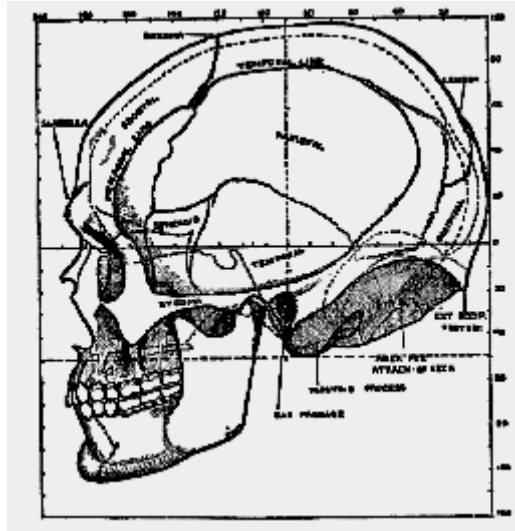


Keeping Your Skeletons Their Whitest- ABeginners Guide To Necromancy

By Brother Lumsie of FA
(Edition 4)



Draco Dormiens Nunquam Titillandus



Disclaimer - This book is intended for humorous purposes only. The author accepts no responsibility for anyone attempting the things within or who brings the dead back on a bet. ~ L

Dedication: To practitioners of the dark arts, masseuses, dragon poker players and makers of pie everywhere.

Necromancy is the art of controlling Death, scorned by many and feared by most. If any of those accidentally get a hold of this book, please destroy it unread or return to the nearest lending library. Necromancers also possess power over the undead - which is good because we don't get power over much else. It is a pain in the rear on Tyrna to pull off without being persecuted but completely acceptable on all civilized planes of existence.

From Zombies vs Skeletons by MS

Zombies are almost useless for household cleaning. In addition to being sluggish workers, grave dirt and rotting flesh defeats the purpose of cleaning, and the flies they bring with them are a real nuisance.

By the same token, they make unsanitary cooks, and the ones which have had time to dry, such as mummies, run the risk of catching fire if they are too close to the stove.

What I have found to work best is to keep the zombies working in the garden. The smell blends with that of the compost heap, and their rotting remains help act as fertilizer. The vigorous work of gardening and farming also helps them work the rotting flesh off so they become the more useful skeletons, and the local birds will keep busy picking maggots of the zombie, rather than the seeds in your garden.

I consider skeletons to be the true workhorse of necromancy. Most corpses of ten years or more will rise as skeletons that simply need to be hosed off, then polished till they are pearly white. I recommend a good scrubbing with soap to get the residual flesh and grave dirt off, then a rinse and scrub with bleach to get those whites their whitest.

I commonly use my skeletons for most household chores. They also make superior waiters, coat-clerks, and cooks. A skeleton looks quite dashing in a tuxedo, and engraving upon the bone adds a great deal of character.

Skeletons are also more convenient than zombies in that they take up less room. You can simply fold them down into a medium size box for moving or storage. Please, however, do not keep them in your closet. They take up valuable

closet space, and the clichés it creates will prove to be a sour note at any get-together.

If you keep dogs as pets, I recommend teaching the dog as a pup not to chew bones. (End of MS's excellent article.)

Remember,

The Undead prefer the term 'living impaired'.

Just remember, inside of every useless zombie is a skeleton struggling to get out.



What To Do When A Loved One Dies

Your friend appeared briefly in the resurrection circle then disappeared? Before grief and mourning set in, be sure to follow Lumste's simple six step plan!

First, be sure they are dead. Everyone can acquaint himself with the three early warning signs of death: one, rigor mortis; two, a rotting smell; three, occasional drowsiness. Despite millions of gold in research, death continues to be the world's largest killer.

Second, get the body immediately. No mucking about - no time. Mourning can come later.

Third, grab and release any objects on or near the body. If it is spirit linked, you have a new toy. Better you get the item than a complete stranger. Don't forget to go through the pockets!

Fourth, harvest as many components from the body as possible: Get several vials of blood (could be spirit components; if not, could be useful in that Pantherghast ritual you've been contemplating).

Gather their essence if they were living impaired (could be a rare component).

If your buddy was an assassin, get their dagger (spirit), if they were just a villain grab their sword (rare void)

If they were truly heroic, shave their head - lock of a true hero's hair is a singular spirit. Not sure what's so singular about it - a head can bear many, many locks of hair.

Fifth: Make sure they have a tomb. Better to have someone else front the cash for it if possible. If your friend was heroic, be sure to grab shards of their tomb after you've buried them (rare time) - it's the gift that just keeps on giving. If they weren't so heroic, it will give them a place to lurk during step six.

Sixth, bring them back as some sort of life-impaired creature.
Remember, death is only the beginning.

How To Cook Biata

1. Freshly perm'ed biata, cut into 5 large pieces (discard the head or place on a stake outside of your lair to scare people away)

1. 1/2 tbsp lime juice

Salt to taste

1 cup whipped frobert (cursed yoghurt)

2 tsp garlic paste

2 tsp ginger paste

2 tsp green chilli paste

2 tsp coriander powder

2 tsp tomato sauce

2 tsp red chilli powder

1. 1/2 tsp cumin powder

2. 1/2 tsp tandoori masala powder

6) club, for brushing the bird

Directions

1. Use a sharp knife to make slanting gashes on the chicken on all sides.
2. Place in really big bowl to marinate the chicken in the combined masala for about 4 hours.
3. Prepare a giant baking dish and brush the bottom of the dish with a little oil.
4. Carefully place the biata pieces in the center of the dish and brush with some ghee on top.
5. Pour any remaining marinade into the dish and bake in a moderate oven fire till the biata is done and becomes golden brown at the top.
6. You might have to turn the biata over a couple of times to get a uniform browning effect.
7. Serve garnished with coriander leaves and lemon wedges or in red and white striped buckets.

Remember to save the feathers as they can be made into feather boas, feathered masks and the ever popular feather dusters. Waste not, want not!

Disclaimer: I have yet to meet a biata that couldn't have been race changed to something that would have suited them better or killed and eaten. Most so called biata are actually bird scavengers with little to no dislike of celestial magic. To those biata that I am friendly with that may come across this, let me know you want a race change and I will happily use your scroll and components to cast it upon you!

Types Of Undead And About Them

This is by no means a comprehensive list, nor is it meant to be exclusive. I would stress to any undead who might take offense at the power rankings that this is meant to be a rough guide for the would be necromancer and is based on averages and may not in any way be factual.

The following is a list of the types of undead from lowest power to highest. We are going with a rough list of general types. I have decided not to include such different segmentation such as 'master lich' vs. 'lich' as it becomes needlessly cumbersome and in some cases is nothing more than a judgment call of the creature itself. Also, I am judging the relative power level of the lower form of the undead. For example, I realize that there may be some 'Death Jesters' that are more powerful than some 'liches' - but in general, the Death Jesters aren't.

The power of the undead varies widely from land to land, realm to realm. In general, I have noticed that the power increases as the power of the adventurers in the area increases and the power overall has increased slowly over the last decade. This is completely illogical though it seems to be true. Also, the more powerful undead are typically not seen unless powerful adventurers are about. Again, it is unknown why.

Undead is a collective name for all types of corporeal and non-corporeal entities who were once alive in the normal sense, died, and then continued to exist in the world of the living. There are three types of undead: Natural, created and formally created. 'Natural' are those who just come into existence through one means or another. 'Created' are undead made by other undead, such as vampires or mummies. 'Formally created' are those individuals who subject themselves to formal rituals in order to become transformed into undead. There are other ways of becoming undead (aka Living Impaired) but those are the most common.

