What is stated here is pretty much what the title states. It is a list of necromancy changes the LT wants resolved, amended, clarified, adjusted, and so on. Mainly given because right now it is a complete and utter mess with OOC controlling, fighting, bickering, and what not along with additions and rewrites made that lock constructs, the magic, etc down to it not properly taught, maintained by inactive few, and threats of removal on a wim if one person doesn't do what they are told OOCly. This, in short, needs to end. Thus the list below shows what the LT are looking for when the rewrite is being made. From this point of being given the list, the rewrite has exactly 1 ½ irl months (Oct. 18th, 2018) with a draft ready by 1 month(Oct. 4th, 2018)



List of Issues

-Ghouls in general need to be either completely removed or reworked. As current, they are a bad concept that are only around to attack/kill people which has pushed for pvp encounters, bad rp, and overall not a lot of fun for either party involved. It is suggested to merge it with something else or flat out removed.

-Liches/Darkstalkers issues stem on the vague understanding of what they are. As in is it an endgame? A controlled construct? It's quite frankly unclear and how they are need to be adjusted to actually fit a theme of what they are meant to be. As well as their constant need to kill/drain to maintain themselves. There needs to be a better way that is more RP driven. For Liches specifically, phylacteries are the major concern. They need to be moderated, kept in check, and not be able to just toss somewhere and forgotten about. There is the understanding of a pk clause, but in the end, that's what you signed up for

when becoming said creature. Then of course, liches need more fluff flavor stuff added to them to make them more interesting. Darkstalkers specifically are grossly OP with their tank like statue as well as able to just learn necromancy fully. Their issues with phylacteries share the same with Liches along with having no balance with these creatures. Its suggested merged with something else or massively fixed to balance it out as well as fixing the weaknesses that are actually rp'd.

- The nexus/clotting needs reworking or removal. Silencing was a step in the right direction, but then you had it need to be taught by a gravelord at the nexus or w/e. Same with a few other spells.

-Soul shadows need to be reworked completely or just rid of for something better. Given at the moment, it's just terribly designed.

-Dark hollows, in short, are a dark souls knockoff in disguised for a unnecessary connection requirement that needs to be reworked, removed, or what have you.

~~-Drain needs to be reworked and better balanced than what it is currently. Suggestions are adjusting the emote requirements, rework the ability itself, or balance it out overall.~~ Ignore for now, just make sure your iteration has a well defined version.

-Resurrection needs a massive nerf and ability adjusted where it isn't a powerhouse when summoning a lot of temp creatures to then rofl stomp someone.

-Taint/stagnation/affliction/curses needs to be reworked and far better defined than it is currently. Affliction/Curses specifically is far to vague on what it does, to much creative freedom, and lack of examples just causes more issues than its worth.

-Work on the issues of the powergrabing/controlling as a whole. This magic in the end is for the server and its players to enjoy. Not a elect group of individuals that want to maintain power over it. Make it creative and fun as well as enjoyable for the necromancy community to interact with.