

TRIUMPH LARP:

# **Necromancer's**

# **Handbook**

**4.0**

Character Creation Worksheet: Necromancer  
Name:

Health: (4)      Magic: (6)      Race:

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers
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Health 5  
Magic 5

**Weapons Skills:**

1hand Edged 8  
1hand Blunt 8  
1 1/2 Hand Edged 8  
1 1/2 Hand Blunt 8  
2 Hand Edged 15  
2 Hand Blunt 15  
Bow 9  
Crossbow 10  
Polearm 16  
Staff 3  
Small Weapons 3  
Thrown Weapons 3  
Shield 10

**Fighting Skills:**

Armor Maintenance 6  
\*Dirty Fighting 9  
\*Disarm 12  
\*Dual Weapons 8  
Extra Armor 12

Feat of Strength 10  
\*Fighting Master 25  
\*Florentine 10  
\*Masterful Parry 12  
\*Parry 12  
Precise Shot 8  
\*Smashing Blow 12  
\*Stunning Blow 12  
Surestrike 6  
Valor of Heroes 12  
\*Weapon Master 30  
\*Weapon Proficiency 12

**Scholar Skills:**

1st Aid 3  
Herb Lore 2  
Literacy 1  
Read Magic 1

**Magic Skills:**

Alchemy 4  
Armored Arcanum 16  
Combat Casting 12  
\*Exp. Alchemy 6

Ritual 8  
Scribe Scroll 4  
Scroll Sage 6  
**Thief Skills:**  
\*Assassinate 12  
Backstab 12  
\*Clobber 12  
Disarm Traps 10  
Dodge 10  
Escape Artist 7  
\*Hamstring 12  
Identify/Appraise 6  
Lockpick 7  
Pickpocket 6  
Trapmaker 8

**Production Skills:**

Armorsmith 8  
Craftsman 6  
Weaponsmith 8

**Special Skills:**

Wealthy Background 10  
Hero's Stand 40

\*Skills with Prerequisites. See Below. All other skills must be held for one day before purchasing again, except for Health and Magic.

**Prerequisite Paths:**

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 Day-Weapon Proficiency-1 day-Parry-1 Day-Parry-1 day-**Disarming Strike**

1 hand Weapon-Florentine-1 day-**Dual Weapons**

A weapon Skill-**Weapon Master**

Weapon Proficiency-1 day-Parry-1 Day-Parry-1 Day-Parry-1 day-**Masterful Parry**

Weapon Proficiency-Feat of Strength-1 day-**Smashing Blow**

Smashing Blow-1 day-**Stunning Blow**

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 day-**Weapon Proficiency**

Backstab-1 Day-Backstab-1 Day-**Clobber**

Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-**Hamstring**

Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-**Exp Alchemy**

The above worksheet, and the handbook that follows, is intended as an aid in character creation. It should in no way replace the manual. It is your duty as a player to familiarize yourself with the manual, especially those rules governing safety, combat and cheating, much of which can be found in the first two pages of the manual.

## Using the Character Creation Sheet

A Character Creation Sheet can be found on the second page of this handbook. This is to help with the initial creation of a character. After reading the manual and using this handbook and the appropriate Race handbook to fill out this sheet, you can then email it to the dev crew (place an X next to each skill you have chosen then cut and paste the entire sheet into an email) or bring the hard copy to your first event. First fill in your name. This sounds easy, but put some thought into it. Remember, you are going to have to answer to it. On the next line, you will find the health. You begin with 4, which you will find in parentheses. Add to this any modifiers you get for your race and any additional health that you have purchased with your Triumph points (for which you will receive 3 additional per purchase). After adding all these numbers up, write your health in the blank spot. This is how much damage you can take, less armor, the value of which will be assigned at each event. Next you will find the slot for your magic points. You receive 6 which you will find in parentheses. As with health, add to this any modifiers you get for your race and any additional magic that you have purchased with your Triumph points (for which you will receive 5 additional per purchase). Next is the slot to mark your race, next to which is a box that you may write down your racial modifiers, both advantages and disadvantages. The chart in the middle of the page lists all skills that are available to a Necromancer and their cost, along with a slot for any additional skills that are available to specific Races. Remember to apply any and all racial modifiers to skills costs. All skills requiring a prerequisite are marked with an asterisk. Please refer to the manual for a better understanding of these prerequisites and a simple chart has been provided to help you better understand the requirements to reach some of these prerequisite skills. Note that you must have some skills for an entire day before you can purchase that skill again or moving on to the next level. A step on the prerequisite path is marked one day after each of these said skills.

## The Necromancer's Path

Necromancers work magic similar to mages, but have chosen a darker source for their powers, tapping the realm of the dead. Necromancers have traded their own vitality for raw power. Necromancers not only wield magic as a weapon, but may also wield minions: the Undead. Zombies, (?) may all come under the necromancer's control, as they gain power and experience. Controlling the Undead is a complicated procedure which will be detailed further later in this handbook. This ability is highly dependent upon the availability of corpses. Necromancers are also the only character classes with the ability to readily speak to spirits. A Necromancer and their Undead minions can be a powerful force to be feared, both by their foes and sometimes their allies. This handbook, along with a Race handbook of your choice, is intended to aid you in becoming that person. It includes some of the rules you need to be the most familiar with and a few tips and suggestions on game play. This should in no way replace the reading of the actual game manual. This handbook is merely an additional resource. In fact, if you haven't read it yet, put me down and go do that now, especially the first two pages. You will also find here a few stories and legends from the world of Lantai about Necromancers. These would be familiar to most characters that have chosen the Necromancer's path and may also help in giving some inspiration in creating a background for your character. Remember, the more rounded out your character's persona, the better your experience will be. The story being told is made up of its characters, and you are about to be one of them. The motto of the development team (who aids in bringing this story to life) is, "We will make you laugh, we will make you cry, we will make you scream, but most of all, we will make you a hero." So, welcome to Lantai, welcome to Fairhame, and may you Triumph.