Zombie (corporeal): We call this the 'rough product'. The basic undead. What you can turn your friends into for a laugh. They like to moan, shamble (can't run) and get slaughtered by new adventurers. Several zombies or skeletons springing up for over half an hour can sometimes announce the arrival of a liche. In some lands, if a zombie bites you, you'll become a zombie. You must walk the earth, feeding on the brains of the living until the spell is broken. But this is rare. Best not to let the zombie bite you to see if it is true. Some people believe that the way to prevent zombies from arising is to place a large heavy slab over their graves. This is very effective and can be taken care of with a pry bar and leverage. Remember, lift with the legs, not the back! Motivation: Kill.

Re-animated corpses (corporeal): Bits and pieces of bodies. Like partial zombies. Rated just higher in power than a zombie because they are able to better sneak up on you. These are extremely rare. Motivation: Crawl around and surprise people.

Revenant (corporeal): Beefed up zombie. According to some sources, they look like elves. Motivation: Kill

Skeletons (corporeal): Often times they can run but other than that are not noticeably more powerful than zombies, except in the smell which the zombies win hands down. See detailed article above. Motivation: Kill or obey instructions of necromancer.

Ghost (corporeal): Entering the 'medium' undead. These typically have pack intelligence. It is rare to find one that can speak. They typically throw poisons (nausea). Motivation: Kill.

Ghoul (corporeal): Also pack intelligence but many have gathered rudimentary speech - a few have even purchased this book! Their damage paralyzes creatures that have metabolisms. Ghouls are an excellent way to dispose of incriminating corpses, though they prefer meat that has been 'properly aged' as opposed to fresh. These are most often found at graveyards but are not extremely territorial and will move

to a new graveyard if supplies run low. They tend to function in packs. (Usually, they reek of carrion. Motivation: Feed, sometimes kill).

Wight (corporeal): A bit tougher than ghouls, these can be found in barrows - ancient graves which have been built up into mounds. These are extremely rare and often mistaken for ghouls. Unlike ghouls, these tend to be territorial whereas ghouls range widely in search of their food. These are often solitary though occasionally multiple ones will guard the same territory. (Another name for these that is rarely known is 'draugr'. Motivation: Guard, kill).

Death Knight (corporeal): The work horse of the undead. These typically have red glowing eyes. For purposes of this article they are considered medium strength. They can often swing withers and taint bloods. They often have staves. Some can even swing 'death'. Most are intelligent, though there are occasional throwbacks. Death Knights are often categorized by their loyalty and basic soldiering skills. Motivation: Follow orders - which are usually to kill).

Ghost (corporeal): These are non-corporeal which limits their dragon poker playing ability. Ghosts widely vary in their attacks and communication capabilities. Some are doomed to repeat certain actions they did prior to their death whilst others are able to float around at will and interact with the living. (Note, this book is not being ghost written). (AKA Specter, Phantom. Motivation: Widely variable - sometimes to act out a recurring scene, sometimes to warn, sometimes to provide clues or hints, sometimes to kill).

Wraiths (usually non-corporeal): Manifestations of tortured spirits. Often mistaken for "ghosts" by mortals. Non-intelligent, driven by an intense hatred for the living. Wraiths are often bound to an area, having either been drawn there by the imprint of pain and suffering, or summoned and bound by powerful mages, to serve as unwilling guardians. Motivation: Guard, kill).

Shadow (non-corporeal): Black spirits. Sometimes they roam, sometimes stationary. I have put them as more powerful than Wraiths simply because their killing blow can turn a mortal into a shadow.
Motivation: Kill, create other shadows.

Mummy (corporeal): These bandaged wrapped undead have quite a nasty killing blow (mummy curse) which may cause the recipient to arise as a mummy. It is surprising that they haven't reproduced more. These are often quickly killed as even the most inept adventurer realizes that the bitumen soaked linen they are wrapped with is susceptible to fire. Most mummies I have seen are incapable of speech - whether it is due to lack of intelligence or having ones mouth wrapped tightly with bandages is unknown. Mummies are also very uncommon because standard practice is to toss someone into a box and put dirt over it rather than the lengthy mummification process. **Motivation:** Guard.

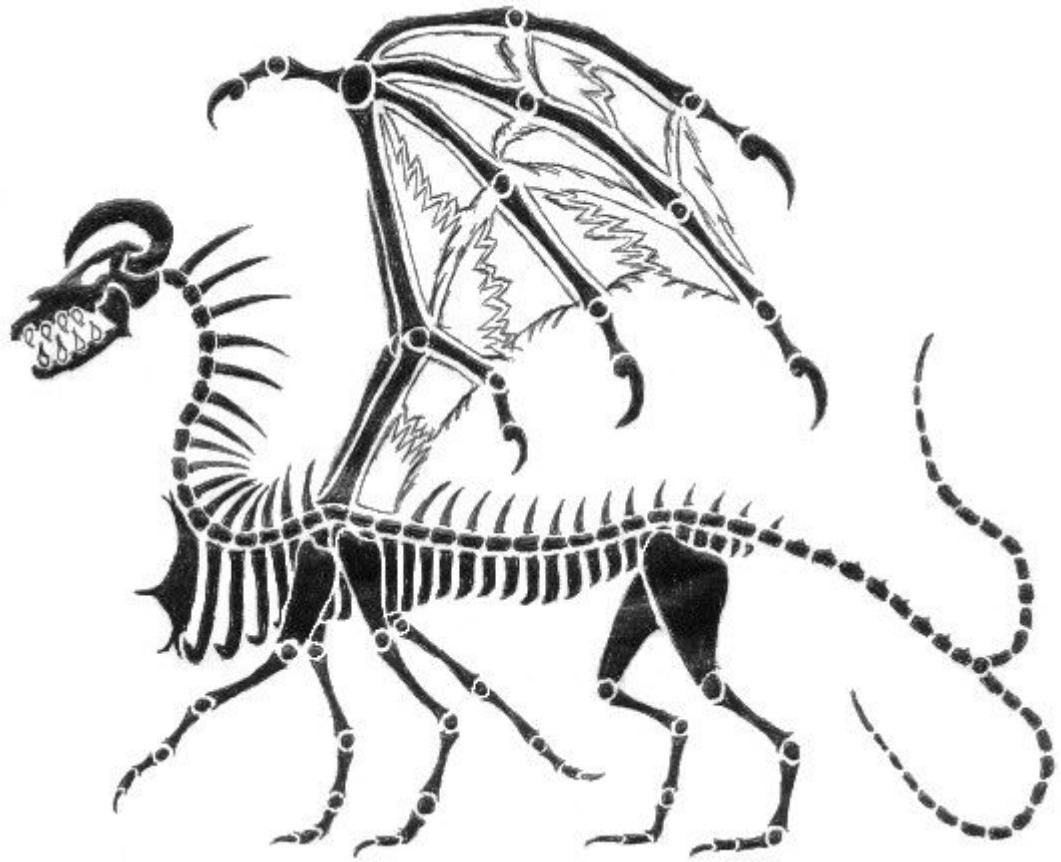
Vampire (corporeal, but able to go into gaseous form): Pale, long canines, enjoy staring contests. These creatures survive in a half life, dependant upon the blood of the living in order to survive. Many nights I remember my mother coming into my room, draining most of my blood and shoving a sugar cookie into my mouth as I lay there groggily. Staring down a vampire is usually a bad idea as they gain full control over you for the next ten minutes if you do. Vampires have the power to go gaseous. Although many vampires are normal people, some like to wear too much black, paint their fingernails black, leave blood on their mouths, etc. I suspect it is the same sort of strange behavior that human teenagers go through but, as vampires are immortal, this kind of crap typically goes on for a couple hundred years. If they live through it, they typically wonder 'What the heck was I thinking?' They then dress in happier colors, use make up to appear less pale and napkins to wipe away the tell tail blood marks. Daylight is a vampires bane as are elders who delight in torturing 'childer' (junior vampires). Vampires usually have the power to control less powerful vampires and lesser, unintelligent undead. **Motivation:** (childer) - feed. (mid-life) - find out answers to questions, dress in black, act morose. (elder) - gain more power, abuse childer subtly.

