

*“That is not dead which may eternal lie, but despite strange aeons I shall never die.”*



### **Class Traits**

**Role:** Leader. You control the living and the dead, and your allies follow you out of fear and a lust for power. You can manipulate the very fabric of living bodies, prevent them from dying and protect them (when you wish to) from forces beyond the grave.

**Power Source:** Arcane. Your toiless study of ancient grimoires and experimentation on both the living and the dead have yielded the arcane formulas for power to control, create and destroy both life and death.

**Key Abilities:** Intelligence, Wisdom, Dexterity

**Armour Proficiencies:** Cloth

**Weapon Proficiencies:** Simple Melee, Simple Ranged

**Implement:** Orbs and Staves

**Bonus to Defense:** +2 Will

**Hit Points at 1<sup>st</sup> Level:** 12+Constitution score

**Hit Points per level gained:** 5

**Healing Surges per Day:** 8+Constitution modifier

**Trained Skills:** Arcana. From the class skill list below, choose three more trained skills at 1<sup>st</sup> level: Dungeoneering (Int), Heal (Wis), History (Int), Religion (Int), Stealth (Dex)

**Class Features:** Call Forth Shadow, Command the Dead, Manipulate Life, Ritual Casting

Common peasants speak of them in hushed and fearful tones – necromancers are said to be the most terrifying of all magi. They traffic in death, have no fear of the undead and laugh in the face of the Gods' pronouncements against meddling in the affairs of the dead. Yet when the local vampire has decided to make the princess into his bride or a child's ghost will not leave his parents in peace and move on, they all secretly seek out the necromancer.

Yours is the power over life and death itself – your studies have gone where few others would follow. Unlike the cleric, who can create the energy of life and death from his or her God, you must draw it forth from others. You are skilled at manipulating the very fabric of what keeps people alive, and can even compel them to service from beyond the grave.

Necromancers walk a fine line between an ally and a liability – their powers draw upon pain and suffering, often at their allies' expense. Yet they are more than easily capable of restoring those same allies to life if they should fall or healing wounds that may take days to heal. It would be foolish to trust a necromancer, but so long as your goals and his remain the same, you will have a powerful ally.

### **CREATING A NECROMANCER**

Necromancers require great intelligence to control their arcane powers, but must also rely on their dexterity and wisdom. Many necromancer powers require touching an unwilling target and wise

necromancers can use their willpower to push their spells an extra distance.

## SHADOW NECROMANCER

Your spells are designed around your ability to call upon your shadow familiar. You rely upon it in combat, using the undead creature to set up flanking positions and relying on the protection its abilities provide. You prefer to keep a comfortable distance between yourself and your enemies and let your familiar fight in your stead – you care little if it dies since you can simply summon another after the battle.

**Suggested Feat:** Shadow Feast (Human Feat: Durable)

**Suggested Skills:** Arcana, Dungeoneering, Heal, Stealth

**Suggested At-Will Powers:** Lesser Shadow's Drain, Talons of Darkness

**Suggested Encounter Power:** Shadow Defense

**Suggested Daily Power:** Vampire's Bargain

## UNDEAD HUNTER NECROMANCER

You have sworn to hunt down and destroy undead, choosing to follow the path of necromancy to grant you the power to destroy them. Your spells focus on either inflicting large amounts of necrotic damage (to overcome a target's necrotic resistance) or those particularly effective against undead. You covet *orbs of reversed polarities* for their ability to turn your undead enemies' strength against necrotic damage into a weakness. You can expect to be close to the melee, often fighting side-by-side with your heavily armoured allies – and absorbing their vital essence if you require it.

**Suggested Feat:** Dark Fury (Human Feat: Life and Death mastery)

**Suggested Skills:** Arcana, Heal, History, Religion

**Suggested At-Will Powers:** Disperse the Fleeing Soul, Fester

**Suggested Encounter Power:** Grind Bones

**Suggested Daily Power:** Exterminate

## IMPLEMENTS

Necromancers rely upon orbs and staves to channel their arcane powers. A necromancer may use her powers without an implement, however she gains a bonus to attack and damage rolls equal to the implement's enhancement bonus on any power with the implement keyword.



