

THE ANCIENT TOME OF DARK MAGIC

VERSION 2.0

In this tome are written all the non – official spells of necromancy school I’ve found.

There are spells of white (☆), red (☾) and black (○) magic in this tome.

CANTRIP

Dancing Vermin (Necromancy)

☾

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Through use of this spell the caster can animate one creature with a hit point total of 1 or less in life. The animated creature (which is usually a mouse or other very small animal) must remain within 10 feet of the caster or it will fall lifeless. A virtual puppet, the creature's actions are entirely up to the caster, but it's movement is so slow and weak as to preclude it's use in combat.

This spell irrevocably slays a creature with a maximum hit point total of 1 and a body volume of 1 cubic foot or less. Many a rat in a wizard's tower has met their end through this spell.

Sensate (Necromancy)

☾

Range: 10 feet
Components: V,S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

By means of this spell the caster can cause the subject to feel one sensation, which may be quite painful, if he or she fails a saving throw vs. spell. The sensation caused by this spell is always enough to break a caster's concentration on a spell.

Terminate (Necromancy)

○

Range: 10 feet
Components: V,S
Duration: Instantaneously
Casting Time: 1
Area of Effect: Special
Saving Throw: None

1ST LEVEL SPELLS

Apothecary (Necromancy) ★

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Touch
Saving Throw: Negates

This spell transforms magical energy into life force, the effective reverse of life drain. The result is a minor healing spell wizards can employ. it heals 1d4 hp and/or many minor ailments such as a skin irritation or minor infection.
The material components are a freshly clipped strand of hair or a freshly clipped fingernail smeared with a bit of wood alcohol, materials are consumed during casting.

Ashes of Death (Necromancy) ○

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

At the conclusion of the spell, the caster sprinkles the material component, ash of burned wood, at the victims in front of him. Any creature touched by the ashes, except the caster, suffers 2 points of damage per level of the caster, unless they make a save vs. spell.
This spell does not affect undead.

Autopsy (Divination, Necromancy) ☾

Range: 0
Components: V, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One corpse touched per level
Saving Throw: None

With this spell a wizard can determine the cause of death of a corpse. No language restrictions apply, this is not a communication with the deceased. At higher levels, the spellcaster can learn more of the target's actions immediately prior to death.

Wizard's Level	Maximum Time Dead	Maximum Time Frame Allowable
up to 5	1 week	1/10 round
6-7	1 month	1 round
8-10	1 year	1 turn
11-13	10 years	½ hour
14-17	1000 years	1 hour
18+	any age	1 hour

The maximum time frame allowable is the amount of time that the caster may learn about from the corpse. One question every two levels, starting at the 2nd, is allowable (none at 1st, one at 2-3, two at 4-5, etc.). The questions must be answered analytically, locations, actions of others; questions about intent, feelings of participants, etc. are not allowed. To facilitate this, the DM should answer as tersely as possible.
The material component is the corpse (or fragment thereof). The wizard must touch the corpse for the duration of the spell and concentrate deeply. Any interruption will waste the spell and spell charge.

Banish Taint (Necromancy) ★

Range: Touch
Components: V,S,M
Duration: Permanent
Casting time: 1 round
Area of effect: 10 cubic feet per level
Saving Throw: None

Banish Taint will remove any natural toxins from any substance. To an extreme end, even 2 week old carrion could be made safe to eat via *Banish Taint* (not appealing, just safe.) *Banish Taint* can also be used to cleanse festering wounds and other such maladies. Numerous other useful applications should be evident (like it's the ultimate mystic STD prevention spell.) The spell does not work on toxins natural to a creature (snakes can't be made non-poisonous, but snake bites can.)

Bleeding Touch (Necromancy) ○

Range: 10 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1

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Area of Effect: One creature

Saving Throw: Negates

This spell causes a bleeding wound to appear on the victim.

Wizards do not have to attack their chosen victim to hit. The victim must save versus death magic or suffer 1d6 points of damage for every two levels of the caster. The material component of this spell is a needle.

Blood Gush (Necromancy)

Range: 10 feet/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: One wound

Saving Throw: Neg.

With this spell, the wizard can cause a wound to start bleeding, thereby dealing 1d6 damage to the victim. The wound will continue to bleed unless treated. The bleeding will deal 1d4 damage each round left unattended.

The material components of the spell, are a small piece of metal and a drop of blood.

Cauterize (Necromancy)

Range: Touch

Components: V

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

This spell will cauterize a wound without causing pain. Cauterizing stops bleeding, heals 1 HP, and prevents infection of any kind. Having a wound cauterized will leave a small scar, as would a burn.

Corpion's Nick (Necromancy)

Range: 5 yards/level

Components: V,S

Duration: 1 round/level

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negate

If the victim of the spell fails a saving throw vs. spells when this spell is cast, the victim finds himself cut for 1 hit point of damage. The wound

then continues to bleed, causing 1 hit point of damage every other round. There is little pain associated with the wound, so that spellcasters can still cast spells when struck by this spell.

The wound caused by this spell can be bound by someone proficient with healing. A cure light wounds will heal the damage caused by this spell and prevent further damage.

Create Poison (Necromancy, Conjuration)

Range: 0

Components: V,S,M

Duration: 1 turn + 1 round/level

Casting time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the caster to create mystic poisons whose strengths vary as the caster gains in level. The mage must have an appropriate container for the poison. A crystal vial of no less than 500gp value must be used for this purpose. The caster murmurs the chant, and the vial is filled with an amount of poison based entirely on the casters level. For every level the caster has gained they can conjure one quarter fluid ounce of poison, about enough for 1 dose on an M size creature. This is equivalent for 2 doses on S size and 4 doses on T size creatures. Double the base amount for each size category above M to find the dose required to affect creatures of this size. The table below shows the possible poison type produced:

Level	Damage/save	Save Modifier
1	4/0	+ 3
2	6/1	+ 2
3	8/2	+ 1
4	12/3	0
5	14/4	0
6	16/5	0
8	18/6	- 1
13	20/8	- 2
15+	30/10	- 3

Level	Special Effect	Type
1	stunned(1 round)	ingested
2	sleep(1d4 rounds)	ingested
3	blindness(1d6 rounds)	ingested
4	paralyzation(2d4 rounds)	ingested
5	slow(1d8 rounds)	injected
6	silence(1d4 turns)	injected
8	Enervation	injected
13	petrification	contact
15+	disintegrate	contact

For a special effect to occur, the caster must have the material component for the appropriate spell, if any are necessary, and the target must fail a save vs. spell (without the save modifier, which only applies to the damaging part of the poison). The material components for this spell are: a scorpion tail, a live spider and a drop of blood from the caster.

Additional material components (listed for effect) are :

Stun – no additional

Sleep – a pinch of fine sand, rose petals or a live cricket

Blindness – no additional

Paralyzation – a small straight piece of iron

Slow – a drop of molasses

Silence – no additional

Enervation – no additional

Petrification – lime, water and earth

Disintegration – a lodestone and a pinch of dust

Cremate (Necromancy)

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Range: 3 feet/level

Components: V,M

Duration: Instantaneous

Casting Time: 4

Area of effect: 50 cubic-feet

Saving Throw: Special

This spell cremates dead bodies, and only dead bodies. If cast on undead, there is only a 25% chance that this spell will destroy it. The intensely hot flames will ignite all flammable objects w/in one foot of the body. The material component is a pinch of ash from a cremation.

Death Touch (Necromancy)

○

Range: 0

Duration: 3 rounds + 1 round per level

Components: V, S, M

Casting Time: 1

Area of Effect: The caster

Saving Throw: Neg.

This spell is identical to *Chill Touch*, except that it is weaker in that it has no effect on undead, and stronger in that the victim must make a saving throw at a minus two penalty. The material component is a flake of skin of an undead.

Deforest (Necromancy)

☾

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

This spell causes all normal, stationary plants in an area to turn to grass. The affected area's topography remains unaltered, and many stones still need to be removed before crops can be planted.

Deforest can affect a region of up to 100 square feet or a 5-foot per level radius area. Thus, a 1st-level wizard can clear a circle ten feet across, and so on. The dimensions of the area can be altered to make elongated rectangles, so that straight paths and roadways can also be cleared by this method. Any plant whose roots are inside the area of effect are also considered inside, so a well placed casting could actually clear several large trees instead of one or two.

The spell, if used in radius format, centres on the caster, and if in square or rectangular format, begins directly in front of the caster and clears an area as wide as desired (up to the limits) for as far as it can go in a straight line.

Mobile plant-like monsters, such as shambling mounds, are unaffected by the spell. However, plant-like monsters which have a root system, such as the snapper saw or tri-flower frond, must save versus spell or receive 1d4 points of damage per level of the caster. For every 8 points the plant loses, it also permanently loses one Hit Die. If the plant is killed by the spell, it is also turned to grass. If not, it remains and may heal damage up to its new Hit Die total.

Detect Poisoning (Divination, Necromancy)

☾

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

With this spell, the wizard can determine if a corpse has been poisoned. One corpse can be checked each round. The wizard can determine the means by which the poison was administered and

the place at which it entered the body, and he has a 5% chance per level of being able to identify exactly the poison.

Detho's Delirium (Necromancy)

Ⓒ

Range: 0

Components: V, S, M

Duration: 1 round + 1 round per level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: Negates

The caster of this spell touches a being who is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touched creature receives a saving throw against spells at -2; if the saving throw is failed, the creature will begin to speak (a creature feigning drunkenness or unconsciousness will never be affected by the spell). The affected being speaks at random, in all languages known to it, and on random topics, rambling. It cannot hear questions and cannot be forced by mental or magical control to give specific answers - any attempt to use such control is 96% likely to awaken the creature. While the creature speaks, there is a 22% chance per round (not cumulative) that it will reveal names, true names, passwords, words of activation, codes, directions, and other useful information. Note that the speaker will rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumours, jokes and fairy tales may be mumbled by a speaking creature, not merely factual information. The spell will be broken before its expiry if the affected creature is awakened.

Diabolic Vision (Necromancy)

Ⓒ

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: The Caster

Saving Throw: None

While under influence of the spell, the caster will see only positive and negative energy. He will sense positive energy sources as bright white, and negative energy sources as dark black. He will also perceive the relative differences in brightness or darkness. Thus he will have some feeling about the power of the source. Plantlife will appear very dim, but still white, while a powerful Lich will appear as very dark.

Although the caster have some detail in his perceptions when viewing a source of life or death, he will be virtually blind in any environment consisting mainly of dead matter.

The spell can be ended at will.

Dispel Lesser Undead (Necromancy)

★

Range: 10 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1 Hd undead/level

Saving Throw: Negates

This spell can only affect undead of 2 Hd or lower, like skeletons and zombies. If such an undead fails a save it is utterly destroyed (as they say) and turns to dust.

Disrupt Undead (Necromancy)

★

Range: 20 yards

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: One undead

Saving Throw: Negates

This spell will blast a lesser undead to pieces. A greater undead will take fright from the caster and move away from him, omitting all other actions, for the duration of the spell.

A lesser undead is, for the purpose of this spell, an undead of five levels or Hd less than the caster. An undead of 10 levels or Hd less than the caster is destroyed without a save. Undead of 7 or higher Hd will never be considered to be lesser.

Eldran's Animate Dead Vegetable (Necromancy)

Ⓒ

Range: 0

Components: V,S,M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 dead vegetable

Saving Throw: None

This spell animates one vegetable (tomato, potato, leek, radish, pea, etc.) which immediately grows enough appendages to allow it to move around (usually a tentacle or two). The vegetable must be perfectly preserved before casting, or be

freshly picked, but upon casting, the vegetable rots and appears to be slightly squishy, slimy, mouldy, and generally icky and horrible. What the necromancer does with this vegetable is up to him, the necromancer has complete control over its actions; the communication is only one way, however, the necromancer can tell the vegetable what he wants it to do, but the vegetable cannot report anything it perceives. The vegetable can move around at speed 6, can fetch very small things (of about 2oz. max. weight), and is considered to have a strength of 1 for all other purposes. What the vegetable can move/carry is obviously dependant on what it can get its tentacles around.

The uses of this spell are not particularly obviously at first sight, but one use it was rumoured that Eldran used this spell for was to get a vegetable to grow thorny tentacles and then teach it how to pick locks. Because the vegetable is usually quite light, it is also thought that Eldran used a different vegetable to pick pockets (although it could only manage, at most, one coin/gem/key/other small object at a time). Since Eldran's untimely demise, however, it has been impossible to validate these claims as the alleged vegetables were never found.

One of the most useful aspects of this spell is that it allows the necromancer to deliver touch attack necromancy spells of first, second or third level only through these things. The vegetable must, obviously, be close enough to attack the victim and must roll to hit with a THAC0 of 20, if it fumbles, the vegetable has been squashed for some reason (usually by the target) and the effects of the touch spell manifest themselves on the caster in the resulting magical backlash, as well as taking 1d4 points of damage as with the *Spectral Hand* spell. If the touch spell has a duration of more than one round (ghoul touch) and its effects take place on the caster, then the necromancer can terminate the spell in the following rounds if he so desires.

Creatures protected by *Kodak's Protection From Food* cannot be attacked or in any other way approached closer than 1' while under the influence of the abjuration.

The material component for this spell, besides the vegetable to be animated, are a few cumin seeds to be eaten by the necromancer as part of the casting.

Evermore's Flesh Kill (Necromancy) ○

Range: 60 Feet
Components: V, S, M
Duration: 2 rounds per level

Casting Time: 1
Area of Effect: One limb.
Saving Throw: Negates

The limb that the mage points at suddenly turns grey. It is rendered useless for the remainder of the spell. The target, if a paladin or cleric, can sacrifice one round of attack to roll a save vs. paralysis. If this save succeeds, the limb becomes usable again. The material object for this spell is a piece of zombie flesh.

Feet-Off-The-Floor (Alteration, Necromancy) ☾

Range: 10 yard + 2 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 creature per level
Saving Throw: Special

The bearing members of a creature are influence by this spell in such a way as to let it make an uncontrolled jump of 1D6 feet. The saving throw of this spell is modified for the dexterity of the creature. Beings greater than L or without muscles may be a target of this spell.

The material component is a small metal spring.

Frostbite (Necromancy) ○

Range: 1 foot/level
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: One Creature
Saving Throw: Negates

This spell causes the victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by *Frostbite*, the victim will fight at a -3 to attack and cast spells (if able) at two levels below his/her normal ability. These effects persist until the victim's extremities are defrosted (either by magical healing of 1/10 of the characters max (uninjured) HPs or the passage of 2 hours for every 5 degrees of temperature below 72. Note that any extremity in a *Frostbitten* state for more than 3 hours could potentially become gangrenous.

Galen's Skeletal Hand (Necromancy) ☾

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Range: 1 foot per level
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: One hand
Saving Throw: None

Galen's Skeletal Hand animates a dead hand, turning it into a curious undead servant. The hand has 1d2 hit points and is incapable of attacking a creature for damage (it can, however, distract an opponent). The hand can appear skeletal or with flesh, depending on the condition of the hand when it was animated; this has no effect on the performance of its tasks. It can "walk" on its fingers (think "Thing" from the Addams Family) at a movement rate of six, and while stationary, it can manipulate objects with a fair amount of dexterity. When holding a pen, it can take dictations from its creator (and only its creator), and can turn pages of books, hold items, etc. The hand remains animated until dispelled or until the spell is cancelled by the caster. The material component is one gold coin, which is consumed by the spell.

Ghast Blast (Necromancy) ○

Range: 0
Components: V, S, M
Casting Time: 1
Duration: 1 round/2 levels
Area of Effect: 10 – feet – radius
Saving Throw: Neg.

By means of this spell, the wizard creates a zone of carrion stench around his person that affects everyone but himself in the area. Those who fail a saving throw versus poison will become nauseated and retch uncontrollably as long as they remain in the area of effect plus one full round after leaving the area of effect. Attacks made while nauseated are at a -2 penalty. The area of effect is not mobile but the caster is free to leave as he wishes. If he does so, the area of effect remains stationary until the duration expires or the magic is dispelled. The material component is bit of rotting meat.

Healing Touch of Salt (Necromancy) ★

Range: Touch
Components: V, M
Duration: Permanent
Casting Time: 1
Area of Effect: 1 being

Saving Throw: None

After casting this spell the caster touches the subject, the spell's energy then seals all of his bleeding wounds, even if they were caused by a sword of wounding, by creating a thin layer of salt on their surface. Due to the salt's stinging the recipient will suffer -1 to all of his rolls for the next 1-4 hours while the wounds close. The material component is a bit of salt that is touched to the recipient.

Hide Lifesource (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One living creature
Saving Throw: Negates

This spell masks a source of life energy. The source will be invisible to creatures solely dependent on the presence of such sources. The same restrictions as for *Invisibility* apply to the recipient. The material component of the spell is piece of black silk cloth.

Ice Sword (Necromancy, Enchantment) ○

Range: Touch
Components: V, S, M
Duration: 1d6 +1 rounds per caster's level
Casting Time: 1 round
Area of Effect: One blade of any kind
Saving Throw: Special

This spell bestows the chill of death upon any bladed weapon (be it knife, dagger, short sword, two-handed sword...). Any creature stricken by the blade suffer 1d4 points of cold damage and lose 1 point of strength. If the save is successful, the creature is not harmed by the cold and loses no strength point, but if attacked again by an icy blade, the creature will have to roll a saving throw again. Creatures not rated in strength suffer a -1 penalty to their attack rolls for any successful slashes. Lost strength returns at the rate of 1 point per turn. Damage must be cured magically or healed naturally. This spell has a special effect on undeads. Undead successfully attacked must save versus spell or flee for 1d4 rounds. The material component for this spell is a thin, wispy scarf rolled on the affected blade as the spell is cast. The material component is a wispy scarf.

Kyrell's Cold of the Grave (Necromancy) ○

Range: Touch
Components: V, S
Duration: 2d6 rounds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

When this spell is cast, the caster's hand is surrounded in a flickering blue radiance. The radiance lasts for 1 round per level of the caster. When the caster touches another creature (requiring a successful attack roll if the target is unwilling), the flickering radiance briefly surrounds the target, then vanishes. The target must save vs. paralyzation or be paralyzed for 2d6 rounds. Protection from paralysis wards against this spell. The paralysis can be ended prematurely by *dispel magic*, *remove paralysis*, *heal*, or similar magic. Those affected by this spell speak of a "chill" feeling throughout their bodies. Undead and creatures from other planes are immune to this spell.

Last Image (Divination, Necromancy) ☾

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

When the wizard casts this spell, he sees whatever the recipient corpse saw at the very instant of death, with the intent of learning the identity of the murderer, or at least the location of death. If the recipient was killed by a gaze attack, the wizard suffers this attack as well, but with a +4 bonus to his saving throw.

Lesser Life Draining (Necromancy) ○

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One Target
Saving Throw: ½

Upon completing this spell, the caster must touch his or her intended target. That target sustains

damage equal to 1d4 +1 point per level of the caster. Creatures of greater hit dice than the caster may make a save vs. death magic for half damage. In addition, the spell restores wounds to the caster equal to half the damage done (rounded down).

Little Death (Necromancy) ○

Range: 60 feet
Components: V, S
Duration: 1d4+1 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell may be cast on any living (not golem, undead, etc.) creature native to the prime material plane and with 6+4 or less Hit Dice. The victim must save versus death magic at -3 or fall paralysed for 1d4+1 rounds.

Mental Rejuvenation (Necromancy) ★

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell allows the caster to restore psionic strength points to the target. The caster (who cannot be a non-psionist) can restore 1d6 PSPs per level to the target. The target must be willing and the material components of the spell are a piece of the target's hair or a bit of their scalp.

Murder Weapon (Divination, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 1 round
Area of Effect: Weapon touched
Saving Throw: None

The caster of this spell can check one weapon per round to determine if it was used to kill a specific corpse, of whom he has a blood sample. A murder weapon is one that reduced the victim to zero hit points, or delivered the poison which did so. The material component of this spell is a drop of blood from the caster.

Painful Wounds (Necromancy)

○

Range: 10 yards
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 1
Area of Effect: One creature
Saving Throw: Special

This spell causes any existing wounds (caused by bleeding touch, or any blow of 4 or more points of damage, or when the victim is at half its maximum hit points or less) to become excruciatingly painful. Wizards do not need to hit their chosen victim. The victim must make a saving throw versus paralysis or be unable to do anything but roll on the ground screaming in pain. The material component is a pinch of powdered quartz crystal.

Poof! (Necromancy)

☾

Range 10 yards
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: Personal
Saving Throw: Special

This spell causes the caster to teleport anywhere he/she desires within 10 yards of his/her previous position, and appear in a flash of blinding white light and a loud "poof!" sound. Any creature looking directly at the caster's new position is blinded for 1d6 rounds, or they can save for half duration.

The caster can also use this for a quick getaway from danger.

This spell can be memorised up to 5 turns ahead of time, and is activated by the caster when he mumbles the word "Poof!" The caster choose to memorise this spell more than once, using it to Poof! in front of an enemy, then quickly Poof! away. Very effective for low level mages and cowards of all types. (In Reality, the wizard is teleported to a Negative Plane of Existence and then teleported back to where he wanted to. The risk is this: Each time you use this spell there is a growing chance that you will stay in the Negative Plane of Existence (once: 1% twice: 10% three times: 20% four times: 30% etc.)

Reek (Necromancy, Evocation) ☾

Range: 30 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Neg.

The hapless victim of a *Reek* spell finds himself exuding a carrion stench akin to that of zombies, noticeable for up to 30 feet depending on conditions. Although disgusting, the wretched odor has no measurable adverse affects on those nearby (though your DM may rule that those with exceptionally low Constitution scores must make checks to avoid becoming nauseous or sick). The smell can not be washed away, and even strong perfumes can not completely mask it. The *Reek* will draw any insects or creatures usually attracted by carrion, and will be left behind for those that track by smell... Note that the smell itself is not magical.

Although normal means will not dissipate the odor before the spell elapses, a *Remove Curse* or *Dispel Magic* may do so. The caster may also end the spell at any time. Once the *Reek* has ended, the lingering effects will remain in clothing and equipment until they are cleaned.

The subject of *Reek* receives a saving throw vs. spell to avoid the effect. The material component is a bit of carrion.

Repulse (Necromancy, Abjuration)

★

Range: 60 feet
Components: V,S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Using this spell a wizard can repulse (in effect "turn") undead. The spell is considerably weaker than the granted power of deities, no doubt partly due to the lack of divine authority. When cast the wizard chooses a number of undead to affect equal to half his level. He then rolls a turning check against each of those undead separately: success indicates that the undead turns and flees his presence. However, there is no automatic success with this spell, a roll of 3 or less will allow the undead to resist the turning.

Furthermore a wizard cannot affect an undead with greater than 10 hit dice or whose level or hit dice exceeds his own.

Seduce Undead (Necromancy) ☾

Range: 10 yards
Components: V, S, M
Duration: 24 hours
Casting Time: 1
Area of Effect: One undead + 1 undead per 2 levels above ninth
Saving Throw: None

This spell creates a standing order with one or more undead to engage in sexual behaviour of the caster's choice with the caster. The undead will make no effort to harm the caster, although disease from a zombie's touch or mummy rot, for example, may of course occur. Each orgasm achieved by the caster causes 1d6 damage to the undead. The material component is a drop of semen mixed with menstrual blood.

Selena's Worry Free Racial Purity Protector (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One Person
Saving Throw: Special

Selena wrote this spell to insure that she never broke the racial purity of her elven blood due to sexual relations with humans. She also feels that the spell is also quite useful for keeping her life less complicated and lets her enjoy the now more fully. The spell is only useful for aborting fetuses, and can be used very late in the pregnancy. The spell is less painful to the mother the earlier the term of the pregnancy. The caster must touch the recipient's (which can be herself) abdomen for a turn while chanting the necessary verbal components and holding the material component in the air. The material component is a deceased newborn animal and is consumed in the casting. If the recipient is unwilling, a natural saving throw vs. spells can be made.

Skeleton (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Permanent

Casting Time: 1 hour
Area of Effect: Corpse touched
Saving Throw: None
With this spell, a necromancer can turn one humanoid corpse into a skeleton. The skeleton may then be controlled as per animate dead. A wizard may have only one skeleton per level in existence through use of this spell. The material component of this spell is a salve that requires 50 gp and 24 uninterrupted hours to create. Hit points of the skeleton are determined randomly. Disposing of skeletons with insufficient hit points is possible, if expensive. When a skeleton created by this spell is damaged, the damage cannot be repaired.

Small Sisselei (Alteration, Necromancy) ○

Range: 10 yard + 2 yard per level
Components: V, S
Duration: 1 round + 1 round per 3 levels
Casting Time: 1
Area of Effect: 1 creature + 1 creature per 3 levels
Saving Throw: Negates.

The *Small Sisselei* causes uncontrolled shivering and movements of the victim. He will feel miserable, will have a 50% chance to drop items, and fights and defends at a penalty of three. Only living beings of L and smaller may be targeted by this spell, which is designed to interfere with the signalling within the nerves and muscles.

Soulburn (Necromancy, Invocation/Evocation) ★

Range: 60 yards + 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Target creatures
Saving Throw: None

This spell works only on Intelligent undead; it functions as a *Magic Missile*.

Spirit Command (Necromancy) ☾

Range: 30 yards
Components: V
Casting Time: 1
Duration: 1 round
Area of Effect: One creature
Saving Throw: None

This spell enables the mage to command a spirit or extra-planar creature with a single word. The command can be uttered in a language the creature can understand (or a language the creator could understand if it is a summoned spirit). Spirits and Creatures with 6 or more hit dice receive a save; spells save at their caster's level (if the caster is at least 6th).

Staunch (Necromancy)

★

Range: Touch
Components: V,S,M
Duration: Permanent
Casting time: 2
Area of effect: One creature
Saving Throw: None

Staunch is a low level life preserving spell, used primarily on the mortally wounded when battle is still occurring. The material component is a scrap of blessed cloth (one big blessed cloth can see a lot of uses.) When cast *Staunch* seals all wounds on a victim, preventing loss of hit points via blood loss, the spell has no real effect on those still mobile, with a possible exception to wounds caused by swords of wounding. When *Staunch* is cast on an individual at -hp their current state is maintained as long as no wounds occur. In essence it is a very rapid wound binding.

Time of Death (Divination, Necromancy)

☾

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 9
Area of Effect: Corpse touched
Saving Throw: None

This spell allows the wizard to estimate the time of death of the recipient's corpse to within 5% if the corpse has been dead no more than one day per level of the wizard, to within 20% otherwise.

Tooth and Nail (Necromancy, Alteration)

○

Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: One humanoid creature
Saving Throw: Neg.

Upon completion of this spell, the recipient's teeth grow into ferocious fangs and his fingernails into talon-like claws. These teeth and nails can be used to attack, doing 1d3 damage with each claw and 1d4 with the fangs. If the recipient already has fangs and claws, the spell provides a +1 damage adjustment to attacks using those accoutrements. The recipient receives his normal number of attacks per round, but does not receive a non-proficient weapon penalty for using *Tooth and Nail*. Unwilling recipients receive a save vs. spell to dismiss the effect.

The material components are a long, sharp tooth of an animal, such as a dog's, and a talon such as that from an owl or hawk.

Touch from Beyond (Necromancy)

○

Range: Touch
Components: V,S,M
Duration: 1 hour
Casting Time: 3
Area of Effect: Targeted creature
Saving Throw: ½, caster gains no life

Touch from Beyond is a lower-powered version of the *Vampiric Touch* spell. It deals the touched creature 1d4 damage plus the caster's level. The caster of the spell gains half the damage the creature takes in hit points. For instance, a 6th level necromancer casts this spell. He makes a successful attack roll and rolls a 4 for damage. The target makes a saving throw vs. death magic. If the target makes its save, it takes five damage and the caster gains no life. Otherwise, the target takes 10 damage and the caster gains five life.

Transport into Bloodstream (Necromancy, Alteration)

☾

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: 15 ml of any liquid
Saving Throw: None

This spell transports up to 15 ml of any liquid into the target's bloodstream. The liquid is usually a drug or a poison. Invented by a drug addict, it is now also has medical and combative uses. Many an enemy has (briefly) regretted letting that puny 1st level mage brush against them. The liquid must

be in an open container withing sight of the mage, when the spell is cast.

Triad's Unholy Blessing (Necromancy) ☾

Range: Touch
Duration: Special
Components: V, S
Casting Time: 1 turn
Area of Effect: One undead
Saving Throw: None

This spell enhances the internal willpower of the effected undead, making them immune to turning, disrupting, and commanding effects of priests, paladins, or anything mimicking those abilities (referred to as 'turning' below). The spell will protect the undead against one successful turning per three levels of the caster. Upon the maximum number of successful turning attempt, the spell ends. Only one instance of this spell may be in effect on a single undead at a time.

Turn Undead (Necromancy) ★

Range: 0
Components: V, S
Duration: 1d4 turns + 1 turn per level
Casting Time: 1
Area of Effect: 2d6 undead
Saving Throw: Negates

By means of this spell, a necromancer (and no other wizard) can turn undead as a priest of equal level. If the caster uses holy or unholy water, the undead are not allowed saving throws, otherwise the turned creatures are allowed saving throws versus spell to resist the urge to turn. Disintegration is also possible, but an evil wizard cannot gain control over the undead as an evil priest could: this spell always turns.

Undead Familiar (Necromancy) ☾

Range: 1 mile/level
Components: V, S, M
Duration: Special
Casting Time: 2d12 hours
Area of Effect: 1 familiar
Saving Throw: Special

This spell is the same as the *Find familiar* spell except that the type of animal summoned is an undead skeleton. If cat is rolled, then an cat

skeleton is summoned. the familiar has 2-4 hp. Note it is very important to remember that this type undead is unusual, so a wizard will probably need to create the undead creature first, then try to bond with it.

Undeath Friendship (Necromancy) ☾

Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell creates an empathetic link with undead, allowing a normal reaction roll to determine interaction between the undead and the wizard. Obviously, if the wizard is hostile or a threat, then the reaction roll is meaningless. The wizard receives normal Charisma bonuses, plus an additional 1. Generally, a friendly reaction roll just means a wary acceptance.

Vigor (Necromancy) ☾

Range: Touch
Components: V,S
Duration: One night
Casting time: 3 rounds
Area of effect: One creature per 3 levels
Saving Throw: None

Vigor is possibly misnamed, though it has this effect. When casting *Vigor*, the caster draws on his deep understanding of death to tell a grisly and spooky story to his companions, this story is so shocking that it prevents natural sleep (+2 to save vs magical sleep) The recipient(s) of the tale will remain awake throughout the night, and will not suffer adversely from the loss of sleep (aside from lack of healing from rest). More than 2 nights of sleep loss will cause a cumulative -1 penalty to all actions.

Warrick's Darkfire (Necromancy, Alteration) ○

Range: Touch
Components: V,S,M
Duration: Instantaneous
Area of Effect: Creature Touched
Casting Time: 1
Saving Throw: Special

By means of this spell, the spellcaster causes his hand to be lined in flickering black fire, which can

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be used to heal 1d4 hit points of wounds +1 point per caster level with a touch.

However, this spell has some serious drawbacks which will make people think twice before allowing it to be cast upon themselves. The spell essentially sears the wound shut, causing terrible burn scars upon the area touched. Should the wound be located on the face, there is a 25% chance that the recipient of the spell will lose 1 point of Charisma permanently. Secondly, the healing itself is intensely painful, and the recipient of the spell must attempt a saving throw versus Spells or scream piercingly and pass out for 1d6 turns from the sheer agony.

The material component for this spell is a handful of wood ash.

Whisper's Hands of Darkness (Necromancy) ○

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell is similar to a *Burning Hands*, save that it spurts negative material instead of fire.

Whisper's Magic Sacrifice (Necromancy) ★

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell can be extremely useful, but also extremely dangerous to use. This spell opens up a link between the wizard's lifeforce and his magic energy. Through the use of this spell, the wizard can cast another spell without losing that spell from memory. In stead, the energies for the spell are directly drawn from the wizard himself. The wizard thus gets drained for an amount of hit points equal to the square of the spell level of the spell the wizard casts subsequent to the magic sacrifice.

This drain is irrevocable, and being drained directly from the wizard's life force, there is no manner to shield the wizard from this damage, magical nor mundane. Also, the damage thus sustained cannot be healed in any other

way than by natural healing, thus the wizard will regain only 1 Hp per day of rest. Note that if the caster so wishes, he could cast a spell whose draining would kill him, in which case only a resurrect, wish, or the like would bring him back to life.

The spell opens this link until the next spell is cast, or until an amount of turns has elapsed equal to the caster's level of experience.

Wildcure (Necromancy, Wild Magic) ★

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Creature Touched

Saving Throw: None

This risky spell can, if successful, heal 1 to 9 points of damage that a creature has suffered. But it is also possible for the spell to inflict 1 to 9 points of damage. The caster cannot control the spell's erratic behavior.

Roll 2d10 of different colors when this spell is cast. Designate one as a heal die, the other as a harm die. Highest roll wins, subtract the lower die from the higher. A tie indicates that the spell wasted away without example.

Wither (Necromancy) ○

Range: 30 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 100 square feet per level

Saving Throw: Special

This spell kills all normal vegetation within an area of 100 square feet per level of the wizard, who determines the shape of that area at the time of casting. Trees receive a saving throw of 11, and special plants such as treants suffer but 1d6 points of damage. The material component is acid, sprinkled over the whole area of effect. Casting time is exclusive of this administration.

Zolar's Treatment (Necromancy) ★

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 1 round

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Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the caster controls the victim's healing abilities in a fashion so as to aid healing. Open, bleeding wounds are staunched and effects from blows such as dizziness, confusion or other ill effects are negated. If cast in the round succeeding the one in which the recipient was wounded, up to 1d3 hit points can be regained (as per the healing proficiency). The spell cannot affect poisoned wounds.

The components for this spell is a broth made of various herbs which is applied to the wound or drunken by the victim.

2ND LEVEL SPELLS

Anaemia (Alteration, Necromancy) ○

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: Creature touched
(up to 1 HD per level)

Saving Throw: Negates

By means of this spell a wizard can cause the target creature to lose the majority of its blood, putting on the borderline of having bled to death. The creature immediately begins to feel incredibly cold and, if warm-blooded, lose three points of Dexterity due to shivering and general lack of energy. If cold-blooded, it will go catatonic as its body temperature sinks to room temperature (60 degrees F or 16 degrees C or less); the time this takes should be logically assigned by the DM given the prevailing conditions (windy, underground, etc.).

In addition, the long term effects are that the target creature will suffer the loss of one point of Strength and Constitution for up to a full week after recovery (any Strength 18 score will drop to 17). Recovery will begin with the commencement of eating high iron, high protein foods. Recovery itself will take at least a week. Thus the effects of the blood loss will hang on for at least two weeks. Other immediate effects will be that all piercing and slashing damage taken will be at 1.5 times the value, this being due to the fact that these attacks cause the victim to lose more of what they don't have, blood.

There is a minor difference between the necromantic and transmuter versions of this spell. Transmuters require a vampire tooth that they must touch to the spell's target. This tooth will only work for as many tries (not necessarily successful castings or attacks) as the level of the wizard when he acquired the tooth. Necromancers do not need a material component for this spell. Only necromancer specialists can learn the necromancer version.

Arcane Bolt (Necromancy) ○

Range: 60 feet

Components: S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

This spell causes a bolt of magical energy to fly from the hands of the wizard and strike an opponent doing a damage of 1d6 HP + 1 HP per level.

The material component for this spell is a drop of poison.

Black Sleep (Necromancy) ☾

Range: Touch

Components: V, S

Duration: 1 turn + 1 round / level

Casting Time: 1

Area of Effect: Person touched

Saving Throw: None

This spell has the same effect as *Feign Death*, except it affects one (even unwilling) creature. After casting this spell, the caster must touch someone who is to be affected. An attack roll must be made, but it is armor breaching, and there is no saving throw. The person affected is put into a deep, death-like sleep, impossible to distinguish from actual death. Unlike *Feign Death*, the person cannot hear, smell, or know what is going on, and is basically asleep. The person affected is still vulnerable to paralysis and energy draining, but poison does not take affect until this spell runs out. When this spell ends, it requires a full round for body functions to begin again.

Blackshroud (Necromancy) ○

Range: 2 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: One living creature

Saving Throw: ½

At the completion of the spell, the mage point a finger at the direction of the target. Then, a black shroud engulfs the poor creature who is certainly doomed.

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The blackshroud disrupts the flow of energy of any living being (no undead and golem). It deals 1d4 damage/level to a maximum of 10d4.

Bleed (Necromancy)

○

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

This spell causes an already open wound to bleed profusely. The caster must touch the victim's wound in order for the spell to work. When a successful called shot is made the victim loses 1d3 points of damage per round until the wound is either bound or magically healed. The material component for this spell is a drop of the caster's blood (must be fresh).

Bloody Tears (Necromancy)

○

Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates

The caster must make eye contact with the target. The caster then crushes the eye in his fist while casting the spell. The target's eyes immediately start bleeding (dmg = 1/round, blinded for the duration of the spell, suffering -4 to hit, +4 AC). The victim may save, in which case she/he takes only one point of damage. The caster does not have to concentrate to maintain this spell.

The material component is a dead man's eye.

Bleeding Wounds (Necromancy)

○

Range: 30 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes any existing wounds (as in painful wounds) to start to bleed badly. Wizards do not need to strike their intended foe. If the

victim fails a saving throw versus death magic, he will suffer 1 point of damage per round, not including any damage he may take in combat. The DM may choose to have the blood get in his eyes, make it difficult to keep a hold on a weapon, or possibly make the ground slippery, if he so chooses. The material component for this spell is a 10 or more gold pieces worth diamond

Blood Float (Necromancy)

☾

Range : 1 feet
Components : V,S,M
Duration : 1 round/level
Casting Time : 2
Area of Effect : 0.1 litre/level
Saving Throw : None

This spell makes it possible to drink blood after it have dried out. The creater was a wampire of great status and blood was greatly needed. The material for this spell is one drop of caster's blood and a cup of water.

Body Empathy (Necromancy)

☾

Range: 10 feet
Components: V,S,M
Duration: Instantaneous
Casting time: 2
Area of effect: One creature
Saving Throw: None

Body Empathy allows the casting caster to identify a malady affecting himself or others. The caster could find out that his companion has the flu, mummy rot, Just lost some wisdom or what not. This is the extent of the spell however, informative... but knowing what's wrong is often a good start. Multiple maladies require multiple spells.

Bolt of Darkness (Necromancy)

○

Range: 40 yards + 10 yards/level
Duration: Instantaneous
Components: V, S, M
Casting Time: 2
Area of Effect: Special
Saving Throw: ½

Upon casting this spell, the wizard releases a stroke of negative materail energy similar to a lightning bolt of pure darkness that inflicts 1d4

points of damage per level of the spellcaster (maximum damage 10d4) to a single creature within its range. A successful saving throw reduces this damage to half. Any creature in the path of the bolt of darkness suffers from depression.

Although this spell acts similarly to a lightning bolt, it is not electrical in nature, but rather negative material. Undead are hence immune. The material component is a small black glass cylinder.

Bud (Necromancy) ★

Range: 10 feet per level
Components: V, S
Duration: Instantaneous
Area of Effect: One tooth
Saving Throw: None

Bud creates a new tooth bud under the gum of a willing creature. A new, healthy tooth will grow from the tooth bud, but will inflict the same penalties as a wisdom tooth while it does so.

Cause of Death (Divination, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One corpse
Saving Throw: None

With this spell, the wizard can determine if the corpse has received damage from any of the causes listed in the table below, and which cause actually reduced him to zero hit points. This spell involves dissection of the corpse, and the material components are a magnifying glass and a set of scalpels. These are not expended by the casting.

Cause	Notes and Secondary Information
Exposure	<i>exposure to cold, fire, heat, or lightning; drowning</i>
Falling or hanging	<i>height fallen from</i>
Disease or old age	<i>organs affected, parasites involved</i>
Magic	<i>applies only to magic missile or necromantic effects</i>

Wound *wound inflicted by bludgeoning, piercing, or slashing*

The DM may introduce a chance of failure if the body is greatly decomposed, and he might give false information based on nature of the trauma. A corpse swatted by a dragon's tail, for example, might show the same indications as one which fell from a great height, and a poisoned corpse usually looks like one which died of disease. The prudent wizard always detects poison just to be sure.

Claws of Darkness (Alteration, Necromancy) ○

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: The caster's hands
Saving Throw: None

Casting this spell causes the caster's hands and forearms to change shape, elongating into featureless claws of inky blackness. This process takes 1 full round. The claws radiate a slight chill and appear to twist and warp. The use of this spell causes some discomfort to the caster. The bitter cold experienced in the first round may cause the caster to shriek with pain, although no damage is inflicted.

While using a claws of darkness spell, the caster cannot carry items in his or her hand nor cast spells that require somatic components; however, the caster may dispel the effect at will. Magical rings worn on the caster's fingers at the time the spell is cast are temporarily absorbed and cease to function for the spell's duration.

The caster can make 2 melee attacks per round; a successful hit from a claw inflicts 1d4 points of cold damage. Upon a successful attack, the caster can choose to grip the victim, causing 1d4 points of damage per round (2d4 if both claws strike) and slowing the target for as long as the caster maintains the grip. The grip can be broken with a successful Strength check by the victim.

Upon silent command, the caster can will the clawed hands to elongate further, up to 6 feet. The hands can then reach through the narrowest of openings in pursuit of a foe. There is rumored to be a more powerful version of this spell, developed by the infamous Evard, called Evard's shadow hand.

Control Lesser Undead (Necromancy) ☾

Range: 30 yards
Components: V, S
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: One undead
Saving Throw: Negates

One lesser undead, 2 Hd or lower, can be controlled by this spell. It will obey the casters verbal commands, including a command to destroy itself. Thus, the undead will turn to dust if the caster commands it to.

Corpion's Abrasion (Necromancy) ○

Range: 5 yards/level
Components: V,S
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negate

This spell is a stronger version of *Corpion's nick*. When it is cast, the victim receives a saving throw vs. spells to avoid the damage caused by this spell. If it is failed, the victim suffers 1 hit point of damage per round from a stinging wound that develops on the victim. The wound stings, causing the victim to fight a -1 to hit, suffer a -1 penalty to AC and have a +3 modifier to initiative. If the victim is a spellcaster, the stinging is enough that the wizard must make a saving throw vs. spells each round or be unable to cast spells or maintain current spells.

Creating the Magical Mannikin (Alteration/Necromancy) ☾

Range: Special
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: One mannikin
Saving Throw: Negates

This spell turns a small precreated mannikin into a link to the target's body, so that person-affecting "touch" spells may be cast from afar. The mannikin appears identical to its linked person, and damage inflicted on one is reflected in the other. A saving throw is permitted each time damage is done

to the mannikin, even if a spell does not normally permit one. The material component is a bundle made up of at least three items personal to the target, which must include a body part.

Cyril's Bone Shatter (Necromancy) ○

Range: 10 feet/level
Components: V, S, M
Casting Time: 1
Duration: Special
Saving Throw: None
Area of Effect: 1" disk/ 2 levels

Cyril's Bone Shatter is a necromantic spell that causes an "explosion" to originate from inside of a living organic being. Before the blast occurs a disk of white light that is 1" / 2 levels of the caster, forms for a split second and then disappears, at which point the area where the disk formed rips open as if there were an explosion there. This spell can only be cast on living organic matter, therefore undead and plants are unaffected by this spell. If the caster is, for example only second level, then he/she could successfully destroy a rat, human hand, or something of equal size. So then at 8-12 level (depending on the target) the caster could effectively blow apart a human's head. In the event that the spell is cast upon an area of say, the human body, and the caster is not of sufficient level to destroy the targeted area, then the target receives 1d6 points of damage for every two levels of the caster. Therefore a 2nd or 3rd level mage would cause 1d6 points of damage and at 4th level the damage would raise to 2d6. The spell can be cast and "stored" for 3 rounds/level of the caster and can simply be used when the caster wishes. When this spell is cast the mage must roll to attack effectively against AC 6, on a successful hit, the spell works. If the roll is failed, the spell is negated. The material component of this spell is a splinter of human bone at least one inch in length, which is launched into the target when the spell is cast.

Death Armour (Necromancy) ○

Range:	Touch
Components:	V,S,M
Duration:	1 Round/level
Casting Time:	2
Area of Effect:	The caster
Saving Throw:	None

This spell requires the caster to pour a special cream on his body and rub into in his pours and skin. The ingredients for this vile spell require a purchase 100 gold pieces for the proper ingredients. Then at anytime the caster may invoke the magics of this spell and activate the inner hidden ingredients of the Cream Coating. For the duration of the spell, anyone touching the caster with exposed flesh must save vs. Spell or suffer 2d6 points of damage from intense acidic burns. The spell lasts for 1 round per level before the cream's ingredients are brunt up. Multiple touches will still harm the attacker and the caster is immune to his own spell of course.

This spell is most potent on plant life as it simply withers away as the caster walks through vegetation life and is touching it. Weapon attacks do not cause the attacker damage, only touching the caster with flesh invokes the magic. The caster still suffers damage of course from the attacks.

Death Mask (Necromancy)

○

Range: 0

Components: S, M

Duration: 1 round

Casting Time: 2

Area of Effect: 30-foot cube

Saving Throw: Negates

When this spell is cast, the caster's face momentarily bloats and rots.

This putrid visage is not an illusion. Those within the area can smell the rotting flesh and hear the squirming grubs crawling from various orifices. Just as quickly as the face rotted, it repairs itself, grubs falling to the ground and skin growing back. Victims must be in front of the caster in order to be affected.

