

The NECROMANCER

An AD&D Character Class

by Lew Pulsipher

The necromancer is an extremely evil human who deals with death and the undead — the original meaning of the word adopted in *D&D* for the 10th level magic-user. Intelligence must be at least 12, constitution at least 14, and wisdom *no more than* 12. A 10% experience point bonus is given for 16+ Intelligence. Though not a clerical sub-class, experience point levels, hit dice, saving throws, and attacking columns are as for clerics. Necromancers use those magic items available to all classes (such as rings and most potions) and all magic weapons except swords. They may use any non-magical weapon, and any type of armour and shield.

A necromancer is a loner. He prefers to surround himself with the dead (and undead), not with life. He rarely subordinates himself to anyone, preferring to rule his own 'kingdom of the dead'. He may, however, employ (or rather, force into servitude) such devoted agents of destruction as orcs, gnolls, and trolls. Even animals smell the necromancer's devotion to death and dissolution, and avoid him.

A necromancer avoids sunlight and open spaces (except on moonless nights). He is secretive, furtive, and reclusive as townspeople — all sedentary peoples — distrust and abhor the necromancer and all that he stands for. A low level necromancer usually resides in a town in order to have access to the necessary 'materials' of his work. Attempts to maintain secrecy are hampered by the loathsome nature of the necromancer's work. In effect, for each level he rises he loses a charisma point, until he reaches rock-bottom (zero). This helps represent the growing suspicion of acquaintances and general reaction of people as he becomes imbued with Death. When discovered he must flee (unless he can defeat the aroused town) and begin his lone existence.

A powerful necromancer is often the object of a quest by extremely good characters such as paladins, rangers, and high level clerics.

Necromancers may communicate with undead, friendly or not, and may be friendly with undead just as evil clerics can, using the matrix on page 75 of the *Dungeonmaster's Guide*. However, a D result means that the undead are indefinitely under the control of the necromancer. Otherwise, to gain 'permanent' control of undead, the necromancer presents himself to undead already friendly with him, and the Matrix of Clerics Affecting Undead [DMG] is consulted again. If the result indicates that the undead are affected, then 1-12 are indefinitely controlled by the necromancer. If a 1 is rolled, the undead immediately attack the necromancer.

Control lasts until a good cleric turns the undead in question, or the undead moves more than 20 feet times the necromancer's experience level away from him, or out of his line of sight. However, volitionless undead such as skeletons and zombies may be left in one location with orders to attack anything that appears etc. Control can also be broken by a *dispel evil* spell, or a D result from an evil or good cleric on the matrix. Undead controlled by a necromancer *who is present* are harder to turn/dissolve than ordinary undead. Subtract one from a cleric's d20 roll per three levels of the necromancer (fractions lost).

The maximum number of undead that a necromancer may control at one time is equal to ten times his level, in hit dice. Vampires and higher undead beings cannot be controlled.

A necromancer is immune to special powers (such as paralysis) of undead which have fewer hit dice than himself, ie a third level necromancer cannot be paralyzed by ghouls, a fifth level cannot be life-drained by wights, and so on. Necromancers are unaffected by fear of death. Consequently they save at +1 when fear of death is the principle emotion (DM's judgement). As explorers of the realms of death, they also save at +2 vs death magic.

A necromancer's wounds do not heal naturally, nor by *cure* spells or potions but can be healed by ritually sacrificing a human or demi-human, gaining half the victim's hit points in healing. The ritual requires special equipment, such as brazier, candles, and ritually purified knife, and takes one hour to perform. (Note that the grade 5 ability *Drain Hit Points* allows a necromancer to drain hit points from an opponent, transferring them to himself.)

A necromancer must sacrifice periodically to his god of death. If he fails to do so faithfully he loses all spell-like abilities until he renews a satisfactory schedule of sacrifice (and atones for missed sacrifices).