### NECROMANCER OVERVIEW

**Characteristics:** You are a strong healer, but there is inevitably a cost to your powers. You can evenly mix melee and ranged attacks, but your lack of armour leaves you poorly defended in combat. Many of your attacks harm or hinder your allies, but provide a significant longer term benefit in exchange for the short term difficulty.

**Religion:** Most necromancers scoff at divinity, and have little use for any gods or goddesses. Their actions and tendency to meddle in the affairs of the living and dead earn them few allies amongst the pious. A small percentage of necromancers do worship the Raven Queen, believing themselves her servants in removing the undead from the world.

**Races:** More than any other race, humans fill the ranks of necromancers. None other than humanity would be so willing to risk divine wrath, social exile and possibly death in order to pursue power. This was at least the belief until recently, when humanity encountered the dark elves, a race of vicious and subterranean masters of magic who also delved into the forbidden and occult lore of necromancy. While few human necromancers would admit it, they hold a great curiosity for what the Drow have done to perfect the art of necromancy in their many millenia of study. Dragonborn and Elves are the least likely to become necromancers, because of their beliefs in honour and nature.

## NECROMANCER CLASS FEATURES

### CALL FORTH SHADOW

Necromancers are able to summon up an evil undead creature known as a shadow familiar from the Shadowfell. While they are intelligent undead, shadow familiars are obedient servants when bound to necromancers, and will even risk destruction if their summoner orders them to. A shadow familiar acts on the necromancers turn and can occupy the same space as her. The necromancer may exert direct mental control and command the shadow familiar to act in a specific manner, though it requires an action to do so.

In order to summon a shadow familiar, a necromancer must chant a special rite for an hour, and offer a small bowl of fresh blood to tempt the shadow familiar. Finally in order to seal the pact between the two, the necromancer must inflict a bleeding wound on herself for at least 1 hit point worth of damage. This damage cannot be healed, even by magical means, as long as the shadow familiar exists. A necromancer may choose to sacrifice more than 1 hit point for the shadow familiar; see the shadow familiar monster entry in the Appendix.



### COMMAND THE DEAD

Using the *Command the Dead* power necromancers may exert a great deal of power and mental control over the living dead, even if the monster would normally act in a contrary fashion.

### MANIPULATE LIFE

Necromancers may use the *manipulate life* power to move life energy from one place to another – unlike clerics they cannot simply heal and instead someone must pay the price for life.

### RITUAL CASTER

You gain the Ritual Caster feat (page 200) as a bonus feat, allowing you to use magical rituals (see chapter 10). You possess a ritual book, and it contains two rituals you have mastered: the Gentle Repose ritual and one other 1st-level ritual of your choice. In addition, you gain the Speak with Dead ritual for free at 6<sup>th</sup> level, and may substitute Arcana for the Religion skill when using it.

### CLASS FEATURES

The necromancer has two class features which work similarly to powers, *Command the Dead* and *Manipulate Life*.

#### Command the Dead

*You exert your will over the living dead, forcing them to obey your whims.*

At-will ♦ **Arcane, Implement, Psychic**

**Standard Action, Ranged 10**

**Target:** One creature with the undead keyword

**Attack:** Wisdom vs. Will

**Hit:** The creature is dominated (save ends).

**Special:** Elite and solo monsters gain an additional +2 bonus to this saving throw. Minions suffer a -2

penalty.

### **Manipulate Life**

*Life comes with a price, and you or someone else will have to pay.*

Encounter ♦ **Arcane, Implement, Healing**

**Special:** You may use this power twice per encounter but no more than once per round. At 16<sup>th</sup> level, you can use this power three times per encounter.

**Minor Action, Melee touch**

**Target:** One creature

**Attack:** Dexterity vs. Reflex (on an unwilling target)

**Hit:** You may spend one of the target's healing surges in order to heal yourself as though you had spent a healing surge or you may expend one of your healing surges and allow the target to recover hit points as if they had spent a healing surge. If you attempt to force an creature with the undead keyword to expend a healing surge and heal yourself, you are instead *weakened* until your next extended rest and you suffer damage proportional to your healing surge value.

### **Necromancer Powers**

Your powers are harnessed from unnatural knowledge and gleaned from awful experimentations upon the forces of life and death. Your powers revolve around harnessing the pain of your allies to harm your enemies, controlling the transfer of life energy and the manipulation of your summoned shadow familiar.