Banshee (corporeal): They scream for ice cream! And death. In the olden days, it was a voice radius death. Now-a-days, all of the ones that were able to pull that off seem to have gone into retirement - or opera. Most banshee are a pale reflection of their former selves. They let out a terrible scream only to then lob a few deaths around. These are very, very rare. These are solitary creatures. Motivation: Warn, kill.

Death Jester (corporeal): A very entertaining sort of undead, these are the master of the witticism, the gag, the bon mot, the fluctuation of words concluding with a trick ending. They bring laughing gasses for less than receptive audiences. In general, they are even more rare than banshee. You will know them by their keen fashion sense, interesting hair and penchant for humor. Motivation: Entertain, kill.

Liche (corporeal): Also spelled 'Lich'. Some say these are powerful necromancers who lived on after death. These are typically spell casters. These are able to wander freely but typically get very territorial. (Usually they will not suffer another liche in their territory unless it is a friend or just passing through. For bipedal undead, this is pretty much the top of the food chain. They usually have the ability to voice control less powerful undead. Glowing green eyes. They are often bound to a phylactery (pronounced 'phil-lack-tree'; also known as a 'spirit bottle' to the uneducated). Although technically anyone (undead or not) can be bound into a phylactery, only liches usually are. Motivation: Guard, kill, get more powerful.

Draco-Liche (corporeal): This is a skeletal dragon. Usually, they have a wide variety of spells and fighting abilities. Their great power is only hampered by their great size. Motivation: Guard, kill.



Necromancer's Tune

(Sing to the tune of "I want Candy")

I think necromancy is really neat
Fifth level death just can't be beat
It's not something the town does desire
If I'm caught, they'll light me on fire

I love 'mancy, I love 'mancy

Want to cast it till the sun goes down
Just not in the middle of town
It's what I love, what the necro ordered
So sweet, I'd animate my own father

I love 'mancy, I love 'mancy

'Mancy on the beach, I'd do it on a bet
Find a stronger skeleton I'd have a pet
Some day soon I'll find a transform
Then undead will be the norm

I love 'mancy, I love 'mancy

I love 'mancy, I love 'mancy

I am now reprinting - without permission - an excellent book I've found. I tried to find him to get his permission but he is notoriously difficult to reach.

Necromancy for Fun and Profit II
More Fun with Chaos
By Jaerich Archwizard of the Kabal

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Introduction:

Hello its me again, Jaerich Archwizard of the Kabal. Since I published my first work on the liberating arts of chaos, Necromancy for Fun and Profit, people are always approaching me. They say "Jaerich, I am Lord Killinumall Grand-High Doomda of Darkness, and your book has done so much for me, but there are still so many

questions I have!". In order to address the many questions my faithful readers may have, I have written Necromancy for Fun and Profit II : More fun with Chaos.

As you will recall, in Necromancy for Fun and Profit, we covered such interesting topics as:

Getting an Outfit, Being Menacing, Running From Moobs, Getting Rid of Witnesses and

An Introduction to Greater Undead

These are all invaluable topics to the beginning Necromancer, but once one has mastered all of the more basic skills of the dark path, many wish to push on and pursue more advanced topics. In order to truly excel at these advanced subjects, one must first understand the founding statement of modern Necromantic Theory:

"Those who laughed at you in life, can serve you mindlessly in undeath"

I find it helps to repeat this twenty times each afternoon when I wake up, and twenty times each morning when I go to bed after a long night of playing Post Mortem Combat.

Testimonials:

"I used to only cast Necromancy when no one was looking, now with help from Necromancy for Fun and Profit, the skeletons are marching out of my closet! I even got Obliterated for it. Thanks Jaerich!"

Skucci Ralston

"I was out of shape, unfit, and on a path to becoming a really fat Zombie, then I read Necromancy for Fun and Profit, and I've been running ever since, it turned my life around!"

Archwizardess Je'noire the Black

"I couldn't get dates, women wouldn't even talk to me. Then I read Necromancy for Fun and Profit!"

Artemis Meritage, a Vampire controlled by Karvek Ramirez

"If I could read, I would have read Necromancy for Fun and Profit"

Endarr

"Aside from one slight typo, I highly recommend Necrophilia for Fun and Profit...I said it again didn't I?"

Ramox

The Horde :

Minions :

The root of a Necromancers power lies in their minions, both undead and living. Those people, who for one reason or another are willing to aid you. The most important thing is to realize is that they are not helping you because they are your friends, or because of your stunning personality and charisma, if you had friends, a personality or charisma you wouldn't have gotten into Necromancy in the first place. They all have an agenda they hope to use you to accomplish. It is of the utmost importance that you understand their motivations to optimize their usefulness to you. There are three major motivations, Power, Money and Stupidity.

There is frequently an overlapping in motivations, usually power is one of these motivations. A careful Necromancer won't be fooled however, someone motivated by power and stupidity, should still only be considered to be motivated by stupidity! In fact, when dealing with anyone, you should always assume the person is motivated by stupidity, until they have proven themselves otherwise motivated!

Of those motivated by power, you must quickly assess where in the relationship you stand. Are you more powerful, or less powerful? If you're more powerful under no circumstances are you to give this potential minion any power! Keep them wanting, in fact if you can take power away from them, and still have them capable of performing the tasks you need, do it! If the person is more powerful than you, and they are still serving as your minion, you're obviously dealing with a moron! You should be reading the section on stupidity! The truly power hungry will have no qualms about stabbing you in the back, selling you out, killing you and stealing everything you own, or boiling your body fat down to turn into candles for a formal magic ceremony. In this regard you must always be careful of the truly power hungry. As long as you are aware of the lengths that such an individual will go to, in their quest for power, you can manipulate this person, while keeping yourself far away from ending up a scented pot of grease with a wick in it.

Motivation by money is in fact a myth. Only a true idiot wants money for anything but power. However, some people may not be aware of this fact, and as such it is important to address the money grubbing moron as a separate topic from your other breeds of morons. First off, anyone stupid enough to think that all of their desires in life can be addressed by money is obviously too numb to tell the difference between real money and counterfeit, this can always work in your favor. The next point to bear in mind is that if this is their goal, there is a good chance they will have at least some, if not a whole lot of money in their possession. Lastly it should be kept in mind, that anyone that dull is not likely to be all that skilled in anything but counting their money.

As they say, a fool and his money are soon parted. Once you have robbed them blind, offer them a significant portion of it to them if they perform a little 'job' for you, then take the cash and buy yourself something nice, like a Taint Blood 4 times a day item, or a night in a Nimani brothel.

Of those motivated by stupidity. Stupidity is the lead motivation of all minions, adventurers, and pretty much anyone else you will encounter. Their stupidity will be based off a number of fundamental myths in their lives. The first being that they are important, the second being that people actually care what happens to them, and the last being that they have some intrinsic value. The facts of the matter is, that for most of the population, the only reason anyone else cares if they die, is because they want to be there to loot the body. Occasionally you will come across a sociopath who just cares because they like to see people die, or perhaps a very hungry person who cares because, well they are really hungry. The best use for someone so stupid, is to kill them and transform them into lesser undead. The reason for this, is that lesser undead, while only slightly brighter than your average adventurer, will at least follow orders.

Ankle Bitters and Wannabes : Their place in your palace

The biggest source of potential help is going to come from those who would really like to be like you, however for reasons of inbreeding, brain damage, or simple incompetence, will never be able to attain your level. The first step is to identify the Ankle Bitters and Wannabes. The dead giveaways are statements like:

"Wouldn't it be cool if we made a <fill in waste of components here> and set it loose in <fill in dwelling of noble here>?"

"Can I have your autograph?"

"Wouldn't it be cool if we made a <fill in waste of components here> and set it loose in <fill in permanent circle of power here>?"

"Can I hang out with you?"

"Hail Emperor Cydeus, I bow before you my dark master" while on their knees, whether Ramox is with you or not.