Sacrifice Table

| Level | Average Frequency | Maximum Interval Between Sacrifice | Minimum Creature Required | Minimum Special Sacrifice Required Once per Year |
|-------|---------------------|------------------------------------|--|--|
| 1 | 4 weeks | 6 weeks | Dog, cat, horse, or creature of similar intelligence | Human |
| 2 | 4 weeks | 6 weeks | Dog, cat, horse, or creature of similar intelligence | Human |
| 3 | 4 weeks | 5 weeks | Female of above | Female human |
| 4 | 4 weeks | 5 weeks | Female of above | Female human |
| 5 | 3 weeks | 5 weeks | Chimp, orangutang, dolphin, or similar intelligence | Human virgin |
| 6 | 3 weeks | 5 weeks | Giant class (orc, goblin, etc) | Human virgin |
| 7 | Fortnight (2 weeks) | 4 weeks | Female of above | Human virgin |
| 8 | Fortnight | 4 weeks | Female of above | Human virgin |
| 9 | Fortnight | 3 weeks | Human | Human mother pregnant with first child |
| 10+ | Fortnight | 3 weeks | Human | Human mother pregnant with first child |

For example, a seventh level necromancer must sacrifice at least 26 times a year with no more than 4 weeks between sacrifices. He must sacrifice a female orc, goblin, hobgoblin, kobold, or other giant class, or a human, each time. Once a year he must sacrifice a human virgin, in addition to other sacrifices.

As a necromancer advances in experience he more and more resembles the undead rather than the living. At second level he gains infravision, but his normal sight slowly deteriorates until, at tenth level, it is not better in any conditions of light than normal sight is under a full moon. He tends to rely on his infravision. At the same time, he can see better than other humans into other Planes which touch the *Prime Material*, especially the *Negative Material*. Necromancers also see invisible objects well — 5% plus 1% per level in addition to the possibility derived from the table on page 60 of the *DMG*.

At tenth level the necromancer may create a Temple of Death. He can possess only one such temple, but if one is destroyed he may create another. The Temple of Death must be constructed of human bones — the more the better (and bigger) — bonded by a mixture of human blood and various thickeners.



Construction costs 10 man-hours — using living slaves, since undead have insufficient dexterity — and 10 gold pieces for every 10 cubic feet of walls, ceiling, floor, and supports. (Bone walls must be at least one foot thick, ceiling and floors half a foot thick.) Every 10 cubic feet requires bones of 50 humans and demi-humans, and blood of five. Graves and tombs are likely to be the primary source of bones in these numbers. Temple bone is magically resistant to damage, and structurally strong— treat as the hardest type of stone.

While in his temple a necromancer's power is increased. Sav-

| Experience Points | Necromancers Table | | Abilities: | | | | |
|-------------------|--------------------|---|------------|---------|---------|---------|---------|
| | Experience Level | 8-sided Dice for Accumulated Hit Points | Grade 1 | Grade 2 | Grade 3 | Grade 4 | Grade 5 |
| 0-1500 | 1 | 1 | 1 | | | | |
| 1501-3000 | 2 | 2 | 2 | | | | |
| 3001-6000 | 3 | 3 | 3 | 1 | | | |
| 6001-13000 | 4 | 4 | 3 | 2 | | | |
| 13001-27500 | 5 | 5 | 4 | 2 | 1 | | |
| 27501-55000 | 6 | 6 | 4 | 2 | 2 | | |
| 55001-110000 | 7 | 7 | 4 | 3 | 2 | 1 | |
| 110001-225000 | 8 | 8 | 5 | 3 | 2 | 2 | |
| 225001-450000 | 9 | 9 | 6 | 3 | 3 | 2 | |
| 450001-675000 | 10 | 9+2 | 6 | 4 | 3 | 2 | 1 |
| 675001-900000 | 11 | 9+4 | 7 | 4 | 3 | 3 | 1 |
| 900001-1125000 | 12 | 9+6 | 7 | 4 | 4 | 3 | 2 |
| 1125001-1350000 | 13 | 9+8 | 8 | 5 | 5 | 3 | 2 |
| 1350001-1575000 | 14 | 9+10 | 8 | 6 | 5 | 4 | 2 |
| 1575001-1800000 | 15 | 9+12 | 9 | 6 | 5 | 4 | 3 |

15th is maximum level. A necromancer gains full experience for what his creatures do while he is present, none if he is not present.

ing throws against his powers are at -2, or -1 if the target is not in the temple. The necromancer regenerates damage at the rate of one hit point per turn while in his temple. Finally, he may call forth skeletons from the temple walls, up to one per 10 cubic feet of bones in the temple per day. The skeletons follow his implicit will — he need not speak or concentrate to cause them to act as he desires. These are treated as normal skeletons. The skeletons may not appear simultaneously closer than five feet to one another. They never leave the temple.

Example: a 20 foot square temple, 10 feet high, with one foot thick walls and six inch thick floor and ceiling, is 1,200 cubic feet of bones — bones of 6,000 persons. The necromancer can call forth 120 skeletons per day from the temple.