### **LEVEL 1 AT-WILL SPELLS**

#### **Disperse the Fleeing Soul**

*Your knowledge of anatomy allows you to strike a perfect killing blow; as you end your foe's life you may seize their fleeing soul – rending it to bolster your comrades' strength.*

At-will ♦ **Arcane, Weapon**

**Standard Action, Melee Weapon**

**Target:** One Creature.

**Attack:** Intelligence vs. AC

**Hit:** 1[w] + intelligence modifier damage.

**Special:** If the target is killed, you and a number of allies equal to your wisdom modifier within 5 squares gain a number of temporary hit points equal to your intelligence modifier.

Increase to 2[w] + intelligence modifier damage at 21<sup>st</sup> level.

#### **Fester**

*Your enemies fresh wounds bubble over with pus and rot before their very eyes.*

At-will ♦ **Arcane, Implement, Necrotic**

**Standard Action, Ranged 5**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier necrotic damage.

**Special:** This power cannot target an enemy at maximum hit points unless that foe is a minion.

Improves to 2d10 + Intelligence modifier damage at 21<sup>st</sup> level.

#### **Lesser Shadow's Drain**

*A terrible red-eyed shadow flies at a foe, tearing away their life force for its consumption – and yours.*

At-will ♦ **Arcane, Implement, Healing, Necrotic**

**Standard Action, Close Burst 3**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1d6 + Intelligence modifier necrotic damage and you gain ½ the damage dealt in temporary hit points.

**Special:** You must have your shadow familiar summoned and occupying the same square as you to use this power.

Improves to 2d6 + Intelligence modifier damage at 21<sup>st</sup> level.

### **Talons of Darkness**

*Foes who surround you are in for a deadly surprise as your shadow springs to life with deadly claws which lash out indiscriminately.*

At-will ♦ **Arcane, Implement**

**Standard Action, Close Burst 1**

**Target:** Each creature in burst

**Attack:** Intelligence vs. AC

**Hit:** 1d8 + intelligence modifier damage

Increase to 2d8 + intelligence modifier damage at 21<sup>st</sup> level.

## **LEVEL 1 ENCOUNTER SPELLS**

### **Chilling Touch**

*Your hands become as cold as the grave, and a simply touch chills your foe's bones and resolve and.*

Encounter ♦ **Arcane, Implement, Cold, Fear**

**Standard Action, Melee touch**

**Target:** One Creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d10 + Intelligence modifier damage and the target is *weakened* until the end of your next turn.

### **Grind Bones**

*The sound of your enemy's bones twisting and cracking is overpowered only by their cries of pain.*

Encounter ♦ **Arcane, Implement, Necrotic**

**Standard Action, Ranged 10**

**Target:** One Creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + intelligence modifier damage.

**Effect:** The target is slowed until the end of its next turn.

### **Shadow Defense**

*As an attack hurtles towards you, you interpose your shadowy familiar at the last moment.*

Encounter ♦ **Arcane, Implement**

**Standard Action, Immediate Interrupt**

**Trigger:** An enemy hits you with a melee or ranged attack

**Effect:** Your shadow familiar suffers the damage from the attack in your place. The intangible ability does not apply for this attack.

**Special:** You must have your shadow familiar summoned and occupying the same square as you to use this power.

### **Steal Vitality**

*A victim seems to age and wilt before your dark magics while one of your allies grows stronger and more resilient.*

Encounter ♦ **Arcane, Implement, Necrotic**

**Standard Action, Ranged 5**

**Target:** One Creature

**Attack:** Intelligence vs. AC

**Hit:** 2d6 + intelligence modifier necrotic damage and an ally within 5 squares of you may spend a healing surge.

**Miss:** Half damage.

## **LEVEL 1 DAILY POWERS**

### **Choke**

*As you clench your fist, your victim's throat tightens itself, leaving him sputtering for air.*

Encounter ♦ **Arcane, Implement, Force**

**Standard Action, Close Burst 10**

**Target:** One Creature

**Attack:** Intelligence vs. AC

**Hit:** 2d6 + intelligence modifier force damage and the target suffers ongoing 5 + your wisdom modifier force damage until the end of your next turn.

