

An Understanding of the Undead and Undead basics

By

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(Outline)

Outline

- *Introduction to necromancy*
 - *What is necromancy.*
 - *Necromancy is the study of life and death and how the elemental planes of positive and negative energies play into it.*
 - *The misconception*
 - *Necromancy is not evil magic. It is simply a field of study that helps us understand the biological cycle of life and death.*
 - *Yes, we must play with dead bodies, but this is far better than say, experimenting with living ones.*
 - *Life and Death to necromancy*
 - *The cycles of life and death and how this cycle affects living creatures is what necromancy is all about. Learning to manipulate and extend this cycle is an exciting and beneficial to everyone.*
- *What are undead*
 - *The intellect of a creature is attached to the soul. The primal instinct of a creature remains with the body. Creating undead is to tap into the remnants of life and then being it to your will. Therefore, creating an undead without using a soul will leave you with a creature that can obey and understand only the simplest of commands and perform the simplest of task. To include or tether to a soul allows you to increase the abilities of the creature to perform more complex tasks and even use the skills the creature knew in life.*
 - *The anatomy of a basic undead creature*
 - *Undead and the senses.*
 - *Basic undead, which are a dead body or skeleton has no real ability to see, hear, feel, taste or even speech. Though it can make audible sounds, it can not form words, even if it could, it would lack the intelligence to actually know what it is saying. No, Undead do not have senses such as the living do. Instead, the magic that creates the undead provides a area of sensory magic which outlines barriers and objects. The magic also is able to determine if an object is alive or dead. For this reason, actions such as stealth or magic such as invisibility, mirror image and illusions are useless versus undead. This ability does have a limited radius, in most cases it is no more than 30 feet, but in some cases, it can extend outward to nearly 120 feet. So an basic undead is not able to see color or patterns, so instructing it to attack the next person with a green checkered hat will be useless.*
 - *Undead equipped with working sensory organs are able to see, smell, hear, and maybe even taste and feel. In these cases, the undead is able to use both the sensory field around it and its own sensory inputs to perform the provided tasks.*
 - *Soul Resistance*
 - *A creature's soul can resist the process, not to mention the creature's god could refuse to relinquish the soul. Much like a resurrection or raise dead spell, if a god has custody of the soul, pulling it back from the outer planes will be nearly impossible. But again, through research we found a way around that. This is called tethering. A tethered soul can still resist, but in most cases, it is not even aware of the tether. Using a tether, the necromancer can draw upon the creature's intelligence and knowledge to perform more complex tasks. To the soul, it is like daydreaming. If the soul figures it out, or the "daydream" is having the soul do*

something it would be appalled at doing, the creature can, and usually will begin resisting. At this point the necromancer can try to force the issue, or simply release the soul, and try again later.

- *Animated bodies*
 - *How they differ from an undead*
 - *As discussed before, necromancy magic uses the remnants of the life essence in the dead body or bones to help animate it. Since the magic is using life essence, it is considered undead. An animated body however is not undead. It does not use necromancy to animate nor the left-over life essence. It uses alteration magic to cause the body to move much like a marionette. These are not detected as, turned as, nor can controlled as undead, because they are simply animated objects held together and moved by alteration magic and the spellcasters will. Greater magics will allow the object to move as if it had free will, however this is simply the imprinting of the casters will onto the object, much like a programmed illusion, the illusion does not have intelligence, only does what the caster predetermined it to do.*
- *Types of Undead*
 - *Minor*
 - *Animated bodies by spell. These are simple animations with a limited duration. The spells cannot create a permanent creation on their own. These are good to have in a pinch, fairly easy to create and cheap. There are two types, one the necromancer must concentrate to maintain, while the other is a create and forget. The concentration version is a slower magic you will learn to help you understand the actual creation. It can animate perhaps a rat or small cat or dog, but nothing larger. See the summary of first year spells in the back of this volume.*
 - *Basic*
 - *This is where we really start learning how to make the most of our undead. Again, this is a duration based undead, it will not last forever. But these really begin to tap into the residual life energy in the body. We can make it do simple tasks on it own, and it will continue to until it is finished, or the magic expires.*
 - *Practical*
 - *Our first permanent undead creature. Through a series of rituals, preparations, and spells we can create a creature that is permanently bound. This creature can perform greater tasks, is stronger, more agile and more durable. Still not that intelligent, but with the tether we can give it more complexed instructions and tasks to perform.*
 - *Advanced*
 - *Using a bound soul. These are the most advanced of the undead. They have full intelligence, full use of skills, high level of durability, strength, and agility. Once bound the soul cannot escape the body until some pesky cleric turns or destroys it. These undead also include the possessed. Where a necromancer will inhabit the dead body to perform tasks that may be deemed to dangerous for the living to accomplish.*
 - *Spontaneous*
 - *Perhaps a myth, perhaps not. A spontaneous undead is one that simply springs into being without anything creating it. We will discuss these in later chapters.*
 - *Restless souls*

with no master. It can make all the decisions on its own. Now a Self-Willed undead is one that created itself through sheer will. These are restless, vengeful, or cursed souls that create havoc or haunt the living. These tend to have a singular purpose and tend not to stray. For this reason alone, many try to remove these from the classification of "free-willed" as they seem to be forced to act based on their ties to what-ever holds them on this plane.