Other tell tale signs, include the wearing of lots of black and white makeup, intricate clothing (of course in black) that might interfere with their ability to run, dark brooding demeanor, surly attitude, glowering, avoiding the daylight when they aren't undead, and listening to dark morose music (Everyone knows that a true Necromancer always wears a smile and listens to Show Tunes). The "I know the Harvest Moon", "Have you kissed your Kaabal today?" and "i (Uv t)u 3(33c g@R0" t-shirts are also blatant signs of a wannabe.

Once you have identified those ankle bitters and wannabes, there are a number of things you absolutely must remember before you begin to take advantage of them. The first thing, is that these people are too incompetent, stupid, and ignorant to

actually be considered a threat by anyone! Don't trust them with any task requiring skill, intelligence or cunning! Wannabes are best used for carrying bodies, and standing between you and a charging mob, to slow the mob down for a second or two.

Ankle Biters are best used for distractions. "Here is the plan, we are going to stay here and perform this ritual, your part is key. You need to take your people into town and capture this knight, and bring him into the woods, and wait for us" this pretty much insures that any potential threats to your ritual will not be interrupted, as the would be do gooders, will be busy scouring the forests for your wannabe!

The proper use of these annoying tag alongs can be helpful and rewarding. However if you mistakenly put too much confidence in such help, you will quickly find yourself disappointed.

I will give a recent example of an excellent use of a Wannabe. My good friend Ramox had the misfortune of bumping into a would be Necro named Skucci. After Ramox and company had been harassed for some time by this lap dog for the undead, he finally came up with a plan. After some cajoling, and crafty manipulation, Skucci found himself being sought out by the forces of justice in the Kingdom he was in. He was tried, and thanks to some cleverly planted advice, he managed to talk himself into being Obliterated. The turn out for the ritual was huge, because all people want to see people permanently die, they are worse than vultures. I am not at liberty to divulge the entirety of the shenanigans we performed while so many were caught up watching Skucci be executed, but rest assured while the Justicar was away, the Kabal did

play!

Thugs & Thieves : Keeping your help ignorant and stupid

Obviously not all your minions can be the stumbling sort of rejects, who you recruited from the ankle biters and wannabes who follow you around. Sometimes you need competent and skilled help. But what if your help is too competent? They might pose a threat to you, if given the right opportunity they might kill you, and take what power they can from you. This is why I have a strict policy of keeping my minions ignorant, and stupid. This is a wise policy not only for Necromancers, but warlords, crime bosses, merchants, nobles, and pretty much anyone else who has employees or followers.

The fewer personal goals that a minion has, the better a minion you have! Try to find only those psychological deviants who's only interest in life (or undeath) is murder and mayhem. If you discover that the minion has more complex, or moral interests, get rid of them immediately! They will stab you in the back at the first possible opportunity. Also encourage proper behavior and interests, reward them for

murder, and discourage improper interests, punish them harshly if they ever try to think.

Remember , Idle Hands Do Destruction's Work!

This applies to you too! Bored minions in your dwelling, are an insurrection waiting to happen, bored minions in a town, are a party waiting to happen. Always give them a city to ransack, some people to kill, and loot to steal. Even if you have to set it up yourself! Giving riches to some random person, just so your blood thirsty minions can kill them and take it is well worth the effort!

I always say a good minion is a big, violent, stupid one! All you have to do is look at the company I keep, and what I am talking about becomes very clear! If you find your minions are beginning to get relaxed, and comfortable with their place in life, you must take it upon yourself to steal all their stuff and plant it on someone else! Nothing motivates minions more than when they think someone has ripped them off.

Apprentices & Other Necromancers : Or 101 people to kill early on

It is a well known tradition amongst Necromancers from days gone by, that the initiation into being a true Necromancer, is that you must destroy your mentor, predecessor, or anybody you know who might be a threat to your power, and then create them and use them to guard your lair. Once you have done this, you have attained true rank among the Necromancers of the world, and until you have done this, no one will really respect you. This goes both ways, if you have apprentices, you should know full well they are going to try to kill you, and execute them at the first possible opportunity. The minute an apprentice or student shows any inclination toward seeking power, make an example of them. If you taught them any of what they know, make a bigger example! Always, and I cannot emphasize this enough, always animate them, and use them as guards. To fail to do this, is to break Necromantic Protocol, and no one will take you seriously.

The reason for this tradition and protocol, is that it is a well known fact that the greatest threat to you as a Necromancer is someone who wants to prove they are more 'evil' than you. The only way they can see to do this is to kill you, and animate you to keep around as a walking trophy. Who better knows your tricks, traps, strengths and weaknesses, than one to whom you taught your art?

Likewise other Necromancers will always be gunning for you. What better way to gain reputation, prestige and all of your magic items, scrolls, and legions of undead than by killing you? On occasion it may be to your benefit to work in allegiance with another Necromancer, however at the end of this business agreement you should kill them as quickly as possible, realizing of course that they will be trying to do the same thing. If this prospect seems distasteful, dishonorable, or unpleasant, then you were obviously not cut out to be a successful Necromancer in the first place.

Nobles & Commoners : Your greatest allies

Look around you, and it won't take long for you to see that everybody loves a Necromancer. There is something mysterious and sinister about one who devoutly follows the path of the dark arts that entices and attracts people. Everyone from the lowest stable hand, to the highest ranking noble wants a little piece of that dark and romantic aspect of Necromancy. While many of the minions you will cajole, pay and take advantage of in your career will long for the excitement of the dark side, there are some who don't embrace this as a lifestyle. These people try to live 'normal' lives by day, and occasionally in the dark of night will skulk off looking for a quick Necro fix. They may be your 'weekend necromancer' or they may simply be someone looking to have a few good 'Then I helped Jaerich kill and animate the Baron!' stories to tell their grandchildren. These commoners and nobles are the greatest tool you have going for you. Many people ask me "Jaerich, why would someone so uncommitted to the art be a good ally to have?" The answer is simple, because you will always have something on them. The minute your talking to an 'average citizen' and you see that glint in their eye as they see the slightest bit of the power of Necromancy, and you have just found a great tool. There is little they won't do for you if you make it clear you'll make your relationship known.

However, be wary! There are a number of things to keep in mind when dealing with these tourists sunbathing on the beaches of evil. The first thing is that they are all innately cowards, each and every one of them. If they had any intestinal fortitude they would be chucking Necro along side you and not skulking around in the dark, trying to find a moment to 'consort' in hushed tones. Because they are such cowards, they will deny all involvement, and turn you over at the first sign of trouble! Don't tell them anything useful. The second problem is that on occasion you will find one who thinks he is being witty, by tricking you into getting caught, by pretending to ally themselves with you. For some reason there is something about this kind of person that makes them think they are the first person to think of doing this. They aren't! If I could count on one hand the number of times someone has said "Yeah, I have the money, just come to my cabin, I'll let you through the ward." Or some other transparent line like that. What I do is knock them down, take their ward key and wait until the ambush they had setup gets bored and leaves. You end up with the money and no hassle.

Recruiting :

General Notes On Recruiting : Its hard to find good help these days.

It really is hard to find good help these days. Just look at the ranks of the Kaaba! A powerful group of Necromancers, Thugs and Goons like us, and you would expect we would have no trouble finding competent help. Wrong, wrong wrong. This

doesn't just apply to us, look at any group, or team in any Kingdom of Avalon. How many truly competent people do you see? Not a lot! If your going to be a good Necromancer you have really two options when it comes to recruiting help. The first option is recruiting good help. This is much easier said than done, if you can manage to recruit any good help, my hats off to you! The second option is the path that has been taken with the Kadal, in lieu of good help, recruit lots of it! The more the merrier, send forth a teeming horde of blundering idiots and you will be right on par with any Noble Court you come across. Send out a teeming horde of blundering idiots transformed into Death Knights and Liches and you've got that little edge you need.