**Sustain Standard:** The ongoing damage persists until the end of your next turn.

**Special:** This power cannot effect creatures with the animate type or the undead keyword.

### **Exterminate**

*You have little time to waste on the weak, save to use them as fodder to strengthen your fell magics.*

Daily ♦ **Arcane, Implement**

**Standard Action, Close Burst 1**

**Target:** All enemies within burst

**Effect:** You inflict 1 damage to all targets. This damage can only effect minions. For each enemy killed in this way, gain a +1 bonus to attack until the end of your next turn.

**Special:** You must spend a healing surge but do not regain any hit points.

### **Lances of Blood**

*The wounds of your allies suddenly erupt in spurts of blood, which transform midair into crystalline lances and fall, impaling your foes.*

Daily ♦ **Arcane, Implement**

**Standard Action, Burst 10**

**Target:** One or more creatures in the burst.

**Special:** You must inflict 1d6 damage to an ally within range in order to use this power. For each additional ally you wound, you may target an additional enemy. You gain a cumulative +1 power bonus if that ally was bloodied at the time.

**Attack:** Intelligence vs. AC

**Hit:** 3d10 + intelligence modifier damage.

### **Vampire's Bargain**

*Your sacrifice of blood will prove your foe's undoing as your shadow familiar forms jagged claws, teeth and tentacles which lash at a victim.*

Daily ♦ **Arcane, Implement**

**Standard Action, Close Burst 5**

**Target:** One creature



**Attack:** Intelligence vs. AC

**Special:** You may choose to suffer a number of d6 worth of damage up to your wisdom modifier; for each 1d6 damage inflicted, you gain a +1 power bonus on your attack roll.

**Hit:** 3d8 + intelligence modifier damage

**Miss:** Half damage.

**Special:** You must have your shadow familiar summoned and occupying the same square as you to use this power.

## LEVEL 2 UTILITY POWERS

### Corpselight

*A simple charm to help grave robbing for your experiments, detecting the presence of undead or simply lighting your way through invariably corpse-laden dungeons; this spell makes corpses glow with a soft ethereal light.*

Encounter ♦ **Arcane, Implement**

**Minor Action, Line of Sight**

**Target:** One corpse or creature with the undead keyword.

**Effect:** Soft blue light begins to shine off of the corpse in question. This light lasts until the end of the encounter or for five minutes, whichever comes first. This light provides shadowy illumination for four squares in all directions around it.

### Dead Man's Eyes

*Your face becomes eerie and unnatural and your eyes gain a disturbing and otherworldly stare.*

Encounter ♦ **Arcane, Implement, Polymorph**

**Standard Action, Personal**

**Target:** Personal

**Effect:** Your disturbing features unnerve anyone speaking to you. You may substitute your Wisdom modifier for your Charisma modifier to all Intimidate checks. You must subtract your Wisdom modifier from all Diplomacy and Bluff checks, however. This power lasts for five minutes.

### Invisibility to Undead

*You stride confidently through the horde of zombies and flesh-starved ghouls, intent only on engaging their creator in mortal combat.*

Daily ♦ **Arcane, Implement, Illusion**

**Standard Action, Personal**

**Target:** Personal

**Effect:** Creatures with the undead keyword can no longer gain line of sight with you. This power ends immediately if you use a power on or make an attack on any creature with the undead keyword. If not ended early, this power will last for five minutes.

### Revivify

*You draw forth the last vestiges of life in an ally and force them back into the fight.*

Daily ♦ **Arcane, Implement, Healing**

**Minor Action, Close Burst 5**

**Target:** One dying ally

**Effect:** Your ally immediately spends a healing surge and regains hit points as though she'd rolled a 20 on her death saving throw. If your ally has no healing surges remaining, they are no longer dying but only regain 1 hit point.

## LEVEL 3 ENCOUNTER POWERS

### **Bestow Poltergeist's Curse**

*Your words of power attract a poltergeist, which interferes with your enemy's attacks and foils their concentration.*

Encounter ♦ **Arcane, Implement**

**Standard Action, Ranged 5**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1d4 + intelligence modifier damage; the enemy suffers a -1 penalty to attack rolls and AC and if the enemy performs an attack which does not include you as a target, the enemy grants the target combat advantage (save ends both).

