

# THE NECROMANCER

**Requirements:** Minimum WIS 9

**Prime requisite:** INT

**Hit Die type:** 1d4

**Combat aptitude:** Non-martial

**Maximum level:** 14

**Armour:** None

**Weapons:** Dagger, staff (optional)

Necromancers are adventurers who study the arcane arts of death and the undead. Through this study, they have learned to cast magic spells.

**Alignment:** Being allied with the macabre forces of death and undeath, necromancers are usually neutral or chaotic. Lawful necromancers may exist in some campaigns, at the referee's discretion, possibly as wardens of the dead.

## Arcane Magic

See *Magic* in *Old-School Essentials* for full details on arcane magic.

**Magical research:** A necromancer of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a necromancer reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the necromancer class, as judged by the referee.

**Spell casting:** Necromancers own spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the necromancer's spell book and the number they may memorise, determined by the character's experience level. Thus,

a 1st level necromancer has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to necromancers is found on *p3*.

**Using magic items:** As spell casters, necromancers are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands). They are, however, not able to use magic items with non-necromantic effects that specifically target living creatures, including humans (e.g. a *ring of controlling animals*).

## Staff Use (Optional Rule)

Optionally, necromancers may be allowed to wield a staff in combat.

## After Reaching 11th Level

A necromancer may build a stronghold, often a great tower or necropolis. 1d6 apprentices of levels 1–3 will then arrive to study under the necromancer.

## Level Restrictions

The following races may be necromancers, with level limits as noted:

- ▶ **Drow:** 8th level.
- ▶ **Elf:** 8th level.
- ▶ **Half-elf:** 9th level.
- ▶ **Human:** Unlimited.

## Necromancer Level Progression

Level	XP	HD	THACO	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

**THACO:** Attack matrix row to use.

(Ascending AC attack bonus in [ ].)

\*: Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;

**P:** Paralysis / petrify; **B:** Breath attacks;

**S:** Spells / rods / staves