This ephemeral spectacle is so horrifying that those seeing it must save or stand in shock for 1d3+1 rounds. Non-intelligent creatures those unable to see, undead, and opponents with more Hit Dice than the caster are immune.

The material component is a live caterpillar.

Death Star (Necromancy)

○

Range: 60 yards

Components: V, S, M

Duration: 3 rounds + 1 round per level

Casting Time: 2

Area of Effect: 10-foot radius

Saving Throw: None

This spell creates a pulsating ball of light floating 5 feet off the ground that slowly drains the life from all within 10 feet. Those in the area of effect take 1d4 dam a round. The star will drain life from anything within its area of effect including plants, animals, even the spellcaster. This spell cannot damage creatures without life such as undead and automatons.

The star cannot be damaged. It will only leave if dismissed by the caster or dispelled. Note it does not move.

The material components are a drop of swamp water and a pinch of dirt form a fresh grave.

Death's Dark Grasp (Conjuration/Summoning, Necromancy)

Ⓒ

Range: 10 yards + 10 yards per level

Components: V, S, M

Duration: 1 round + 1 round per level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

This spell is a variant of *Maximillian's Earthen Grasp* from the Tome of Magic. Except where noted, this spell duplicates the effects of *Maximillian's Earthen Grasp*.

When this spell is cast, rather than producing an earthen hand, this spell causes many undead arms to spring from the ground underneath the target's feet. If the target's saving throw is successful, then the arms sink into the earth and the spell progresses as per the spell description. If the target fails his saving throw, undead forms resembling zombies burst up from the ground, lashing out at the target to grasp and hold him with unyielding strength.

The Armour Class of the arms or creatures is 6 (as opposed to the AC 5 in *Maximillian's earthen grasp*). The hit points of the undead forms created are equal to twice the wizard's normal hit points up to a maximum of 40 HP. The undead forms created are unturnable, and at the end of the spell's duration will sink down into the earth from whence they came.

If this spell is cast in a graveyard, the soil of the graveyard will be more likely to produce the undead forms in a quick, unexpected manner. Thus, saving throws against this spell would be at -1 and the chance that the undead hands or forms reappear under the target's feet after a successful saving throw is 10% per level of the wizard rather than 5% per level which is the usual chance for this occurrence if cast in other environments.

Drake's Autoclot (Necromancy)

★

Range: 60 feet
Components: V, S
Duration: 2 rounds+1 round/level
Casting Time: 2
Area of Effect: 10 sq. feet/level
Saving Throw: Neg.

For the duration of this spell, all open wounds within the area of effect scab over and stop bleeding. All creatures within the area of effect who are bleeding (characters at negative HP, damaged by wounding weapons, bleeding from critical hits) stop doing so immediately. The reverse of this spell *Drake's Wounding* causes all wounds within the area of effect to open and begin bleeding, causing 1 point of damage per round for the duration. A successful saving throw versus magic negates this effect.

Dust Warriors (Conjuration/Summoning, Necromancy)

○

Range: 5 yards per level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 20-yard long square
Saving Throw: None

The material component for this spell is a full set of teeth from a man-sized or larger carnivore which must be cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. The spell generates 1 skeleton + 1 per 2 levels which rise from the area. They will fight for the wizard until they are turned or destroyed, the wizard is slain, rendered unconscious or moves out of spell range of the group, or the magic is dispelled. They last only while there is someone to attack (including each other, if necessary) - any round in which there are no targets available the skeletons will fade back into dust. If dragon's teeth are used as the material component, each skeleton will have bonus hit points equal to the age category of the dragon (count 4 HP = 1 HD for turning and attack purposes). Furthermore, they will be immune to the attack type of the dragon's breath weapon.

Fester Wound (Necromancy)

○

Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Area of Effect: one creature with unbound wounds
Casting Time: 2
Saving Throw: Special

This spell takes every open (unbound) wound on the creature and disjoins the tissue so that it is damaged more and more susceptible to disease. For each unbound wound (every hit that caused any loss of hit points that hasn't been tended to yet), the victim loses 2 hp, and has a 10% cumulative chance per wound that he contracts a disease in the next 2 days (Paladins are immune to this aspect of the spell, as they are immune to diseases). The disease is determined by the DM and is always nonmagical. If the target succeeds a save vs spell, the damage is only 1 hp per wound, and no extra chance for diseases. The material component is a bone of a creature that died less than 2 weeks ago.

Gaunt (Necromancy, Alteration) ☾

Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

The *Gaunt* spell causes the subjected creature to undergo a horrible transformation into a pale, emaciated, corpse-like version of itself - its skin will become gray-white and shrink to become stretched tautly over its skeleton, muscle mass will disappear, its eyes will become lusterless and seem to protrude from thin eyelids, etc. This change takes place in but the single round after which the *Gaunt* spell is cast. The process is painless, and may be unnoticed by the victim unless he is able to see his reflection or some exposed part of his body, or he may find his clothing and armor are mysteriously loose-fitting... Despite the creature's apparent condition, the metamorphosis is entirely cosmetic. All the its attributes remain unchanged, such as mass, general size, etc., as do its abilities. The subject will not feel any less healthy or youthful. A creature with a measurable Charisma (or Comeliness) will find this score effectively lowered to 3, as observers will most likely take the afflicted as one of the walking dead. The *Gaunt* spell is not illusory, and touch will not dispel it; only the caster, a *Remove Curse* or *Dispel Magic* may end the

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spell. Unwilling recipients receive a save vs. spell to avoid the effect.

The material components are an old dead leaf and a few pieces of dried parchment, which are crumbled into dust and blown into the air in the direction of the intended recipient.

Note that this spell can be an effective tool in extorting information or help from an individual, who may be easily convinced he is now undead, or who simply wishes to be returned to normal. It is also especially effective when combined with other spells (like *Reek* or *Tooth and Nail*, qqv.), which can create quasi-undead that can not be turned, fight and cast as living creatures, etc., quite a surprise to the casual and careless undead hunter...

Gem of Life (Necromancy) ★

Range: Touch
Components: V, S
Duration: 1 turn
Casting Time: 2
Area of Effect: 1 gem
Saving Throw: None

This spell transfers an amount of the casters life force into a vessel gem. The gem is enchanted for the duration of the spell, and radiates an aura of necromancy. After one turn the life force dissipates and is lost. Any creature touching the vessel gem receives the life force within it. An exception is the caster, who can handle the vessel gem as long as he is conscious.

1d4 hit points per two levels of the caster are transferred to the vessel gem (2d4 at 3rd, 3d4 at 5th etc.). Any extra hit points above the maximum within a creature receiving hit points from the gem are lost after one hour. If the casters hit points reaches zero, the life force immediately returns to his body, but he is struck unconscious for 2d4 turns, all spells previously in his mind totally wiped out.

The gem used as a vessel for the life energy must be without flaws, or the spell will fail. A clear gem without any discoloration is considered fit for use in this spell if it has at least the double base value of the kind of gem.

Ghoul Touch (Necromancy) ○

Range: 0
Components: V, S
Duration: 2 rounds + 1 round per level
Casting Time: 2
Area of Effect: The caster

Saving Throw: Negates

Casting this spell changes the casters hands into ghastly clawed terminals, much like a ghouls. The wizard may then attack with these decayed hands. The damage is 1d3 per claw + Strength bonus. A saving throw versus paralysis must be rolled by the creature hit. Those failing the saving throw are paralysed for 1d4 rounds. Note that the caster can attack with both hands with appropriate penalties.

Elves, slimes, undead, and automatons are immune to this spell. Spellcasters may cast other spells while this spell is going, but any other touch spell will negate the ghoulish hands.

Gregar's Skeletal Guardian (Conjuration/Necromancy) ☾

Range: 10 yds
Components: V,S,M
Duration: 1d6 rounds + 1 round/level
Casting Time: 4
Area of Effect: special
Saving Throw: None

With this spell the caster summons forth a skeletal guardian from the land of the dead. The skeleton will fight for the caster attacking anyone attacking him or anyone he is mentally ordered to. The caster must be conscious to control the skeleton. If knocked out the skeleton will stand erect and unmoving responding only to attacks against itself or its master until the spell expires. The material component for this spell is a piece of grave mold and 2 pieces of gold.

SKELETAL GUARDIAN

AC: 5
HD: 1+5
Thac0: 18
Attacks: 1
Damage: 1d8+1

Grymryck's Reformation (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell causes a faint, black aura to appear around the caster's hands, a link to the Negative

Material plane. Thus ensorcelled the mage is able to repair damage suffered by corporeal undead with a simple touch, in effect "healing" their bodies - mending bones, replacing lost flesh or musculature, etc. The mage may repair 1d4 points per level, to a maximum of 10d4. These points need not be expended on a single creature, but instead may be divided among as many creatures as the caster has dice of healing - i.e. if a necromancer can restore 6d4 damage, he may restore 1d4 a piece on as many as 6 creatures. The wizard must state the number of dice he wishes to bestow on a particular undead before touching it and rolling for results. One creature can be "healed" each full round, regardless of the number of dice used, and none can be raised above its normal maximum.

Example: Kafir, an 8th level necromancer, casts *Grymryck's Reformation*, allowing him to restore 8d4 points to injured undead. He wishes to heal 4 zombies, nearly butchered by some intrepid adventurers. The first is badly damaged, and Kafir decides to expend 3d4 on it, restoring 9 of its lost 11 hit points. The second and third are less beaten, and each receives 2d4 of healing, which bring them close to their maximum hit points. The last is only down 2 hit points, and Kafir's last d4 restores 4, healing the zombie its lost 2 - the other 2 points are lost. Healing the 4 zombies took 4 rounds in addition to the round required for casting.

Grymryck's Reformation only affects undead that still have hit points, and thus may not be used to "reanimate" an undead destroyed by spell or combat. Further this spell can not regenerate lost limbs and such, nor can it return a body to a better state than that which it was in immediately before it was damaged, thus flesh cannot be created on skeletons, nor a semblance of life given to zombies. The caster need not use this spell only on undead he created or controls, but on ghouls, ghosts, vampires or even liches if such were desirable. However, this spell provides no protection against the affects of touching some of these horrors. *Grymryck's Reformation* can only be used on corporeal undead, and has absolutely no effect on the inanimate dead.

While the spell is in effect, the caster's hands radiate evil strongly. Although the mage may handle objects and defend himself without consequence, he is unable to cast spells other than those of the Necromantic school, and cannot cast any other touch-based necromantic spells without foiling the *Reformation*. The spell may also be dissipated if the caster is struck with a holy symbol

or holy water, or if he is in the area of a *Dispel Evil* - in these cases he must save vs. spell to keep the *Reformation* intact. Unless spoiled in some fashion, the spell lasts for 1 round per caster level, or until all available dice of restoration are expended. The material components are a small amount of dirt from a grave and a few drops of the caster's blood, both of which are smeared over the caster's hands.

Heal Undead I (Necromancy)

☾

Range: 10 yards

Components: V,S,M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One creature

Saving Throw: None/Negates

This spell is used to heal all sorts of undead, both corporeal and immaterial. The caster uses negative energies to rejuvenate the undead's vital energies, healing 1d8 points of damage. This spell can also be used against the living. Damage is half the healing, so it would be 1d8 divided in two, round up. A saving throw negates. The somatic component is a pointed finger which glows indigo at the time of casting, and a drop of blood if cast by a living caster (a lich, for example, would not require this component).

Human Touch (Necromancy)

★

Range: Touch

Components: S

Duration : Permanent

Casting time: One night

Area of effect: One creature

Saving Throw: None

Duration is explained later. When *Human Touch* is cast, it allows the recipient to regenerate one Hit point every ten turns, however the caster must remain in constant physical contact with the recipient. If contact is broken, the spell ends. (there's like... 144 turns in a day? so 72 in one night? At maximum effect it allows the caster to help someone heal 7 hit points in a night, the caster is not doing the healing, merely aiding it in his own arcane way.)

Ice Blood (Alteration, Necromancy)

★

Range: Touch

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Components: V,S,M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: Creature Touched

Saving Throw: Negate

This spell alters the blood of the recipient to solid ice, giving the person several benefits. The first is the fact that caster suffers only half damage from all weapon attacks, as no blood is lost from cuts or crushed veins, and that the ice makes harming the softer tissues more difficult. Also, the recipient receives a +4 bonus against any Charm-Type spell, as the icy blood makes the spell recipient cold and impassionate. Since the character's blood is pure ice, he also gains immunity to all normal cold, and subtracts -2 from all cold damage (minimum 1 point) die rolls.

Unfortunately, the recipient becomes extremely vulnerable to fire, suffering double damage from any fire attack (The *Hands of Steam* spell does not do double damage to an *Ice Blood* recipient. Instead, normal damage is taken and the *Ice Blood* spell is negated). The character also tires twice as quickly in hot weather, and treats his personal body temperature as +50 ° higher in weather of 0 ° Fahrenheit or above.

Also, because of the extreme dulling of emotions, the spell recipient cannot Berserk or instigate a lycanthropic alteration under his own will, though magic can instigate the change or berserkial rage.

The material component of this spell is several shards of ice stuck into the spell recipient's arm.

Incorporate Skeleton (Necromancy)

★

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: Special

Saving Throw: None

This spell is similar to the 5th level spell *Animate Dead*. It creates the lowest form of undead creature, the skeleton. The spell animates the remains of a fallen humanoid, monster, or animal, imbuing it with part of the caster's life force, creating skeletons as described in the *AD&D Monstrous Manual*. In addition, fallen small and tiny creatures can be made into skeletons with ½ HD, conserving all other properties.

However, this spell has great disadvantages compared to its 5th level counterpart. As mentioned before, instead of returning a portion of the spirit that inhabited the body during life to

animate the corpse, the mage uses his/her life force to animate the corpse. Note that this allows the dead one's spirit to rest without disturbing them in any way. This would allow good and neutral-aligned wizards to animate bodies with less alignment related implications. Upon the creation of a skeleton, its hit points are rolled and the caster must attempt to make a successful wisdom check. If the wisdom check fails, the skeleton collapses, losing the life force that was infused into it and its hit points are deducted from the caster's total hit points, accounting for the essence that was used in the attempt to animate the corpse. If the check is successful, the caster not only creates the skeleton but can also command it by will, due to the link between their life forces. The skeleton's hit points are still deducted from the caster's total though, since his/her life force was still used. As the caster loses hit points, he/she begins to grow pale and sickly. If the caster drops to zero hit points or less, he/she falls unconscious and has a number of rounds equal to his/her constitution score minus the number of points below zero to be healed magically. If the caster is not healed within this time, he/she dies with no chance of being raised or resurrected save by means of a wish. Each time this spell is cast, the caster may animate a number of skeletons equal to his/her level. A wisdom check must be made for each skeleton to see if it was successfully animated.

The material component for this spell is a drop of the caster's blood and a bit of bone from a graveyard.

Infected Wounds (Necromancy)

○

Range: 30 yards

Components: V, S, M

Duration: 1 day

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

This spell will cause any wounds to become infected, be they scratches or large wounds. Wizards do not need to hit their intended victims. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a cure light wounds - no damage will be healed, but the infected wounds will be negated. The material component for this spell is a powdered opal of 10 or more gold pieces value.

Kanugal's Ashen Choke (Necromancy)

○

Range: 30 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of effect: One creature

Saving throw: None

The caster hurls ash at the target, and extends the gloved hand in a clawlike grip. A grey, misty hand appears at the target's throat and the caster tries to hit using normal Thac0. On a successful hit, the ashen hand will begin choking the victim. Damage is: 1, 2, 3, 4 ... points per successive round with no further to-hit rolls required.

The hand loses its grasp if the caster takes an action other than maintaining the choke. If the caster takes damage while choking, a failed save vs spell drops the choke. A lost choke or a missed attack can be re-established next round with a new to-hit roll. The choke is also interrupted if line of sight is lost, victim makes a successful bend-bars roll, or if the hand takes 1/level of caster points of damage. The hand is affected by silvered or magical weapons, and has an AC of 7. When choking, attacks on the hand may also damage the victim...

The material components are ash from a cremated corpse and a grey woolen glove.

Korel's Death Aura (Illusion/Phantasm, Necromancy)

☾

Range: 0

Components: V, S

Duration: 2 hours per level

Casting Time: 2

Area of Effect: 10-foot radius

Saving Throw: None

Korel's Death Aura creates continual small magical effects in its area of effect, which is mobile with and centred on the caster. These effects are very subtle and should not be immediately recognized as magical by the player.

The effects are centred around death and fear. For instance, those entering the area of effect might notice a slight stuffiness in the air, making it a little difficult to breathe. Slight movements seen out of the corner of the eye with no visible source should keep people on edge and maybe a bit paranoid. A slight cold breeze seems to blow across the back

of one's neck, for instance. The manipulation of shadows is a favourite, as well.

Once per round, the caster may concentrate and direct these effects – for instance, sending a shiver down someone's spine while staring at them, or cause a shadow to move out of the corner of that person's eye to distract him for a second.

In no way will these effects cause damage or distract spellcasting, unless, of course, the spellcaster voluntarily stops to see what just moved "over there in the corner". By concentrating, more explicit effects can also be generated: the caster's eyes glow red, etc.

The caster may, with minor concentration, temporarily negate the effects.

At the caster's option, auditory phantasms may also be created: a slight scuffling or scraping sound off in the corner where the shadow seemed to move, a distant scream so faint you're not sure whether you heard it or not, the whistling wind seeming to be calling your name, etc. The option for auditory elements is set at casting time.

Last Experience (Divination, Necromancy)

☾

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 1 round

Area of Effect: One corpse

Saving Throw: None

With this spell, the wizard re-lives the last minute of the recipient's life. If the victim was conscious during this minute, the wizard must make a system shock check or be knocked out for 1d4 hours. The material components are a convex lens and a scalpel.

Limited Paralysis (Necromancy)

○

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: One limb/3 levels

Saving Throw: Neg.

This spell enables the caster to paralyze one limb per three levels of experience of the caster. The caster must touch these limbs in order to transfer the paralysis. In order to touch a limb of another person, the recipient of the paralysis must be willing or the caster has to roll a successful attack roll against AC 10 in order to touch the recipient.

When touched, the recipient gets a saving throw vs. spell to avoid the effect. If the save is successful, the recipient suffers no ill effects from the paralysis. If the limb is successfully paralyzed, it will remain so for 2d4 rounds. Creature with immunity to paralysis, as well as undead and unliving creatures, cannot be affected by this spell. The material component of this spell is a piece of flesh from a ghoul.

Mangar's Bloodfire (Evocation, Necromancy) ○

Range: 40 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: One creature
Saving Throw: ½ (check each round)

This spell engulfs a creature with blue fire that burns for 1d4 points of damage per 3 wizard levels (or fraction thereof) on round 1, then loses 1d4 points of damage per round until it goes out. The flames do not ignite flammable objects, they just hurt creatures. The material component of this spell is a drop of blood, not originating from the caster.

Martallus's Ice Arrow (Necromancy, Evocation) ○

Range : 100 yards
Components : V, S, M
Duration : Instantaneous
Casting Time : 3
Area of Effect : One creature
Saving Throw : Neg.

This spell creates a beam of potent blue light to shoot from the caster's hand striking the creature intended. The chill of the blast causes 1d10 points of cold damage and the victim must make an immediate saving throw vs. paralyzation or be unable to move for 1d4 rounds due to shivering from the immense cold. The material components for this spell is a scale or a piece of fur from a cold-dwelling creature (Ice troll, polar bear, etc...) and a small piece of glass in the shape of an arrow.

Necromantic Dagger (Necromancy) ★

Range : 0
Components : V, S, M
Duration : Special

Casting Time : 5
Area of effect : The Caster
Saving Throw : None

When *Necromantic Dagger* is cast, wizard puts a part of his life force into form of a dagger, losing 4 hit points as the dagger appears. Then caster can use it as a normal dagger. Being thrown, dagger returns to caster as if it was *Dagger Of Throwing*. Dagger has not any magic bonus but can hit creatures that can be affected only by silver or better weapons (i.e. lycantropes). Dagger lasts for 4 rounds plus 1 round for every point of damage it inflicted (it inflicts damage as normal dagger). Material component is a drop of blood from caster.

Necromantic Healing (Necromancy) ☾

Range: Touch
Components: V,S,M
Duration: Instantaneous
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell heals undead of 1d8 + the caster's level in hit points of damage. It is the only known 'cure' type spell that actually works on undead flesh! In fact, it is the only known magic that functions in this respect! Casting this spell on living matter simply causes a slight discomfort for a number of rounds (minutes) equal to the caster. This discomfort is in the form of a slight upset stomach. The material component is 1000 gp of crushed diamond mixed with blood.

Necronic Missiles (Evocation, Necromancy) ★

Range: 60 yards + 10 yards/level
Components: V,S
Duration: Instantaneous
Casting Time: 2
Area of Effect: 1 to 5 creatures in a 45 degree arc
Saving Throw: None

Yet another of Telsindria's *Magic Missile* variants, This spell is catered to undead extermination, and it's 1d8+1 damage per missile is quite effective in that task. The missiles have no effect on inanimate or living objects.

Negative Plane Armour (Necromancy) ○

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Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 rounds

Area of Effect: Caster

Saving Throw: None

During the casting of this spell the caster is briefly surrounded by a black aura, while a field of negative energy envelops him. The energy field serves as to protect the caster from attacks by living creatures to whom he is considered Ac 6. The spell affects the mind of the attacker and will not protect the caster from unintentional projectiles (such as random meteorites). The first successful hit in melee on the caster will release the field and inflict 2d6 points of damage on the attacker. Undead are affected in a different way by the spell. They will be able to perceive the caster much clearer, gaining a modification of +4 to their attack rolls against the caster. An undead touching the caster will release the spell and gain 2d6 hit points, up to it's normal maximum.

The field of negative energy is not affected by contact with unliving matter, but as soon as a living or undead creature (other than mere insects and the like) touches the caster, the spell is triggered. The armour lasts until the caster is hit in melee, the field is successfully dispelled or until the caster ends the spell.

The material component is essence from any energy draining undead or a pinch of vampire dust.

Nextremity (Alteration, Necromancy) ★

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rounds

Saving Throw: None

Area of Effect: Special

This spell "drinks" some of the caster's vitality, causing a loss of 1d4 hp (which can be regained by normal rest or magical healing). It causes one of the caster's hands and one of the caster's feet temporarily to switch places with each other.

The "switched" extremities retain full strength and skill; a caster can use a hand that is now down at his left ankle, for example, to reach for something or to perform a devious task just as if he were employing his hand (though visibility and guidance can be a problem; the spell doesn't move eyeballs about or provide "pipeline vision").

A *Nextremity* spell has one valuable side-effect that makes this spell more than a juggler's (or sneak thief's) curiosity: as the two extremities switch places, any non-magical bindings or manacles upon them, or around the wrist and ankle to which they are attached, fall away. Mages use this spell to manage "miraculous" escapes more often than for any other reason.

The material components of a *Nextremity* spell are a piece of bone, a fragment of tendon, and a piece of sinew from any mammal (or mammals; they need not all be from the same creature or creature species).

Noska Trades' Blackfire (Evocation, Necromancy) ○

Range: 0

Components: V, S, M

Duration: 1 turn per level

Casting Time: 2

Area of Effect: 1-foot radius sphere

Saving Throw: None

When this spell is cast, a cold, black fire appears in the wizard's hand, shedding violet coloured light equivalent to torchlight. The wizard can hold the blackfire without taking damage or throw it at an opponent.

Throwing it at an opponent requires a roll to hit. If the sphere hits, the target ignites the creature's life force doing 1d6 points of damage the first round and 1d3 the following rounds until extinguished. The flames can be extinguished by padding them out, but water has no effect.

The flames only consume living matter (creatures and plants) and have no effect on non-living material or undead. The end product of blackfire combustion is oxygen and a grey-blue ash. The material components are human fat and powdered magnesium.

Nulin's Hourly Diarrhea (Necromancy) ☾

Range : 0

Components : V, S, M

Duration : One hour

Casting Time : 2

Area of Effect : One piece of food

Saving Throw : Neg.

Nulin created this spell as a prank against some of the more irritating nobles of Cormyrian society. When cast, the caster merely has to touch a piece of food, up to pie sized, to contain a minor poison. This poison take effect if the saving throw vs.

poison is failed. If failed, the recipient gets the *Hourly Diarrhea*. The recipient takes 2 points of damage, and may take no other actions that can't be done unless in the seated position. This spell works on creatures up to the size of a hill giant. The material component is the food that is to be consumed

Pain Touch (Necromancy)

○

Range: 0
Components: V, S
Duration: 3 rounds + 1 round/level
Casting Time: 2
Area of Effect: The Caster
Saving Throw: Negates

This is an improvement on the chill touch spell. The caster can choose to arm one (left or right) or both hands. Any creature touched must make a saving throw vs. spell at -2. If the save is failed the target suffers 1d4 points of damage + 1 point per level of the caster. Each touch also drains one point of strength from the creature. If the creature is not rated for strength, it suffers a -1 to attack rolls for every other successful touch. If the save is made the target suffers no strength loss but suffers 1d4 points of damage. The spell affects undead in the same way as chill touch. Should the undead fail a saving throw vs. spell (at -2) they must flee for 1d4 rounds plus 1 round per level of the caster.

Petition (Conjuration, Necromancy)

☾

Range: Special
Components: V
Casting Time: 1 round
Duration: Instantaneous
Area of Effect: One creature
Saving Throw: Special

This spell is used to alert an extraplanar being that the caster wishes to contact it. The spell does not allow further communication by the caster.

Poltergeist (Necromancy)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One body
Saving Throw: None

This spell animated a single dead, humanoid body as a poltergeist. The poltergeist cannot wander more than 100 feet from where the body was animated, but it's under caster's control. The material component is a silver chain (at least 10 gp value).

Prosthesis (Necromancy)

★

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Special

Prosthesis allows the caster to fashion a relatively functional prosthetic limb. The limb may be as small as a single digit, or it may be any amount up to an entire arm or leg.

In order to cast this spell, the wizard must obtain a matching limb (of about the same size and species as the missing limb). While the limb is usually taken from a dead body, the caster can use the target's own limb if it is available. If the stump has healed (if it is not a fresh amputation), the wizard must cut all living flesh from the end of the stump before casting this spell - this spell provides no pain relief.

After the stump has been prepared, the caster touches the prosthetic limb to the stump and casts prosthesis. The new limb fuses with the target's skeleton, and he can begin to use it as soon as the casting is finished.

Unfortunately, the target does not regain full function of his limb. The new limb, while functional, has no sense of touch and provides only 25% of normal functioning. With each passing week, the character gains another 5% functionality up to a maximum of 75% of normal. It is up to the DM as to the exact impact this decreased functionality has on the character - examples included worsened movement rates, Armour Class, THAC0, reaction adjustments, etc.

Furthermore, only the bone within the limb is affected by this spell - the remainder of the limb continues to rot until nothing remains but the bone. The material component is a bit of glue. This spell can only be used on characters with missing limbs (it can't be used to give a two-legged character a third leg, for example). The limb may be in any state of decomposition as long as the bones are intact.

Purity (Necromancy)

★

Range: 0

Components: V,S

Duration: One round

Casting time: 2

Area of effect: Caster

Saving Throw: None

Purity only functions for casters of some good alignment (a rarity), *Purity* creates a minuscule conduit to the plane of positive energy and allows the caster to turn undead as a 1st level priest, the spell never improves in effect.

Rael's Draining Arrow (Alteration, Necromancy)

○

Range: Touch

Components: V,S,M

Duration: Permanent until used, 1 turn/level

Casting Time: 1 round

Area of Effect: 1 arrow

Saving Throw: ½

This spell enchants one arrow, and when it hits its target it does normal damage and drains 1d6 points of strength, unless the target saves vs. spells, in which case the strength drain is halved (round up). The strength points come back after 1 turn/level, at the rate of 1 per turn . The material component is the arrow to be affected.

Rehydration (Alteration/Necromancy)

★

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 1 creature per 2 levels

Saving Throw: Negates

This spell has been created to heal people from extensive dehydration. Therefore, it cannot heal the caster himself, because in such a state he will not be able to cast the spell.

The mechanics of the spell are thus: During the casting of the spell water is drawn from the surroundings within one yard per level. The water may come from, in order of preference: surface or ground water, carried water, air, soil, dead organic materials, or plants. The water is transferred directly into the body of the recipient. After a few hours of rest, the patient will be as good as new.

In the case of dehydration to near death, the recipient must make a resurrection survival check to determine whether the spell can save him. Within very dry surroundings the spell works only for 10d10%.

The material component is blue phosphorus (15 gp), which turns to white phosphorus at the end of the casting.

Restore Circle (Necromancy)

★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell restores the magic of a neutralized circle of protection and merged inscriptions as the wizard inscribes out the break with the proper magical material, usually a ball of magical chalk.

Sacrifice (Necromancy)

○

Range: Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

The caster must at the conclusion of the casting deal a killing blow to a creature with a specially prepared silver dagger. When the creature is dead, its hit points are transferred to the caster. Any extra hit points above the casters maximum are lost after one hour per level of the caster.

The required material for this spell is the silver dagger, which must be cleansed with salt water and sharpened during the rounds preceding the casting. The dagger is not expended.

Saphrael's Damage Mirror (Alteration, Necromancy)

○

Range: 0

Components: V, S, M

Duration: Until Triggered

Casting Time: 1 round

Area of Effect: 10' Radius

Saving Throw: None

This spell is the bane of those who like to melee wizards. Damage mirror lasts until it is triggered by a successful melee attack. Success is defined as a strike, not necessarily damage to the caster; i.e. if the caster is protected by a stoneskin spell, damage is rolled though not actually suffered. If the caster is protected by a spell such as Alustriel's mantle or Ironguard, the attack will not trigger the spell if it doesn't affect the mage. If a damage mirror spell is active, the wizard is not protected against attack, but if the wizard is struck by a weapon in melee combat, every creature within a ten-foot radius of the wizard suffers an identical amount of damage. The spell is canceled once it has been triggered; if the opponent has multiple attacks in that melee round, only the first successful attack triggers the damage mirror spell. This spell is not affected by spells or magical attacks, except for dispel magic, which has the normal chance of negating it.

Scream of Death
(Necromancy, Conjunction/Summoning) ○

Range: 10 feet
Components: V, S
Duration: 1 round
Casting Time: 1
Area of Effect: Targeted creature
Saving Throw: None

Scream of Death causes a creature to do a lot more damage upon its next attack. It summons a mass of power from the Negative Material Plane and directs it through the target. They then transfer that through upon the successful attack. Basically, the creature adds the caster's level in damage to the next creature hit. The spell is expended whether or not the attack hits.

As this spell draws its power from the Negative Material plane, its casting is an evil act.

Siphon (Necromancy, Alteration) ○

Range: 1 mile/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Neg.

In essence an *Undead Conduit* to the caster, look at that spell, it's just the same, but casting time is one round. This means that the caster can draw on

another living being for hp. The spell lasts till victim dies.

The material component is an iron claw.

Skeletal Scribe (Enchantment, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 4
Area of Effect: Skeleton touched
Saving Throw: None

This spell creates an undead scribe for the wizard. It is not permanent, but is much safer to use for reading new tomes and writing down words of great power. It is able to take dissertation as well. The material components of this spell are a skeleton, a hawk feather, and a red robe. The skeleton is only consumed at the end of the duration.

Skeletal Strength (Necromancy) ☾

Range: 0
Components: V, S, M
Casting Time: 2
Duration: 1 round/level
Area of Effect: The Caster
Saving Throw: None

By means of this spell, the wizard temporarily acquires some of the abilities of an undead skeleton. He suffers only one-half damage from slashing and piercing weapons. He also becomes immune to one of the following magical attack forms (caster's choice): sleep, charm, hold, or cold-based spells. On the down side of things, he becomes vulnerable to holy water, suffering 2-8 hit points damage for each vial which strikes him. The material component is a human rib.

Skull of Darkness (Necromancy, Alteration) ○

Range : 500 feet
Components : V, M
Duration : Special
Casting Time : 2 rounds
Area of Effect : One rock
Saving Throw : Neg.

The spell caster picks up a «nice sized rock» and says the magic phrase. This causes the rock to become a skull (the type of skull depends on the

magic phrase) This skull floats in the air about 5' of the ground and the spellcaster can see, hear and speak through the skull in a demonic voice. When the spell caster wants to terminate the spell he says another magic phrase and the skull vomits while melting into maggots and worms this causes all who can see it to save vs paralization or flee in terror for 1d4 rounds.

The material component is the a nice sized rock.

Summon Undead (Necromancy)

☾

Range: 30 yards

Components: V, S

Duration: 1 turn + 1 turn per level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

The spell causes 3 HD of undead per 2 levels of the wizard to appear within range. They will obey his commands until slain, dispelled, or the spell ends. The wizard may mix and match types as long as he does not exceed his Hit Dice allotment.

The necromancer cannot summon a creature of more Hit Dice than his level.

Treat a +3 or better bonus to Hit Dice as the next die up, so a wight is worth 5 HD, a wraith is 6, a mummy 7, a spectre 8, and a vampire (the toughest undead that can be summoned) is worth 9 HD.

Talking Head (Alteration, Necromancy)

☾

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: One head

Saving Throw: None

This spell somesort of animates a head, and only a head. The only thing the head can do is beg for mercy, beg for salvation and other things that compelled it's life. The head can only be human, humanoid and demi-human. Animal heads will not work. Once the head is animated, it will have one hit point and be in this state until it is destroyed. There is no limit to the amount of heads that can be created. This spell can be nice with a *Corpse Visage* and a *Permanency* that will make the head look very awful; normal fear checks apply, and can be very usefull to scare off various creatures from some place. Casting this spell requires a Ravenloft Powers Check.

A *Speak with the Dead* spell will temporarily remove their blathering and gives a mage some time to actually ask questions.

Unlife Disruption (Necromancy)

★

Range: 10 yards/level

Components: V, S, M

Duration: 1 round + 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: ½

At the casting of this spell a black cloud of smoke, glittering in many colours, gush forth from a bottle of holy water in the casters hands. The cloud silently moves away towards the closest undead, which it will reach in the first round after the casting (roll a straight initiative). In the second round the cloud continues towards, and reaches, the next nearest undead. The cloud will reach and touch one undead each round until it has touched one undead per level of the caster, or the distance between undead exceed 30 feet.

An undead touched by the cloud will take 1d6 points of damage per level of the caster (up to a maximum of 10d6 at tenth level), unless it makes it's save, whereas damage is reduced by half. The material component of this spell is holy water.

Vampiric Kiss (Necromancy)

○

Range: 0

Components: S

Duration: 1 round per level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

When a wizard casts this spell, he must kiss the intended victim on the neck and the victim must be able to receive a kiss (cannot be in combat). After the kiss, the victim will lose 2 hit points per round. The caster will receive one of those hit points per round if he is not at maximum hit points already.

Wailing Mists (Necromancy)

○

Range: 30 yards

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

Mists vaguely resembling spirits of white steam, appears near the casters hands. The spirit like mist wail and howl weakly as it quickly travel towards the victim, and tries to enter his body through nostrils or mouth. The mist inflicts 1 point of damage per level of the caster when they arrive. If a save is failed the *Wailing Mists* has entered the victims body and will inflict 2d4 points of additional damage every round after the casting until they are consumed. The mist lasts for one extra round for every three levels of the caster. One round at 3rd level, two at 6th and so on. A cranium of a mammal (preferably a small one) is powdered and consumed during the casting. This spell does not affect undead.

Whisper's Darkstaff (Necromancy) ○

Range: 0
Components: V
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: One staff
Saving Throw: None

The ultimate spell for the wizard who does not want to bother carrying a staff, but might want to fight some nasty creatures with one since he has the proficiency anyway. This spell calls into being a 7-foot staff of pure blackness. This is actually a piece of the negative material plane, and its powers therefore depend greatly on the control a wizard can exert over the arcane matter, hence on his level. The effects and powers of the staff are listed as follows (make a saving throw versus death magic):

Wizard's

Level Staff Special Powers

1-3	+1	no powers
4-6	+2	drains 1d6 if the saving throw failed
7-9	+3	drains an additional 1d6 if the saving throw failed
10-12	+4	stunned for 1d4 rounds if the saving throw failed
13-15	+5	can be used to shoot globes of negative material for 3d6 points of damage up to 1 yard per level
14-16	+5	can be used to absorb a spell cast specifically at the caster (physical only)
17+	+5	drains one level per Hit Die if the saving throw failed

The powers listed in the rightmost column are cumulative. Thus, if an archmage hits with the staff, the victim must make four saving throws versus death magic, and if the target fails all saving throws, he would take regular staff damage plus 5 (bonus) plus 2d6 (first two powers), be stunned for 1d4 rounds, and lose one level of experience.

White Spark (Necromancy) ★

Range: Touch
Components: V,S,M
Duration: Permanent
Casting time: 2
Area of effect: One being
Saving Throw: None

By manipulating his own life energy, the caster is able to use *White Spark* to instill a small amount of life, to be exact... one hit point. The material component is a tiny drop of his own blood. The caster suffers one hit point of normal damage from casting this spell. (In essence, it allows the caster to bring someone at 0 hp to one hit point, then natural healing can do its stuff.)

Winthrop's Undead Summoning I (Conjuration/Summoning, Necromancy) ☾

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell is like monster summoning, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Either 2d6 skeletons or 2d4 zombies may be summoned.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their

point of origination.

The material component is a lit candle inside a small bag.

Wolfshadow's Spell Frame I (Necromancy, Alteration)

★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 8 Hours (1 turn)

Area of Effect: The caster

Saving Throw: Special (n/a)

When *Spell Frame I* is cast, over the next 8 hours the caster must cast into the frame up to three spell levels worth of spells. (3 first, or 1 first+1 second, or 1 third) The spells used to set into the frame may be cast from memory, scroll, or any other source originating from the caster of *Spell Frame I*. Once cast and the spell is complete these spells become and may never be changed.

At the completion of this spell the caster is permanently drained of one hit point if the save vs. spells is successful. If not the caster loses two hit points. The frame also drains one hit point per day in order to remain active. This hit point loss occurs even if all the spells set into frame have been used. The hit point may be healed in any natural or magical way.

In order to access the spell(s) set into the frame the caster must only give a brief mental command with an initiative modifier of 1. This may be done in addition to any other action allowed to the caster. Only one spell may be accessed from the frame each round.

Once a set spell has been used the caster may recharge it by recasting *Spell Frame I* and the set spell used. Use the spell information in parenthesis to reflect the fact that you are simply recharging the frame, not creating a new frame. Only one *Spell Frame I* may be created around the caster. This may be in addition to other spell frames (II, III, and IV).

A *Dispel Magic* cast onto the caster (ergo the frame) negates the ability of the caster from accessing the set spells, if the caster fails his save. The saving throw is modified by the difference in the wizard's levels as in the PHB. The only known way to destroy a spell frame is a *Wish* or *Limited Wish*. Even death does not destroy the frame, only deactivates it. If the wizard becomes undead, or is resurrected the frame begins to again draw life force to activate itself. The frame collapses only when the wizard's body is completely destroyed.

This collapse has no outside effect as the frame is deactivated when the body dies.

The material component is a powdered gem of at least 1,000gp value that is to be sprinkled about the caster at the beginning of the ritual. The gem powder is consumed at the end of the ritual.

Note that without magical intervention a wizard on adventure may wither away and die due to lack of rest/healing time

Wound Closure (Necromancy)

★

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

This spell closes the wounds of the recipient to prevent bleeding and infection, incidentally curing 1d4 points of damage. All of the victim's wounds will be closed by a single casting, but further application is possible to increase the healing effect. The spell can be used on corpses to disguise the cause of death, but it does not work on non-corporeal or extra-planar entities. Note that a recent posting suggested that wizards should be able to cast healing spells using 1d6 instead of 1d8. I believe the above spell description shows my opposition to that approach (see also the *Dungeon Master's Guide*, page 43), unless you intend to do away with priests as a PC class. From a game mechanics standpoint, such an approach would destroy the balance between priest and wizard, but there is a campaign background reason as well: pseudo-medieval medical knowledge would be atrocious. A priest's healing is a gift from God or the gods, relatively omniscient and omnipotent fellows, but magical curing would depend upon the wizard's understanding of the body and its functions. Thus you might find a wizard who can pull the edges of a wound back together, as described above, but you could not find one who could stimulate the replication of tissue of various injured organs, insure an increased blood supply to the affected regions, metabolise fat and increase respiration to enrich said blood, etc. You certainly could not find a wizard to cure diseases before any microbes are discovered.

Xarn's Sharing (Necromancy)

○

Range : 3 feet/level

Components : V, S

Duration : Instantaneous

Casting Time : 3

Area of Effect : One target

Saving Throw : Neg.

By casting this spell, the mage remove the damage he or she has recieved from a single blow or attack, and trasfers that damage to the target. A save vs. death magic at -2 is allowed to the target, if successful, the spell fails. The blow in question need not have been directed solely against the mage, damage from area of effect spells (e.g. fireballs), for example, is acceptable. More than one blow from the same weapon, however, is not.

Zombie (Necromancy)

☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: Corpse touched

Saving Throw: None

This spell is identical to skeleton in most respects. Instead of creating a skeleton, it creates a zombie. The wizard may control a number of zombies made by this spell equal to half his level, round down. The material component is a salve that costs 100 gp and 48 hours of uninterrupted time.

Zombie Dust (Necromancy)

☾

Range: 10 yards

Components: V, S, M

Duration: 2 rounds + 1 round per level

Casting Time: 1

Area of Effect: 20-foot cube

Saving Throw: Negates

Blowing dust into the 20-foot cubic area causes all creatures in area to save versus spell or automatically lose initiative rolls for the duration of the spell. If individual initiative is used treat this as a +20 on initiative. The material component is zombie dust: the dust of zombies that have turned dead once again. The ability to breath has no effect on this spell: it operates by magic, not by inhalation.

3RD LEVEL SPELLS

Alefian's Dispel Fatigue (Necromancy) ★

Range: 30 yds.
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature
Saving Throw: None

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting, or even accumulated fatigue points from either the *Player's Option: Combat & Tactics* or the *Player's Option: Spells and Magic* rulebooks. Once the spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself. The material component for this spell is a sprinkle of fresh, *blessed* springwater.

Alnor's Spectral Bow (Necromancy) ★

Range : 30 yards + 5 yards/level
Components : V,S,M
Duration : 2 rounds/level
Casting Time : 3
Area of Effect : One opponent
Saving Throw : None

A variant of the second-level *spectral hand* spell, this dweomer causes a ghostly glowing longbow, shaped from the casters life force, to materialize within the casters hands. Any touch spell subsequently cast by the wizard causes an arrow to appear on the bow. The touch spell can then be delivered by successfully hitting the target with the arrow. The caster attacks with a +2 bonus to his attack roll, plus possible dexterity or strength bonuses. The caster can fire up to two arrows per round, but as soon as a target is hit, no new arrows appear until the wizard has cast another touch

spell. The caster cannot perform other actions in the same round that he attacks with the bow. If the caster chooses to perform another action in a round, the bow hovers next to the caster. The bow lasts the full spell duration unless dismissed by the caster. The bow is only vulnerable to magical attacks (but it has an AC of -4). Any damage to the bow ends the spell, and inflicts 1d6 points of damage to the caster.

The material component is a small silver bow worth at least 100 gp.

Amaranth Vampiric Blade (Necromancy) ○

Range : 0
Components : V, M
Duration : Special
Casting Time : 3
Area of Effect : The caster blade
Saving Throw : None

This spell allow the mage to consecrate a blade with vampiric ability for a number of round equal to the level of the caster divided by 3 + 1 round. During this round the hit points taken by the sword is transfered to the caster.

All other apect are like a normal *Vampiric Touch*. Only the caster can use the sword because if it is taken by an other one the blade will suck is hit point as a *Vampiric Touch* and never return them to someone.(It keep them but they could be heal by natural or magical ways).

Barring Death's Door (Necromancy) ★ Reversible

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Creature Touched
Saving Throw: None

This spell, when cast on a character with negative hit points (something only possible if using the

optional "Hovering on Death's Door" rule), stops a character from losing anymore hit points. The character ceases losing the 1 hit point per round, but may take damage from other sources. The spell lasts until the affected creature is healed to a positive hit point total, or a maximum of 1 day per caster level.

The reverse of this spell is called *Knocking on Death's Door*. Casting it on a creature at 0 or negative hit points causes the creature to die instantly, unless he makes a saving throw vs. death magic at -4. This happens even if the character is under the nonreversed form of this spell.

The material component for either form is a fresh drop of the caster's blood. Thus, the caster must cut himself during the course of casting this spell, causing 1 hp of damage to himself. This also means the caster must have an edged weapon (or at least a needle) to cast this spell.

Black Marentail's Pulsing Veins (Necromancy, Alteration)

☾

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negate

When this spell is cast, the wizard causes the pulse of a victim who fails his saving throw to rapidly increase. Blood fills the character's veins until the seem ready to burst from the character's skin. They pulsate with the force of blood being pushed through them, and the character might slightly shake from the pressure of the pounding blood.

Anyone who strikes the character with a slashing or peircing weapon will release a gout of blood that will spray those in a 3' area around the wound. Those who fail to save vs. breath weapon are covered in a disgusting spray of slick, red fluid. Those that fail find their clothes hopelessly soiled and slick - they act as if under a the influence of a *grease* spell for 1d3 rounds. The blood begins to congeal after a few rounds, and will become sticky and matted quickly. Within an hour, the blood will have dried.

