

Rakan Tars - Necromancy

Rakan Necromancy is the study and control of life force, death force, and a near worship of evil. This discipline has its roots in ancient religions that were not initially evil, although time and the influences of necromancy have bent them so. Necromancers are users of death magic including summoning the dead, calling on spirits and dark forces, and the use of energies released from death.

Starting Realms: Alter, Blast, Conjure, Gate, Summon, and Transform.

Starting Modifiers: Atrophy ③, Change Animation ②, Change State ②, Frail ①, Necrota ②③, Offerings ①, Persistent ②, Reach ①, Self ①, Touch ①, and Transfer ③.

Some of your spells cause you to incur a -1 **Overwhelm penalty**. This penalizes all your rolls until you recover by rolling a **WIL** ① penalized by the spell's Resistance value. This requires a **Free Action** but may not be attempted until your turn, next round.

Building a Spell

Every spell needs one Realm effect, a target or area, a Range, and a Duration. To build one, walk these seven steps:

- Pick the Realm. Alter, Blast, Conjure, Gate, Heal, Shield, Summon, or Transform.
- Pick the target. A foe, a friend, or an area. Use an Area of Effect modifier (Blast and Heal) or a Magistrata effect (Gate and Transform).
- Add Magistrata effects. These boost the potency of the spell. (Optional)
- Add other modifiers. Some are realm-specific. (Optional)
- Set the Duration. Add Persistent to extend it. (Optional)
- Add resistance modifiers. Makes the spell harder to resist. (Optional)
- Set the Range. Reach, Self, Touch, or a variant.

Realms Available to Rakan

Alter: Grant or remove a skill. Raise or lower an attribute by 4. With Moonfast, by 5.

Blast: Deal 4d4 damage (4d6 with Moonfast). Add Gloom with Necrota. Hit multiple targets with Area of Effect.

Conjure: Call a force to cast a cantrip, hold a door, unlock a door, distract, obscure, or provide a small bit of healing.

Gate: Move a thing or two from place to place, near or far.

Summon: Call a creature to aid you.

Transform: Change a target(s) into something else. You can also vary its animation and/or energy state.

Modifiers Available to Rakan

Frail ① - Makes spells harder to resist but easier to ablate.

Offerings ① - Offer something for extra spell resistance.

Necrota ②③ - Makes a spell unholy, giving targets Gloom (-1 WIL ①), up to three times until the spell expires or is Broken.

Moonfast ① - Increases spell potency, but you suffer a -1 Overwhelm penalty until you Recover with a WIL ① penalized by the spell's **Resistance** value that may not be attempted until your turn, next round. (A Magistrata effect)

Persistent ② - Doubles the spell's duration.

Reach ① - Cast at targets up to 20 ft. away (at 4th Level).

Self ① - Direct the spell at yourself.

Touch ① - Be in range and pass a 7+ ToHit ① to apply. Add **Weapon** ② to apply the spell to a weapon. The spell triggers when you hit with it.

Atrophy ③ - Decreased Attributes or Abilities must be recovered naturally. (Alter Only)

Area of Effect ① - Apply the spell to an area. Targets within the area may **Dive for Cover** to try to avoid the spell altogether. Add **Chosen** ② to pick the targets that can be hit. (Blast Only)

Change Animation ② - Make an inanimate target animate, or an animate target inanimate. (Transform Only)

Change State ② - Energize or Deenergized a target. Add **Radiant** ② to inflict damage based on level, not size. (Transform Only)

Base Spell ①: 8+ **Resistance:** ① ÷ 3, round down

A Spell ① is forced when a spell's power is greater than 8. Penalties may apply. The GM will tell you when to roll.

Rakan's 4th Level Grimoire

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Alter

Spells of this Realm directly increase or decrease Attributes or instill or remove Skills & Abilities. Magical energy is manipulated to fundamentally, if partially, change the target.



NECROTIC DRAIN

3 | 7

Type: Magical **Use:** Core Action
Duration: 4 Rounds **Resistance:** -1 | -2 WIL
Range: 20 ft.

