone



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I have just obtained a residence in this forsaken village of Eastbourne. It is small to say the least of it, but it will serve me well while I perform my work. The sparse populace of farmers and general villagers stay clear of my residence here on the hill. This castle carries with it a certain taboo that keeps them at bay. What it is that they are afraid of, I do not know, but it is convenient none the less. The market here will provide what I need, I've already spoken to one of the merchants there who claims he can procure anything that I need. It was a strong boast for sure, but I believe my orders can be fulfilled by him. He is a quiet man, and asks very few questions, his sole purpose seems to turn a coin when he can.

For the first week here, there were a pack of wild dogs that bayed ever so loudly and kept me awake when I needed sleep the most. I did not want to draw attention to myself, but after several days, something had to be done about the situation. I went to the window with a small lantern and tied a rope around the handle so that it could be lowered, once it was almost at ground level, I could see clearly five unkempt wild dogs staring up at me. The alpha of the pack stared up at me and howled as he usually did every night, and the others followed suit. I stuck both my hands out the window and began to concentrate on that lead mongrel while muttering a few words that are ingrained in my mind. The skeletal hand that projected from mine went straight for him and grasped him coldly around the neck. This shut that damn animal up and turned him on its side in a pose of death. The other four saw the ghastly violence and quieted themselves as well. After sniffing the corpse of their leader, they quickly high tailed it down the hill. I have never been bothered with them since.

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Chill Touch

Necromancy

Level: Cantrip

Casting time: 1 Action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

At higher levels

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spare the Dying

Necromancy

Level: Cantrip

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

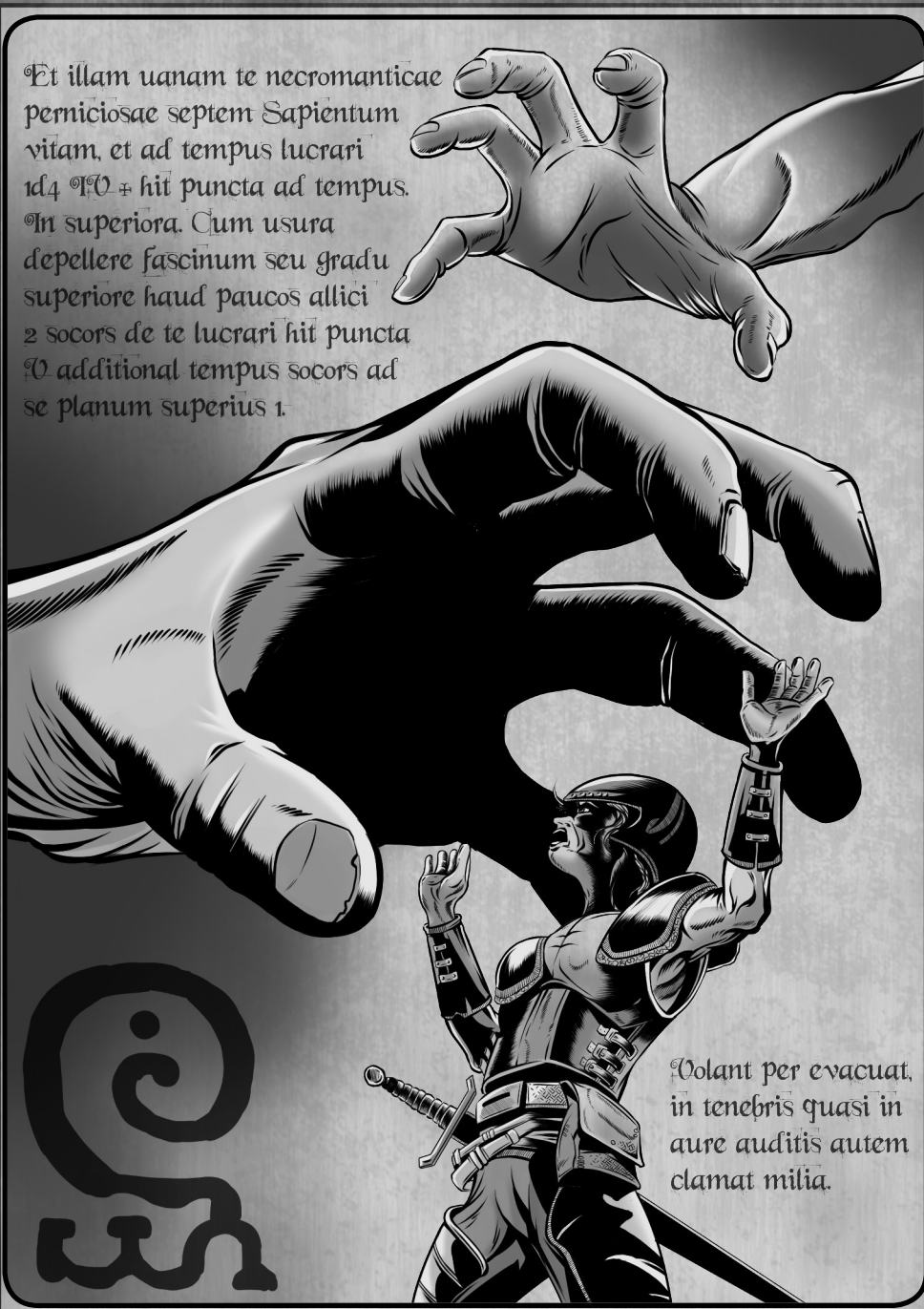
You touch a living creature that has 0 hit points.

The creature becomes stable.

This spell has no effect on undead or constructs.

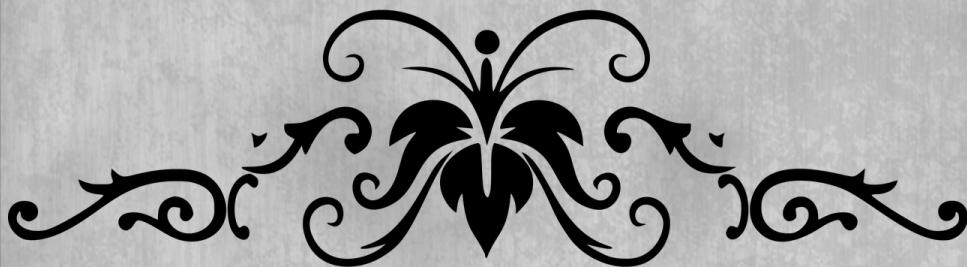
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Et illam uanam te necromanticae
perniciosae septem Sapientum
vitam, et ad tempus lucrari
id4 10 1 hit puncta ad tempus.
In superiora. Cum usura
depellere fascinum seu gradu
superiore haud paucos allici
2 socors de te lucrari hit puncta
O additional tempus socors ad
se planum superius 1.



Volant per evacuat,
in tenebris quasi in
aure auditis autem
clamat milia.

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A creature will ride into battle without thoughts of its own mortality. It will strike at you with the intent of winning and sending you to deaths' door. This creature is determined to survive the entanglement of combat.

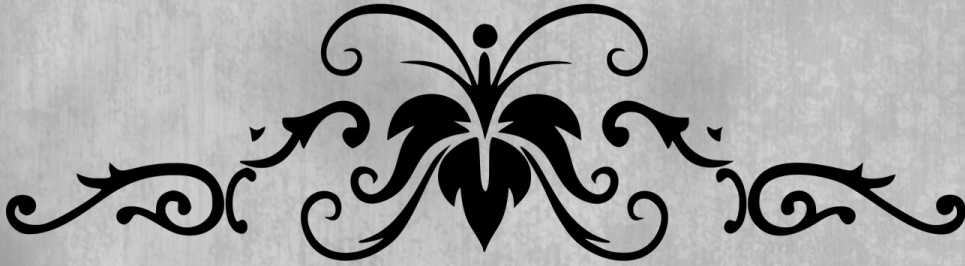
Prove that creature's fallacy of immortality by filling it with a self-doubting fear. Let it know that there is a chance that it will not survive the battle, that it could fall helplessly to the ground bleeding out under the boot heel of its adversary.

Allow the spirits from below to cloud your enemies mind with horror. Inflict upon it a sense of self-preservation through flight from the fight at hand. Let it know that it will die in distress and its' cause for naught.

Fear will make an adversary weak, that creature will second guess every strike against its opponent, use it to your advantage. Destroy your enemy with force and send it to a shallow grave with self-doubt on its' mind.



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Let not your enemies witness your suffering. One may have been wounded in battle, but one may also bolster the flesh with imbued strength, granted by the brethren below. I have felt my veins carry the force provided from the ancient ones in conflict and prevailed, my foes felt my bootheel on their necks. Their eyes burst from their sockets in defeat.

The souls of the defeated fed those that had nourished my body.



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Toll the Dead

Necromancy
Level: Cantrip
Casting time: 1 Action
Range: 60 feet
Components: V, S
Duration: Instantaneous



You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).



Cause Fear

Necromancy
Level: 1
Casting time: 1 Action
Range: 60 feet
Components: V



Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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Collectarium Mansuetudinis MODERNIS traditus
sum in manus Editoris qui curo ut adepto per
ordinavit uncanonica modi quae descripsit
in singulis voluminibus in ecclesiasticis
causis, quod vagus insuetam praelatum
fuit P. Montague de numerosis
demonology, utilis est. Hoc
itaque satis dubium revo
cant authentum fuit
aliando vix satis
ECRO MICO
onem interna re
antur quod no
am d
um in
us in
Primum perambu
Tandem ultima P
aliqua detail. Hic
nunc sequentibus di
ex occasus Coast
et ex business
qui non erant
praesidium
pendet
percus



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false Life

Necromancy

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Inflct Wounds

Necromancy

Level: 1

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.



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Ray of Sickness

Necromancy

Level: 1

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous



A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At higher level

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

Blindness/Deafness

Necromancy

Level: 2

Casting time: 1 Action

Range: 30 feet

Components: V

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

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Spiritus Patris Veneris, memento?
 Ishtar, Deorum Dominae, memento?
 Ishtar, regina de terra ab ortu solis, memento?
 Domine dominarum: de dea meum expio Ishtar,
 regina omnis populus, memento?
 O Clara consurgens, Facem De Caelo et in
 Terra, memento?
 Agmina infesta vastabat Domine, memento?
 Quam iuvit reginae de bello, et audi memento?
 Ex maghi Dei Ephraim et
 Nabo, et clamaverunt ad te?
 Quo nomine d

Spiritus Patris Veneris, memento?
 Ishtar, Deorum Dominae, memento?
 Ishtar, regina de terra ab ortu solis, memento?
 Domine dominarum: de dea meum expio Ishtar,
 regina omnis populus, memento?
 O Clara consurgens, Facem De Caelo et
 in Terra, memento?
 Agmina infesta vastabat Domine, memento?
 Quam iuvit reginae de bello, et audi memento?

Spiritus Patris Veneris, memento?
 Ishtar, Deorum Dominae, memento?
 Ishtar, regina de terra ab ortu solis, memento?
 Domine dominarum: de dea meum expio
 Ishtar, regina omnis populus, memento?
 O Clara consurgens, Facem De Caelo
 et in Terra, memento?
 infesta vastabat Domine, memento?
 reginae de bello, et audi memento?
 Dei et in platea portae Ephraim et
 Nabo, et clamaverunt ad te?
 dabatur Sphaerae Nabo vocavi te
 am meretricum militum vocavi te
 de Bello et amor, rogo, memento?
 Iarii et asportate extra te in gente
 pepigisti inter homines.
 Vocavi te Memento quod audire?
 Oppressor autem montes?
 Conscius arma

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Gentle Repose (Ritual)

Necromancy

Level: 2

Casting time: 1 Action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Ray of Enfeeblement

Necromancy

Level: 2

Casting time: 1 Action

Range: 60 feet

Components: V, S

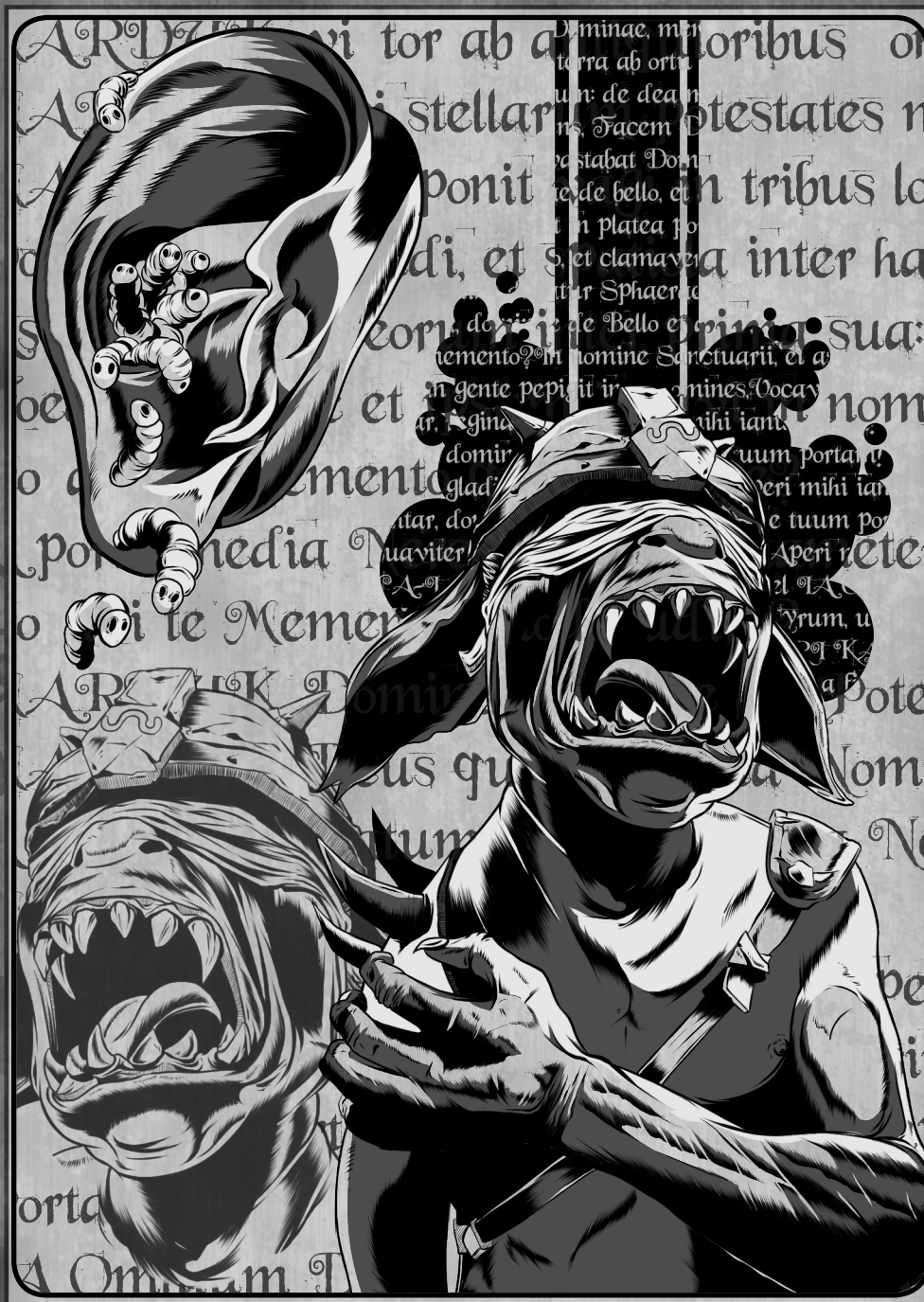
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range.

Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

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Animate Dead

Necromancy

Level: 3

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 Small humanoid 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 bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

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 multiple 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 the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At higher level

When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

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Bestow Curse

Necromancy

Level: 3

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- * Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- * While cursed, the target has disadvantage on attack rolls against you.
- * While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- * While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above.

The DM has final say on such a curse's effect.

At higher level

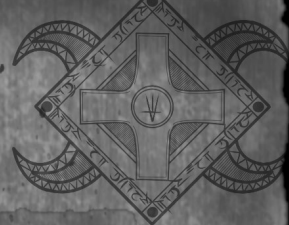
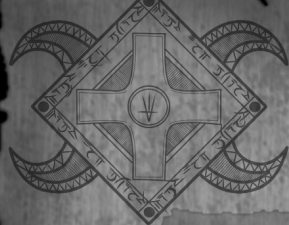
If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes.

If you use a spell slot of 5th level or higher, the duration is 8 hours.

If you use a spell slot of 7th level or higher, the duration is 24 hours.

If you use a 9th level spell slot, the spell lasts until it is dispelled.

Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.



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Place your mark within the opposing creatures mind. Make it weak from within. It cannot touch or feel the mark that permeates its' flesh, and so you must attack vehemently in its' time of distress. Let the beasts' blood pool around its' feet, and eventually it will fall to yours.



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Feign Death (Ritual)

Necromancy

Level: 3

Casting time: 1 Action

Range: Touch

Components: V, S, M (a pinch of graveyard dirt)

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Life Transference

Necromancy

Level: 3

Casting time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

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Revivify

Necromancy

Level: 3

Casting time: 1 Action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.



Speak with Dead

Necromancy

Level: 3

Casting time: 1 Action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

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Vampiric Touch

Necromancy

Level: 3

Casting time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Blight

Necromancy

Level: 4

Casting time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw.

The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At higher level

When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

EST AUTEM NECROMANTIA



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Shadow of Moil

Necromancy

Level: 4

Casting time: 1 Action

Range: Self

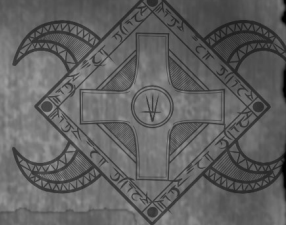
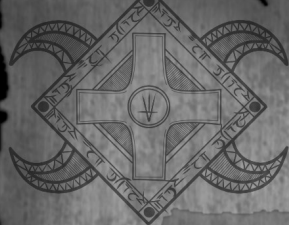
Components: V, S, M (an undead eyeball encased in a gem worth at least 150 gp)

Duration: Concentration, up to 1 minute

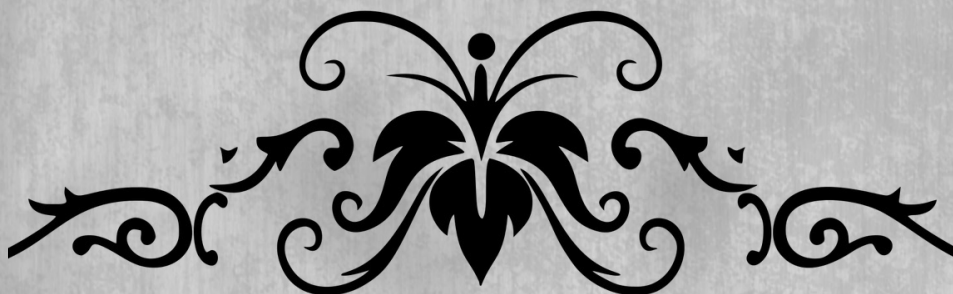
Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.





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Don the armor of the shadows, let them comfort you, mute the external light of reality. This new blanket of darkness will provide a new contour to your body and confuse the enemy. Those who oppose you with malice will strike, and only then will feel the shadows strike back in full, piercing their flesh with a cold finger from the abyss.



Contagion

Necromancy

Level: 5

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: 7 days Your touch inflicts disease.

Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinking Sickness

Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever

A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot

The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire

The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure

The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom

The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

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Danse Macabre

Level: 5

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the Monster Manual), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier. You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until the spell ends, after which they become inanimate once more.

At higher level

When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.



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The dead still wish to fight, let them fight at your bidding. Raise them up as if they were puppets to control the story of the battle at hand. Insert yourself into their rotted minds, see through their eyes, master every movement through their decayed hands.



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Enervation

Level: 5

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At higher level

When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.



EST AUTEM NECROMANTIA

Vacua et tenebrae vobis
pampino manum super
creaturam non potest
teli vitam exhaustire.

Salvum faciat Dexterity

tar

sal

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fero

salvum faciat

4d8 nec

fero quam

actio potest

res

Quantum

fero

agen

nisi quoniam

extra scopum

range, vel si

totalis operam de

vobis. Ut

damnum

non

par nit puncta in scopum

malis dampnum negotio appinit



Negative Energy Flood

Necromancy

Level: 5

Casting time: 1 Action

Range: 60 feet

Components: (a broken bone and a square of black silk)

Duration: Instantaneous

You send ribbons of negative energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage rises up as a zombie at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it. Statistics for the zombie are in the Monster Manual. If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 5d12. The target gains half the total as temporary hit points.

Raise Dead

Necromancy

Level: 5

Casting time: 1 Hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival – its head, for instance – the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

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Circle of Death

Necromancy

Level: 6

Casting time: 1 Action

Range: 150 feet

Components: V, S, M (the powder of a crushed black pearl worth at least 500 gp)

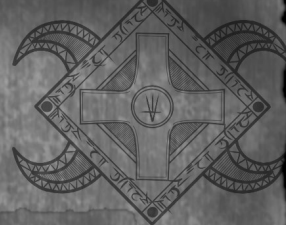
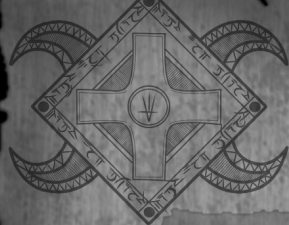
Duration: Instantaneous

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At higher level

When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

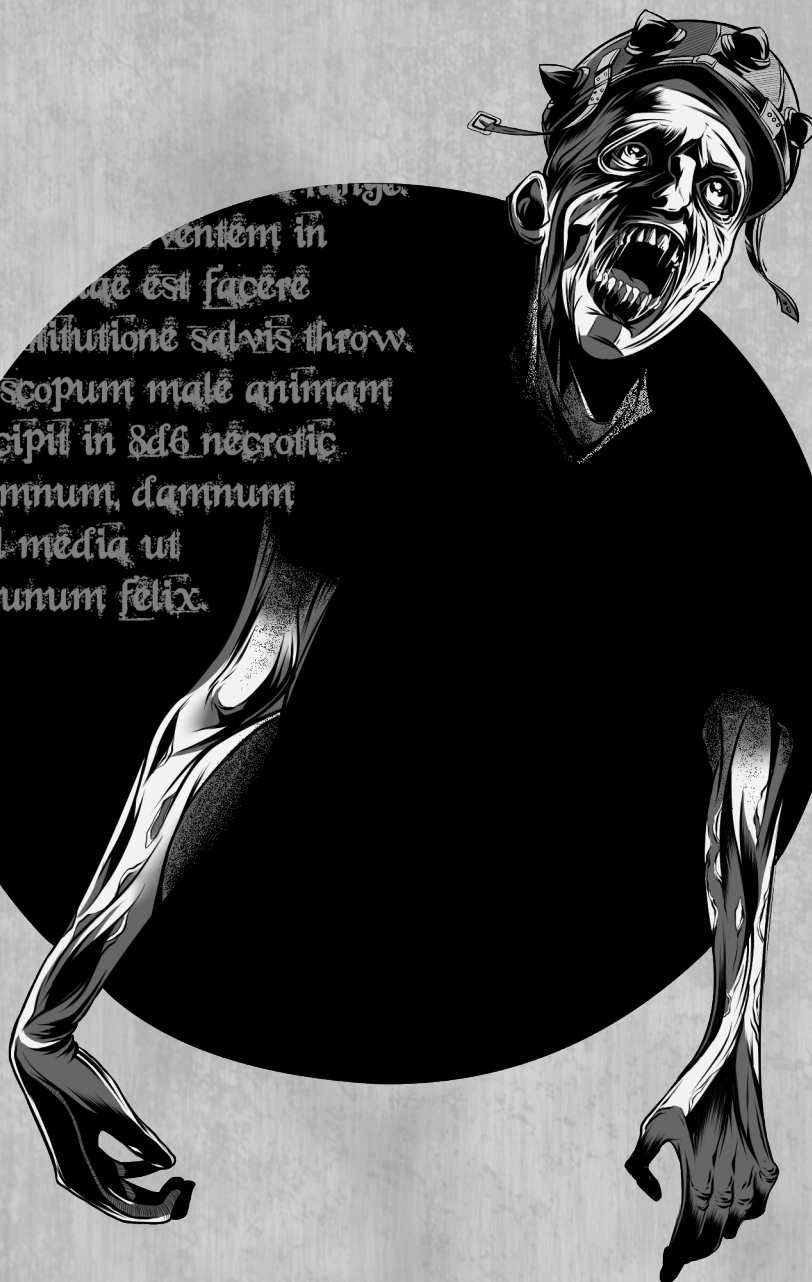




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EST AUTEM NECROMANTIA

Create Undead

Necromancy

Level: 6

Casting time: 1 Minute

Range: 10 feet

Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple 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 have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At higher level

When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls.