As for the character who is struck by a peircing or slashing weapon, the gush of blood inflicts an additional 1d2 points of damage to the character. However, blood does not continue to gush from the wound, and the victim will not take any additional bleeding damage in the following rounds. This spell can be negated by *dispel magic*

or when the victim falls unconscious. The wizard can choose to end the spell at any time.

Black Mist (Necromancy)

○

Range: 10 yards
Components: V, S, M
Casting Time: 6
Duration: 2 turns + 1 round per level
Area of Effect: One body per 2 levels
Saving Throws: None

This spell create a black mist that take control over any cadaver in the area. They will obey the caster til destroyed or the spell ends. Once the spell ends the cadaver just fall to the floor. Since cadavers aren't undead they cannot be turned, but a *dispel magic* spell will work.

CADAVER

Ac: 8
Mv: 6
Hd: 2+2
Thac0: 19
Number of Attacks: 1
Dmg: 1d6
Morale: 19-20

Blood Coils (Necromancy)

★

Range: 30 yards
Components: S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: Negate

By cutting himself on the wrist and chanting this spell, the wizard is capable of controlling the blood that flows from the wound to become a length of bloody rope-like bands. The bands can shoot out to 30 yards distant, and can entrap one victim per three levels of experience of the caster. The victims must be within 5' of each other for the blood coils to catch them. The caster does not need to capture the victims on the first round, and if he is capable of catching more, he may wait until others come to free the captured victim(s) before expanding the coils to catch those coming within range.

To avoid the blood coils, the victim must make a successful saving throw vs. spells. Once caught in the blood coils, no amount of strength can free the victim. However, the coils can be severed from the caster. The coils must be struck by magical weapons or attacks, and are considered AC -2 and

can take 4 hit points of damage per level of the caster before they are cut.

If the spell is dispelled or the caster decides to end it, the remaining blood flows back into the wound created by the wizard, and then seals itself, causing no harm to the caster. If the coils are cut, the wizard loses 1d4 hit points per victim he had bound in the coils.

The wizard must cut himself with a silver dagger to activate the spell. The initial wound causes 2 hit points of damage to the wizard, but this damage is healed when the spell ends. The dagger is not consumed in the casting.

Bone Brittle (Necromancy) ○

Range: 30 yards + 10 yards/level
Components: V,S,M
Duration: Permanent until dispelled
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates

Upon the casting of this dread incantation, a chill force hurtles from the caster's hand, striking the target and inflicting a rare and advanced bone condition on them, should they fail their save vs. spells with a -1 penalty. If they make their save, the spell has no effect, but should they fail, their bones become brittle and fragile. Should the target roll any attack over a 16, the limb they use will fracture, rendering it useless for 2 weeks while it heals. Should the target roll over a 18, the limb or body part they use to attack will snap, leaving them stunned and dazed for 2d4 rounds. In addition, any attack that is made against the target does double the regular damage if used with a blunt weapon attack, and +5 damage with and edged weapon.

The target can only be healed of the affliction, often known as Osteoporosis, by a remove curse and a heal spell.

The material components are a small hammer, and a fire dried bone, broken at the casting.

Bone Cage (Necromancy) ☾

Range: 15 yards
Components: V, S, M
Casting Time: 4
Duration: 1 round per level
Area of Effect: Five cubic feet per level
Saving Throw: None

The spell summons all bones within the area to come out of the ground and form a cage around the intended victim. The cage can

withstand 25 points of damage before it is destroyed. A dispell magic spell will work to negate it, The material component is a piece of bone.

Bonelock (Necromancy) ☾

Range: 10 feet + 10 feet/level
Components: V, S, M
Duration: Permanent
Casting time: 2
Area of Effect: One creature
Saving Throws: Special

This spell affects 1d4 joints, causing them to fuse into inflexible, solid bone. Roll 1d6 to determine affected joints...the first joint listed is affected first, then if the same joint is rolled again, the next joint is affected or the penalty is worsened (see text below).

1. Neck [-1 AC to flank attacks, cumulative]
2. Wrist, Elbow, Shoulder (L) [-1 hit/dmg cumulative]
3. Wrist, Elbow, Shoulder (R) [-1 hit/dmg cumulative]
4. Ankle, Knee, Hip (L) [-1 AC penalty cumulative]
5. Ankle, Knee, Hip (R) [-1 AC penalty cumulative]
6. Back [negates Dex bonus, -1 AC penalty cumulative]

If target saves, duration becomes 1 round/level. The material component is a piece of clay mixed with bone dust.

Caress of Infinite Pleasure (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Person touched
Saving Throw: Negates

This spell causes the target to feel intensely pleasurable feelings when ever in skin to skin contact with the caster. The strength of these sensations may be varied by the caster by concentrating, from mildly pleasurable to near incapacitating (Target must make Wis + Con x 2 roll to take any action at all). The material component is a velvet glove, which vanishes at the conclusion of the spell.

Cause Impotence (Necromancy) ○

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When this spell is cast, the caster must make a successful attack roll to hit the target. If the hit is successful, the target suffers 1d6 damage and is doubled over in pain for 3d6 rounds, unable to perform any action. In addition, the recipient is unable to perform any sort of sexual activity until a *Cure Impotence* is cast.

Charm Undead (Enchantment/Charm, Necromancy) ☾

Range: 30 yards
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: One or more creatures in a 20-foot radius sphere
Saving Throw: Special

This spell works just like the Player's Handbook's spell charm monster, except as noted above and that it only works on undead.

Circle of Protection : Undead (Abjuration, Necromancy) ★

Range: 0
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 7
Area of Effect: 5 foot circle around the caster
Saving Throw: None

This spell creates a circle that provides protection against undead beings that do not have an intelligence or hitdice that are one third of that of the caster. Undead that fall under this description cannot enter the circle, they will simply be stopped as if running into an invisible wall. This spell does not protect from the special abilities of certain spellcasting undead (*like Liches or Mummies*) or special effects that undead might possess (*like Ghoul Lords' stink*). It just prevents the undead from entering the circles all together.

Close Wound (Necromancy) ★

Range: Touch
Duration: Permanent
Components: V, S, M
Casting Time: 1 round
Area of Effect: Creature Touched
Saving Throw: None

This spell helps close a wound, giving a small amount of healing. This spell will heal 1d4 HP. However, this spell causes excruciating pain for 1 round while the spell is taking effect. It feels like the wound is being cauterized by a hot iron, which is in effect what is happening, except magically. This spell leaves scarring unlike *Cure Light Wounds*. For every 10 times this spell is used, it lowers Charisma by one for purposes of physical beauty from the scarring. The material component of this spell is a needle and thread.

Continual Rehydration (Alteration, Necromancy) ★

Range: 5 yard per level
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 hour
Area of Effect: The Caster
Saving Throw: Special.

This spell is a more specific version of the *Rehydration* spell. It continually draws water from the surroundings to supplement the water lost by the caster.

The water is drawn from, in order of preference, surface water, ground water, air, soil, covered water, plants, animals and non-intelligent monsters, intelligent beings (the last three receiving a saving throw vs. death magic). Also, the spell cools the caster's skin, minimalising the loss through sweat. It also gives a increased resistance against sunburn and normal fires.

In very dry surroundings, most of the water will be drawn from the water supply of the other party members.

A *Detect Magic* will display a diffuse magical aura around the caster with strands leading to the spells water supplies. Note that the spell only replenishes water, not salts or other soluble substances. This prevents poisoning and also means that the caster will still have to consume salt to make up for his losses caused by sweating.

The material component is blue phosphorus (150 gp), which turns to white phosphorus at the end of the casting.

Cure Impotence (Necromancy)

★

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When this spell is cast, it removes any form of non-magical or magical impotence caused by a *Crushing Balls* spell, *Cause Impotence* or any other such spells. The material component for the spell is a pair of rubber balls which are consumed when the spell is cast.

Curse of the Saberclaw (Alteration, Necromancy)

○

Range: 10 yards + 1 yard/level
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 4
Area of Effect: 1 humanoid with at least 1 arm
Saving Throw: None

This spell causes one of the targets arms (usually the right one unless the left one is specified or the target has no right arm) to undergo a hideous and painful transformation.

The arm's flesh splits and rips open as the bones of the hand and lower arm are transformed into a jagged edged blade of bone. This bone blade is identical in appearance and function to that of the Saberclaw. It replaces the entire lower arm and hand. When used in combat the blade has a speed factor of 3 and does 1d12 points of damage to the target, regardless of size. Once the duration of the spell is over, the arm transforms back into the target's arm and hand, leaving only an immense black bruise as evidence of it having been there. Each of the transformations take 1 round to complete and during this time the target cannot perform any other actions due to pain. Each transformation also causes 1d3 points of damage. It should be noted that the skin and flesh of the targets arm are not lost, nor do they hang from the elbow in tatters. They are, for the most part, absorbed into the claw or into the rest of the arm. The material component for the spell is a piece of bone from any creature possessing a claw of some sorts.

CyroBane's Sheet of Ice (Necromancy)

○

Range: 15 feet
Components: S
Duration: 1 round
Casting Time: 2
Area of Effect: 2-foot radius
Saving Throw: Special

This spell causes a sheet of slippery sheet of ice to appear below a target. The target must make a dexterity check. If it is made, it remains standing. If the check is failed, the target falls and takes 1d6 damage from falling. If the target has no feet, or doesn't stand, it is unaffected. If the target has Ice walking cast on itself, it is unaffected. Any resistances to cold don't help in the save. If the target is larger than 4' in diameter, nothing happens since the ice won't cover that large of a space.

Deaden Pain (Necromancy)

★

Range: Touch
Components: V, S, M
Duration: 1 round/ level
Casting time: 3
Area of effect: One creature
Saving Throw: Negates

Casting *Deaden Pain* allows the caster to remove all sense of touch from the recipient. In this manner, shock caused by wounds does not occur, as well one could reach into a forge and pluck out a coal... when the spell wore off you might wonder why you did it, but that's a different story. Originally *Deaden pain* was used to alleviate suffering from minor surgical procedures, but it was also discovered that the lack of touch sensation has a combat use, those affected are at a -2 to hit, since they can no longer rely on the 'feel' of combat to guide their actions.

Decay (Necromancy)

○

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: The caster
Saving Throw: Negates

When this spell is cast, the wizard collects and controls a powerful negative energy force that will decay flesh upon contact. This force will be seen as a shadowy darkness enveloping one hand. The

spell remains in effect for 1 round per level or until the caster touches someone. The victim must save or watch a random limb wither away. creatures with decayed limbs are unable to use them for 1 hour per caster level. It is not possible to kill a creature with this spell since it will not decay the head or torso. Undead, automatons, jellies and anything without limbs are immune to this spell. The material components are a poisonous mushroom and a pinch of mould.

Deep Sleep (Alteration, Necromancy) ★

Range: Touch
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: one creature per level
Saving Throw: None

This spell allows the creatures affected by this spell to sleep very soundly for one hour. After this time period the creatures awake, fully rested as if they had had a full night's rest. The affected creatures recover lost hit points, and wizards may recover their spells as if real time had passed. Because the rest is so rejuvenating those affected by this spell will be unable to be affected by it again for another 23 hours (the characters are just not sleepy). Only willing subjects can be affected by this spell.

Diona's Choleric Mist (Necromancy) ○

Range: 120 yards
Components: V,S,M
Duration: 1 day
Casting Time: 1 round
Area of Effect: 10' cube per level
Saving Throw: Neg.

This spell is similar to the *Fog* spells, except that any creatures that are exposed to the foglike mist of this spell must successfully save versus spells for every round exposed, or completely lose control of their bowels for one entire day. Effectively, their Strength and Constitution scores are halved, their Armor Class is worsened by 2 points, and all attack rolls are made with a -1 penalty. The material components of this spell are a plum and a bit of dried dung.

Disrupt Control (Enchantment/Charm, Necromancy) ☾

Range: 10 feet/level.
Components: V, S, M

Duration: Instantaneous
Casting Time: 5
Area of Effect: 1 Hd of undead per level.
Saving Throw: Neg.

This spell makes a wizard or priest lose the ability to control his undead. If the casting is successful, these undead are rendered free-willed.

This spell can be cast on an undead that is under the control of a wizard or priest.

When an undead is targeted by the spell, the controller becomes immediately aware that someone (*or something*) is trying to disrupt his or her control over his or her undead minions. The controller must then make a saving throw vs death magic or lose control over his minions.

At any time, anyone, including the former controller, can try to regain control over the undead by the normal means.

The material components for this spell are: a scissors and a small string. During the casting, the caster must use the scissors to cut the string in half.

Doomblade (Necromancy, Evocation) ○

Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Line of sight
Saving Throw: None

This is a very dangerous spell for the enemy and the caster. It creates a black bastard sword (who hovers in the air) that attacks when the caster wishes. It is considered as a +2 magic weapon for the purpose of hitting. The mage uses his basic ThaC0 to hit but has the +2 bonus (he doesn't have any other bonus to hit). The speed of the sword is 3 (for melee combat).

The sword does 1d4 damage/3 levels to the target by sucking his life energy (to the maximum of the creature being hit). The damages dealt are given to the mage. But, for maintaining itself, the sword also takes 5 hit points from his master.

Example #1: A 7 level mage (ThaC0 19-2=17) hits a giant for 7 Dmg (3d4). The sword, in its generosity, gives only 2 hit points to the caster (7 damages-5=2 hit points).

Example #2: A 6 level mage (ThaC0 19-2=17) hits an orc for 3 Dmg (2d4). So, the sword will take from the caster 2 hit points (3 Dmg-5= -2 HP).

Note that only living beings are affected by this spell. If not, the mage loses 5 HP per hit(as the spell). The mage must concentrate for using the sword (no spellcasting!). If he doesn't, the sword won't attack and will deal the 5 HP loss to the caster (but the mage can cast a spell if he beats the sword initiative).

Energy Funnel (Necromancy) ○

Range: Touch
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: One creature + 1 per 2 caster levels (max 6)
Saving Throw: Negates

This spell is exactly like the 3rd level spell *Vampiric Touch*, except that the hit points drained are added to a special "energy pool" instead of the casters life. This energy pool converts the life force of the effected creature into spell energy, allowing the caster to apply a +1 to the damage of any damaging spells he/she casts. The pool stays until completely drained, and the caster cannot cast this spell again until then. A succesful roll to hit is needed for unwilling creatures. The caster can drain from 1 creature, +1 for every two levels, max of 6. The caster can continue to drain from creatures until he reaches his max or 1 hour passes. After the hour, the ability to drain is lost(except for the circumstance noted below), but any points in the pool are there until used up. The caster can drain from himself at any time and as many times as ½ his/her level during the first 2 hours after the spell is cast.

Evermore's Necromantic Touch (Necromancy) ○

Range: Touch
Components: V, S
Duration: Instantaneous (after effects last 1 round per level)
Casting Time: 3
Area of Effect: One person
Saving throw: ½

This spell causes 1d6 damage, and draws it into the caster. It also reduces Str by one, and Cha by one. If you use Comeliness, it's reduced by one too.

Fireblood (Alteration, Necromancy) ○

Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

By means of this spell, the caster harmlessly transforms the recipient's blood to fire. This causes the recipient to become enraged, capable of engaging in beserkial wrath as if the character had the berserker warrior kit. Also, the character becomes resistant to normal fires, and from magic fire suffers -2 points of damage per die of damage (1 point minimum). Also, should any sharp weapon score a hit against the character, the opponent must save vs. dexterity or be struck by fireblood for 1d2 hit points of damage.

The character however, suffers double damage from cold attacks, and treats his body temperature as being 50 ° Fahrenheit lower than what it actually is, reducing his effectiveness severely in cold weather.

The material component for this spell is small flame which is inserted into the spell recipient.

Fireheal (Alteration, Necromancy) ★ Reversible

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When this spell is cast and a target touched, the victim will find that by entering a source of fire, rather than suffer damage, the victim will be healed by an amount equal to the damage that would normally be caused. The spell must be used within 1 round per level of the caster once the victim has been touched.

Whenever from that point, until the spell ends, the victim is struck by fire or enters a flaming area, the victim will heal damage from the flames rather than take damage. The amount healed equals half the damage potential of the fire (Thus a fire that causes 1d8 hit points of damage will heal 1d4 hit points of damage). All sorts of fire are affected, and mere heat (such as from a *Heat Metal* spell or from desert heat), will not heal the character. Actual fire must touch the character for the spell to work. The character's personal possessions are not

harmed by the fire source as well.

The spell will continue to function until a number of rounds equal to the caster's level passes, or the victim leaves contact with a fire source. After the spell wears off, the character takes normal damage from fire. Note that this spell will have absolutely no effect if the victim has some sort of magical Fire Resistance or protection from fire, though creatures that are normally immune to fire can be healed by the spell.

The reverse of the spell, *Frostheal*, has the opposite effect. Whenever the victim comes in contact with ice or frost (not merely cold temperatures), he is healed of damage rather than suffering damage. The victim will heal half the damage he would have normally taken from contact or immersion in the frost or ice. Mere cold will not activate the spell - the character must come in physical contact with ice, sleet or snow for the spell to work. The reversed version of the spell lasts as above - for a number of rounds equal to the caster's level or until the victim breaks off contact or immersion with ice, sleet or snow. Victims protected by magic against cold damage receive no benefit from this spell, though creatures normally immune to cold can benefit from the spell.

The material component for the spell is the ashes of a burnt piece of coal rubbed onto the chest of the recipient. For the reversed version, cold water is splashed on the victim's chest.

Gaal's Legion of Doom I (Conjuration, Necromancy)

☾

Range: 100 yards
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 400 square yards area
Saving Throw: None

By means of this spell the caster summons a number of undead creatures to do his biddings. The creatures receive orders by means of a form of telepathy and will perform any task even if it means certain death. Tasks must be simple: "Rescue that drowning boy.", "Follow me.", "Protect this treasure.", "Attack that creature.", etc... Up to three or four of these commands may be active at the same time ("Protect this treasure", "Allow these friends to take something from it at any time", "Always attack first wizards and priests"), it is possible for the undead to leave the area of effect. The creatures will do their very best to accomplish their duty. The spell is so strong that a priest may turn/control the undead only if

he is 4 levels higher than the mage (current level not the one the wizard had when he cast the spell) furthermore if the wizard dies the creatures will continue their work. Use of this spell is never a good act.

At 5th level a wizard summons 2d6 Skeletons and Zombies (once the total number is determined the caster may choose how many of each type).

At 7th level a wizard summons 2d6 Skeletons and Zombies and 1d6 Ghouls.

At 9th level a wizard summons 3d6 Skeletons and Zombies, 1d6 Ghouls and 1d4 Shadows.

The material component for this spell is a skull from a graveyard (which is not consumed) and a piece of fine black cloth (which is consumed).

Gloom (Necromancy, Illusion)

☾

Range: 10 yards per level
Components: V, S, M
Duration: 2 Turns per level
Casting time: 2
Area Effect: 20' radius per level
Saving throw: None

When cast a gloomy haze appears around the area, creating a eerie feeling. All creature under five hit die make a moral check (see pg 69DMG) every round a threatening action is made or every round of combat. The check is made at a minus one for every two levels of the caster. The targets also receive a progressive plus one for every hit die after first. Since the spell is changing the environment and not in any way effecting the character, no save is made and magic resistance does not apply. The material components for this spell is a hand full of soot thrown into the air.

Grasping Hands of Horror (Necromancy)

○

Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One arm per level
Saving Throw: Negates

This spell causes a number of arms equal to the level of the wizard to reach out of the ground and grab at the target. The hands themselves do no damage, but when they pull a victim under, that victim begins to suffocate.

Victims have to make a saving throw every round they are in the area of effect and for every extra hand they have a -1 on their saving throw. In a graveyard or similar corpse-infested area there is an additional -2 to the saving throw. If a victim fails its saving throw, it is dragged underground and starts to suffocate. Others can dig the victim out, mundanely or magically. He will be found two feet or so under the ground, paralysed, but quite aware of what happened. A really high-level wizard could cast this spell and affect many people by giving five arms to this target, four to that one, and so on.

Haunting (Illusion/Phantasm, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 1,000 sq feet+ 100sq feet per level
Saving Throw: None

This spell is like an improved version of *Death Aura*.

This spell haunts an area selected by the mage. The caster can influence it by making it more or less active. He can also end the spell at will, but the caster has no direct control over the spell once it has been cast. The spell's effects are controlled by a minor spirit created out of the caster's will. The spirit is invisible and non-corporeal, and if viewed somehow will appear to be a faded ghostly image of the caster. The haunting's personality is similar to the mage that creates it (ie a mean mage creates a mean spirited haunt etc.), but it has no will or intelligence of its own.

Most effects last only 1-4 rounds, although effects usually will not start or end when watched by someone. The effects can inflict no real harm on anyone. Typical effects are listed below

- Non-magical lights are dimmed to ½ brightness
- Small objects levitate or move on their own.
- Walls or other objects appear to bleed (the blood vanishes when the effect ends)
- Knee deep fog fills a room or hall
- Dust/spider webs appear and disappear
- Objects/areas glow
- Sound effects (up to a loud voice)
- Growls, crying, music etc.
- Minor illusions (up to 1 cubic foot per level of caster)
- Temperature changes (as much as 20° in either direction)

- Soft breezes

The material components are fleece, bees wax, phosphorous, spider webs, graveyard dirt, and a drop of the caster's blood.

Heal Frostbite (Necromancy) ★

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: The caster or creature touched
Saving Throw: None

This minor healing spell heals frostbite and minor amounts of damage caused by cold, as well as any minor infections caused by frostbite or cold. The damage healed is 1d4 HP plus 1 point per 2 levels of the caster. Note that the damage must have been caused by cold, or by weapons such as a frost brand, and that only the extra damage caused by the cold is healed. The material component is a clear or white gem worth at least 10 gp.

Healing Sleep (Necromancy) ★

Range: Touch
Components: V
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

This spell may only be cast upon a willing recipient.

The recipient will fall into a deep sleep from which he will not awaken for 8 hours. During this time the recipient will be healed for 20 points of damage, plus one per level of the caster.

Hide Shadow (Alteration, Necromancy) ★

Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: None

This spell allows the caster to remove his or her own shadow or the shadow of another living creature, turning the shadow into a solid object that can be rolled up and concealed in any conventional hiding place.

A shadowless creature is immune to spells and magical items that detect or affect shadows (like shadowwings and shadowstealers, and the shadow umrrior, shadow rephzy, and shadow trap spells). The spell's recipient can convincingly pretend to be a vampire and need not worry about casting a long shadow in well-lit dun-geon corridors. When hiding around corners in brightly to dimly lit areas, the spell recipient applies a -2 penalty to opponents' surprise rolls.

The finder of a hidden shadow can cast the above-mentioned spells on the shadow with their usual effects. Casting continual light on the hidden shadow inflicts 1 point of damage per round to the shadow's owner. A light spell causes 1 point of damage per turn, while non-magical light inflicts no damage. As a physical object, the shadow can be chopped up as if it were a piece of thin leather, but this causes no damage to the shadow's owner, as the pieces flow back into a seamless whole when the spell ends and the spell recipient's shadow is restored.

Heucuva (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: One body
Saving Throw: None

This spell animates a single body as a heucuva, under caster's control. The material component is a piece of garment from a priest who betrayed his faith or his holy vows.

Hold Spirit (Necromancy, Enchantment) ★

Range: 120 yards
Components: V, S, M
Casting Time: 3
Duration: 2 rounds / level
Area of Effect: 1 to 4 spirits in 20' cube
Saving Throw: Neg.

This spell paralyzes creatures which do not come from the plane they are on, including conjured spirits and spirits possessing another creature. If the spell is cast at 3 or 4 spirits, each gets an unmodified saving throw. If two are being enspelled, they save at -1. If there is a single target, it saves at -3. Held beings remain aware of events around them and can use

abilities which do not require motion or speech. The material component for this is a straight piece of cold iron.

Icy Paralyzation (Necromancy, Alteration) ○

Range : 5 yards/level
Components : V, S
Duration : 2 rounds/level
Casting time : 3
Area of Effect : One creature/3 levels
Saving Throw : Neg.

With this spell the wizard can paralyze creatures with numbing cold. The mage can affect up to 1 creature per three levels gained. The mage gestures toward the creatures to be affected and mutters the spell. The victims must save vs. paralyzation or become paralyzed for 2 rounds per level the mage has gained.

This spell also affects water elementals. If the mage has more hit points than the elemental's current hit point total the creature is frozen solid, in effect, stopping it. If the elemental has more hit points than the wizard it is slowed for 2 rounds, after which it attacks normally.

Imprison Life-force (Necromancy) ★

Range: Touch
Components: V S
Duration: One day /level of caster
Casting Time: 3
Area of Effect: One Creature
Saving Throw: None

By use of this spell a mage traps the soul of the being he touches within the creature's own body. The spell must be cast within one round after the recipient's death. The benefit of the casting of this spell is that a simple *Restoration* spell will return the recipient of this spell back to life, once the body of the recipient has been made fit for life (healed to zero or more hit-points). This revival from death incurs no loss of a constitution point and no system or resurrection survival checks on part of the recently dead.

The reverse of this spell, *Liberate Life-Force*, immediately slays an undead being touched whose hit-dice is less than one third the level of the caster of this spell.

Improved Spectral Hand (Necromancy) ★

Range: 40 yards + 5 yards/level
Duration: 3 rounds/level
Components: V,S,M
Casting Time: 3
Area of Effect: One opponent
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the casters life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 5th level or less that is subsequently cast by the wizard can be delivered by the *Improved Spectral Hand*. This spell gives the caster a +3 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in position to do so. The hand is vulnerable to magical attack (but it has an Armor Class -4.) Any damage to the hand ends the spell and inflicts 1d6 points of damage to the caster.

The material component is a dried skin from the caster or dried skin from a dead humanoid.

Increase Wounds (Necromancy)

○

Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: Neg.

When next hit and for the remaining time of that round, the creature takes double damages because the wounds won't close. The spell lasts 1 round/level before expiring or lasts until the creature is hit.

The component is a shard of glass.

Kalli's Bone Binding (Necromancy)

★

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: One creature/level
Saving Throw: None

When this spell is cast, it strengthens bone, even mending broken bones into whole once again. The bone binding gives living creatures a bonus of +2 hit points per level of experience the recipient has. Broken bones are mended whole for the duration of the spell, and have a 1 in 20 chance per level of the caster that the healing process is permanent.

If this spell is used on skeletal undead, it doubles the hit points of the being for the duration of the spell, and heals all damage the skeletal being has taken up to that point. This spell has no effect on creatures without a bone structure, such as oozes, slimes, jellies and insects.

The material component of the spell is a handful of bone shards crushed to fine powder that is sprinkled over the spell recipient.

Kalli's Creeping Skin (Necromancy)

○

Range: 30 yards
Components: V,S,M
Duration: 2 rounds + 2 rounds/level
Casting Time: 3
Area of Effect: One creature/3 levels
Saving Throw: Negate

This insidious spell forces up to one victim per three levels of experience of the caster within a 30 yard radius to make an immediate save vs. spells. Those who succeed feel a slight itching and pulling of the skin in the caster's direction, but nothing more. Those who fail, though, are in for a more unsettling experience.

In the round the spell is cast, those who fail their saving throw find their skin to begin to itch. The itching causes a -1 penalty to hit and AC. In the following round, the itch not only persists, but begins to crawl as if some sort of burrowing creature were underneath the skin. As the spell wears on, more and more bulges in the character's skin begin to appear, until the victim's whole body seems to be alive with some sort of wriggling mass of unseen creatures beneath the skin. The victim must make an immediate horror check at a -4 penalty, and those gazing on the victim must make horror checks as well (the wizard is immune, and those in the know of the true effects of the spell save at +4).

The spell causes no damage to the victim, though the itching and crawling may well drive the victim into a frenzy or madness. Dispel magic can end the spell, as can the caster willing the spell to end. Attempts to stab, burn, cut out or destroy the crawling masses will only result in harm to the victim, and will not stop the spell.

The material component of the spell is a rot grub that the caster clasps in her cupped hands, then crushes.

Kalli's Light Touch (Necromancy)

○

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One Creature
Saving Throw: Negate

When this spell is used, the caster creates a blue glow about his hand. If the caster touches someone within 4 rounds, the spell is discharged into the victim. The victim's mind is instantly numbed, rendering the victim a mind slave of the caster if a saving throw vs. spells is failed. The mind slave will do whatever the caster asks in a direct, unthinking fashion, and takes all figures of speech literally. The victim can employ weapons he is proficient in, but cannot utilize any special functions of the item or employ any other magic item, nor cast spells. The victim will not obey obviously suicidal orders (i.e., "Jump off this cliff!" or "Stab yourself, slave"), but will instead await other orders. If the caster is slain (even should he be resurrected later) or a *Remove Curse* or *Dispel Magic* is cast upon the victim, the spell ends. If the victim is not near the caster, the victim acts on the last commands he was given, and will act even against friends. The victim does know his name and will respond to it. However, friendships, alliances, loves and past feelings are totally numb to the victim's mind.

The material component of this spell is a bit of a crushed bone sprinkled upon the caster's hand.

Kalli's Touch Of Death (Necromancy)

○

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: ½

This spell is an improved version of *Chill Touch*. Upon speaking this spell, the caster's hand shimmers and slightly smokes, as if coated with warm water and thrust into cold air. If the caster touches anyone during the duration of the spell, the victim suffers 4d6 chill damage, half if a save vs. spells is successful. The touch also drains 2

points of Strength from the victim. If the victim has no strength rating, it gives the victim a -1 penalty to hit per two strikes. A victim drained to 0 Strength is no longer capable of fighting and must rest for 1 hour per point of Strength lost to regain 1 point of Strength. In the intervening time, the victim is defenseless to attack.

Kirkheshar's Elite Undead (Necromancy/Alteration)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

When cast 1 skeleton/1vl or 1 zombie/2 lvls become able to use the type of weapon they are holding at the time of casting (or another weapon within the same broad category as defined in the Complete Fighter's Handbook). Skeletons can be made to use missile weapons, and zombies melee weapons in combat, although normally they cannot. No undead can be affected by this spell more than once. The material components are the weapons (1 per undead) and the blood of a warrior.

Klaus' Kontagious Kustard Kough (Necromancy)

○

Range: Special
Components: V, S, M
Duration: 1 day
Casting Time: 2 hours
Area of Effect: Special
Saving Throw: Negates

When this spell is cast on a small amount of custard or custard powder, it becomes infected with a mildly contagious cough capable of affecting one humanoid (not the spellcaster) on contact within the spell's duration. The custard can be delivered by any means including using it as the material component for another kustard-type spell. The victim must save versus poison (at +2 if none of the custard is at all ingested) to resist the effects. The illness causes frequent but mild

coughing fits which expel small amounts of custard instead of phlegm. Humanoids near the victim must also save at +2 when coughing is going on. Anyone who saves is immune to that particular casting of the spell. The illness has a short duration of only 6d8 hours and an incubation period of 1 hour. Every round there is a 50% chance that a victim will be affected, unable to cast spells and with a -4 penalty to-hit. The material component is a bit of rotten custard.

Larisen's Dark Aura Expansion (Necromancy) ☾

Range: 0
Components: V, S
Duration: 4 round + 1 round/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

This spell is similar to *Ebony Hand* (priest spell: *Necromancer Handbook*). The spell makes it easier to deliver touch based magical necromantic attacks. The spell grants a bonus of +1 per two levels above 3rd. This is not as useful with armor defeating spells.

Leroy's Bad Stink (Necromancy) ○

Range: 0
Components: M
Duration: Special
Casting Time: 1
Area of Effect: 20 – feet – radius
Saving Throw: Special

When this spell is cast the caster is put into a fit of laughter for 1d6 rounds and everyone within 10 feet of caster must make saving vs. death magic or immediately die, if saving throw is made they must make system shock roll or fall unconscious for 1d10 Rounds.

Any one within 20 feet from the initial area must make saving vs. paralyzation or fall unconscious for 1d6 rounds. Duration is 1d4 rounds unless caster has eaten any beans rather than the one bean needed to be eaten to cast the spell, if so duration is 2d4 rounds.

Life Illusion (Necromancy; Illusion/Phantasm) ☾

Components: V, S, M
Range: 60 yards + 1 yard/level
Casting time: 3
Duration: Special
Area of Effect: 40-foot cube + a 10-foot cube/level
Saving Throws: Special

This spell creates an illusion of the "life force" detected by undead and *Detect Life* spells; it is invisible to all normal senses but, if desired, may be used in conjunction with other illusions to add visuals, etc. The spell is otherwise similar to the *Spectral Force* spell. The material component is a live mouse, which must be killed during the course of the spell.

Life Leech (Necromancy)

○

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: 30-feet radius around caster

Saving Throw: Negate

When this spell is cast, the necromancer surrounds himself with a field of life-draining energy. Victims, whether friend or foe, who enter the area of effect must make an immediate saving throw vs. spells or lose 1d4 hit points and a point of strength. Lost strength returns at a rate of 1 point per hour, and hit point loss must be healed by magical or normal means. The healing proficiency cannot restore hit points lost to this spell. Those who succeed the save against this attack feel a cold chill, but suffer no damage *that round*. The wizard *does not* gain the drained hit points to add to his own. The field can drain hit points from any number of opponents any number of times, but the field only affects a given character once each round. Note that the spell is completely spherical, and normally only half of the area can be seen.

The wizard cannot cast other spells while maintaining a *Life Leech* spell, and can only move at half rate. If the wizard is struck, the spell is not ended, though if the wizard is knocked unconscious, it is.

The material component of this spell is a small piece of ivory carved into the shape of a coffin. The coffin vanishes at the end of the spell.

Life Transfer (Necromancy)

☾

Range: 0

Components: V, S, M

Duration: 3 turns + 1 turn per level

Casting Time: 1 turn

Area of Effect: 1-yard per level radius

Saving Throw: None

By use of this spell, the preserver drains the life force of plants in the area of effect to one third of their full life force. Thus, plants will weaken, but they will regain their strength in a relatively short time. This energy is then stored in the preserver that has cast the spell, and can be used to revitalize a section of defiled soil of an area one ninth the size of the area of effect. The energy can be stored for 3 turns plus one turn per level of the wizard, during which period he cannot cast any other spells.

The material component for this spell is a drop of water. This spell can - of course - only be cast by a preserver.

Lohocla's Aqua Vitae (Necromancy)

★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: Creature touched

Saving Throw: None

The great magic of healing is not limited to those medic priests that roam with adventuring parties. Lohocla bestows the art of healing to wizards through this spell.

Known to some as the water of life, this spell's healing powers begin once the wizard anoints the injured person with alcohol.

The alcohol may be of any type (beer, wine, liquor, etc.) but must be a minimum of 100 years old (created at least a century ago). When anointing the injured person, the wizard must have physical contact with the victim (touch him).

After the spell is cast, it causes 1d8 + 1 per level points of damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin. Curing is permanent only in so far as the creature does not sustain further damage; caused wounds will heal - or can be cured - just as any normal injury.

This spell, along with permanency and a few other enchantments, can be used to make a healing potion. Unlike the priest's healing potions, this wizard's potion has the taste and effects of wine. An exciting concept indeed.

Marthamus's Strangle (Necromancy)

○

Range: 5 feet/2 levels

Components: S or V (mage's choice. S is more dramatic)

Duration: Special

Casting time: 3

Area of Effect: One target

Saving throw: Special

When cast, the mage can cut off the air supply to the victim from a distance of no more than 5 feet/2 levels. The spell automatically latches on and the victim must make a saving throw vs. death with a -1 for every 2 levels the mage has attained to

break free. He gets a new saving throw every round. If he hasn't made a successful check in three rounds (+1 round for every Constitution point over 14), he dies. While the wizard is strangling his victim he has to remain concentrated and cannot perform any other activity.

This is commonly used for show and hardly ever for combat.

Mass Bane (Necromancy) ○

Range: 30 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Up to 6 creatures

Saving Throw: Negates

This spell duplicates on a grand scale the effects of a bleeding touch - 1d6 points of damage for every two levels of the caster.

It affects 1d6 victims that the caster can choose.

The victims must make a saving throw versus death magic, and if they fail their saving throw, suffer bleeding wounds which appear randomly on their bodies. The material component of this spell is a handful of metal shards.

MacFaileas' Bloodtrap (Evocation, Necromancy) ○

Range: Touch

Components: V,S,M

Duration: Until discharged

Casting Time: 1 hour

Area of Effect: One scion

Saving Throw: ½

The second spell created to hinder bloodthief, bloodtrap, causes physical damage to any scion taking another's bloodline by force. Upon completion of this spell, the recipient's bloodline becomes hazardous to any one who slays the recipient by piercing his heart; in addition to gaining whatever bloodline power the murderer normally would, this spell causes a point of damage for every point of bloodline strength of the spell's recipient. The chill, burning sensation felt throughout the bloodthief's body may also cause him to be stunned for 1d4 rounds if a second saving throw versus spells is failed.

Other than the listed effects, this spell does not alter the bloodthief in any way (the recipient still loses his bloodline, his tie to the land is severed if tighmaevril was used, etc.). This spell's material

components are 500 gp worth of powdered onyx, a drop of blood from the caster and recipient, and a silver dagger, all of which are consumed by the spell.

This spell can not be used in conjunction with the spell bloodguard.

Mend Undead (Necromancy) ☾

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: None

This handy spell should be part of every evil necromancer's arsenal. It allows the wizard to "heal" damage inflicted on skeletons and zombies (those types of undead created via an Animate Dead spell).

The caster simply places one hand on a destroyed skeleton or zombie (one that has been "killed" in combat), the other hand on the damaged skeleton or zombie, and chants the spell. Upon completion, of the spell, the damaged skeleton or zombie is healed 4 hit points for every Hit Die possessed by the destroyed skeleton or zombie.

For example, Yogslothok has two zombies left standing after his first encounter with those pesky player characters. One of the zombies has suffered 9 points of damage in combat. Yogslothok also has a "dead" zombie on hand. He casts *Mend Undead* and restores 8 hit points to the wounded zombie (2 Hit Dice x 4 points = 8 points restored).

The material component is a "dead" skeleton or zombie and a vial of unholy water.

Mental Calm (Necromancy) ★

Range: 5 yards/level

Duration: 1 round/level

Components: V,S,M

Casting Time: 5

Area of Effect: One creature

Saving Throw: Special

The use of this spell allows the target to gain a saving throws versus psionic and other mental attacks that do not normally allow saving throws and a bonus against those that do.

If the target is already under the influence of such an attack/power (i.e. id insinuation, attraction, etc.) they would get a save vs spells at -2 (+ WIS bonuses) to ward off the effects of the power. If

they are attacked while this spell is in effect they make a save versus spells to ward it off, if no save is normally allowed, and a save at +2 if one is normally allowed (i.e. Psionic blast). This does not offer protection versus non-mental attacks such as disintegration and other such powers. The material component for this spell is a bit of flesh from a dead psionic creature.

Merloc's Silent Death
(Necromancy, Enchantment/Charm)

○

Range: 40 yards
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

It works as the *Sleep* spell, but it causes 2d4/level damage while asleep.

Minor Wounding (Necromancy)

○

Range: 30 yards
Components: V, S
Duration: 10 rounds
Casting Time: 3
Area of Effect: One target
Saving Throw: Neg.

This spell causes to a wounded living creature (no golem and no undead) the wounding effect (similar to a sword of wounding). The creature will effectively lose 1 HP per round for the duration of the spell. Only bandages will stop this bleeding.

Mist Form (Alteration, Necromancy)

★

Range: 0
Components: S, M
Duration: 3 rounds/level
Casting Time: 1
Area of Effect: The Caster
Saving Throw: None

When this spell is cast, the caster and all their gear alters into a form of cohesive mist. When in this form, the caster's armor class is reduced by five. As mist, the caster can move with a base walking rate of 6. While in this form, weapons cannot greatly affect the caster: piercing and bludgeoning weapons do no damage while

slashing weapons do but a single point. Magical weapons do 1 damage for every magical plus, so a +3 slashing weapon would do 4 points of damage (3+1).

Strength bonuses are not added when determining whether an individual can hit or do extra damage to the caster. When in mist form, there is a 95% chance that the caster will be mistaken for normal mist, with a very slight green tinge. If the spell is in effect while fog is present, the caster is effectively invisible, but with several special effects: the caster cannot be heard, smelt, or felt by any creature, making it nearly impossible to detect him. Even creatures utilizing *True Seeing* or like spells cannot detect the caster, because their material form has been converted into a dispersed liquid. Casters in mist form suffer double damage from wind-based attacks. They suffer normal damage from fire and lightning, but are not effect by any cold-based or poison attacks. Because the caster in mist form has no visible eyes, they cannot be affected by gaze attacks. Casters are also immune to petrification and paralysis, and cannot be damaged by falling (equivalent to a *Feather Fall* spell.)

Castors can travel through the smallest hole or crack when in mist form.

This spell is often used in conjunction with *Wall of Fog* or *Fog Cloud*.

When under the effects of this spell the caster cannot attempt any form of attack, except on other creatures in mist form or any other gaseous state, including vampires, mist dragons and the like. No spells can be cast when in mist form, unless they have only somatic components. A successful dispel magic vs. the caster with a + 2 penalty modifier to level can force the caster out of mist form. The caster can end the spell with a thought.

The material components for this spell are a drop of water and a piece of coal.

Necromantic Bolt (Necromancy)

○

Range: 60 yards + 10 per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

When the wizard completes this spell, a blue glow encompasses his hand and then shoots forth, unerringly striking its target. This energy attacks the life force of any living creature. The creature must roll a successful saving

throw versus spell or suffer 1d4 points of damage per level of the wizard and lose 1 point of Strength per level of the wizard. If the saving throw is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every two wizard levels. Lost Strength returns at a rate of 1 point per hour. Damage must be cured magically or healed naturally over time. This spell has a special effect on undead creatures. Undead struck by the bolt suffer no damage or Strength loss, but they must successfully save versus spell or flee for 1d4 rounds + 2 rounds per level of the wizard.

Nickadimus's Necromantic Healer (Necromancy) Ⓒ

Range: 10 yards
Components: V,S,M
Duration: Special
Casting Time: 1
Area of Effect: 20 – feet radius or Special
Saving Throw: Special

With this spell the caster uses his own life-force to power one of his own necromantic creations or to heal a group of undead creatures. The necromancer can heal up to 1d4 hp/2 levels and takes a like amount of damage himself or save for ½. The spell may be cast on any non-intelligent undead within 20 – feet in which case the points are distributed equally or it may be cast on any single undead. The danger of this spell is the undead's insatiable hunger for the life-force the caster provides if the undead makes an Intelligence check it may hold the link draining an additional 1d3 hp/round until the mage makes a save vs spell to break the link. The material components for this spell are a cold iron dagger and a few drops of the casters blood. The dagger is not consumed during the casting.

Noska Trades' Ghoul Arrow (Evocation, Necromancy) ○

Range: 70 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature per bolt
Saving Throw: Negates

Ghoul Arrow brings into being one bolt of negative energy for every 5 levels of the wizard. Each bolt can have a different target. Each bolt forms into

three vaguely arrow shaped projectiles that hurl towards the wizard's opponent. The arrows never miss their target and inflict 1d6, 1d3, and 1d3 points of damage respectively. The affected creature must save versus paralysis or be paralysed in the areas hit by each of the arrows. Roll 1d6:

D6 Roll	Area Hit
1	<i>left leg</i>
2	<i>right leg</i>
3	<i>left arm</i>
4	<i>right arm</i>
5 or 6	<i>body</i>

Limbs paralysed are rendered useless. Body paralysis eliminates any Dexterity bonus and results in the victim always acting at initiative 10. The paralysis lasts for 1d6+1 rounds. The material components are a handful of ghoulish flesh and a drop of humanoid blood.

Pain (Necromancy) ○

Range: 50 feet
Components: V, S
Duration: 3 rounds per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

While under the effects of pain, the victim suffers from excruciating pain and is unable to cast spells or to move at greater than half speed. The wizard must concentrate on the target for the spell to remain in working.

Pains of the Heart (Necromancy) ★

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 3
Area of Effect: Creatures touched
Saving Throw: None

This spell requires two willing targets, thus there is no saving throw. By means of this spell one target (called the primary target) takes on the pains of the other (secondary) target, for the duration of the spell. The primary target will still feel a shadow of the normal pain (the first one point of any damage suffered), but not enough to cause any other wounds. The secondary target feels all of the primary target's pain, as

well as his/her own, incurring all the damage. Often, the primary target is a pregnant woman, and the secondary target is her husband, or a frail wizard and his burly body servant. The material component is a chain of hair, made from the hair of the two targets, which must be at least twelve inches long. The chain is woven and then severed in the middle.

Both targets take one point of damage at this time. The two chains are then worn about the right wrist of the two targets.

Pestilence (Necromancy)

○

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 5 yards/level

Saving Throw: Neg.

This spell is especially useful for destroying large amounts of vermin. When the spell is uttered the caster then throws a handful of bone dust in the air. Every creature within the area of effect, including the caster and all members of his party, suffer 1 point of damage from a bacteria based attack. This spell destroys all animal life with 1 hp or less, but it does not adversely affect plants. Creatures with more than 1 hp are entitled to a save vs. death magic to avoid all damage. If this save is failed the creature contracts a form of minor plague, which causes 1 point of damage per day. This plague lasts 1 day for every 3 levels of the mage. This plague is not contagious. Multiple castings of the spell do not cause cumulative damage.

The material component for this spell is a drop of acid.

Proxy (Necromancy, Evocation)

★

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: Special

Saving Throw: None

The *Proxy* spell is always cast in conjunction with any spell that requires or can use the caster's continued concentration to achieve or maintain an effect, such as *Phantasmal Force* or similar illusionist magic. The mage first casts *Proxy*, then follows with the spell he wishes to maintain - if the

casting of this second spell is not begun in the round following the *Proxy* or is interrupted, the *Proxy* spell ends.