### **Dreadful Whispers**

*As your shadow familiar darts about the battlefield, it slips beneath one foe and whispers awful blasphemies in the voice of a departed loved one.*

Encounter ♦ **Arcane, Implement, Psychic, Fear**

**Standard Action, Close Burst 6**

**Target:** One Creature.

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + intelligence modifier psychic damage and you may push the target a number of squares equal to your wisdom modifier.

**Special:** You must have your shadow familiar summoned and it must occupy the same square as the target of this power.

### **Ghoul's Touch**

*Your hands take on a sickly grey and pallid colour as you reach for your victim – leaving him frozen in place to be harmed at your leisure.*

Encounter ♦ **Arcane, Implement, Necrotic**

**Standard Action, Melee touch**

**Target:** One Creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2d4 + intelligence modifier necrotic damage and the target is immobilized until the end of its next turn.

### **The Prize of Stolen Breath**

*Your enemies shudder and choke as their bodies decay before them, their life stolen to strengthen your companions.*

Encounter ♦ **Arcane, Implement, Necrotic, Healing**

**Standard Action, Area Burst** 1 square within 5 squares

**Target:** All enemies within burst

**Attack:** Intelligence vs. AC

**Hit:** 1d8 + intelligence modifier necrotic damage and all allies within 5 squares of a target may spend a healing surge.

## **LEVEL 5 DAILY POWERS**

### **Conduit of Pain**

*The combined suffering of your allies is channeled into a black tendrils of vile magic which races towards an unfortunate victim.*

Daily ♦ **Arcane, Implement, Necrotic**

### **Standard Action, Close Burst 5**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1d6 + intelligence modifier necrotic damage.

**Special:** The necromancer must expend a healing surge but does not regain hit points. The necromancer may target a number of allies up to his wisdom modifier who similarly lose a healing surge. For each ally targeted in this manner, increase the damage by +1d6.

### **Hold Undead at Bay**

*Death reclaims a small part of the false life of your undead enemies and stiffens their limbs and joints, preventing them from continuing to move.*

Daily ♦ **Arcane, Implement, Necrotic, Psychic**

### **Standard Action, Close Burst 3**

**Target:** All creatures within burst

**Special:** This power only affects creatures with the undead keyword

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + intelligence modifier necrotic and psychic damage and the target is immobilized (save ends).

### **Plague Bearer**

*You create a festering infection within a victim's body which suddenly bursts out and harms your foes – and any comrades who are too close.*

Daily ♦ **Arcane, Implement, Necrotic, Poison**

### **Standard Action, Burst 1 within 5**

**Target:** All creatures within burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + intelligence modifier necrotic damage and all targets suffer ongoing poison damage equal to your wisdom modifier.

### **Vargouille's Madness**

*One of your enemies trembles spastically and emits a terrifying shriek as green flames spew forth from its throat. They blanket the area, weakening the body even as they stitch together old wounds and torn flesh.*

Daily ♦ **Arcane, Implement, Necrotic, Healing**

### **Standard Action, Melee touch**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d10 + intelligence modifier necrotic damage. In addition, all creatures within 5 squares of the victim lose a healing surge, but gain regeneration 5.



## LEVEL 6 UTILITY POWERS

### Death's Curse

*You infuse a victim with the negative energies of the Shadowfell, briefly trapping them in a state between life and death.*

Encounter ♦ **Arcane, Implement, Necrotic**

**Standard Action, Ranged 10**

**Target:** One creature

**Effect:** If the target creature did not have the undead keyword previously, it gains that keyword until the end of the encounter.

### Pool of Shadow

*Your shadow familiar disappears from the battlefield and reappears from your shadow.*

Encounter ♦ **Arcane, Implement, Teleportation**

**Minor Action, Line of Sight**

**Target:** Your shadow familiar

**Effect:** The shadow familiar immediately teleports into your space.

**Special:** You must have summoned your shadow familiar and it cannot currently occupy the same space as you.

### Revoke the Bond of Blood

*With a screeching howl your shadow familiar dissipates as you reclaim the life essence you gave to it. You briefly seem to retain some of its own unnatural traits as well.*

Daily ♦ **Arcane, Implement**

**Minor, Line of Sight**

**Target:** Your shadow familiar

**Effect:** You heal a number of hit points equal to your shadow familiar's current hit points. In addition you gain the insubstantial trait until the end of your next turn.