When he is killed a necromancer above first level will, unless his body is perfectly preserved, return as an undead type of a similar number of hit dice (lower when none is equal; he cannot be raised unless the *raise dead* or *resurrection* spell is cast within one minute per the necromancer's level after death.) The undead does not gain experience or levels. Even destruction of the body will not prevent this hideous occurrence. The undead appears at the grave or last resting place of the necromancer, one week after death to the minute. Necromancers of ninth to fourteenth level return as vampires; those of fifteenth level return as liches.

A necromancer may *curse* his killer as he dies (assuming he has a chance to speak it), as the clerical *curse* spell but not automatically removable. Figure the level of the *curse* as four times the necromancer's level. Any *remove curse* (or *dispel evil*) spell works against the *curse* as *dispel magic* does on magic. Each cleric or magic-user casting *remove curse* or *dispel evil* can try once only; if he fails the first time, he'll fail every succeeding time against this *curse*, if he bothers to try.

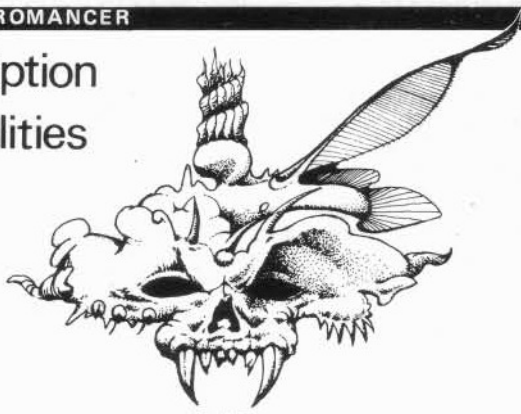
At fifteenth level, the maximum level attainable, a necromancer has reached Utter Degradation (from an ordinary point of view) or the Ultimate (from his own point of view). He learns/ discovers the spells which create a lich from a human being, and if he is killed he 'returns' as a lich at any time from immediately up to a week later, as he desires. He may also employ these rituals to enable another powerful (and willing) human (at least twelfth level cleric or magic-user) to become a lich. A non-necromancer becomes a lich immediately — he is 'killed' as part of the rituals. Of course, it is extremely difficult to arrange such an evolution, given the distrust common among evil characters.

Necromancer Abilities.

Once learned, an ability is not forgotten (barring amnesia or the like) and need not be relearned in the way a magic-user must memorize his spells from books. An ability cannot be changed or substituted, but may be selected more than once. Unless otherwise stated, an ability is useful just once per day. Some abilities must have another ability selected at an earlier experience level before it is possible to choose the ability in question. For example, *Animate Dead* must be selected before *Improved Animate Dead*. A necromancer may use the opportunity to learn a higher grade ability to learn a lower one instead. For example, a third level necromancer could have four grade one abilities instead of three grade one and one grade two. Later he may put the ability back in its proper place, in effect — in the example, when he reaches fourth level he could choose one grade two for four and one, and at fifth level choose another grade two, and a grade three, to give him four-two-one. ▶

| Grade 1 | Grade 2 | Grade 3 | Grade 4 | Grade 5 |
|------------------------------|--------------------------|---|------------------------------|----------------------|
| Animate Dead | Control Shadows | Animate Dead | Become Non-Corporeal | Death Angel's Shadow |
| Cause Darkness | Improved Animate Dead | Animals | Construct | Drain Hit Points |
| Evil Eye | Imitate Dead | Create Skull | Servant | Frankenstein |
| Feign Death | Manufacture Ghoul | Guard | Create Necromantic Bell | Creation |
| Grave Noises | Manufacture Ghast | Improved Control Shadows | Life Drain | The Ineffable |
| Speak with Dead | Summon Wights | Manufacture Wight | Summon Dead | Terror |
| Speak with Dead Animals | Sense Life | Manufacture Mummy | Person From the Outer Planes | Summon Spectres |
| Summon Skeletons and Zombies | Summon Ghouls and Ghosts | Paralyze | Summon Mummies | |
| | Summon Wights | Possession | Zombie | |
| | Wisdom of the Dead | See/Know the Past | Zombie Army | |
| | | Summon Wraiths Superior | | |
| | | Animate Dead | | |
| | | Unholy Strength of the Eternally Damned | | |

Description of Abilities



Grade 1

Animate Dead. Enables animation and control of 1-6 dead human-type bodies, which become zombies. The bodies cannot be more than one week dead, plus one day per experience level of the necromancer. (If the flesh has been stripped from the bone, the victims become skeletons rather than zombies.) No more than six times the necromancer's experience level of zombies and skeletons animated in this manner may exist at one time.