The *Proxy* spell removes from the caster a minute amount of his life force, which he can then leave to maintain concentration on the follow-up spell while he performs other tasks or leaves the area.

This "spirit" is not detectable except by those magicks that detect life, or those like *True Seeing* - these will reveal a small, faintly-glowing sphere of several inches in diameter, hovering where the caster's head would have been when he cast the spell. Once cast the *Proxy* is immovable.

The *Proxy* may only maintain the other chosen spell as it was - it has no independent thought or awareness of any kind, nor can it be further commanded by the caster. Thus if the *Proxy* were cast to maintain a *Phantasmal Force* of a *Wall of Fire*, the *Proxy* can maintain its current "flickering flame," but could not change its color, position, apparent intensity, etc.

While the *Proxy* is in effect the mage can cast no other spells - the *Proxy* ends immediately if the wizard begins to cast again. In all other ways the mage is free to act as he wishes. Range from the *Proxy* is not a factor, though the caster must remain on the same plane. The mage does not receive sensory input from the *Proxy*, nor is there a telepathic or empathic bond, though the caster will know if the *Proxy* is dispelled prematurely (see below.) The wizard may end his *Proxy* with a thought.

Because the *Proxy* has no physical form, it is invulnerable to physical attack. Area-of-effect spells that deal more damage than the caster has levels may disrupt the *Proxy* if it fails a saving throw (as the caster) - in this case, the caster must save vs. spell or receive 2d4 damage, and in any case he will be stunned for 2d4 rounds, and unable to cast spells for 1d6 turns. *Dispel Magic* and similar forces have their usual effects, and do not endanger the caster of the *Proxy*. The *Proxy* is not ethereal, thus ethereal forces do not harm it. The *Proxy* is, however, subject to those forces that affect the spirit, such as *Magic Jar*; if the *Proxy* is the subject of such an attack, it receives a saving throw vs. spell with a +4 bonus, success indicating the *Proxy* is ended (and the wizard may be damaged as previously described), and failure indicating the mage is fully subject to the hostile spell. Unless disrupted in some fashion, the *Proxy* lasts until the caster wills otherwise.

Psych (Conjuration/Summoning, Necromancy) ☾

Range: 5 yards/level
Duration: Instantaneous
Components: V, S
Casting Time: 4
Area of Effect: One creature
Saving Throw: Neg.

This spell only works on spellcasters. When this spell is cast, 1 spell level/2 levels of the caster is drained from the target user of magic. The drained spell levels are converted into summoning points, 1/level drained. With each summoning point caster can summon 1 Hd-worth of monsters. The spell levels drained start from level 1. Partial levels cannot be drained (i.e. 2 levels cannot be drained if a mage only has 3rd level spells and higher). The target of the spell cannot cast spells that round or the round afterwards. Points acquired by the use of this spell must be used the next round or *Psych* must be used again to pool more points.

Quatar's Equaliser (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 4
Area of Effect: An offending attacker
Saving Throw: None

This spell allows the mage to use two weapons, usually a staff to block and a dagger to strike a vulnerable point on the attacker. The block reduces the Ac by 3, and the dagger strike is as a fighter of 1 ½ times the level of the spellcaster. Damage is double on the strike, due to twisting the blade, cutting a tendon, etc. Materials for this spell are a warning or challenge, a slow spin of the staff, and the unsheathing of a straight dagger.

Quevven's Draining Blades (Necromancy, Enchantment) ○

Range: Touch
Components: V, S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: One object
Saving Throw: None

This spell temporarily enchants a weapon. Its wielder gains the following benefits while this

spell is in effect: Every time he hits a living creature with the enchanted weapon, part of the "life force" that the creature loses due to damage the weapon causes is gained by the wielder of the weapon. In game terms, this means that 1d3 points of the damage inflicted on the enemy will be gained as temporary hit points by the wielder. The wielder may not gain more hitpoints than his hit has caused. If the wielder is injured, half of those hitpoints will be used to heal him.

It is possible that the wielder has more hit points than normally allowed during the spell's duration. If he is hit, temporary hitpoints are subtracted first. At the end of the spell's duration, all temporary hitpoints are lost.

Rael's Cursed Arrow (Abjuration, Alteration, Necromancy) ○

Range: Touch
Components: V, S, M
Duration: Permanent until used
Casting Time: 1 turn
Area of Effect: 1 arrow
Saving Throw: Negates

This spell enchants one arrow, and when it hits a solid target it does normal damage, and the target must save vs. spells or be cursed. The curse has one of the following effects:

D100 Effect

- 1-50 Any one attribute reduced to 3 (only the six usual stats). Roll a 1d6
- 51-75 -4 to attack rolls and saving throws
- 76-00 Makes the creature 50% likely to drop anything held. Roll once per turn.

The curse is permanent but can be removed with a Remove Curse and Limited Wish and of course a full Wish.

The material component is the arrow to be affected.

Removing the Clothes of the Body (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 3
Area of Effect: Person touched
Saving Throw: Negates

This spell removes the skin from a person's body where the caster touches. An initial To Hit roll

is necessary, and it takes approximately a turn to remove the entire skin from a man-sized creature. The spell works on both the living and the dead. If they are alive and not under a spell to negate pain, they will very probably scream themselves hoarse and then faint from the pain. (Con check each round, at a cumulative -1 per round). Once the skin has been removed, if aid is not given quickly they will also probably die of bloodloss, losing 1-4 hitpoints of blood per round. A skinned person has a base 85% chance of contracting disease. In practical terms the skin comes away in one neat continuous piece, and one non-necromantic use of the spell is by alchemists in preparing creature parts for potions. Creatures which have no skin, such as doppelgangers, are immune to the spell. The material component is a specially-prepared knife, worth 1000gp, which may be reused.

Robber of the Grave (Necromancy) ☾

Range: 100 yards + 10 yards/level
Components: V, S, M
Duration: 1 turn
Casting Time: 3
Area of Effect: 10'x10' radius
Saving Throw: Negates

This spell animates a corpse to dig its way out of its own grave (from the inside out). Although this spell is of minor use to dig up corpses in its own right, it is of great use to frighten peasants, keeping them out of the graveyard at night (the best time for a necromancer's work). On digging itself out of the grave, the corpse will then fall limp. Only bodies buried in a recognised service by a non-evil priest are permitted a save to avoid the call. The material component is a miniature silver shovel, worth 25gp, which may be reused.

Saphrael's Arc Bolt (Evocation, Necromancy) ☾

Range: 3 yards / level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: ½

Saphrael's Arc Bolt creates a arc of positive electrical energy that leaps from the caster's hands up to 3 yards / level distance, affecting a single target. Unlike a standard *Lightning Bolt* spell, the arc bolt actually operates in a manner similar to

Vampiric Touch, but draws on the positive material plane's energy, rather than the negative. The Arc Bolt inflicts 1d6 damage for every two caster levels (rounded up), to a maximum drain of 6d6 for a 11th level or high caster and then arcs back to the caster. The hit points in damage minus the highest die roll (ie. a 6d6 arc bolt heals 5d6 damage with the highest roll excluded) are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are affected by this spell, unlike its cousin, *Vampiric Touch*.

Selective Defiling (Alteration, Necromancy) ☾

Range: 20 yards
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: Negates

As a preserver is avidly against defiling, the typical preserver, after sufficient experience, will realize what causes defiling, and why preserver spells don't defile. As such, he can learn to use this knowledge for his own good.

This spell may emulate any cantrip-like effect, the energy for the spell being drained from a specific plant source. The spell can be used for two specific purposes - any other use is strictly prohibited to one who wishes to preserve the land.

*To kill a carnivorous plant that is a threat. Because of the selective nature, the preserver can drain the plant's life without affecting the non-hostile plants around it, and will thus leave the soil nutrient rich.

*To neutralize organic poisons. Organic poisons, since they are made from the basic elements of life, are also affected by defiling spells, but only if specifically targeted. Note that with this use, another spell effect should not be allowed.

Any other use of this spell condemns the wizard to the penalties normally associated with a preserver casting a defiling spell.

Selective Sterility (Alteration, Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: 1 month/level

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Casting Time: 2 turns

Area of Effect: One creature

Saving Throw: Negates

Certain elves, concerned with purity of race, pioneered this spell; but is known to be equally effective on humans and other demi-human races. This spell, most traditionally, was cast on young adventuring elves, or on female elves during time of war, to prevent them from mothering or fathering any "unwanted" mixed race children. Quite simply, this spell makes the target sterile in anything but like-race couplings, which are unaffected.

If the target is an unwilling recipient of selective sterility, then he or she receives an unmodified saving throw vs. spell. If this succeeds, the spell fails, but otherwise the spell lasts the duration, unless dispelled by the caster, a dispel magic, or a wish.

The material component is a vial of alehoof wine (an herbal wine made from alehoof and grapes) which must be drank or poured over the abdomen of the recipient.

Shards of Bone (Necromancy, Invocation) ○

Range: 10 yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: 40 by 40 feet square

Saving Throw: ½

This spell, interesting enough, was developed by a once aspiring necromanceress of growing powers. She was infatuated by the sheer powers invocation as well, and sought to combine the two schools together. This spell as a similar effect with a fireball, but however, it is not flames that damages the target, but huge amounts of bone shards. It causes 1d6 points of damage per level up to the tenth. It also has a square area effect. Interesting enough, this spell is developed for those who are immune to fire and cold.

Skeleton Key (Necromancy, Alteration) ☾

Range : 0

Components : V,S,M

Duration : 1 round/level

Casting Time : 1 round

Area of Effect : Special

Saving Throw : None

This spell creates a small key composed of bone.

This special "skeleton" key will magically alter itself to fit any normal lock it is put into. Needless to say the key is useless for combination locks and other types which require no key. The key also cannot open magical locks of any kind, including *Hold Portal* or *Wizard lock* (except as noted below, under components). After the spell duration ends, the key crumbles to dust.

The material component of the spell is a sliver of bone. If this sliver is taken from an undead being or a creature that had lock picking skill in life the key then has a 50% chance of working on magical locks. If the sliver is from a being which is both undead and has lock picking skill, the chance rises to 95%.

It is unknown how Tulsa came by this spell, but it thought to have originally been the creation of a frustrated necromancer who kept failing his "learn spells" roll for the *Knockspell*.

Smashing the Bones of the Feet (Necromancy) ○

Range: 5 yards

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: One person

Saving Throw: Negates

Similar to *Smashing the Bones of the Hands*, save that this smashes the feet, making walking difficult or impossible. (d6; 1-4 - one foot, movement rate of 3', 5-6 both feet, no independent movement possible). The break causes 1d10+ 5 damage. If both feet are broken, the casualty must be carried, and is at -3 to all other actions from the pain. The injuries will take seven days plus one day per level of the caster, to heal naturally, otherwise impairment will occur. Magical healing will restore the damage as normal. The material components are a bone from an avian and a small toffee hammer, which may be reused.

Smashing the Bones of the Hands (Necromancy) ○

Range: 5 yards

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: One person

Saving Throw: Negates

The Ancient Tome of Dark Magic

This spell breaks all the bones in the target's hands (d6; 1-3 - sword hand, 4-5 off hand, 6 - both hands) rendering all actions using hands virtually impossible. The break causes 1d10+ 5 damage. Spellcasting, thieving skills using the hands and fighting are not possible, and the target is at -3 to all other actions from the pain. The injuries will take seven days plus one day per level of the caster, to heal naturally, otherwise impairment will occur. Magical healing will restore the damage as normal. The material components are a bone from an avian and a small toffee hammer, which may be reused.

Soul Drain (Necromancy) ○

Range: 10 feet/level
Components: V, S, M
Casting Time: 3
Duration: Instantaneous
Area of Effect: One creature
Saving Throw: None

When this spell is cast, one creature within range designated by the caster loses 1d6 hit points for every two levels of the wizard (maximum loss of 6d6). The damage inflicted is added to the hit point total of the caster, but cannot increase her hit points beyond their normal maximum. Undead creatures cannot be harmed by this spell. The material component is a live tick.

Spider Bite (Necromancy)

Range: Touch
Components: V, S, M
Duration: 4 rounds
Casting Time: 1
Area of effect: Creature hit
Saving Throw: Neg

This spell will create a small sac of venom inside the caster's mouth. The caster then must run up and successfully hit the creature it is attacking. Upon a successful hit the spell caster bites the opponent and injects poison into it. The creature bitten must save vs poison or die as poison courses through their system. The material component of the spell is a sack of spider poison.

Strech's Black Umbrella (Necromancy) ○

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 5' radius
Saving Throw: None

Upon casting this spell, the caster is surrounded by a translucent black pall that drains life from any who come into contact with it. The shimmering hemispherical zone extends to 5' radius from the caster, resembling an umbrella. Any living person in the zone (friend or foe) takes 1 point of damage during any round of exposure, and this point is transferred to the caster. *Negative Plane Protection* and similar magics guard against this transfer without expending themselves. While this spell is in effect, the caster's hit points may exceed his/her maximum, but the excess hit points will be lost at the end of the spell. Although this spell is not innately evil, its reckless use will affect the caster's alignment appropriately. The material component is a miniature black gauze umbrella (1 sp) that withers and is consumed during casting.

Soul Safe (Abjuration, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: Special

With this spell, a necromancer stores the soul of the recipient in a piece of jet, the material component. While his soul is thus protected, a character suffers a penalty of -2 to attack rolls and saving throws, he does not heal naturally, and magical healing functions on him at only half normal efficacy. If the character is slain by undead while under the effects of this spell, however, his soul cannot be corrupted and forced to rise as undead itself (though the body can still be animated as a zombie or skeleton). If the soul safe is destroyed, or if the spell expires, the soul will return (across any distance) to its body, unless that body is dead, in which case it will journey to its final resting place. This spell affects only races with souls: dwarves, halflings, and humans.

Speak with Dead (Necromancy)

☾

Range: 1 foot
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Special

This spell is similar in operation to the 3rd-level priest spell. The wizard must have the majority of the remains of the body, including the head or skull. The dead are as evasive as possible when questioned. Though the dead cannot tell outright lies, they will tell half-truths or be very cryptic. The dead will have great though not total knowledge of the wizard and his goals (the DM should assume that whatever he knows, the dead person also knows). This spell is more powerful than the priest spell, but the dead tend to be as unhelpful as possible. Even dead people who agree with the necromancer will dislike being summoned. This spell cannot be cast more than once per month on any single creature, and any creature summoned more than once in any given year by the same necromancer receives a +3 to its saving throw.

Wizard's Level	Maximum Length of Time Dead	Time Questioned	Number of Questions
up to 6	1 month	3 rounds	3
7-8	1 year	5 rounds	5
9-12	10 years	1 turn	7
13-15	100 years	1 turn	9
16-20	1000 years	2 turns	11
21+	any	2 turns	13

A necromancer specialist always casts this spell as if he were one level higher. Players should be forewarned of possible side effects of casting this spell (loosing spirits, attracting the attention of lower planar powers, etc.) that occur at the discretion of the DM.

Sphere of Dread (Necromancy)

○

Range: Caster
Components: V,S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 5 yard/level radius
Saving Throw: None/Negates

When this spell is cast, the caster glows with an

indigo aura. The area of effect darkens slightly as the spell effects occur. All living beings within the area of effect suffer 1 point of damage per level of the caster. A successful save negates. Conversely, all undead gain 1 hp per level of the caster. It should be noted that the caster is affected by his own spell (of course the only helps liches, vampires, and other undead necromancers).

Spirit Call (Conjuration, Necromancy)

☾

Range: 10 yards
Components: V, S, M
Casting Time: 1 round
Duration: 3 rounds + 1 round / level
Area of Effect: Special
Saving Throw: None

This summons one incorporeal spirit from the astral plane of hit dice equal to one half the caster's level. The round after it is summoned, it will begin to perform services for the wizard. In its native form, it is a powerful *Unseen Servant* which can go up to 100 yards from the wizard, lift 50 pounds per hit die, and fly at Mv 18. This form has a punch for 1d6 damage, AC 0, and takes 1 point of damage from any weapon.

Secondly, it may provide animating force to a body or statue, in which case it uses whatever weapons or armor are available (a stone statue will be AC 0, damage 2d6 or by weapon, Mv 9 unless affixed or possessing wings).

Thirdly, it may attempt to take over the body of one enemy creature.

The being so affected is allowed a save, and the spirit will be forced back to the astral plane immediately if the save is successful. If the save fails, effects are as a *Domination* spell for the duration of the *Spirit Call*, but the domination cannot force someone to use magic (the spirit would not understand the instructions). A spirit who has less than ½ of its hit points left will be unable to possess someone. The material component is a piece of candy.

Spiritwatch (Necromancy)

☾

Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 turn
Area of Effect: 100-yard per level radius
Saving Throw: None

This spell will summon and bind the spirit of a recently dead person to watch over and guard the caster or an area specified by the caster at the time of the casting, for the duration of the spell. The spirit is obliged to warn the caster, but only about any visible and obvious threat that it can sense or about any intruder on the warded area, as specified by the caster. The only person able to communicate with the spirit is the caster. The material component is a recently deceased body.

Stabilize (Necromancy) ★

Range: Touch
Components: V,S
Duration: Instantaneous
Casting time: 3
Area of effect: One creature
Saving Throw: None

Stabilize allows the caster to halt the progression of a disease, magical or natural, for one day.. especially useful for those terminal cases. That's all... no more explanation.

Stanza's Diseased Kiss (Necromancy) ○

Range: 0
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: Person touched
Saving Throw: Negates
This spell causes one randomly chosen normal sexual disease in the victim.

Strength of the Damned (Alteration, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None

This is a variant of the 2nd-level *Strength* spell. Unless otherwise noted it mimics the effects of *Strength*. This spell can only be cast on a willing recipient. This spell utilizes a creature's own life force, temporarily binding it with negative material plane energies, channelling the resulting energy

flow to produce unholy strength in the spell recipient. Strength gained is based upon class as follows:

Class	Strength Gain
Warrior	1d10 points
Wizard	1d6 points
Priest	1d8 points
Rogue	1d8 points

All character classes, not just warriors, have the chance to jump into exceptional Strength ratings as if they were warriors providing that this spell gives the recipient greater than 18 Strength. Warriors, on the other hand, are allowed to advance as high as 19 Strength through the use of this spell.

The recipient of the spell will undergo a minor change in appearance as well while the spell's duration is in effect.

Bright, white, pinpoints of light will glow in the centres of the subject's eyes as a result of the large quantity of negative plane energy that is being utilized to augment the character's Strength.

At the end of the spell's duration, the recipient will experience a terrible backlash from the exertion upon his life energies and the terrible experience of such close contact with negative material plane energies. As the spell's duration ends, the recipient must make a saving throw versus death magic.

Success means that he takes only 2d8 points of damage. Failure indicates that the life force of the character was damaged greatly and the character takes 2d8 points of damage and also loses one life energy level (experience level, Hit Dice, etc.).

Creatures without Strength ratings receive a bonus of +2 to attack and damage rolls on all attacks.

The material component for this spell is a bit of bone from a giant skeleton or a pinch of vampire dust.

Summon Skeletons (Conjuration/Summoning, Necromancy) ○

Range: 30 yards
Components: V, S, M
Casting Time: 3
Duration: 2 rounds + 1 round/level
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard summons 2d4 skeletons. They appear within spell range, as desired by the wizard. They attack the spell user's opponents to the best of their ability until commanded to cease, they are killed or turned, or

the spell duration expires. These creatures do not check morale and vanish if slain or turned. If no enemies are present to fight, the skeletons can be commanded to perform very simple tasks. The material component is a fragment from a human skull.

Taurus's Vampiric Blade (Necromancy) ○

Range: Touch
Components: V, S
Duration: 1 round/2 levels, max 8 rounds
Casting Time: 3
Area of Effect: One blade
Saving Throw: None

This spell empowers a weapon with the ability to drain life energy from a wound and transfer it to the caster. The spell is cast on a single weapon which must have a metallic blade. The weapon is engulfed in a pulsating black aura, which lasts for 1 round for every 2 levels of the caster, with a maximum duration of 8 rounds for a 16th level caster. Each time the weapon successfully strikes in melee, it causes 1d4 hit points of damage in addition to damage caused by the weapon. When this occurs, the aura's color takes on a blood red tinge, which flows up the caster's hand, separating from the weapon and merging with the caster's arm, leaving the wound and merging with the caster, giving him the extra damage caused by the spell as healing. If this would raise the caster's hit points above their normal maximum, then they form a pool of temporary additional hit points. After 1 hour from the time the spell ends, any extra hit points above the caster's normal maximum are lost. The blade on which this spell is cast must not leave the caster's hand or the spell will end. Thus, the blade cannot be thrown or wielded by another. Undead creatures are unaffected by this spell.

Teeth and Claws (Illusion/Phantasm, Necromancy) ○

Range: 60 yards
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

After casting teeth and claws, the caster merely has to advance towards his intended target, baring his teeth and hands predatorily before tossing a tooth or claw at the target. If the creature fails its saving

throw versus spell, it sees the advancing spellcaster as something or someone inimitable and flee. What follows is not entirely in its mind. The sound of claws scrabbling over the ground and teeth snapping are audible to all within hearing range. Outside of the target's mind, teeth and claws has no physical body aside from four sets of claws and a mouth full of teeth. Teeth and claws is 90% invisible in shadows and darkness. It is fuelled by the target's imagination and fears, and continues pursuit until the target successfully disbelieves in it. Therefore, doors and other barriers would only delay pursuit. Teeth and claws will pace and claw at the barriers. Should these barriers be removed and the victim continues to believe in it, teeth and claws resumes pursuit. If it catches up with the target, it will attack as a 1 HD creature (4 claws at 1d2, teeth at 1d4). Teeth and claws can only be attacked with +1 weapons or better. The spell expires when the target successfully disbelieves it or if it takes 8 points of damage. The creature has AC 4. The material component is the a tooth or claw from some predatory creature - prepare yourself - and turns to dust in either case. It does not affect the phantasm's appearance because it has none outside of teeth and claws.

The Curse of Wearying Illness (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 day/level
Casting Time: 3
Area of Effect: One person
Saving Throw: Negates

This spell gives the target a rather nasty flu. The target may save vs. spells, with applicable Con. bonus. If the roll is failed, the target will start showing symptoms in about 24 hours and lasting for up to 2 weeks. They will be extremely tired all the time (Effective Con. of 8), and generally will not feel like doing much of anything. Since this is something that happens naturally too, it is often useful for subtle intrigue, for making people delay doing things for a while, without the messiness and complications of killing them. Paladins are immune to this spell, elves save with an additional +4 on the die, and half-elves with an additional +1. The material component is a used handkerchief.

The Freezing Touch (Necromancy) ○

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: One person

Saving Throw: Negates

This spell destroys the target's ability to move one of his limbs (determine randomly which one; d4: 1-left arm, 2-right arm, 3-left leg, 4-right leg). The limb will hang useless and numb until the duration expires or the spell is dispelled. Elves are immune to this spell. The material component is the finger-bone from a ghoul.

The Hollow Bone (Necromancy) ○

Range: 10 yards

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: One soul or undead creature

Saving Throw: Neg.

By means of this spell, the necromancer seeks to capture and hold a person's immortal soul. Such is no easy task, and is fraught with danger for the caster. But in some men's eyes, the rewards are too great to allow any cowardice to stop the incantation.

First the material component is necessary. The cleaned arm or leg bone of a human, demi-human, or humanoid race is necessary. The bone is then hollowed out and wrapped in a funeral cloth so that it may be carried with ease. When casting the spell, this bone must be brandished before the spirit.

The usual practice of this spell is the casting right at the time of death of an individual. After the words are spoken, the departing spirit must make a saving throw versus spells at the same level it once held in life. Should the saving throw fail, the spirit does not find solace (or damnation) in the Outer Planes but is imprisoned in the *Hollow Bone*, which will hence forth radiate a magical dweomer. A successful saving throw indicates that the spirit has struggled and won against the spell. It departs as is natural, and the necromancer suffers a drain of half their Strength for the next 3 days. A cruel, vile note, is that should the bone be from the victim, the saving throw is made at -3; however, this is a rarity.

To what benefit is possessing a Hollow Bone?

Well, as it contains a reservoir of spiritual energy,

the bone may be used as an additional material component in the casting of necromancy. It will then affect the duration of any non-instantaneous spell, by increasing the length of time by 1 round per entrapped soul held by the *Hollow Bone*. A necromancer can only imprison 1 soul for each level of spells he has mastered (thus, a 5th level mage could only keep 3 souls in the bone).

The *Hollow Bone* may also be used when dealing with incorporeal undead.

A necromancer may use the bone to attack or seek to bargain. In the first case, he presents the *Hollow Bone* and casts this spell. Should the creature fail in its save, it suffers 3d6+3 damage. If this is enough to slay the tortured soul, it is not released to join with the black eternity of the Negative Material Plane, but is rather sucked into the *Hollow Bone*.

Now, a real danger to bearers of this device, is that the bone is still as brittle as its natural material.

And should it suffer and break, all the entrapped souls are released. As they depart, howling and screaming

in anger at their warden, they seek to drain away his strength. The necromancer must make a saving throw versus death magic for every such soul. For each failed roll of the dice, he permanently loses a point of Strength. More than one such mage has found upon the destruction of his *Hollow Bone*, that his soul is then the next to leave the mortal plane.

Triad's Black Bolt (Necromancy) ○

Range: 40 yards + 10 yards/level

Duration: Instantaneous

Components: V, S, M

Casting Time: 2

Area of Effect: Special

Saving Throw: ½

Upon casting this spell, the wizard releases a stroke of negative material energy similar to a lightning bolt of pure darkness that inflicts 1d6 points of damage per level of the spellcaster (maximum damage of 10d6) to each creature within its area of effect. A successful saving throw reduces this damage to half. It acts exactly as a lightning bolt, except it does not reflect but rather does structural damage to the surface it hits (as per the lightning bolt spell).

Although this spell acts similarly to a lightning bolt, it is not electrical in nature, but rather negative material. Undead are hence immune. The material component is a small black glass cylinder.

Triad's Unholy Curse (Necromancy) ○

Range: 90 yards + 10 yards/level
Components: V, S
Duration: 3 rounds + 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

Upon uttering this curse, the effected creature must make a saving throw vs. spells. If they fail they suffer the following penalties: +4 AC, -4 Attacks. Also, they are deafened, blinded, or dumbled (caster's choice). Corresponding to that choice, one of the following effects occurs: their eyes pop out and dangle on the optic nerves, their ears flow blood, or their tounge turns to puss. If the victum passes their save, they suffer the following penalties: +2 AC, -2 Attacks. Also, at the casters choice one of the following effects occur (no additional penalties): eyes bleed blood, ears rot and fester, leperesy effects nose and it falls off. At the end of the duration, these effects are reversed, through a very painful disgusting proccess best left up to the sick mind that invented this spell.

Undead Blaster (Necromancy) ★

Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 7-yards-radius
Saving Throw: ½

This spell (similar to *Fireball*) disrupts the necromantic energy of the undead. It causes 1d6 damage per level of the caster (to a maximum of 10d6) to any undead in the area of effect. Note that *Undead Blaster* affects only undeads, not living beings and demons.
The material component is a holy symbol that is not destroyed by the spell.

Whisper's Bolt of Darkness (Necromancy) ○

Range: 10 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: None

This spell is similar to a *Fireball*, except that there is no saving throw, and the damage is only 1d4

points per level. The spell is also not affected by such spells as globe of invulnerability, various shield spells, wall of force, etc. It will sail right through them. Only magic resistance or an anti magic shell can protect the target(s) of this spell.

Winthrop's Undead Summoning II (Conjuration/Summoning, Necromancy) ☾

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell is like monster summoning, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls or 1d6+1 shadows.
The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.
The material component is a lit candle inside a small bag.



4TH LEVEL SPELLS

Abkar's Darkmind (Illusion, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

This spell causes the mind of the caster to more or less disappear to any mind-reading spells or psionics. Any such spells will simply not detect a mind. Thus, the caster appears to be a mindless undead. The caster will be able to tell if any other being tries to take command of him and may take suitable action.

The material component for this spell is a vial of ink which must be spilled upon casting.

Alpha's Shadowfire (Evocation, Necromancy) ○

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1-foot diameter, 5-foot per level long ray
Saving Throw: ½

This spell calls forth a seething black ray shot through with veins of green fire. All creatures in the path of the spell will suffer 1d4 damage per level of the wizard, up to a maximum of 20d4. A successful saving throw versus breath weapon will result in only half damage. A creature that is immune to fire or to energy drain will suffer only half damage (a quarter if a successful saving throw is made). If the damage rolled exceeds a target's remaining hit points, that target is disintegrated. The material component is a black opal worth at least 500 gp.

Altered Zombie (Alteration, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 10
Area of Effect: One corpse
Saving Throw: None

This is a spell for lonely necromancers who wish to sometimes have a chat with people of their own level. This spell has the ability to create (*non-combatitive*) zombies who have alterations in their scores. These alterations change any one of the ability scores that normal Pc's and NPC's also have to 15. Their could be a zombie with a wisdom of 15, or a beautiful zombie girl with a charisma (or comeliness) of 15. Their could be a zombie with a strenght of 15 to do various heavy work around the home of the caster. Any of the scores could be changed for comfort of the necromancer. One of this zombies can be under control of the caster per three levels.

The material components for this spell are a corpse of the appropriate type. For example: should the caster want to make a zombie with intelligence 15, he needs the corpse of a mage.

This spell's author, Xarian the Accursed, after experimenting with this spell, created a double-headed zombie with both Wisdom and Intelligence of 15. He sent the zombie out to research spells, and it worked. The only thing the zombie then needs is the usual materials needed to research a spell. The wizard however recommended caution when being tempted to let these beings do your research work, for they are evil, and might even try to destroy you. This is a lesson he had to learn the hard way...

Anchor Spirit (Necromancy) ○ Reversible

Range : Touch
Components : V, S, M
Duration : Special
Casting Time : 1 turn
Area of Effect : One target
Saving Throw : None

With this spell, the caster can bind a spirit to its dead body by touching the body. The spell must be cast within one day of the creature's death. Once the spirit is bound, it cannot stray beyond 100 yards from its body. The spirit is invisible, but a *True Seeing* spell will reveal its presence. When someone attempts to raise the body, the chance for success is 100 percent. The creature still must make a system shock roll. If it fails the roll, the spell ends, and the spirit departs normally unless this spell is cast upon it again. The spell can be cast within one day of the resurrection attempt.

The spirit is bound for a minimum of one year per caster level. For every year after the minimum number of years, there is a 5 percent cumulative chance that the spirit will break free and a 1 percent cumulative chance that it will turn into a ghost. If the spirit turns into a ghost, the ghost still cannot wander more than 100 yards from its body. The reverse of this spell, *Spirit Release*, frees a bound spirit. It can free any spirit regardless of the method used to bind it. Once this spell unbinds the spirit, it cannot be bound again. If used against undead without free will, such as zombies and skeletons, there is a 5 percent chance per caster level, minus 4 percent per hit die, that they will be freed from life after death. If used against free-willed undead, there is a 3 percent chance per level, minus 5 percent per hit die of the undead. The material components for this spell are a piece of iron wire, a miniature gravestone made of black marble, and the hand of a skeleton.

Animate Clothing
(Illusion/Phantasm, Necromancy)

☾

Range: 60 yards
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One or more pieces of clothing
Saving Throw: Special

By casting animate clothing, the cast can add body and substance to an illusion. The spell animates one or more articles of clothing, drawing its power from the vestiges of life energy left by the most recent wearer. The clothing fills out to the proportions of the previous owner, around which the caster can create an illusion, generally of someone wearing the clothing. The animated clothing moves, wrinkles, and stretches as if worn, and exerts tension and mild force. Should someone touch or come into contact with the clothing, it will feel as if someone was actually wearing the clothing. Attacks or forceful contact adds a +2 to disbelieving the illusion.

The material component is any article of clothing that has been worn within one week. Almost any article of clothing can be animated: shirts, pants, dresses, hats, boots, gloves, etc. One article per three levels can be animated at once, clothing that comes in pairs counting as one (gloves, socks), and can be mismatched, although mismatched articles filling out to different proportions could be suspicious. Even pieces of armour may be animated, however due to the heavier mass and lessen flexibility, each counts as two articles of

clothing (a complete suit of plate armour is not counted as one item, but a leather jerkin is). Animated clothing can move and lift light objects, turn pages in a book, pick up a small gem, but cannot perform actions requiring dexterity, such as unrolling a scroll or picking a pocket. They furthermore cannot attack or wield weapons, not even daggers or darts. Any attempt exhausts the life energy fuelling the spell instantly and the clothing ceases to be animated. Animated clothing remains so as long as the caster concentrates. The illusion of the creature is not a separate spell, but part of animate clothing. Additionally, an illusion of the creature who most recently wore this clothing is not automatically supplied by the spell.

The clothing used has to have been worn for at least 8 hours for there to be enough residual life energy to animate with. Once the spell has been cast on the spell (successfully or not), the clothing cannot be animated again until it has been worn again for another 8 hours. The clothing remains animated for as long as the caster concentrates, but, like phantasmal force, the caster cannot perform other actions.

Athena's Orc's Bane (Necromancy)

○

Range: 40 yards
Components: V, S, M
Duration: 10 rounds
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

Athena despises orcs as you can tell, for they whiped out her family and sold her into slavery. When cast this spell poisons the orcs water supply, causing them to suffer the effects of dysentery. The effects can cause death. If a saving throw fails then the target will die in 1d4 days. If he saves the target is laid up in bed for 2 weeks. This spell will only affect orcs. The material component is a drop of orc blood and a ready water supply.

Black Marentail's Blood Draw
(Necromancy, Invocation/Evocation)

○

Range: 10 yards
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: None

The Necromancers of Misake believe that magical energy comes from the souls of beings, and this spell is a manifestation of that belief.

The spell allows the wizard to "draw" out the magical force within a dead body. The longer the body has been dead, and the victim's profession in life have much to do with what can be drawn from the body.

Normally, the wizard can draw up to 1 spell level per hit dice the victim had in life. This spell level energy can be used to repower spells the caster has cast earlier in the day, or stored to recall that energy until this spell ends. This amount of energy is reduced by 1 level per day the victim has been deceased. If the victim was a spellcaster other than a bard, the levels that can be drawn are doubled. If the victim is a bard, the wizard can draw an extra spell level per three hit dice the victim had.

Thus a wizard could use this spell to pull 3 levels from a 3rd level fighter (or 6 levels from a dead wizard, or 4 levels from a bard) and use it to reuse a *fireball* spell that he has previously cast earlier that day or to retain the memory of the 3rd level *lightning bolt* he intends to use the next round.

If the drawn energy is not used before the spell expires, it is lost. The spell cannot be recast on the same victim again unless the victim is brought to life and again slain. The use of this spell prevents raising, though life can be brought back by *resurrection* or *wish*. This spell cannot be used on the undead.

The material component of the spell, is of course, the dead body to be drained from. The body cannot be reused.

Black Marentail's Cloak (Necromancy) ○

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 1 round

Area of Effect: 30' radius around caster

Saving Throw: None

When the wizard casts this spell, he gains the ability to draw out the life force of others to power Necromantic spells. Each time the wizard casts a Necromantic spell, he drains 1d4 hit points from those within 30' of him who fail a saving throw vs. spells. This loss can be healed by normal or magical means. For each person he drains hit points from, the caster can cast his Necromantic spell as if one level higher.

The cloak requires life essence to remain in effect as well. For each hour the caster wishes the *cloak*

spell to remain in effect, he must drain 1d4 hit points from a victim within 30'. He may drain hit points from himself if need be.

The material component of the spell is a black cloak spun from the webs of a black widow spider. When the spell expires, the cloak decays into a sticky, threaded mass.

Blackthorn Sorcerers Blade (Necromancy) ○

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 4

Area of Effect: The Caster

Saving Throw: None

This spell creates a night-black sword that seems to swallow up every bit of light, seeming to pull all of the life force around it into itself. The sword itself can be any kind that the caster wishes(i.e. a long sword, a two-handed sword, ect.). It can strike any creature that can be hit by a +2 weapon. If the sword ever strikes an undead the amount of damage that is done is drained from the wielder and given to the undead in hit points. The damage the sword does is 1d6 per three levels of the caster and the sword's initiative modifier is 0. The sword leaves only frozen cold marks on the victim as it is partially connected to the negative plane.

Blessing the Newborn Child (Enchantment/Charm/Necromancy) ★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: One child

Saving Throw: None

Generally regarded as a priest spell, this enchantment is nevertheless popular in pagan communities where organised religion has no hold. Cast on a child of less than one year old, it ensures the child will grow up healthy and free of the normal childhood diseases. It is not however an immortality spell, as the child is still vulnerable to murder, fire etc. The spell lasts until the child's 16th birthday. The material component is a lock of hair from a faerie, which is woven into a necklace or bracelet.

Blood Bride (Necromancy, Alteration) ★

Range: 30 yards
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard cuts himself as he chants the spell. The blood that flows from the wound swirls in the air and at a point up to thirty yards distant, forms into a blood-red replica of the wizard. The caster loses half his hit points to fuel the *blood bride*, which has ½ the caster's hit points, and a base AC of 4 (the armor that appears on the *blood bride* does not give a better, or worse AC). The *blood bride* cannot cast spells, though the wizard can place enchantments on the *blood bride* as he desires. All the gear on the *blood bride* is non-magical as well, and turn to worthless red goo if taken from the blood bride. The *blood bride* can attack by means of striking a victim with its touch or one of its blood-red weapons, dealing 1d6 hit points of damage per contact, and healing the *blood bride* for half as much. The wizard can heal the damage he suffers to create the *blood bride* normally, but not by magic.

The *blood bride* can be given a task to complete, and will pursue it's goal to the best of it's ability. The *blood bride* does not have the caster's true intelligence, but does share the wizard's memories, and both have a dim awareness of each other's presence.

The *blood bride* remains until it is slain, recalled by the caster, or completes it goal. If recalled or the *blood bride* completes it's goal, it transforms into a pool of sticky red fluid, and the caster regains the hit points he lost to fuel the blood bride. If he is currently at full hit points, he gains the hit points from the blood bride as temporary hit points for 1d4 rounds. A slain blood bride collapse into a pool of sticky red fluid, and the caster does not gain back the hit points he lost to create the *blood bride*. The blood bride can be dispelled by a *dismissal* or *dispel magic* spell.

Bone Lock (Necromancy) ○

Range: 10 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

This spell causes the bone joints of a creature to lock, effectively immobilizing it for the duration of the spell unless it makes a successful saving throw versus death magic. Even if the saving throw is made, the creature is slowed. Obviously, a creature must have a bone structure in order for this spell to be effective.

Any creature that is entirely composed of bone saves at -3. The material component of the spell is a bone shard.

Bork's Rotting Entrails (Necromancy) ○

Range: 10 yards + 10 yards/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 4
Area of Effect: One creature/2 levels
Saving Throw: Neg.

By means of this spell, black bolts of negative planar energy streak from the caster's hands and unerringly strike one or more targets of the caster's choice, up to the maximum allowed by his level. Creatures hit by the bolts must make a saving throw versus death magic or be wracked with horrid abdominal pain, which causes a -2 penalty to their attack rolls and Armor Class, and deals 1 point of damage per level of the caster, per round of the spell's duration. The material component for this spell is a piece of flesh from a zombie.

Breath of the Dead (Necromancy) ☾

Range: 10 foot radius
Components: V,S,M
Duration: 1 round/2 levels
Casting Time: 4
Area of Effect: Centered on caster
Saving Throw: None

This spell draws upon the energy from recently-dead beings to power the caster's magic. The more dead beings nearby, the more power the caster can draw upon. For every dead being within ten feet of the caster, the caster gains one spell level. These spell levels can be combined to form a few higher-level spells or several lower-level ones. The exact method of using these levels is determined when the spell is to be cast-that is, when the caster wants to use these spell levels. No components vocal, somatic, or material - are necessary. These spell levels must be used before the end of the spell's duration. Not using the extra spell levels is a very

bad idea-all the energy backfires into the caster's brain. He takes 1d4 damage for each unused spell level.

The material components of this spell are the corpses that are drained and the blood from any form of undead creature. This spell only works on creatures that have been dead for a number of days equal to the caster's level.

Brittle Bones (Necromancy) ○

Range: 10 yards/level

Components: V, S, M

Casting Time: 4

Duration: 1 round/3 levels

Area of Effect: One creature

Saving Throw: Neg.

By casting this spell, the caster weakens the bones of his target. To avoid the effect the victim must save vs. spells or suffer the following effects:

1. All bone structure is weakened due to marrow dehydration.
2. The first time the victim is bludgeoned, there is a percentage chance that his bones will break (% equal to twice the caster's level).
3. Each round thereafter, this base chance increases by 10% minus each point of the victim's constitution over 14.
4. Bone breakage of a limb renders it useless and breakage in the torso requires a constitution check each round (cumulative -1 penalty/round) to not collapse in pain.

The material components of this spell are bone marrow and desert sand.

Byrnaal's Astounding Negation (Alteration, Necromancy) ☾

Range: 10 yards per level

Components: V, S

Duration: 1 round per level

Casting Time: 7

Area of Effect: One creature

Saving Throw: ½

This spell reduces the magic resistance of any creature by 2d10% + 1% per level. A successful saving throw reduces this loss to half (round up), but the creature's magic resistance has no effect on this spell.

The somatic component consists of merely pointing at the target.

The verbal component is this: the caster must utter three truths about the target. Depending on how

well this is roleplayed, the DM should give saving throw bonuses or penalties, or change the amount by which the magic resistance is lowered.

Chill Grasp (Alteration, Necromancy) ○

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

This spell combines *Shocking Grasp* and *Chill Touch*. As on chill touch, the cold aura is generated and creates an aura around the caster covering him on all sides. All attackers should make a saving throw versus fear or paralysis. The next aspect of this spell is the release of an electrical discharge when the character touches a creature. The charge is a little less damaging than the original shocking grasp spell due to the energy being diverted to the chill aura. The damage ends up as 1d6+1 per level. There is no saving throw for damage.

Circle of Protection (Alteration, Necromancy, Summoning) ★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By means of this spell, the necromancer inscribes a circle of protection (usually with magically prepared chalk) to which he "ties" a thaumaturgic triangle into which a demon or spirit or elemental may be summoned by other spells. Inside the circle, the wizard cannot be hurt by the summoned creature, nor can that creature be loosed except by the wizard's will. An Intelligence check must be made to determine if the circle was properly inscribed.

The circle (along with any other merged inscriptions) may be temporarily neutralized by simply rubbing a break. In this way, no creatures may find their way into the wizard's plane, though the circle may be easily restored by casting a restore circle spell and inscribing out the break. The material component for this spell is some incense to be burnt, worth at least 1000 gp.

Complete Breakdown (Necromancy) ○

Range: 20 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Neg.

As another means of protection from other wizards Drennal created the *Complete Breakdown* to lower the victims' intelligence score in hope that they would lose the spells that they might have. *Complete Breakdown* causes the victim to lose one intelligence point each round until they successfully save versus spell at a -1 per 5 levels of the caster.
 Points of intelligence are slowly regained at rate of 1 point per day of complete rest.
 The material component is a pinch of powdered ruby.

Corpion's Wracking Pains (Necromancy) ○

Range: 30 yards
 Components: V, S
 Duration: 1 round/level
 Casting Time: 4
 Area of Effect: One creature / 4 levels
 Saving Throw: Negate

Casting this spell causes up to one creature per four levels of the caster to be overcome with wracking pains if they fail a saving throw vs. spells. Those that fail cannot act for the round as their muscles are twisted and turned within their body. Such victims are +2 to be hit, and gain no dexterity or shield bonuses to AC. Also, the victim suffers 1d4 points of damage each round and must make a Constitution check each round at a cumulative -1 per success or be overcome with the pains and immobilized as above. If the victim does make a successful Con check at the appropriate minuses, the victim is still at -2 to hit, and can only move at half rate, though the victim suffers no AC penalty.

Crafting the Sad Remains (Alteration/Necromancy) ☾

Range: 10 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: 5'x5'x5 of bones/level

Saving Throw: None

On casting this spell, the caster can shape bone touched as if it were clay. Only non-living bones may be moulded. The quality of the work depends entirely on the caster's appropriate craft skills.

Create Tooth (Necromancy) ★

Range 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One tooth
 Saving Throw: None

Create Tooth instantly creates a new tooth, in the place of a missing one. The tooth grows back instantly, without pain.

The material component is either a tooth from a member of the same race, or a tooth made out of gold or pearl.

Curse of the Barren Years (Necromancy/Alteration) ○

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One person (male or female)
 Saving Throw: Negates

The antithesis of *Blessing the Union*, this spell makes the target infertile and barren. The effects are permanent, excepting the subsequent casting of Remove Curse, Blessing the Union or a Limited Wish. Note that the spell does not cause impotence, merely negates the possibility of child-bearing. When cast on a female, there is a 5% chance of beard-growth, and therefore, as a contraceptive measure there are more suitable means. The material components are a rock and a tomato or other seeded fruit, which are smashed together.

Darthus' Dire Soul Entombment (Necromancy) ○

Range:	Touch
Components:	V, S
Duration:	Special
Casting Time:	1 round

Area of effect: One body
Saving Throw: none

This spell is not particularly popular with mages, firstly because it does not provide much benefit to anyone, secondly because it requires a particularly cruel and callous mind. Darthus, the fiendish necromancer who first formulated this spell had only one idea in mind when he did so: Torture.