Decrease the target's **Willpower** by 4 and **inflict Gloom (-2 WIL ☹)** until the spell is broken with a -4 WIL ☹.

Quire: Dwindle 2, Necrota × 2 4, Reach 1.



PUTRESCENCE

7

Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -3 WIL
Range: Touch

Decrease the target's **Constitution** by 4. The target's Constitution remains diminished until it is recovered naturally. When affected by Dispel, this spell is always destroyed and the **Spell ☹** to cast it always fails.

Quire: Dwindle 3, Atrophy 3, Frail 1, Touch 0.



INTERROGATE

8

Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Imbue a target with **Interrogate** (1,500 XP).

Quire: Imbue 6, Persistent 2, Self 0.



STONE STRENGTH

2

Type: Magical **Use:** Core Action
Duration: 4 Rounds **Resistance:** -0 WIL
Range: 20 ft.

Increase the target's **Strength** by 4.

Quire: Magnify 2, Touch 0.



TAKE FLIGHT

7

Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Imbue a target with **Flight** (1,000 XP).

Quire: Imbue 4, Persistent 2, Reach 1.



WEAPON DROP

5

Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -1 WIL
Range: 20 ft.

Purge one of the following **Weapon Proficiencies** (500 XP) from the target: **Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, or Triggered.**

Quire: Purge 2, Persistent 2, Reach 1.



RAGE

7

Type: Magical **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Identify two targets, then **increase** one target's **Strength** by 4, and **decrease** the other target's **Dexterity** by 4. Transferred abilities or attributes last for the duration of the spell. If one target is not yourself, then use a **Core Action** on a subsequent turn to apply the Transfer.

Quire: Magnify 2, Transfer 3 [Swap 1], Reach 1.

Blast

Energy is meant to destroy! Blast spells can be described as you wish: an eldritch force that dances over the target's surface as it blisters, an evil putrescence erupting from its target's skin, or perhaps a bolt of azure energy shearing through it with a dazzling flash!



DELIVERANCE

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Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -1 | -1 WIL
Range: Self



Inflict **4d4 damage** | **4d6 damage** to all targets within or entering the ring of hexes surrounding you. With a successful Resistance ☑, the target suffers half-damage. **Upon successfully casting this spell, you become Overwhelmed until you recover with a -1 WIL ☑.**

Quire: Blast , **Moonfast** , Area of Effect: Ring , Self .



MALEVOLENT LASH



Type: Unholy **Use:** Core Action
Duration: 4 Rounds **Resistance:** -5 WIL
Range: 20 ft.

Inflict **4d4 damage** and the target suffers Gloom (-1 WIL ☑) until the spell is Broken with a-3 WIL ☑. **This spell requires an offering of one attribute point of Constitution.** With a successful Resistance ☑, the target suffers half-damage, rounded down, and no other effects. When affected by Dispel, this spell is always destroyed and the **Spell** ☑ to cast it always fails.

Quire: Blast , Offerings (One Point of CON -2) , Frail , Necrota , Reach .



NECROTIC FORCE BOLT

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Type: Magical | Unholy **Use:** Core Action
Duration: Instant | 4 Rounds **Resistance:** -0 | -1 WIL
Range: 20 ft.

Inflict **4d4 damage** to the target and the target suffers Gloom (-1 WIL ☑) until the spell is Broken with a-2 WIL ☑. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down, and no other effects.

Quire: Blast , **Necrota** , Reach .



NECROTIC BURST

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Type: Unholy **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 | -2 WIL
Range: 20 ft.



Inflict **4d4 damage** | **4d6 damage** to all targets within or entering the area affected by a Tier 1 Burst and the targets suffer Gloom (-1 WIL ☑) until the spell is Broken with a-3 WIL ☑. With a successful Resistance ☑, the target suffers half-damage, rounded down, and no other effects.

Upon successfully casting this spell, you become Overwhelmed until you recover with a -2 WIL ☑.

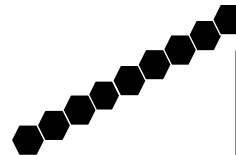
Quire: Blast , **Moonfast** , Area of Effect: Burst (Tier 1) , Necrota , Reach .