Cause Darkness. Equivalent to the MU's *darkness 15' radius* spell.

Evil Eye. The necromancer's eyes act as those of a vampire except that the effect is to *hold* rather than *charm*, and lasts only while the necromancer looks into the victim's eyes. A save vs spell is applicable. Only those vulnerable to *charm person* may be affected.

Feign Death. Same as the monk's feign death ability, usable any number of times per day.

Grave Noises. Similar to the MU's *audible glamer* spell except that only noises appropriate to the Romantic idea of a graveyard can be produced: screams, wails, cries, gasps, moans, curses, groans, chains rattling, thumps, etc. Moreover, the sounds may be set to be triggered off by the approach of any living human (or demi-human) within 10 feet of the location of the spell. The noises can be made only between dusk and dawn.

Speak with Dead. Same as third level clerical spell.

Speak with Dead Animals. As *Speak with Dead*, but permits speech only with dead animals, not human-types, monsters, or giant animals.

Summon Skeletons and Zombies. (This description applies to all the undead summoning abilities.) The necromancer may summon up to a dozen undead of this type or types within a range from himself equal to 3" times his experience level, up to a maximum of 25". The undead will immediately move as rapidly as possible toward the necromancer. If no undead of the type(s) specified are within range, or less than a dozen, lower level undead will answer the summons, the most powerful first. A necromancer may attempt several undead summonings, with different summoning abilities, at one time. If the undead in question are controlled by someone, halve the level of the summoning necromancer, divide it by the level of the controller, convert to a percentage, and roll percentage dice to determine whether the call overrides control.

The maximum duration of the call is one turn plus one per experience level of the necromancer. It is not necessary for the necromancer to concentrate on the call once it begins; he may stop the call at any time. Undead summoned in this manner may be controlled using the Undead Control Table, but react as normally encountered undead when they arrive within sight of the necromancer.

Grade 2

Control Shadows. This is unlike the normal undead control ability of a necromancer, because the controlled shadows may be sent out of sight, to return later and report what they've learned. The maximum distance the shadow can be from the controller is 2" times the necromancer's experience level. The basic control chance is 10%, increasing 10% for each level advanced after he has selected this ability. For example, if he selected this at third level, then as a sixth level his chance would be 40%. The maximum number of shadows which may be controlled at one time is equal to the number of levels the necromancer has possessed the ability (eg third-sixth is four levels).

Improved Animate Dead. *Animate Dead* is a prerequisite. The necromancer is able to animate 1-6 human (not demi-human) dead with half of the hit dice they had before death (round down), which attack as the level they were while alive but without strength and dexterity bonuses or penalties. They cannot wear armour, but have 8-sided hit dice regardless of the type they had while alive. They attack by weapon type and are turned as ghouls. Duration is 24 hours, the victims cannot be more than one week dead, and the bodies must be more-or-less whole.

Manufacture Ghoul. Creates a ghoul from a dead human body. The procedure requires one week without other activity, and the human must be formally sacrificed in a Black Mass at the midpoint of the week. The necromancer may take control of the newly-created ghoul using the normal undead control procedure, but otherwise the ghoul reacts as a normal independent undead creature.

Manufacture Ghast. As for *Manufacture Ghoul*, but a ghast is created. *Manufacture Ghoul* is a prerequisite.

Sense Life. Three times a day, for one turn duration, the necromancer may sense all intelligent warm-blooded living creatures with 15' of him; he learns direction to the creature(s) only.

Summon Ghouls and Ghasts. Similar to the grade 1 summoning ability, except that ghouls and ghasts are summoned. *Summon Skeletons and Zombies* is a prerequisite.

Summon Wights. As grade 1 summoning ability, except that Wights are summoned. *Summon Ghouls and Ghasts* is a prerequisite.

Wisdom of the Dead. Once per day, the necromancer may question an intact skull to find out what is happening wherever the skull's body skeleton lies. The maximum distance from the skull to bones is 20 miles per experience level of the necromancer. The skull can report on circumstances occurring up to 50 feet from the body, even if the body is buried. The power cannot be used if the body is animated or the parts are scattered.

