

Cabal of the Necromancer (Hero)

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Background:

The necromancer has been around for a long time. There are those who start out with good intentions just dabbling to understand or to come up with a better way to help people and before to long they are digging up the dead.

There are a very few that seek out the dark path but they are rare. It is an easy path to gain power and easy to fall into the evil of it all.

Undead are the vilest abomination known on Terrene. None of the gods will allow their servants or followers to dabble in these arts in any way. If the good people catch a necromancer, they will imprison him for life with a Shakra.

There are very few true Cabals of Necromancers. Most necromancers find themselves self-taught. However, over 200 years ago this cabal formed, and its center is in the now named City of the Undead. Its leader is Boris Kareth. There are offshoot cabals and each has their own purpose and reason for being. It is usually power, revenge or just pure spite. Some actually believe they are doing 'good' by playing with Dark Magic and Necromancy.

Three necromancers run the Cabal. No one knows their identity and they have led the cabal since its creation.

Characteristics:

The Necromancer may not start out evil but they will be very soon. This forces the necromancer to be reclusive and conduct their vile experiments in secret locations as near an area of death as they can find. Areas like mausoleums, grave yards, or mortuaries. Sometimes near where a recent battle has take place.

Requirements

- Control Undead capability
- Complete the Blood Rite
- Pass the Test

Blood Rite

Requirement:	Desire to join the Cabal	Pages:	13
Casting Time:	13 minutes	Cost:	666 gc
Duration: 13 Years			
Effect: This is the rite to gain entrance into the Cabal of the Necromancer. You must spill your blood onto the pages of your Wizard's Tome or Prayer Book. This converts your book into a Tome of Malevolence. You then gain a +2 to your constitution as long as the book remains within your possessions.			

The Test: You must cast 20 spells dealing in Dark Magic spells before the Triad of the Cabal. You then are given an undead talisman and tested as follows: You must control

various undead or die in the attempt. If they survive the attempt, that Talisman is yours to keep. If you fail your soul is given to an acolyte for them to experiment with.

Path Costs and Requirements:

Path Rank	CP Cost	Requirements	Benefits
1	1	See above	Hold Undead, Phylactery, <i>Undead Rising Ritual (Core)</i>
2	20	Complete your personal phylactery	Death Resistance, Soul Hunter, Blood-Walk, Seed Ebon Attacks, <i>Undead Creation Ritual (Core)</i>
3	20		Death Pact, Dominion of the Undead, Blood Component, Augment Undead
4	20	Must complete the Death Pact.	Undying, Durable Casting, Immunities
5	30		Entombed Soul, The Three Rituals, Skill Cap

Hold Undead (Sp): This ability gives the necromancer the ability to initiate a hold on animated dead bodies (Zombies) and remains (Skeletons) of a creature. The Necromancer does not need to concentrate on them in this state and they can be programmed to activate under conditions you set.

Phylactery: You learn how to create and enchant a phylactery. This takes 1 month and 10,000 gc to make the first one. The time and cost are ½ from then on. To use a phylactery you must be within 5’ of the spirit, life force or soul of a victim and recite the creatures name and some details about them. The part (Soul, Life Force, Spirit) named will be drawn into the phylactery and trapped there until the phylactery is broken.

Personal Phylactery

The first time you do this it is for yourself. You place your soul into the phylactery and you are protected from many things. If you die your life force guides your spirit back into the phylactery. You can then reach out from there and try to possess someone. The range is a # of feet = to your command score. You use your Prowess (Dominate) to try to overcome a target’s Resolve (Resist Prowess) If you win you force them out of their body sending their spirit to the afterlife and you take full control of their body. If ever a phylactery is destroyed the soul in it is destroyed as well. Only a very powerful spell caster, witch or god can restore the soul so it can find its way to the afterlife.

Death Resistance (Ex): You are now immune to all death spells and magical death effects. This does not protect you from things that might 2ndarily cause you to die though, such as hit point loss, poison etc.

Soul Hunter: This ability allows you to use your Survival (Tracking) skill to track disembodied spirits, souls and life forces.

Blood-Walk: A necromancer, when they spend an Action Die, can touch any source of blood and instantly appear at any other source of blood within 66’.

Death Pact: When you start working on this rank, you are required to fulfill a death pact. Once started you gain no CP until you fulfill the pact. The pact requires you to track down a spirit, soul or life force and complete an experiment of your own choosing. This is a project. When have your target, use a readied Phylactery to hold it. When you complete this experiment, this fulfills the pact. You must have a phylactery and you must come up with and complete the experiments on you own.

Dominion of the Undead: This ability doubles the number of undead a necromancer can command. This also doubles the length of time the undead are under your command.

Blood Component: Spell casters require Magi-Dust to cast spells. Not so for the necromancer, instead, a small amount of blood can be used instead. *It is free after all.*

Augment Undead: With this ability, you can augment your zombies and skeletons. This gives them a +4 to their attack, initiative and defense.