WALL OF OBSCURITY

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Type: Magical **Use:** Core Action
Duration: 4 Rounds **Resistance:** -3 WIL
Range: 20 ft.



A line of nine 5 ft. hexes which obscure vision

Inflict **4d4 damage** to all targets within or entering the area affected by a Tier 3 Ray. **The Area of Effect is Obscured. Targeting, perceiving, and moving more than 5 ft. through it requires a -3 PER ☑.** With a successful Resistance ☑, the target suffers half-damage. When affected by Dispel, this spell is always destroyed and the **Spell** ☑ to cast it always fails.

Quire: Blast , Area of Effect: Ray (Tier 3) , [Obscured ] Frail , Reach .

Conjure

Conjuring is the use of magical energy to bring into being a force that acts on your behalf to perform tasks like moving objects or opening locks. The possibilities are bounded only by imagination.

BLUSTER

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 12 Charisma and command it, "Obscure area!"

Using a **Core Action**, the force blows dust, sand, and light debris in an adjacent hex for 1 minute. Those within or entering the hex must make a SPD ☑ to avoid becoming temporarily **Blinded**. Breaking the condition requires a **Swift Action**. The condition cannot be Broken while within the affected area. **Abilities:** Cantrip: Bluster (500 XP).

Quire: Conjure  [Abilities ], Persistent , Touch .

DISTRACTION

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-2)
Range: Touch

Create a force of 12 Charisms and command it, "Distract. Ventriloquize."

Abilities: Ventriloquism (1,000 XP), Speak: Tradespeake (500 XP).

Quire: Conjure  [Abilities , Touch .

FORTIFY DOOR

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 12 Strength and command it, "Hold door".

Abilities: Clinging (1,000 XP).

Quire: Conjure  [Abilities , Touch .

LOCATE

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 4 Charisma and 8 Speed and command it, "Locate foe!"

Using a **Core Action**, the force locates an **Invisible** target within 10'. This effect lasts for 1 round. **Abilities:** Cantrip: Locate (500 XP), Luminous (250 XP).

Quire: Conjure  [Abilities , Persistent , Touch .

SACRIFICE

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 4 Charisma and 8 Speed and command it, "Heal allies!"

Using a **Core Action**, the force touches a single target and heals it for 1d3, meanwhile taking 1d2 damage itself.

The force has 5 Hit Points.

Abilities: Cantrip: Sacrifice (500 XP).

Quire: Conjure  [Abilities , Persistent , Touch .

UNLOCK

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 12 Dexterity and command it, "Unlock that."

Abilities: Open Locks (1,000 XP).

Quire: Conjure  [Abilities , Touch .

BLACK BRUME

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a Force of 3 Speed per Level in a hex within your reach and command it, "Obscure me."

Abilities: Umbral (500 XP).

Quire: Conjure  [Abilities , Touch .

Gate

Move a thing from place to place, near or far. Most often used to travel, creatively employed Gate spells are an effective weapon in battle.



DARK WALKING

4

Type: Magical

Use: Core Action

Duration: Instant

Resistance: -1 WIL

Range: Self

Teleport yourself to any location within line of sight. You must be standing in shadow to teleport and may only travel to another shadow.

Quire: Gate: Tiny 1 [Personal 1, Afar 2], Self 0.



REYNA'S GATE

2 | 5

Type: Magical

Use: Core Action

Duration: Instant

Resistance: -0 | -1 WIL

Range: 20 ft.

Teleport a **Tiny** target a distance up to 40 ft.

Quire: Gate: Tiny 1 / Diminutive 3, Reach 1.



SNATCH

5 | 7

Type: Magical

Use: Core Action

Duration: Instant

Resistance: -3 | -4 WIL

Range: 20 ft.

Teleport, to yourself, a **Diminutive** inanimate item that is within 40 ft. This spell requires you to relinquish an offering of one point of Speed to your deity.

Quire: Gate: Diminutive 3 / Small 5, Offerings (One SPD -2) 1, Reach 1.