Grade 3

Animate Dead Animals. The necromancer is able to animate 1-6 animals dead less than a week, with the same powers they had when living. They are turned by clerics as undead of half as many hit dice. Only animals (beasts one might encounter in our own earth) can be animated. Restrictions on numbers are as for *Animate Dead* (grade 1).

Create Skull Guard. If a human or demi-human is ritually sacrificed in the necromancer's lair, the decapitated head may be used as a guardian skull, after one week of further attention. He may have no more than his experience level of skull-guards at one time. A skull-guard is a skull — the flesh soon sloughs off — with shadowy wings. It flies rather slowly, 3", one hit die, AC2, bites for 1-3, and has the usual undead immunities to spells. It is turned as a spectre. It will never go more than 60 feet from the location of the ritual in which it was created. Otherwise, it follows whatever order or series of orders the necromancer leaves with it. Fear emanates five feet from each skull-guard. Anyone in this area failing to save vs magic flees at full speed for five melees rounds. Once a character has saved, he is immune to fear from the skull-guard in question for the next 24 hours.

Improved Control Shadows. *Control Shadows* is a prerequisite. This works just as that ability, except that there is a telepathic link between the necromancer and shadow so that the shadow can report what it sees as it sees it, and can receive further orders. While the link is actually being used to transfer information, the shadow glows a reddish colour slightly.

Manufacture Wight. As grade 2 manufacturing abilities, but a wight is created. *Manufacture Ghast* is a prerequisite.

Manufacture Mummy. As grade 2 manufacturing abilities, but a mummy is created. *Manufacture Wight* is a prerequisite.

Paralyze. For two turns, the necromancer can paralyze any humanoid of man-size or smaller which he touches. A save vs paralysis is allowed.

Possession. Once per day this power may be used against anyone vulnerable to *charm person* who is within 60 feet of the necromancer and in his sight. If the victim fails to save vs spells his body is taken over by the spirit of the necromancer, which leaves his own body behind (as for a *magic jar* spell). The victim continues to sound like himself, with the necromancer able to speak any languages the victim knows. Consequently, he may attempt to insinuate himself into a party of the victim's friends. *Detect evil or magic* will register that something is evil or magic about the victim, though of course if the victim carries any magic item there will be no differentiation between victim and item. *Detect charm* will reveal the possession. The duration of possession is determined in the same way that duration of *charm person* is determined.

See/Know the Past. Once per day, the necromancer may concentrate for 5 rounds and know what occurred during the previous 24 hours in the place he occupies.

Summon Wraiths. As grade 1 summoning power, but wraiths are called.

Superior Animate Dead. The necromancer may animate one person per day, who is no more than one week dead. The body, which must be more-or-less intact, has the full powers it possessed in life, including any spells or magic-using ability it had at the moment it died — it cannot actually learn or memorize more spells. Clerical spells are not available. Duration is 24 hours. The undead is turned as a normal undead creature of similar or fewer hit dice. There is a 10% chance that it will turn on and attack the necromancer, or 20% if it was chaotic good in alignment, 25% if neutral good, 30% if lawful good. *Improved Animate Dead* is a prerequisite.

Unholy Strength of the Eternally Damned. This ritual can give 18/00 strength to the recipient. A human, elf, dwarf, or gnome must be sacrificed at midnight of a full moon, and the recipient must pour the blood over his head and drink of it. He takes 1-20 hit points damage and then has a chance of gaining 18/00 strength permanently, depending on the victim's nature: male 50%, non-virgin non-pregnant female 70%, virgin 85%, pregnant 90%. If successful, the recipient is damned and becomes lawful evil. His soul is promised to an arch-devil. Someone who unwillingly undergoes the ritual may be saved by death and *resurrection/raise dead*. If a *charmed* person is forced to undergo the ritual he gets an extra save vs charm.

Grade 4

Become Non-Corporeal. The necromancer's body (and accoutrements) becomes non-corporeal for six turns. This raises his armour class by four, and he can be hit only by magic weapons. He can also walk through solids, such as walls. Daylight — not including spells which are the equivalent of daylight — immediately causes the necromancer to regain corporeality.

Construct Servant. The necromancer can make servants from dead body parts. These creatures are enchanted monsters, not undead. The parts must come from humans: two arms, two legs, torso, and a head are needed, no more than one from a given body. Bodies must be dead less than one day, and neither diseased nor mutilated in the relevant part. Roll for ability numbers for the creature using 3d4. If the head was a spell-caster (excluding clerics), then the servant may be, but never casting spells above first level. The servant gains as many experience points as its master when it accompanies him (but this experience is an addition, not something taken from others in the party), and gains levels as a fighter (or spell-caster if the head is of that type). Because of the diversity of parts used, the servant often looks deformed. One will never be mistaken for a normal human in daylight.