When the spell is first cast, the body of the soul to be entombed must be present, in more or less whole condition. The soul is wrenched from its after life and entrapped within the rotting shell of its body. It regains all senses it had during life, but can in no way affect its own body, to communicate or move or anything. The necromancer is then freely able to torture the physical body in the most gruesome ways, knowing full well that the soul feels everything but cannot react or respond.

The only uses any mages have found for this spell, apart from satisfying their lusts for torture on their most hated enemies, is as a temporary storage for a soul they may have a use for. Other spells that require a person's "lifeforce" to be present work on the entombed soul, and so it could be used as a particularly convoluted way of resurrection, for mages without access to such spells.

The effect lasts until the body decays to the point where it can no longer hold the soul (DMs call). At this point the soul finally escapes its torturer.

Otherwise destroying the body will also release the soul.

Of course, there are tales of Darthus first embalming the bodies of his victims...

The verbal component to this spell is the repeated crying out of the soul's true name, while the semantic component involves simulated beseeching of the heavens.

Deadthought (Divination, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Corpse touched
Saving Throw: None

This is essentially telepathy with a corpse, as the wizard probes the brain of the deceased for specific data. The DM must decide if the information sought is basic, well known, merely known, or forgotten. The table below lists the chance of finding the information and the amount of time required by the search (if location is in fact

possible), but the DM can alter these numbers if the body is in a particularly advanced state of decomposition.

Type of Information	Chance of Finding	Time Required	Examples
Basic	96%	1	Name and profession
Well Known	70%	2d4	Relating to current mission
Known	30%	3d4	Relating to previous missions
Forgotten	2%	1d10+10	Overheard once

This spell will continue as long as the wizard concentrates, but on every round there is a 1% chance of that he will go insane. The material component is a pair of metal helmets, linked by a copper wire.

Diona's Sustaining Vigilance (Necromancy) ○

Range: 0
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: 30-yards radius
Saving Throw: None

When this spell is cast, a necromantic web of power 60 yards in diameter spreads out from the caster in all directions. The caster must maintain a state of meditation at the center of this web. If he is disturbed, the spell is cancelled.

While the web is in effect, the caster gradually feeds on the life force of all living things within the area of the web. The loss of life force is so minimal that only the smallest creatures are affected (insects). While in the web, the caster need not eat or sleep, nor does he age. Also, he is acutely aware of all life forms within the web. The spell only ceases if the caster's concentration is disturbed, or if the caster stops his concentration himself.

Drop Dead (Necromancy) ☾

Range: 10 feet/ level
Components: V,S,M
Duration: One round
Casting time: 4
Area of effect: One creature
Saving Throw: Negates

The victim of the *Drop Dead* spell temporarily experiences bodily shut down. The vast majority of body activity ceases, with the exception of those processes needed for life (breathing, blood flow, brain activity.) No impulses get from the brain to musculature (except the heart, and lungs) In any event, failing the save pretty much causes the victims whole body to fall asleep, causing him to collapse into a heap and take d4 damage (you can hurt yourself like that.) from the collapse, on the next round the victim is once again fully functioning. The material component is a small cloth ball filled with sand, into which are stuck various pins and needles of all sorts. Common phrases uttered upon failing ones save are: Uk, Nerk, Oop, and Doh!

Note that this spells is not an actual necromantic attack on the targets life force, or body, but merely uses the caster's knowledge of the living body to his benefit.

Evermore's Black Death (Necromancy) ○

Range: 15 yards
 Components: V,S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One person
 Saving throw: See Below

This spell, if the saving throw fails, will instantaneously kill the target. Paladins are immune to this spell. If the saving throw succeeds, the spell does 1d8 damage to the target.

Evermore's Life Force Transfer (Necromancy) ★

Range: Touch
 Components: V, S
 Duration: Instantaneous
 Cating Time: 4
 Area of Effect: One or two people
 Saving throw: None

This spell takes ¼ of the mage's current HP, and transfers them to the target. It can also be used with two targets to transfer ¼ of target's current Hp to another target.

Extract (Necromancy) ★

Range: 10 feet
 Components: V,S,M
 Duration: Instantaneous

Casting time: 4
 Area of effect: One foreign body
 Saving Throw: None

Extract allows the caster to remove some offensive foreign object without harming the victim, it is useful on such things as thorns, arrows or parts of arrows, rot grubs (expels them all), and any other itty bitty thing that's irritating your flesh. Theoretically it could pull a cannonball out of your guts... but in that situation it seems sort of useless.. I mean you still have that big hole to deal with.

Flesh to Flesh (Necromancy) ○

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates

By means of this spell, all skin in contact with the target's skin is bound to the target, including any of the target's own skin which is touching. The skin holds together with enough strength that separating the skin can only be done by damaging one or both of the pieces of flesh that are attached. Damage accrued is on a point-by-point basis, compared with a base percentage roll. (e.g. Marco the Munificent casts *Flesh to Flesh* at his arch-nemesis, Alvarez the Ancient. Alvarez fails his saving throw and rolls 37 on a percentage roll. Thus, Alvarez must forfeit 37% of his total hitpoints to free all bonded flesh, rounding up in all cases.) The spell is particularly effective against other spellcasters; there is a percentage chance equal to the wizard's saving throw vs. spells times five that his mouth has been bonded shut, precluding the casting of any spells with verbal components until the flesh is released. There is a similar chance that the fingers of the hand have been fused together, precluding spells with somatic components. It is possible by means of this spell to kill an enemy outright, but this is unlikely. The material component is a pot of glue.

Gaal's Summon From Beyond (Conjuration, Necromancy) ☾

Range: 50 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One being

The Ancient Tome of Dark Magic

Saving Throw: None

By means of this spell the caster conjures powerful beings and puts their essence into a terrifying body. The power of the being is related to that of the caster and the spell lasts for a relatively short time to prevent the being from escaping the bonds and the wizard from getting too much tired, for the same reason a wizard may have only one of these spells active at any time.

The body is always man-sized and the caster may choose its exact features (horns, eyes, tentacles, etc...). In game terms the caster has 30 points + one point per level to spend in the following ways:

- * Trade 1 point per 1 point of dexterity up to a maximum of 20
- * Trade 1 point per 1 point of constitution up to a maximum of 20
- * Trade 1 point per 1 point of strength up to a maximum of 18, thereafter spending more point the strength of the body raises to 18/50, 18/100, 19, 20.

All the three ability scores start from 0 but at least one point must be spent in each.

The creature is equal to a fighter of a level equal to its HDs for thaco, saving throws and hit points (d10 hd and bonuses for high constitution).

The attacks of the creature are those listed into the table (damage 1d8+1) or 1,5 times that amount (damage 1d6).

The AC of the creature may never be better than the listed value, the wizard is otherwise able to make it equal to that of any one creature he has seen for at least some minutes.

Caster level	Hit dice	Abilities	# of attacks	Best possible AC
7	5		2	-2
8	6	Infravision	2	-2
9	7		2	-3
10	8	+1 weapon*	2	-3
11	9		3	-4
12	10	See invisible	3	-4
13	11		3	-5
14	12	Fear**	3	-5
15	13		4	-6
16	14	+2 weapon*	4	-6
17	15		4	-7
18	16	+3 weapon*	4	-7

19	17		5	-8
20	18	True seeing	5	-8

* This is the type of weapon needed to hit the creature which also hits like if using the same type of weapon.

** All beings which damage the creature are automatically targeted by a *Fear* spell.

The material components of this spell are: a gem worth at least 2000gp which is not consumed and channels magical energy, a corpse or at least part of it or part of a skeleton (human-sized) to make the body for the being (the rest is padded with matter from the surrounding area).

Guardian Shadow (Sununoning, Necromancy) ☾

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 4

Area of Effect: The caster's shadow

Saving Throw: None

This spell binds an undead shadow to the caster's actual shadow. The monster briefly appears as if summoned, only to dissipate and merge with the caster's own shadow. The caster's shadow, although apparently normal, now remains intact and trails the caster regardless of lighting conditions. A sharp-eyed observer might notice this effect. A light or continual light spell directed at the shadow releases the creature immediately, whereupon it savagely attacks the nearest individual other than its shadow mage master.

While the caster has a guardian shadow attached, melee attacks aimed at the caster's back prompt the undead shadow to defend the caster. It blocks the melee blow meant for its master (suffering damage if the attack would hit its own AC), but then it counterattacks, gaining an attack of opportunity. The guardian shadow fights the attacker to the death, disappearing after it has defeated the attacker, it is slain, the attacker moves out of range, or after 10 rounds have elapsed. If the duration of the spell elapses before a back attack occurs, the monster simply returns whence it came.

The material component of this spell is a piece of smoky quartz with a knotted piece of string wrapped around it. The quartz is consumed in the casting.

Hand of Time (Necromancy) ○

Range: 0

Components: V, S

Duration: 1 round per level

Casting Time: 1d4+4

Area of Effect: Creature touched

Saving Throw: Negates

After casting this spell, the caster's hand will bear a baneful curse, for the next creature he touches (possibly requiring an attack roll) will instantly become 4d10 years older. The spell lasts for one round per level of the wizard or until discharged, and it cannot be reversed.

Haunt (Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: One body

Saving Throw: None

This spell animates a single body as a haunt, under caster's control.

The material component is a drop of blood from someone died without fulfill a given task and a bloodstone (at least 35 gp).

Headache (Alteration, Necromancy) ○

Range: Touch

Components: V, S

Duration: 1d4 rounds + 1 round/level

Casting Time: 4

Area of Effect: Victim touched

Saving Throw: Special

When the wizard speaks the magic incantation and touches his opponent, the victim finds himself overwhelmed by a migraine-sized headache. During the round the victim is touched, until he can act the next round, the victim is overcome by the sudden pain, too stunned to move or act. Opponents gain a +4 bonus to strike the victim, and the victim cannot parry or employ a shield properly.

Starting the next round, the victim gains a saving throw vs. spells. This saving throw is penalized by -1 per point of damage the victim has suffered in the previous round, up to a -4 penalty. If the victim succeeds, he is able to regain enough of his wits to act. However, the throbbing pain

causes the victim to act a -1 to all ability scores and rolls. This lasts until the end of the spell. If the saving throw is failed, the victim is still stunned with pain, as above, and receives another saving throw next round to shake overwhelming pain.

Once the victim manages to ignore the pain to act, he can no longer be stunned by the spell unless the victim receives a blow to the head, in which case the victim must save again to avoid being stunned by the overwhelming pain.

Heal Undead II (Necromancy) ☾

Range: 10 yards

Components: V,S,M

Duration: Instantaneous

Casting Time: 4

Area of Effect: One creature

Saving Throw: None/Negates

This spell is used to heal all sorts of undead, both corporeal and immaterial. The caster uses negative energies to rejuvenate the undead's vital energies, healing 2d8+1 points of damage. This spell can also be used against the living. Damage is half the healing, so it would be 2d8+1 divided in two, round up. A saving throw negates. The somatic component is a pointed finger which glows indigo at the time of casting, and a drop of blood* if cast by a living caster (a lich, for example, would not require this component).

Imbue Undead With Musical Ability (Necromancy) ☾

Range: Touch

Duration: Permanent

Components: V, S

Casting Time: 7

Area of Effect: One undead

Saving Throw: None

This spell gives an undead creature the ability to play music, decently. When this spell is cast upon the undead, they gain either the Musical Instrument or Singing proficiency, at 10 (out of 20). For every additional casting of this spell, the undead's music rating rises by one point, to a maximum of 15 (they are undead after all).

Independent Spectral Hand (Necromancy) ★

Range: 30 yards + 5 yards per level

Components: V, S, M

Duration: 2 rounds per level
Casting Time: 2
Area of Effect: One opponent
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the wizard's life force, to materialise within the spell range and move as the wizard desires. Any touch attack spell of sixth level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell attacks as the wizard at a +2 bonus to-hit. The wizard may perform other actions. The hand is AC -3 and may be hit by magic only. Any damage dispels it and does 1d6 points to the wizard. The material component of this spell is a hand, which is consumed in the casting.

Kalli's Bleached Bones (Necromancy) ☾

Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One corpse per level
Saving Throw: Negate

This spell only has effect upon cadavers or undead with a corporeal form. It instantly reduces a dead body to bleached bones, though it has no effect on non-organic, non-plant matter such as steel, gold or wood. It does destroy leather, wool and giant-hair material. If the affected creatures is undead, it gains a saving throw against the spell. If the undead is not a skeletal creature, it is destroyed by the spell if it fails the saving throw.

Kalli herself has used this spell to allow herself to create a larger army of skeletons from corpses that would have to have been raised as zombies.

Kirkheshar's Shroud of Flesh (Necromancy/Invocation) ☾

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: One skeleton or zombie
Save: None

This spell is useful in creating the simulation of flesh around the bones of a skeleton, or making whole the rotted semblence of a zombie. The flesh has no nerves, veins, etc., and cannot repair the rotted body of a corpse for *Raise Dead* or

similar spells, however. If the spell is cast by the undead itself (through *Imbue Undead With Spell Ability* or by the recipient of *Kirkheshar's Repugnant Rebirth*), the color of the skin and basic appearance and general shape of facial features can be altered, but if cast upon an animated skeleton or zombie, the flesh will be grayish in color. Hair and teeth cannot be replicated, but non-moving red eyes can be created.

Skeletons and zombies both receive an extra 1d6 hit points, and may gain the armor class of armor worn for the duration of the spell (2 rounds/level). When the spell ends, the flesh sloughs off the body like a wet rag.

If the spell is cast on a corpse before animation, the flesh and hit point bonus will be permanent, but will radiate magic. The flesh does not heal, and can only be repaired through the use of spells such as *Undead Regeneration*, *Vampiric Touch*, or by a recasting of this spell. For zombies, the dead flesh underneath continues to rot as usual.

The material component is a small piece of the caster's flesh.

Korel's Hand of Evil (Enchantment/Charm, Necromancy) ○

Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

In casting this spell, the wizard severs the victim's control over one of his arms (75% chance primary hand, even chance if the victim is ambidextrous), making the victim's hand an independent entity whose only goal is the destruction of the victim. The hand is almost as intelligent as the victim, and will use the quickest available method for killing or disabling the victim (note that the hand can continue attacking even if the victim is unconscious). For instance, if the victim was carrying a dagger, the hand might grab that and attack. If the victim is weaponless, the hand would attempt to choke instead. The hand would not, however, be able to grab a wand and fire it at the victim, since a wand requires a command word to activate.

With weapons, the hand only uses short weapons, since anything longer cannot be easily turned inward. It attacks with the victim's own THAC0 against the victim's own Armour Class, doing the victim's normal damage, including Strength

bonuses. For choking, the hand inflicts 1d4 points of damage each round, plus Strength bonus if applicable (75% of this is temporary damage, but remember that the hand can continue choking the victim even if the victim is unconscious). Each round, if no other action is taken, the victim has a 50% chance of breaking the choke hold (the hand may re-establish it with a successful attack roll). Other attack forms are up to the DM's discretion (bashing plates into the victim's head, etc.).

Even though necromancers generally dislike charm spells, this spell provides many a laugh for them. The material component is fingernail clippings from a zombie.

Kalli's Improved Undead Mount (Necromancy)

Range: 10 yards
Components: V, S, M
Duration: 2 hours + 1 hour/level
Casting Time: 4
Area of Effect: 1 mount
Saving Throw: None

This spell, by the infamous Kalli Bloodblade, is a total reworking of the 2nd level spell, *Undead Mount*. By means of this spell, the caster can animate any beast of burden into the service of the caster. The undead mount has the hit dice it did in life, but not greater than ½ the caster's level, and has full hit points. Likewise, the beast of burden possesses all the attack forms and special abilities it had in life. In addition, the mount is immune to all enchantment/charm spells, and emanates an aura of *fear* in a 10' radius, but does not affect the caster. The creature has the carrying capacity and movement rate it had in life, and is totally silent.

The improved undead mount is difficult to turn, and is turned as undead of Hit Dice equal to the caster's level. The caster has the option when casting the spell to cause the undead mount to glow any color he desires, usually a neon yellow, green or red.

The undead mount is slightly intelligent (Int: 6), and can obey simple commands given by the caster and perform one trick per point of intelligence. If the caster strays 10 yards or more from the mount, or it is slain, the spell instantly ends.

The material component of the spell is a drop of water, a human hair and a pinch of powdered hoof, and the corpse or body of the animal that will serve as the mount.

Kalli's ScareCrow (Necromancy)



Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 4 rounds
Area of Effect: One scarecrow
Saving Throw: None

This spell, created by the (in)famous Kalli Bloodblade has created quite a stir in the Necromantic field. For many, it is a quick alternative to *Animate Dead* spells that has less alignment problems, is quicker to learn and yields a more powerful servant for the wizard.

On the down side, the Scarecrow's magic only works in twilight surroundings or better. The Scarecrow can easily be defeated by fire, and the life span of the Scarecrow is four years before the material it is made of crumbles into dust.

However, overall the spell's immediate usefulness outweighs the limitations imposed upon it.

The Scarecrow that is created is [AC: 7; Move: 9; HD: 4; hp: d8/HD; #Att: 1; Dam/Att: 1d3; Spec Att: nil; Spec Def: cause fear; Align: N].

Those that come within 5' of the scarecrow must save vs. fear or become overcome by the inhuman quality of the animated being. If it is struck by fire, it suffers double normal damage, and as stated above, the Scarecrow is only animated during twilight, night or in underground areas where no daylight strikes.

The Scarecrow obeys the caster's every order, but tends to take orders literally. It can be given commands to guard some area or treasure, but when such orders are given, they cannot be changed if the caster passes more than 60 yards from Scarecrow, even if he later returns. A wizard may only have one scarecrow under his power at any one time, though he can have as many scarecrows left to guard an area or treasure as he wants, as long as no scarecrow is within 100' of another. If two of a caster's scarecrows come within 100' of each other for more than one round, their magical animation is sucked up by the positive material plane and the two scarecrows explode in a fiery spectacle that deals 1d8 damage (save for half) to those within 5'.

The material component of this spell is a mandrake root cultivated at midnight and a scarecrow. The mandrake root is placed inside the scarecrow's chest, and the spell is chanted over the body.

Korel's Mass Skeletonize
(Conjuration/Summoning, Necromancy)

☾

Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell was designed by Korel the Necromancer, who was eager to create undead, but too cultivated to accept the reek of rotting flesh produced by zombies. The casting of this spell summons a horde of insects which rapidly devour all the flesh from the corpses of a number of creatures. To determine how many creatures can be skeletonized with one casting, use the guidelines of animate dead (one body per level of humans, less for higher Hit Dice). Note that the body must be completely dead (-10 HP, not just unconscious at 0 HP). Only the bare bones are left behind, completely clean after a rinsing of water. The spell may also function on animated undead, in which case a savings throw is granted to negate the effect. Failure results in the loss of one Hit Die. Obviously, skeletons are immune. Free-willed undead are also immune. The material component is a large pinch of sugar mixed with bone powder, which must be sprinkled over the bodies to be affected.

Kyle's Group Corpse Visage
(Alteration, Illusion, Necromancy)

○

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: Person Touch
Saving Throw: Negates

Allows caster to change the appearance of 1 person/4 levels of the caster to that of a horrifying visage of a rotting corpse. This spell is exactly the same as the 1st-level *Corpse Visage* (q.v.).

Larisen's Playful Black Lightning (Necromancy)

☾

Range: 40 yards +10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4

Area of Effect: 50 square feet per level.
Saving Throw: Neg.

This spell looks just like a sensory altered lightning bolt made to appear black. The effect of the spell is slightly less destructive to the enemy, but does allow the caster time to prepare. All living matter in the area must make a save vs. spells at -4 or be paralyzed for 1d8 rounds plus one per level of caster. The spell can aimed as desired and can form isosceles triangles with center angles up to 60 degrees. It can also form rectangles of width or 1 to 10 feet.

The material component is a bit of undead flesh dipped in thrikreen poison.

Layla's Sexy Kiss of Insanity
(Enchantment, Necromancy)

○

Reversible

Range: 0
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: Person touched
Saving Throw: None

This spell inflicts one random sexual insanity. The reverse spell, *Layla's reforming kiss*, removes one sex-related insanity. It does not affect any other forms of insanity.

Lesser Death Spell (Necromancy)

○

Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One 10-foot cube per level
Saving Throw: None

This spell is identical to the 6th-level *Death* spell (see the Player's Handbook), except in the number of creatures affected.

Creature's Hit Dice	Maximum # Affected	Conversion Factor
up to 2	3d10	1
2+1 to 4	3d6	2

Note that the death spell does not affect lycanthropes, undead or creatures from planes other than the prime material.

Level Drain (Necromancy) ○

Range: 5 yards per level

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: One creature

Saving Throw: Negates

When a wizard casts this spell, a black bolt of negative plane energy shoots out to strike one creature within range. The creature struck must save versus death magic or lose one level of experience, as if touched by a wight. The various protections against negative plane energy are also useful for protecting against this spell.

Life Energy Bolt (Necromancy) ○

Range: 20 yards

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: One person or creature

Saving Throw: None

This spell uses the energy of the caster's own life force to heal an individual. By holding an open palm toward the target and uttering the incantation, the caster sends a pulse of living energy toward the target. The caster sacrifices 1d4 hit points to cast this spell; for each hit point lost, the caster heals 1d6 hit points of damage. The lost hit points can be regained by natural and/or magical healing. If this is used against undead, it will have the opposite effect.

MacFaileas Bloodguard (Abjuration, Necromancy) ○

Range: Touch

Components: V, S, M

Duration: Until discharged

Casting Time: 1 turn

Area of Effect: One scion

Saving Throw: None

Created to hinder the bloodtheft of its recipient, this spell simply causes trouble and irritation for any scion attempting to take a bloodline by force. Bloodguard hampers the bloodtheft by magically locking away half of the recipient's bloodline strength (so, if Rhuobhe Manslayer were to bloodtheft a scion with a bloodline strength score of 43, the Elf would only gain the benefits of

bloodthefting someone with 21 bloodline strength points). As a side effect, if the dead scion is then raised, she will still have half of her original bloodline intact.

In addition to the above benefit, bloodguard also has a few minor magical quirks associated with it. The spell seems to weaken any blade used in the bloodtheft, so that any roll of a 20 to hit with that weapon causes it to save versus crushing blow or shatter. Additionally, this spell preserves the recipient's body from natural decay for up to 1 day per level of the caster. Note, however, that the use of a tighmaevril weapon in the bloodtheft completely negates the bloodguard.

The material components for this spell are a six inch square of chainmail and an eel's heart.

Malifnae's Life Bolt (Necromancy) ★

Range: 10 yards/level

Components: V, S

Duration: 1d4 hours + 1 hour/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: None (Neg.)

This spell is essentially the opposite of *Enervation*. The necromancer points her finger and utters the incantation, releasing a white bolt of crackling energy. The subject (if unwilling or undead) must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure (or if willing) means that the subject is imbued (or inflicted if undead) with 2d6 hit points for every four levels of the caster. Hit points (imbued or inflicted) are maintained for the duration of the spell, and if the subject is imbued with over twice his original hit point total, he explodes!

Malleable Flesh (Necromancy) ○

Range: 10 feet + 10 feet/level

Components: V, S, M

Duration: 1 round/level

Casting time: 4

Area of Effect: One creature + 1 creature/5 levels

Saving Throws: Negates

This spell causes the flesh of targeted creature(s) to become very tender - weapon and other physical attacks do 50% more damage to target(s). Also, Strength and Constitution of the target are reduced by 4.

The save is made with a -2 penalty.

The material component of this spell is a piece of rubber.

Mask of Undeath (Necromancy)

○

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One dead creature
Saving Throw: Special

This spell allows the wizard to attempt to raise a slain individual up as an undead creature. The spell is tricky, and the wizard must take care casting it. Upon casting the spell, the wizard rolls on the Cleric Turning Table, using his own level. Whatever the highest undead creature the wizard rolls to "turn" is what the dead individual becomes (Thus if a 8th level wizard rolled a 15 for his "turn" would make the touched dead individual into a Spectre). If the dead individual is incapable of normally becoming such undead (I.E., a dead warrior raised up as a lich), use the next lower entry. If a "Special" is rolled, the Wizard may choose the type of undead, but it may not have more than twice the HD of the caster.

If the individual to be raised is not human, it receives a saving throw equal to its hit dice to resist control by the wizard. If the save succeeds, it is free-willed. If the save fails, it is under the control of the creating wizard. Intelligent human undead made by this spell receive a saving throw to break control of the wizard as per a *Charm Person* spell. The use of this spell requires as its material component the dead body of the victim to be affected.

Minor Death (Conjuration/Summoning, Necromancy)

☾

Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard summons and binds one of Jalah's minor minions to his service. The minor death appears as a gaunt, pale duplicate of the caster who bears no weapons and whose fingers end in steel talons. The minor death is:

Minor Death [AC: 4; HD: equal to ½ caster's level;

hp: 6 per hit dice; Mv: 15; #Att: 2; Dam/Att: 1d4/1d4; Spec Att: nil; Spec Def: cast spells as mage of ¼ level of summoner, *Invisibility* in shadows or darkness 3x/day; Align: Neutral Evil; ML: 19]

The minor death will remain with the caster until it is slain or has fulfilled some service the caster demands of it. If the minor death is slain, the summoner loses 2 points of constitution and must make a System Shock roll or lose half his total hit points as well. The lost Constitution and Hit Points cannot be regained short of a *Wish* or *Heal* spell or the caster rests for 30 days. If the caster slays the minor death himself, he makes the System Shock roll as if he had a 3 Constitution, and if he fails, the caster dies, and becomes a Minor Death himself.

Once a Minor Death has been assigned a task it will seek to unerringly pursue the completion of its goals, not stopping to stray from its task. After giving the Minor Death a task, the caster is incapable of altering the Minor Death's mission. Once the Minor Death completes its task, it briefly returns to its caster to tell him it has completed its service, and then disappears, returning to its home plane of Hades.

The material component for this spell is the blood of the caster mixed with the grave dirt of a vampire.

Mould the Living Clay (Alteration/Necromancy)

☾

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: 1'x1'x1' of body/level
Saving Throw: None

The caster can shape the target's limb like clay so long as the caster concentrates and the target is willing. The limb (including skin, muscle, and bones) can be shaped in any way, and the blood in the limb ceases to flow while the shaping is taking place. This spell will greatly help the caster heal a damaged or wounded limb, giving +4 to the caster's healing roll. Bodies may be reshaped to fit through tight spaces, area of effect permitting. The target will feel no pain while the shaping occurs, but will feel other sensations, and the sensation of the limb being warped and moulded.

Nezrod's Burrowing Bony Digits (Necromancy)

○

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Up to 5 creatures

Saving Throw: Special

By means of this fiendish spell, the caster causes five skeletal fingers to streak forth and imbed themselves in the flesh of up to 5 victims, all of whom must be within range and within a 30-foot cube. Each digit inflicts 1d6 damage automatically. Then, each victim is allowed a saving throw versus spell that, if successful, negates the magic. Stoneskin provides protection from this spell, but doing so counts as one use per digit deflected.

Unfortunate victims, however, suffer further damage from the burrowing, bony digits. The spell has a damage potential of 2d6 per skeletal finger (this is in addition to the initial damage inflicted). This damage is inflicted at a rate of 1d6 per round per finger at the beginning of each round. Spell-casters being gouged by a digit will not be able to maintain concentration enough to cast spells. The fingers continue to wriggle within the victim's wounds, tearing flesh, until all damage has been inflicted, the victim dies, or the spell is negated via dispel magic.

For example, Nezrod hurls five bony digits at three victims. Two digits hit Bob, while Phil and George are struck by one digit each. Bob takes 2d6 points of damage. Phil and George suffer 1d6 each. All three then check their saving throws. Phil alone succeeds and thus takes no more damage. Bob, with two fingers writhing in his wounds, will suffer 1d6 damage each round for the next four rounds. George will suffer 1d6 damage each round for the next two rounds.

The material components of this spell are five humanoid fingers stripped of flesh and muscle. The individual finger bones must then be tied together with black thread.

Nezrod, who has a special hatred for priests, prefers to target such people with this spell.

Noska Trades' Endoplasmic Quagmire (Conjuration, Necromancy)

○

Range: 10 yards per level

Components: V, S, M

Duration: 1 round per level

Casting Time: 4

Area of Effect: 80-foot diameter

Saving Throw: Special

When this spell is cast, a clear mucous-like substance rains down upon the area of effect for one round, in which it reaches a depth of four feet. Any creature in the area of effect must save versus spell or be knocked to the ground by globs of slime and must take 1d3 rounds to regain their feet.

Movement through the slime is 10 feet per round and it is 50% probable that a creature trying to move in the area slips and falls. Creatures with their head(s) beneath the slime must make a Constitution check each round or take 1d4 points of drowning damage.

Dispel magic, disintegrate, or transmute water to dust will eliminate the endoplasmic quagmire. The material components are a piece of flesh, taken from a human within one round after death, and a vial of organic material rotten to the point of liquidity.

Poisonous Touch (Necromancy)

○

Range: Touch

Components: V, M

Duration: 4 rounds or until used

Casting Time: 3

Area of Effect: 1 qt of liquid every 3 levels

Saving Throw: Special

This spell, used primarily by evil mages and bards, poisons a glass of wine, or other container of liquid. The effect passes through any normal material and is undetectable by any poison detection spells below 5th level.

Victim has to save vs poison -4 or die in 5 minutes

Quad Skeleton (Necromancy)

☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 5 turns

Area of Effect: One skeleton

Saving Throw: None

This spell creates a Quad Skeleton, a four armed skeleton who has four attacks/round, 1d6/1d6/1d6/1d6. For the rest it acts as a normal skeleton with Ac of 6, and a movement of 10. It has 2 hit dice, and can be turned by clerics. If a Quad Skeleton is turned by a cleric, it has a 5% bonus per

two levels of the caster that it will reform itself within 1d6 turns after it was turned. The material component for this spell is one dead body and an appropriate amount of arms. A mage can have 1 Quad Skeleton per 2 levels at once.

Raise Undead Champion (Necromancy) ○

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 2 turns
Area of Effect: One human corpse
Saving Throw: None

This spell raises a dead human, to become an undead champion. He will obey any order given from the caster, and noone else. The champion will have 10 Hd, a Thac0 6, AC 0. He will fight with a randomly chosen melee weapon and will deal a +4 damage, and his weapon counts as a +2. To cast this spell the caster must have a living human to sacrifice. When sacrificed the life of the victim will be transfered into the dead human, who will raise from the dead. Notice that this is a very chaotic spell, and only throughout evil spellcasters will cast this spell. In addition the caster very likely will be hunted by the family of the victim. The components of this spell are 2 black pearls to a value of 1000 gps each.

Repel Undead (Invocation, Necromancy) ★

Range: 10 yards +1 yard/level
Components: V,S,M
Casting Time: 4
Duration: Instantaneous
Area of Effect: 3 yard – radius – sphere
Saving Throw: ½

Repel Undead is a spell that opens a tiny, instantaneous window to the Positive Material Plane. Due to the unique nature of undead and their close tie to the Negative Material Plane, this brief exposure is enough to cause damage to all undead within the area of effect. The size of the window, and thus the amount of positive energy, which passes through, is proportional to the level of the caster. Damage equals 1d4 points of damage per level of the caster. The material component for this spell is a chip of coal.

Rigor Mortis (Necromancy) ★

Range: 10' per level
Components: V,S
Duration: One turn
Casting time: 4
Area of effect: One corporeal undead
Saving Throw: Negates

Rigor mortis speeds up what should have happened to a dead body. The victim of the spell stiffens up as tendons dry and crack, bones become heavy, and the body realizes it's dead! For every 4 levels of the caster a -1 to hit is imposed on the undead recipient.

Sap Strength (Necromancy, Summoning) ○

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negates

This spell duplicates a shadow's Strength drain. The wizard must roll to hit, and if he fails to hit, he himself must save versus death magic or be drained of a point of Strength. This spell does not trigger a negative plane protection, and it will affect creatures normally immune to undead energy drains. When used against undead with energy drain abilities, the wizard must save versus death magic or lose twice as many energy levels as normal.

When used against normal living victims, if the victim fails a saving throw versus death magic, it loses a point of Strength. People drained to a 0 Strength die and come back a day later as a free-willed shadow. The material component of this spell is a diamond of 20 or more gold pieces value.

Sap Strength II (Necromancy) ○

Range: 0
Components: V,S
Duration: Special
Casting Time: 4
Area of Effect: The Caster
Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d4 points of strength +1 per every three levels of

the caster past the sixth. (1d4+1 at 9th level +2 at 12th etc.) The spell is expended after one succesful attack or after one round per level of caster (six rounds for a sixth level caster). The strength points drained are then added to the caster's strength. For victims with percentile strength, 10% is drained for each point drained. This can allow the wizard to benifit from extraordinary stregth and to exceed racial maximums. The wizard's gained strength will wear off after 1 hour of casting the spell +1 round per level of caster. The drained person's strength can only be regained through magical healing. If none is available within a month, the strength is permently lost.

Semblance of Life Returned
(Illusion,Necromancy)

Ⓒ

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: one corpse
Saving Throw: none

This spell when cast upon a fresh corpse, dead less than one hour per level of the caster, with only minimal wounds or mutilations, seals the injuries, removes the pallor of the corpse, prevents rigor mortis and causes the corpse to seem to breathe and live. All vital signs return but there is no actual life. The corpse will appear to be in a deep coma from which it cannot be roused unless further spells such as *Animate Dead* are used to give it greater semblance of life. The material component is a freshly-squeezed lemon.

Shade of Night (Necromancy, Conjuration)

○

Range: 5 yards/level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

When this spell is cast, the wizard warps the shadow of the target creature into a hulking nightmare creature. Like the *Phantasmal Killer* spell, this nightmare is tailored specifically to the victim; a twisted and nightmarish mimic of themselves. The creation has the same attack form and Thac0 as the subject, and attacks the victim immediately. If it succeeds in scoring a hit, the

subject is paralyzed for 2d4 rounds. The shadow form is immune to all attacks, and can pass through any barrier. It will follow the subject anywhere (being that person's shadow), for the duration of the spell.

The only defense against the shadow creature is to successfully roll a saving throw versus spell, with a penalty of -1 per four levels of the caster. The material component of this spell is the soil of a grave.

Condition	Saving Throw Modifier
Daylight	+1
Twilight	-1
Night (no moon)	-1
Night (moon)	-2
Underground	-2

Shape Change, Undead (Necromancy)

Ⓒ

Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell allows the wizard to assume the form of any undead (very rare types of undead could be beyond the power of this spell, at the discretion of the DM). The wizard must have at least twice as many levels as the undead has Hit Dice. The wizard gains all the abilities of the undead except spellcasting and innate spell-like abilities. Thus the fear aura of a lich, charm gaze of a vampire and magic jar ability of a ghost would not be gained through use of this spell. Most touch attacks are not considered to be spell-like abilities. The wizard also gains all the vulnerabilities of the undead, and can be turned, commanded or even disrupted by priests. The wizard can make one change of form for every three levels, but cannot return to normal form until the spell duration expires or the magic is dispelled. If at any point the wizard assumes the form of an undead that drains levels, the wizard must make a saving throw versus death magic at the end of the spell or lose a level. The material component of this spell is a bit of rotted flesh.

Shield Skeleton (Necromancy)



Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 10 turns

Area of Effect: One skeleton

Saving Throw: None

This spell creates a special type of skeleton. This skeleton is exactly the same as a normal skeleton except that it can not attack in any way. The skeleton has an AC of 1 and always carries a large shield. It's movement is 8. The speciality about the shield skeleton is that it has a 90% magic resistance. Any roll of 15% or lower makes the spell cast upon a shield skeleton (or anyone being defended by a shield skeleton) to return to the caster immediately. A mage can have 2 shield skeletons per 3 levels in existence. The material components for this spell are, 1 corpse, 1 tower shield and a piece of skin of a beast with any magic resistance. (Instead of the piece of skin, a shadow can be used. This makes the skeletons get an AC of 0. The shadow is consumed during the casting)

Shroud of Darkness (Necromancy, Abjuration) ★

Range: 0

Duration: 1 day

Components: V, S

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

This spell can only be used by undead. After casting this spell, the spellcaster enables itself to be exposed to bright light and sunlight without experiencing the standard negative effects such as death. However the caster loses all special abilities that go along with his or her undead status, such as regeneration, shape-changing, etc., when exposed to light that would normally wound them. Also, they suffer twice the penalties suffered by drow in sunlight, and intense pain that makes spell casting impossible and causes 1 hp of damage per turn.

Skeletal Form (Alteration, Necromancy)



Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

This spell causes all of the casters flesh to melt away and turn to dust, making him appear as a walking skeleton. This spell is disturbing to behold. In this form he cannot be hurt by cold (magical or natural) and magics that affect the flesh. He takes half damage from edged weapons and but 1 point from arrows. As a skeleton, the caster will be unrecognisable and speech is impossible, restricting spellcasting to non-verbal spells. Vision remains. His AC also becomes a base of 7. At the end of the spell, the casters flesh returns. The caster must roll a system shock to survive this spell.

Skin of the Skeleton (Abjuration, Necromancy)



Range: Touch

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 1 creature/3 levels

Saving Throw: None

This spell causes the skin of the intended to become like that of a skeleton. It gives the recipient an AC of 7 and allows them to take half damage from edged weapons. This spell cannot be used in conjunction with anything heavier than leather armor.

However, shields, dexterity bonus and magical protection devices (such as *Rings* and *Cloaks of Protection*) may still be used. *Bracers of Defense* may be used in conjunction with this spell as well.

Skin of the Zombie (Abjuration, Necromancy)



Range: Touch

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 1 creature/3 levels

Saving Throw: None

This spell causes the skin of the intended to become like that of a zombie. It gives the recipient an AC of 7 and allows them to take half damage from blunt weapons. This spell cannot be used in conjunction with anything heavier than leather armor.

However, shields, dexterity bonus and magical protection devices (such as *Rings* and *Cloaks of*

Protection) may still be used. *Bracers of Defense* may be used in conjunction with this spell as well.

Skullfire (Evocation, Necromancy) ○

Range: 100 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 100-foot long, 5-foot base, 15-foot end cone
Saving Throw: ½

This spell causes the enchanted skull to emit white hot flames from its mouth in said pattern. These flames cause 1d4 damage per caster level, but undead take twice the damage. There is no limit to level for casting. The material component for this spell is any silver plated skull.

Sonoric's Fly on the Wall (Divination, Necromancy) ☾

Range: Special
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell creates a spying device out of an ordinary flying insect. Upon casting the spell upon an insect, living or dead, the spell grants the abilities of limited clairaudience and clairvoyance, centred on the insect. The wizard, while concentrating on the insect, can hear any noise within 15 feet of the insect. Clairvoyance through the insect, however, is rather disorientating, and the wizard is at penalties of -2 to-hit and +2 to his Armour Class for three rounds after breaking concentration.

The insect has a flying movement rate of 6, and its movement is controlled by the concentrating wizard.

If concentration is broken before the end of the spell duration, the fly drops to the ground, and there is a 75% chance that, if the wizard resumes concentration, it will be too damaged to fly again, although the clairaudience and clairvoyance will still work for the remainder of the duration. If the fly takes any damage during the spell, such as being swatted or stepped on, the insect will no longer fly, but, provided that at least half of the fly remains, the clairaudience and clairvoyance will still work.

The material component of the spell is the body of a winged insect, living or dead, which is slain in the casting of the spell.

Soul Shield (Necromancy, Abjuration) ★

Range: Touch
Components: V, S, M
Duration: 1 hour/level or until "shields" are gone
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

This spell is similar to the priest spell *Negative Plane Protection* except that the spell grants 1 "shield" for every 4 levels of the caster. If the shields aren't used up by the time the duration ends all remaining shields are lost.

Soulblast (Necromancy, Invocation/Evocation) ☾

Range: 60 feet + 10 feet/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 10 cubic feet/level
Saving Throw: ½

This spell functions only against intelligent undead and against these undead it acts as a *Fireball* that does 1d6/level of the caster while to any other living thing it only does 1d4/level of the caster.

Soulfire (Invocation, Necromancy) ○

Range: 5 yards per level
Components: V, S
Duration: 1 round + 1 round per 4 levels
Casting Time: 4
Area of Effect: One living creature
Saving Throw: None

The spell will ignite the soul of the target creature, and try to fry it from within until it dies. The spell gives out no visible effects besides the obvious pain of the target creature. For obvious reasons, this spell works only for living creatures who have a soul. The damage that is inflicted will be 3d6 during the first round, and 2d6 on each subsequent round after the first. The casting of this spell will exhaust the caster for equal amount of rounds that the spell lasts, requiring an Intelligence check to concentrate on anything

specific other than standing, sitting, walking slowly, or resting.

Speed Rot (Alteration, Necromancy)
Reversible

★

Range: 100 feet + 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One undead
Saving Throw: Negates

Any undead failing its saving throw versus spell will find itself taking double damage from all attacks, as its binding forces are less powerful now. The spell can be reversed to have the opposite effect of enabling an undead to take only half damage. This is called *Slow Rot*. The material component for this spell is a dead mouse steeped in fruit juice.

Spirit Skill (Necromancy, Alteration)

☾

Range: Touch
Components: V, S, M
Casting Time: 1 round
Duration: 1 turn / level
Area of Effect: Person touched
Saving Throw: None

This spell transfers skills from a specially prepared vessel into a willing recipient. The material component is a symbol prepared using *Steal Skill*, which must be carried by the recipient and disappears upon completion of the spell.

Splinterstrike (Evocation, Necromancy)

○

Range: 0
Components: V, S, M
Duration: Until used
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: ½

This spell enchants the thigh bone to hit any creature, when and if it strikes it inflicts 4d10 damage, but is only usable once per casting. Another bone must be used. The material component for this spell is a half-split thigh bone.

Stanza's Certain Kiss of Disease (Necromancy)
Reversible

○

Range: 0
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: Person touched
Saving Throw: None

This spell inflicts one normal sexual disease of the caster's choice. The reverse, *Stanza's Kiss of Curing*, removes one normal sexual disease.

Stanza's Enchanted Kiss of Disease (Necromancy)

○

Range: 0
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: Person touched
Saving Throw: Negates

This spell inflicts one random magical sexual disease.

Steal Skill (Necromancy, Alteration)

☾

Range: Touch
Duration: Special
Components: V, S, M
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell lets a wizard steal the class - related skills of a willing humanoid victim and transfer them either to the wizard or to a special container. The victim drops to first level, and regains levels at the rate of 1 per four hours thereafter. The caster gains ½ the class related skills of the victim (if stealing from a fighter, the caster will gain the ability to wear armor and attack with a Thac0 halfway between the fighter's and the default 20 with any weapon with which the fighter is proficient; if stealing from a thief the caster will gain thief abilities which are the average of the thief's abilities and the base of the skill [as for table 26 in PHB]; in no case will abilities go down because of this).

Abilities which are granted by a diety cannot be transferred this way, nor can spellcasting abilities. The transferred abilities fade after 1 turn / level.

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The material component is a symbol of the class to be transferred, specially prepared and costing not less than 10 gp per level of the target. If the caster wishes, he or she may imbue the symbol with these skills rather than using them at the time (in which case it will not disappear). The primary purpose of this use is to provide the material component for *Spirit Skill*.

Summon Ghouls (Conjuration/Summoning, Necromancy) ○

Range: 40 yards
Components: V, S, M
Casting Time: 4
Duration: 3 rounds + 1 round/level
Area of Effect: Special
Saving Throw: None

This spell is a specialized version of *Monster Summoning II*. It summons 1d6 ghouls, which appear anywhere within the spell range and attack the caster's opponents until commanded to cease, the spell duration expires, or the monsters are slain. The ghouls do not check morale; they vanish when slain or turned. If no opponents exist to fight and the wizard can communicate with them, the ghouls can be commanded to perform other services for the summoner.
The material component is a bone from a ghoul.

Telsar's Painless Death (Necromancy) ★

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

When this spell is cast, the caster numbs the pain centers of the victim, making them virtually immune to pain. As such, the individual gains a +2 bonus to hit in combat, but suffers an additional +1 point of damage from attacks. If cast on a wizard, it becomes harder to upset the concentration of the wizard when he is casting spells. If the wizard is struck, he receives a saving throw vs. spells to avoid having the spell disrupted, rather than it being disrupted automatically. If the wizard is concentrating on a spell and is struck, he receives a saving throw at a +4 bonus to avoid losing concentration on the spell.

The material component of the spell is a bit of dung smeared on the victim.

The Chilling Touch (Necromancy) ○

Range: Touch
Components: V, S
Casting Time: 4
Duration: 1 round/level
Area of Effect: Special
Saving Throw: Special

Upon casting the spell, the mage's touch becomes almost identical to that of a Lich. With a successful attack roll, the victim suffers 1d10 hit points of damage and must save vs. paralyzation or be utterly unable to move. The effects of the paralysis lasts one round by two caster levels. The caster may successfully touch one time per five levels of experience, provided that these touches fall within the spell duration. There is no limit to how many touch attempts the caster may take. Note that he still has to observe the rules for number of attacks per round.

The Constant Reminder (Necromancy, Alteration) ○

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: ½

This spell irritates the nerve-endings in the target's skin. All the pain suffered by the caster in the previous round is maintained at its current intensity for the duration of the spell. The pain may increase, but will not decrease. Thus, the target will retain any penalties suffered due to pain for the duration of the spell, such as Dex penalties and an inability to cast spells. This spell only affects pain which is inflicted "naturally" (i.e.: pain which is magically inflicted is not maintained). The material component is a thorn.