When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghasts or wights.

When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghasts or wights, or two mummies.

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Wake those creatures who slumber under death's embrace. From clay and hallowed earth a new army may be raised to walk the land again at your rule. Lend them tasks to perform at your bidding, and when you are finished with them, return them to the darkness to sleep once more.



Eyebite

Necromancy

Level: 6

Casting time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

Asleep

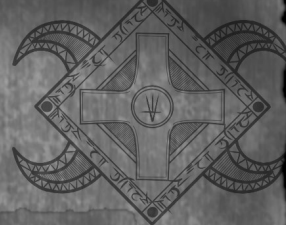
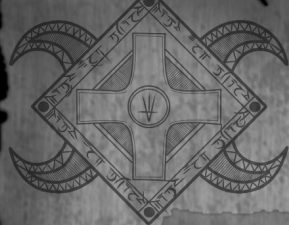
The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked

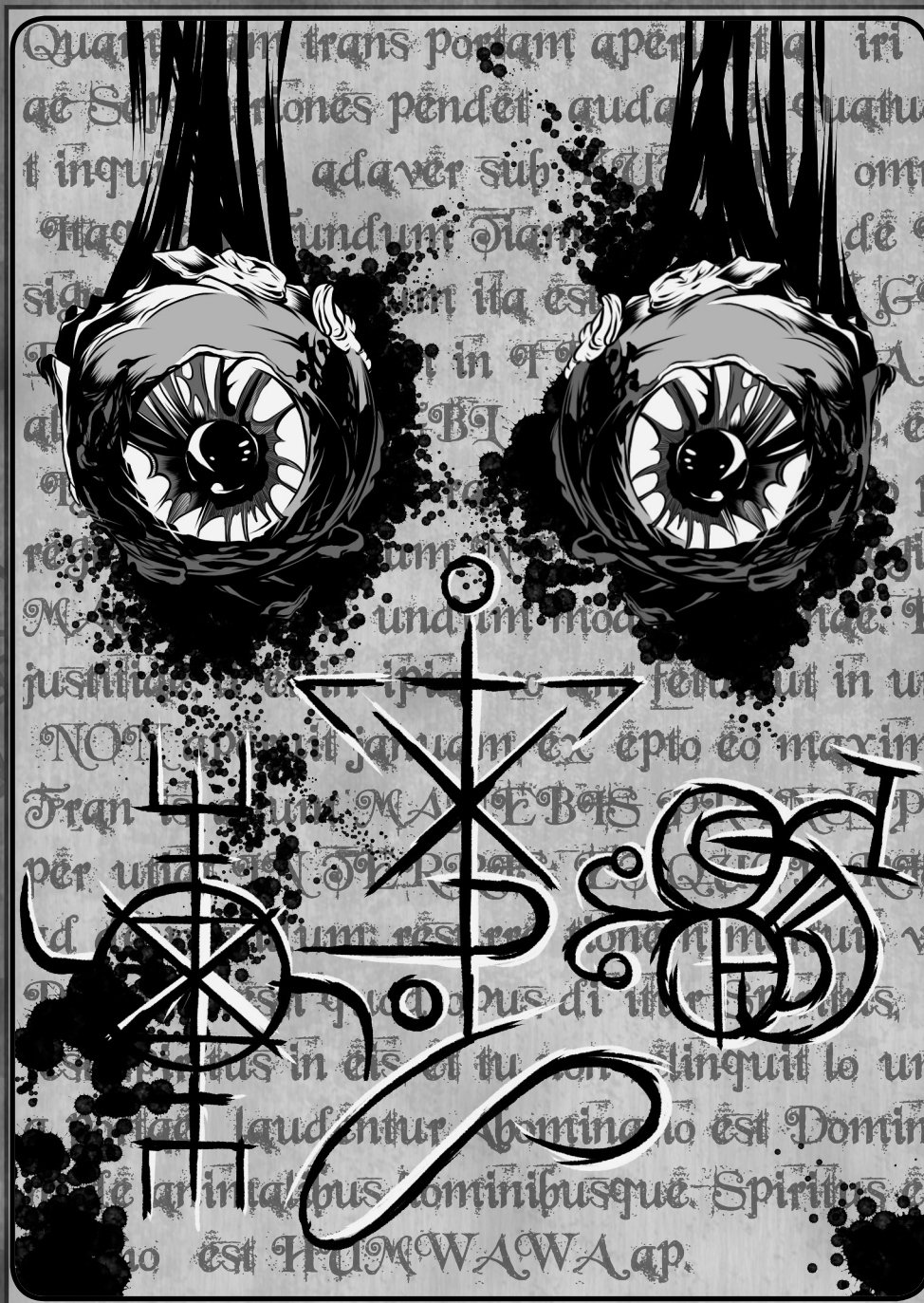
The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened

The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.



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Harm

Necromancy

Level: 6

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range.

The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.



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Magic Jar

Necromancy

Level: 6

Casting time: 1 Minute

Range: Self

Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)

Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spells can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class feature. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you, or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

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Soul Cage

Necromancy

Level: 6

Casting time: Special

Range: 60 feet

Components: V, S, M (a tiny silver cage worth 100 gp)

Duration: 8 hours

1 reaction, which you take when a humanoid you can see within 60 feet of you dies

This spell snatches the soul of a humanoid as it dies and traps it inside the tiny cage you use for the material component. A stolen soul remains inside the cage until the spell ends or until you destroy the cage, which ends the spell. While you have a soul inside the cage, you can exploit it in any of the ways described below. You can use a trapped soul up to six times. Once you exploit a soul for the sixth time, it is released, and the spell ends.

While a soul is trapped, the dead humanoid it came from can't be revived.

Steal Life. You can use a bonus action to drain vigor from the soul and regain 2d8 hit points.

Query Soul. You ask the soul a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Borrow Experience. You can use a bonus action to bolster yourself with the soul's life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

Eyes of the Dead. You can use an action to name a place the humanoid saw in life, which creates an invisible sensor somewhere in that place if it is on the plane of existence you're currently on. The sensor remains for as long as you concentrate, up to 10 minutes (as if you were concentrating on a spell). You receive visual and auditory information from the sensor as if you were in its space using your senses.

A creature that can see the sensor (such as one using see invisibility or truesight) sees a translucent image of the tormented humanoid whose soul you caged.

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Finger of Death

Necromancy

Level: 7

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain.

The target must make a Constitution saving throw. It takes $7d8 + 30$ necrotic damage on a failed save, or half as much damage on a successful one.

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

Resurrection

Necromancy

Level: 7

Casting time: 1 Hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such affects aren't removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

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EST AUTEM NECROMANTIA

Abi-Dalzim's Horrid Wilting

A Elemental Evil spell

Necromancy

Level: 8

Casting time: 1 Action

Range: 150 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

Clone

Necromancy

Level: 8

Casting time: 1 Hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such

Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death.

This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

EST AUTEM NECROMANTIA



Most life forms require water. Either they are comprised of the liquid, or they desire its' quenching effect, either way take it from them. Drain their bodies of this life giving substance. Make their flesh shrivel and tighten without it. Watch them suffocate from the inside out, then attack their frail shells. They will fall before you in submission for just one drop on their tongues for relief before death takes them.



EST AUTEM NECROMANTIA

Astral Projection

Necromancy

Level: 9

Casting time: 1 Hour

Range: 10 feet

Components: V, S, M (for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes)

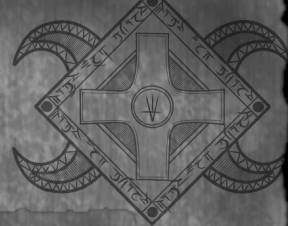
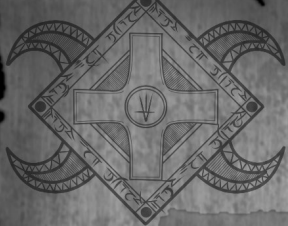
Duration: Special

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut something that can happen only when an effect specifically states that it does your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.



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True Resurrection

Necromancy

Level: 9

Casting time: 1 Hour

Range: Touch

Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

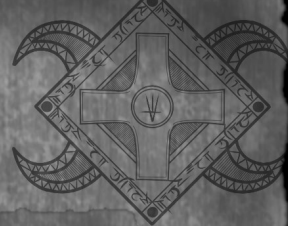
Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

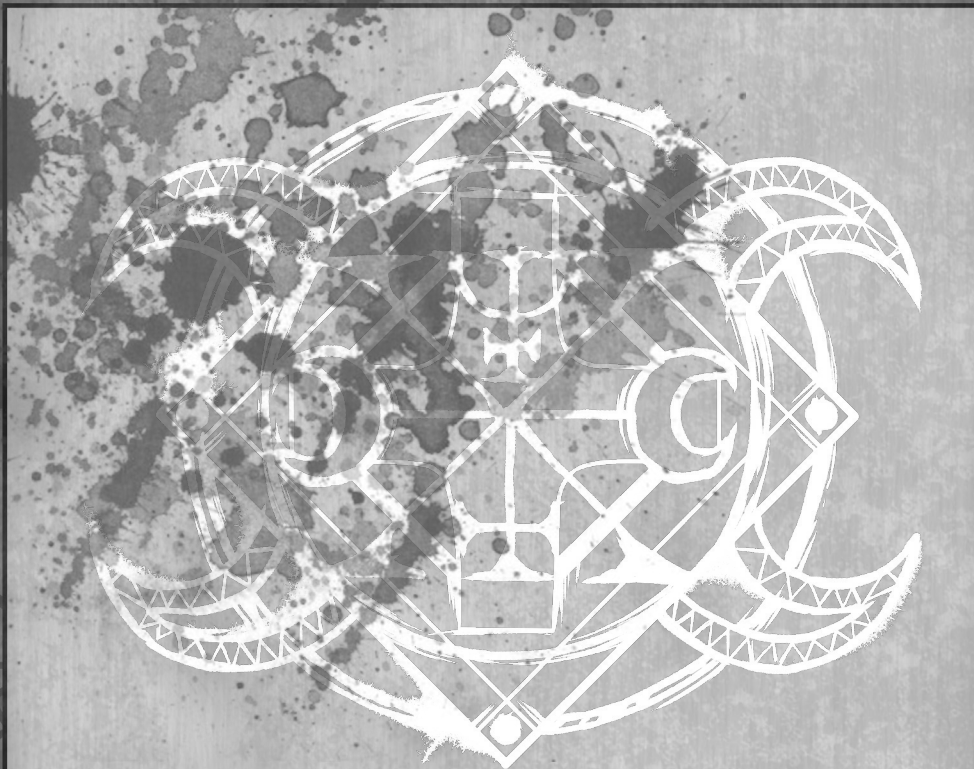
This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs or limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.



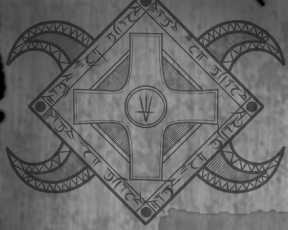


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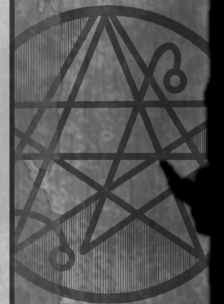
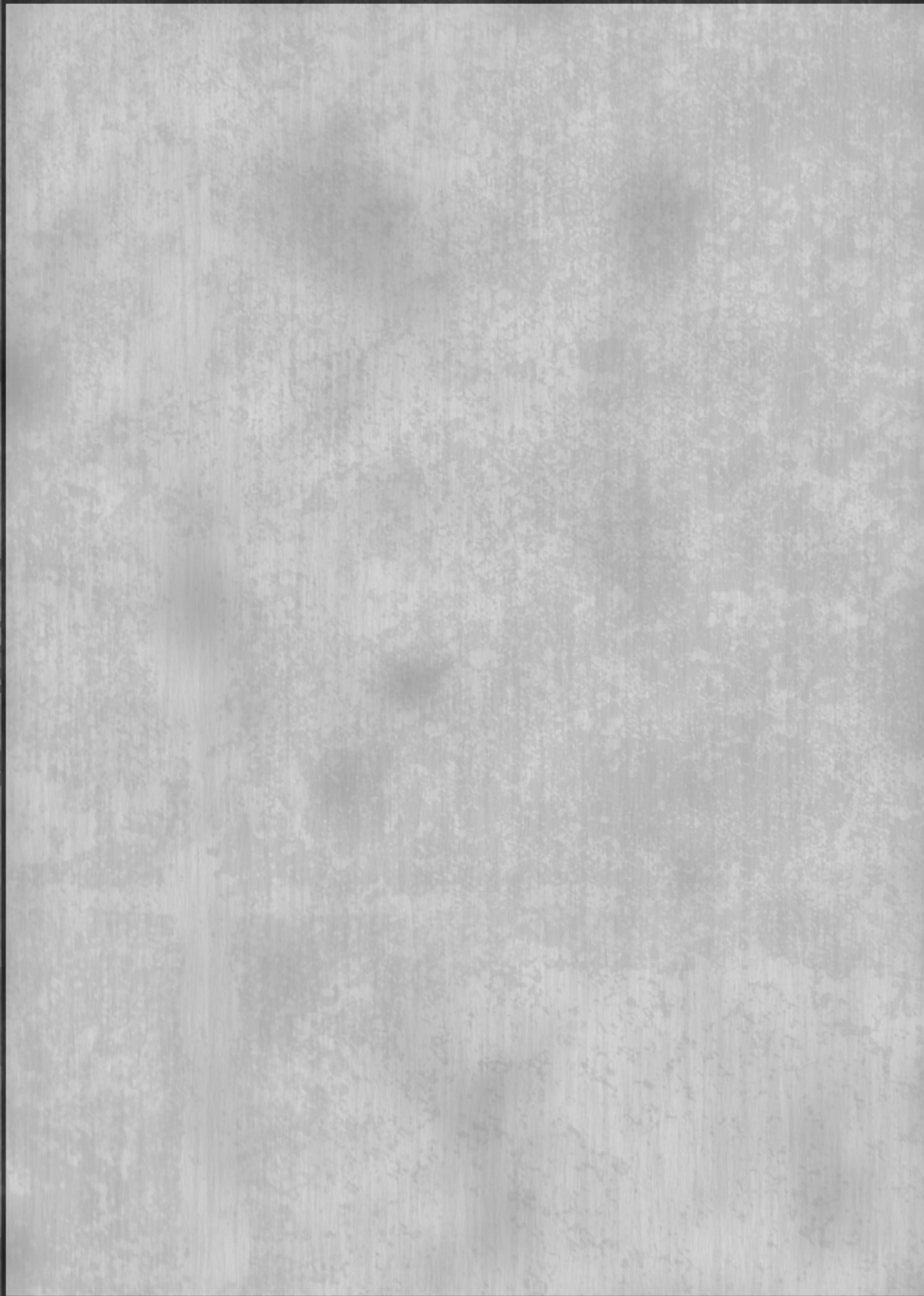


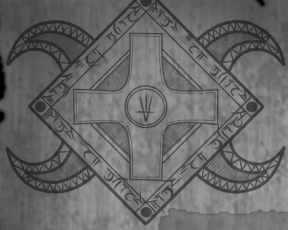
Raise an army from below for they have been waiting for your touch to bring them back to the battlefield. You alone can bestow life upon them. Arm them, renew the shell that has encased their deceased souls for so long, allow them to fight again at your behest. They are warriors at heart and they have the innate desire to kill, murder, and maim.



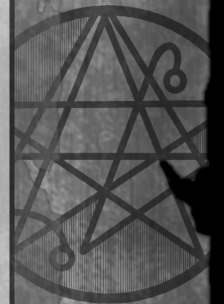
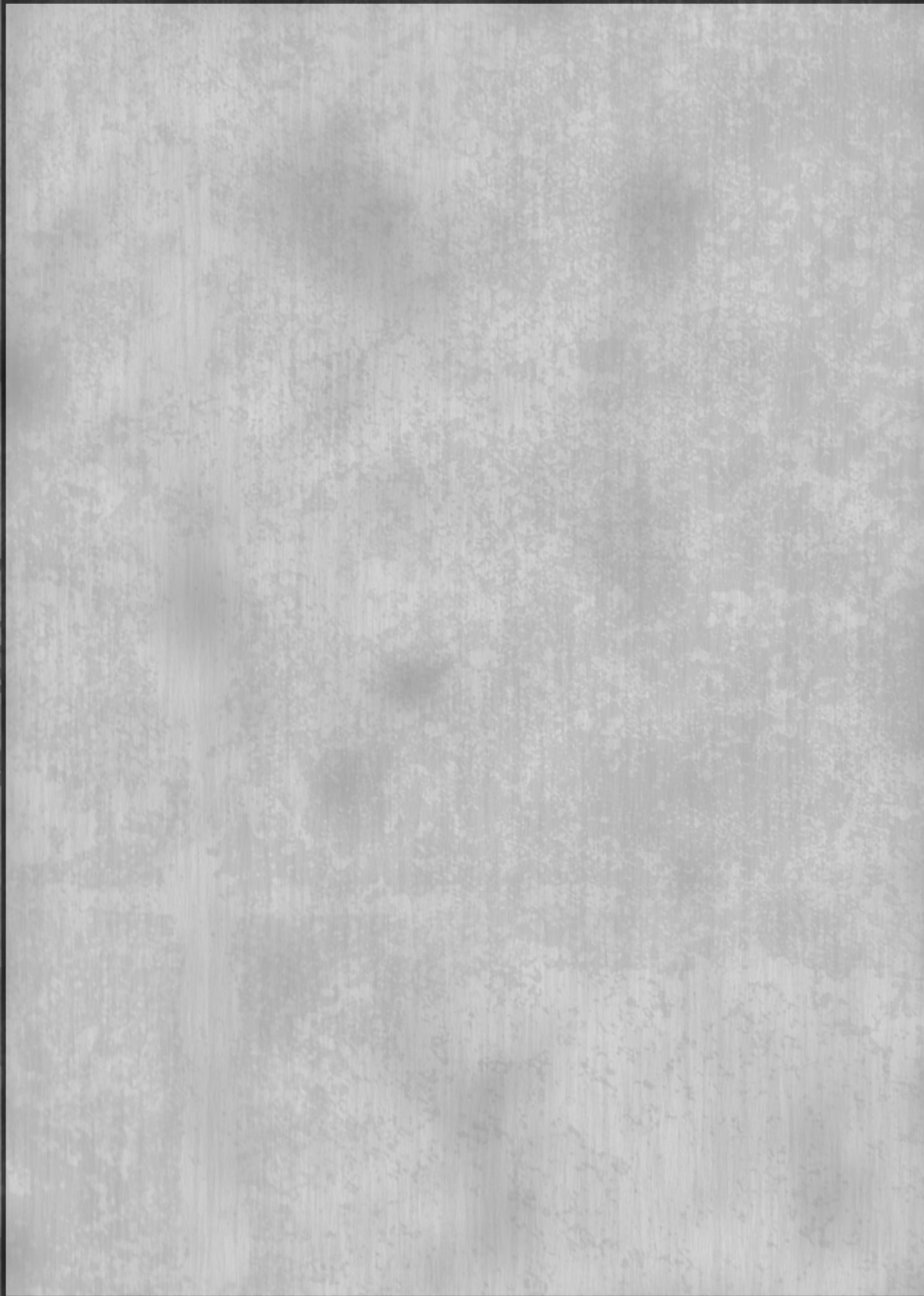


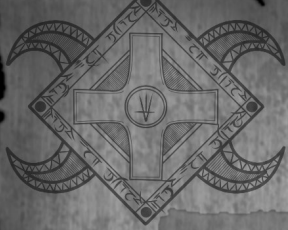
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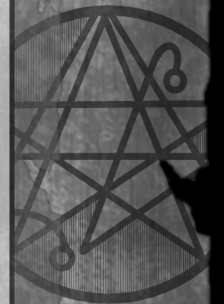


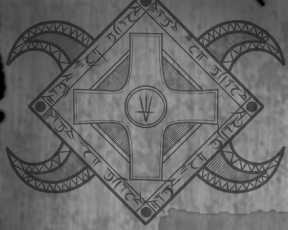
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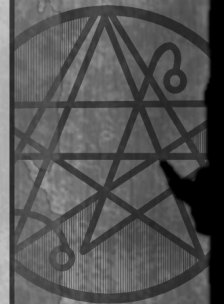


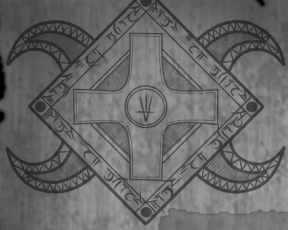
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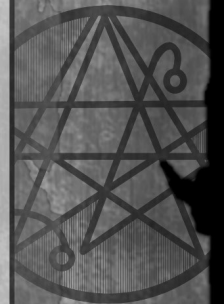


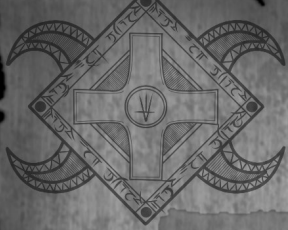
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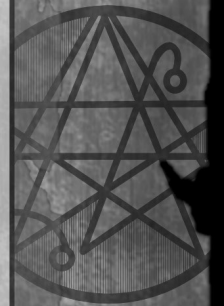