## You and Your Magic

As Necromancers draw their magic from the realm of the dead, their spells tend to have a more macabre feel to them. In the world of Lantai, being a Necromancer doesn't mean you are evil. Necromancers are, however, often misunderstood, mistrusted, and feared. From basic utility spells to spells for offensive and defensive purposes, the magic of death is how a Necromancer gets by in a life of adventuring. Whilst the fighting classes may spend hours upon hours sparring and practicing with their weapons, you must spend as much (if not more) time studying your Spellbook. You must memorize not only what to say in order to successfully

cast a spell, but also be very familiar with its effects and limitations. It is a wise Necromancer who spends much time daydreaming of the myriad of different scenarios in which a spell may be useful, especially applications that are not readily apparent. Always keep in mind, though, that until you become more “experienced”, you are by no means ready to be at the front of any battle. Because of their constant contact with the dead, a Necromancer’s starting health is very low, and can not take very many blows from just about anything. Your battle prowess comes from your ability to get the dead to do your “wet” work. If any of this does not appeal to you, you may want to consider another Character Class.

## **Spell Casting**

Your single most important ability while playing Triumph will be your ability to effectively and correctly cast spells. Please read the Magic section of the Manual and become very familiar with it. Let us take the first level Necromancer spell, “Chill Blood”, as an example. It is a first level spell which does 4 cold direct damage (meaning it does four cold damage that bypasses all armor) and is delivered by a packet. To cast this spell, you would begin with the primer followed by the incantation then the call. Examples of primers can be found in Appendix 6 of the Manual and have been repeated here in this Handbook for your convenience. “From beyond the veil” is a good example, but you could also use something like “With Death’s Intent,” or “By a Corpse’s touch”, but let’s keep it simple and stick with the first one. So, take the spell packet in hand and say “From beyond the veil the grave chills the blood.” While the primer can be personalized to you, the incantation must be repeated exactly as it is written in the Manual. Once you have finished the ‘summoning’ the magic by saying the primer and incantation, you may throw the spell packet at your target, but no earlier. If your packet strikes your target, then call your effect by saying “4 cold direct!” Unless your target has some sort of immunity to either Cold or Magic, then they must then take 4 points of damage away from their Health, no matter how much Armor they have. You should then subtract 2 points from your total available Magic points (a second level spell would take 4 points, a third would take 6 points, and so on), even if the packet missed or the spell was ineffective. If your packet strikes your victims loose fitting clothing, like a cloak or flowy skirt, their shield, weapon, or anything else they are holding or are in possession of, then the victim must take the effect of the spell. Not all spells even need a packet strike to be successful. Some simply need the Necromancer to Prime and Incant the spell, point at the target, and make the call. These are commonly known as point and click spells, and are quite useful to the mage, and quite annoying to the victim. Other spells need to be delivered by touching the target. Please keep in mind that we do not allow strikes done with actual hands and feet. If a spell must be delivered to a foe by touch during combat, be extremely careful and/or consider using a boffer. A foam ‘noodle’ 8 to 12 inches in length would do just fine. One other thing to keep in mind; typically, spells of different types may stack effect, while those of the same type may not. For instance, a mage could be under the effect of “Ogre Strength”, “Weapon Ward” and “Shield”, but not “Ogre Strength” and “Greater Ogre Strength”.

## **Raising and Controlling the Dead**

Yeah, you can do that. Some things must be in place first, though. Most importantly, there must be dead bodies about, and the personnel to play them. In “reality” (we use that word very lightly here), you would likely have some sort of dead about almost all the time. We are, however, playing a game, and there has to be some one there who can stand up and be a zombie (or whatever) for you before you can control it. The 1<sup>st</sup> level spell “Call undead” can be used to find undead in the area, but does not give you control over them.

Each of the different undead that can be summoned will have their own traits and abilities, described upon a card that the necromancer gives to the NPC or helping player upon summoning the undead. Such a card is given to the necromancer player upon adding a spell to their Repertoire. For instance, if a Necromancer has the spell Animate Zombie, they will receive from Logistics (in their player kit) a card with which they can summon a Zombie. The Necromancer touchcasts the corpse (NPC or helper), and gives them the Zombie card, which will detail the amount of health, skills, damage and other stats that the player needs to portray the Zombie.

## Scrolls and Potions

Your magical abilities are not just limited to your spells and Magic points. Oh no, there's more. Scrolls extend your spell casting ability. They not only extend them for you, and allow you to cast more spells; they also allow others to cast your spells as well. This is not only useful in surviving, but can also be used to make a living. In addition to the skill *scribe scroll*, which allows you to write spells onto scrolls to be cast later (marked with a triangle), there is also the skill *scroll sage*. A scroll sage is capable of writing a spell onto a scroll, which another Necromancer may then make a part of their own Repertoire. Alchemy is a skill that allows you to make potions, though different from spells, potions are considered a magical ability with many of the same or similar effects. Potions are also important components in many traps and can be used with devastating effect. Experimental alchemy gives you the possibility of creating new, wondrous, and completely unique potions, extending your magical abilities even further. All of these skills can be purchased sequentially, each purchase giving you greater capacities in both quantity and quality of the product you are making. The Production section of the Manual (as well as a separate pamphlet) details all of these skills further. Close consideration should be given to purchasing these skills, as they are a common part of most Necromancers' arsenals. Please give this section careful scrutiny before creating your character.

