

Necromancers

Brotherhood of Death

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Introduction

"Here me, for I speak true! They are coming and there is nothing anyone can do to stop them. They are the Mortis-Fraternas, and they are coming. They are Death! Its harbingers, its keepers, its master! While we endlessly squabble over the ashen remains of Anhelm, they are gathering power. For every wizard that falls, one more is added to their legions. They are coming! They are going to kill everything. They claim that Anhelm is the realm of Death, and they are the rightful keepers! By the Power, They are coming! We are all going to die. . ."

-Final words of Magnus the Mighty after his return from Mount Necronus

Deep in the bowels of Mount Necronus, resided the Mortis-Fraternas, the Brotherhood of Death. They are more commonly known as Necromancers. The Brotherhood is a loosely allied enclave of death wizards whose sole purpose to transform Anhelm into a mass-graveyard filled with only death and the undead. To achieve this goal, the brothers pour over forbidden tomes and demon-lore to uncover dark secrets hidden away long ago. To achieve the Brotherhood's goals, no ritual is too dark, no demon too evil, no price too high. For the Necromancers, Death is the only path.

History of the Necromancers

Long ago, when Anhelm was still young and magic was filled with many unknowns, a young wizard by the name of Seth began to experiment with the powers of life and death. At the time, the four primary elements were the only established schools of magic and experimentation was encouraged. None saw any danger in the possibility, so Seth was left to his research. While many believed Seth would focus his research on the cycle of life and death, the young wizard took an entirely different and more dangerous approach. He was experimenting on the dead, reanimating corpses, summoning spirits of the dead, and breaking the very boundaries between life and death. When the ruling Wizard's Council discovered the true nature of Seth's research, they immediately condemned it and ordered Seth to destroy all his findings. Seth then defied the Council's ruling and went into hiding. While the council eventually hunted Seth down and destroyed him, he left a lasting impact upon the wizards of Anhelm. His research was secretly spread throughout the kingdom. Many Anhelm wizards incorporated small parts of death magic into the portfolio of power, yet none went to the extremes of Seth. Well, that is until the fall of Anhelm.

The Brothers

Ranks within the Brotherhood

Initiate (5-10, skills points, 6 ability points, 4 skill maximum)

Initiate is the lowest rank in the Brotherhood and represents the young would-be necromancers seeking power and immortality. Initiates are not actually members of the Brotherhood. They must pass rigorous tests to determine if they possess the needed qualities to be a Necromancer. This group varies in greatly in number from time to time as groups of young wizards flock to Mount Necronus and others advance to the rank Novice or die trying. The Fifth Master of the circle presides over all Initiates.

Novice (10-15, skills points, 8 ability points, 6 skill maximum)

Novice is the first rank of actual Brotherhood members. After achieving this rank, young wizards begin to learn the arts of Death magic and the ways of the Necromancers. Novices take their lessons in large classrooms taught by Acolytes and sometimes Adepts. The goal of all Novices is to gain the attention of one of the Acolytes or Adepts, and so become an Apprentice. The Fifth Master of the circle presides over all Novices.

Apprentice (15-20, skills points, 10 ability points, 8 skill maximum)

When a Novice is chosen to be an Apprentice, they are taken under the wing of one of the Acolytes or Adepts to be taught the more advanced Death arts. Apprentices become the personal assistance of their master and often complete the many mundane tasks that the master doesn't feel like doing. Much like a state of slavery, this position teaches the Brothers patience and fills them with a good measure of hatred. Most masters are cruel and uncaring, abusing the Apprentices without care or remorse. Eventually, when an Apprentice is strong enough to challenge their master, they are graduated to the rank of Acolyte. Some Apprentices will murder their masters in order to advance.

Acolyte (20-30, skills points, 12 ability points, 10 skill maximum)

When an apprentice graduates to the rank of Acolyte, they become a full member of the brotherhood. They are then allowed to take advanced classes under the Third Master of the Circle. As well, Acolytes are granted access to the ancient tomes of power the Brotherhood keeps.