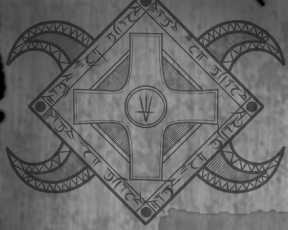
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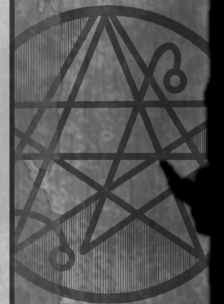
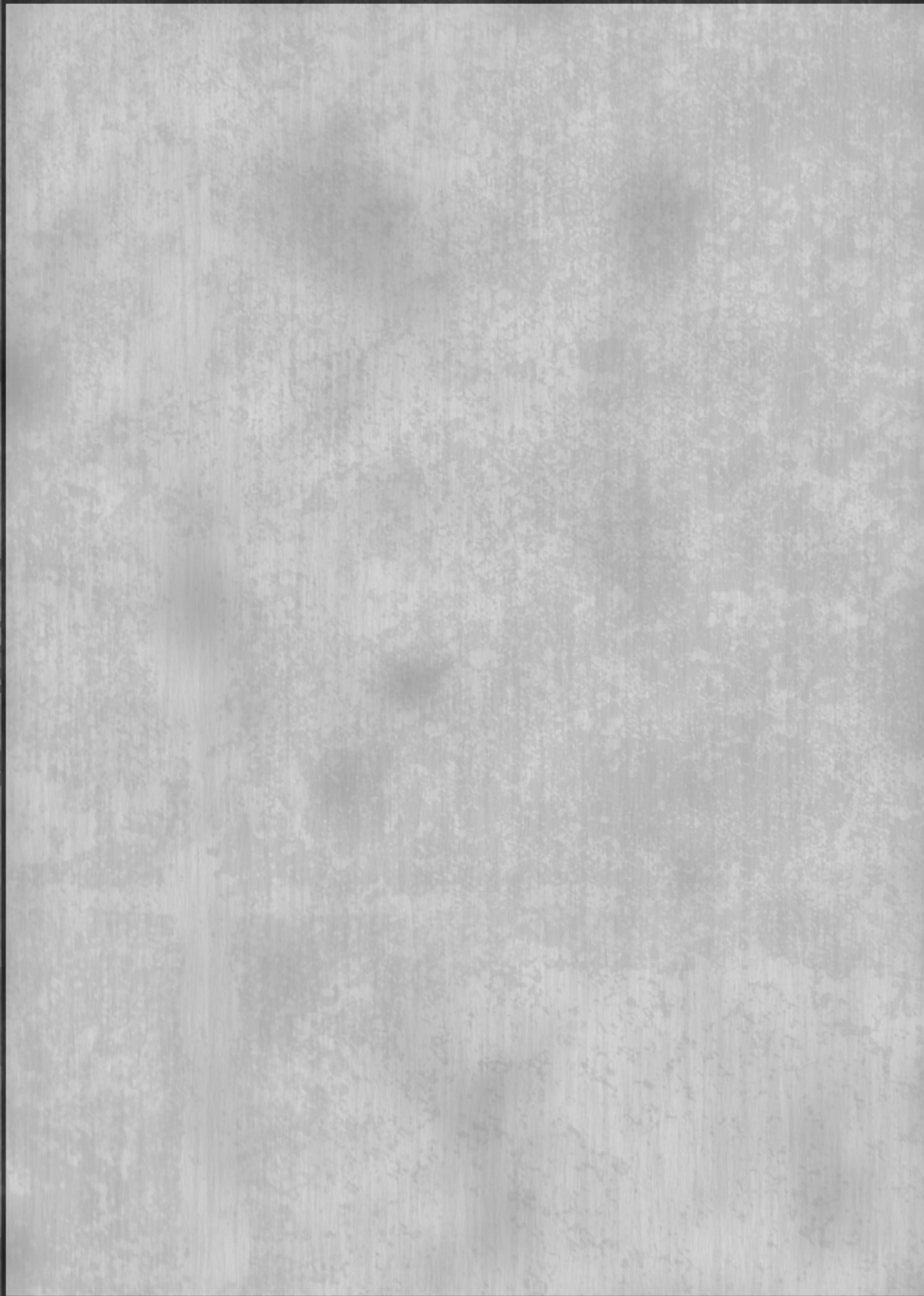


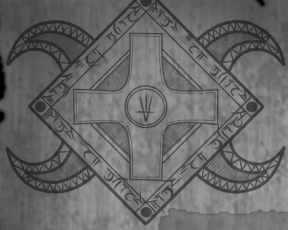
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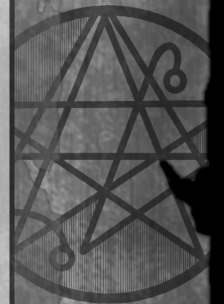
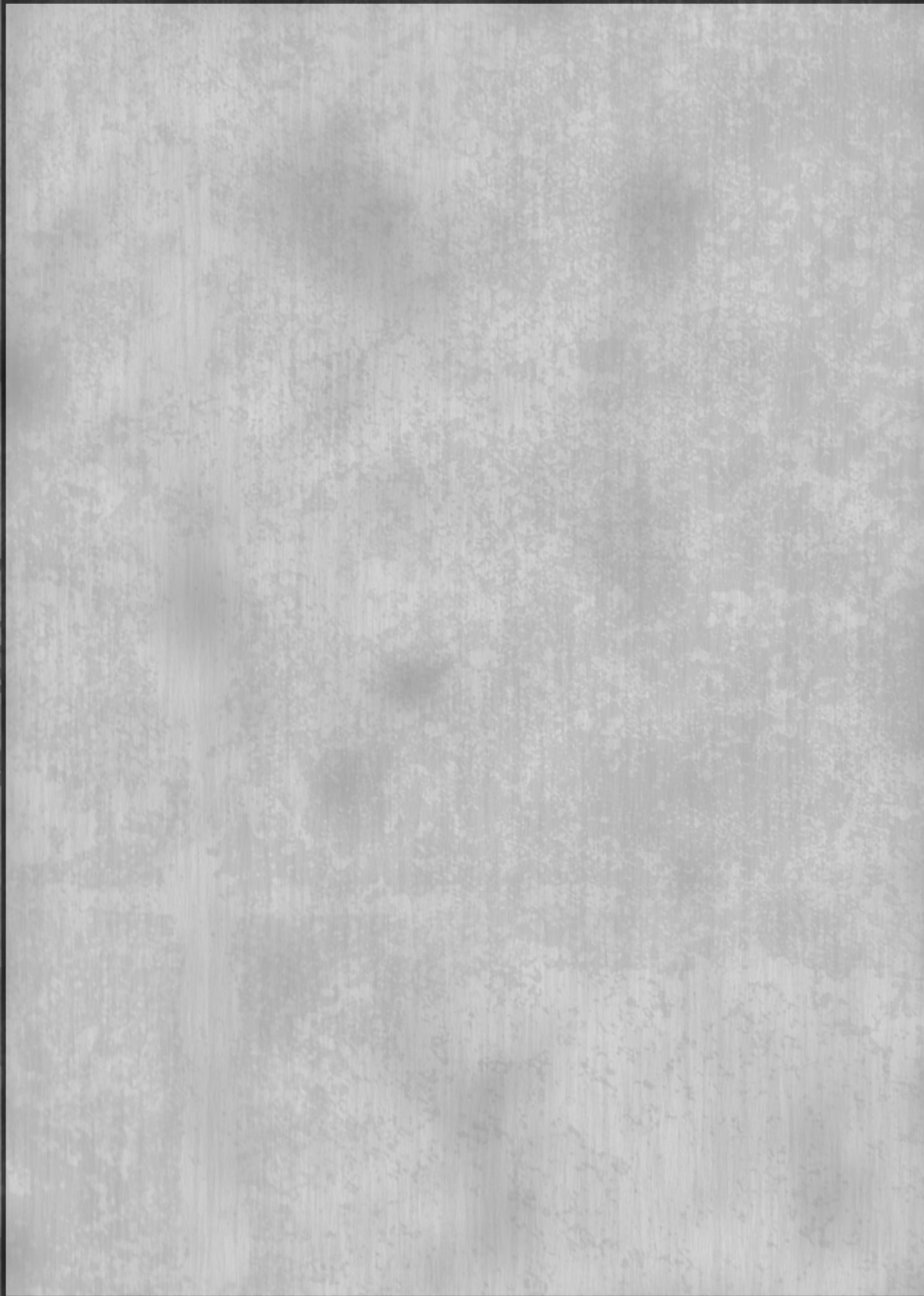


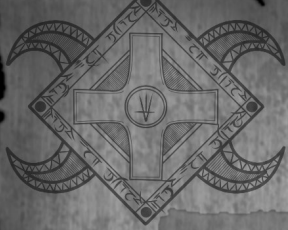
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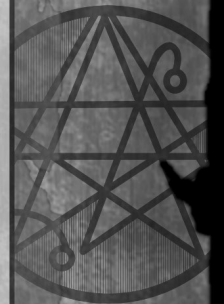
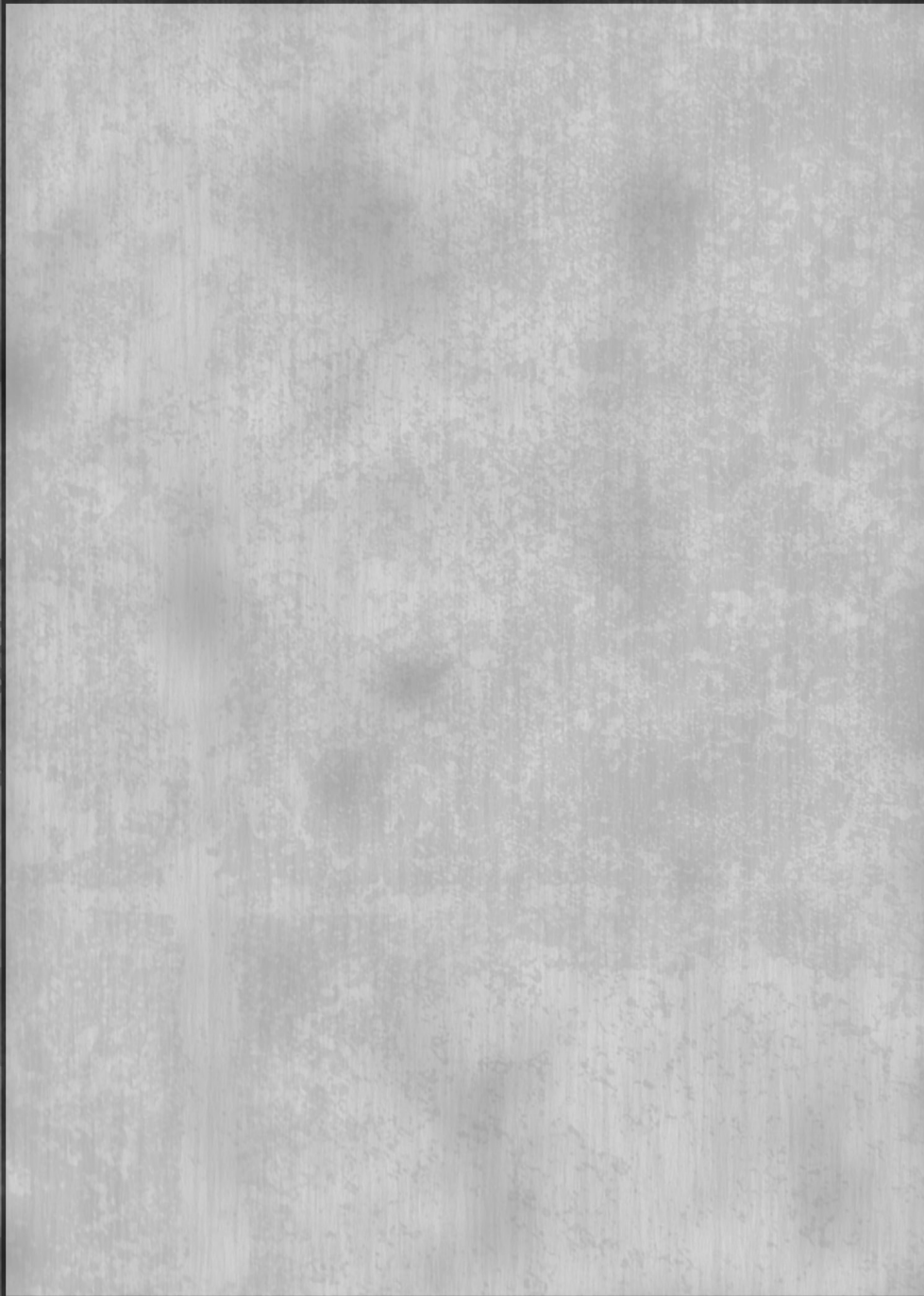


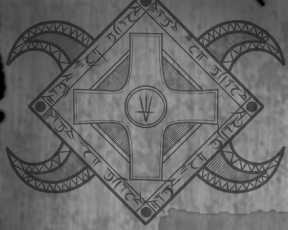
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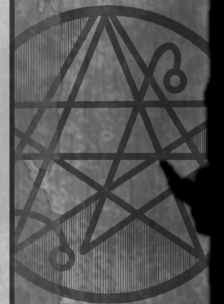
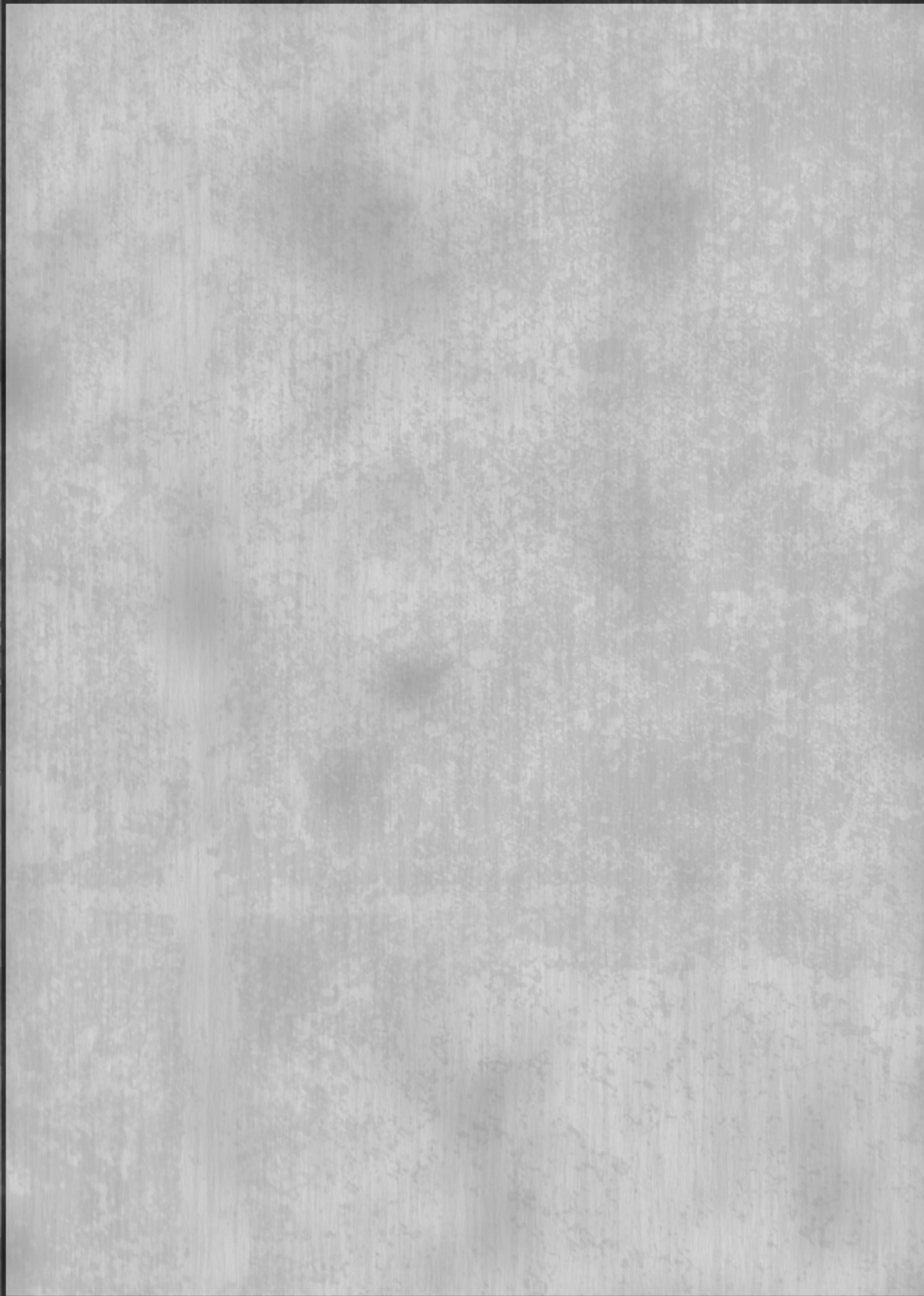


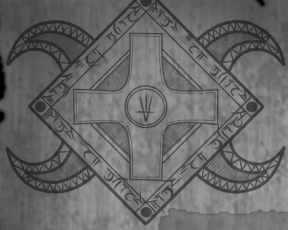
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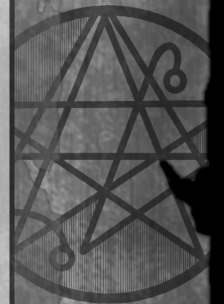
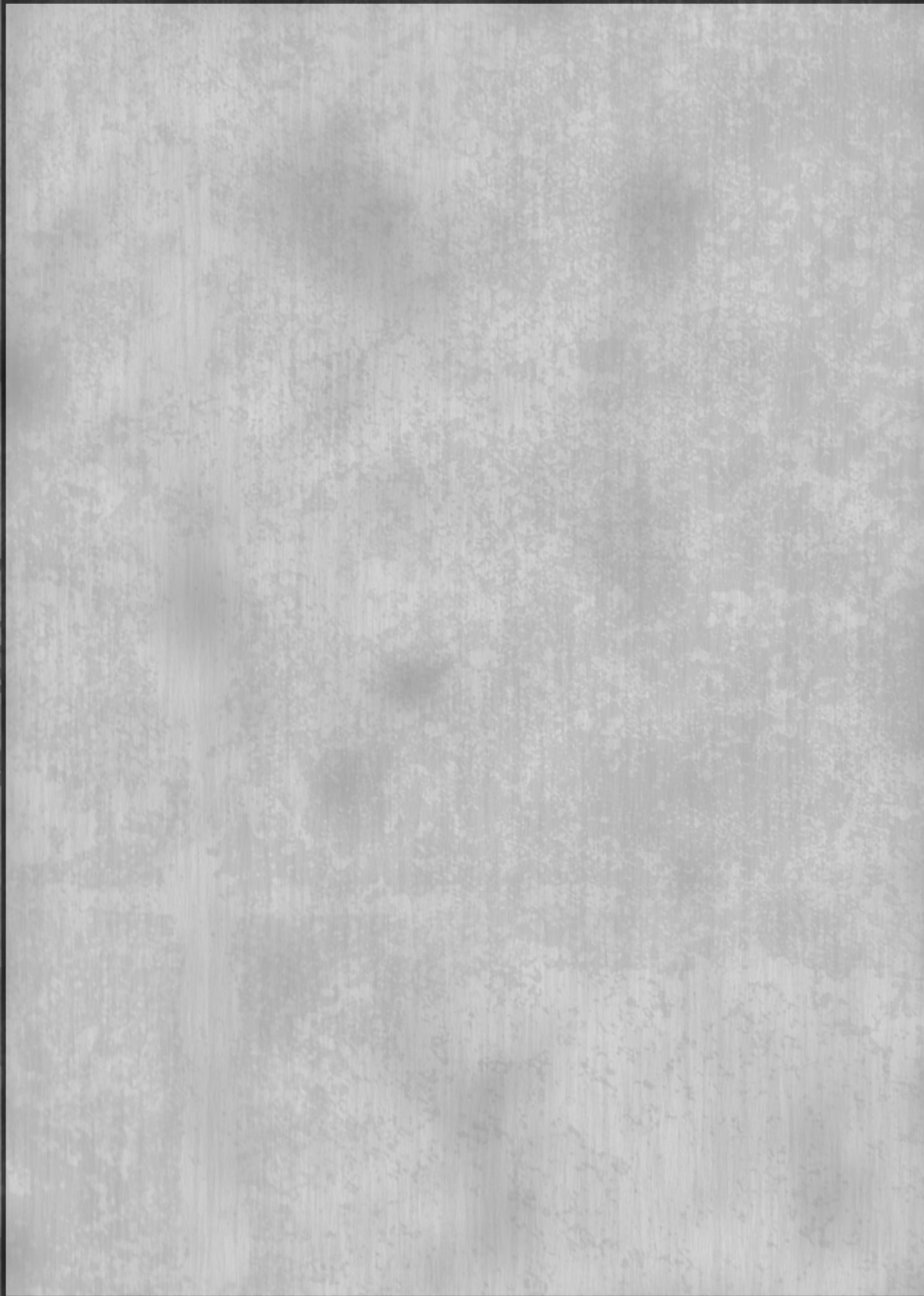


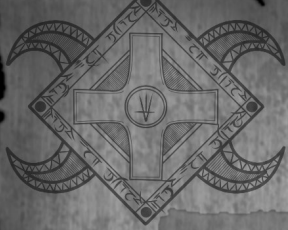
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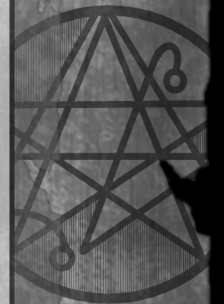


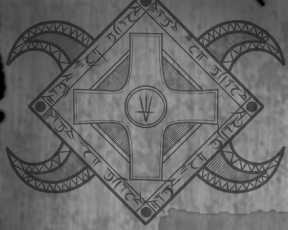
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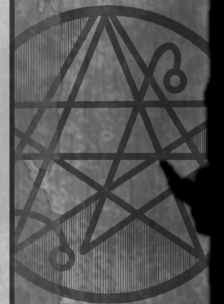
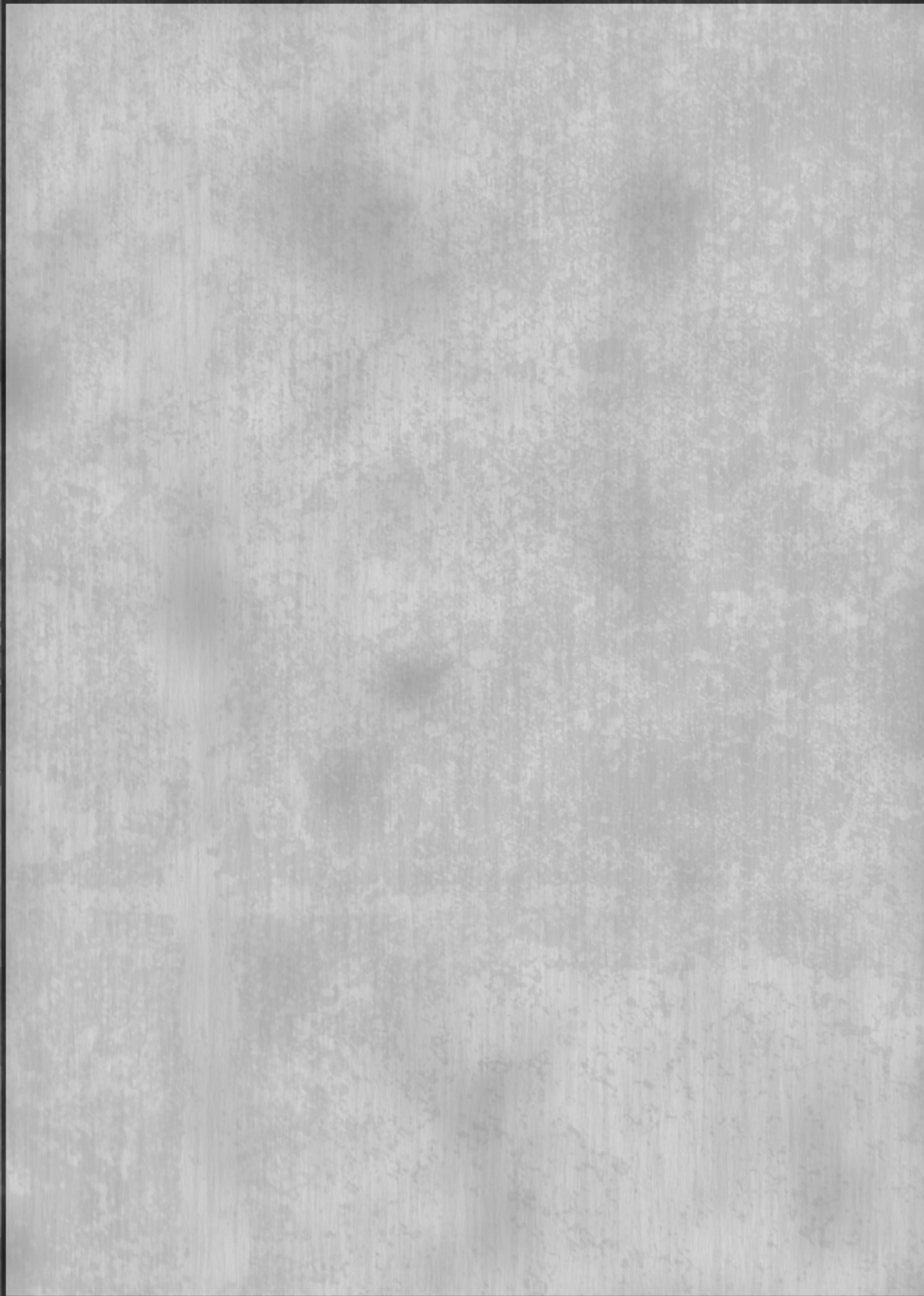