Create Necromantic Bell. The necromancer may create a bell, only one per person (human, half-elf, gnome, or dwarf only). He sounds the bell, the spirit of the dead person appears, and he may ask five yes/no questions as though using a *speak with dead* spell. He can never make another bell for that person, and it can be used only once. The bell costs one week plus 1,000gp to make per experience level of the person being summoned. It may be made only if the necromancer has a body part or a possession often used or carried by the dead person.

Life Drain. For two turns the necromancer can drain one experience level from any man-size or smaller humanoid he touches. A save vs spells is allowed. A victim reduced below zero level is dead — he does not become an undead. Level drain is permanent barring *restoration*.

Summon Dead Person From the Outer Planes. Once per day the necromancer may summon someone he knew personally, who is now dead, with all normal powers and equipment but no magic items, to serve for one hour. If the summoned person is of a higher level than the necromancer, or of a different alignment, there is a chance that he will attack instead of serve: 10% per level above, 25% if neutral, 50% if good, 25% if evil but of opposite nature (law vs chaos). If the summoned person was killed by the necromancer, reduce this chance by 20%. If a necromancer summons the same dead person very frequently, the dead person's god may intervene, usually merely by preventing summoning henceforth.

Summon Mummies. As grade 1 summoning ability, but mummies are called.

Zombie. Once a day, the necromancer may attempt to enspell someone (who must be vulnerable to *charm person*) within 40 feet. If the target fails to save vs spell, he becomes an automaton without will, under the control of the necromancer permanently. The victim retains all powers, and is able to use evil (but not good) magic items or unaligned items. It is turned as an undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. It is also broken if the victim dies and is *raised*, or by a *dispel evil* spell. (Compare the necromancer's level and the level of the caster as one would when determining whether *dispel magic* destroys some enchantment). *Exorcise* can also break the spell. *Dispel magic* has no effect. The victim looks vacant-eyed and is slow of speech; there is obviously something wrong. *Evil eye* is a prerequisite.

Zombie Army. The necromancer can animate 1-1,000 bodies less than one week dead; the animation lasts 24 hours. Only human-type bodies can be animated. *Animate Dead* is a prerequisite.

Grade 5

Death-Angel's Shadow. The necromancer summons an 'angel' of Death, directing it to slay one creature within 30 feet of the necromancer at the time the summons is made. The 'angel' appears immediately. If the victim fails a save vs death at *minus five*, he sees the death-angel and dies. Otherwise, there is no effect — no one else even sees the 'angel'.

Drain Hit Points. Hit points represent fatigue as well as other factors, and in effect the necromancer is draining stamina from the victim into himself. When the necromancer strikes an opposing human, demi-human, or giant class of man-size (not larger or smaller) with a hit roll five or more greater than needed to hit, the hit points lost by the victim are gained by the necromancer. The necromancer cannot rise above his normal maximum of hit points, but the drained points can heal damage. Only *restoration* can renew the victim's hit points — otherwise they are permanently lost.

Frankenstein Creation. The necromancer may create a monster equivalent to a flesh golem. Parts must be obtained from bodies less than one week dead and neither diseased nor mutilated. A total of 50 parts are needed. Roll percentage dice to determine how many parts may be obtained from a particular body: 01 — two, 02-05 — one, 06-00 — none. The creature, when assembled, must be animated at night during a thunderstorm. Examining a body for parts takes an entire day. If the creature meets another of this type (not a normal flesh golem) both will run amok and attack each other until one is destroyed. Otherwise, the creature follows all voice orders of its creator, but is quite stupid. *Construct Servants* is a prerequisite.

The Ineffable Terror. The necromancer continuously projects an aura of fear in a 50 foot radius, which he may 'turn off' at will. His aspect is so terrible that those within this range who can see him must save vs spell or flee for one turn. Only those creatures vulnerable to *charm person* are affected. Creatures must save every fifth round while in the area affected.

Summon Spectres. As grade 1 summoning spell, but spectres are called.

Final comment. Although a necromancer player character is possible, it is obviously primarily a non-player character 'monster'. Any DM using the class for players must enforce the peculiar restraints with regard to association with other living beings, which is why a necromancer is so hard for a player to use.