## Dark Magic: Necromancer Spells

### A Note on Summoning

Dark Magic has many spells within it that summon undead minion(s). There are two mechanics used for summon spells. First, the use of NPCs from the "dead pool" is used to represent summoned creatures. This is done through refs, and represents a place where the undead are easily found.

Secondly, there are times when there isn't enough NPC manpower to provide a "dead pool." In these times, the necromancer may choose a "ghost man on first" mechanic. This works by placing one's body spike and item cards to represent the summoning necromancer, and the player of the necromancer then portraying his/her summoned minion. The body spike is not "safe", and may not be hidden; it represents the necromancer in a trance-like state of concentration. Therefore, the necromancer cannot maintain any magical protections over his body spike. (For example, the necromancer cannot be in wraithform while summoning undead.) This method represents a place where the undead are not easily summoned. Note that the necromancer should have an appropriate mask to portray their summoned minion, and while in this state may not role-play normally as themselves, as they are tranced out controlling their magic.

*This compendium of spells has been assembled by some of the most notable necromancers in Lantai. The format is a bit different than in the manual, as these descriptions are a bit more in depth than can be found there. We've added the type of spell (touch, packet, point and cast), and notes from one of the famed necromancers.*

*Contributing necromancers are:*

*Tenoch Feralan, Dark Elf from Pataoco*

*Terillin Fal'seth, Tuatran from Gidry Mountains*

*Dyral Malson, Human from Laramie*

*Trezcak Bode, Fey from parts unkown*

*Garump Harl, Half Orc from Cho-Hi*

### 1st Level Necromancer Spells

#### Bone Armor

This spell wraps the necromancer in living bone, adding physical armor. This armor is used before any other.

Type: Armor - Physical

Incantation: I wrap myself in skeletal armor.

Duration: 1 hour or 6 damage

*Notes: Those who work with energies beyond the veil are always somewhat weak physically. It is important to protect oneself...and this spell will certainly do so.*

*~Trezcak*

#### Chill Blood

This spell reduces the temperature of the target's blood, doing Frost damage. A successful packet hit inflicts frost damage, ignoring armor.

Type: Attack

Incantation: The grave chills the blood.

Call: 4 frost direct

Duration: Instant

*Notes: The most simple of spells our kind can cast, this spell chills the blood effectively. This is the perfect strike against the well-armored, as it works from the inside out, thus ignoring the foolish fighter's shiny plate mail. ~Dyral*

## Call Undead

This spell calls any undead in the area to the caster. Note that this spell in no way controls undead. Any undead who hear the Call will come to the caster.

Type: Utility  
Incantation: The dead heed my call.  
Call: Undead To Me!  
Duration: Instant

Notes: *This is a simple spell which will call any undead present to you. It offers no control, however, so be prepared. Center yourself, and bring the zombies and others to your side. Then you can control them as necessary.* ~ Tenoch

## Disrupt Undead

This spell temporarily severs an undead creature's connection to the Plane of Negativity. The caster points at an undead creature, inflicting magic damage.

Type: Attack  
Incantation: The undead feel the light.  
Call: 5 magic  
Duration: Instant

Notes: *Sometimes, the undead are not to be controlled. Sometimes, they are your foes. This spell will disrupt the undead, and affect the weak ones quite effectively* ~ Terillin

## Fear

This spell breaks the courage of the target. A successful packet hit cause the target to panic for one minute. They must run from the necromancer or cower in fear, attempting to hide.

Type: Mind Control  
Incantation: The fear enshrouds.  
Call: Fear me! 30 seconds!  
Duration: 30 seconds (30 count)

Notes: *Foes should be filled with Fear. This spell will make enemy panic, like elf. When foe panics, the skull is split easy. Even mighty foe quiver like child as axe fall.* ~ Garump

## Skeletal Claws

This spell transforms the necromancer's hands into skeletal claws. The necromancer can use small weapon or claw boffers to inflict normal damage.

Type: Augmentation  
Incantation: I summon the claws of death.  
Call: 4 normal  
Duration: 5 minutes

Notes: *Make claws to strike with. No need for necromancer to carry weapon, only need to cast Skeletal*

*Claws. Tear foes, rip them. With claws of death.*  
~ Garump

## 2nd Level Necromancer Spells

### Animate Zombie

This spell animates a zombie to be controlled by the necromancer. There must be a corpse nearby to become a zombie, and plot/logistics will always let the necromancer know when they are available.

Type: Utility  
Incantation: I breathe un-life into the zombie.  
Call: Animate Zombie  
Duration: 1 hour

Notes: *The weakest of the undead, a zombie is the staple of the necromancer's minions. The pawns on the chessboard, if you will. In a land of danger, such as my homeland, a corpse is almost always nearby. Let your zombies accept the punishment of your foes as you deal with them in relative safety.* ~ Tenoch

### False Vitae

This spell gives the target a dark reflection of health that aids them. This spell adds additional health to a character. This health is used before any other if damage is taken.

Type: Augmentation, Aid  
Incantation: I reflect light in life's dark.  
Duration: 1 hour or 8 damage

Notes: *False Vitae, a way to make self stronger. Make allies stronger. Make foes tremble. False Vitae feels cold, wearing cloak of death over own life candle. Make foes feel cold also...cold of death.* ~ Garump

### Ghoul Touch

This spell allows the necromancer to mimic the touch of the ghoul, paralyzing the creature touched. A successful touch renders the target immobile for a short time.