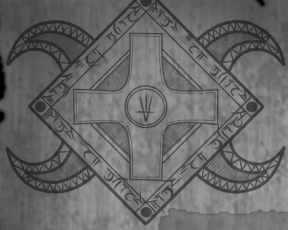
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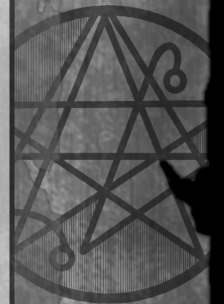
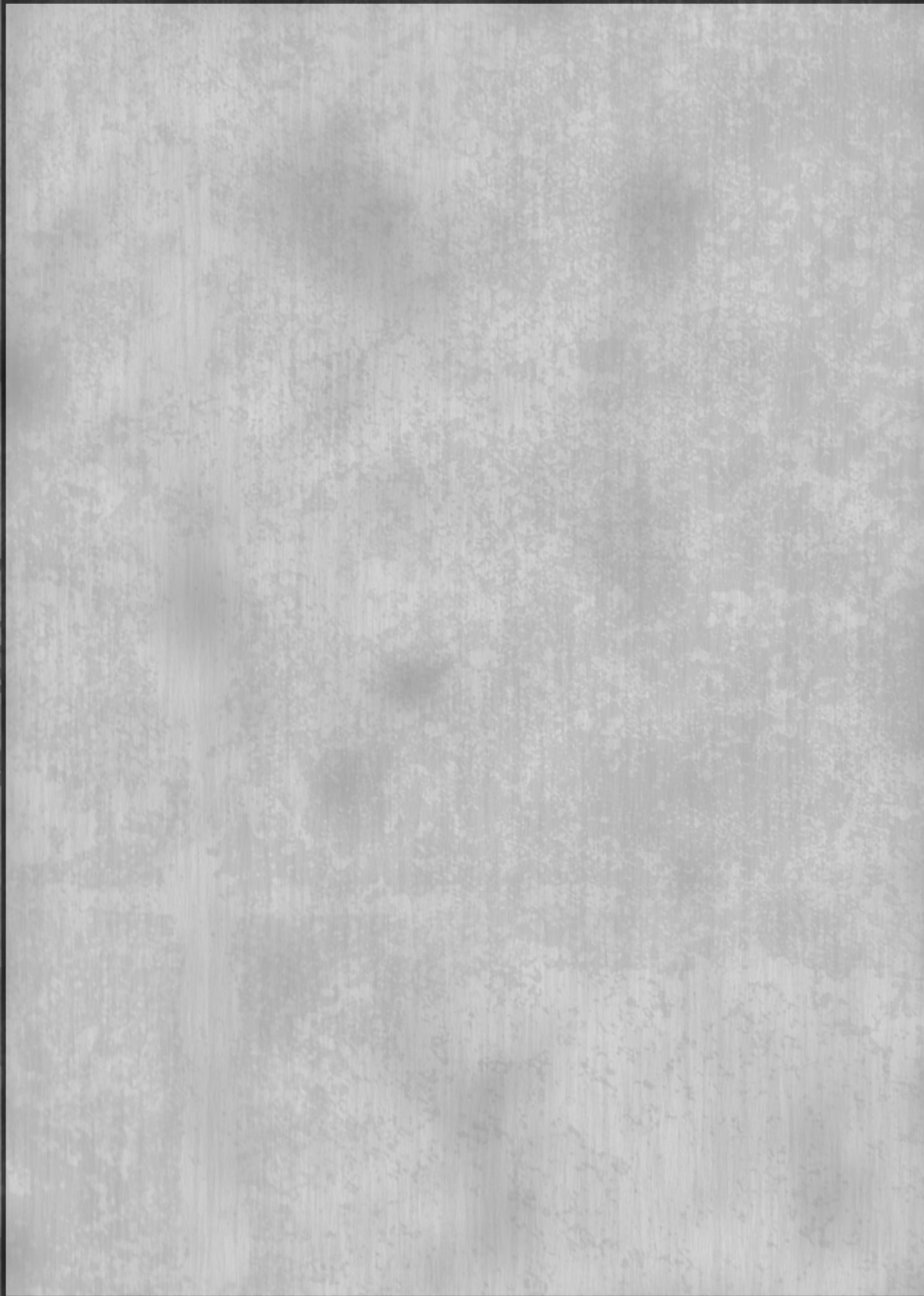


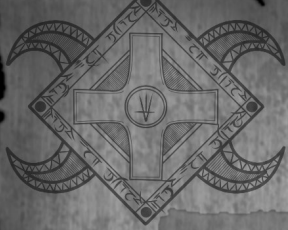
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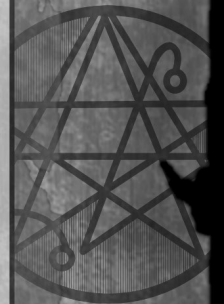
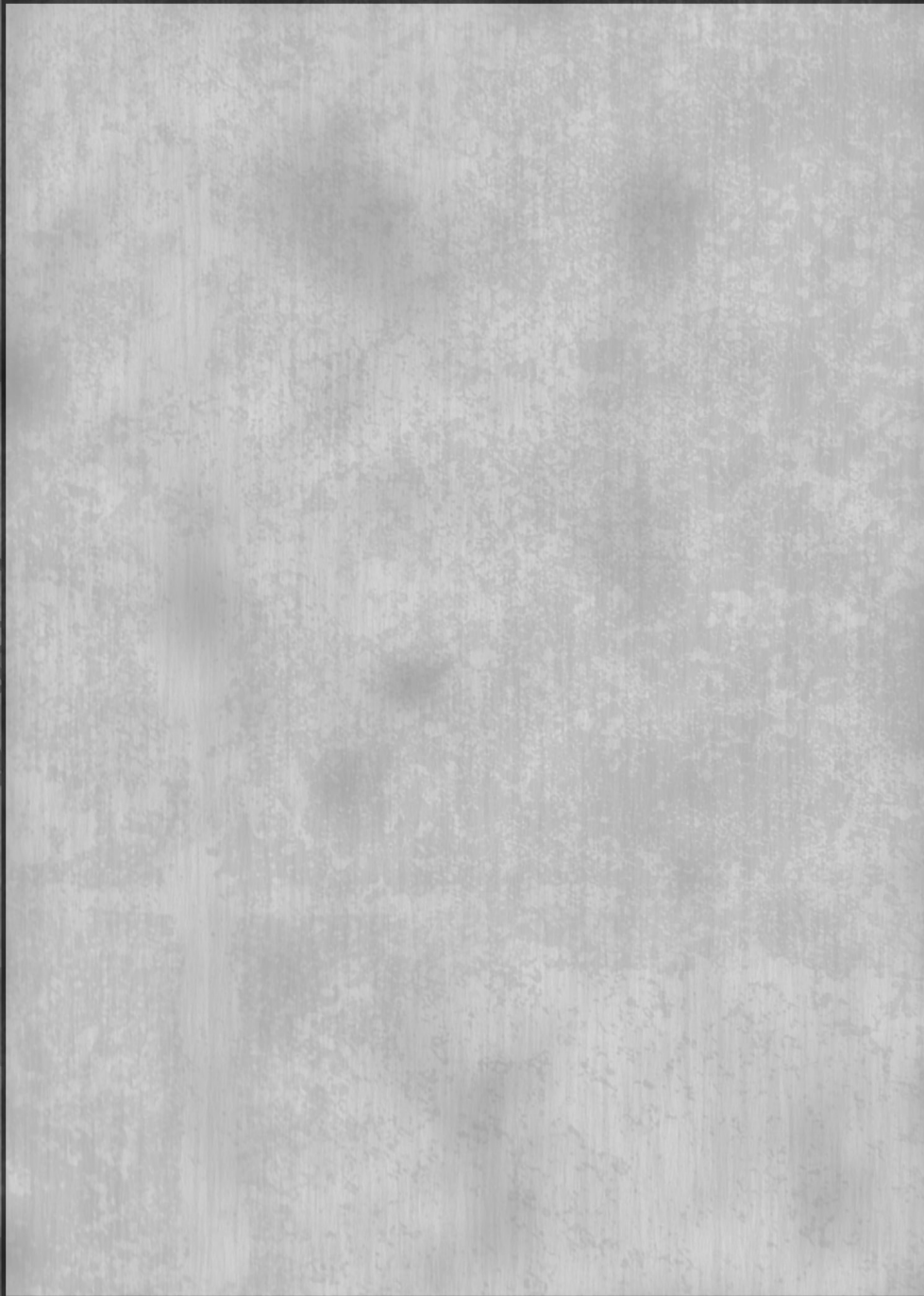


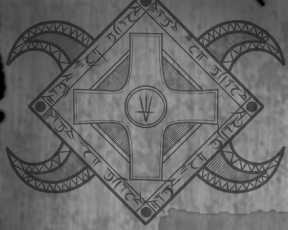
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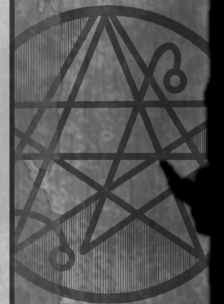
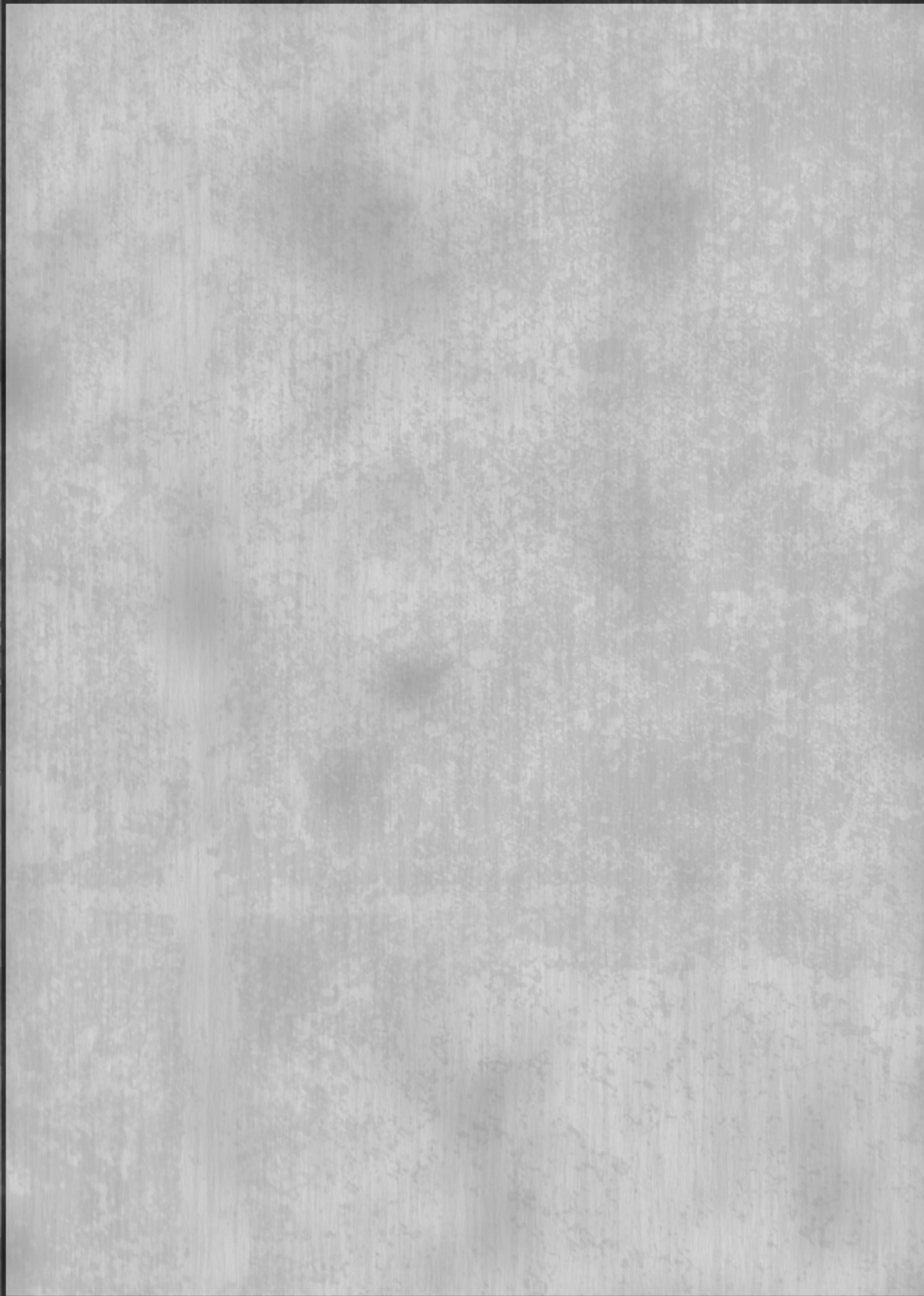


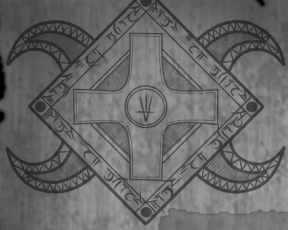
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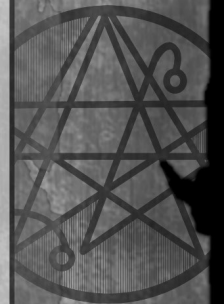


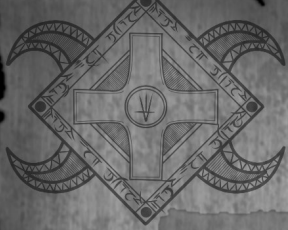
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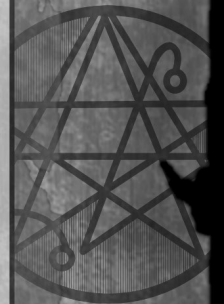
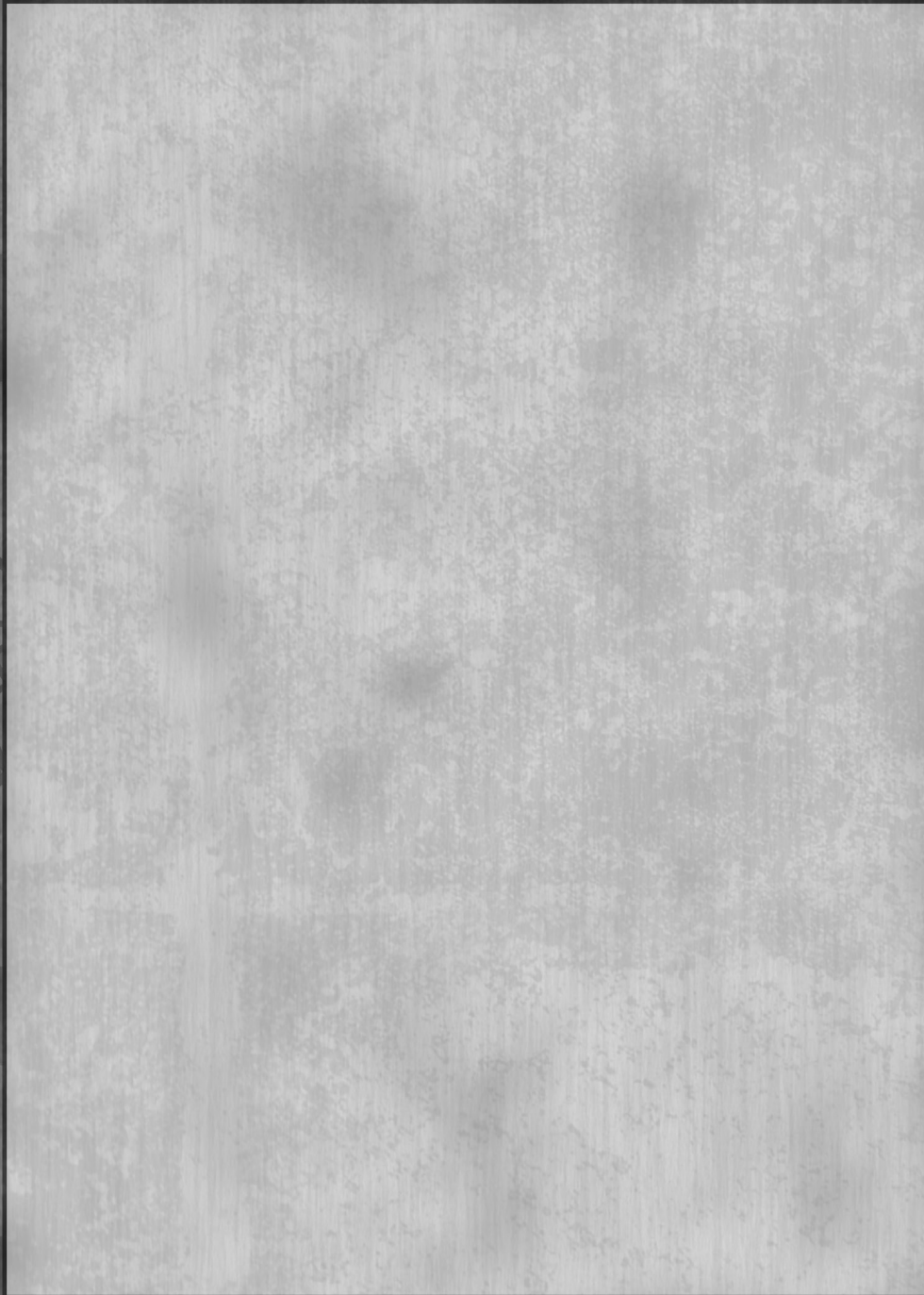


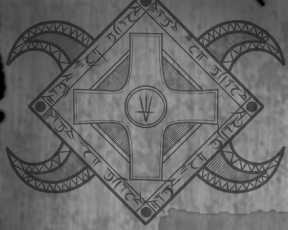
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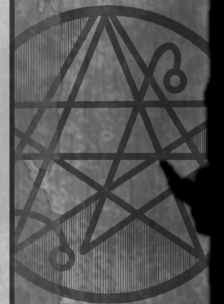
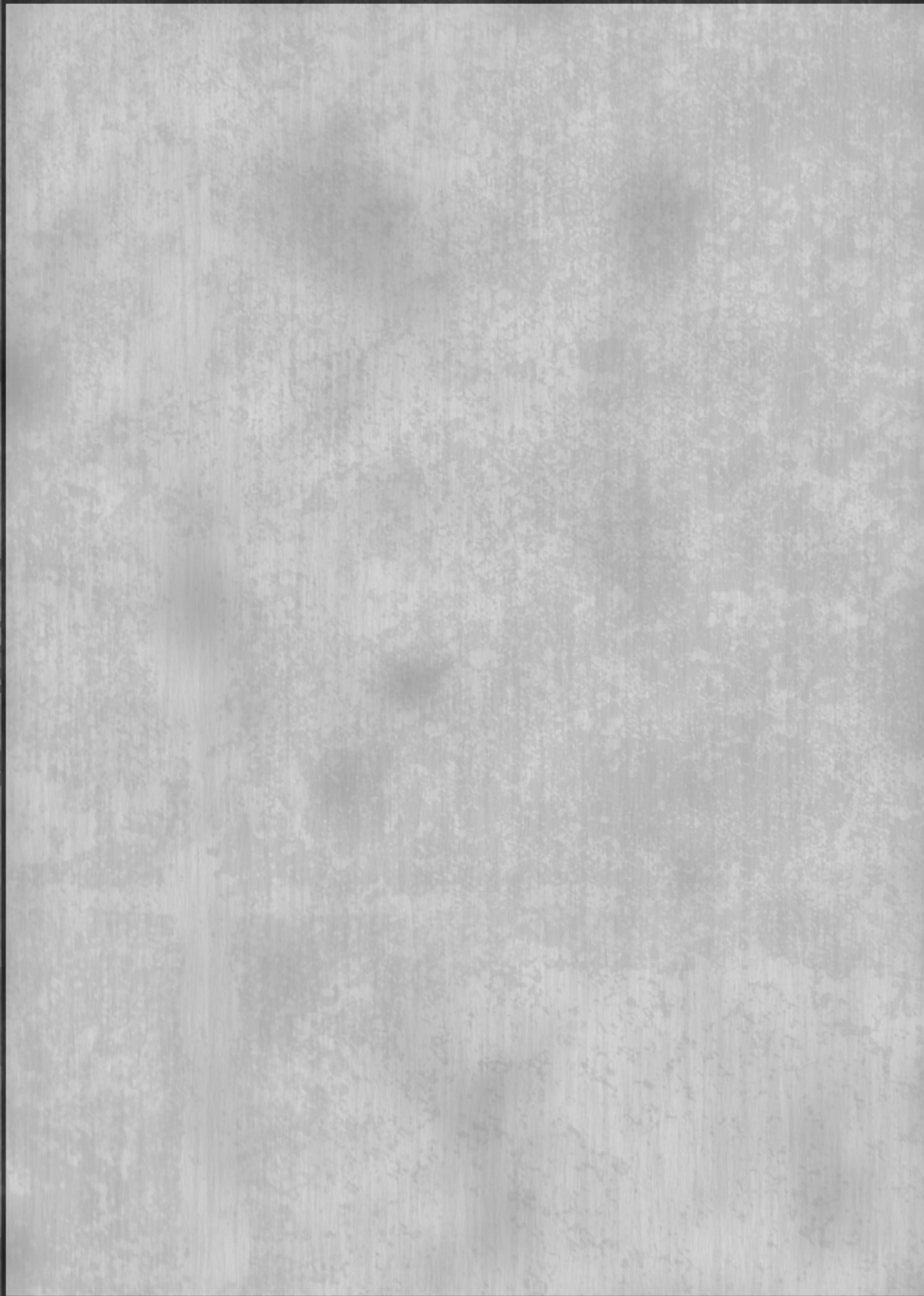