- *Clerics and Turning*
 - *Severing the soul connection*
 - *When a cleric turns an undead, she is calling upon her god to help cut the tether between the soul in the resting planes and the dead body on this plane. She can also call to pull the bound soul from the body or exercise a foreign soul that has take control of a body. In any of these cases the cleric does no disrupt or dispel any of the magic used to create the undead creature, the body just loses its source of energy and knowledge. The necromancer can at anytime attempt to restore the connection. With stronger clerics or with gods that completely disapprove of the creation of undead, the cleric may request the soul be destroyed, in this case the undead body can also be destroyed by holy fire. This cannot be recovered.*
 - *Disrupting the primal memories*
 - *On minor turning, such as done by some lower clerics, the turning ritual simply disrupts the primal memories of the undead. This causing them to simply stop doing anything or just walk about aimlessly. After a time, the connection will automatically be re-established, and the creature will return to its assigned task.*
 - *Removing the necromantic link*
 - *The last method a cleric or wizard can use is to simply remove the necromantic magic that is holding the undead together. Spells like disrupt undead or destroy undead will do just that. It can sever the link to the necromantic section of the weave. The undead will then drop dead so to speak. With these the entire process of creating the undead will need to be repeated. Most if not all of the components may had been consumed or destroyed in the disruption or destruction of the undead creature.*
- *Spontaneous Undead Creation*
 - *A myth among necromancers*
 - *There are dark stories in the back corners of the necromancy halls, as well as, in the halls of the other schools; that some dead bodies can simply take on life of its own and begin moving about. Most if us do not believe this myth.*
 - *What is a spontaneous undead*
 - *So, it is believed that a body can retain enough primal memory that is would be able to self-animate. The spontaneous creatures will then start to go about their daily lives, performing the same tasks they did every day. With no soul or necromancy magic to power the body tuning the creature by clerics are impossible and destroying it by a wizard's destroy undead is also ineffective. A necromancer is not able to command or control either. This is what make them so scary. A powerful serial killing wizard that spontaneously animates could and would rock havoc on a community with very little ways of actually destroying it, by the common folk.*
- *Warnings*
 - *Getting in to deep.*
 - *Necromancy can take its toll on the practitioner. Working with negative energies for a long period of time can start an unwanted connection to the elemental plane of negative energy or even start disrupting*

your own energy flow. More than a few careless necromancers have been found dead in a laboratory having aged decades in a single night.

- *In addition, several magical diseases can be contracted that causes rot of the flesh, loss of sight, loss of memory and complete loss of mobility. Several of these can not be cured through normal, magical or alchemical means.*

- *The Lich*

- *What is a lich*

- *A lich is a creature that chooses to become an undead for the purpose to continue the research or to finish some goal or task he could not complete before age takes him.*

- *How do they come to be*

- *There is years of preparations that are made and very powerful spells to include the wish. A vessel must be made, and your own body must be prepared and then killed. Not all those that make the attempt succeed in the process.*

- *Why do they all become so evil*

- *Existing without living, not needing sleep, or to eat. All that us living beings cherish becomes distractions to a lich. A lich no longer feels and only has their obsession. Over the years they can begin to resent the living or even find them to be a mockery or reminder of what they once had. In any event this resentment for the living festers and evil will always take over.*

- *Conclusion*

- *The basics of creating an undead is fairly simple, so long as you have the spells, materials, time and stomach for it. Many simple folk will look down upon you, several of the overly do-gooder-higher-than-thou clerics will shun you. And many a villager will attempt to run you out of town. There are laws, in some locations that prohibit the disturbance of the dead and of course clerics of Thisu who become completely unhinged over the idea. So be careful to where you drag your creations and whose grave you dig up, or you could find yourself in one.*

- *Summary of Spells for the first-year student.*

- *Animate Minor Undead*

Level: 1

School: Necromancy

Components: V, S, M

Area Effect: One dead creature no more than 2 pounds

Range: 0 + 1 feet per level

Duration: One hour per level

Saving Throw: None

Description: This spell animates a small animal that is about 2 pounds in weight. The caster must have vision on the corpse and must remain concentrating on the object. The object can perform simple tasks based on the condition and type of creature animated. Tasks can be pick up a small item, chew through a wire, knock something over and similar tasks. Material component for the spell is a small coil of string with one end looped over the middle finger of the caster. The string is consumed in the casting.