Type: Attack, Binding  
Incantation: I own the touch of the Ghoul.  
Call: Paralyze 15 count  
Duration: 15 count

Notes: *The touch of the ghoul is a fascinating thing, paralyzing the victim as the ghoul feasts on its living flesh. This spell allows our kind the same power, freezing the foolish foe in place. Thus can they be dealt with or ignored as necessary.* ~ Dyrall

## Grave Ward

This spell will prevent a corpse from ever becoming undead. Spell takes one minute to complete (60 count).

Type: Utility  
Incantation: The dark life can never take this corpse.  
Duration: Permanent

Notes: *This spell prevents a corpse from ever being raised to unlife. In my land, there are some who choose this path in their death, and our councilors ensure that the Grave Ward is cast over them that they never stand in our undead armies to defend our towns. ~ Tenoch*

## Grave Weapon

This spell surrounds a weapon with the darkness of the grave, a negative energy. The next 3 strikes inflict additional magic damage.

Type: Augmentation  
Incantation: Death shrouds this (weapons).  
Call: (adjust damage call by 5 and magic)  
Duration: 3 strikes

Notes: *The first strike is often the most important. Thus can the power of death enshroud your weapon, making the first strike terrifying to your enemy. ~ Terillin*

## Repair Corpse

This spell heals a corpse or undead creature, returning health. This may be done on existing undead or to lend health to a corpse about to be resurrected so that they awake with more than 1 health.

Type: Aid  
Incantation: I heal the damage to this servant.  
Call: Heal 8

Notes: *If a zombie or ghoul needs a bit of patching, this is the spell. If a corpse is in bad shape and you want to raise it, or let a priest give life to it, this is the spell. If a friend has fallen and needs aid...get a cleric. ~ Trezcak*

## 3rd Level Necromancer Spells

### Immobilize Undead

This spell immobilizes up to five undead creatures. Some more powerful undead may be immune to this spell.

Type: Binding  
Incantation: The undead are held fast.  
Call: Immobilize undead (point out which 5)  
Duration: 60 count

*We have power over the undead. If a foe brings the undead against you, or if you encounter them in the wild,*

*it is of great utility to stop them cold. Ghouls held fast cannot attack. Undead of great power, such as wraiths or vampires, are unaffected by this spell. ~ Dyrall*

## Life Leech

This spell leeches some of the life energy of the target, returning life to the necromancer. A successful packet hit will cause magic damage to the target, and revives the caster by 6 health.

Type: Attack, Aid  
Incantation: I feed upon the life before me.  
Call: 12 magic  
Duration: Instant

Notes: *It is sometimes necessary, to keep oneself alive, to take from the life around you. In my homeland, the very jungle creatures are a constant source of danger...and of life. This is also a very effective combat spell, not only harming a foe, but healing oneself. ~ Tenoch*

## Sleep of the Dead

This spell allows the target to feign death, their metabolism slowing to a point of near nonexistence. While in this state, the target can't be poisoned. This spell is delivered by touch cast and is in effect for 10 minutes or until the target is awakened by the caster (or, if the target is the caster, the caster may simply wake up.)

Type: Utility  
Incantation: The sleep of death is apparent.  
Duration: 10 minute max

Notes: *A useful spell. I have used it twice to great effect. Once to save a clutch-mate from a poisoned trap. Once to find a murderer, as we planted a "new victim", myself under the Sleep of Death. ~ Terillin*

## Soulless Strike

This spell hurls magical energy against up to 10 creatures in the area that have no soul. The Necromancer may choose up to 10 undead or constructed creatures within hearing of the call take magic damage.

Type: Attack  
Incantation: I defeat those with no soul.  
Call: Strike the Soulless, 8 magic  
Duration: Instant

Notes: *Many undead found in tombs, more than I can control. I cast soulless strike, and all weak ones fall. Only strong left. Control some, defeat others. ~ Garump*

## Undead Armor

This spell surrounds the target/caster in dark energies that absorb the damage of a blow. This spell is considered physical armor and is used before any other.

Type: Armor – Physical  
Incantation: Death's shroud protects me.  
Duration: 2 hours or 13 damage

Notes: *As one gains power over death's domain, one can grant more protection to the weak. The undead armor spell can keep a necromancer or his allies alive for quite some time.* ~Trezcak

## Vampiric Weapon

This spell temporarily imbues a weapon with Vampiric qualities, healing the wielder as it damages opponents. The caster must hold the weapon as the spell is cast, and it will heal the wielder half the damage it deals. For instance, a two-handed weapon will do 4 damage and give 2 health to the wielder. This effect lasts for two swings.

Type: Augmentation, Aid  
Incantation: Death whispers life through this (weapon).  
Duration: 2 swings

Notes: *A vampire is powerful. A weapon like a vampire is good in battle. Drinks the blood of the foe, sends power into own veins. Makes me powerful, like vampire.* ~Garump

## 4th Level Necromancer Spells

### Curse of the Ghoul

Target becomes a ghoul-like creature, his life force removed to a pocket dimension as his body continues to exist in un-life. This transition takes 15 minutes, and begins with a successful packet hit. It may be reversed with a Remove Curse or similar. This effect lasts for 1 hour after the transition occurs.