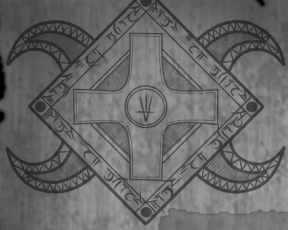
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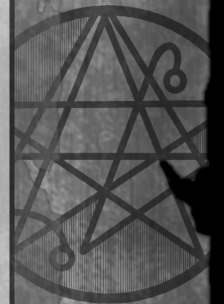
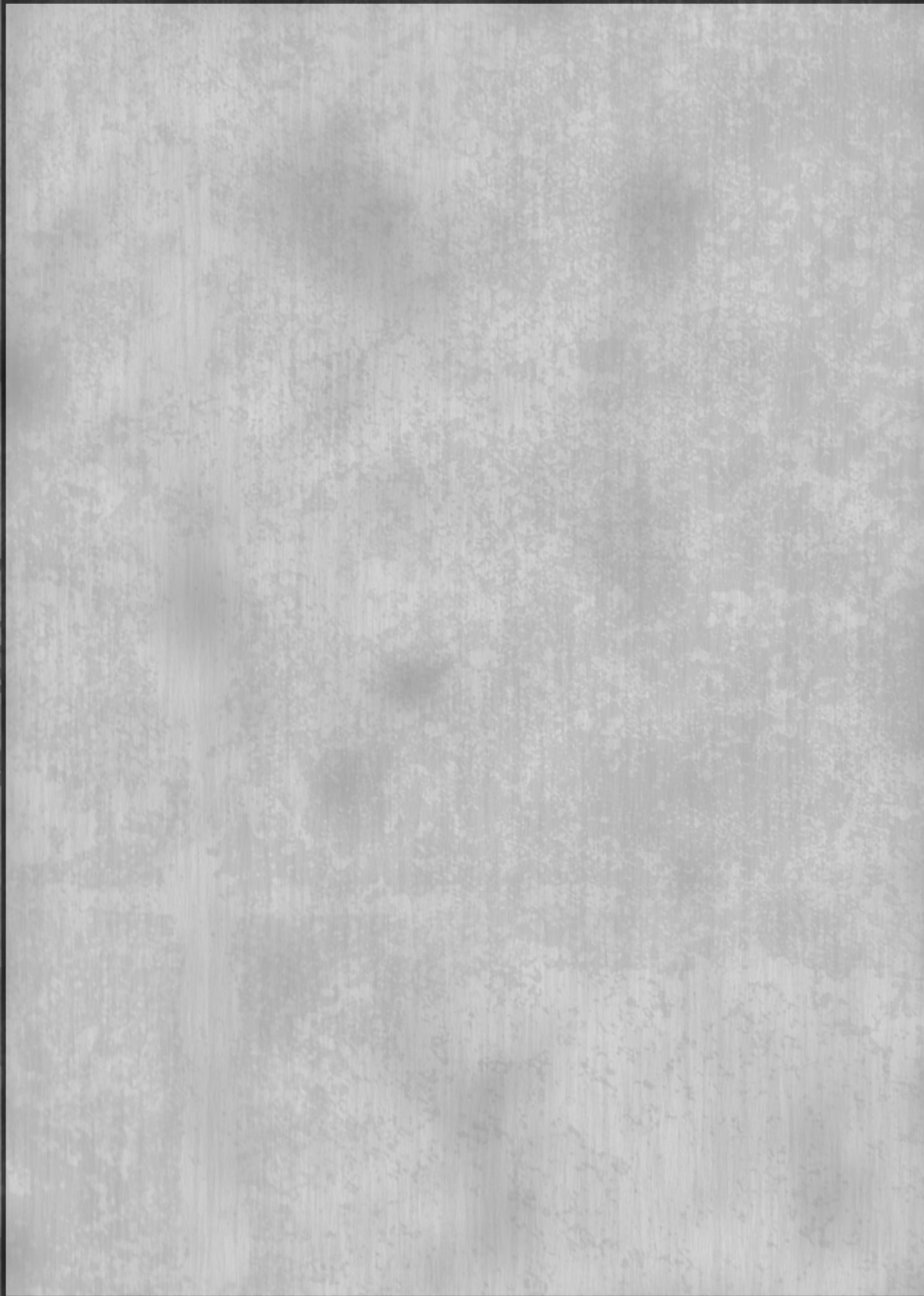


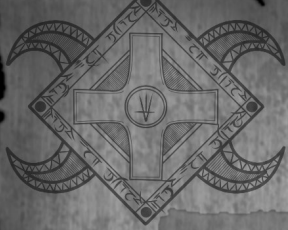
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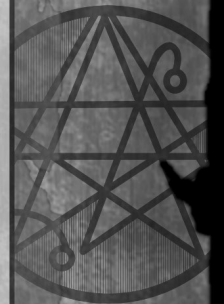
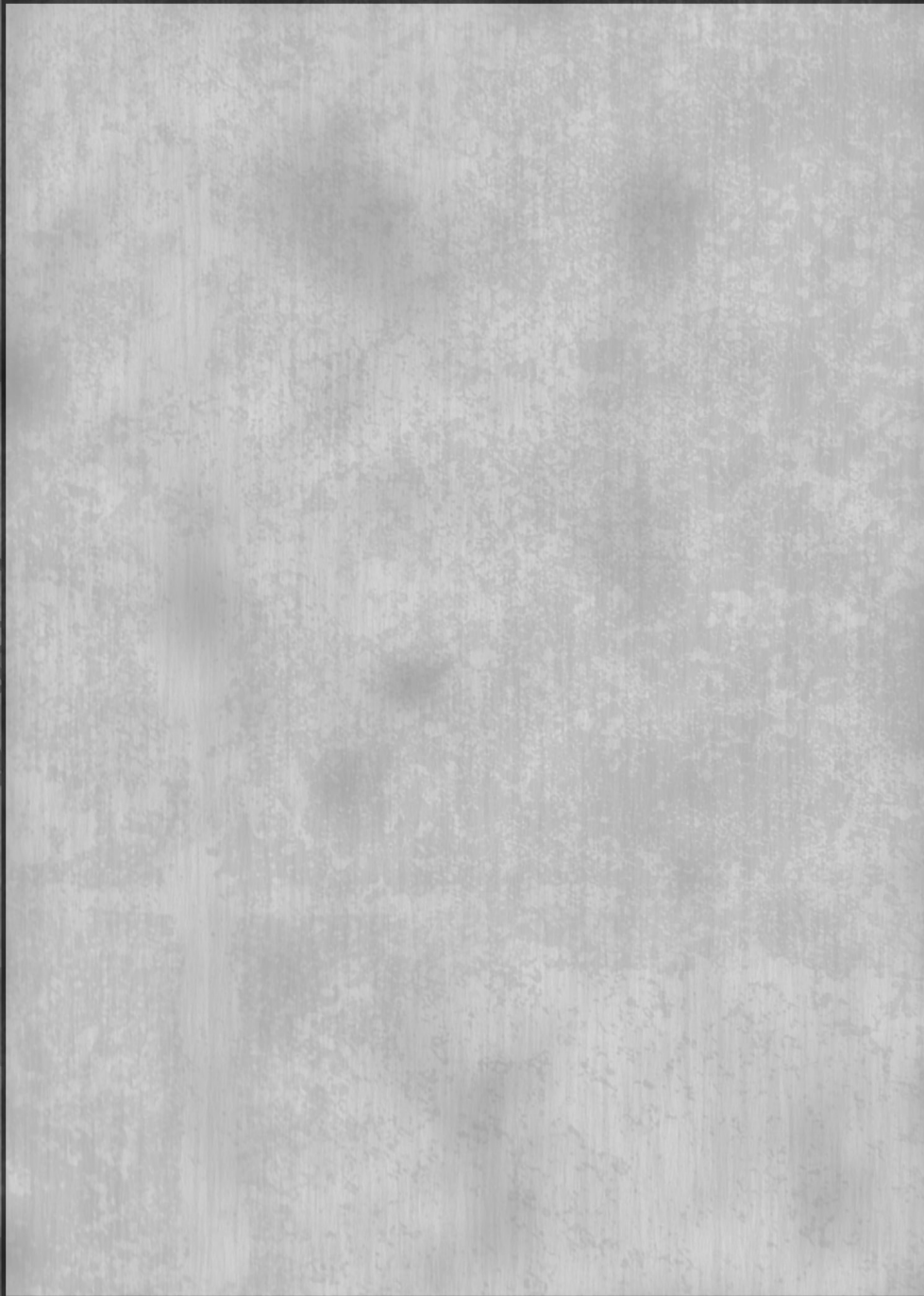


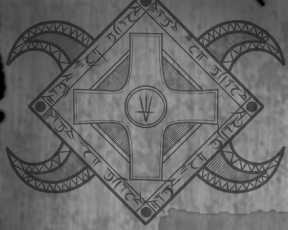
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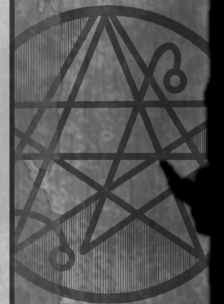
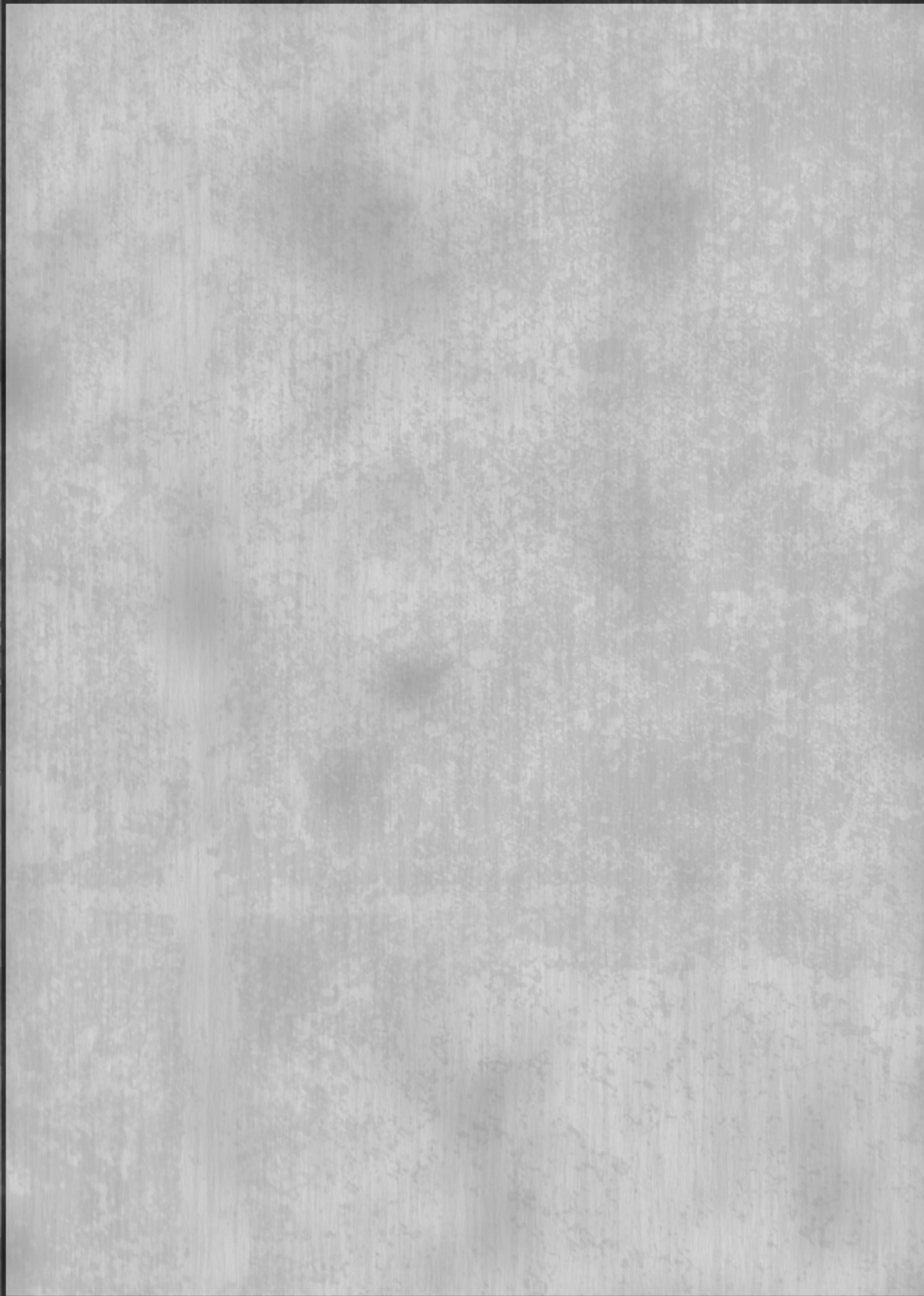


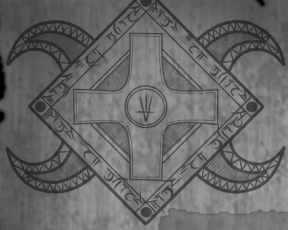
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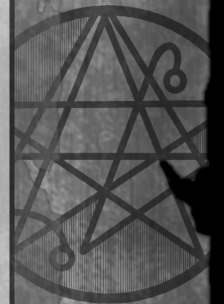
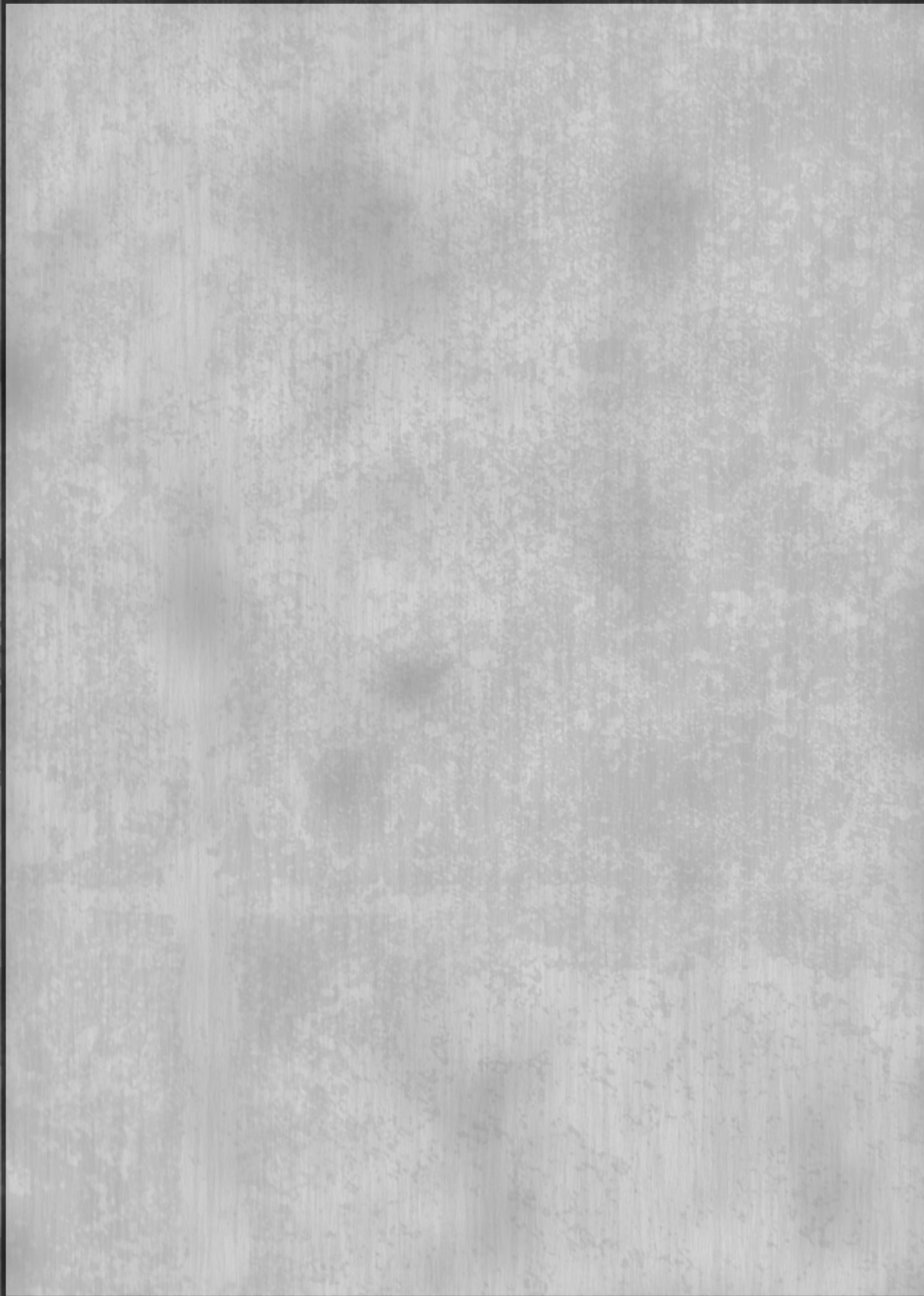


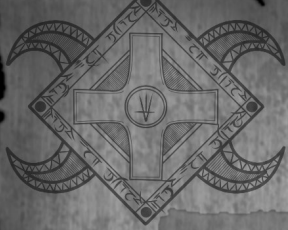
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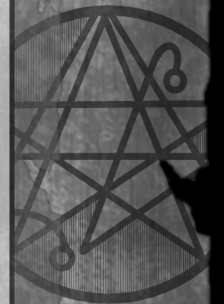


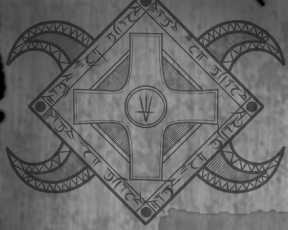
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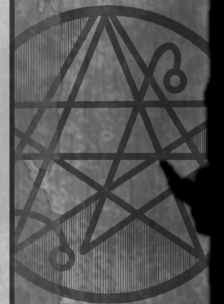
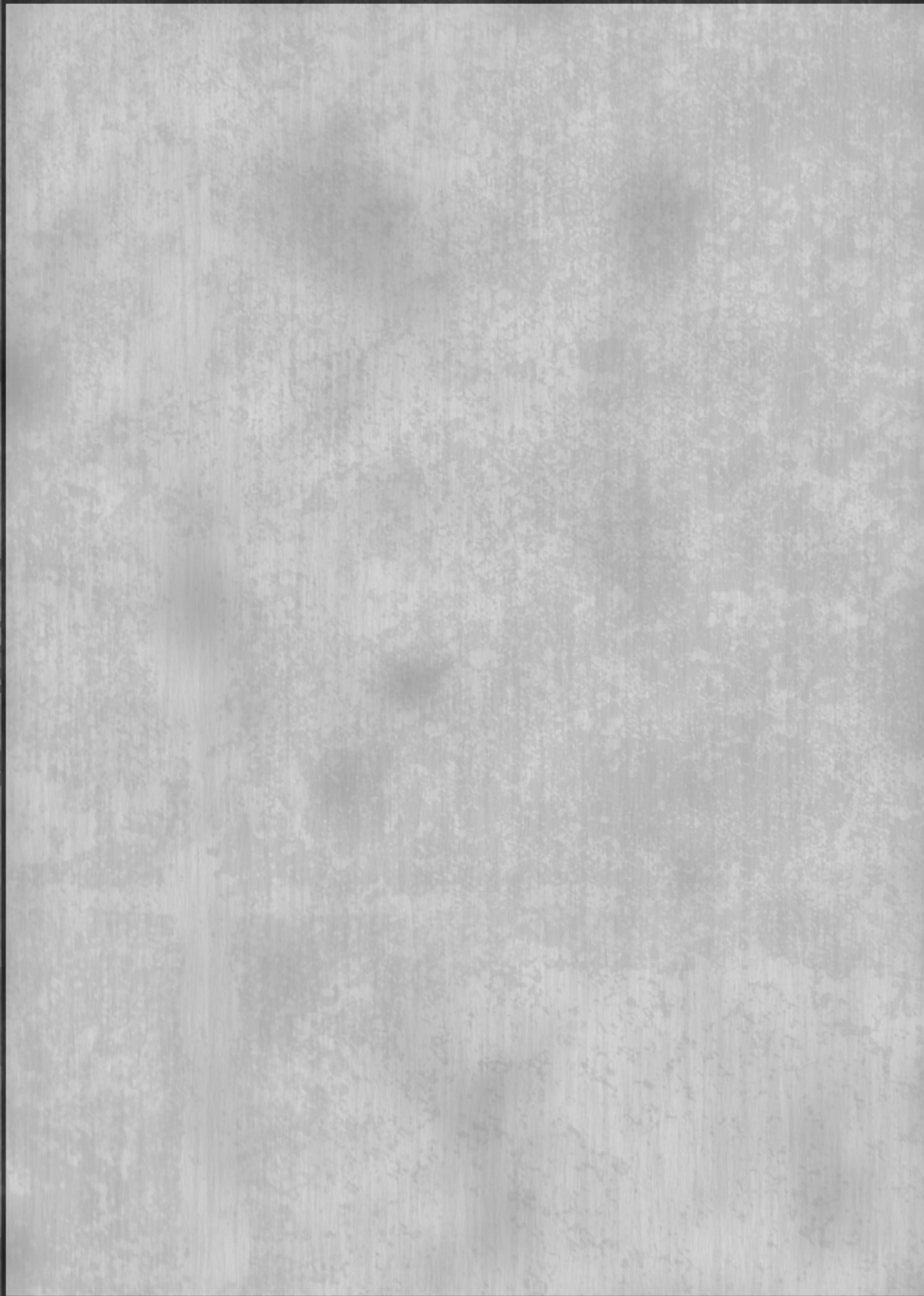