UPDRAFT

8

Type: Magical

Use: Core Action

Duration: Instant

Resistance: -3 WIL

Range: Touch

Teleport a **Medium** target up to 40 ft. When affected by Dispel, this spell is always destroyed and the Spell ☑ to cast it always fails.

Quire: Gate: Medium 7, Frail 1, Touch 0.

Summon

Summoning is the use of magical energy to call creatures to act on your behalf and to command in combat.

DOLLHOUSE GOLEM

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-2)
Range: 20 ft.

Call a **Dollhouse Golem**, through whom you can sense the world, and offer them a tribute of a **couple brass buttons**. If you do not offer tribute, then a -2 CHA vs. WIL ☑ is required to gain influence over the creatures. (The Dollhouse Golem has a base WIL ☑ of 18+.)

Quire: Summon (Dollhouse Golem) 3, [Far Sight 2], Persistent 2, Touch 0.

LEESER GHAST

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: 20 ft.

Call a **Lesser Ghast** and offer it a tribute of **3 Hit Points of your blood**. If you do not offer tribute, then a -2 CHA vs. WIL ☑ is required to gain influence over the creature (The Lesser Ghast has a base WIL ☑ of 15+.)

Quire: Summon (Lesser Ghast) 5, Persistent 2, Reach 1.

LEESER IMP

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-2)
Range: 20 ft.

Call a **Lesser Imp** and offer it a tribute of **your name**. If you do not offer tribute, then a -2 CHA vs. WIL ☑ is required to gain influence over the creature (The Lesser Imp has a base WIL ☑ of 16+.)

Quire: Summon (Lesser Imp) 4, Persistent 2, Touch 0.

VAMPIRE BAT

Type: Ordinary **Use:** Sole Action
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: 20 ft.

Call a **Vampire Bat**, through whom you can sense the world, and offer them a tribute of **3 Hit Points of your blood**. If you do not offer tribute, then a -1 CHA vs. WIL ☑ is required to gain influence over the creatures. (The Vampire Bat has a base WIL ☑ of 19+.)

Quire: Summon (Vampire Bat) 1, [Far Sight 2], Persistent 2, Touch 0.

Transform

Transform spells change an object's shape or state. Transform can change a pumpkin into stone, that stone into a dog, that dog into a ball of fire, and that ball of fire into a gold coin.



CAP OF SPIDERS

4

Type: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -1 WIL
Range: Touch

Turn a **Tiny** helm into a swarm of venomous spiders. The GM determines the swarm's Attributes and actions.

Quire: Transform: Tiny **1**, Change Animation **2**, Reach **1**.



ENERGIZED WEAPON

7

Element: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 WIL
Range: Touch

Turn a **Small** weapon into an Energized weapon. On a successful Hit, the weapon inflicts an additional **1d4** damage. The material created by this spell radiates light.

Quire: Transform: Small **5**, Change State **2**, Touch **0**.



HISSING HILT

6

Type: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Turn a **Diminutive** or smaller weapon into a copperhead. The GM determines the copperhead's Attributes and actions.

Quire: Transform: Diminutive **3**, Change Animation **2**, Reach **1**.



NECROTIC WEAPON

7

Element: Unholy **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 WIL
Range: Touch

Turn a **Small** weapon into an Unholy weapon. On a successful Hit, the weapon also inflicts Gloom (-1 WIL ☑) until the spell is Broken with a -3 WIL ☑.

Quire: Transform: Small **5**, Necrota **2**, Touch **0**.



REANIMATE

10

Type: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -3 WIL
Range: Touch

Because this spell's Power is so high, you must make a **-3 Spell** ☑ (11+) to cast it. Turn a recently deceased **Medium** Humanoid into an **undead corpse**. The GM determines the corpse's Attributes and actions.

Quire: Transform: Medium **7**, Change Animation **2**, Reach **1**.



SPROUT THORNS

4

Type: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Turn a **Tiny** piece of raiment into painfully thorny raiment that inflicts **+1d2** damage. The material created by this spell radiates light.

Quire: Transform: Tiny **1**, Change State **2**, Reach **1**.