Specific Races & Necromancy:

Stone Elves : The white meat of Necromancy

There is a common myth all over Tyrra that, Stone Elves have a preference for Celestial Magics. Come on people, they are pale skinned, they don't laugh, they don't smile, they just talk in monotone, and scowl a lot. Who easier confused for undead, than a Stone Elf? Who can better hide the fact that they are in fact a Death Knight or a Vampire than a Stone Elf? I have spent enough time in darkened woods, in a close huddle with a flock of Stone Elves (yes a little known fact, Stone Elves travel in flocks), making deals for assassinations, transformations, reanimation's, and copulation's, to speak with some conviction that Stone Elves are good recruits. Unlike almost any other minion you could have they won't laugh at you! They won't get a mischievous smile at an inappropriate moment, thereby revealing too much information to the wrong people, and they won't have that villainous cackle that we Necromancers have so come to loathe. Nothing blows a plan apart faster than an inappropriately placed villainous cackle!

Biata : The other white meat

It is a well known fact all across Tyrra, that all Biata are Necromancers. Even those who have no casting ability, if you give them a chaotic item, they will pump it into someone the first chance they get. This makes Biata fundamentally terrible recruits. A) Everybody already knows what their up to B) They have generally been taught Necromancy from birth and therefore are probably better Necromancers than you C) They are all mad as a chicken on hallucinoids, and convicted enough to do something about it. While Biata make very bad minions for a Necromancer, they on the other hand, are very good independent contractors, particularly if you have large bookcases, desks, and other dusty old surfaces to clean, nobody makes a better feather-duster than a Biata.

Dark Elves : The graveyard shift.

Dark Elves are some of the best recruits you can get, I generously employ Dark Elves in all possible fashions. Think about it, they are out and about when nobody but the night stalking undead are up, they are hard to spot at that, and I have

never met anyone who honored a contract better! The down side is that everybody just assumes off hand that all Dark Elves are Necromancers, and will invariably treat them as such. Because of this, you don't use Dark Elves to collect and gather information, they are much better recruited to do what they do best, running around at night!

Gypsies : Not all that glitters is gold.

Loud? Yes. Obnoxious? Yes. Completely lacking in subtlety or the ability to keep their mouths shut and not brag about all their exploits to anyone who happens to walk by regardless of common sense? Yes. Useless to you as a recruit? No! Just don't tell them anything you don't want everybody around to know! They are a great resource for misinformation, and misleading data, tell them everything you want to get spread around, true or false. Also Gypsies I have found act much as a Canary does to a coal miner, if the Gypsies start dropping left and right, you should just assume things are getting too hostile and run like a Vampire from a healing pool!

Half Orcs, Barbarians and Scavengers, oh my!

While they tend to be less educated, and thus more physically oriented than other races, this makes them the ideal minions. I recommend getting yourself a whole bunch of these various races in your employ in a hurry. They tend to be stupid enough to do your bidding no matter how insane the odds, and strong and cunning enough to pull it off some of the time. Rarely will you have to worry about one of them learning more about the dark arts than yourself, and thus you will be able to maintain a long lasting and healthy relationship, because who else are they going to get to heal them while they are alive? Transform them to undead? Dump chaos into them when they are undead? That's right, you! Now, occasionally you will get some Half Orc who gets too big for his britches, and declares himself Warlord, Emperor or whatever, but you just have to keep a good sense of humor about this, humor them, and then send them out on the front line where they belong anyway. You know what they say "Once a Half-Orc, Always a Half-Orc."

Transformations And You :

Your First Transform

I have a saying. "Where there's a Scroll there's a way!" The first step to getting your transform is getting the Formal Magic Scroll to do the job. This can be an easy task, or a hard task, depending on where you live and who you know. One of the most popular ways these days, is to come offer your spirit...er

I mean services to someone with the power and resources to help you out with this. I highly recommend seeking out myself or another member of the Kaðal. Just approach me, or send me a missive saying "I'm a loser, I have no friends, I will do anything to get the power and respect that a Death Knight gets, please help! I want to be cool like you." There is help!

It's All In The Upgrades

A common mistake made by many of the newly initiated into the ranks of the greater undead, is to charge into town and start attacking people haphazardly. We have all seen them, groups of death knights, skeletal warriors and vampires, come traipsing into town and start attacking people. These hasty and fool hardy individuals usually find themselves getting dashed into the ground by large groups of people with magical weapons. There is only one way to avoid getting popped right from the get go. Avoid cowardice. Hide in the woods, pick off incidental passers by, wait until all of the powerful warriors and casters are out of town, and come in with a large raiding party to mug all the less experienced people. This is the only way to survive. When telling people this, frequently their response is "Well Jaerich, what's the point then? How do I get more powerful?" and the answer to that, is upgrades. Over time, you will manage to acquire the scrolls and components to get a more powerful transform. Try to hold out, and avoid permanent death, and discovery by the powers that be, until you have a really potent transform on you.

Permanent Death : Or avoiding obliteration

Once you have gotten that transform of your dreams, with all the upgrades, you will have to permanently die for it to completely kick in. This is a tricky business. The more weak your spirit is when you permanently die, the more weak your transformed state will be. The stupid soon to be undead would set themselves up to be Obliterated immediately, and repeatedly. In the current state of magics, I do not know of anyone who has permanently died as a result of an obliteration, the exceptions being people who have the equivalent of four obliteration on their spirit and thus their spirit ceases to exist completely. This means that being obliterated will not permanently kill you, but make your spirit significantly weaker in the process. The first and foremost rule in avoiding obliteration is, that nobles are suckers! They will buy most anything you say, particularly if you cry and grovel. If your on trial, don't get proud and defiant, grovel like a dog, cry, beg, plead, and otherwise act as pathetic as possible. In short, do exactly what they would do if you had them pinned, and disarmed alone in the woods! They will eat this up, it will bolster their inflated ego's and they will either let you off with a fine and community service, or with a single death! If you act pompous, condescending, proud, and unafraid, they will find an excuse to obliterate you no matter what.

I'm Dead, What's Next?

There are a number of things to keep in mind once you have permanently died, and arisen in undead form. The first is don't go out during the day! While not all undead are damaged by sunlight, there is a very good chance that you will be spotted during the day, and hunted down! The next is, don't go into towns without a large group and thorough scouting. It's just not worth it. If you want to meet people to deal, meet them outside of town, and bring a goon squad. If you want to kill people, wait for people to wander outside of town and kill them! A brave undead is, as they say, is a large pile of dust. Now that you have died your permanent death, don't be so hasty to give your new found powers a try!

They All Have Magic Weapons : Problems with being Undead

After a brief period of unlife, almost every undead finds themselves saying "This isn't fair, they all seem to have magical weapons!" And now for some reason they all seem to like hitting you with them too. It makes unlife very difficult. It always seems that no matter what powers you have acquired, you always encounter someone with more, and they all seem to use your undeath as an excuse to assault you! This period is a sort of initiation ritual of the Necromancer. After you have spent your time like this, you too will come to realize that there has got to be another way!

Destruction : The irresponsible element

And the other way is a transform of an entirely different sort. The transform to elemental.

Elementals tend to enforce who can transform into one, through one means or another. For example, Order and Earth elementals tend to come down harshly on Necromancers who try to transform into them. It is exactly this kind of grotesque elitism and clichishness that the necromancer strives against.

Just like those girls who turned us all down in school, and all of those bullies who beat us all up, these elementals just don't understand what makes you 'special'. But there are elements out there that understand you, and if you can successfully transform to an elemental of this nature, you will show the Order elementals, the Earth elementals, the nobles, the commoners, those bullies, and Mary-Sue who laughed at me when I was twelve and asked her out, you will show them all what makes you special!