Adept (30-40 skills points, 12 ability point, 15 skill maximum)

While Acolytes may be full members of the Brotherhood, there is still a standing elite in the ranks of the Brotherhood. This group is called Adepts. They make up the more confident and experienced Necromancers and often look down on all other ranks of the Brotherhood. The Adepts are very secretive with their knowledge and powers. The Adepts often travel abroad, experimenting with necromancy and dueling other wizards to gain power. These are the badass necromancers that the brotherhood is best known for.

Master (40+ skill points, 13+ ability points, 25 skill maximum)

Only five Masters are allowed at one time. This is mainly because any more and they masters would begin to turn on one another for power. While the lesser three Masters have changed many times since the formation of the Brotherhood, the First and Second masters have always been Lord Seth and his former apprentice Morric. There have been a few attempts to depose Seth, but all have ended in brutal failure.

>>>Sidebar<<<

Power level of the Masters

Some may think the masters are too powerful in the EAK universe. Just remember that the Masters are just that, masters. They are the baddest of the badasses. They are the top dogs of Necromancy, the most powerful of the Brotherhood and of all Death Magic. Most parties of wizards will not be taking these guys on. They may chose to take on one of the masters, but even that is going to be a difficult task. The masters are designed to be tough SOBs.

On the opposite perspective, you are running an uber-powerful EAK game where the basic starting wizard is just some weakling (you power-gamer, you); the Masters may need to be tweaked to be more powerful. Feel free to empower them so that they are even more dangerous. One suggestion is to turn Seth

into the Avatar of Death (see EAK rulebook for Avatar rules). As before, remember that the Masters are the major badasses of the Brotherhood and of Death magic in general.
>>>Sidebar<<<

The Circle of Masters

Lord Seth, First Master of the Circle and Master of Necromancy

“Death has only made me stronger, for I am its master.”

Agility: 6	Endurance: 8 (11)	Concentration: 9 (12)
-Speed: 18	-Life Points: 24 (33)	-Focus: 27 (36)
Death – 20 (26)	Ice – 10 (12)	Earth – 10
		Darkness – 10

Words of Power: ‘Reaper’, ‘Decay’, ‘Fester’

Artifacts: Armor of bones (+3 End, +3 Conc), Scythe of Cold Death (+6 Death, +2 Ice)

Massive is stature and presence; Lord Seth is possesses striking feature that make women swoon. Well, they would if it weren't for the fact that Seth has been dead since nearly the founding of Anhelm. This is in fact the same wizard Seth who began the first research into the art of death magic. He returned from the grave shortly after the Anhelm was banished, though the reason for this return still remains a mystery. What is know is that when he did return, he brought with him all of his knowledge over the Necromantic arts. He now uses his knowledge to gain power and influence. He founded the Brotherhood of Death and now leads it with an iron fist of cruelty and hatred toward the living. Seth is never without his suit of bone-crafted armor and signature scythe, both artifacts of considerable of power.

High Brother Morric, Second Master of the Circle and Master of the Tomb

“Who can know the secrets the dead keep? None but me...”

Agility: 4	Endurance: 8	Concentration: 10 (16)
-Speed: 12	-Life Points: 24	-Focus: 30 (68)
Death – 18 (20)	Ice – 6	Earth – 18 (20)
		Darkness – 4

Words of Power: ‘Secret’, ‘Stone’, ‘Dust’

Artifacts: Robes of Animation (+6 Conc), Ring of Focus (+20 Focus), Staff of the Grave (+2 Death, +2 Earth)

Originally a renegade scholar studying in the Necromantic arts, Morric was the first Apprentice of Seth after his return and is the now second most powerful of the Necromancers. Morric cares little for the political power struggles within the Brotherhood's ranks, instead preferring to spend long hours researching and experimenting to expand his already vast knowledge of the Necromantic arts. While not as powerful as his master, Morric may have surpassed Seth in knowledge of the undead and how to control them. Morric always possesses several powerful, skeletal constructs to serve as his bodyguards while he conducts his research. Morric is unquestionably loyal to Seth and has earned the First Master's trust in any matter.

High Sister Jarana, Third Mistress of the Circle and Mistress of Darkness

“Come little one, and learn the secrets of the beyond.”

