

## Requirements: Divine Ritual Magic

### Necromancer

In the shadows and out of the public eye, some mages lurk, practicing forbidden spells to unravel the mystery of life and death. These few, often reclusive magicians are Necromancers.

#### *Gameplay*

Calling upon Endo to aid in their unholy practices, the Necromancer may **weaken their target's very soul**, limiting or outright hindering their ability to be resurrected by a healer after death. In addition, they may inflict a **ravenous hunger** upon their target, forcing them to attack and consume the nearest living creature.

Skill Name	SP Cost	Prerequisite	Description
Call Undead	4	Control Undead x2	Call forth various undead creatures.
Control Undead ◊†	2	N/A	Manipulate undead creatures.
Endo's Grasp	8	N/A	Temporarily removes the target's ability to resurrect.
Hunger ◊†	4	Thirst x1	Forces the target to attempt to kill and eat the nearest creature.
Retribution ◊†	4	N/A	Reflect the next physical attack.
Thirst ◊†	3	N/A	Causes the target to drink all available fluids.

◊ The skill may be purchased multiple times.

† The skill may be used once per purchase.

#### **Call Undead**

With this skill, the Necromancer gains access to the Call Undead Divine Ritual spell. When cast, nearby undead creatures are drawn to the necromancer's location. Creatures summoned with this spell are not innately under the Necromancer's control.

*"I call upon Endo to call undead!"*

#### **Control Undead**

So long as the Necromancer remains within line-of-sight, with their Holy Symbol of Endo visible, they may direct the targeted mindless undead creature through verbal commands, affecting one creature once per purchase.

*"I call upon Endo to control undead!"*

## **Endo's Grasp**

With this ability, the Necromancer gains access to the Endo's Grasp ritual spell. With it, they may temporarily corrupt the target's soul, rendering them incapable of resurrection. Should the target die and require resurrection while under the effects of this spell, they will be permanently lost.

A bladed weapon which has been used to attack the target—and only the target—and a length of chain, six feet in length at minimum, are required to act as special components for the ritual. In exchange for such immense power though, the Necromancer subjects himself to the same possible fate as his target, for so long as the curse remains in effect.

Endo's Grasp lasts so long as the Necromancer remains in possession of the chain, the chain remains unbroken, and the Necromancer maintains reasonable proximity to their mark.

*Example: William uses a dagger to strike Ulrok, and later uses the dagger as his focus to cast Endo's Grasp upon Ulrok. In order to maintain the spell, he must keep his chain intact and on his person at all times. In addition, the player playing as William must continue to play William at any following events they wish to maintain the spell, or William will be considered to have broken the necessary proximity to his target, thus ending the spell.*

*"I call upon Endo to grasp the soul of <target>!"*

## **Hunger**

Once per purchase, the Necromancer may use this spell-like ability. The target flies into an insane rage, and will attempt to kill and eat the nearest living creature. To satisfy their hunger.

*"I call upon Endo to inflict you with cannibalistic hunger!"*

## **Retribution**

Once per purchase of this spell-like ability, the Necromancer may grant themselves protection from the next incoming physical attack. When next struck, their attacker shall receive the damage they intended to deal to the Necromancer.

*"I call upon Endo to grant myself retribution."*

## **Thirst**

With this spell-like ability, the Necromancer's target feels as though their throat is completely dry, and the only way to satisfy their thirst, is to consume any and all fluids on hand, including potions, poisons and alchemical substances.

*"I call upon Endo to inflict you with unending thirst!"*

Ritual Spell Additions for Necromancer Class										
Spell Name	Spell Level	Divine	Arcane	Fire	Water	Earth	Air	Duration	Target	Casting Time
Call Undead	1	X				1	1	Indefinite	Ground	5 Minutes
Endo's Grasp	3	X		1	1	2	1	Indefinite	Creature	5 Minutes

## Additional Spells

By default, the Necromancer gains access to the Siphon variant of the Cure/Cause wounds spells.

Standard Spell Additions for Necromancer Class				
Spell Name	Spell Level	Divine	Arcane	Duration
Siphon Minor Wounds	1	X		Instant
Siphon Light Wounds	2	X		Instant
Siphon Wounds	3	X		Instant
Siphon Serious Wounds	6	X		Instant

**Siphon Minor Wounds**                      Level 1                      Divine                      Instant

Drains the target's life force away, dealing one point of damage, while simultaneously healing the caster for the same value.

*"I call upon Endo to siphon minor wounds!"*

**Siphon Light Wounds**                      Level 2                      Divine                      Instant

Drains the target's life force away, dealing two points of damage, while simultaneously healing the caster for the same value.

*"I call upon Endo to siphon light wounds!"*

**Siphon Wounds**                      Level 3                      Divine                      Instant

Drains the target's life force away, dealing five points of damage, while simultaneously healing the caster for the same value.

*"I call upon Endo to siphon wounds!"*

**Siphon Serious Wounds**                      Level 6                      Divine                      Instant

Drains the target's life force away, dealing 10 points of damage, while simultaneously healing the caster for the same value.

*"I call upon Endo to siphon serious wounds!"*