Type: Special  
Incantation: The curse of the ghoul is bestowed.  
Call: Curse of the Ghoul  
Duration: 1 hour

Notes: *The fools who dare defy you can be corrected by becoming your slave. It is within our power to make a living being like unto a ghoul for a short time, much to their horror. A most satisfying way to use your enemies against each other, as well.* ~Dyral

## Curse of Virtue

This spell summons a dark specter to punish the target for its virtue. A successful packet hit creates a curse that inflicts 6 magic damage every time the target performs a good deed.

Type: Special  
Incantation: Your virtuous deeds are your undoing.  
Call: Curse of Virtue  
Duration: 6 hours

Notes: *This insidious spell is not used among my people. I have learned it in order to understand it. A being with good intentions is punished and tormented mercilessly each time they do a good thing...be it normal or extraordinary.* ~Tenoch

## Grave Grope

This spell beseeches the dead to assist the necromancer, reaching up through the soil to grab and hold the target. A successful packet hit delivers normal damage while rooting one of the target's feet to the ground for one minute.

Type: Attack, Binding  
Incantation: I call the aid of the dead below.  
Call: 6 normal, I bind one foot!  
Duration: 1 minute

Notes: *This is useful to deny pursuit, to halt advancing foes, or to slow an enemy's retreat. It makes the hunt a simple thing, none fight effectively without their feet.* ~Terillin

## Puppet Master

This spell forces the target to perform an action that the caster names. The target's mind is unaffected and is trapped inside a puppet temporarily. A successful packet hit is required for the effect to take place. This spell may not be used to mimic other spell affects.

Type: Mind Control  
Incantation: The mind is tainted, and mine to command.  
Call: Puppet (action to perform)  
Duration: 5 minutes maximum

Notes: *The work of a necromancer is often not direct, but from the side, with subterfuge. Or through minions. The puppet master spell is a method to create strife, or to make certain the appropriate action is taken by the appropriate individual. Also, it is funny to make an orc dance a gavotte.* ~Trezcak

## Repair Dead

This spell will repair damage done to undead. Upon reciting the call, up to five zombies or skeletons that the caster chooses are restored to full health.

Type: Aid  
Incantation: These servants of death are restored.  
Call: Repair Dead Full Health  
Duration: Instant

*Notes: One's minions must be kept in working order. When your lesser minions are damaged, this spell will repair them. ~ Dyrall*

## 5th Level Necromancer Spells

### Animate Dead

This spell calls upon the local dead to rise up in service to the necromancer. By means of this spell, a necromancer may create up to six zombies/skeletons.

Type: Utility  
Incantation: The dead arise to my service.  
Call: Rise Dead Ones!  
Duration: Four hours

*Notes: A necromancer should always be aware of the presence of death around him. When in danger, the most extreme peril, the necromancer should be able to call upon that presence...raising zombies or skeletons is a staple of the necromancer's chosen path. ~ Tenoch*

### Darkbolts

This spell summons two bolts of negative energy, which the caster can hurl at enemies. A successful packet hit will cause magic damage. The necromancer gets two packets per use of the spell.

Type: Attack  
Incantation: The black power strikes.  
Call: 15 magic!  
Duration: Bolts may be held for five minutes

*Notes: Dark power will strike down your foes. Holding the power for best time is good. Two bolts on one powerful foe also good. ~ Garump*

### Decaying Lance

This spell calls forth a magical lance of withering force, which accelerates the decay of time. A successful packet hit delivers magic damage.

Type: Attack  
Incantation: The decay springs forward.  
Call: 20 magic  
Duration: Instant

*Notes: Time is not much of an issue for my kind, but for others it can do much damage. This is a purely offensive spell, and a powerful one at that. ~ Trezcak*

### Doomwail

This spell augments the voice of the caster, carrying powerful magic in the sound. Upon use of Doomwail, all who hear it are stunned by the magic and must freeze for a time.

Type: Binding  
Incantation: My voice is doom.  
Call: Doomwail, 5 count freeze  
Duration: 5 count

*Notes: The Doomwail is powerful, stunning all who hear it for five seconds. One should use care with this spell...it will affect friend as well as foe. ~ Terillin*

### Spellsteal

This spell creates a field of energy around the caster that absorbs the next spell specifically targeted at them and replenishes their magic with the energy absorbed. The necromancer's magic is raised by the amount of magic required to cast the absorbed spell. Note that any spell that is not directly targeted at the necromancer, but is an area of effect spell, such as Doomwail, still hits the necromancer.

Type: Armor - Magical  
Incantation: I become the thief of magic.  
Call: Absorb  
Duration: 1 hour or 1 spell absorbed.

*Notes: This spell is so much more powerful than the mage's puny spellshield. It robs the incoming spell of its power, recharging the necromancer's own energies. Any necromancer who approaches the eve of battle without a Spellshield in effect is a raving fool. ~ Dyrall*

### Wall of Souls

This spell allows a caster to create a wall of writhing souls. Nothing may pass through the wall. Touching the wall subjects a creature to the effects of the spell Fear, as the tormented souls attack the mind of the creature. The caster must inscribe a line of up to 10 feet in length, either with a red cord of some form or with chalk, to mark the base of the wall.

Type: Special  
Incantation: I create a wall of wailing pain.  
Call: Wall of Souls  
Duration: 10 minutes

*Notes: A wall none can pass, much use. Is strong wall. Is like fear, but also a barrier. Drive foes against it, watch them cower. Cast behind self, foes cannot follow. ~ Garump*

## 6th Level Necromancer Spells

### Corpse Puppet

This spell allows the necromancer to control a recently dead corpse, even a dying creature. The necromancer has complete control of the target for several minutes. This is a touchcast spell.