We all know that if we had our choice, we would get transformed into Time elementals, to take advantage of all the really cool powers they have. Our secondary choices would be things like Death elementals, Life elementals, or something like that. Barring that your Chaos, Fire, and any other elementals would be pretty cool to transform into. However, all of these elements have certain 'standards' for one who wishes to transform, and they will do what they

can to prevent you from taking their form, powers, and thus representing the element. Yes even Chaos has its standards such as they are. Chances are if you reading this, you probably don't have what it takes to make the grade, even as Chaos elementals. You, as I did, will have to find a more accepting and less responsible element, that element is Destruction! If your tired of getting pummeled with swords and magics as undead, consider that elementals can be Necromancers too!

Elemental Chaos : Fact & Fiction

With increasing frequency, people come to me and ask "Jaerich, can you tell me, does Elemental Chaos have any relation to Necromancy?" and the answer is, of course! Lets take for example, one of the more useful Earth Cantrips for the Necromancer, the depiling pool. It allows you to call out a pool of elemental chaos. A great aid if you have a legion of undead you don't want to get destroyed. I've heard all the academic arguments, and they are nothing more than a lot of scholastic verbiage that have no long term effect on the real world. The fact is, Elemental Chaos is fun, its profitable, and gosh-darn I like it!

"But aren't you an Archwizard of Balance?" is invariably the next question I am asked. Whenever anyone claims to be a support of balance, this really means they are up to self serving nefarious deeds, and are afraid they might have just been caught. Once one is found with their proverbial hand in the cookie jar, there is really only one excuse that anyone might buy. That is balance. You see, a theory was come up with a long time ago, that if there are too many cookies in the jar, the jar will explode. Therefore, there will always be a necessity for someone to take cookies out of the jar, on a consistent and methodical basis, to prevent the jar from bursting. While this won't save you from the more extreme of circumstances, on occasion there is a sucker who will buy this transparent excuse and say "Oh, your trying to support balance then, alright then, I guess we can work with that." More important than getting the occasional sucker, it gives your friends on the inside a reason to give you as light a sentence as possible "Well, while it is a crime, your motivations were for the balance of the universe, so we will be lenient in this case." So remember the cookie jar theory of balance, it might save you someday, or at least get you a tasty snack.

"So" I am frequently asked after a conversation about balance "What about riftoringing?" I realize that there are some crackpots out there, who for whatever reason, feel that opening a rift into elemental chaos is the apex of necromantic fun. The facts of this matter are simple, opening a Rift, or more precisely a Planar Gate into elemental chaos, for the soul purpose of opening a Planar Gate into chaos, is perhaps the biggest waste of components I have heard of. There are so many better things to do with your time and resources. I know some raving lunatics, who believe that opening doors into elemental planes, is

somehow liberating to their spirit, or perhaps gives them an opportunity to briefly live a nostalgic moment, reminiscing about the past glories of a has-been. But to the beginning Necromancer in particular, I say, don't waste your time. Planar Gates attract a lot of attention, from most anybody that you don't want to get yourself involved with, and there is really no potential profit in it. The enjoyment level is minimal, and can easily be surpassed by many other means, with the same quantity of resources expended. Opening Rifts or Planar Gates into Chaos is a silly past time, worthy only of the insane and incompetent.

Still Running From Moobs : Putting your new found

Power to work

It is very important to remember, that no matter what stage of undeath, no matter what greater elemental form, no matter how many minions, distractions, items, and other resources you have at your disposal, still your greatest skill as a Necromancer is the ability to run from moobs. Whatever you do, never stop practicing, both the slow jog, and the high kneed sprint, nothing will save you butt like a well performed get-a-way.

"Jaerith" a young man asked me recently after reading Necromancy for Fun and Profit "I really liked your work, but I was a little skeptical about the whole running from moobs thing. I want to be powerful and evil so I don't have to run from moobs anymore" it is a sad day in my life when I hear one so young and delusional.

"Son" I said, "You will always be running from moobs, it is your birthright, your heritage as a Necromancer. Since the dawn of time Necromancers have been running from moobs, and until the end of time they will be running from moobs." This is how I look at the situation, your building your strength and stamina, so that your body is as fit as your mind and as strong as your spirit (Because those who run too slowly have their spirits weakened quickly). I don't know how I can emphasize this enough, its of the utmost importance to the newly initiated, intermediate or advanced Necromancer, run! Run Early, Run Far, Run Often!

A common mistake made by someone who has just recently been transformed into some other creature, is that with their new powers they won't have to run anymore. This is entirely untrue, and in fact antithetical to the truth. The reality of the situation is that with your transform, you will have to run more. You will have to run farther, but fortunately you will be able to sustain more damage and continue running. You see when a living Necromancer appears and begins attacking people, by and large nobody is going to really think much about it. They will most likely loiter around while a couple of other people attack you, and see if they can scam some loot if you get dropped. Strangely though, when a vampire, death knight, skeletal warlord, or destruction elemental comes around,

everybody and their brother is lined up to either attack them, or more likely to offer them tea and crumpets and try to cut a deal. The end result, whether your running from swords, or your running from psychopants, your going to be running from a lot more people once your no longer living!

More Image Building :

Music to Strike Fear Into the Heart

An under used tactic in the pursuing of Necromancy is the art of crooning. Nothing will terrify and haunt someone more than if you sing a jaunty little tune while attacking, killing and animating people. Nothing is more horrible to the average person than to have the morbid lyrics of one of the classic Necromancers songs sung to them while their friends and loved ones are turned into zombies and sent to kill them. Unfortunately this art has been all but lost to the Necromancers of modern times. So after much time studying and researching the various Necromantic tunes of old I have put together here a brief compendium of songs that you can sing to your victims, to let them know the true terror and power of the Necromancer. This sort of classic Necro-Folk music is best if accompanied by the accordion, or xylophone, but can be just as effective done a cappella.

Call On The Chaos

"Sometimes in our lives, we all have pain, we all have sorrow."

"But if we are wise, we know that there's always necro."

CHORUS:

"Call on chaos, when you're not strong"

"To desecrate you"

"To help you carry on."

"For it won't be long"

"Till your gonna need some power to call on."

"Please swallow your pride"

"If there are people, you need to animate"

"For no one can fill, those of your needs"

"Like those you just create."

"You just call on chaos, and cross you hands"

"We all need some power to call on."

"You just might have a body, that you need to stand"

"We all need some chaos to call on."

CHORUS:

"You just call on the chaos, and cross you hands" "We all need some power to call on."

"You just might have a body, that you need to stand"

"We all need some chaos to call on."

"If there is a load, you have to bear"

"That you can't carry"

"There are graves down the road"

"Undead will carry your load"

"If you just call on (chaos), call on (chaos), call on (chaos)."

If You're Undead and You Know It:

"If you're Undead and you know it clap your hands" <clap twice>

"If you're Undead and you know it clap your hands" <clap twice>

"If you're Undead and you know it and you really want to show it"

"If you're Undead and you know it clap your hands" <clap twice>

"I call upon chaos to control undead!"

"Clap your hands!"

The Necro-Pokey:

"You throw a death spell in"

"They throw a life spell out"

"You throw a death spell in"

"And your chucking taint blood all about"

CHORUS:

"You do the necropokey and you turn yourself around"

"That's what its all about"

"You throw a cause disease in"

"They through a cure on out"

"You throw cause disease in"

"And your tossing wickers all about"

CHORUS

"You send a Zombië in"

"They send a Squire out"

"You send a Zombië in"

"Your casting Create Undead all about"

CHORUS

"You throw a cause mort in"
"They throw a destroy undead out"
"You throw a cause mort in"
"Your chucking chaos all about"

CHORUS

"That's what its all about!"