Total Trolldeath (Evocation, Necromancy) ○

Range : 30 yards
Components : V, S, M
Duration : Permanent
Casting Time : 4
Area of effect : 1 regenerating living creature

Saving Throw : None

By means of this combination magic (*evocation & necromancy*) the caster can prevent the regeneration of one living creature with this natural ability. The affected creature (troll, thoul etc.) can neither regenerate wounds nor lost limbs. The victim gets no saving throw. It will be consumed in a halo of orange-red light, which does no damage. The effects of the spell will not only prevent one living creature from regeneration but also prevents "post mortal" regeneration of a "slain" victim. Unliving creatures, such as vampires etc., are not affected by this spell. The material components are a drop of acid and some kind of fire source, that are consumed by the spell. This came handy for the Kurfürst (Elector of the Kaiser) of Machetta in his younger and wilder days exploring the troll-infested newly conquered Eastern Provinces of the Kaiserrych. Many trolls and troll-kin were "really" slain in the Troll Marshes before His Eminence besieged Warlocks Krypta - a futile attempt for that.

Undead Bane (Necromancy, Abjuration) ★

Range: 1 yard/level
Components: V, S
Duration: 5 rounds/level
Casting Time: 3
Area of Effect: 5 square feet/level
Saving Throw: None

This spell makes it impossible for any undead of any type to enter the area of effect physically. This doesn't protect from charm gazes, domination, power words, etc. The shield is immobile.

Undead Vengeance (Necromancy) ○

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

This spell permits the wizard to temporarily trap the target's life force within its body after death. Unlike *Animate Dead*, which uses magic to animate the bodies, undead vengeance prevents the target's life force from escaping. Usually, this spell represents a wizard's final attempt to take an opponent with him into the grey. In effect, the

target's body is rigged to turn into an undead creature upon his death.

This "trap" lays dormant for 1 day plus 1 turn per level of the caster; if the target has not died by the end of this time, nothing happens.

Only the target's violent death will trigger undead vengeance -- a fatal dose of poison or a sword through the heart would trigger it; old age or falling off a cliff would not.

When triggered, the spell lasts 1 round plus 1 round per level of the caster. The target undergoes an immediate and agonizing change that takes a full round to complete. If the character has not acted or has additional actions during this first round, he loses them as he writhes about in death throes. The next and subsequent rounds the character may attack normally; skills normally available remain usable (e.g., weapon specialization, NWP's, spells, psionics). The character regains all lost hit points (thereafter, he will take damage normally); an immunity to sleep, charm, and hold spells; and the ability to initiate a death field once (see CPsiH) -- while there is no chance of failure (he automatically makes his power score), the ability to use the death field can be hampered by other powers or magics that prevent the expenditure of PSP's.

There are hazards associated with this spell. First, the undead character must save versus death (if the character cast the spell on himself, he gets a +4 bonus to his saving throw). If the caster is a necromancer, the target receives a +1 bonus (thus, a necromancer casting undead vengeance on himself would save at +5). A successful save means he has maintained enough mental control to seek his vengeance; a failed save means the change has driven him insane, and he flies into a berserk rage (+2 hit/dmg; -2 AC), attacking any living thing until the end of the spell. Second, the character may be turned/destroyed or controlled as an undead creature 2 levels lower than his actual level (for multi-classed character, use the class with the most HD), so a 7th level character would be turned as a wright. And third, any character turned into an undead by this spell suffers a 1 point permanent loss in Con (this loss is doubled if he was driven insane). This Con loss affects the chance of resurrection survival and might affect HP, system shock, poison save, and regeneration if the character survives resurrection. The effects of this Con loss are cumulative with other sources of Con loss, including previous uses of undead vengeance. If the character's Con is reduced to 0 or below, he cannot be raised. This spell has no effect on characters that would turn into undead on their own accord either due to their own willpower (an elf into a dune runner, for

example), their constitution (a dwarf who failed his focus), or other means (such as a wish spell). A saving throw is only required for unwilling victims. Undead vengeance requires a bone cage small enough to fit within the caster's closed fist. The cage must have no door. It is consumed in the casting.

Vanquill's Cellular Regeneration (Necromancy) ★

Range: 0
Components: V, S, M
Duration: 4 rounds
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

Cellular regeneration is a spell that increases the growth rate of the body's various tissues, causing them to mend together faster. Once the recipient is touched, the spell begins to work, restoring damage according to the table below:

Round	Healing
1	1 HP of damage
2	1d4 HP of damage
3	1d4 HP of damage
4	1 HP of damage

If the recipient performs any strenuous activity during the spell duration (like combat, casting spells over third level, or using a psionic power that requires a Constitution check), the spell is immediately aborted. All hit points are gained at the end of the appropriate round. Due to the stress of regeneration, this spell cannot be cast more than once per person for increased healing. For the spell to be effective again, the recipient must take more damage. The material component is a piece of troll flesh that has been burned in acid.

Voices of the Damned (Divination, Necromancy) ○

Range: 0
Components: V, S
Duration: 1 month/level
Casting Time: 4
Area of Effect: Person touched
Saving Throw: Negates

The subject of this spell can suddenly hear the voices of the dead, as they cry, scream, and mumble in the afterworld. This power is not selective - the subject will hear the voices of all dead souls within ten feet of his current location - and may not block out the voices except by an act of extreme concentration. The subject of the spell may act differently depending upon their personality, but the subject in any case suffers a distraction of -1 to all skill rolls including combat, per two dead souls within the area, to a maximum penalty of -5 (at which point the target can hear almost nothing else). The target will usually exhibit noticeable discomfort around dead bodies and places of burial, and will be extremely distracted every time someone dies in the presence of the target (-5 for one round, not cumulative with the aforementioned penalties). Particularly evil souls that can somehow sense the target's discomfort may purposefully berate and harass the target, providing additional penalties, at the DM's discretion.

Whisper's Decimeter (Necromancy) ○

Range: 60 yards + 20 yards per level
Components: V, S
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, a bluish vapour snakes over from the caster to the target. At this point, the target attempts to save at -4. If its saving throw succeeds, the vapour disperses, else the vapour grabs a hold on the target. The target is frozen in place while the vapour begins to envelop the target. It takes the vapour six rounds to fully envelope the target. All the while the caster must be concentrating fully on the vapour. The vapour can be stopped at any time by the caster, or by someone breaking the concentration of the caster. Each round, the vapour drains 15% of the targets hit points, leaving the target freezing cold. At the second round, the target is forced to shiver, and will abandon all he holds to hug himself for warmth. At the fourth round, the target will sink to its knees shivering. At the end of the sixth round, the target will be lying on the ground with 10% of its hit points left and unable to do anything more than shake uncontrollable for the next 3d4 rounds. A nice punishment for those who cross your wizard, but you do not want to kill.

Whisper's Storm of Darkness (Necromancy) ○

Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 20-foot radius area
Saving Throw: None

This spell opens a gate to the negative material plane in the centre of the spell's area of effect. The area will be enveloped in a hazy, twilight dark, where packets of negative energy whiz around. All those in the area of effect are hit for 5d10 points of damage due to these packets. There is no known protection against this spell save for magic resistance or an anti-magic shell. A globe of invulnerability or like magics will not protect the target, unless the spell was targeted to centre inside the globe, in which case the spell will fail completely. Similarly, should the spell be centred on an anti-magic shell, it would not work.

Winds of Pain (Necromancy, Summoning) ○

Range: 30 yards
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 4
Area of Effect: One 20-foot cube
Saving Throw: Special

This spell conjures a wind which duplicates the effects of painful wounds - causing intense pain in all wounded beings in the area of effect. If they fail their saving throw versus paralysis, they can do nothing but roll around screaming in pain. The material component of this spell is 50 gp worth of diamond dust, and a pinch of salt.

Winthrop's Undead Self Transmogrifier (Necromancy) ☾

Range: 0
Components: V
Duration: 2 turns per level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell enables the spell caster to change self into any undead creature of Hit Dice equal to or lower than the caster's level. The spell caster must have intimate knowledge of the undead, either

frequent combat or study of natural philosophy thereof. Unlike polymorph self, however, the spellcaster attains all powers of the undead creature. The caster retains their original mind and personality but loses use of the classes that they are trained in while transmogrified. That is, he cannot cast their spells, cannot use fighter tables, etc.

Winthrop's Undead Summoning III (Conjuration/Summoning, Necromancy) ☾

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell is like monster summoning, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights or 1d4+1 ghasts. The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination. The material component is a lit candle inside a small bag.

Zandae's Explosive Skeletons (Necromancy) ○

Range: Touch
Components: V, S
Duration: Special (until set off)
Casting Time: 4
Area of Effect: One skeleton or zombie
Saving Throw: ½

This spell causes a skeleton or zombie to detonate causing a large explosion when it is destroyed. It has a blast radius of 10 feet doing 1d6 + 1d6 per level of the caster over 5th to a maximum of 10d6 damage. To a range of 20 feet all creatures take 5d4

points of damage from shrapnel and make a dex check to remain standing.

The skeleton is completely destroyed by the explosion as well as any armour it is wearing. If it is wearing metal armour and extra 2d6 points of shrapnel damage occurs. All other items on the skeleton must save vs fire to survive the explosion.

Zeke's Spirit Release (Abjuration, Necromancy)

★

Range : 40 yards

Components : V, S, M

Duration : Instantaneous

Casting Time : 4

Area of Effect : 1d6 +1/level of Undead HD
(within a radius specified below)

Saving Throw : Neg.

This spell allows the caster to release the spirits of a number of undead. When the spell is cast it must be centered on a point in space and will affect a spherical volume around the point with a radius of 10 yards plus 2 yards per level. Inside this sphere silverpieces will start to fall like snow. These pieces will twinkle like the stars in sky and radiate a blissing merciful light.

The undead in the area of effect are affected from lowest hit dice to highest hit dice (i.e. first skeletons, then ghouls, then wraiths, etc.), with respect due to the level of the caster as summarized below:

Spirit Releasing Undead

Level	Penalty	Undead Type
7 th	+ 0	Skeleton or 1 Hd, Zombie, Ghoul or 2 Hd, Shadow or 3-4 Hd
8 th	+ 0	Wight or 5 Hd
9 th	+ 0	Ghast
10 th	- 1	Wraith or 6 Hd
11 th	- 1	Mummy or 7 Hd
12 th	- 1	Spectre or 8 Hd

All undead affected must then save vs. Death Magic, with the modifier, or be destroyed due to the rending of the spirit from their body. If the creatures have already been *turned* and are still within range, they suffer a penalty of -2 on their saving throw.

The material component for this spell is a vial of holy water and a bit of silverpowder.

Note that this spell is a very merciful way of slaying undead, because it makes sure that the spirits are set free. Once the undead have recoiled

their spirits will travel to their true destination.

Zio's Blacklight (Necromancy, Alteration)

☾

Range: Touch

Components: V,S,M

Duration: 1 hour/level

Casting Time: 5, +6/person (other than the caster)

Area of Effect: 60 feet radius, 1 creature/3 levels

Saving Throw: None (Special)

This spell produce in the area of effect a black necromantic light coming from the recipient(s).. This blacklight is invisible in all but bright sunlight, and even then only as a slightly darker area (there's only a 5% to notice it and only if the observer states that he is looking for something strange).

Zio's Blacklight has the following effects:

It makes the recipient see (as in a photo negative) within the area of effect even in complete or magical *Darkness*, or other spells affecting light (wall of fog and similar spells that impair vision in a physical way, work normally against this spell). It protects the recipient from the penalties deriving from direct sunlight or the various light spells striking the eyes (this is because the recipient is actually blind to normal light while under this spell, even infravision is negated)

It makes possible to see invisible creatures/things who fail a saving throw vs. spell (made without any modifier and made by the creature/wizard who cast the invisibility) when first entering the area of effect. A failed saving throw means that the caster didn't succeed in "manipulating" that particular "negative" light as he does with positive light.

It makes possible to recognize illusions (much in the same way it does for invisibility).

This spell acts on the body and objects of the recipient (to make them produce the blacklight) and on his eyes (to make him see it).

Warning: As each person under the spell produces his own "frequence" of light and his eyes are attuned to that one only, two or more people under the same spell can see themselves only if they remain within the 60 feet radius (I mean: you cannot see in another's blacklight, even if it comes from the same casting).

This "negative light" behaves similarly to normal light, but it's reflected better by black polished object than by mirrors. It doesn't give any penalty to the actions that require an optimal vision (such as reading/writing, pick locks,)

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Material components for this spell are a pinch of phosphorescent moss, a pinch of coal both of which are to be mingled with a drop of the recipient's blood. The resulting compost must be swallowed by the subject.

Zio's Blacklight can be ended only using one *Dispel Magic* per person affected.

This spell was first created by a necromancer who worked on rare spell components that got ruined in normal light and had therefore to work in a *Continual Darkness* spell. The other "qualities" of this spell went out later, when that same mage used the spell against an illusionist who liked to blind him with massive uses of *Continual Light* and *Light* spells (*Zio's Blacklight* could also temporary overcome the effect of the *Blindness* spell, at DM's discretion).

5TH LEVEL SPELLS

Amson's Protection from Disease (Necromancy) ★

Range: Touch
Components: V, S, M
Duration: 1 day
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell is useful for mages travelling through plague areas. The spell renders the person touched immune to all nonmagical diseases for one day. The recipient receives a +2 bonus to save against magically inflicted diseases. If a save is not normally allowed the person receives one at -2. The material component of this spell is a special herbal concoction (costing 100 gp) that must be drunk when the spell is cast.

Animate Ghoul (Necromancy) ☾

Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell creates a higher form of undead, a ghoul, from the body of any humanoid smaller than an ogre. The body must be reasonably intact, and must have obtained at least fifth level in any class before death.

The ghoul usually obeys the commands of its animator, though it is free willed. If the wizard appears weak or vulnerable, the ghoul will turn on him. This is not a common occurrence, as ghouls tend to be cowards. They will not carry out suicidal requests.

Animate Skeletal Warrior (Necromancy) ☾

Range: 10 yards
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell animates one or more skeletons to serve the wizard as powerful warriors. A wizard can

animate one skeleton warrior per five levels of experience (round all fractions down). These skeletons have the following statistics: MV 12, AC 3, 8 HD, Thac0 13, Number of Attacks 2/1, Damage per attack 1d8 + chill (-1 to-hit, to damage and to saving throws for 1d4 turns, no saving throw, multiple hits are cumulative), they have a magic resistance of 10%, they receive only half damage from slashing or piercing weapons, holy water inflicts 3d4 damage on them, they are immune to sleep, charm, fear, hold, and paralysis; they receive only half damage from cold and fire; they regenerate 1 hit point per round (even if "killed": only fire and acid damage is permanent), their gaze causes paralysis (saving throw to avoid; duration 2d4 rounds; this ability can be used every three rounds, starting on the third round of combat).

The material components of this spell are human (only) skeletons that are reasonably intact and a drop of blood from the wizard. When the spell's duration ends, the skeletons crumble into dust. Only evil wizards use this spell frequently; others may suffer alignment changes.

Apparition (Necromancy) ○

Range: 60 yards
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: special
Saving Throw: ½

This spells allows the caster to summon a physical apparition to combat their opponents. The caster summons an apparition which increases in strength with the caster's level. These apparitions are almost always skeletal or zombie like, and can carry any weapon that the caster desires. Apparitions do damage based on physical weapons, cold and fear. Creatures immune to either cold or fear suffer half damage automatically. An apparition causes 1d8 damage per 2 levels the caster possesses and can attack one creature. When confronted by an apparition, the victim is allowed a save vs. spells. If the save succeeds, they suffer half damage, if the save fails they suffer full damage. If the save is failed by more than five, then the victim is so terrified that they suffer double damage. A creature attacked by

an apparition must make a second save, also against spells. Those who failed their initial save by five or more save with a -5 penalty. Those who succeeded save with a +5. Others save normally. If this second save fails, the victim is stricken with such fear that they are paralyzed for 1 turn per caster level. Fire based creatures suffer +2 damage per die.

The material components for this spell are a piece of bone and a piece of steel.

Arrow of the Certain Death (Necromancy) ○

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 5

Area of Effect: One person

Saving Throw: Negates

This dangerous spell enchants a normal arrow to slay a specific person, from whom you have a piece of hair, nail, skin, etc.. The enchantment is placed on the arrow, which must be of the finest manufacture, and worth at least 1000gp. When the arrow is fired, a normal To Hit roll is made, and if the arrow strikes home, the target must save vs. death magic or die. The material components are the specially prepared arrow, and the body part, which must be small enough to fit into a groove in the arrow's shaft.

Azura's Death Shadow (Conjuration/Summoning, Necromancy) ★

Range: 0

Components: V, S, M

Duration: 1 day per level

Casting Time: 1 round

Area of Effect: Person touched

Saving Throw: None

Upon casting a death shadow, the wizard brings forth a special creature from the elemental plane of shadow. The recipient of the death shadow feels a chilling sensation followed by warmth as it merges with his actual shadow. Thereafter, once a situation occurs where the recipient takes a death stroke of any sort (failing to save versus poison, taking damage from an attack which causes death etc.) the shadow pushes him to a place of safety and takes the death stroke itself, disappearing in a

black puff of smoke. The spell may last up to one day per spell level of the wizard before the shadow departs.

Note that the death shadow does not provide an instant escape route from certain death (being immersed in acid, falling off a cliff, etc.). It merely takes one death blow which would have normally killed the character, and there must be an immediate place of safety within 10 feet for the shadow to place its host. The material components for this spell are coal, special incense (value 200 gp), and a drop of blood, all of which are burned at the start of casting.

Azura's Soul Whip (Evocation, Necromancy) ○

Range: 20 yards

Components: V, S, M

Duration: 1 round per 2 levels

Casting Time: 5

Area of Effect: Special

Saving Throw: None

When the wizard casts the soul whip, he creates a shimmering ebony tendril which lashes out at one specific creature within 20 feet. A to-hit roll is necessary, but the whip strikes once per round as a monster of the wizard's Hit Dice, and on an unmodified roll of 20, the whip entangles its victim for 1d4+1 rounds (no to-hit needed during that time). Whenever the weapon touches its target, it inflicts 1d8+3 damage points, and these points are immediately gained by the spell wizard and heals any damage previously incurred. If the wizard's hit points rise above maximum normal hit points, then the extra points will remain for only 1 turn. The material component is a small leather whip.

Backlash Revenance (Necromancy) ☾

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Undead within 15 feet of the caster

Saving Throw: None

Except where noted this spell is identical to the 3rd level spell *Revenance*. Should a turning/disruption attempt be made on an undead protected by *Backlash Revenance*, in addition to failing the attempt, the priest (or paladin, or other character making the attempt) must make a successful saving throw vs. spells or

the focus for the turning/disruption power (in most cases a holy symbol) is consumed by the power backlash. Only one such save must be made per turning/disruption attempt (that is, if several of the potentially affected undead are protected, only one save must be made, not one for every protected undead). An undead cannot receive another *Backlash Revenance* or *Revenance* spell while this spell is operating on it.

The material components are the same as for *Revenance*, plus a mirror shard.

Balthazar's Bending Bones (Necromancy, Alteration)

○

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

The spell causes the targets long bones to twist at odd unusual angles. The target gets - 4 to hit, movement is halved, gets no dexterity modifiers to Ac, and is unable to cast spells with somatic components. The target also take 1d4/level (max of 10d4) points of damage. The material component is a chicken bone which the caster snaps during the casting.

Bend Bones (Necromancy)

☾

Range: 15 yards

Components: V,S,M

Duration: Permanent

Casting Time: 5

Area of Effect: One Creature

Saving Throw: Negate

When this spell is cast, the wizard is capable of altering the shape of the victim's bones. The wizard can cause broken bones to mend or straighten bones bent by normal or magical means. If used to heal, it corrects posture, removes limps and cures 1d6 hit points of damage from broken or misshapen bones.

If the spell is used to harm, the victim can twist and contort the victim's bone structure, causing permanent disfigurement, possible broken bones, and of course damage. The victim must save vs. spells to avoid the effects of the spell. If he fails the first, he is wracked in pain for an entire round as the caster goes about rearranging the caster's

internal bone structure. The victim suffers 1d6 damage per level of the caster, up to 14d6. At the end of the round, the victim must make a saving throw vs. death. If the victim fails, the caster has snapped a bone in the victim's body (roll 1d12: 1 skull, 2-3 right arm, 4-5 left arm, 6-8 right leg, 9-11 left leg, 12 - spine). A crushed skull reduces the victim's Intelligence by one point permanently. A broken arm reduces the victim's dexterity by 25% until it is healed. A broken leg reduces the victim's movement by 50% until healed. If the victim's spine is broken, the victim collapses and will die in 2d12 rounds if not saved.

Bones broken by this spell can be healed by another application of *Bend Bones*, a *Cure Critical Wounds*, *Heal* or *Regeneration* spell. A *Restoration* spell is required to regain any lost intelligence from a crushed skull. If allowed to heal naturally, it will take 8 to 10 weeks for the broken bone to mend, and there is a 10% chance the bone does not heal properly, making the penalty permanent. This time can be halved, as well as the chance to not heal properly, under the care of a character who makes a successful healing proficiency check.

The material component of this spell is bit of bone marrow smeared over a dry bone.

Blackflame Inferno (Evocation, Necromancy)

○

Range: 0

Components: V,S,M

Duration: Instantaneous

Casting Time: 5

Area of Effect: 10 feet + 5 feet/3 levels

Saving Throw: ½

This dreadful spell causes an inferno of black and purple flames to shoot from the caster, damaging everything within the area of effect. This spell's area of effect is a circle around the caster extending for 10' feet + five feet for every three levels the caster has obtained. All creatures in the affected area take 1d6 damage per level of the caster. There is no upward limit to the damage inflicted by this spell. Each creature that is killed directly by this spell adds that creature's level or hit dice to the caster's hit point total. These hit points are temporary; they last for a number of rounds equal to the caster's level. The affected creatures can save vs death magic to halve the damage of the spell. Spell components are a drop of blood, bat guano and a pinch of sulphur.

Blackspheres
(Invocation/Evocation, Necromancy)

○

Range: 100 yards
Components: V, S
Duration: 1 turn + 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

This spell allows the caster to create and unerringly direct 6" diameter spheres of crackling black energy which burn the life force of their victims. The caster gets one sphere at level 7, and one more for every 3 levels of experience (2 at 10th, 3 at 13th, etc.) The caster may loose two spheres per round(for 5d4 + the wizards level each) or release one and perform any other action that the mage is normally allowed to perform. Spells cast by the mage who looses a black sphere are cast with a +2 penalty to initiative.

Blackthorne's Ball of Maggots (Necromancy)

○

Range: 50 yards
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

Blackthorne's Ball of Maggots causes a squirming, globe of rot grubs, 5 per level of the caster to a max of 100, to strike the target unless the target saves vs spell at -3. If successful, then the ball misses the target, otherwise, the ball hits and the rot grubs begin to burrow their way into the victims heart. These grubs are specially magically created, and a cure disease spell cast on them will only kill 1d20 of them. Also, they have a 15% magic resistance, so getting rid of them will not be easy. Every grub causes a point of damage as it burrows towards the heart, and they will reach it in 1d6+4 rounds. The damage is only suffered once, but if the grubs reach the heart, instantaneous death occurs. A heal spell will get rid of the grubs, but it will not heal any damage.

Blessing the Union
(Enchantment/Charm/Necromancy)

★

Range: 0
Components: V, S, M
Duration: One day/level
Casting Time: 5

Area of Effect: One person (male or female)
Saving Throw: Negates

Cast upon a man or woman, this spell insures that their next union will bear fruit (i.e. the woman will become pregnant) if such union takes place within the spell's duration. Furthermore, the child will be born healthy and whole, and will display a good resistance to normal childhood ailments. As with "Blessing the Newborn Child", this cannot protect against a curse on the child or similar malicious actions.) The spell can overcome most causes of infertility, including a *Curse of the Barren Years*, the infertility of Longevity Potions, and most natural causes, but it cannot make a woman past the age of childbearing fertile again. In some cases, this spell may be seen as a curse, and in any case, the recipient must pass a saving throw vs. spells in order for the magic to take effect. The material component is the flesh of a whole oyster, eaten raw .

Blood Shroud
(Necromancy, Invocation/Evocation)

○

Range: 10 yards/level
Components: V, S, M
Duration: 7 rounds
Casting Time: 5
Area of Effect: One creature
Saving Throw: Special

Only a demon could be the creator of such a terrible spell. When its casting is completed, the target is entitled a ST vs. spells with a -3 penalty, or he suffers the full effects of the foul magic created by "Gina".

When the spell is completed, the caster becomes to be covered, from head to toe, in the course of a round, from viscous blood. At the beginning of the following round, the blood begins to burn, dealing 1d6 hp to the target, completely enveloping it in a shroud of flames at the end of the second round. From that moment on, the target gets, in succession, 1d8 points of damage, then 1d10, then 1d12, then 1d20 and finally, 2d12. At the end of the seventh round, the spell expires. During all the rounds in which the spell is into existance, the target suffers an unbearable pain, as if the flames were burning not only his flesh, but also his soul. If the target realizes his saving throw, the spell also takes effect, but it has only a quarter of its potency.

Those who have observed the spell have noticed an unusual heat created by the flames, and the fact that they seem of more vivid colors than

the normal ones, even those generated by magic. The same observers have thus speculated that this magic could well have some unknown (and inexplicable), connection to the Abyss. If this is true, only "Gina" can tell...

Of course, when the target is enveloped in the flames, he can do but a few actions: he can still attack, but with a -4 penalty to his attack rolls, has a penalty of his AC of -4 and, obviously, can't cast spells. His utilization of magical objects which are not weapons is still possible, though, provided that the pain he is suffering will let him concentrate enough to remember the command words. To this end, to use a magical object activated through a command word, the target must make an INT check with a -3 penalty. The spell can be countered by a successful *dispel magic*, *dispel evil* or similar potent spells (such as *limited wish* or *wish*), or it can be negated by some powerful magic of protection. Please, note that since the origin of the magic is partially unknown, and Abyssal forces can be involved into it, it seems that objects that protect against normal or magical fires of "normal" origin offer only partial protection against this spell (in game terms, they are only 50% effective against this spell).

This spell is one of the major successes of "Gina", but it is seldom used by her, as the forces it unleashes are partially inexplicable in origin. Even Vangerdahast or Culspier have never tried it, and only Magnus has tried to master it, with only partial success, but he, too, is not very willing to use it. As it can be easily understood, the favourite tactic of "Gina" is to cast it to the most powerful opponent she has to face, and usually a spellcaster is chosen, preferring it to a fighter.

The material components of this spell are a ruby of no less than 500 gp, three drops of the caster's own blood (and this can be the solution of all queries...) and a patch of cloth of any size, but not smaller than one square feet. All of them are consumed in the casting.

Bone to Dust (Necromancy, Alteration) ☾

Range: 5 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 10' cube
Saving Throw: ½

This vicious spell causes items of bone to vaporize into dust. Creatures such as animated skeletons, a *Wall of Bones*, weapons of bone and other such items turn to dust, no saving throw. If

the spell is cast on living creatures, the creatures receive a saving throw vs. spells. If failed, part of the victim's skeletal structure is vaporized, causing 1d4 damage per level of the caster, up to 10d4 damage. The victim also permanently loses 2 points of Strength (18/51 or greater strength becomes 18, and 18/01-50 becomes 17). If the save is made, the victim suffers half damage, and loses 2 points of Strength for 4d4 hours.

The spell's material component is ceramic bowl filled with powdered bone that is lit to flame.

Brand Soul (Necromancy, Enchantment/Charm) ☾

Range: Touch
Components: V, S, M
Duration: 1 month/level
Casting Time: One round
Area of Effect: One creature
Saving Throw: Neg.

Necromancers are known for their affinity to undead and extraplanar allies.

However they are also known for their love of controlling and manipulating the living. This spell allows the casting necromancer to literally brand his sigil, or personal symbol, into a person's living essence in order to keep track of them. The spell allows the necromancer a semi-empathy with the person/creature and allows him/her to send instructions to for them to follow if they fail their initial saving throw vs. spell. Communication is limited however, allowing the necromancer to only send one word per his level to the victim. The instructions must be followed to the person's best ability if they fail a second saving throw vs. spell, otherwise they may ignore this ability of the spell for one day at which time the necromancer may once again attempt to force his will on the branded person.

This spell is oftentimes used in secret however to simply track someone's movements as it allows the necromancer, if he/she concentrates to discern the target's location and can get a small glimpse of what the target is currently looking at. The material components of this spell are a small skull carved from obsidian in which something the target owns is placed inside. When casted the skull does not disappear, however the focus item disintegrates.

Bubba's Bolt of Bubbling Bungi Blackness (Necromancy) ○

Range: 40 yards + 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One creature
Saving Throw: ½

A black bolt springs from casters hand to strike one target unerringly. Bolt does 1d6 per level of caster. Caster gains hit points equal to ½ damage taken by target and excess hit points fade after 1 hour.

Call of The Inside Nature (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One humanoid
Saving Throw: Neg.

This spell transforms the victim into an animal of the casters choice. The victim will behave like the choosen animals instincts, but he will still think as a human, knowing that he is trapped inside the animal, unable to do anything about it. Only if a priest of 4 levels higher than the caster casts a *Remove Curse*, will the spell be broken. Notice that if the victim curse is removed, he will do anything to find and kill that person who caused the curse to fall upon him. The components to this spell is a piece of fur, from that animal the caster wants to transform the victim into.

Caronthius' Daemonic Death (Necromancy, Conjuration/Summoning) ○

Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This ancient and forbidden spell, first discovered by the infamous vampire lord named Caronthius, kills a victim by summoning an imp to devour the victim's heart. The recipient of the spell is entitled to a saving throw; if it is failed, the victim cannot take any other action until the spell is dispelled or his heart has been completely devoured. During

each round, the victim loses 25% of his original hit points, so even if the target was in full health at the time of the casting, he would die in four rounds. When the victim dies, his chest bursts open, freeing an imp that is immediately enslaved by the caster of this spell. The imp itself is no more able to penetrate other victims and eat their hearts, but it can be used as cannon fodder or as a distraction. The imp will vanish after as much rounds as the victim of the spell had hit points when the spell was cast.

Chernevog's Tomb (Necromancy, Illusion/Phantasm) ○

Range: 0
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 4
Area of Effect: 15-foot radius
Saving Throw: Special

The spell gates in a sphere of living darkness. Inside this sphere no sound or light can exist. The only things that can be sensed is the feel of cold earth and the smell of rotting flesh. Creatures below six hit dice caught in this spell fall to the ground in claustrophobic fear. All others get a saving throw to avoid the effects of the fear. The spell components are the earth from a vampires grave and ink from a giant squid.

Cloak of Darkness (Necromancy, Abjuration) ☾

Range: Touch
Duration: 1 day
Components: V, S
Casting Time: 1 round
Area of Effect: Self
Saving Throw: None

This spell can only be used by undead. After casting this spell, the spellcaster enables itself to be exposed to bright light and sunlight without experiencing the standard negative effects such as death. However the caster loses all special abilities that go along with his or her undead status, such as regeneration, shape-changing, etc, when exposed to light that would normally wound them. Also, the caster suffers as a drow would in sunlight.

CyroBane's Frostbite (Necromancy) ○

Range: 40 feet
Components: S
Duration: 1 round
Casting Time: 2
Area of effect: One target
Saving Throw: Special

This spell causes a target to suffer from frost damage. Two saving throws can be made. The first one is a save vs. spell to be unaffected. If this is failed, then a save vs. breath weapon is made. If this is failed, then the target takes 4d6 damage of cold and loses 1 charisma point because of the blisters that are left. If the second save is made, the target takes ½ damage, and doesn't lose any charisma points.

Darkray's Draining Tendrils (Evocation, Necromancy) ○

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: 5-foot per level radius
Saving Throw: Special

Upon casting this spell, the staff of the wizard is covered with a number of bright energy tendrils. These can then arc to any creatures in the area of effect, draining their life energy throughout the caster and emitting it as visible light from the staff. Any creature within range is subject to attack from the tendrils and must save versus spell to avoid being hit. Once a tendril hits, it remains wrapped until the spell expires or the target dies. The spell creates one tendril per level above 8th. If the target saves, he can act freely that round but is subject to attack the next round if within range. In any case, he can be wrapped by a single tendril only. The caster chooses the creatures to attack but can only make one attack per target per round. The drain begins the round following a successful wrap. For each of the caster's levels of experience, one hit point is drained from every creature wrapped and emitted as light from the staff. The more hit points drained the more intense is the light. A victim can act with no penalties except that it is unable to leave the area of effect. The caster can let the spell last for as long as he wishes, but he must touch the staff and concentrate during all this time, and cannot even talk. The process is very tiresome and at the end of the spell

the caster loses two points of Constitution and one point of Strength. One day of complete, shaded rest restores one point of each ability. If the wizard casts the spell more than once per day, he suffers a cumulative - 3 Constitution, -2 Strength each time.

The material component of the spell is the staff. This must have a number of steel nails on it, at least one nail per tendril to be released. Such a nail costs about one gold piece. On the head of each nail a miniature skull must be engraved. The staff is not consumed in the casting.

Darkray's Strength of Life (Necromancy) ★

Range: 0
Components: V, S
Duration: 1 turn + 1 round per level
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

With this spell, the caster can alter his Strength to any value between 6 and 25 inclusive, but greater than his current Strength. In order to do so, he must sacrifice (at the beginning of the casting) a number of hit points equal to difference between his current Strength and the Strength he wants. While under the influence of the spell, the caster gains almost all benefits from the altered Strength. He does not gain any extra attacks, though.

Darsaith's De-Animation (Necromancy) ★

Range: 20 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 1d4 undead for every 3 levels
Saving Throw: Special

Created primarily to battle the undead hordes of Lord Hannible, Darsaith used this spell many times to save his and his companion's life from the undying claws of his enemy's minions. This spell effectively charges several undead with positive energy, destroying the animation magic of necromancy within the lifeless minds of many undead. This spell can only affect mindless undead such as Zombies, Skeletons and lesser Ghouls. The caster must be able to see the undead he wishes to destroy for the spell to work and he must point at each one, speaking a separate destructive phrase. Victims have to save vs. Death Magic or will suffer spell's effects.

The Ancient Tome of Dark Magic

There is a base 1% chance that the casting of this spell is detected by a high level, intelligent undead, this is raised to 25% if the undead targeted by the spell are minions of the intelligent being. Most will investigate within 1d6 rounds to find their minions destroyed and the wizard who did the deed not too long gone, unless a teleportation spell is used the undead master will find and confront the Undead Slayer, these chance meetings usually end with one or the other dead. There is also a base, non cumulative, 5% chance that one of the undead destroyed by this spell will actually be affected as if a *Raise Dead* spell was casted on them, effectively restoring the undead back to its original living form. Most often this will cause great loyalty toward the wizard who casted the spell and they will view him as if his Charisma and Comeliness (if used) were granted a +4 bonus.

Decay of the Rotting Corpse (Necromancy) ○

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One person
Saving Throw: Negates

This spell withers one of the target's limbs (determine randomly which one; d4: 1-left arm, 2-right arm, 3-left leg, 4-right leg) to a feeble, useless husk. The limb is thereafter non-functional, a leg reducing movement to 3' and a hand reducing fighting efficiency. Spellcasting will also be difficult (all spells must be relearned, with a 15% reduction in chance to learn, unless another one-armed caster can be found to teach) and thieving skills using the hands reduced by 50%. A regeneration spell will reverse the effects in 1-8 days. The material component is the finger-bone from a mummy.

Demon Wings (Alteration, Necromancy) ☾

Range: 0
Components: V,S,M
Casting Time: 4
Duration: 1 hour/level
Area of Effect: Caster only
Saving Throw: None

This spell allows the caster to cause a pair of black, bat-like, demon-like wings to be formed and magically affixed to his back, thus enabling the caster to fly as swiftly as a Succubus (Fl 18, MC: C).

The caster may engage in combat or further spell casting while in this winged form, but will still only be able to carry up to his normal amount of weight for encumbrance purposes.

Dielzen's Violet Siphon (Necromancy) ○

Range: 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell creates a violet ray of light that can be directed at any humanoid. If the target struck is a spellcaster (mage or cleric), the target loses one spell, randomly selected, of his highest level of available spells. The caster now has this spell available to him. If the target is not a spellcaster the caster loses one, randomly selected, spell to the target. The newly acquired spell is castable by force of will alone. In all cases, the recipient of the new spell will be aware of all functions of the spell. Any attempt to cast this on a creature with Animal intelligence or lower, will leave the caster *Feebleminded*.

Diona's Endorphanic Demise (Necromancy) ○

Range: 60 yards
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This spell multiplies by a factor of five the amount of adrenaline coursing through the victim's body. Should the victim fail a save versus spells, he will have a very pleasant, very severe heart attack, dying from massive heart failure at the end of the round.

Evermore's Drain Life Force (Necromancy) ○

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One person
Saving throw: Special

This spell drains $\frac{1}{4}$ of the target's current HP and gives it to the caster. If the saving throw vs. Dragon Breath is made, it drains from the caster and gives to the target.

Fade to Black (Necromancy)

○

Range: 500 feet

Components: V, S, M

Duration: Special

Casting Time: 5 rounds

Area of Effect: One creature

Saving Throw: Special

If a save vs. death magic fails, the victim is struck with the insanity of Melancholia (this malady makes the afflicted give in to black moods, fits of brooding, and feelings of hopelessness) for 1d6+1 days. After which the victim must make another save vs. death magic or commit suicide.

"Life it seems, will fade away. Drifting further every day. Getting lost within myself. Nothing matters no one else. I have lost the will to live. Simply nothing more to give. There is nothing more for me. Need the end to set me free."

"Things not what they used to be. Missing one inside of me. Deathly lost, this can't be real. Cannot stand this hell I feel. Emptiness is filing me to the point of agony. Growing darkness taking dawn. I was me, but now he's gone."

"No one but me can save myself, but it is too late. Now I can't think, think why I should even try. Yesterday seems as though it never existed. Death greets me warm, now I will just say good-bye."

Note that the victim can be any intelligent being of less than 100 hit points. This is the true power of the spell as most death spells have bigger limitations on power of the death magic.

Unlike other death spells, this spell allows the victim two saves which explains the low level of this spell.

The material component of the spell is a black pearl which is valued at 500 gold pieces. It is destroyed when the spell is cast.

Fascade (Necromancy)

☾

Range: 10 yards

Components: V,S,M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: One Creature

Saving Throw: Negate

This spell is a necromantic version of *polymorph other*. By means of the spell, the caster causes the victim to contort and transform, drawing any additional needed mass seemingly from the air. The victim becomes the creature the caster desires him to shape-change into, from the size of a small insect up to that of a medium-sized dragon. The victim can be transformed to appear as a specific individual, though the victim's mannerisms are not automatically gained. The victim retains his own mind, even though the caster utterly transforms the victim's body. There is no chance the victim will lose his mental faculties as in the *polymorph other* spell. However, to survive the change, the victim must survive a system shock roll. Also, the victim gains a saving throw to forgo the change. Note that NPC's will never willingly forgo their saving throw to avoid this spell.

The transformation heals half the hit points the victim may have suffered from attacks. The victim gains all the physical abilities of the new body. However, magical abilities, attack forms and the like cannot be employed by the character, unless the character is in possession of some item that could duplicate the effect (such as a character who is transformed into a blue dragon and has a wand of lightning at his disposal).

If the form is not humanoid, all of the victim's clothing and equipment meld into the victim's new form. The disguise the spell creates cannot be seen through by magical means, including *true seeing*, though the latter will reveal a necromantic aura about the character. *Dispel magic* cannot prematurely transform the victim back, though a *limited wish* or *wish* could. The victim can will himself back to his own shape, ending the spell, at any time.

Feast of the Vampire (Necromancy)

○

Range: 10 feet/level

Components: V,S,M

Duration: Instantaneous

Casting Time: 4

Area of Effect: Targeted creature

Saving Throw: Negates

A dreadful creation of the necromantic arts, this spell steals a part of the life force and transfers it to the caster of the spell. This makes it sort of like a more powerful, ranged version of the vampiric touch spell. The (poor, unfortunate) target creature takes the caster's level in d6s, which is then transferred into the caster. The caster gains that

many "phantom" hit points, which fade away at the rate of one every other round.

This spell takes the appearance of a black lash of energy ~~that~~ strikes the targeted creature.

The material component for this spell is a vampire's fang.

Ghoul (Necromancy)

☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One body

Saving Throw: None

This spell animates a dead body as a ghoul, under caster's control.

The material component is flesh from the meal of a cannibal.

Gifted Maggot (Necromancy/Alteration)

○

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None/Neg.

This freaky spell was made by a very talented Necromancer who was really obsessed with all kinds of parasites. The first step in the casting is to handpick the fattest and biggest maggot from any corpse the caster has at hand.

The, the caster must prepare a humanoid brain of any creature with exceptional intelligence or more that may not be longer dead than 1 week.

However, it should be as fresh as possible. Then, he must inject a very strong nerve-poison into the corpse's brain, which takes 2d3 days to prepare and consists of ingredients worth at least 100 gp, while chanting this spell over the brain and the maggot. After that he puts the little parasite into the brain, and the maggot will instantly start to feed upon the yummy grey matter. After it has finished eating special parts of the brain (this takes a whole day), the magical maggot will turn black, and won't move anymore.

Now the caster needs a living victim. And no matter how, he must make the victim ingest the maggot (that may be enchanted with illusions to make it appear like some fruit, or mixed into the food of the victim. He can also force his victim to eat the maggot if he can, but then the victim is

allowed a saving throw to negate the spell with a -2 modifier.)

The effect of this spell is a cruel form domination that causes the victim unbelievable pain if he struggles against the control of the maggot: the ingested maggot reawakes inside the victims body and starts to move through the organs into the victims brain, where it starts to nest and control the brain (this takes 2D6 turns) while this happens the victim knows that something inside him moves and causes him pain.

All actions of the victim are at -2 on all dice rolls for this duration. When the maggot reaches the victims brain it starts to controll the victim similar to the domination spell except that no telepathic link is established to the caster, and the victim can be forced to do nearly anything including suicide (but for such actions the victim may roll a saving throw vs. spell that makes him immune for 1d4 turns against such commands!).

If the spell isn't removed after a month the victim loses 2 Constitution and Charisma points permanently and will go insane after a while.

This spell is permanent and can only be removed by casting the following spells in exactly that order upon the victim: *Protection From Evil*, *Neutralize Poison* and *Cure Disease*. After this procedure, the maggot is dead and disappears into nothingness.

This spell also has some very nasty drawbacks: The victim starts to feed on half rotten meat and becomes ghoulish in appearance. They are only allowed very simple non aggressive actions that may not be directed against the master, or they will suffer great pain caused by the parasite.

Victims can only react on their own when they are allowed to do so by the caster.

This spell only functions on S, M and L creatures, and the caster can only create one maggot per wizard level.

Gloom (Necromancy)

○

Range: 5 yards/level

Components: V, S

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: One 20-foot cube/caster level

Saving Throw: Special

This spell causes the light in the affected area to dim, regardless of existing illumination, to the level of light at dusk. While in the area of effect living creatures have to save vs. spells each round or temporarily lose a level/HD. If a creature's levels/HD are reduced to 0 it falls unconscious. Lost levels/HD are regained at a rate of 1

level/HD per hour after leaving the affected area. Nonliving creatures (e.g. automatons, golems) as well as undead are completely unaffected by this spell. A Negative Plane Protection spell grants a bonus of +4 to the saving throws. A sunlight spell will stop this spell's effects in it's own area of effect, but has no additional effect then (blinding, killing undead etc.).

Grave Barrier (Necromancy)

★

Range: 0

Components: V,S

Duration: One turn

Casting time: 5

Area of effect: 30-feet-radius

Saving Throw: None

Casting *Grave Barrier* allows the caster to boost his allies defenses against attacks from undead creatures. *Grave Barrier* boosts AC by one point per 4 levels versus undead creatures only.

Gravewalk (Necromancy, Abjuration)

★

Range: 0

Components: V,S,M

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 10' diameter sphere

Saving Throw: None

Once cast this spell allows the caster to move through an area fraught by undead without fear of being harmed. Undead of less than 4+1 HD cannot enter the sphere of protecting, and greater undead will find their powers useless against the mage and his companions inside the sphere. Also, the mage need not worry that anyone whom is slain in the sphere rise up as an undead creature, even if the creature left the *Gravewalk* sphere after their death. Those whom die outside the *Gravewalk* sphere though, are susceptible to becoming undead.

The material component for the spell is a bit of ragweed and wolfsbane.

Greater Death Star (Necromancy)

○

Range: 90 yards

Components: V, S, M

Duration: 3 rounds + 1 round per level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A *Greater Death Star* enables the caster to create one or more death stars, fist sized balls of negative energy that slowly drain the life from all around them. This spell can create one large star or many small immobile ones.

Doomstar (one large): this is a 5-foot radius ball of swirling light. This volatile globe drains life force at a rate of 1d10 + 1 HP per 2 caster levels. For example, a 10th-level wizard does 1d10+5 points of damage per round. The doom star drains life from all within 25 feet of it. The caster can move it 30 feet per round in any direction (even up).

The spell caster is immune to this version of the spell.

Star Swarm: this spell creates one death star per level of the caster. See the 2nd-level death star spell for a description. These cannot be placed within 10 feet of each other.

Both versions can be dispelled by the caster at will. Creatures immune to death star are also immune to this spell.

Components are a drop or swamp water, a pinch of diamond dust, and shavings from a lodestone.

