

Additional Skills Required for the Successful Necromancer vol. 1

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What is necromancy? We all know of the conjuration spells required to reanimate a body, and the various rituals performed throughout society in reverence and preparation of the dead. But what of the less, shall we say, arcane skills required for our divine art? Not every corpse is fresh, nor complete, and not every skeleton remains completely intact. How do we confront these obstacles? How do we prolong the usefulness of our servants?

Well, dear neophyte, in these manuals for the beginners of our art, you shall see.

In this volume, the first of many one hopes, we shall deal with skeletal minions, as they are most common, and require the least actual magic to raise. As my brethren have attested to in the past, the skeleton must be complete, and while it is helpful, and often expedites the reanimation process, to assemble the bones in the correct order, it is not required.

Here, I believe some clarification is required. Indeed, only a complete skeleton can be successfully raised, but it need not be all a single person. Broken or missing bones can be replaced with others, and so, a good stock of bones is recommended, nay, essential, to any neophyte trying their hand at this task. Do not simply rely on a single body, collect many, and assemble the strongest minion you can. And, as the Dunmer of Morrowind will attest, should you happen to halt one in the act of killing you, rituals can bypass even this rule, have you the knowledge and skill. The Bonelords of the Dunmer people are masterpieces of necromantic creation, their creation rituals closely guarded secrets of the clergy of their peculiar religion. I pity any fool who stumbles into a Dunmer tomb ill prepared. I will speak more of the Dunmer, and their skills, in the next volume.

My erstwhile brethren also attest to supporting the limbs of such creations, with leather straps or metal spikes. Now, are we to simply waltz into town and buy these things? No, I say. The smart necromancer produces these things on his or her own. And thus, some knowledge of smithing, and the appropriate tools, is required. For the novice, I recommend leather. It is simple to craft, and easy to gather. The straps need not be skillfully wrought, so long as they are sturdy. While the metal spikes, driven into the sockets and limbs, provide for a sturdier servant, the skill and funds required are something to be sought after by the more experienced Brother or Sister. We need not rush ourselves, as time is not our enemy, and thus, one should take the time to practice, to hone one's skills, so that one's servants might prove themselves useful to our cause.

Further maintenance is simple, as skeletons simply require the original spell to be reinvigorated with magicka to return to full strength, again, provided all the bones are intact. This can prove troublesome against the smarter breed of righteous adventurer you might face, as the small bones in the hands and feet are particularly vulnerable. Thus, armour is the smart necromancer's choice, and again, skill in maintaining your servants' armour, however rudimentary it may be, is essential to prevent your efforts being wasted by the ham-fisted rages of adventurers.