**Special:** You must have summoned your shadow familiar, and after using this power it is destroyed.

### Skulltrap

*You leave a deadly trap for your foes by etching symbols of destruction onto a skull which afterwards brims with necrotic energy and awaits the smallest motion to detonate itself.*

Daily ♦ **Arcane, Implement, Necrotic**

**Standard Action, Melee touch**

**Target:** One non-animate skull

**Effect:** You transform the skull into a powerful bomb of necrotic energy. Runes cover the surface of the skull and purple necrotic energy swirls within the empty eye sockets. If a creature unknowingly enters a square with *skulltrap*, it is automatically set off. If a creature notices the *skulltrap*, they may move through the space by making a Stealth check (DC 22). Failure indicates the *skulltrap* is set off. Any forced movement into the square sets off the *skulltrap*. A *skulltrap* can be set atop animate skeletons, but when hit in combat it will automatically detonate. Once detonated, a *skulltrap* is destroyed, but can otherwise remain functional indefinitely. If the *skulltrap* is set off, use the following attack information:

**Burst 2**

**Target:** All creatures within burst

**Attack:** Intelligence vs. Reflex

**Hit:** 3d6 + intelligence modifier necrotic damage and ongoing necrotic damage equal to wisdom modifier (save ends).

### Voice of the Dead

*Your words become more persuasive and carry far more weight as the tone and sound subtly change to match that of someone's dearly departed loved one.*

Daily ♦ **Arcane, Illusion**

**Minor Action, Personal**

**Effect:** After failing a diplomacy or bluff roll, you may reroll the skill check but must keep the new result.

## **LEVEL 7 ENCOUNTER POWERS**

### **Agonized Scream**

*The necromancer's own pain rages in an enemy's mind, tearing them apart. What if a few allies have to add their pain as well?*

Encounter ♦ **Arcane, Implement, Psychic**

**Standard Action, Close Burst 5**

**Target:** All enemies in the burst

**Attack:** Intelligence vs. AC

**Hit:** 2d8 + intelligence modifier psychic damage.

**Effect:** The necromancer takes 1d8 damage.

**Special:** For each ally you choose to inflict 1d8 damage on within this power's range, you gain a +1 power bonus to hit on this power's attack roll.

### **Cremation**

*You grasp hold of an unnatural horror and then drop it as it turns to ash from within. For several minutes after, your skin seems to take on the greenish-grey tone of rotting flesh.*

Encounter ♦ **Arcane, Implement, Fire, Necrotic**

**Standard Action, Melee touch**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2d10 + intelligence modifier fire and necrotic damage.

**Special:** If you destroy the creature and it had higher resist necrotic than you have, you gain its resist necrotic value for the remainder of the encounter.

### **Swallowed by Darkness**

*As an enemy prepares to attack you, your shadow familiar suddenly engulfs you and you disappear into the Shadowfell, emerging back in the world behind your foe.*

Encounter ♦ **Arcane, Implement, Teleport**

**Immediate Reaction**

**Trigger:** A melee or ranged attack targets you

**Effect:** The attack automatically misses and you teleport adjacent to the attacker.

### **Theft of Sight**

*With a jabbing hand motion, your enemy's vision goes black and she cannot see anything.*

Encounter ♦ **Arcane, Implement, Psychic**

**Standard Action, Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + intelligence modifier psychic damage and the target is blinded (save ends).

## **LEVEL 9 DAILY POWERS**

### **Cloak of Souls**

*Your words of mystic power tear a rend into the Shadowfell, out of which pour countless recently deceased souls. They encircle and tear at their victim, trapping him in a sea of howling spirits.*

Daily ♦ **Arcane, Implement, Necrotic**

**Standard Action, Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2d10 + intelligence modifier necrotic damage and the target is stunned (save ends). You may also slide the target one square.