Type: Special  
Incantation: The darkness creates a servant.  
Call: Rise, my puppet.  
Duration: 10 minutes

*Notes: When there are no long time dead about, there can be need for a more immediate subject. Our kind can arrest the dying for our needs as easily as the long dead. ~*

*Dyral*

### Delay Death

This spell allows the recipient to function at less than zero health (to -16 health) for several minutes. Unfortunately, the energies of this spell prevent healing of the subject.

Type: Augmentation  
Incantation: Death is held at bay.  
Duration: 10 minutes

*Notes: This spell is quite useful in getting one's allies out of a dire situation, allowing them to flee to a cleric or aid station. They cannot be healed while the spell is in affect, but once it expires a quick first aid or healing can prevent death. It can also be used in sadder cases of certain doom to exact a toll against one's enemies long past the point of failure. ~ Tenoch*

### Spectral Grasp

This spell calls forth a spectral denizen to grasp and bind the target. The effect is delivered by pointing to the target, inflicting magic damage and bounds the target's arms to their sides.

Type: Attack, Binding  
Incantation: I call the denizens of shadow to my aid.  
Call: 10 Magic, arms bound for 10 count!  
Duration: 10 count

*Notes: Warriors, others are mighty. Until they are grabbed by specter. Then they are scared, hurt, and unable to fight as I crush their heads. ~ Garump*

### Unfetter Undead

This spell allows the necromancer to make up to five undead creatures immune to the cleric skill Turn Undead. This is touchcast, and allows each undead to resist the turning.

Type: Augmentation, Aid  
Incantation: I fortify these servants against the light.  
Call: (by undead when turned) Immune  
Duration: 1 hour

*Notes: It is never good to lose one's minions upon first contact with a cleric. It is always fun to watch that cleric try to turn a zombie that has been fortified in this fashion. ~ Trezcak*

## 7th Level Necromancer Spells

### Animate Undead

This spell allows the necromancer to summon and bind greater undead creatures such as ghouls, ghastrs, wights and the like. A necromancer will know in each case (by being informed by logistics) what is available to be summoned.

Type: Utility  
Incantation: I bind my powerful undead minions.  
Call: Come, my minions  
Duration: 2 hours

*Notes: While zombies, skeletons, and ghouls have their uses, sometimes more force is required. This spell calls upon more powerful minions to be in service, so as to defend against more powerful threats. ~ Tenoch*

### Control Undead

This spell allows the necromancer to bring undead that they did not summon under their control. By pointing at the undead creature(s) and commanding them, the necromancer controls them. In this manner, a necromancer can control up to 50 health of undead creature.

Type: Special  
Incantation: The undead are compelled to heed my command.  
Call: I command you to (command)  
Duration: 20 minutes

*Notes: Only our kind can control the undead, and we must be of power and strength even then. This spell controls, keeps, and contains. ~ Dyral*

## Deathbolts

This spell functions as Darkbolts, but each packet inflicts additional magic damage.

Type: Attack  
Incantation: Death's power strikes mightily.  
Call: 20 magic direct  
Duration: Bolts may be held up to 15 minutes.  
Notes: *Bolts of Darkness, bolts of death. Make the living lose their breath. Wrap them in black, put them in holes.*  
~Garump

## Dust to Dust

This spell sunders an undead target, placing it forever at rest. A successful packet hit will deliver the effect. Note that some undead of the highest tier may be immune to this spell (a lich, perhaps).

Type: Attack  
Incantation: The eternal sleep reclaims you.  
Call: Return to Dust  
Duration: Permanent  
Notes: *There are times, though rare, that the undead are used upon us. At these times, they must be dealt with, destroyed utterly as they might never be controlled again. Final rest is given via this spell.* ~Tenoch

## Grave Dust

This spell calls forth a blazing sphere of darkness that strikes and may transform an enemy. A successful packet hit will inflict magic damage. If this kills the target, the target becomes a zombie under the control of the necromancer. After one hour or upon release by the caster, the zombie becomes a corpse and its spirit is freed.

Type: Attack  
Incantation: The power of the grave is unleashed.  
Call: 28 magic (if death occurs, give that player/NPC a zombie card from logistics)  
Duration: 1 hour  
Notes: *A most useful spell. This is best used as a coup de grace, the finishing touch, as it will make the recipient not only dead, but your undead slave for the next hour. Such is the death of fools.* ~Dyral

## Summon Shadows

This spell summons from the shadows the dark beings called Shadows. Up to four of them may be summoned to do the bidding of the necromancer. As with all summoned creatures, the necromancer will know if they are available to be summoned.

Type: Utility  
Incantation: The shadows are bound to my will.

Call: Come Shadows  
Duration: 1 hour  
Notes: *Shadows lurk and twist, and from those shadows come Shadows. Cold to the touch and quick to the kill, Shadows are fine minions indeed.* ~Terillon

## 8th Level Necromancer Spells

### Deathstrike

This spell extinguishes the life force of the target. A successful packet strike will reduce the target to -1 health.

Type: Attack  
Incantation: The dark power extinguishes life.  
Call: Death magic  
Duration: Instant  
Notes: *Kill. It is simple to kill. Deathstrike will leave them dying. Powerful spell.* ~Garump

### Wraithform

This spell infuses the necromancer with dark energy. While in wraithform, the necromancer is immune to many forms of attack, as his body becomes insubstantial. Only weapons of a silver or magic type can harm them, all others pass through their incorporeal self. Attack and special spells will still affect wraithform, but other spells will not. Conversely, while in the wraithform, a necromancer may not interact with physical objects...this includes their own gear and touchcasting. However, a necromancer in wraithform may cast upon themselves.