Agility: 6	Endurance: 5	Concentration: 7 (9)
-Speed: 18	-Life Points: 15	-Focus: 21 (27)
Death – 16	Ice – 7	Earth – 5
		Darkness – 17 (19)

Words of Power: ‘Shadow’, ‘Umbra’

Artifacts: Circlet of Dark Focus (+2 Conc, +2 Shadow)

Originally a student of the Darkener, Jarana turned to the path of Necromancy to achieve one thing: Eternal beauty. To call Jarana vain would be like calling fire slightly warm. And indeed, Jarana is almost as beautiful as she believes she is. But while many who suffer from extreme vanity seek the approval of other, Jarana desires beauty only for herself. She is will do anything to remain beautiful and would perfectly

willing to destroy all of Anhelm and live out an empty eternity staring at her own reflection. To achieve her goals, Jarana is currently the teacher of advanced arts to Acolytes within the Brotherhood.

High Brother Raklin, Forth Master of the Circle and Master of Cold Death

“The pain doesn’t stop when you’re dead.”

Agility: 4	Endurance: 8	Concentration: 4
-Speed: 12	-Life Points: 24	-Focus: 12
Death – 10	Ice – 16	Pain – 12

Words of Power: ‘Numbness’, ‘Frostbite’

Artifacts: Ring of the Frozen Corpse (+4 defense vs. Fire, Life)

Of all the necromancers, Raklin stands out the most as different. While most Necromancers are small, sickly and thin, Raklin is a massive man covered head to toe in muscle. While Necromancers tend to be withdrawn and docile, Raklin is athletic and intense. Even though many perceive him as the large dupe, Raklin has a keen mind and a mastery of Ice Magic that few can rival. It is Raklin who commands Mount Necronus’ defenses and trains many of the necromancers in the art of dueling. As many young Necromancers rise through the ranks of the Brotherhood, they learn to fear the cold stare of High Brother Raklin.

High Brother Istian, Fifth Master of the Circle and Master of Decay

“Do you smell that? That is the intoxicating smell of death.”

Agility: 5	Endurance: 4	Concentration: 7	
-Speed: 15	-Life Points: 12	-Focus: 21	
Death – 10	Earth – 10	Slime – 16	Darkness – 4

Words of Power: ‘Ooze’, ‘Pestilence’

Artifacts: Orb of Slime (+4 bonus to Slime 1/day)

Originally the Third Master of the Circle, Istian tried to make a play for power within the Brotherhood. Along with the former Fourth Master of the Circle, a wizard by the name of Martin, and a goodly number of apprentices, acolytes and adepts, Istian attempted to overthrow Seth and become the Lord of the Necromancers. Seth and his loyal apprentice Morric easily decimated the insurgence, then slew Istian and Martin. Deciding that death was too good for Istian, Seth then reanimated Istian as an ooze-like undead mass to serve a constant reminder to those who would defy Seth’s will. Istian now serves as the head master of all Initiates and Novices, teaching them the lessons of death in classes and by example. Istian harbors a burning hatred of Seth and Morric, but knows that defying their wishes will earn him an eternity of pain.

Necromancers in your EAK game

While much of EAK is all about gritty but light-hearted arcane ass kicking action, the Necromancers present a much more serious perspective on EAK. They don’t always focus on daylight dueling and nights of alcohol induced recovery. The Brothers are more involved in power gain through good-ol’ research and experimentation. If you want to have a campaign based around this grim perspective of EAK, feel free. Another option for EAK gamers is to play the Brotherhood as the Villains. These guys make great villains. They are melodramatic, bad dressers and they hang around dead people all the time. Throw in a ‘Snidely Whiplash’ cloak, a ‘Doctor Evil’ laugh, and away you go. Whatever your decision with using Necromancers, have fun with it.

Playing a Necromancer

Now there are going to be a few EAK enthusiasts that may wish to play Necromancers. Now understand that most Necromancers are loners, so make sure to include that in the Wizard’s personality. Most PC Necromancers are going to be middle-powered Adepts out seeking power through dueling and adventuring. Maybe your Necromancer is a renegade running from the Brotherhood for some crimes against them. Or maybe your spellflinger is searching for some ancient artifact of power. Who can imagine the possibilities?