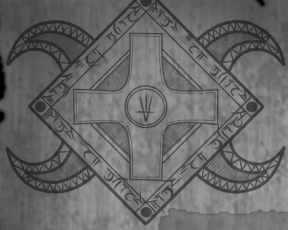
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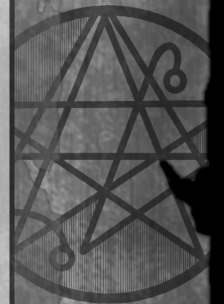
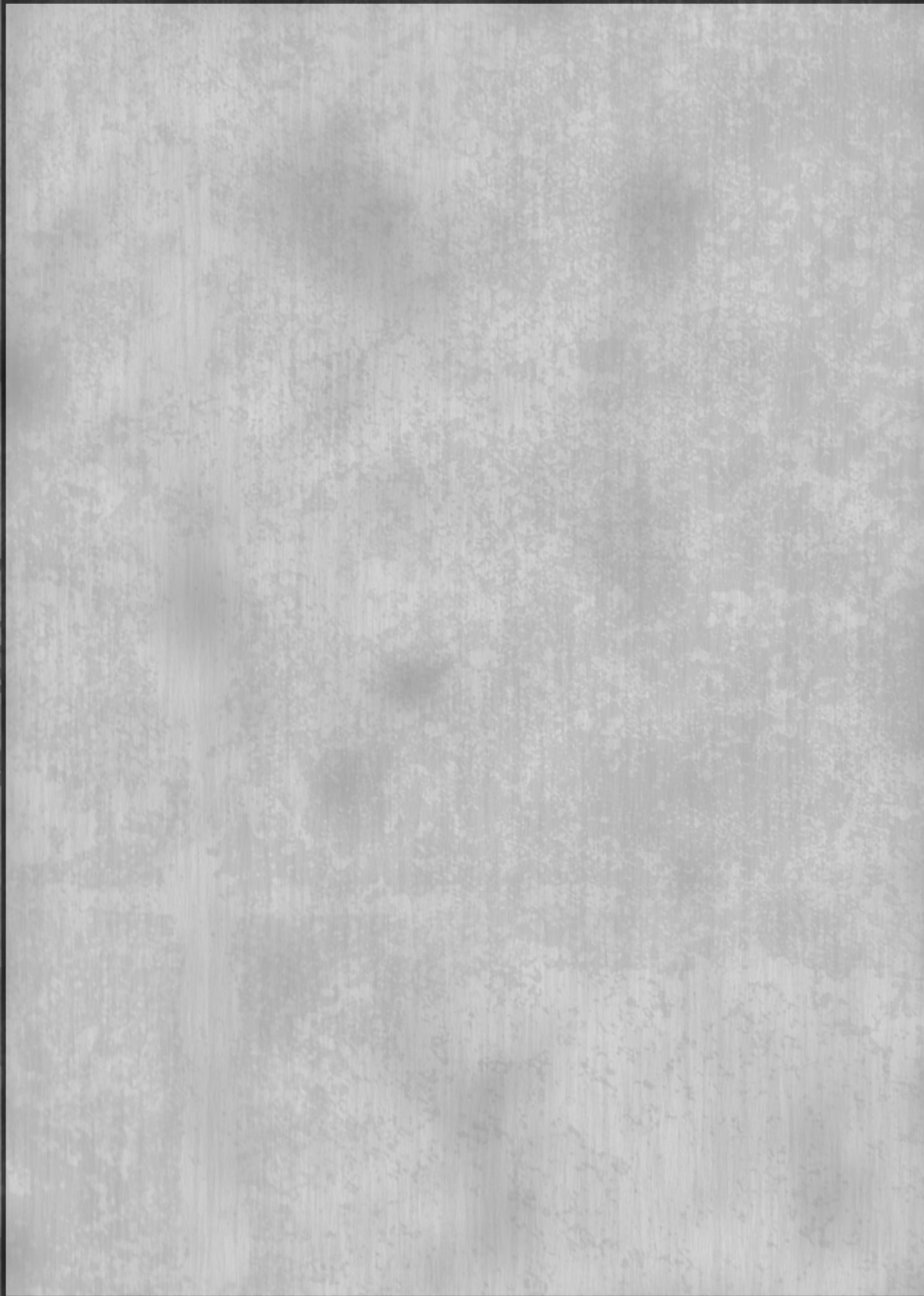


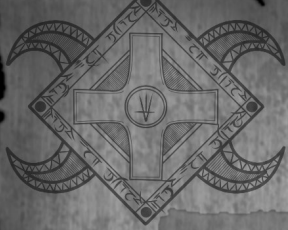
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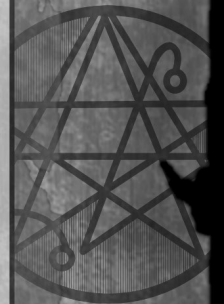
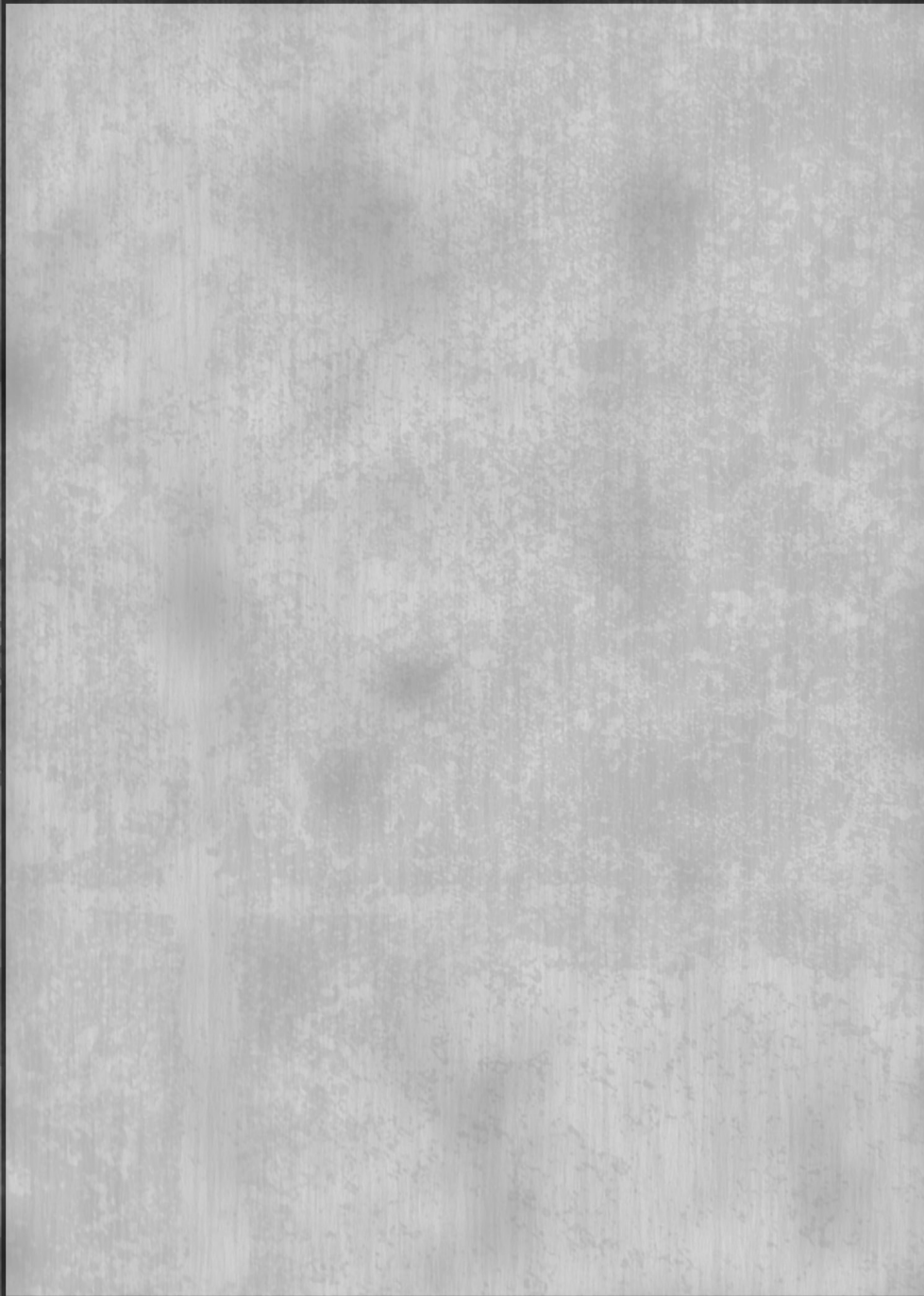


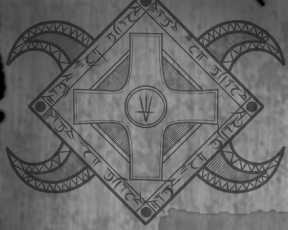
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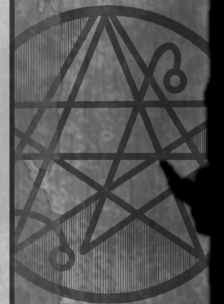
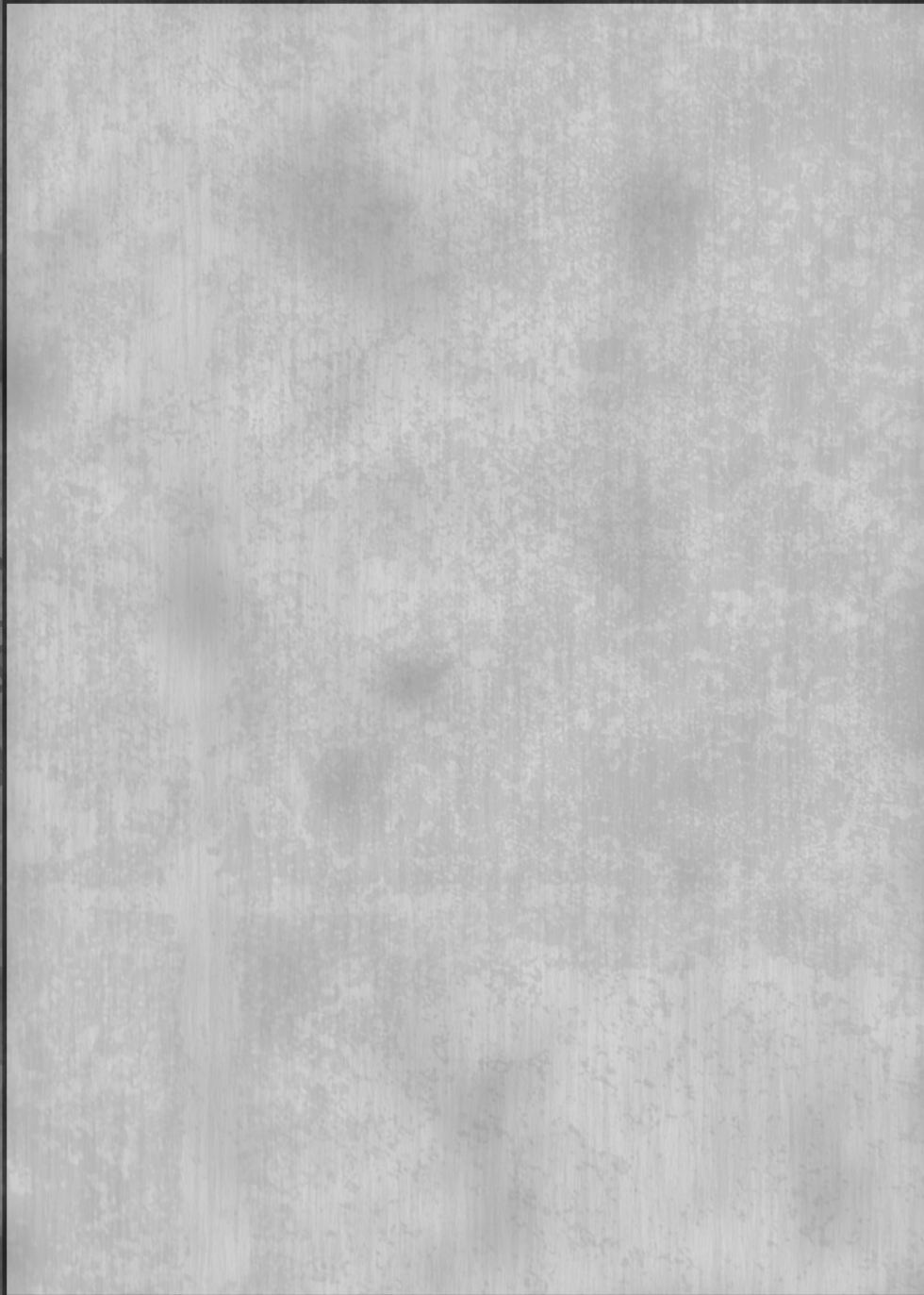


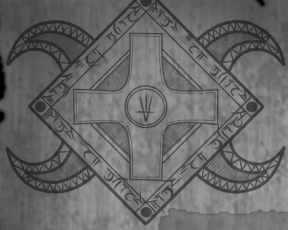
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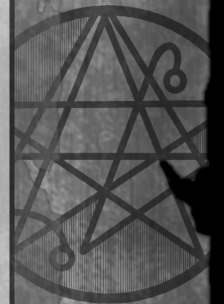
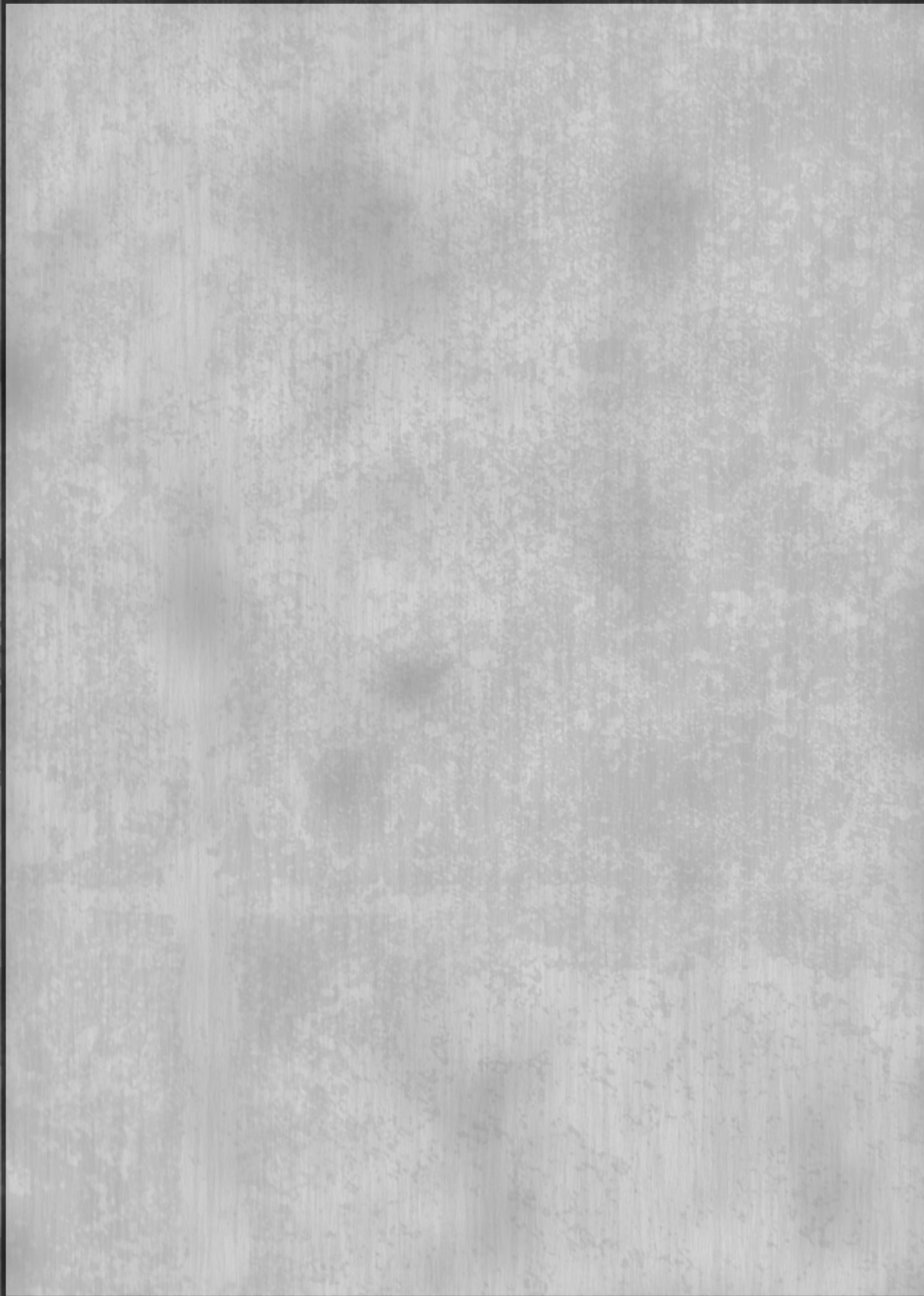


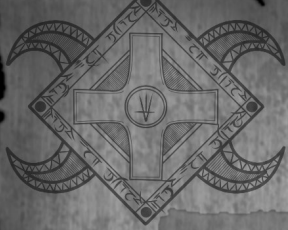
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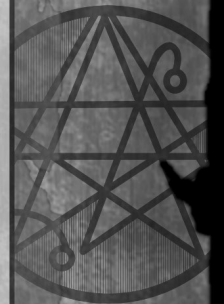
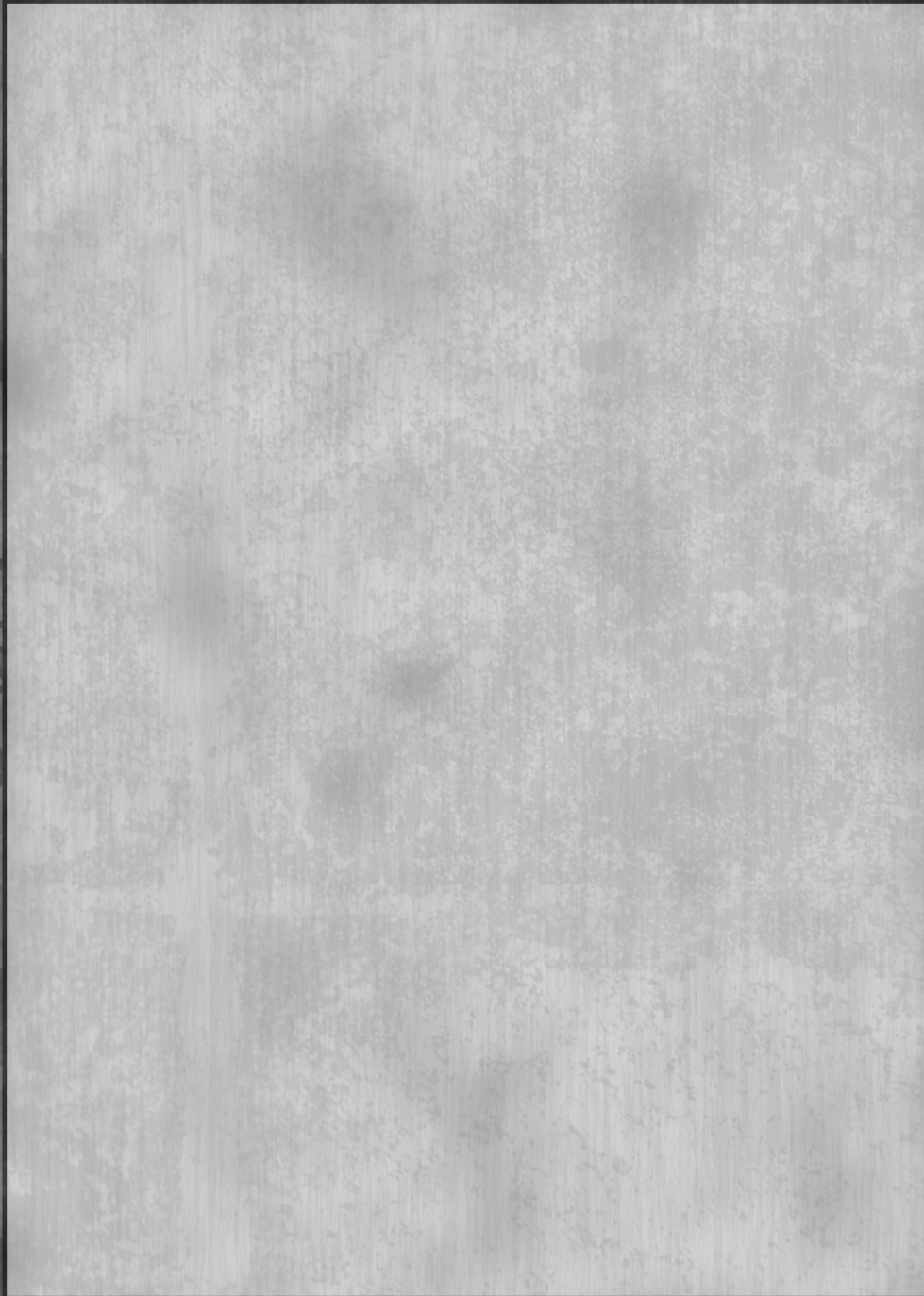


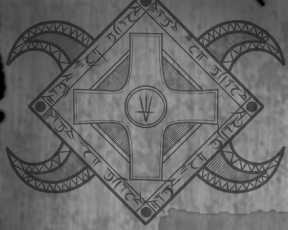
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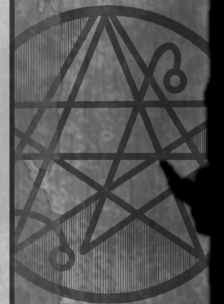
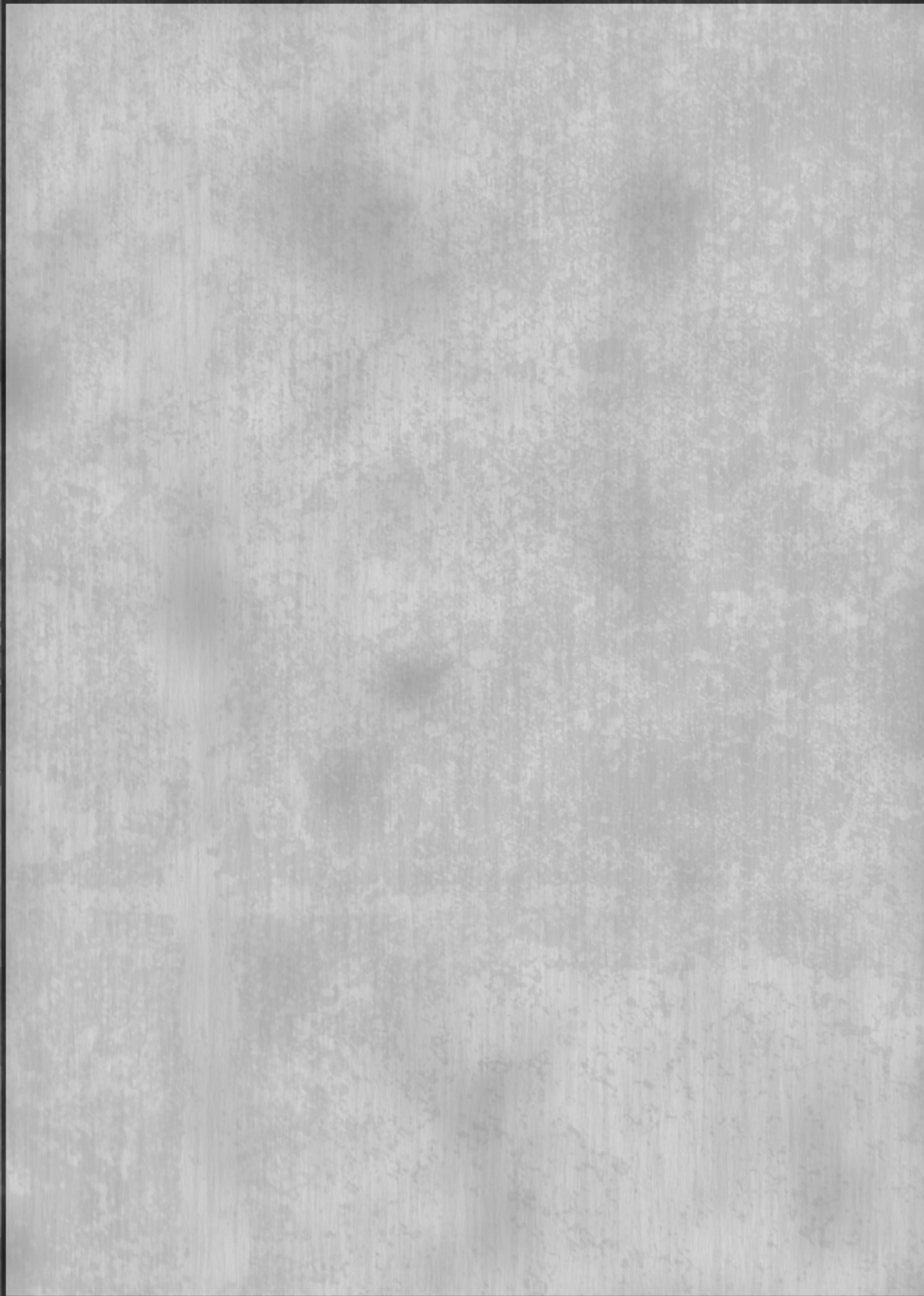