Type: Armor – Physical, Armor – Magical, Reflection/Negation  
Incantation: The form of the ghost enshrouds me  
Call: No effect (when struck by damage other than silver or magic)  
Duration: 5 minutes

### Summon Mummy

This spell allows the necromancer to awaken a powerful undead denizen. Using ashes of the dead and one minute to prepare the corpse for the spell, necromancer may bind the corpse to his will for the next two hours.

Type: Utility  
Incantation: The great undead allies with me.  
Call: Arise Great One  
Duration: 2 hours  
Notes: *A mummy, perhaps one of the most powerful of undead, makes a fine centerpiece to a town's defenses. In my land, we keep some heroes mummified for this purpose.*  
~Tenoch

### Summon Wraith

This spell allows the necromancer to summon a powerful denizen of the undead. If a Wraith is available, the necromancer may bind it to his will for the next two hours.

Type: Utility  
Incantation: The great specter allies with me.  
Call: Come to me, Great Spirit  
Duration: 2 hours

*Notes: If shadows are to be used, then a wraith is perfect to lead them. The perfect hunter, silent and still. And perfectly chilling. ~Terillin*

### 9th Level Necromancer Spells

#### Soul Bind

This spell binds the soul to the necromancer, preventing its resurrection as long as the necromancer lives. This requires a successful touchcast (will ONLY function on a corpse). This spell may only be cast by a necromancer, and cannot be cast by another class from a scroll. Cannot be used in PVP.

Type: Special  
Incantation: The soul is bound, a servant found, mine in damnable servitude.  
Call: I bind your soul to me.  
Duration: Permanent  
*Notes: This spell will block all attempts to resurrect a spirit. It is a means to exact the ultimate revenge upon one who sins against you. ~Dyral*

#### Wail of the Banshee

This spell allows the necromancer to scream just as a banshee will. All who hear the wail (friend and foe) take direct damage and are stunned still.

Type: Attack/Binding  
Incantation: The wail of the banshee is mine  
Call: Banshee Wail! 15-damage and 15 stun!  
Duration: 15 count

*Notes: This should be used with care, as it will affect all who hear it. But those unprepared will be devastated. ~Tenoch*

## Arms and Armor

There is much said in the manual in regards to weapons and armor, and we have even created a separate pamphlet to help you make sense of it all. We won't repeat the same information here; rather we will say a few words to help you decide how to make (or not) these two vital tools apart of who you are. First, choose a weapon you can actually wield. This isn't table top RPing or LARPs where rock, paper, scissors determine the outcome. You are going to have to actually use your weapon to inflict "damage" upon your foes. Now, don't fret if you are not a master with the sword or spear or pole arm or hammer. As a Necromancer, your primary weapon is your magic, and you may not have to ever do much fighting with a weapon beyond getting away from trouble. If you decide you are going to use a weapon, and you aren't very sure of your skills, do two things. 1) Use it as a part of your character's persona and RP it, 2) Find someone to help you. There are plenty who will. Second, find your comfort level with armor. Armor increases the amount of damage you can take (with a couple of exceptions), and even a Mage can wear at least a little bit. Armor is also expensive, heavy, bulky, hot, restricting and requires lots of maintenance, both in game and out of game. Third, as you wield these tools, they will be wielded upon you. Though they are boffer weapons and go through safety check before every game, they can still sting a little when they hit you and sometimes accidents happen. A hold is often called during combat for someone who has taken an errant sword to the face. It is not uncommon at all, for Necromancers to flee from battle. Being afraid of taking blows from any weapon, as a player would work quite handily as an RPing tool for your character.

### Hold

The most important device in the game is the Hold rule. Holds may be called by anyone for an unsafe act or for clarification of rules. When a hold is called, everyone should take a knee. Resolve the situation, make sure everyone is ready, and then call "Lay on? 3-2-1 Lay on!"

## Combat and Safety

The Combat section of the manual should be read thoroughly to gain an understanding of the combat system in Triumph LARP. A pamphlet entitled Triumph Combat and Safety will also aid you in playing this portion of the game. After reading these resources, always remember, "Safety is more important than game play."

## Health, Death and Dying

Rarely will an event go by without your character being injured. Sometimes they might even be mortally wounded, and they may just die. Hey, that's life. This section will explain in simple terms useful for quick reference. A full understanding should be sought within the manual. Here will be explained a few simple rules to remember.

1. Though armor takes damage like health, it can not be healed like health. Armor points lost in combat must be restored by a player with the 'Armorsmith' skill. A player who has 13 health and 4 armor can take 17 points of damage during a combat. If they took 7 points of normal damage during combat, they can be healed for 3, and must have an Armorsmith restore the other 4.
2. Some types of attacks bypass armor. The person calling the point damage of that attack will follow it by a call of "Direct!"
3. On overnight adventures, 1/10<sup>th</sup> of your health is restored at dawn.
4. Keep track of your health during combat.
5. When unconscious, dying, or dead, get out of the way of combat if safety warrants such, and speak to no one (except Necromancers). Don't even make sounds to let your friends know you are down. Just lay there and play dead... or dying... or unconscious.

This Chart will serve as a quick field reference for death and dying rules.