**Miss:** Half damage and the target is stunned until the end of their next turn.

**Sustain Minor:** As long as the target remains stunned, you may slide her another square.

### **Devourer's Hunger**

*An enormous and monstrous head appears before your victim, its features made of twisting and swirling black smoke. It lunges and bites the victim, drawing sustenance from his fear and transferring it to you.*

Daily ♦ **Arcane, Implement, Illusion, Reliable, Fear, Necrotic**

**Standard Action, Ranged 5**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 3d6 + intelligence modifier necrotic damage and you may spend a healing surge.

**Special:** Select a number of allies within 5 squares who regain hit points equal to double your wisdom modifier.

### **Rise and Obey**

*Bolts of electricity crackle from your implement, blasting a foe. The dead body refuses to remain dead however, rising again to serve your will.*

Daily ♦ **Arcane, Implement, Necrotic, Lightning**

**Standard Action, Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2d6 + intelligence modifier necrotic and lightning damage. If this target is killed, it is reduced to 0 hit points, gains a number of temporary hit points equal to your level and is dominated (save ends).

Unlike with normal domination, you have access to all of a creature's special abilities, but these abilities never restore themselves over the course of battle. If the creature is killed or successfully resists the domination effect, the corpse collapses into a heap of moldering bones and flesh and cannot be animated again.

**Special:** You may use this power on a relatively intact corpse. You may then create a skeleton or zombie, depending on the condition of the corpse, which otherwise functions precisely as detailed above.

### **The Dark Gift of Life**

*Your power prevents a friend or foe from dying, but the necrotic energy inside of them builds and makes them a deadly weapon.*

Daily ♦ **Arcane, Implement, Necrotic**

**Immediate Reaction**

**Trigger:** A creature within 10 squares of you dies.

**Target:** One creature

**Effect:** That target immediately gains temporary hit points equal to your level plus your wisdom modifier. As long as the target retains these temporary hit points, you may at any time until the end of

the encounter, choose to detonate the target. The target explodes with necrotic energy, harming all creatures surrounding him or her.

**Attack:** Intelligence vs. AC

**Hit:** 2d8 + intelligence modifier necrotic damage

## **LEVEL 10 UTILITY POWERS**

### **Army of Phantoms**

*Several ghostly warriors materialize around you, seeking to protect and defend you during battle.*

Daily ♦ **Arcane, Implement, Summoning**

**Standard Action, Personal**

**Effect:** You create a number of ghostly warriors equal to your wisdom modifier adjacent to yourself. If there are not enough unoccupied squares for the number of warriors summoned, the excess warriors cannot be summoned. The warriors cannot attack but may flank and perform opportunity attacks. Use your intelligence modifier for the attack roll, and the ghostly warriors inflict 1d8 + your intelligence modifier necrotic damage. As a standard action, you may move all ghostly warriors 6 squares.

### **Dance of Bones**

*A swarm of bones spins around you, twirling through the air and cutting and slashing at anyone who dares to approach you.*

Daily ♦ **Arcane, Implement, Zone**

**Standard Action, Close Burst 1**

**Effect:** You create a whirling circle of bones which whip around your square. Any creature moving through one of these spaces or beginning its turn in one suffers 1d6 + your intelligence modifier damage. This zone does not move and persists until the end of the encounter. You may dismiss this spell as a free action.

### **Haze of Pain**

*Your magics momentarily freeze an ally with intense pain, forcing her to come to her senses through the searing agony and gain a better sense of the battlefield.*

Encounter ♦ **Arcane, Implement, Healing**

**Minor Action, Melee touch**

**Target:** One ally

**Effect:** The target regains use of her second wind and is dazed until the end of her next turn.

### **Protection of the Grave**

*Your skin grows taut and pale and you suddenly seem to radiate an unnatural cold. You have begun to connect, on some small level, with the supernatural powers of the undead and can mimic their strengths.*

Daily ♦ **Arcane, Implement, Necrotic**

**Standard Action, Personal**

**Target:** Self

**Effect:** You gain resist necrotic 10 until the end of the encounter.

### **Touch of Shadow**

*Your shadow familiar seems to ooze up your body and onto your arms, flailing out like a pseudopod when you wish to touch a victim with your deadly spells.*

Daily ♦ **Arcane, Implement**

**Minor Action, Personal**

**Effect:** You are now considered to have Reach 4 for any melee touch spell you wish to cast.

**Special:** You must have your shadow familiar summoned and occupying the same square as you to use this power.