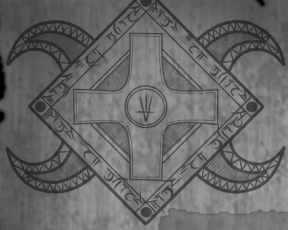
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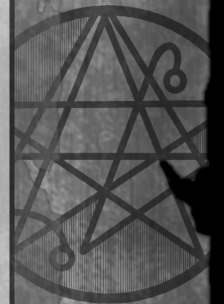
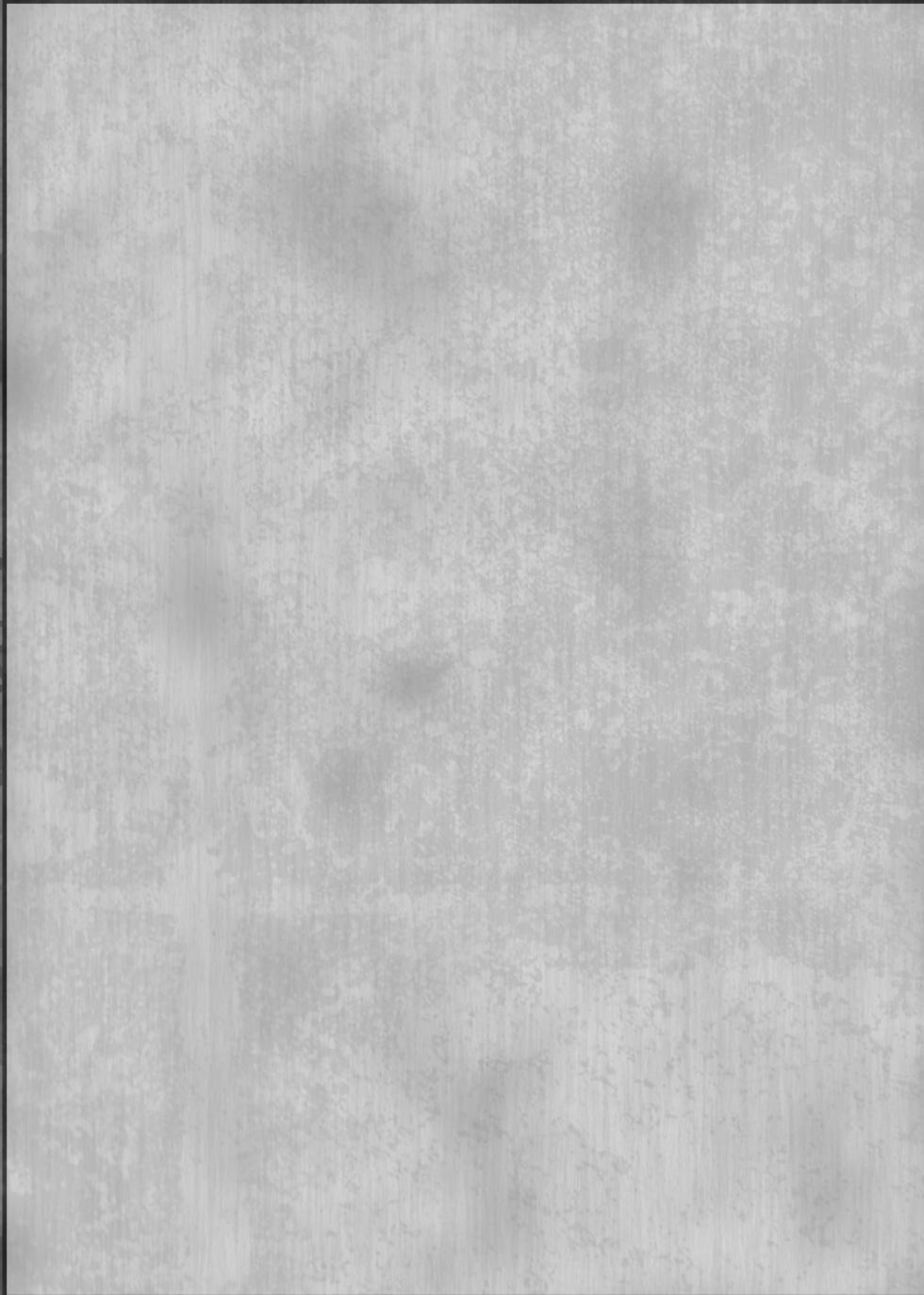


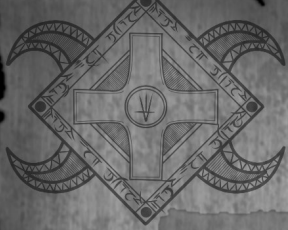
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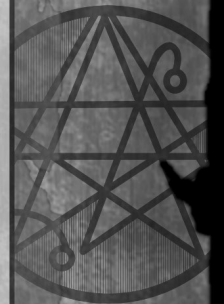
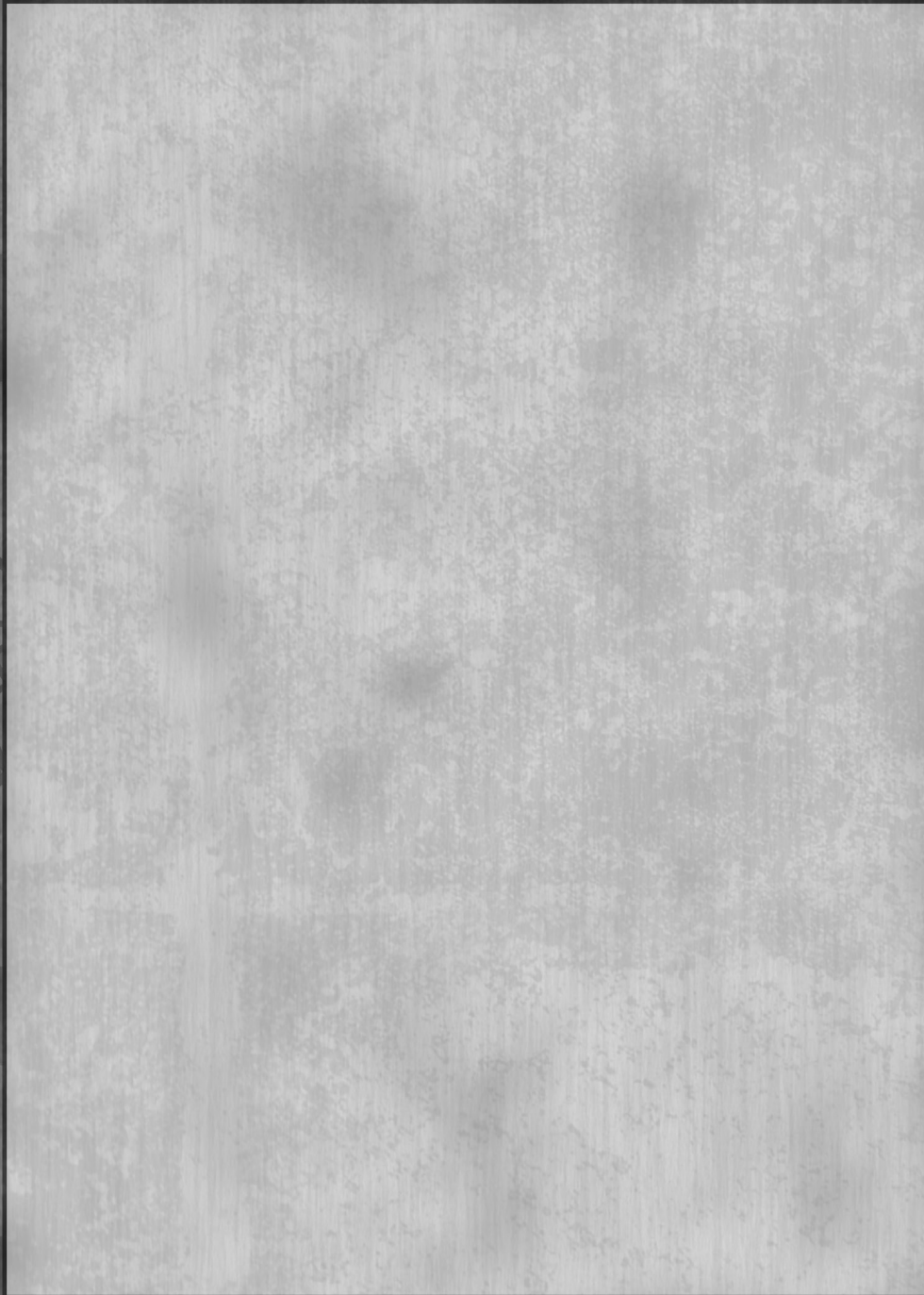


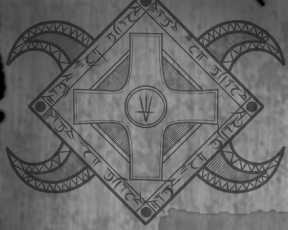
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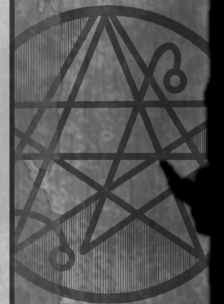
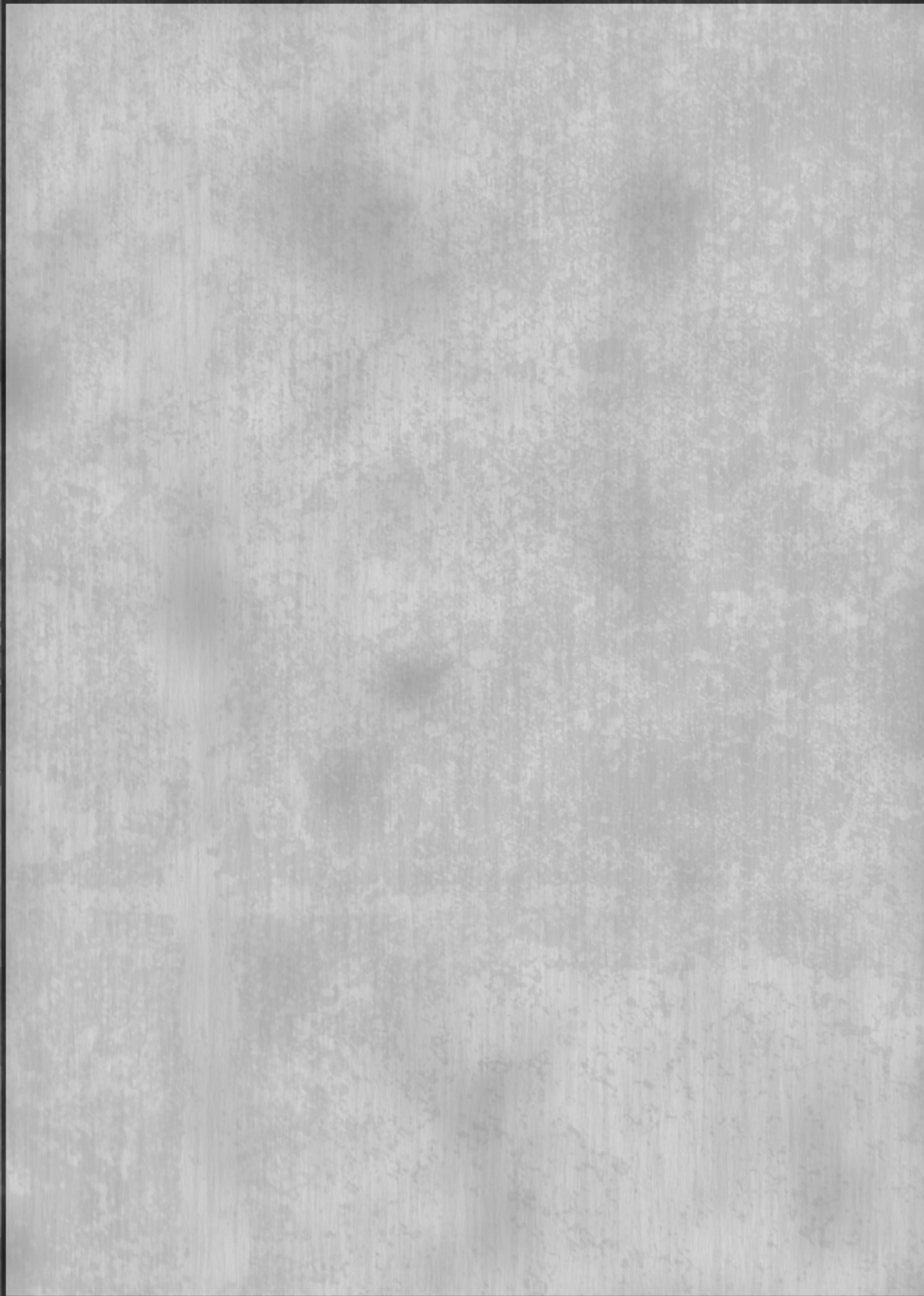


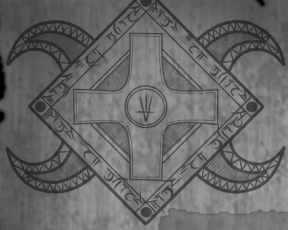
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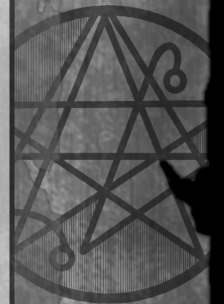
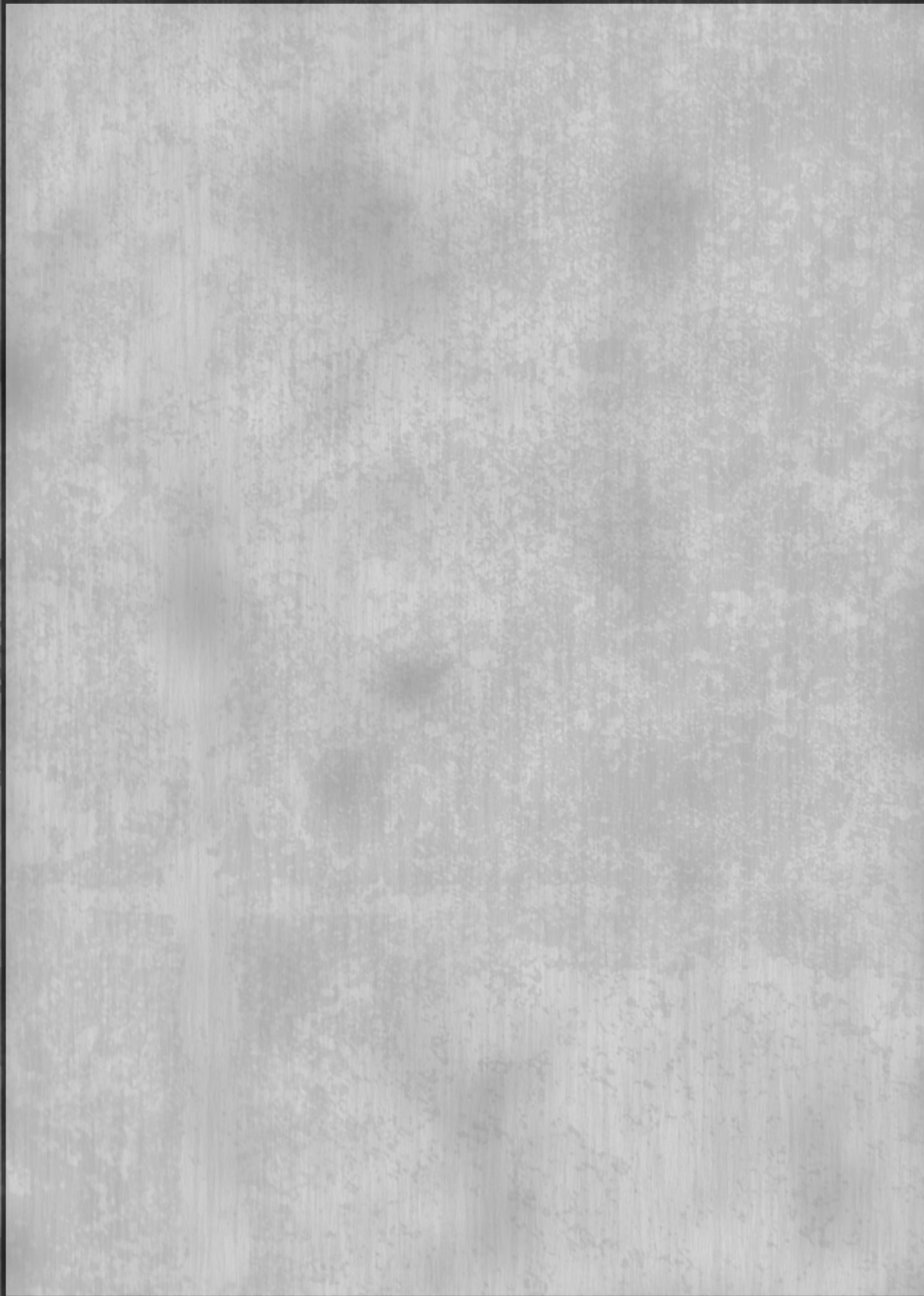


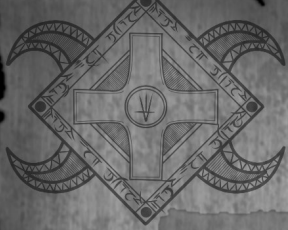
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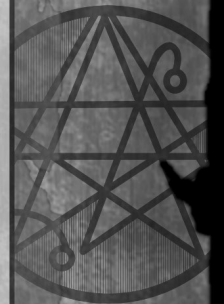
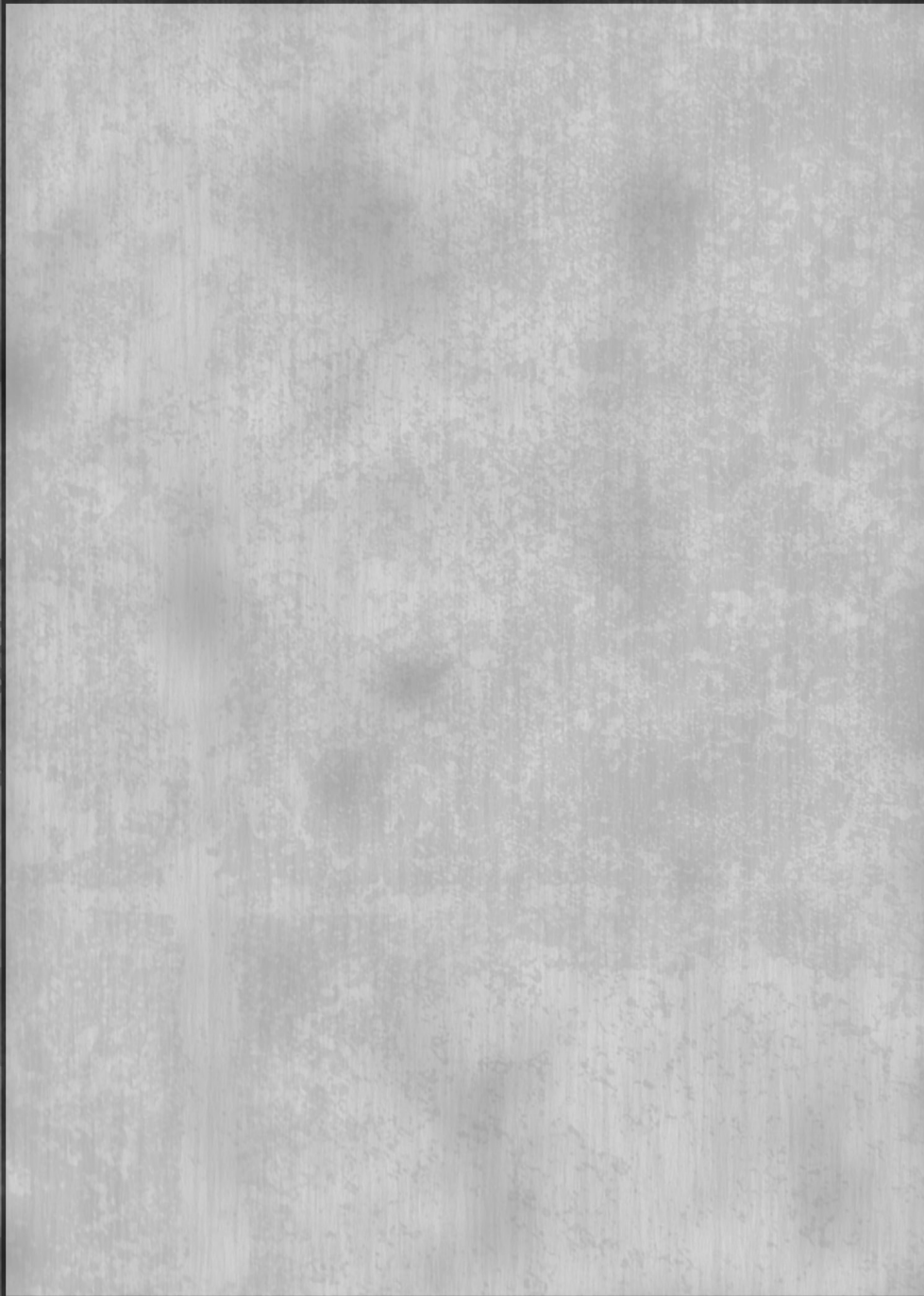


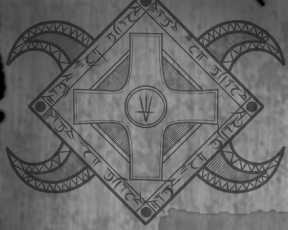
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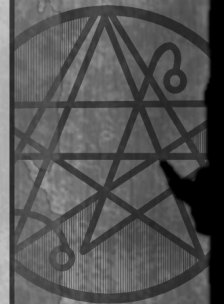