Current Health	Effect	Next Step
1	Healthy	Healthy
0	Unconscious for 5 minutes	Wake with 1 Health
-1 to -15	Dying 5 minutes <ul style="list-style-type: none"><li>• If you receive first aid, go to zero health</li><li>• If healed, take health granted (i.e. Heal 6 will put you at 6 health)</li><li>• If no healing, go to -16</li></ul>	DEAD
-16	If resurrected, go to zero health	Spirit, seek cauldron

It may be helpful to make a copy of the above chart and laminate it so you can carry it in game as a quick reference. Also, please read the first two pages of the manual.

## Being a Spirit

The Gods and Goddesses of Lantai have a special place in their collective hearts for Heroes. As such, when a Hero falls, there is a chance that they may be returned to life to continue on with their work. If your Character has passed into the spirit world, you have two choices; either seek resurrection (at the cauldron or a character capable of resurrection) or simply choose to pass on. If you choose to pass on, go directly to logistics to either report that you are now playing your secondary character, or to play the rest of the day as an NPC. If you choose to attempt resurrection, tie on your Spirit Band and place your body spike where you fell, along with any Item Cards you have on you. As a Spirit, there are only four people you may talk to prior to reaching a

Keeper of the Cauldron; any Ref, players who are out of game (in a hold situation or in an out of game area, no revealing of in game information here, though), a cleric who has cast the Spell “Dead Man’s Tale”, or any Necromancer. If you are in a remote location, you may call out “I seek resurrection”, and a nearby Ref may be able to direct you to a closer Cauldron rather than having to walk all the way back to the main Cauldron. Be patient, the Ref must complete their current duties before attending to you. If there is no remote Cauldron, then you should begin your journey to the main Cauldron, whose location will be told to you at the beginning of the day. On the way to the cauldron, you may speak freely to any Necromancer you encounter. You are not obliged to tell them anything you don’t want to, though. Clerics who have cast “Dead Man’s Tale” may ask you three questions, the answers to which you are obliged to answer truthfully. Once you reach the Cauldron, speak to the Keeper and take your chance at life as the Keeper instructs you. If the Cauldron gives you Death, report to logistics as before. If you are given Life, go and find your body. You may speak to anyone Out of Game to help facilitate this, especially if your body has been moved. Anywhere your Body Spike goes, your body goes. When you reach your Body Spike, pick it and your item cards up (don’t be surprised to find things missing) and then occupy that space with zero Health, meaning you are unconscious for five minutes and will then wake up with one Health.

### **Role Playing and Staying in Character**

This is a total immersion game. This means that from the time you complete check in until the time the Development crew calls “Game!” you are in the world of Lantai as much as we can possibly manage. Now, we can’t remove the airplanes from the sky or the cars from the parking lots, but you can refer to them as “Great Birds” or “Steele Carriages”, or you can ignore them completely, and just pretend they aren’t there. People around the game area who aren’t playing the game just aren’t there. Out of Game clarifications can be made quietly so as not to jar other people who are still in character. Inside jokes that exist out of game, can be veiled using in game verbiage. We understand that it is difficult to remain in Character the entire time you are at the game. We also understand that calling out across the Tavern “Hey, Bob, how do you like that new television?” will completely dissolve any immersion that has been created for anybody within earshot. Round out your character so you have something to talk about. If you run out of things to talk about, ask people about past In Game happenings, even if you already know about them (it is sometimes interesting to get another viewpoint on the subject.) You may even try coming up with a way to tell a personal story of yours as though it happened to your Character, just using more period verbiage and circumstances. Basically, try to stay in Character as much as possible, and avoid jarring others out of Character who do not wish to be. If you do this, then when a Demon starts crossing the field towards you, it won’t be a crewmember dressed up in an incredibly made costume that may hit you with his boffer claws; it will be a Demon walking towards you. Your soiled pants will be worth it.

### **Role Playing Damage and Rhino Hiding**

More often than not, combat during the game is exhausting and confusing. Keeping track of the damage you have taken can be extremely difficult. Counting backwards from 42 by 2, and 3 and 4, and sometimes a 7 or 6 is enough to make even Steven Hawking scream for a slide rule. There are two things you can do to help with this. First, when you take damage, role play it appropriately. If you only take 2 damage and you are sitting at 42, a simple ouch is appropriate. If you take 10 or more points at anytime, a good yelp of pain is in order. If you take better than 50% of your current health in one strike, you may want to step back out of the fight and seriously consider your own mortality, and the power of the foe you face. Role playing damage like this will let the other person know they have been successful, and they can then, in turn, help you keep track (remember, in real life, they would have left a bloody wound, and would be able to tell themselves). Second, call a hold every once in a while to recount your current health status. If you have 8 and the person you are facing is dealing out 2 damage per blow, then you know four touches from their weapon will take you to zero. Now, we aren’t talking about an exact science here (even though it is Math), mistakes will be made. It is essential however to remember the Spirit of the Game (found on page 1 of the manual, please read it) when counting damage. If you go one or two below zero because you lost count, you will likely be forgiven. If you have been getting solidly bested in the combat, you should take the honorable road and lie down and begin hoping for a healer. If you are going any number below zero because you don’t want to lose the fight, then you are Rhino Hiding. A better way of saying this, you are CHEATING. We have a rule against cheating, it’s on page one of the Manual. Don’t cheat. There is no need to cheat. If you are going to die, make it a good story. That’s what this is all about.

**That about *recovers* it (since you have read the manual, right?) We hope this Handbook has aided you in the creation of your character and the rounding out of its persona. Once again, please remember, this Handbook is only a supplement, and is not intended to take the place of actually reading the manual. We have included the spells available to Necromancers below, and then the subsequent pages of this Handbook are full of tales concerning your class. Read them at your leisure, and may they inspire you in your new world.**