Heal Undead III (Necromancy)

☾

Range: 10 yards

Components: V,S,M

Duration: Instantaneous

Casting Time: 5

Area of Effect: One creature

Saving Throw: None/Negates

This spell is used to heal all sorts of undead, both corporeal and immaterial. The caster uses negative energies to rejuvenate the undead's vital energies, healing 3d8+3 points of damage. This spell can also be used against the living. Damage is half the healing, so it would be 3d8+3 divided in two, round up. A saving throw negates. The somatic component is a pointed finger which glows indigo at the time of casting, and a drop of blood if cast by a living caster (a lich, for example, would not require this component)

Improved Hold Undead (Necromancy)

★

Range: 100 feet

Components: V,S,M

Duration: 1d8 rounds + 1 round/level

Casting Time: 5

Area of Effect: 2d4 Undead

Saving Throw: Negated

When cast, this spell renders immobile 2d4 Undead creatures whose Hit Dice are 1 and ½ times the casters level or less. A 9th level caster can hold one 13th Hit Dice undead maximum or 8 undead whose Hit Dice that do not exceed the casters level by 1 and ½ times. No more the 8 undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the 2d4 Undead closest to this point are considered to be in the area of effect, provided all are within the field of vision and the spell range of the caster. Undead of a mindless nature (Skeletons, Zombies, or Ghouls) are automatically affected. Other forms of Undead are allowed a saving throw to negate the effect. If the spell is cast at 7 or 8 Undead, they get an unmodified saving throw. If 5 or 6, the save is made at a -1 penalty. If 3 or 4, the save is made at a -2 penalty. If 1 or 2 are to be affected the save is made at -3 penalty. If the spell is successful, it renders the Undead immobile for the full duration of the spell.

The material components for this spell is a pinch of sulphur and powdered garlic with a pinch of salt.

Kalli's Bleeding Heart (Necromancy)

○

Range: 15 yards

Components: V,S,M

Duration: Instantaneous

Casting Time: 5

Area of Effect: One creature

Saving Throw: Special

When this spell is cast, the caster stares at the chest of her victim while she motions with her hand as if she were digging her nails into the victim's heart. The victim instantly feels a staggering pain in their chest, and must make an instant System Shock roll (NPC's without ability scores and monsters save vs. death at a +2 bonus). If the victim fails, she dies. Even if the victim survives, she must make a saving throw vs. spells or suffer 3d12 damage and be stunned for 1d20 rounds. Stunned characters cannot attack, have a +2 penalty to Armor Class, and cannot cast spells.

The material component for the spell is a bit of artery of a strong animal, such as an ox, that is pierced by a silver needle. Both of the spell components are destroyed when the spell is cast.

Kalli's Steel Bones (Necromancy, Alteration) ★

Range: Touch

Components: V, S, M

Duration: 4 rounds + 2 rounds/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, the wizard is capable of transforming the skeletal structure of the recipient to steel. Skeletal undead have their hit dice doubled for the duration of the spell, and any previous damage they had taken prior to the spell's casting is healed. This gives the character +4 hit points per level the character has, but increases the character's weight by x2 normal. Any previous broken bones are mended for the spell's duration, and have a 5% chance per level of the caster to remain mended when the spell ends. For as long as the spell is in effect, the caster takes ½ damage from all falls and may add +1 to damage rolls when punching.

Unfortunately, the character can be affected by a *Heat Metal* spell and can be affected by all forms of magnetism. Rusting attacks can harm the character as well, if the bone structure can be directly reached somehow.

The material component of this spell is a human rib bone banded with strips of metal that is touched to the spell recipient. The component is consumed after the spell ends.

Kestrel's Skill Eraser (Necromancy)

○

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Person touched

Saving Throw: Negates

This spell makes a character completely forget a single weapon or nonweapon proficiency. The character thus affected forgets any knowledge about and loses any abilities granted by that particular proficiency, and may elect either to relearn that proficiency or to learn a new one. This learning process, however, takes the remainder of that character's present level. Basically, he will gain a proficiency slot when he attains his next level.

Each application of this spell only affects a single proficiency slot.

For example, if a character had specialized in a weapon, the first use of the spell would erase the

benefits of specialization but not the proficiency, and another use of the spell could then be used to erase the proficiency. Similarly, a proficiency requiring two slots (healing, for example) would only be reduced to half its normal ability check through a single use of this spell.

Use of this spell on an unwilling recipient requires a successful to-hit roll, and the subject still receives a saving throw versus spell. A priest's restoration spell or a wish can restore the lost proficiency slot immediately, if no new proficiency had been learnt yet. The material component is a leaf from a rubber plant, which must be rubbed on the person to be affected.

Knamic's Relentless Regeneration (Necromancy)

★

Range: Touch
Components: V,S,M
Duration: 1d10+5 rounds
Casting Time: 1 round
Area of Effect: One person + 1/level
Saving Throw: None

Once cast the recipient receives 4 hp for every round that the spell lasts. Cannot be permanently cast. If the caster wishes he/she can sacrifice one person from the number allowed to have a chosen individual gain 4 more hp every round. This ability is cumulative.

Larisen's Grand Grasp of Salvation (Necromancy)

○

Range: 0
Components: V, S
Duration: 1 round per 2 caster levels
Casting Time: 5
Area of Effect: Caster.
Saving Throw: None

This spell works like *Vampiric Touch* but it can be used with every touch by one hand during the duration. The damage is caster level divided by 3 d4's. This spell is very useful with multiple attacks from pummeling or martial arts. A Grand Master in Style A 9th Level would get 3 touches in. The major limit is that the caster can never get up to more than twice his normal hit points.

Life Drain (Necromancy)

○

Range: 10'
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This spell creates a short-range beam of life stealing energy. The beam may be directed at any target within 10' of the caster. The beam drains 1d8 hit points per 2 levels of the caster from the target. This spell will not drain the victim below 0 hit points. These hit points are then added to the caster's current hit point total (this may take the caster past his maximum hit points allowed). Hit points gained above the caster's maximum are only temporary. Damage done to the caster is subtracted from these temporary hit points first. Any hit points above the caster's normal amount will disappear in 2 hours if not lost in combat before that point. A caster can only have one *life drain* spell in effect at a time. If the wizard tries to cast the spell again before 2 hours has past, the spell fails.

The material component for this spell is the incisor from a vampire bat. The tooth is consumed during the casting of the spell.

Lycanthropy (Alteration, Necromancy)

○

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 20 minutes
Area of Effect: Creature touched
Saving Throw: Negates

This spell inflicts lycanthropy on a character or creature. Since it is non-magical in nature, this lycanthropy cannot be cured by a dispel magic, though it can be cured in the way ordinary lycanthropy can be healed. Note that the victim must be touched for the entire casting time for the spell to take effect. The material component for this spell is a lycanthrope's tooth or a fresh drop of a lycanthrope's blood.

Maggot Death (Necromancy)

○

Range: 10 feet
Components: V, S
Duration: Special
Casting Time: 1 round

The Ancient Tome of Dark Magic

Area of Effect: One creature
Saving Throw: Neg.

This evil spell requires that the user strike the intended target with open handed attack. Upon a solid hit the touch of the spell caster implants within the target 1d6 maggots that burrow towards the target's heart. The target must get the maggots out of his system before 1d8 rounds or the maggots will eat into the flesh of the heart causing instant death. The maggots can be burned out or removed via a cure disease spell. This spell does not effect creatures that do not have a heart.

Maxxam's Horrible Wounding (Necromancy) ○

Range: 5 yards/level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 5-yards-radius
Saving Throw: Neg.

This spell is similar to the *Minor Wounding*. But, it affects an area and the duration is changed. It still uses the wounding effect.

Anyone that is in the zone might be affected during the duration of the *Maxxam's Horrible Wounding*. The duration is 1 round per level. For the wounding effect, its duration is still 10 rounds. It is possible to have multiple saves to do (and multiple woundings) as long as the creature is in the area of effect.

The material component is a dagger that is at least +1.

Mold Offspring (Necromancy) ☾

Range: Touch
Components: V, S, M
Casting Time: 3 turns
Duration: Permanent
Area of Effect: Two half-elves
Saving Throw: Negates

This spell is used on half-elven couples who wish to have children, either secretly or with the couple's consent. It isolates the two racial halves and when the child is conceived it will be either a full human (50%) a full elf (30%) or still a half elf (20%).

The material component is two pieces of different colored yarn twisted together, which during the casting are pulled apart and burnt.

Morgana's Revenge (Necromancy, Invocation) ○

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One living creature
Saving Throw: ½

This particularly nasty spell is sometimes called *Morgana's Desperation*. Upon completing the spell, the caster strikes the target with a magic weapon with at least 1 plus (the material component of the spell, which is not consumed in the casting). The caster may apply any bonuses to hit from strength and magic to the roll. If he misses, the spell dissipates without effect. If it hits, there is a bright flash at the point of impact and the target must save vs. spells or suffer damage equal to the amount of hit points the caster is currently missing. Wounds open up on the target's body in locations corresponding to the same wounds on the caster's body. If the save is made, the target only takes half damage.

Nezrod's Necrotic Blast (necromancy) ○

Range: 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5

Area of Effect: 20' radius

Saving Throw: $\frac{1}{2}$

This nasty little spell taps into the dark energies that temporarily inhere in corpses to produce a damaging, ebony explosion of power. For a necrotic blast to be cast, there must be corpses (no more than a week old) within range. Each corpse provides 1d6 worth of damage, with a maximum of 10d6 damage possible.

During the casting, the necrotic energies in the corpses are drawn into a ball between the caster's hands. The caster then hurls the ball at her target, whereupon the ball silently explodes, causing damage to all living creatures within a 20' radius. A successful saving throw versus spells halves the damage suffered. Negative plane protection or similar resistance to energy drain provides complete protection from this spell, but the protection itself will be negated (if applicable). Undead caught within the blast are actually healed, gaining a number of hit points equal to the damage rolled, but not to exceed their normal hit points.

The necrotic blast also automatically spoils food and water, corrupts holy water, and destroys potions of healing and extra-healing. Potions are entitled to a saving throw of 16 or better to avoid being destroyed. One pound of food, one gallon of water, or one vial of holy water or potion is ruined for each die of damage the necrotic blast possesses. The material components are the requisite corpses (which hold enough energy for only one casting) and a translucent gemstone of any sort worth at least 50 gold pieces.

Nezrod loves to throw a *Necrotic Blast* at enemies fighting his beloved flying abominations.

Noska Trades' Bizarre Insemination (Conjuration, Necromancy)

○

Range: Special

Components: V, S, M

Duration: 1 month

Casting Time: 6 hours

Area of Effect: One creature

Saving Throw: Negates

This spell enables the wizard to impregnate the recipient, be it man, woman, or beast, with either the prodigy of the wizard, or a type I or type II monster of choice.

The impregnation forms anywhere on the creature, just under the skin.

Over a period of one month the impregnation grows, causing great pain to the recipient. The damage is 1 HP per day for the first 23 days and 2

HP per day for the next 4 days. On the 28th day the impregnation breaks through the skin of the spell recipient, doing 5d4 HP of damage, and appears as an infant of the creature chosen. Physically removing the impregnation prematurely instantly kills it but also does 4d4 HP damage to the recipient. Dispel evil cast in the first week of impregnation will eliminate the effect. The wizard needs to know only the name of the recipient and must possess some material of the type of creature being created and some material that was possessed by the spell recipient (which includes hair, etc.) within 24 hours of casting.

Ouija Board (Divination, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1d10 rounds
Area of Effect: Corpse touched
Saving Throw: Special
By means of this spell the wizard and a co-caster may vocally ask questions of the spirit of a dead creature and receive answers through the Ouija board according to the knowledge of that creature. Unwilling spirits may attempt to fight the power of the Ouija board and may save versus spell as they would have saved just before they died, and willing spirits will not be able to find the Ouija board 10% of the time (-1% for every ten years dead).
The Ouija board is an oval slab of polished wood upon which are carved the numbers and letters of a writing system. In the first round this spell is cast, the carvings on the board will change to represent the letters and numbers of the writing system of the creature being called.
Note that at least one of the wizards will need to be able to read that language in order to understand the spirits answers. Also on the board are the words "yes" and "no" for answering simple questions quickly.
These are always in the same location, so a wizard asking a spirit yes-or-no questions need not be able to converse in that spirit's language. While both wizards hold opposite ends of a mithril triangle to the face of the board in which a hollow circle is inscribed, the spirit pushes the hollowed circle over the desired symbols.
If two or more necromancers use the Ouija board together, the wizard's level is treated as the sum of both. Otherwise, the co-caster is ignored, though this individual must still be a wizard.
Occasionally, the spirit may be yanked from the board by another, or may grow disinterested in the

conversation. The chance that a spirit will "stay with it" for each minute of conversation is (10xlevel)% for the first minute minus a cumulative 10% for each additional minute. Long dead creatures will be more difficult to contact and keep "on-line" once contacted.
Having a part of the skeleton of the creature being contacted or being at the place of death or main place of living or place of burial also helps somewhat (+50% for contact and staying).
As a final note, it should be remembered that the Ouija board is a powerful magical item linking the prime-material plane to the various spirit domains including the plane of the dead. Powerful spirits have been known to use such a board as an exit from their final places of rest.

Poison Cloud (Necromancy) ○

Range: 40 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of effect: 30 – feet radius sphere
Saving Throw: Special

This spell will allow caster to hurl a ball of poisonous gas at his enemies. The poisonous gas will do 1d6 per level of the caster. In addition they must make a saving throw vs. poison or take an additional 10 points of damage. The material component is a zombie's toenail.

Powerball (Necromancy, Evocation) ○

Range: Special
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: ½

After this spell is cast a large, translucent, softball sized sphere appears in either of the caster's hands. The ball looks to be similar to a *Chromantic Sphere*, except that inside the ball seems to be a constantly flowing black liquid, with a few white strips that flow with the liquid, but never break. The ball floats half an inch from the caster's hands, whichever "holds" the sphere and will remain there until thrown. The ball will follow the caster's hand, just as if he/she was carrying it, until he gets rid of it.
The ball will last for 1 day/level, if not used. The ball may also be tossed from hand to hand and

even set down and later picked up without ill effect. The ball will always float half an inch off of the surface it is resting on. The ball can be thrown at a target to do it's damage. See the rules on throwing for proper attack formula and ranges, and as such, may be affected by the throwing proficiency. However, the effect of a thrown ball is much like the effect of a fireball spell. The ball will go through the air, and upon impact will explode in a huge mass of black fire that will remain after the spell for 1 round/level of caster. The area of effect of the explosion is a 20 foot radius. The caster may only have 2 *Powerballs*, one in each hand, at once.

Radiance (Necromancy)

★

Range: 10 feet/ level
Components: V,S,M
Duration: Instantaneous
Casting time: 5
Area of effect: 10-feet/level radius
Saving Throw: None

One of the rare combat spells in good necromancy, *Radiance* is used to remind undead of what they have lost, it is not just light, but also pleasant warmth and righteous feeling. *Radiance* causes 3d10 damage, but has a 50% chance of obliterating non-corporeal undead (spectres, shades, shadows, ghosts.)

Reformable Skeleton (Necromancy)

☾

Range: 0
Components: V, S (M)
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell creates a special type of skeleton, called the Reformable or Regenerating skeleton, although the latter name does it no right. The Reformable Skeleton has a basic 15% chance, +5% per caster level, to reform itself after being destroyed. (So a 10th level mage would have a skeleton with 65% to reform). This is a quite handy spell, since the skeletons reform the next turn after the one it was destroyed in. Several of these skeletons would make a nice defending army.

It is known that some mages (mostly necromancers) are trying to make reformable skeletons out of every skeleton they can find, including Quad Skeletons and Bone Golems. This

spell is left to the research of players, but the created Reformable must be 2 levels higher then the beast could normally be. (So a mage would be able to create Reformable Bone Golems on level 20 or so. And wouldn't it be nice to have a multiheaded necrophidius that reforms itself after being destroyed.) If the skeletons were destroyed and holy water was put on them in the same turn, and they were blessed as well (*normal burial rite*) they will not reform, ever.

Rolven's Black Fireball (Evocation, Necromancy)

○

Range: 40 yards
Components: V,S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell casts a fireball of black blame, hitting the main target for 5d10 damage, and all targets standing in a 10 sq. feet box get 2d10 damage. This *Black Fireball* sets cloths on fire and easily flammable objects too. The spell is activated by saying "BlackFireball" and rubbing ash and candle wax together.

Spirit Safebox (Enchantment/Necromancy)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: One object
Saving Throw: None

This spell allows its caster to single out one aspect of his/her psyche (ego, id, memory, etc.) and instill that aspect in any small object. After the casting that particular aspect of the caster is completely erased from the psyche, although the recollection of that aspect is not (the caster will know that he knew that specific thing, but will not be able to recall any detail of it).

By making physical contact with the object imbued in this way the caster regains the aspect, but only while he holds on to the enchanted object (or makes contact with it in some other fashion. Wearing it or carrying it in his pocket is acceptable). The one who touches the object does not have to be the person in whom the aspect originated, neither are any penalties suffered for possessing a part of someone else's psyche. The

aspect gained in this way can be used to its full potential - spells transferred in this way can be cast by non-magic-users (although after casting the spell the object loses its power), names of powerful fiends from the Lower Planes are committed to memory, etc. Unlike the object's original enchanter, its non-caster user may retain the information in his memory if his class restrictions don't specify otherwise. The object enchanted in this way retains its power until it is either destroyed by material means or its power is dispelled.

The spell is cast without material components, although a certain ritual of variable duration is necessary for imbueing the object (for example, if a the sentence " I wore a green hat yesterday" is used, the spell requires a single flair of hand and a moment of concentration. Committing one's feeling of guilt for killing an innocent victim to an object requires a complex ritual lasting several hours, if not days.).

Saphrael's Augmented Arc Bolt (Evocation, Necromancy)

★

Range: 5 yards / level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

Saphrael's Arc Bolt creates a arc of positive electrical energy that leaps from the caster's hands up to 5 yards / level distance, affecting a single target. Unlike a standard *Lightning Bolt* spell, the arc bolt actually operates in a manner similar to *Vampiric Touch*, but draws on the positive material plane's energy, rather than the negative. The Arc Bolt inflicts 1d10 damage for every two caster levels (rounded up), to a maximum drain of 6d10 for a 11th level or high caster and then arcs back to the caster. The hit points in damage minus the highest die roll (ie. a 6d10 arc bolt heals 5d10 damage with the highest roll excluded) are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caste's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are affected by this spell, unlike its cousin, *Vampiric Touch*.

Scattermind (Necromancy, Alteration)

☾

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: One wizard
Saving Throw: Special

The spell *Scattermind* is the bane of every wizard that comes against it.

The spell always steals 1d4+1 spells from the mind of the target. If the wizard fails a save vs spell, the spells are taken from the highest levels the target has memorized, as long as the caster can also cast spells of that level (Ex. Wynstyn, a 9th level mage, uses this spell on Rod, a 12th level mage. Rod fails his save, but keeps his 6th level spell, losing only his remaining 5th level spell and 2 4th level spells). If the save is made, the +1 to the die is ignored, and the spells are chosen randomly from all his spell levels that the caster also has access to (Ex. if Rod had made his save, he would only have lost 2 spells, and neither one could be the 6th level spell that Wynstyn doesn't have access to yet). If an intelligence check is also made in addition to the made save, the spells are from the caster's lowest levels. The target can forgo this check before he knows how many spells are drained, if he wishes to (Ex. If Rod made his save and an intelligence check, he would have lost 2 of his 3 remaining 1st level spells, however, Rod, not knowing if the die had rolled 4 which would have meant that he would have also lost his only 2nd level spell, decides not to try it, as he wants to use that 2nd level spell next round).

Screaming Skull (Necromancy, Enchantment)

○

Range: Special
Components: V, S, M
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: One skull
Saving Throw: Special

With this spell, a wizard can imbue a skull with a special screaming ability. The spell functions when specific conditions are met. The caster can program any condition into the skull, no matter how complex, but cannot be more than 25 words. The condition can have vocal or visual triggers. The skull only activates when someone approaches within 5 feet of the skull. If the condition is met it will emit a horrible screech, causing everyone

within 30 feet to save versus spells or be struck by *Fear* (as the level 4 spell). It will continue to scream every round that the condition is met. The skull has an AC of 7 and takes 2 points of damage to destroy. Destroying the skull will terminate this spell. A *Silence* spell will negate the effects of this spell, but the skull will keep on trying to scream if the condition is met.

Sepulcher
(Conjuration/Summoning, Necromancy) ○

Range: Special
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell creates a temporary rift in the ethereal plane, that links the prime material and the negative material planes. Creatures native to the negative material plane can see a moldering corpse floating on the border ethereal. They can use this corpse as a conduit to enter the prime material plane and answer the caster's summons. This spell must be cast in sight of a grave, tomb, or any other resting-place for the dead. When the spell takes effect, the headstone, tomb door, etc. bursts forth in a titanic explosion of negative energy as the planar spirit breaks free from the grave. Every living creature within a 30 ft. radius takes 3d10 points of damage from the impact of the explosion and the release of the negative energy. Victims can make a save vs. breath weapons for half damage. For the entire duration of the spell, the undead planar entity serves the caster in any capacity. This undead planar entity is know throughout the realms as a sepultura.

Sepultura: Int: Average (10-12), Al: LE,Ac: 0, Mv: Fl 12 (A), HD: 6+6, THAC0: 15, #At: 2, Dmg: 1d10+1/1d10+1, Sz: M(5'ft. - 6ft. tall), MI: Fearless (20), XP: 8,000
Special Attacks: Enervation, Breath Weapon
Special Defenses: Regeneration, +1 Weapon to hit
Magic Resistance: See below
Sepultura is immune to death spells, all spells and psionics that effect the mind, cold based spells, electrical spells, fire-based spells, poison, and to turning/command attempts

Shade Link (Enchantment/Charm, Necromancy) ○

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 7
Area of Effect: Special
Saving Throw: ½

This spell affects one opponent and one friendly creature per 3 caster levels. It gives the victim's shadow a quasi-real existence (the victim must be touched), and allows the attackers enchanted by the spell to attack the shadow for damage that will carry over to the victim. If the victim makes his saving throw, the damage is halved before it is carried over to him. The only defense is dispel magic or a continual light to rid the room of shadows. The material components for this spell are demon blood and some black silk scrap.

Skeletal Armour (Conjuration, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This spell conjures into being one of two forms of Armour. One form is hard bone plating attached to the wizard, this plating can absorb 10 points of damage for every Constitution point that the caster has. The second form is a bone field (swarm of bones) that effectively lowers the caster's Armour Class by 4 points. It is possible to cast spells through either version. The material component for this spell is a warrior's shoulderblade.

Skeletal Detonation (Necromancy, Alteration) ☾

Range: 10 feet + 10 feet/level
Components: V, S
Duration: 1 day/level
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell turns a necromancers lowliest servants (skeletons, zombies) into formidable protectors. With this spell, a necromancer imbues the bones of an undead creature with magical energy. The caster may empower one HD worth of undead for every two levels of the caster. This energy is bound up within the skeleton until it engages in combat. The spell lasts for a maximum of one day per level

of the caster, after that the *Skeletal Detonation* spell wears off.

If the skeleton is destroyed, it will explode in a shower of bone shards.

Inflicting 4d6 points of damage to everyone within 20 ft. Victims within the area of affect can save for half damage to the initial explosion only. i.e. the one they destroyed. One destroyed by another does not allow for a saving throw.

Since it is a common practice for necromancers to have many undead guarding their lairs, the potential for a lethal chain-reaction is one the necromancer can watch with glee.

Skullsight (Divination, Necromancy) ☾

Range: 0

Components: V, S, M

Duration: 1 year

Casting Time: 1 day

Area of Effect: Skull touched

Saving Throw: None

The caster enchant skulls to spy on certain locations. He can handle one skull per 2 points of Intelligence. The material component for this spell is a skull with a ruby in the brain hollow. The skull must be on the same plane as the caster in order for him to be able to see through it.

Solomon's Invisible Bolts of Stealth (Necromancy, Evocation) ○

Range: 10 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: Any number of targets

Saving Throw: Special

This spell very similar to the 1st level spell, *Magic Missile*, only on a much more powerful scale. The wizard attempts to tap into the energy from the negative energy plane, and creates shadowy bolts that are only 10% detectable in complete sunlight, but can be seen by detect magic. The number of bolts that can be summoned equals 4 plus 1 per two levels after 9th. The bolts automatically streak towards their targets silently and nearly invisible. The victim suffers (1d8+1) points of damage. The target must save vs. Spells at -4 or lose one point of Con for 1 turn per caster level.

Soul Shield (Necromancy) ○

Range: 0

Components: S

Duration: Special

Casting Time: 5

Area of Effect: 60-feet-radius

Saving Throw: Special

After the wizard completes this spell, all creatures (including friends and familiars, but not the caster) in area of effect must make a saving throw vs death at -3 or lose 2hp. The hit points fly from each creature and surround the caster. the soul shield will block X nonmagical attacks, where X is equal to the number of creatures who took damage from the spell. Against magical weapons or spells, the caster receives an armor class bonus of +3. Once the caster has had X would-be successful attacks, the spell dissipates. at the end of this spell, the caster loses 3 constitution for a week.

Sphere of Death [a.k.a. Marble of Doom] (Necromancy) ○

Range: 60 yards

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

Sphere of Death summons into existence a small blackened marble cold to the touch. The marble will appear at a desired location within range, but is effected by gravity. It can be activated the same round it is summoned, or at another time, which requires a round to activate. It must be activated within a single day. At the command of the caster the blackened marble begins a metamorphosis. In the first round the marble becomes freezing, doing 2d6 points of cold damage to anyone in contact.

In the second round of casting, the marble expands to one foot radius, and causes 4d6 points of negative material damage (save for half) to anything touching it.

The third round it expands to four foot radius, and emits a shrill sound similar to the wail of a banshee, causing 6d6 points of damage (save for half) to any living thing within fifteen feet, and causing any creature with less than a 10 Int or 6 Hd to flee if they are within both sight and vocal distance.

On the fourth round the sphere reaches its maximum radius of ten feet and causes 1d6 points

of negative energy damage to anything within ten feet (no save).

On the fifth round, the sphere becomes insubstantial (ethereal) and causes 2d6 points of negative energy damage to anything physically within ten feet of the center.

On the sixth round the sphere and all traces of it disappears.

On the seventh round nothing happens.

On eight round the sphere returns, causing any living creature within ten feet of its epicenter to save vs. spells or lose a level for 1 round per level of the caster. Those who save suffer 6d6 points of negative energy damage.

While the sphere is expanding it expands with a force of roughly 19. It will break down doors, sunder tables, or splatter quiches. If a surface of the sphere contacts an immobile object (such as a wall), that part of the sphere does not expand, but the rest of the sphere is unaffected. A person attempting to stop the sphere through physical might must have a strength contest against the sphere to stop its expansion -- wherever the person is in contact. The sphere will continue to expand elsewhere. The person resisting is not entitled any saving throws to resist the sphere in current or subsequent rounds. The material component is a small black marble, which is consumed in the casting

Spirit Scream (Necromancy)

○

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: ½

This spell creates a low-pitched wail, much like a banshee. The wail originates at the casters mouth and extends outward in a cone, three feet long and one foot in diameter per caster level. The wail inflicts 1d4+1 points of damage per two caster levels. Those killed by the wail cannot be raised. Those who fail their saving throw will also run in fear for 1d4+1 rounds. Eg., a 10th-level wizard casts spirit scream that does 5d4+5 points of damage, next to invoking magical fear (no death ever occurs), with a cone-shape area, 30 feet long and 10 feet in diameter.

The spell does not affect creatures without hearing organs, such as plants and puddings, but inflicts double damage versus crystalline. It automatically shatters all glass and thin crystal in its area of effect.

Magical gems and glass must save versus disintegrate or shatter.

The material components are a pinch of diamond dust and a small ivory open-ended cone.

Spiritual Triangle (Abjuration, Necromancy)

★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard may inscribe a spiritual triangle (a triangle inscribed in a circle). While within this triangle, the wizard cannot be magically influenced or controlled by any sort of charm, suggestion, or hypnosis, nor can the wizard be psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 gp.

Stanza's Certain Enchanted Kiss of Disease (Necromancy)

○

Reversible

Range: 0

Components: S

Duration: Permanent

Casting Time: 1

Area of Effect: Person touched

Saving Throw: None

This kiss inflicts one magical sexual disease of the caster's choice.

The reverse, *Stanza's enchanted kiss of curing*, removes one magical sexual disease.

Streams of Consciousness (Necromancy, Illusion)

☾

Range: 10 feet + 10 feet/level

Duration: 1 round/level

Components: V, S, M

Casting time: 5

Area of Effect: 2 creatures

Saving Throws: Negates

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The perceptions of one target creature are sent to the other target and vice-versa. All reactions are done from the wrong body. Both targets get to make a saving throw unless they voluntarily forego it.

The material component are two prisms.

Summon Frozen Shade (Conjuration/ Summoning, Necromancy) ○

Range: 10 yards

Components: V, S, M

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: 10-foot cube

Saving Throw: None

When this spell is cast, the wizard conjures one frozen shade from either the Para-Elemental Plane of Ice or the vaults beneath the Frozen Oracle in Mainz and the Icy Fortress deep in the High Mountains for each three levels of experience he possesses. The monsters are under the control of the caster and attack his enemies on command. The shades remain until slain, turned or the spell duration expires.

Frozen Shade: Thac0 14; #At 1; Dmg 1d4 damage/ Ac above 0 (at least 1d4 damage); Ac 0; Hd 7; Mv 15; SA paralysis as *Lich*; SD standard undead immunities; SW turned as ghost, 2d4 damage from holy water, double damage from fire; Sz M (6 feet); Int Low (5-7); Al CE; MI champion (15-16); Xp 9,000.

The material component for the spell is any small blue or white gem (consumed in the casting).

Summon Icy Wrath (Conjuration/Summoning, Necromancy) ○

Range: 10 yards

Components: V, S, M

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: 10-foot cube

Saving Throw: None

When this spell is cast, the wizard conjures 1 icy wrath from the para-elemental plane of ice for every 5 levels of experience the caster possesses (a wrath is a form of undead, listed below). The monsters are under control of the caster and attack his or her enemies on command. The wraths

remain until slain, turned, or the spell duration expires.

The material component for this spell is any small, blue or white gem of 500 gp in value (e.g., diamonds or sapphires). The gem is consumed during the casting of the spell.

Icy Wrath: Int low; Al CE; Ac 0; Mv 15; HD 7; Thac0 14; #At 1; Dmg see below; SA paralysis; SD see below; Mr nil; Sz M (6 feet); MI 15-16; Xp 5,000.

An icy wrath attacks with its claws, which do 1d4 points of damage plus an extra 1d4 for every point the victim's AC is above zero. So, if the victim's AC is 5, the icy wrath's damage is 6d4. Further, the victim must save vs. paralysis or be unable to move until the paralysis is *dispelled* in some manner. Icy wraths suffer 2d4 points of damage from holy water and take double damage from fire. They are immune to *sleep*, *hold*, *death magic*, *polymorph*, *poison*, cold-based, and mind-affecting spells and are turned as ghosts.

Tawna's Degeneration (Necromancy) ○

Range: 30 yards + 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: One creature

Saving Throw: Special

This spell warps around the creature's metabolism to react to positive stimuli in a negative way. In game terms that means that if the creature should regain hit points for any reason it must make a save vs. death magic or lose the amount of hit point it would otherwise have gained. A successful save means that the creature neither receives nor loses hit points. This spell is often used against trolls or annoying people who like to heal themselves, such as paladins. Note that it does not work against undead, golems or extraplanar creatures.

Tazar's Psycotic Maniac (Necromancy, Evocation) ○

Range: 15 feet

Components: V, S, M

Duration 5 rounds + 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell creates an insane berserker (fighter same level as caster, same hit points, no exceptional powers, 15% Mr) which must remain within 15 feet of the caster or crumble to dust. The fighter will attack all creatures (with the exception of the caster and up to two others specified by the caster before the spell is cast), until either it or the opponents (or non-specified PCs) are killed. The caster loses half of the Hp points suffered by the psychotic maniac, and if it is destroyed he passes out for as many rounds as the spell was in effect for. The berserker is AC 5 and hits/saves as on the appropriate fighter tables, doing 1d8+1 points of damage. Note that the caster cannot control the berserker, and all it does is fight, starting with the closest creatures first. If the party's size is greater than three then additional members are advised to stay at least 15' away from the caster! All of the berserker's items (sword, chain-mail, shield, helmet) vanish at the end of the spell. This is a spell which could form a base for higher level advanced spells. The material component is a body part of a berserker.

Telsindria's Soulblast
(Evocation, Necromancy)
Reversible

★

Range: 10 yards + 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 20-foot radius sphere
Saving Throw: ½

There are times when fireball doesn't do enough damage. They don't occur often, but they do occur. With this spell the caster can channel her own essence into a fireball. For every 4 HP sacrificed to the spell, another 1d6+1 is added to the spell's 1d6+1 / level total.

As an example, if 16 hit points are given over to the spell by a 10th level wizard, the spell will do 14d6+14 points of damage. The spell's damage cap is 10d6+10 without including the hit point drain, which has no upper limit.

The material component is the caster's blood and a small gold dagger which is used to cut open a vein for the spell. The wound heals at the conclusion of the spell. The dagger is not consumed.

The Stagnant Flesh (Necromancy)

○

Range: 0

Components: V, S, M

Duration: 28 days + 1 day/level

Casting Time: 5

Area of Effect: One person

Saving Throw: Negates

This spell destroys the target's ability to heal naturally, without actually doing any damage to the target. Thus, wounds will fail to clot, and the target's body will not fight off illness, infection, or poison. The target may be magically healed as normal, but mundane healing, including the acts of a herbalist are not successful. Additionally, the target will save at -2 to poisons for the duration of the spell effect, and has an added 20% chance of contracting some disease. This spell requires a piece of the target's body (hair, nails, skin, etc.) and a successful To Hit roll, or fetish object.

Tor Kamal's Shadowcage
(Shadow, Abjuration, Necromancy)

☾

Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

By means of this spell the wizard entraps both the body and the soul of a target creature into a specially prepared glass vial. If the target fails to save vs. spell it is sucked into its shadow which then enters the vial in a matter of moments much like smoke in a mantle, the wizard then puts a seal on the opening of the vial. At this point the victim is entrapped, with no chance of escape without external help (spellcasting, physical attack or movement and even psionics do not work). As long as it stays into the vial it does not need air, food, water or rest and does not age. The prisoner may communicate by telepathy (bestowed by the spell) only with the caster as long as he stays within 5 feet from the vial.

If the vial is broken or unsealed the trapped creature reappears in a round with all its equipment. It is fully rested and retains the same memorized spells it had at casting time furthermore 2d6 hp are magically healed during imprisonment.

The material component for the spell is the shadow of the target.

Transmutation (Necromancy)

☾

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Range: Line of Sight
Components: V, S
Duration: 1d6 rounds
Casting Time: 1d3 rounds
Area of Effect: 2 persons/monsters
Saving Throw: None

Until end of designated time, *Transmutation* switches a creature's body with that of the body of a target creature.

Tryton's Death Grip (Necromancy) ○

Range: 0
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: None
Any creatures under 6 Hd touched by the wizard are automatically brought to 0 Hp. Creatures of 6 Hd and above are afflicted with a double-strength *Shocking Grasp*.

Undead Ward (Necromancy) ★

Range: Touch
Components: V, S
Duration: 5 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell is identical to *Undead Bane* except that it is a mobile shield that protects only the subject. It is skin tight and makes physical contact with any undead of any type impossible.

Weakening (Necromancy) ○

Range: 30 yards
Components: V, S
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: One living creature
Saving Throw: Special

The target creature must make a save vs. spells each round, a failed save results in it temporarily losing a level/HD. Upon being reduced to 0 levels/HD the target falls unconscious (and doesn't lose any further levels). Lost levels are regained at a rate of 1 HD/level per hour after the spell ends.

A Negative Plane Protection spell grants a saving throw vs. spells to negate this spell. Undead, as well as non-living creatures are unaffected.

Wearing the Strangers Skin (Alteration, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 5
Area of Effect: One person
Saving Throw: Negates

This spell allows the caster to cover a person with the skin of another causing them to attain an exact likeness of the other. Whilst they are wearing the skin it will not decay. This spell will not work whether if the target has no skin (e.g. doppelgangers). Should after one's skin has been removed it be restored to its owner it may be returned properly, so long as the skin was not allowed to decay and also the person has not been able to heal at all whilst the skin was removed. Any damage done to the skin whilst removing it or whilst worn by another will remain.

Whisper's Dark Fury (Necromancy) ○

Range: 60 feet + 10 feet per level
Components: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell brings into being one globe of negative material for every three levels of the caster. These globes can be targeted at one or multiple targets (as many as there are globes). Each globe strikes the target unerringly, like a magic missile, but is unhindered by any defensive spells. It roars straight through force fields, shields, etc. Only magic resistance (if successful) or an anti-magic shell or similar magic stops such a bolt. Each bolt does damage for 3d6+3 points.

Winthrop's Undead Summoning IV (Conjuration/Summoning, Necromancy) ☾

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level

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Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell is like monster summoning, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghasts, 1d4 wraiths or 1d3 mummies. The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination. The material component is a lit candle inside a small bag.

Zanatose's Dark Disjoining (Necromancy) ☾

Range: Touch
Components: V, S
Duration: 2 rounds per level of caster
Casting Time: 5
Area of Effect: Creature Touched
Saving Throw: Negates

This spell, developed by the drow lich, Lord Zanatose Everhate, is a modified *Hold Person* spell with a more necromantic nature to it. After casting the spell the necromancer's hand becomes engulfed in black flames for the duration of the spell. The first person he touches must roll a save vs. Death Magic or have their spirit, their very essence separated from their living flesh and trapped on the Border Ethereal for the duration of the spell. This places the body in a state of *Suspended Animation*, however the body can still be killed normally. If the body is killed while the spirit is absent, nothing short of a wish spell can bring the person back to life. After the spell ends the person's soul is slung back into their body by the natural forces around them, causing 3d6 points of damage. If they pass the initial save they suffer nothing more than a strange tingling sensation.

Zandae's Brain Blaster (Necromancy) ○

Range: 40 feet + 5 feet/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell when targeted on a psionic or magical being causes them to suffer massive pains in the mind. It cancels any psionic powers operating and ends any spells a magical being needs to concentrate on. In addition to this it drains psionists of 4d6 + 2 PSPs per level of the caster. In mages it removes one spell at random from their memory until remembered. It prevents the casting of spells and the initiation of psionic powers until the end of the round. The material component of this spell is a gem worth no less than 200gp, that has been doused in the blood of a dead psionist or mage. The mage must put the gem on their palm and slam their fist on it while saying Zandae twice. Save at -4 negates.

Zone of Corruption (Necromancy) ○

Range: 30 yards
Components: V, S
Casting time: 5
Duration: Permanent
Area of effect: 10-foot radius
Saving throw: Neg.

Other than its level, casting time, and area of effect, this spell is identical to the 4th level *Contagion* spell. It affects all creatures in the area of effect, forcing a saving throw versus spell to avoid disease and weakness.

6TH LEVEL SPELLS

'Irnar's Poloroidic Pregnancy (Necromancy) ℄

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Negates

This spell will speed up the pregnancy of a woman from 9 stages to 9 hours. One must make a system shock when it's time to give birth. Success indicates that the birth is successful, failure indicates that child dies and the woman suffers a permanent -1 reduction to Constitution.

'Irnar is still researching, but the priestesses of the Mother Goddess are doing their damndest to hunt him down and destroy his research, it is a violation if their creed.

Amson's Restorative (Necromancy, Alteration) ★

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: One creature
Saving Throw: None

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This spell was designed to help badly scarred or deformed individuals by returning them to their original appearance (or correcting the deformity). The spell has been found to be able to modify a being's appearance. The caster can make an individual look years younger (or older), change eye color, and even change fingerprints. Only the being's face can be changed in appearance. The spell cannot heal wounds or undo the affects of curses. The spell's effects are permanent and cannot be detected or dispelled.

The casting time of the spell varies depending on what is to be accomplished. The material components of the spell are: a paste made from rare herbs (1000gp) royal bee honey, troll's blood, and powdered hematite (500 gp).

Anti-Life Energy (Necromancy) ○

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 6

Area of Effect: 3 feet – radius

Saving Throw: None

This energy affects all beings the same. The basic effect of this spell is to reduce the life energy of a being. The life energy is the level of the being but this spell does not steal levels but temporarily negates life energy. When the spell is cast, an area of grey haze surrounds the magic-user. All within this area are subjected to the *Anti-Life Energy*. The life energy of a being is reduced at a rate of 1 level per round and if it is reduced to zero that being loses all will to live and simply "rolls over and dies". All are subjected to severe melancholy for the 1-4 turns. When the spell is ended all that are still alive will regain their will to live at a rate of 1 level per turn. The spell caster is also affected though at a rate of 1 level per 2 rounds and may stop the spell at any time he wishes. Undead are unaffected by this spell and the spell *Of The Purest Light* will negate it.

Appearance Selection (Alteration, Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3 turns

Area of Effect: One creature

Saving Throw: None

The same purist elves who invented *Selective Sterility* are equally behind *Appearance Selection*. This is step two in their war against impurity, of which selective sterility is step one. This spell has also passed into human hands.

In the event that selective sterility fails, or was never cast, appearance selection can alter permanently the appearance of an unborn child according to the caster's wishes. However, the choices are limited. The caster can choose for the child to resemble either the race of the mother or the father. What this spell is essentially doing is drawing on a single race for the entire appearance, instead of both. As a result, a) the child will bear an extreme resemblance to the chosen parent, and b) this spell cannot be cast two generations in a row, as the traits forced into latency by the spell will inevitably emerge in the next generation. In a way, this spell is more a delay than a permanent solution.

This spell can only be cast by the will of the child's mother, since it is cast through contact with the mother through to the child. Once cast, however, the child will be born with permanent features of the chosen race. However, these will begin to fade later in life, and another appearance selection spell cannot reverse this effect (though perhaps a wish could). A dispel magic cast by a spellcaster of higher level than the original one, however, can force the latent traits out of latency and cause a sudden and bizarre change.

This spell only effects the appearance of the half-elf. He gains no special abilities such as longevity (as an elf) or the ability to advance unlimitedly as a human.

The material component is fire agate gem wrapped in leaves from the lovage plant.

Ashes to Ashes (Necromancy) ○

Range: Line of Sight

Components: V, S

Duration: Instantaneous

Casting Time: 2 rounds

Area of Effect: 2 people/monsters

Saving Throw: Neg.

Ashes to Ashes instantly slays two target creatures, and deals 5 damage to the spellcaster for every level of experience. Victims save vs. death magic to negate the effect.

Azura's Black Scythe (Evocation, Necromancy) ○

Range: 10 yards

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Components: V, S, M

Duration: 1 round per 2 levels

Casting Time: 6

Area of Effect: 10-yard long, 180 degree arc

Saving Throw: Special

The black scythe is a fearsome weapon to behold, stretching 8 feet and immolated in wispy green flames. It sweeps a 10-foot long, 180 degree arc and can hit all targets within its area as a monster of the wizard's level. Creatures up to 4+1 HD are slain instantly, while those above 4+1 HD but below 8+3 HD must save versus spell or be stunned for 1d4+1 rounds. Those who possess 8+3 HD up to 10 HD must save versus spell or be slowed for 1d4 rounds. All effects are cumulative. The scythe inflicts 1d10 damage in addition to its other effects. The material component is a miniature sickle with an ebony shaft and an adamantite blade costing 500 gp to construct.

Bloodboil (Necromancy)

○

Range: 10 feet + 10 feet/level

Components: V, S, M

Duration: Special

Casting time: 6

Area of Effect: One creature

Saving Throws: ½

This spell causing the blood of the target to heat and (in some cases) burst into flame. There are two affects - the first is d6 damage per level to the target (instantaneous). The second is that there is a -1 to physical attributes in the target for every 2 level of the caster (1 turn per caster level).

The material component is blood ash.

Blood to Air (Necromancy, Alteration)

☾

Range: Touch

Components: V,S

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Creature Touched

Saving Throw: None

When this spell is cast, the wizard transforms the recipient's blood to an airy substance. This causes damage from slashing or piercing wounds to be reduced by one point per die of damage. The victim is also made immune to injected poisons (though contact, inhaled and ingested poisons still work normally). Finally, the victim is immune to

the effects of blood draining opponents, such as stirges and Nosferatu vampires.

There is no known reversed version of this spell. However, a successful dispel magic returns the victim's blood to normal prematurely.

Bodach's Undead Armor (Necromancy, Abjuration)

★

Range: Touch

Components: V, S, M

Duration: 12 hours

Casting Time: 6

Area of Effect: One person

Saving Throw: None

This spell was developed in Sigil by a necromancer named Bodach The Plague for use in the blood war. The caster of this spell calls out to all dead flesh in the area of effect, summoning it to his aid. All dead flesh within a 1 mile/per level sphere of the caster is attracted to the target like a powerful magnet. It will fly out of the ground, pull threw open magical gates, anything to reach the caster's body. The rotting flesh then sticks to and covers the target's body almost completely. The flesh adheres to every part of the target's body except his hands, face and feet, allowing him to still cast spells while under the influence of the enchantment. The spell works by actually giving the target 1d4 extra hp per his level as a necromancer that has to be hacked off the target before the attacker can do any actual damage. It will stay with the caster for 12 hours or until all the armor's hitpoints are lost. Known only to Bodach of the Plague but, for sale at his shop in Sigil prices vary and are abnormally expensive. Note that the caster will look like and smell like an undead creature in all respects, which really gives the spell its name. The only material component is the dead flesh used as the armor. It turns to dust at the end of casting.