Necro was his Game-O (Also called 'An Ode to Balynthalis')

"There was a Duke who had a Knight"
"And Necro was his Game-O"
"N-E-C-R-O"
"N-E-C-R-O"
"N-E-C-R-O"
"And Necro was his Game-O"

Wrinkled Wrinkled Little Liche

"Wrinkled Wrinkled Little Liche"
"Burying corpses in a ditch"
"Climbing from the ground so low"
"Zombies shambling too and pro"

Mary had a Revenant

"Mary had a Revenant"
"Revenant, Revenant"
"Mary had a Revenant"
"It's skin was rotted with mold"

"And everywhere that Mary went"
"Mary went, Mary went"
"Everywhere that Mary went"
"The Revenant was sure to go"

"It followed her to town one day"
"Town one day, Town one day"
"It followed her to town one day"
"Which was against the law"

"It made the people scream and pray"
"Scream and pray, scream and pray"
"It made the people scream and pray"

"To see a Revenant in town"

"And so the healers turned it out"

"Turned it out, turned it out"

"And so the healers turned it out"

"But still it lingered near"

"And waited patiently about"

"Patiently about, patiently about"

"And waited patiently about"

"Till Mary did appear"

"Why does the Revenant wait for Mary so?"

"Wait for Mary so? Wait for Mary so?"

"Why does the Revenant wait for Mary so?"

"The eager people cried"

"Why Mary cast control undead you know"

"Cast control undead you know, cast control
undead you know"

"Why, Mary cast control undead you know"

"The healers did reply"

The Charnel Juggernaut walks tonight:

"LaLa"

"LaLa Kahle"

"In the graveyard, the quite graveyard"

"The Charnel Juggernaut wakes tonight"

"In the graveyard, the quite graveyard"

"The Charnel Juggernaut wakes tonight"

"Near the village, the peaceful village"

"The Charnel Juggernaut walks tonight"

"Near the village, the peaceful village"

"The Charnel Juggernaut walks tonight"

"Hush my darling, be still my darling"

"The Charnel Juggernaut walks tonight"

"Hush my darling, be still my darling"

"The Charnel Juggernaut walks tonight"

"Ixesha lipikile"

"LaLa"

"LaLa kahle "

"In the village, the peaceful village"

"The Charnel Juggernaut kills tonight"

"In the village, the peaceful village"

"The Charnel Juggernaut kills tonight"

"My little darling"

"Be afraid my darling"

"My little darling"

"Be afraid my darling"

"The Charnel Juggernaut walks tonight"

Games With Corpses:

Since the beginning of time, people have created ways of spending time, for the purpose of enjoyment, as well as to competitively practice their skills in a specific art. The dark path is no different. Here are a number of the games I have played with my fellow Necromancers over the years to hone my skills, and pass the time. I have found these exercises invaluable to my study of Necromancy, and the development of my abilities.

Post-Mortem Combat:

This age old game was first invented by Lord Nen Tindo Corrupter of Children. Nen realized that the greatest way to perfect your abilities to create and control your undead minions was in pitting them against each other, in combat. In Nen's book, describing all of the rules and variations of Post-Mortem Combat, he suggests that pairing two undead off in one of various arena's. The most interesting arena suggested by Nen, was one with a narrow bridge over a large chasm filled with stakes. He called this 'The Pit' and recommended fighting vampires over it. After setting up many similar arena's Nen proceeded to charge young and upcoming Necromancers to come and pit their Necro skills against each other. A recent version of this game that is all the rage amongst the kids is called PokeZomb, for which various new Undead Animals have been created. My personal favorite of these new creatures called PokeZomb, is the PicaBoo, a lightning hurling noncorporeal wraith-rat.

Zombie Pong:

An oldie but goodie, perhaps one of the oldest Necro games running, but definitely one that's still worth playing. The idea behind this two player game

is that you get on either side of a room or small field. You animate a zombie, I prefer to animate clowns, mimes or stone elves. You command the zombie to go attack the other person. That person controls the zombie to kill you, and you go back and forth until someone falls, or the zombie is destroyed. A point of note to the beginning Necromancer, never play this game with Greater Undead, particularly those who can command lesser undead with their voice.

Pac-Maze:

In this game, you have a rather large, but fairly simple maze. Inside of this maze you have a building, crypt, or tomb from which you can continuously animate undead from. You insure that all of your undead require a magic weapon to hit. Then you release a person with a normal weapon into the maze. At a number of places throughout the maze you have once ever enchanted blade items (I have taken to calling these Power Pellets). The trick is, that the maze has no exits! Then you sit back, and watch the fun! If your very witty and have the right marketing, you can actually get people to pay you to enter into the maze as some sort of 'challenge'.

Tower of Azaven Press
1 Tower Road
Brisbane Empire
April 600

End of the excellent treaties by Jaerith Archwizard of the Xabal

Phrase for resealing evil portals: "Autto Verutu Nicto"

APPENDIX 1

Guide to FA King Royal Etiquette

King/Queen: "Your Majesty"

Prince/-ess: "Your Royal Highness"

Duke/duchess: "Your Grace"

Count/-ess: "Your Excellency"

Vicount/-ess: "Your Excellency"

Baron/-ess: "Your Excellency"

Lord/Lady: Sir or "Your Lordship"/Ma'am

Guide to meeting the FA King:

Bring a gift. Don't forget this!

Advance to within ten feet (unless stopped sooner).

Kneel (both knees).

Bow your head three times.

Lick the floor.

Do not address him nor rise unless commanded to do so.

Keeping your eyes upon the floor is safe. If you wish to speak to the king this is O.K. or you may look upon him - but do not stare him down!

Gaze upon his foot or a less challenging area.

When you are dismissed, it is imperative that you do not turn your back to the King. I suggest being able to bow repeatedly whilst backing up.

Stumbling on the FA King Furniture is poor form.

APPENDIX 2

Dragon Poker Rules

General Guidelines

Only Dragon Poker will be played at the table - no other games will be suffered at the table. If you want to play other games before, after or at a different table - enjoy. If you want a crack at winning a bunch of money, play dragon poker.

The Dragon Poker Guildmaster shall bring four sealed decks of cards with to play.

Magic items value, components value etc will be determined by the consensus of the other players at the time. Same with selling other players into slavery (if legal) or indentured servitude (if legal) or magical bondage (if legal).

Who is able to make a chit as well as the limit to the amount of the chits will be determined of either of the heads of the Gambling Guild of Tyrra aka the Tyrra Gambling Guild. The heads of the the Gambling Guild are Morgosh and Lumsie.

No delay of game will be suffered for someone to run to their cabin to dig out gold. If you have the gold, I'd highly suggest bringing it with you. If you don't have the gold, you are counted as a 'pass' or drop out or bet what you have with you right then.

Nobody shall get to sit to 'just watch' should that seat be required for someone who isn't a cheap (deleted). Those who play get to sit at the table. Back rubbers shall sit or stand behind the person that hired them and work on them. (until their fingers fall off.

Anyone with the bad form to cheat shall firstly be turned over to the local law for local justice. If the cheating was rampant enough, others may be contracted out to give the person an attitude adjustment.

The circle is for getting rid of interruptions. Be it known that large pots get generated and if someone gets up to go solve some piddly problem then they get skipped until they get back. If the pot was mostly comprised of their money and it gets won in their absence by some other lucky person - well, that's a pity.

Healing and saving the town from certain disaster get put on hold while dragon poker is going on. I've had people scream about this problem or that while the game is going on. It is best and safest to consider those people gambling just not to be in the tavern at all until the game is done. Unless the pot is especially large, I don't have a huge problem with people cowering in the circle until a particular threat is gone but I will not be circle battling during gambling.

Note that all of the above changes if all of the players (and I do mean all) say 'Looks bad - everyone in the town is dead in the inn - we should go help' or some such.' Then we may prematurely end the game.

Circles are also useful for keeping people from doing something inane like casually picking up some gold and wandering off.

How To Play Dragon Poker

All jokers are removed from four decks of cards. These are given to the local Assassins Guild to use as 'Death Cards'. Shuffle four card decks together.

The person to the right of the dealer cuts the cards.