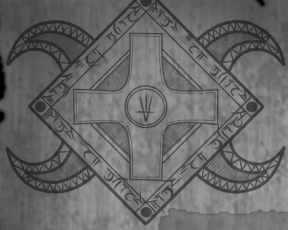
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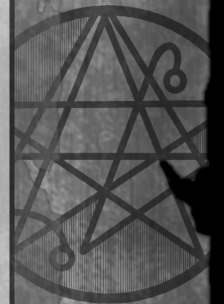
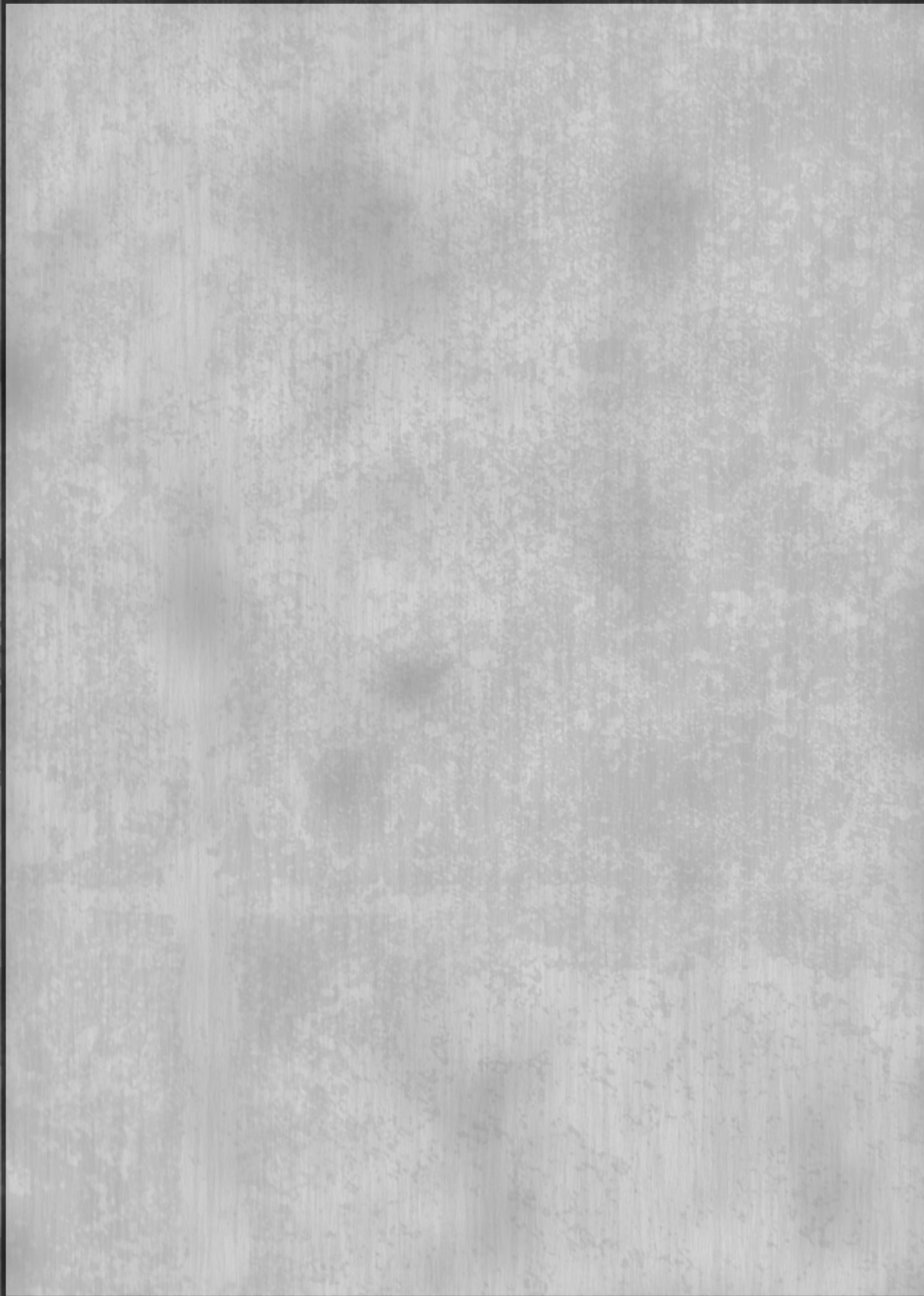


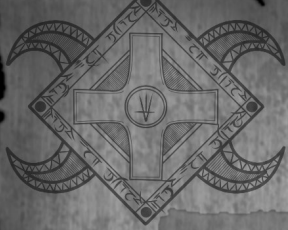
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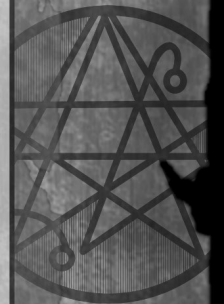
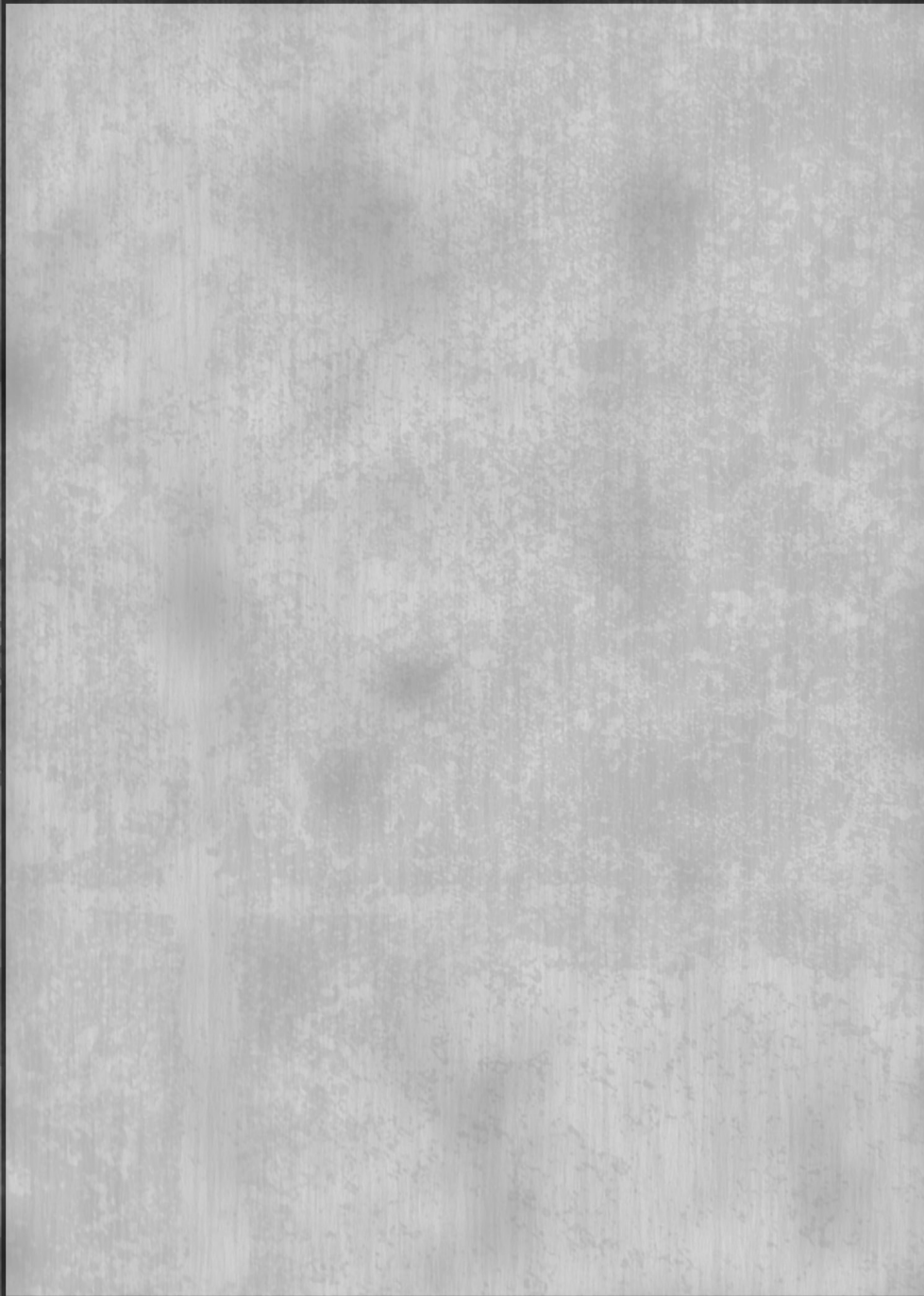


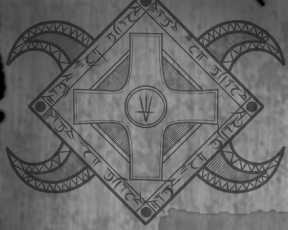
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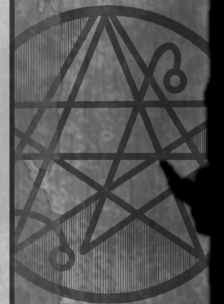
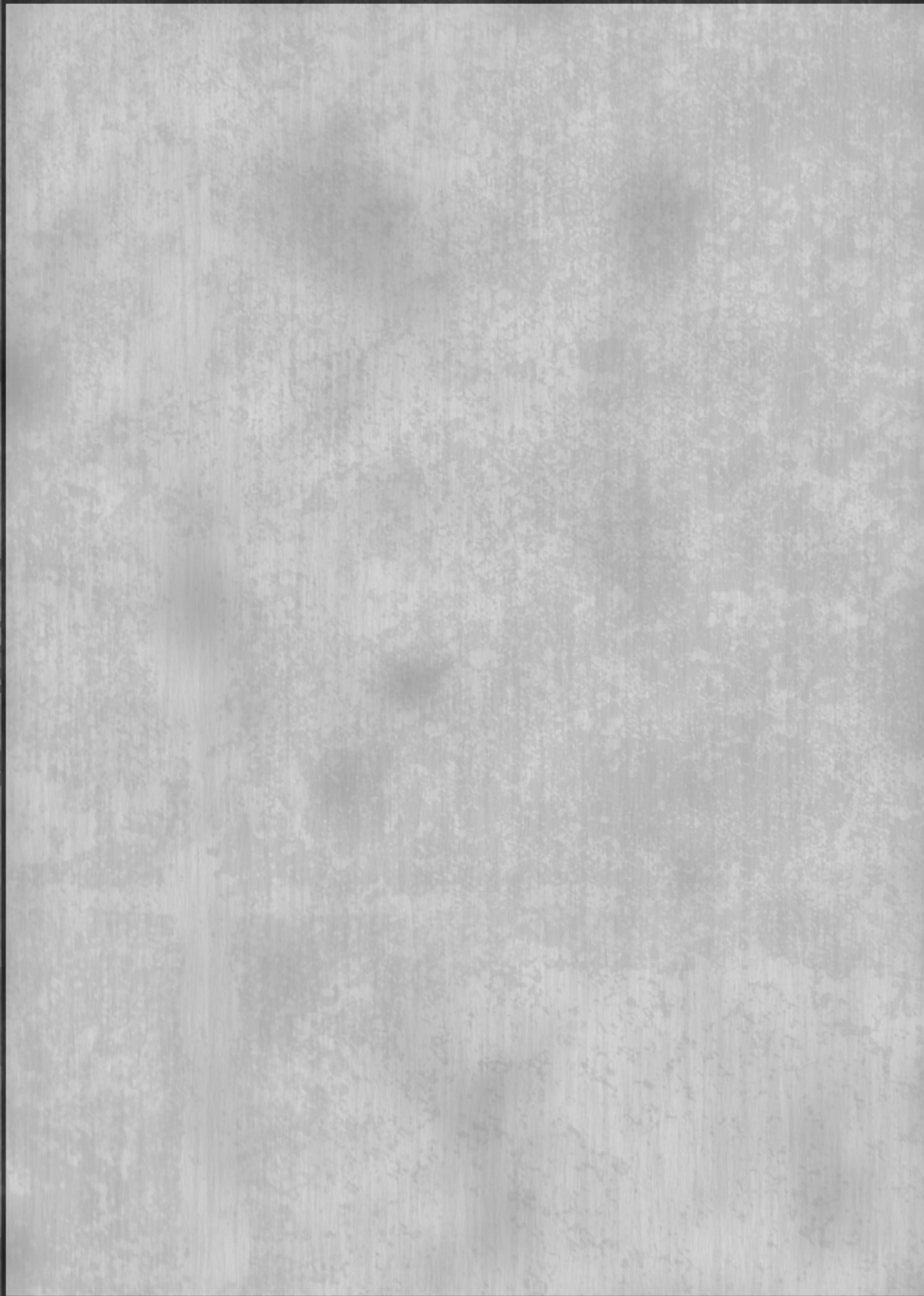


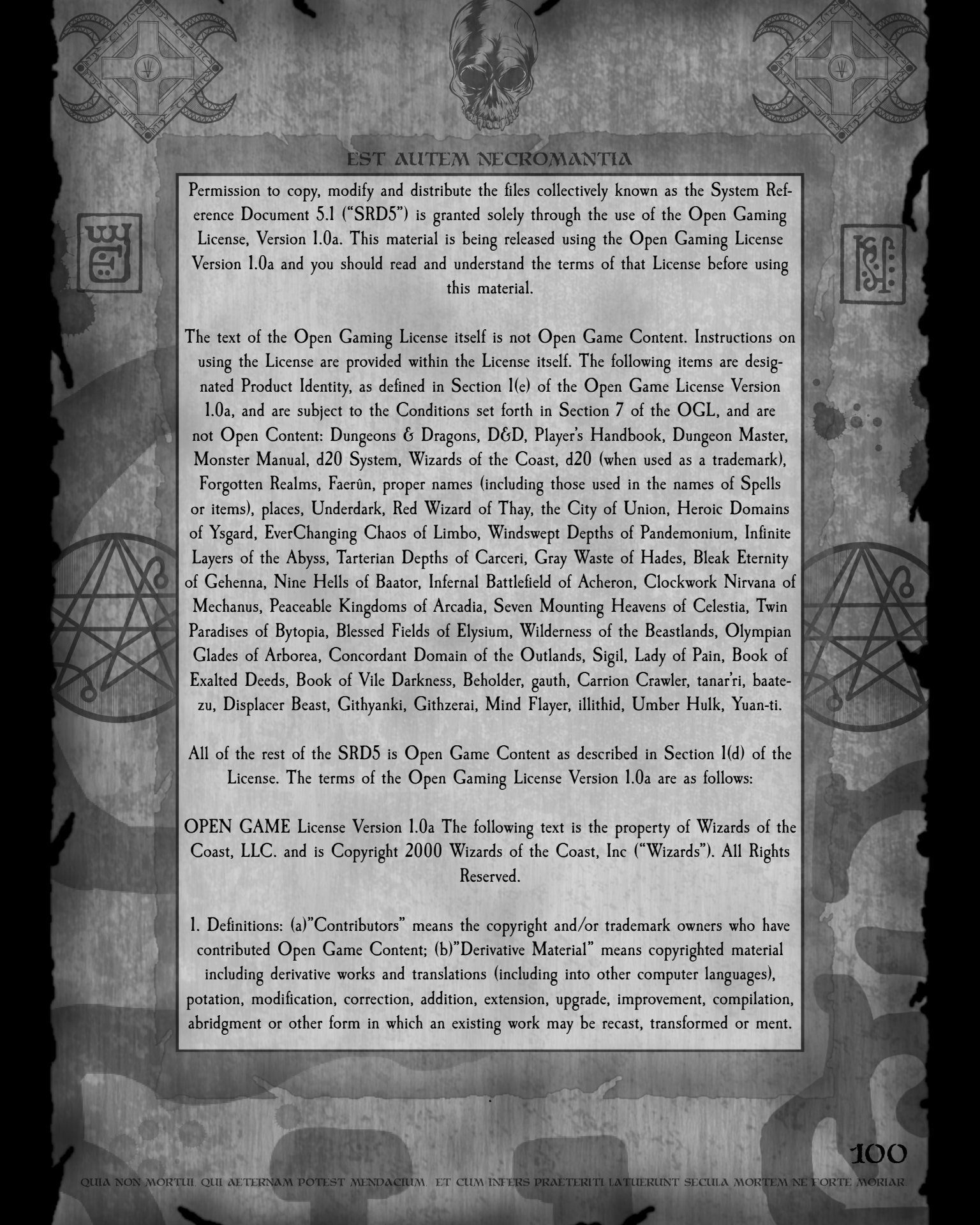
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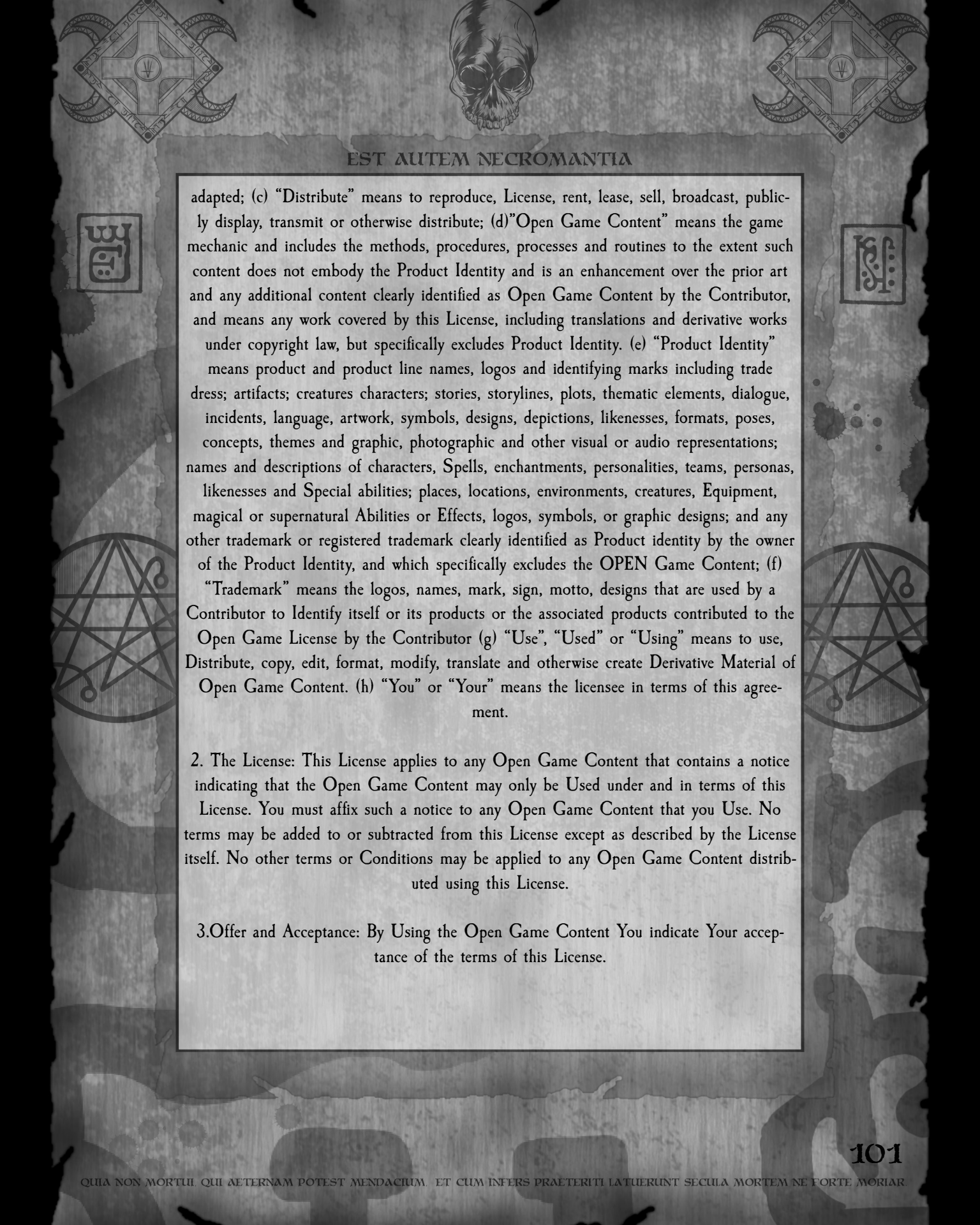
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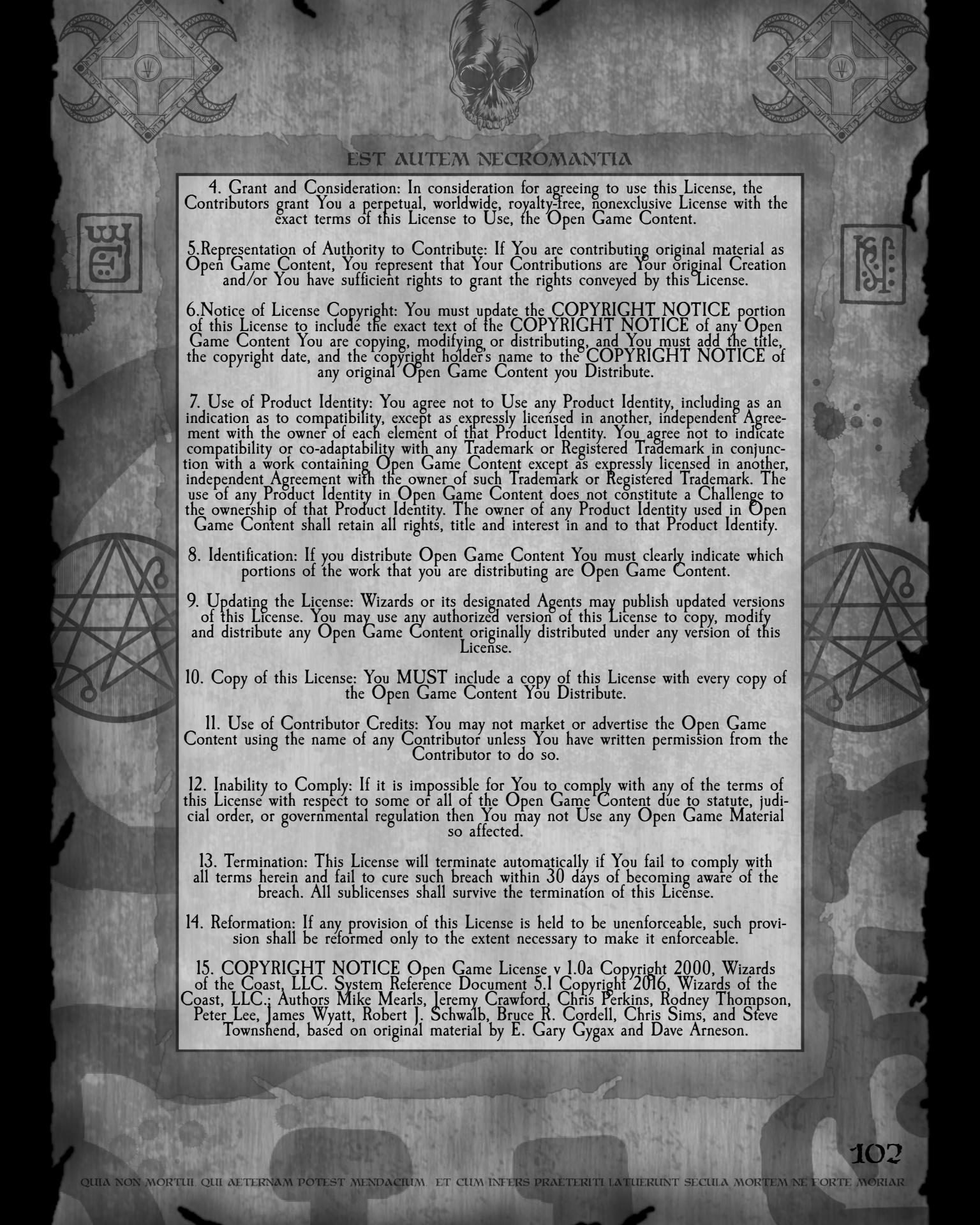


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