Undying: You now have no need for sleep or food. You are an undead. You gain all characteristics of an undead. If you drop to 0 hit points or less you are destroyed. Resurrection and similar spells will destroy you unless you have a phylactery.

Durable Casting: A necromancer is particularly durable and used to pain. When attempting to cast a spell and required to make a concentration check against damage, the necromancer also adds his command modifier to any resist check when attempting to keep his concentration.

Immunities: You are immune to all undead curses and draining effects. This immunity does not apply to spells (including those cast by undead), nor abilities from living creatures.

Entombed Soul: Death surrounds a necromancer. You can now encase your life force and spirit in a veil of darkness. These two parts are untouchable by normal means.

		SC	Ability	Mana	LOC	VPT
Ebon Attacks		68	Int	15	Yes	Instantaneous or VPT 9
Resist	Resolve (Morale) for ½ damage					
Bolt of Vitality: Mana 15 per 1 point of damage. This drains 1 vitality point permanently from the target.						
Bolt of Wounding: Mana 20 per 1 point. This drains 1 wound point permanently from the target.						
Black Burst: Mana 45. This burst drains 1d4 CP from all targets.						
20	+2 to Spell Craft Checks using any Necromancy seed and you gain 2 mana back for all such spells cast including this one, this all lasts until you sleep. Finally, you take 1 point of corruption.					
2-3	Your VPT goes up by 2 for 1d4 hours. Further, you take 1d4 stress damage. Finally, if the GC spends 2 Action Dice the spell backfires and causes the effect on you. Finally, you take 1 point of corruption.					

Ritual of Death			
Organizations	Cabal of the Necromancer		
Requirement	Faith (Ritual) SC 73		
Activation Time:	24 hours	Cost	1,000 gc
Duration	7 days		
Effect	This Ritual animates anyone who dies within 1 mile of the performing of this ritual. The dead rise at midnight of the day of their burial. They become a Zombie.		

Sadist Ritual			
Organizations	Cabal of the Necromancer		
Requirement	Faith (Ritual) SC 63		
Activation Time:	1 Hour	Cost	4,000 gc
Duration	Permanent		
Effect	The target must make a Faith (Belief) Resist check equal to the Necromancer's Command score. If the target fails the check he loses 1d4 points from 1 ability score of the necromancers choosing. This is permanent and the target cannot recover the lost points with the Ability Manipulation Seed. The necromancer gains 1 from the ritual of the ability drained. If the target makes the resist, check the necromancer loses 1 from the ability they tried to drain.		

Soul Ritual			
Organizations	Cabal of the Necromancer		
Requirement	Faith (Ritual) SC 73		
Activation Time:	6 Hours	Cost	5,000 gc
Duration	Permanent		
Effect	This Ritual sucks away the victim's soul, leaving him totally, and completely dead. A natural Faith (Belief) Resist Check of 28 + caster's Command bonus negates this. The body now left with only a Life Force and Spirit. The necromancer captures the spirit in a phylactery and uses it to control the remaining parts of the victim (A Mummy). A creature not controlled will seek revenge on those that did this to them. Some cultures voluntarily undergo the Soul Ritual that their soul might find its way back to the living. This is the usual cause of the creation of Mummies. Someone disturbs the phylactery and the spirit is able to rejoin the life force and the mummy come to life.		

Skill Cap: Your Prowess & Faith broad skills, now have a skill cap of the 3x your highest ability score in those skills.

Parts and uses of the Soul

Having any part of a person in your phylactery gives you the power over them. However, different parts yield different uses for the creature.

When you Trap a Soul: This removes the target's ability to tell right from wrong. It has no desire to procreate or live. Its life force drives it. You can if you have the soul control its goals. It takes on a single-minded will to accomplish the task ordered to its captured soul. It acts in a very logical manner. If freed the soul returns to the person. The target remembers nothing. Killing a person in this state can let the creature rest or cause the target to become and undead. Either a Revenant or Spectre.

When you trap a Life Force: The person with no life force seeks not goal of its own. The person has no ability to control its self but does know when it is doing good or evil. The person feels no pain or pleasure. The person wants to live and procreate but has no life force to drive it to do either. It eats but not much else. It is easily controlled but only does what it has to get the job done, never more. Physical torture of this person does not good. Those killed in this state can become ghosts unless they have no tasks left to do in life. If the Life Force is freed the person remembers all its deeds and knows the evil it committed. He will know who forced him to be and act this way.

When you trap a Spirit: The person has no ability to learn and has no desire to get along. Its life force drives it to seek to live and procreate. The person has its wisdom to see danger. However, it never learns from its mistakes. It also seeks to become more than it is but without any ability to learn, it cannot grow its wisdom, charisma or intelligence. A person who dies in this state will have his soul wander the universe lost, unless the spirit is free as well. If the Spirit is freed it rejoins the person and he is flooded with all the experiences of its life in this state and they are a flurry of confusion, memories and emotion all at once.

How a necromancer uses these is up to him and the needs of the time.

If all 3 parts of a person's soul are free they can eventually reunite and find their way to the palace of Light to be Judged.