Use a card shoe. If card shoe not available, place deck on the table and deal from the top. This prevents bottom dealing.

Deal goes to the left of the dealer.

DEAL FAST. This is meant to be a fast paced game.

Two cards are placed face up on the table. Starting at the dealers left you can bet that the next card dealt will have a face value between the first two down cards. You can bet any amount no higher than the pot. [Special rules: You may only bet up to half the pot until the deal has gone around the table once. This is to allow the pot a chance to build up. Also, you may only bet up to half of whatever you have available. This is just in case you hit 'the Dragon' (see below).]

If you are lucky and the dealt card falls between the two down cards you collect the amount of your bet. However, if the exposed card falls outside of the two cards you must put into the pot the amount of your bet.

Worse yet, if your card matches one of the cards showing then you must double the amount of your bet to the pot. That is the Dragon.

NEW RULE: An exposed Ace on the left pile is considered low and on the right pile it's high. This is done because a) it's more standard b) it's simpler on the new dealers c) it's stupid to declare the first Ace 'high' d) too many useless problems from dealing fast.

If you pull a card on the left that matches the card on the right, you pay 2 coins.

If you get an ace in the middle and have an ace on either the left or right, you lose.

APPENDIX 3

A children's book
Shamelessly stolen from Mackley the Scribe

See Jane.
See Dick.
See Spot.
See Fluffy.
See Dick's friend Sath.

See Sath draw on the ground.
Sath needs to have some blood.
Run Fluffy, run.
He escaped.
That was lucky.
Spot was not so lucky.
Splat Spot, splat.

See Sath start the ancient rite.
See Jane dance.
See Dick writhe.
See Sath change.
See Sath grow.
See Tsathogghua.
See Tsathogghua eat Dick and Jane.

Oh Dear.

See the mountain. See the plateau.
See Thorin. Climb Thorin, climb.
It is very cold.

Here is the plateau. Here is a temple.
It is washed in the waxen light of a fungoid and fantastically gibbous moon.

See it shining on monstrosly old petrographs hewn into the palogean basalt blocks.
Don't go inside Thorin. Silly Thorin.

**Here is a name on the wall.
Don't read it Thorin.
"Iggy" reads Thorin. Silly Thorin.**

**See Ygolonac. Run Thorin, run.
Faster Thorin, faster! Too slow.**

See Ygolonac..

**See Thorin wake up screaming.
It was all a dream.**

**Wasn't it?
See Abhoth.
See the adventurer.
See the adventurer gasp "Abbe..."**

See a thousand abominations crawl, flap and wriggle towards the noise.

Oh Dear.

**Run adventurer, run.
See Abhoth corruscate fantastically.**

Oh Dear.

Poor Adventurer.

**See Dick.
See Cthulhu.
See Dick see Cthulhu.**

See Dick lose a grip on sanity.

**Run Dick, run.
Faster Dick, faster.**

**Dick has an idea.
What is that he's drawing on the ground?
A five pointed star with a flaming eye in the middle?**

Oh it's an Edder Sign

Clever Dick!

See Cthulhu see the Elder sign.

Poor Cthulhu.

**See the dark moonless night.
See the sheperd alone on the moor.
See his lost goat.**

"Here Shubbie, here Shubbie", says the sheperd.

**See the stones.
See the stones glow.
See the stones bathed in the baleful light of
1,000 black candles.**

**Oh dear, poor Shubbie.
What a mess.**

**See Shub-Niggurath, dark goat with a thousand young.
See the sheperd.
I can't see the sheperd.
Where is he?**

Oh!!

APPENDIX 4

A couple fragments of a forbidden play that is known to cause madness in it's viewers,

The King in Yellow



Along the shore the cloud waves break,
The twin suns sink behind the lake,
The shadows lengthen
In Carcosa.

Strange is the night where black stars rise,
And strange moons circle through the skies,
But stranger still is
Lost Carcosa.

Songs that the Hyades shall sing.

Where flap the tatters of the King.

Must die unheard in

Dim Carcosa.

Song of my soul, my voice is dead.

Die though, unsung, as tears unshed

Shall dry and die in

Lost Carcosa.

- Cassilda's Song, Act 1, Scene 2.

CAMILLA: You, sir, should unmask.

STRANGER: Indeed?

CASSILDA: Indeed it's time. We have all laid aside disguise but you.

STRANGER: I wear no mask.

CAMILLA (terrified, aside to Cassilda): No mask, no mask!

- 1.2. The King in Yellow

CASSILDA: I tell you, I am lost, utterly lost!

CAMILLA: (terrified herself): You have seen the King?

CASSILDA: And he has taken from me the power to direct or escape my dreams.

- 1.6. The King in Yellow

APPENDIX 5

Scrap of some forbidden lore I came across:

That is not dead which can eternal lie
And with strange aeons even death may die.

Nor is it to be thought that man is either the oldest or the last of earth's masters or that the common bulk of life and substance walks alone. The Old Ones were the Old Ones are and the Old Ones shall be. Not in the spaces we know but between them they walk serene and primal undimensioned and to us unseen.

Yog Sothoth knows the gate. Yog Sothoth is the gate. Yog Sothoth is the key and guardian of the gate. Past present future all are one in Yog Sothoth. He knows where the Old Ones broke through of old and where They shall break through again. He knows where They had trod earth's fields and where They still tread them and why no one can behold Them as They tread. By Their smell can men sometimes know Them near but of Their semblance can no man know saving only in the features of those They have begotten on mankind and of those are there many sorts differing in likeness from man's truest eidolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices and the earth mutters with Their consciousness. They bend the forest and crush the city yet may not forest or city behold the hand that smites. Kadath in the cold waste hath known Them and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones whereon Their seal is engraven but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? Great Cthulhu is Their cousin yet can he spy Them only dimly. Iä! Shub Niggurath! As a foulness shall ye know Them. Their hand is at your throats yet ye see Them not and Their habitation is even one with your guarded threshold. Yog Sothoth is the key to the gate whereby the spheres meet. Man rules now where They ruled once They shall soon rule where man rules now. After summer is winter after winter summer. They wait patient and potent for here shall They reign again.

APPENDIX 6

Necromancer one liners from Schell the Witch

(Note: These are great one liners for Death Jesters!)

What do ghosts serve for dessert?
Ice Scream

What's a haunted biata?
A poultry-geist

Why are most monsters covered in wrinkles?
Have you ever tried to iron a monster?

What kind of mistakes do spooks make?
Boo boos

Why do mummies make excellent spies?
They're good at keeping things under wraps

What does a vampire fear most?
Tooth decay

Why are there fences around cemeteries?
Because people are dying to get in.

Why didn't the skeleton cross the road?
He didn't have the guts.

APPENDIX 7

Some vampire music I didn't write just to put you into an undead kind of mood:

The world is a vampire, sent to drain
Secret destroyers, hold you up to the flames
And what do I get for my pain?
Betrayed desires, and a piece of the game

Even though I know _ I suppose I'll show
All my cool and cold-like old job
Despite all my rage I'm still just a rat in a cage
Then someone will say what is lost can never be saved
Despite all my rage I'm still just a rat in a cage

Now I'm naked, nothing but an animal
But can you fake it, for just one more show?
And what do you want, I want to change
And what have you got when you feel the same

REVIEWS

See what others are saying about **Keeping Your Skeletons Their Whitest - A Beginners Guide To Necromancy!**

Necromancer Underground says: "It's a great way to bone up on skeleton maintenance!"

Wicked World says: "Where did he ever dig up these things? He has really unearthed some winners!"

Unseelie Daily says: "I'd rather be killed with cold iron than miss this!"

Troll Roks says: "Ug smash!"

Gillarian Naelev of Sarefall Glade says: "It is a horrifying book. I simply cannot bear it."

Fippy Darkpaw says: "You have trespassed long enough on Sabertooth land!"

Nature Review says: "The guy's nuttier than a squirrel turd!"