

MASTER NECROMANCER

The Master Necromancer is the epitome of negative energy. Negative energy flows in his black veins. Through total dedication he has become the master of death. He is a being to be feared. He lives for death, he thrives on it. His dark soul is doomed that's for sure, but until then watch your back..



Hit Die: d12 (normal for undeads)

REQUIREMENTS

To qualify to become a Master Necromancer, a character must fulfill all the following criteria.

Alignment: Any Evil

Skills: Knowledge (Arcana) 24 ranks, Knowledge (Religion) 12 ranks, Knowledge (Undead) 12 ranks, Spellcraft 24 ranks

Feats: Spell Focus Necromancy, Greater Spell Focus Necromancy, Epic Spell Focus Necromancy, any one Metamagic Feat

Special: Character must be undead

CLASS SKILLS

The Master Necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Knowledge (Undead) (Int), Profession (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the Master Necromancer prestige class.

Weapon and Armor proficiency: A Master Necromancer is proficient with all simple weapons, but with no armors or shields.

If the character at some point becomes living he loses all abilities, but not feats gained with this class. If he return to the state of undeath he gets them back, however.

Increased Caster Level Necromancy (Su): When casting Necromancy spells your caster level is increased according to the given bonus.

Improved Necromancy (Su): Any Necromancy spell which has a Metamagic Feat applied to it may have it's effective level reduced by one. This feat stacks with Improved Metamagic. Note that this feat cannot reduce the level modifier below one, eg. Metamagic feats that increase the level of a spell by one aren't affected.

Master of Death (Su): The Master Necromancer may have a creature that successfully saves against a death spell or a death effect re-roll it's save. The creature has to be within 30 feet of the Master Necromancer to be affected by this ability.

This ability is a free action that can be used out of order but only once per round.

Aura of Death (Su): All hostile creatures within range of the Master Necromancer take a -2 penalty to their saves against Necromancy spells and effects. The range given is the radius of a sphere.

Shroud of Death (Su): The Master Necromancer opens his mouth and pours out a small part of his dark soul. The Master Necromancer loses 1d4 points of temporary Wisdom, this is a cost, so undeads have to pay it. The shroud spreads out around the Master Necromancer in a sphere 10 feet in radius. All living creatures inside the sphere loses 1d4 negative levels each round. There is no save against this ability, but there is spell resistance. When rolling for spell resistance

the shroud counts as an Evil Necromancy spell. The shroud surrounds the caster for the duration of the encounter. The Master Necromancer sees perfectly in this shroud, but other creatures count as being in magical darkness which equals the Darkness spell. This ability may be used 3 times per day. Invoking this ability is a free action.

Bonus Feat: You may choose a bonus feat from the same list as the Epic Cleric.

Class		Caster Level
Level	Special	
1st	Increased Caster Level Necromancy +1	+1 level of excisiting class
2nd	Improved Necromancy, Bonus Feat	+1 level of excisiting class
3rd	Master of Death 1/day	+1 level of excisiting class
4th	Increased Caster Level Necromancy +2	+1 level of excisiting class
5th	Aura of Death 30 feet	+1 level of excisiting class
6th	Master of Death 2/day, Bonus Feat	+1 level of excisiting class
7th	Increased Caster Level Necromancy +3	+1 level of excisiting class
8th	Shroud of Death 10 feet	+1 level of excisiting class
9th	Master of Death 3/day	+1 level of excisiting class
10th	Aura of Death 60 feet, Bonus Feat, Increased Caster Level Necromancy +4	+1 level of excisiting class