Bright Pearl (Necromancy)

★

Range: 10 feet + 1 feet/level

Components: V,S,M

Duration: Permanent

Casting time: 6

Area of effect: One creature

Saving Throw: None

By tapping into the plane of Life (Positive Energy Plane) the caster can imbue a natural pearl with healing energy equal to one hit point per level. (18th level caster, 18 hit points) The pearls natural

state is consumed by the spell, but in its place is a glinting white pearl of healing energy that can be touched to, or thrown at or to the recipient. In cases of throwing the mage must roll to hit.. the recipient can stand still but that might not be highly astute in battle. Against undead the spell has the opposite effect, harming them for like amount. the pearl must be used on the round it is made (it cannot be saved, like marbles for instance).

Chaos Armor (Necromancy, Alteration) ★

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: One creature
Saving Throw: None

This spell grants the creature touched a permanent AC of 3 and grants a +2 bonus on all magical saving throws. It appears as if the caster has metal plates fused to his or her skin. The "armored" creature however suffers a -2 to his charisma due to his appearance. The material component of this spell is a full suit of +2 or better platemail which vanishes once the spell is cast.

Chill Ray (Necromancy) ○

Range: 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

Upon completion of this spell, a thin, iridescent beam of blue light shoots from the caster's hand with an audible hum towards the target creature. If the target makes its saving throw, then the beam is assumed to have missed or been deflected (DM should plot new course of beam and incidental targets, if any). If the save fails, the beam hits the target, draining it of 1 point of strength per level of the caster (A 12th level caster would drain 12 points of Str). Each bracket of exceptional of strength is considered one point for purposes of this spell. If the creature's strength is brought to zero, then the creature dies and becomes a shadow under the control of the caster. However, it should be noted that if the shadow slays other beings, then those newly formed shadows are not under the caster's control. This spell only grants the

caster direct control over shadows created by this spell. The material component is a gem or crystal with a continual darkness effect cast upon it.

Conjure Succubus or Incubus (Conjuration/Summoning, Necromancy) ☾

Range: 0
Components: V, S
Duration: Special
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

This spell enables the caster to summon a female or male sexual spirit which is subject to perform the caster's sexual bidding (this cannot be combat). The spirit remains until dismissed. Casting this spell causes 1d8 hit points of damage to the caster, and each orgasm with the spirit requires a saving throw versus death magic. Failing this saving throw permanently reduces the caster's Constitution by one point. If the spirit causes someone besides the caster to orgasm, both the caster and the other person must make the saving throw. This spell serves few purposes except as a sexual perversion of the wizard. The spell is quite popular amongst necromancers.

Contract (Enchantment/Charm, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Special
Casting time: Special
Area of Effect: Special
Saving Throw: None

A variant of a *Geas* spell, this spell causes a contract that is not yet begun (written at least) to become obviously magical and place an enchantment on any persons who sign it in order to insure that both parties hold to the agreement. Anyone who breaks the contract is struck deaf, blind, and dumb. The effects of the punishment last until they are removed by a remove curse or higher spell or until they are released from their contract by the other people who signed it. A person who is both deaf and blind suffers a -8 penalty to his attack rolls and his opponents gain a +8 bonus to their attack rolls. He loses all bonuses for dexterity and suffers -2 penalties to saving throws vs. spells, petrification / polymorph, and rod, staff, or wand.

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A contract involves two parties agreeing on a set of conditions. The conditions are usually very specific, but if they are not, they might be perverted in the same way that a wish spell might be misinterpreted. If a group of adventures signs a contract with a king stating that they will slay a dragon in the northern hills by the eve of the new moon, slaying any dragon will fulfill the contract, although the king may have had a specific dragon in mind. If the king agrees to pay the adventures upon the completion of the task, the king had better have the money when the party returns. Contracts signed by persons under the influence of charm and similar spells are null and void, but those under threats of violence and the like must be honored anyway. If any person who signs a contract dies before its completion, that person's obligation is ended. Note, however, that if a group of adventures signs a contract and one of their members dies, the survivors are still bound to the contract.

A deadline for both parties' responsibilities must be stated in the contract in order for it to be activated.

The material components for this spell is a contract that must be written from start to finish during the casting of this spell.

Coradon's Cataclysmic Coronary (Invocation/Evocation, Necromancy) ○

Range: Touch

Components: V, S

Duration: 1 round per 2 levels

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: Special

After this spell is cast, the wizard must make a successful attack in melee to affect the target. The wizard's normal THAC0 is used with a +2 modifier to-hit. The spell will last until a hit is scored, or until the duration expires, whichever comes first. If a hit is made, the victim suffers a massive heart attack and must make a successful system shock roll or die. Even if this roll succeeds, the target suffers damage equal to 1d4 + 1 per level of the wizard.

Corpion's Bleeding Wounds (Necromancy) ○

Range: 5 yards/level

Components: V,S

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: ½

When this spell is cast, the wizard can open a bleeding wound on a victim each round. Opening the wound causes 1d6 damage to the victim, half that if a successful save vs. spells is made. If the save is failed, the wound continues to bleed for up to ten rounds, causing an additional 1 hit point of damage per round.

The wizard can continue to open wounds for the duration of the spell. No other spellcasting is possible to invoke this power, and the wizard can only move at half rate. If the wizard is disrupted or casts another spell, or if the spell's duration expires, the wizard cannot open more wounds with this spell, though bleeding wounds continue to bleed for up to an additional four rounds. A dispel magic cannot close wounds already opened with this spell, though cure magic heal any damage caused by this spell and stops one wound per level of the healer from bleeding.

One bleeding wound per round can be bound for each point a character succeeds his healing proficiency check with in one round. Characters without a healing proficiency have a base chance of 6 on d20 to properly bind the wounds.

Create Dry Bones (Enchantment, Necromancy) ☾

Range: 10 feet

Components: V, S, M

Duration: Until destroyed

Casting Time: 4 rounds

Area of Effect: One skeleton per level

Saving Throw: None

Dry bones skeletons are essentially normal skeletons, but will come back to life an equal number of times as the caster has levels. This spell has particular good use with spirit legionnaire, spell carrier, fireball, and permanency. The bones blow up each time you kill them - at least 16 times -, and always have starting hit points. The material components for this spell are some mummy wrappings.

Create Ghast (Necromancy) ☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 2 hours

Area of Effect: Special

Saving Throw: None

This spell creates up to one ghaſt per ſix levels of the wizard, and theſe ghaſts will follow the commands of their creator to the beſt of their ability. Each ghaſt is formed from the corpse of a human ſlain by a ghoul, or ghaf who has not yet riſen as a ghoul itſelf. Theſe corpses are the material components of the ſpell. As implied above, humans killed by a ghaf will riſe as ghouls to follow the pack.

CyroBane's Froſt Blade (Necromancy) ○

Range: 0
Components: S
Duration: 15 rounds
Cafing Time: 3
Area of Effect: Caſter
Saving Throw: None

This ſpell cauſes a blade to appear in the caſter's hands. He may give this blade to anyone for uſage, but he can uſe it for a weapon. The blade acts as a regular long ſword + 3, but if a 17-20 is rolled on a THAC0, it ſtuns a target becauſe colds powers flow through it. If a target is of fire (i.e. Fire elementals, Salamanders, Red Dragons, etc.), then it takes double damage and requires only a 15-20 THAC0 roll for the ſtunning effect. The ſtun will laſt for 4-7 rounds (1d4+3). If a target has cold reſiſtance, then it is unaffected by any ſtunning, and only takes 1d6 damage. The blade will melt in 15 rounds. Any fire attack can melt the blade as well.

Darklight's Hideous Rending (Alteration, Necromancy) ○

Range: 50 yards
Components: V, S
Duration: 1 round per 2 levels
Cafing Time: 6
Area of Effect: One creature
Saving Throw: Special

This ſpell requires full concentration on the part of the caſter for its entire duration. For 1 round per two levels of the wizard, a gruesome attack may be carried out. The wizard makes grasping and pulling motions with his hands in the direction of a ſingle creature within 50 yards, and rolls to hit. A

ſuſſeſſul hit will do 2d4 damage to the creature, as a handful of fleſh is teleported 3-5 feet from the unfortunate's body. One rending attack may be made per round while the ſpell laſts. The target will begin bleeding for 2 points of damage per "rend" until they receive healing or ſerious bandaging. The caſter alſo rolls a percentile on each ſuſſeſſul hit; if the ſcore is equal to or under the caſter's level in percentage, the target loſes a vital organ or chunk thereof, and muſt ſave verſus death magic or expire on the ſpot. If the ſaving throw is ſuſſeſſul, they will laſe into a coma, and can only be revived by a cure ſerious wounds or ſimilar greater healing ſpell; if not ſo healed, they die within 24 hours. If a target dies or falls comatose, the wizard may move his focus to a new victim, and ſo on, for as long as the ſpell continues. Uſe of this ſpell is not an act in accordance with a good alignment. Darklight himſelf will rarely uſe it, due to its ruthleſſneſs.

Dark Maelſtrom (Necromancy, Conjuration) ○

Range: 60 yards
Components: V, S
Duration: 1d6+2 rounds
Cafing Time: 6
Area of Effect: 5 – feet – radius
Saving Throw: Neg.

This exhausting ſpell ſummons a ſwirling vortex of negative energy from the Plane of Shadow. The vortex is 40' high at moſt and 10' in diameter. Anyone in the area of effect at the completion of this ſpell muſt roll a ſave verſus paralyzation to avoid being caught in the vortex. Failure means they are paralyzed in the vortex for the duration of the ſpell (1d6+2 rounds). Anyone in the vortex is buffeted by life draining winds and loſe 1 level plus 1d4 ſtrength. They alſo take 1d4 points of damage each round from the unnatural cold of the vortex. Undead, creatures drawing power from the Negative Material Plane and thoſe from the Plane of Shadow are unaffected by this ſpell. Creatures immune to paralyzation are not paralyzed by this ſpell, but ſtill ſuffer the other effects. A ſave is ſtill required.

Dark Miſſiles of Plague (Necromancy) ○

Range : 15 yards/level
Components : V,S,M
Duration : Inſtaneous
Cafing Time : 3
Area of Effect : One creature

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Saving Throw : Neg.

This spell was researched by the great necromancer, Lord Vorheese. When casted, black blobs bolt towards a selected target, these blobs do damage of *Magic Missile* (1d4+1). One missile is shot per 4 levels of the caster, up to a maximum of 5. If saving throw fails, damage is taken along with a special energy draining effect. For each missile that hits its target, 1d3 points of strength are sapped from the victim's body. These points regenerate at the rate of 1/day.

Darkmoon's Demonic Child (Necromancy) ○

Range: Touch
Casting Time: 1 round
Components: V, S, M
Duration: Special
Area of Effect: One pregnant woman
Saving Throw: ½

By means of this spell, the child in a woman's womb is transformed into a hideous demon-like baby. The unborn must be at least 5 months old for the spell to work. The caster must touch the woman belly with bare hands and utter the arcane words. The woman must then swallow the demon's eye (I hardly think she will, but give it a shot anyway). After this, the demon's eye will find it's way down the woman's insides until it reaches the baby. Then it will sink itself into the unborn baby's forehead and stay there. Slowly it will corrupt the baby's tiny brain with evil dreams (yes, baby's dream) and vile nightmares until the baby (20% cumulative/month) becomes vile and evil itself. After the "alignment change" to evil, the baby will receive claws. After 8 and a half months of pregnancy, the baby will use these claws the rip and shred itself a way out of it's mothers' womb and into the world. These newborn are very vulnerable and pretty dangerous to handle. The magically prepared eye sends the baby straight for the wizard who casted the spell in the first place and sees him or her as it's father or mother. These infested babies have a +1 on intelligence and a +1 in strenght. All other abilities are rolled normally. The alignment of the baby will be (75%) chaotic evil or (20%) lawful evil. The other 5% will be neutral evil. The eye within the babies forehead will die and shrivel up after 1d10 days. The baby will end up with a hole in it's head wich must be covered as soon as possible by any means or the baby will start loosing intelligence at a rate of 1 per

day. When intelligence has reached 0, the baby is prononced braindead. This spell is exceptionally usefull for old necromancers who need a new body. This is a banefull spell and only evil mages will use it. The material component for this spell is a specially prepared fiend's eye.

As you can read, this vile spell begs for a Ravenloft Powers Check (that fails miserably!).

Darkray's Death Lightning (Evocation, Necromancy) ○

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This complex spell can inflict massive damage to opponents if successfully cast. During the casting time, the wizard gathers energy from the surrounding land, which is then released as deadly lightning bolts to all creatures within the area of effect (concealment or something like that can help avoid the bolts). Note that this spell does not distinguish between allies and enemies.

The gathering of energy is difficult. The wizard must concentrate for some time and each additional round augments the power of the bolts. The energy returns to the land through the victims' bodies, while causing great damage. The casting time of the spell equals the concentration time.

The caster is not able to perfectly control the collection of energy, so there is a possibility of spell failure before completion. If this happens, all energy returns to the land and the spell is wasted.

A check must be made for each casting round.

Only high level spellcasters can gather large amounts of energy. This fact and all the details above are summarized in the following table:

Conc. Time in rounds	HP of Damage	Spell failure	Radius in feet	Min. level
1	4	1%	20	12
2	9	1%	30	12
3	15	2%	50	12
4	22	3%	70	13
5	30	5%	100	13
6	39	7%	130	14
7	49	10%	160	14
8	60	15%	200	15
9	72	20%	250	16
10	85	30%	300	17

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During the whole casting time, the caster remains aware of his environment and is able to perform basic mental actions. This includes choosing a target for *Melf's Minute Meteors* or ceasing one of his previously cast spells.

The material components are a wooden staff and a small obsidian orb which costs around 50 gp. The wizard must hold the staff on the ground with one hand and hold the orb high with the other. The staff gathers energy and stores it in the orb. When the wizard desires to strike, he must first lift the staff and then crush the orb on the ground (the orb becomes fragile and shatters automatically if dropped). The staff is not consumed.

If the caster is physically hit or the orb is damaged during the casting, the spell is not totally wasted. The orb releases some of the stored energy; some is lost. To find out how much energy is actually released roll 1d4+1 and subtract the result from the current casting round. As a side effect, the caster suffers half the stated damage as well, with a saving throw for quarter damage.

For example, if the wizard is disrupted in the 6th round, the orb breaks. The 1d4 rolled gives 1. Thus, the orb releases enough energy to inflict 22 HP to all creatures within 70 feet. The caster takes 11 points of damage or 5 HP if he saves.

Death Aroma (Necromancy)

Range: 30 yards

Components: V, S, M

Duration: 4 rounds

Casting Time: 9

Area of Effect: 1 yard per level

Saving Throws: Neg

The spell create an aroma of death. Any creature that is six hit die or under must save vs. death or die. Any one over six hit die isn't affected by the spell. The material component needed for this spell is a vial of poison type E.

Demonic Resurrection (Necromancy)

Range: 10 yards + 5 yards/level

Components: V,S,M

Duration: 10 rounds + 2 rounds/level

Casting Time : 4

Area of Effect: Special

Saving Throw: None

The caster dips into the unnatural forces of the underworld to create a demonic corpse to serve as a weapon. The bones and rotting flesh of a foul

demon is risen from the ground to destroy all who the caster has chosen. The materials needed for this spell, black candle, fresh dirt, rotting dragon flesh.

SKELETAL DEMON

Ac 1

Hd 8

Mv 16

#At 3

Dmg 1d4 (claw)/1d4 (claw)/1d6 (tail) or 1d8 (bite)

Desmond's Efficient Death Dweomer (Necromancy, Illusion)

Range: Touch

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: None

When *Desmond's Efficient Death Dweomer* is cast, the caster must hit a living target at AC 10, lowered by dexterity modifiers and magic armor bonuses, if any. If the wizard strikes the target, they instantly fall unconscious for the remainder of the spell, but they do not lose any Hp. To anybody else watching the event other than the caster, it appears that the victim has suffered a horrible death at the wizard's hand by fire, being turned inside out, etc. Actually, this is an illusionary effect, the victim has just been knocked out. Anyone seeing this "death" must make a save vs paralyzation or one of the following occurs- roll 1d10:

- 1-3 nausea, vomiting (-2 hit, +2 AC, for remainder of spell)
- 4-6 fear (flee for remainder spell as quickly as possible)
- 7-9 shock (stunned for remainder of spell)
- 10 unconsciousness (no HP lost)

The wizard can only strike one target during the spell, and the target looks, feels, and appears dead by all means until the spell is over.

Desmond's Instant Dismemberment (Necromancy)

Range: 20 yards

Components: V, S

Duration: Instantaneous

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Casting Time: 6

Area of Effect: One creature

Saving Throw: Neg.

When instant dismemberment is cast, a large guillotine-like blade appears over the target, and flashes down at them amazingly quickly. If this blade hits (save vs spell-2), it does 5d8 points of damage and severs one of the targets arms, hands, legs, or feet. This wound bleeds for 1d10 points a round until bandaged.

Duath's Black Fog (Conjuration/Necromancy) ○

Range: 15 feet + 3d8 feet /level

Components: None

Duration: 2 rounds/level

Casting Time: 1 round

Area of Effect: 50 sq. ft.

Saving Throw: None

This spell causes a noxious black cloud to appear. Any who are caught in the cloud lose 1d12 hps per each round in the cloud. The cloud is not affected by the weather and can only be removed by a dispel magic or the duration runs out.

Evermore's Bestow Life Force (Necromancy, Enchantment) ★

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 6

Area of Effect: One corpse

Saving Throw: None

This spell drains 1/2 of the caster's current HP to bring a dead creature back to life, with half of its max HP. This creature will become one of the mage's followers, but does not take up space in the follower quota. Creatures that have been raised from the dead have a Constitution and Comeliness of 5.

Evermore's Undertaker (Alteration, Necromancy, Enchantment) ★

Range: Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: One creature

Saving Throw: None

This spell will up the Constitution and Comeliness of a creature that *Bestow Life Force* has been used on to 15. It will have no effect on other creatures.

The material ingredients of this spell are a comb, a makeup kit, and a bottle of perfume.

Exchange Life-Force (Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One creature

Saving Throw: Neg.

This spell enables the caster to exchange hit-points with the individual touched. If the amount of hit-point is above the normal maximum number of hit-points, the extra hit-points are considered temporary hit-points and cannot be regained when lost. If on the other hand the number of hit-points are zero or below, the recipient dies.

The material component for this spell is a heart-shaped gem of at least 200gp in value.

Fatality Explosion (Necromancy/Alteration) ○

Range: 5 feet/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: Neg.

This spell enables the caster to make a victim explode. The victim's body explodes across a 30 foot radius. The caster can only do this to any creature with 3 HD less than the casters level (a 9th level caster can make any 6 HD creature explode). If the spell is attempted on any creature that does not fit the requirements then the victim suffers 5d4+5 points of damage. If the victim is killed by the 5d4+5 points of damage then the victim will explode as would happen if it was cast on a creature with 3 HD less than the casters level. If the damage is not enough to kill the victim then the victim is not subjected to exploding. The caster use this spell on as many creatures he or she wishes as long as their total HD does not exceed the casters limitations (for example: A 7th

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level caster can destroy a 4 HD creature, or four 1 HD creatures, or one 3 HD creature and one 1 HD creature, etc.)

The material component for this spell is a black onyx (1,000 gp) and a tomato (the tomato is blown apart during the spell and black onyx is voided to the Abyss).

Fleshsear (Necromancy)

Range : 30 yards

Components : V, S

Duration : Instantaneous

Casting Time : 6

Area of Effect : One man-sized creature

Saving Throw : Special.

Fleshsear is a vicious spell which basically dissolves it's target's flesh down to the bone. Obviously, this spell will not work if targeted against a creature with no flesh (exoskeleton). If the saving throw vs. death magic, with a -1 penalty, is failed, the target loses 12 points of constitution and 14 points of strength. If successful, the target receives 2d12 points of damage. Victims reduced to 0 by constitution or strength drain are dead, for the spell dissolved all their flesh, leaving just a skeleton.

Gaal's Legion of Doom II (Conjuration, Necromancy)

Range: 100 yards

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 400 square yards area

Saving Throw: None

This spell is exactly the same as the 3rd level one. Commands however may be more complex: "Push the buttons 9-8-6 while pulling the 5th white lever from left of the 3rd row." although they must be always "mechanical".

* At 11th level a wizard summons 3d6 Skeletons and Zombies, 2d6 Ghouls, 2d4 Shadows.

* At 13th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 2d4 Shadows and 1d4 Wights.

* At 15th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 2d4 Shadows and 2d4 Wights.

* At 17th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 3d4 Shadows, 2d4 Wights and 1d4 Ghosts.

The material component for this spell is a bone wick was taken from a living humanoid or from a humanoid wick was tortured to the death. It is not consumed.

Gauntlet of Pain (Necromancy, Invocation/Evocation)

Range: Touch

Components: V,S,M

Duration: 1 round per level

Casting Time: 6

Area of Effect: Caster's hands

Saving Throw: Negates

When cast a greenish aura of deadly power engulfs the casters hand, he then touches his enemys and causes them great pain (-4 to attack -5 to movement) the victim takes 1d4 points of damage from the casters touch and is drained temporarily of 2 levels per hit, Paladins hit by this spell lose the ability to cast spells while under its effects, the negative energy infusing thier bodies makes it impossible for them to talk and fight at the same time. The spell also makes enough light to read and walk by. The material componets for this spell are a black velvet glove, and specter dust.

Ghast (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: One body

Saving Throw: None

This spell animates a body as a ghast, under caster's control.

The material component is flesh from the meal of a cannibal and three dead flies.

Insanity Rush (Necromancy)

Range : Touch

Components : V, S

Duration : Permanent

Casting Time : 1 round

Area of Effect : One person

Saving Throw : None

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When used, it makes a man totally insane to the point of attacking his or her comrades. Roll a 1d10 to determine the nature of the insanity

1. Int and Wis go down to 3, person can no longer think effectively.
2. Turns into an enemy monster that the DM controls as if it were his/her own. Obviously, he's a monster just in his mind.
3. Stops completely for 1d8 rounds unless a Save vs. Petrification is successful.
4. Runs into sword unless save vs. spells
5. Goes Berserk
6. Dances around like a madman, waving his weapon everywhere and hitting anyone in range
7. Goes after first target in range until dead.
8. Cuts self, causing 1d8 damage for 1d4 turns
9. Runs away like a scared little child from the battle.
10. If it is a sunny day, will see his shadow and die from fright. If not, never mind.

Kaldorn's Death Darts

(Necromancy, Invocation /Evocation) ○

Range : 60 yards + 10 yards/level

Components : V, S, M

Duration : Instantaneous

Casting Time : 2

Area of Effect : 1-8 targets

Saving Throw : Special

This spell fires 1 dart per 3 levels of caster, much like the *Magic Missile* spell. Each bolt does 1d8 per 2 levels of caster, to a maximum of 12d8. Also, it does +3 per level of caster, to a maximum of +72. No saving throw is allowed. If a single target is struck by more than 4 darts, it must save versus death magic or suffer paralyzation in 1d4 extremities for 1d8 rounds. For every dart over 4, -1 is taken from saving throw. The darts are spit out of the caster's outstretched hand. The material component for this spell is a bit of dead flesh from a reptilian creature.

Kalli's Beleagured Bones (Necromancy) ○

Range: 5 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One creature

Saving Throw: Negate

When this spell is cast, the wizard causes the

victim creature to become physically weaker by weakening the victim's bones. If the victim fails a saving throw vs. spells, the character loses 1 point of strength per level of the caster (creatures without strength rating are assumed to have a 3-6 Strength if Tiny, 6-9 Strength if Small, 10-12 Strength if Medium, 13-15 Strength if Huge, 16-20 Strength if Large, and 21-25 Strength if Gargantuan. The DM may modify this as he sees fit). A creature reduced to 0 Strength is helpless and unable to move. Creatures without strength ratings suffer a -1 penalty to hit and damage rolls for every four full strength points they lose.

Attacks to the victim with bludgeoning weapons inflict double damage due to the weakened state of bones, though other attack types are unmodified.

This spell until dispelled with a *Cure critical wound* spell or more potent healing magic. The caster is treated as being four levels higher when this spell is attempted to be dispelled by a *dispel magic*.

The material component of the spell is a leg bone that the caster snaps in two, and points toward the victim.

Kalli's Black Death

(Invocation/Evocation, Necromancy) ○

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 7

Area of Effect: One creature

Saving Throw: Negate

This terrible spell is fearsome to behold. When the caster touches the victim and speaks the spell, the victim must instantly save vs. death magic. If the saving throw fails, the area the caster touched begins to age, wrinkle, shrivel and blacken. The affected area quickly spreads over the victim, until by the end of the round there is nothing left of the victim except a blackened husk of a corpse. The spell's victim can take no action during the time between being touched and death other than to scream in agony and force those looking on to make *Horror* checks from the sight. The victim is dead beyond being saved by a *Raise Dead* spell, though more powerful magic can raise the character back to life.

The spell is still terrifying should the victim make his saving throw. The touch of the caster drains 4d6 hit points from the victim, possibly still killing weaker foes. When the spell is cast, the caster has up to 1 round/level to discharge the

spell into a victim. The spell can be discharged but once.

Kalli's Unthwartable Revenant (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One Creature
Saving Throw: None

This spell can be cast on a victim at any time before he dies or after the victim has been dead, up to one day per level. If cast on a living individual, the spell will remain latent up to one day per level of the caster. Regardless in which manner it is used, the spell does not take effect until the victim is slain by an individual, or through the direct action of an individual. Thus, the spell would take effect if the character was killed by a sword blow from an opponent, a fireball by a wizard, or even if buried under an cave-in caused by a wizard who hoped to bury the victim under an avalanche by casting a lighting bolt at the roof above him. Setting off a pit trap that slays the character would not activate the spell, nor would a subsequent cave-in that killed the character if the casting wizard had destroyed the supports in the cavern by accident (deliberately destroying the supports would be another matter...). The spell also fails to activate if the victim's body is utterly annihilated (by such things as a *disintegrate* spell).

Once activated, the character instantly arises as a revenant, as per the *Monstrous Compendium* description. However, it is not able to use the body of another deceased person - it must use its original body. The revenant proceeds with all speed to destroy the individual that caused its death. The revenant remains until destroyed or succeeds in its tasks. In the final matter, the revenant sinks to the ground in final rest.

Casting this spell ensures that the victim will automatically return from the dead to wreck vengeance on its slayer. It is used with caution, for attempts to revive the individual after the use of this spell is very difficult - Resurrection Survival chances are halved, and the victim loses four points of Constitution instead of one.

The material component of this spell is bit of quicksilver to be spread on the victim, and a gift of six drops of the caster's blood.

Korel's Strength of Darkness (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Undead touched
Saving Throw: None

This spell, when cast on an already animated undead, presumably under the caster's control, strengthens both the body of the undead and the animating force holding it together. The result is an increase in most of the physical statistics of combat, producing an excellent skeletal bodyguard or elite troops.

The effects of this spell depend on the caster's level. Subtract 10 from the level of the caster and divide by two. This modifier (2 at fourteenth level, 3 at sixteenth level, 4 at eighteenth level) is applied in the positive direction to all of the following: THAC0, Hit Dice, Armour Class, and damage modifier. Thus, a 14th-level caster could strengthen a normal skeleton (THAC0 19, 1 HD, AC 7, no damage modifier) to an advanced model with THAC0 17, 3 HD, AC 5, and a +2 damage modifier. Free-willed undead are not affected by this spell, nor are non-corporeal undead, since the spell strengthens the physical body of the undead. Skeletons, zombies, and ju-ju zombies are the typical recipients of the spell. The material component for this spell is a pinch of dust from a normal undead of the new Hit Dice or higher (wraith at 5, mummy at 6, etc.) and a cup of blood from a fighter with the same THAC0 as the new level. These are mixed together and splashed on the undead to be affected.

Korel's Vampiric Strike (Enchantment, Necromancy) ○

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: Weapon touched
Saving Throw: None

This spell imbues one weapon with a shimmering black radiance that makes it function as a weapon of vampiric regeneration for the spell duration. That is, one half of any damage inflicted by the weapon (including bonuses for Strength, magic, backstab multipliers, etc.) is gained by the wielder, rounded down.

The spell enchants the weapon, not a person, so the weapon may be used by the caster or another person, or even by several people in succession

within the spell duration. For the purposes of this spell, a weapon is defined as any non-living object through which damage is inflicted. Common weapons like swords and staves are obviously included, but the spell could theoretically be used to enchant a pair of gloves to regenerate punching damage. In a case like this, only the permanent damage is counted for determining how many points are regenerated.

Hit points may be gained by the wielder above the normal maximum, and excess points are treated as in a *Vampiric Touch* (fades after one hour). The material component of this spell is a pinch of dust from a level draining undead (wraith, wight, spectre, vampire), which is sprinkled over the weapon to be affected.

Kyle's Constitution of the Dwarves (Alteration, Necromancy)

★

Range: 0
Components: V,S,M
Duration: 1 round/2 levels
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

This spell gives the recipient the added constitution, and bonuses that go along with a high constitution.

Recipients Constitution	Constitution Bonus
3 - 8	+5
9 - 11	+4
12 - 14	+3
15 - 16	+2
16 - 17	+1
18+	-

The recipient gains the added hit points and attribute adjustments due to a raised constitution. The recipient has a euphoric sensation when first taking on the effects of this spell, then a strong urge to sleep. Rest for an equal amount of rounds to duration is necessary, half that if a successful endurance check is made (if the non-weapon proficiencies is available). Unwilling recipients are allowed a save vs. spells to avoid the effects of this spell.

The material components for this spell are an mithral mug of dwarven creation, and a stout dwarven ale. This must be consumed during casting, the mug also disappears.

Kyle's Undead Groping Hands (Conjuration/Summoning, Necromancy)

○

Range: 50 yards
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: 30x30 feet/level
Saving Throw: None

This spell causes 1d4+2 per level zombie appendages to erupt from the ground. (25% of these appendages are legs the remainder are arms.) Half as many appear if cast in rocky terrain, double the amount if cast in a graveyard. Each appendage is AC 3 and have half as many hitpoints as the caster. Opponents must save vs. spells at -1. Legs cause d6 points of damage, and arms cause 1d4 points of damage plus a grapple attempt as per Evard's Black Tentacles (q.v..) with the exception that the appendages do not disappear if they miss their original or subsequent attacks and are attracted to the life force of living creatures only.

The material components for this spell are a pinch of powdered bone and a drop of blood.

Leech (Necromancy, Enchantment)

○

Range: 20 yards/level
Components: S, M
Duration: 1 round/level
Casting Time: 6
Area of effect: 10 feet radius/level (centered on target creature)
Saving Throw: Negates

This spell places a powerful enchantment upon the target creature. The target creature receives a saving throw vs. death magic, with a -3 penalty to avoid the spell. If the saving throw is failed, the affected creature feels as if something is watching over him. In the same round, the creature hears a voice, sounding exactly as his own, speak, "Even though my fate twines with strife, to my demise I give you my life". From that point on, any healing magics, magical items, innate ability, even regeneration, that gives hit points to a creature within the area of effect of the leech, the hit points are taken from the "leeches" creature. For example, a fighter within range of a "leeches" creature drinks a potion of healing, restoring 7 hit points to himself. The "leeches" creature loses 7 hit points, as the hit points given to the fighter are taken from the "leeches" creature. If a "leeches" creature tries

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to heal itself, in any manner, there is no effect, as any hit points regained would be taken from himself anyways, thus canceling each other out. If the leech creature dies because of this spell, the leech will continue to give hit points as mentioned above, visibly shriveling and corroding the dead creature until nothing but a tattered, skeletal corpse remains. If the dead creature is reduced to -100 hit points from the leech, its soul is destroyed, and its body turns to ashes. Only a specifically worded wish can hope to restore the creature to life. The material component for this spell is a leech, that has tasted a drop of blood from an immortal creature.

Lich's Palm (Necromancy) ○

Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Special

This spell actually grants the wizard the ability to use the normal attack of a lich. A mere touch will cause 1d10 HP of cold damage and paralysis of the victim (a saving throw is applicable to avoid the paralysis).

Living Layer (Necromancy) ★

Range: Touch
Components: V, S
Duration: Special
Casting time: 6
Area of effect: One creature per 3 levels, or one application per 3 levels.
Saving Throw: None

Casting *Living Layer* on himself or an ally coats that beings with a thin layer of life energy, this has no effect on that being, but because of its unprocessed nature, has a very bad effect on level draining undead. When falling prey to a level drain, the *Living Layer* takes the place of one lost level, when this is absorbed by the undead, it takes damage according to the hit dice of the 'victim.' A warrior with 2 living layers cast on him will cause 2d10 damage to an undead that drains two levels. *Living Layer* tops out at 1/4 the recipients level. A 20th level character can only have 5 living layers.

Lordus' Humorous Amputation (Necromancy) ○

Range: 10 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 30 feet radius
Saving Throw: Negates

This spell was created by a powerful necromancer and planewalker named Lordus. Lordus, who's evil deeds rival many of the most dark and vile among the planes, thought that his beloved school of Necromancy lacked a little humor. So....

All creature within the area of effect must make a saving throw vs spell or 1d4 random limbs (arms or legs) fall off the victims body. The joint where the limb fell from (shoulder or hip) heals over as a stump, as does the limb that fell off, instantly, so that the spell causes no damage.

Ex. Poor little orc fails his saving throw and rolls a two. Both one arm and one leg fall from his body, dropping him to the ground. Looking down in horror he now see that he has to stumps in place of his limbs, and not far from him are his arm and his leg in perfect condition, lying limp and worthless.

Darkantus, Lordus' apprentus, name the spell Lordus' Humorous Amputation after watching Lordus cast the spell at a group of charging orcs. Lordus the dark and very evil.... fell over laughing. The material components for this spell are are a knife blade and a small bone.

Minor Accursed Rite (Necromancy) ○

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Living creature touched
Saving Throw: Negates

This spell turns its victim into an undead. The type of undead is selected randomly from those between the power of a wight and a vampire. The undead is partially controllable by the wizard. This is a risky spell: each command given is a chance for the victim to become a fully free undead of the type, unless the wizard also is a member of the same type of undead. The thus created undead is free-willed, but may still be subject to other spells that remove this freedom, of course. The change takes place over a period of two weeks of gradually worsening illness in which time the spell can be dispelled by a dispel magic, cure disease, and heal, cast in any order any time during the

two weeks, not necessarily one straight after the other. The DM should make up some appropriate material component.

The spell can create some quite weird undead, such as vampire snakes. Controlling requires a common language and sufficient Intelligence on the part of the target. The spell in itself doesn't modify statistics such as intellect, even if the undead Strength of 18/00 on a vampire does apply to non humanoids as well.

Missiles of Withering (Necromancy/Evocation) ○

Range: 30 yards

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: One creature

Saving Throw: Negates

This spell causes 1 missile per five levels of experienced gain to emit from the caster's hand, hitting a target unerringly. When the missiles hit the victim must roll a save vs death magic at -2 for every missile that hits or have that body part *Withered* by Negative Energy. There is a 20% that a missile hits the head of a victim. If this happens they must roll a save vs death at -3 or die immediately from having their skull withered. For paladins this chance is increased to 30% instead of 20. This spell does the caster damage as well though. For every 5 points inflicted on the victim the caster loses 1 point him/herself from the manipulation of such deadly energy.

Morgwar's Undead Chaser (Abjuration, Necromancy) ★

Range: 10 feet per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: 10 feet per level square

Saving Throw: Special

This spell simulates the priestly power to turn undead. This effect happens under the same restrictions. The wizard has to approach the undead with his spell components in hand. The priestly effect of the turning is dependant on the alignment of the wizard casting the spell. If the wizard is good he destroys or turns the undead, if he is evil the undead are controlled, if he is neutral he can choose which effect is to happen. The effect is rolled on the priest's turning

table with the following addition: if the level of the wizard is above the level that is absolutely necessary to turn the undead, the wizard gains a +1 bonus for every five levels above the necessary level. Thus, the lowly undead are almost assuredly under the control of a 12th-level wizard.

If the wizard does not succeed with his roll to turn any kind of undead present then all undead are not turned or controlled: if the wizard faces 20 skeletons, 10 wights and one special undead and he fails only to turn the special undead, he automatically fails to turn all undead present (even the skeletons). Thus, this spell is not very useful with a congregation of undead, but it can be used to get some nice effects with lower level undead. The wizard can affect a maximum of one undead per level, beginning with the lowest powered ones.

The material component is a part of every type of undead the wizard wishes to turn or control. If that part actually was part of that specific creature, that creature is turned or controlled automatically.

Mummy (Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: One dead body

Saving Throw: None

This spell, when cast on a dead body, animates the body as a mummy, under caster's control. There must be a coffin nearby to rest in and it is treated as a normal mummy in all respects (including being resurrected as a 7th level fighter). The material component are a rare balm (200 gp), two linen bandage and a beetle (living or dead).

Mutation (Necromancy) ○

Range : Touch

Components : V,S,M

Duration : Permanent

Casting Time : 6

Area of Effect : One living creature

Saving Throw : Negates

This spell greatly alters the body of any one living creature it is cast on (undead have no metabolism, and are thus unaffected).

The mutation is random, so the caster cannot control the mutation's exact effect. A target is entitled to a saving throw vs. polymorph to avoid

the effects. If failed however, the creature immediately begins to mutate.
Roll 1d100 and consult the following table for the results (of course, a DM may be creative and alter the list) :

Die Roll	Effect
01-10	<i>Creature sprouts 1d3 functional limbs (random location)</i>
11-20	<i>Bones liquify - Creature turns into living flab.</i>
21-29	<i>Creature's body bloats and coats with infectious tumors, loose flabs of flesh, and disgusting, pulsating arteries, writhing under its skin in a hideous dance of living gore.</i>
30-35	<i>Creature grows 1d4 vestigial appendages. (random locations)</i>
36-45	<i>Creature sprouts 3d6 additional ears. (amplified hearing)</i>
46-55	<i>Creature sprouts 3d6 additional eyes. (360 deg. vision)</i>
56-60	<i>Creature sprouts 3d6 mouth-like orifices.</i>
61-65	<i>1d4 random limbs shrivel and become useless.</i>
66-75	<i>A random organ is enlarged/reduced by 1d100 + 100% .</i>
76-80	<i>Creature grows an additional head. There is 90% chance that it will become psychotically retarded and die in 3d8 turns, and a 10% chance that it will survive to live with the extra head (a very amusing situation indeed).</i>
81-100	<i>Creature mutates horribly and dies in terrible agony.</i>

For each mutation, the target must roll a system-shock check to see if it survives at all. Each mutation causes 3d4 points of damage, -10% for future system-shock rolls, and charisma drops by 2d4+2 (minimum 1).

Mutation has no effect of oozes, molds, jellies, or other liquid creatures.

The mutation can be reversed with a *Restoration* spell or a *Wish*.

The material component is living tissue (can be preserved).

Nezrod's Screaming Skull (Alteration, Necromancy)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: Cone 100' long, 30' wide at its base, 5' wide at its apex

its base, 5' wide at its apex

Saving Throw: none

With this spell, the wizard causes the skull she is holding to emit a ghastly shriek before crumbling to dust. All living creatures with no more than 7+4 hit dice or 8 levels of experience caught within the area of effect are subject to the screaming skull's power to one extent or another. Use the following table to determine the exact effects based on each victim's respective hit dice/level.

Hit Dice / Level	Damage Inflicted	Magical Aging
6 - 7+4 / 6th - 8th	3d6	3-12 years
4 - 5+ / 4th - 5th	4d6	4-24 years
2 - 3+ / 2nd - 3rd	5d6	5-40 years
Up to 1+ / 1st	6d6	6-60 years

Damage and magical aging, along with any applicable effects from the aging, are suffered immediately. The damage can be healed through all normal and magical means. Likewise, the magical aging can be reversed through the use of appropriate magic.

The material components of this spell are a humanoid skull and the powdery remains of a destroyed ghost.

Nezrod does not use this spell much. When he does, he tries to target elderly human foes, hoping to cause them to die of old age from the screaming skull's effects.

Noska Trades' Immortal Mount (Alteration, Necromancy)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: Negates

This spell enables the wizard to convert his mount into a gruesome undead creature. The mount is allowed a saving throw versus death magic. If this saving throw fails the mount must make a system shock roll, and if it fails this roll it dies before the spell is completed, thereby negating the effects of the spell.

The mount turns jet-black with glowing red eyes and appears as if its skin was pulled tightly over its bones. The mount's skin becomes leathery, decreasing its Armour Class by 2. It acquires an additional Hit Die and retains its previous

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movement rate and form (i.e., flying mounts can still fly). The mounts maximum encumbrance increases by 200 pounds and it also never grows tired.

The wizard needs a vial made from the bones of a creature the same as the mount. The vial must be filled with demon ichor.

Nrok's Lethal Weapon I (Evocation, Necromancy)

○

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Negates

By means of the *Lethal Weapon* spell, the wizard enhances the ability of one bladed weapon to be considered a 'lethal' weapon.

In this state, the blade glows a faint gray color and appears magical. By the same means, if a weapon is already magical, this spell is instantly lost when cast on the weapon, because the current magic of the weapon will destroy this magic being cast on to it. The blades effects will last four hours, or until swung once, after which time it is lost, and cannot be done again until the spell is cast on the weapon again.

Note that his spell doesn't lend itself to *Permanency*.

The first person the blade is swung at and hit by the blade will receive the effects of the spell, but remember, even if the weapon is used and misses, the magic is still lost. The victim, if hit, must roll a saving throw vs. death magic. Failure of this saving throw has special effects, roll a percentage dice. If the percentage roll is lower then 25%, then the victim dies, if it is above, the weapon does quad-damage (damage x4). Successful passing of the saving throw vs. death magic simply means that the victim takes damage from the 'lethal' weapon, but does not get effected by this spell. The material component of this spell is 300 gp worth of crushed black gem, and the rare crystalline material found in silver urchin, crushed and mixed together.

Pains of Perpetual Agony (Necromancy)

○

Range: Special

Components: V, S, M

Duration: Concentration

Casting Time: 6

Area of Effect: One person

Saving Throw: Negates

This spell causes the target great pain, irritates the nerve-endings, and causes intense pain in a human, demi-human or humanoid. Each round the target must make a saving throw vs. spells, modified by hit point bonus if applicable, to do anything but scream in pain. The pain will last for so long as the caster maintains concentration. The spell may be cast using a fetish object, thus negating any range restriction. The material component is a piece of sharkskin, blessed by a priestess of Loviatar.

Power Word, Pain (Necromancy)

○

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1

Area of Effect: 60 – feet diameter sphere

Saving Throw: None

This spell allows the caster to utter a word of power that enables him to cause wracking pain in his victims. This pain causes the affected to be at a -4 to hit and have a +4 penalty to Armor Class. The victims will fail all saving throws as long as the pain lasts. The spell can affect up to 40 HD/levels of victims. In cases where hit dice are varied, the lowest level/HD creatures are affected first. Partial effects are ignored. The length of the pain depends upon the hit dice of the creature affected, as shown below.

Hit Dice	Length of Pain
under 1 Hit Dice	6 hours
1 to 2 Hit Dice	3 hours
2+1 to 3 Hit Dice	1 hour
3+1 to 5 Hit Dice	3 turns
5+1 to 6 Hit Dice	1 turn
6+1 to 7 Hit Dice	3 rounds
7+1 Hit Dice or more	1 round

The material component for this spell is a bit of dung rubbed onto the caster's lips.

Pyre (Evocation, Necromancy)

○

Range: 60 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: 20-foot radius, 30-foot high

cylinder

Saving Throw: $\frac{1}{2}$

This spell calls forth a blazing funeral pyre upon its victims, these flames of death inflict a gruesome 8d10 damage (undead aren't allowed a saving throw). The singing of unholy spirits can be heard from the fire, and bits of bone fly up to the sky. The material component for this spell is a hollowed rib filled with bone ash and sulphur.

Reanimate (Necromancy)

Ⓒ

Range: Touch
Components: V,S
Duration: Special
Casting Time: 1 round
Area of Effect: One deceased creature
Saving Throw: None

With this spell, a caster may cause the spirit of a dead humanoid to reanimate it's body, allowing it to behave as if he were alive. When reanimated, the subject has full hit points, and full access to whatever abilities were possessed before death. The caster can reanimate any humanoid who has been dead for less than one year per level of the caster.
Unfortunately, the creature is still technically dead. It is cold to the touch, blood does not flow, etc. The creature has no need to eat, sleep, or drink. Because the creature is still dead, the body will begin to decompose, creating a less than pleasant odor.
The greatest drawback of reanimate is that the subject is still technically dead (treat as undead of a level of the subject's hit die for turning purposes). Every day after his death, the character loses 1d3 points from his Strength, Dexterity, Constitution and Charisma totals. When any of these attributes drop to zero, the character is permanently dead, and cannot be resurrected by any means short of a *Wish*, or the direct intervention of a deity.

Red Death (Necromancy)

○

Range: 1 feet per level
Components: V, S, M
Duration: 1d4 rounds
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

This terrifying spell causes the blood of the

victim to be drawn from every available pore and orifice over the victim. If the victim fails his saving throw, he is paralyzed in agonizing pain as 4d6 hit points worth of blood is drawn from his body each round for the next 1d4 rounds. The victim is unable to attack and suffers a -4 penalty to AC. The victim also loses 4 points of Constitution and Strength each round. Those who survive this terrible spell can regain Constitution and Strength at the rate of 1 per turn of complete rest. Blood loss and hit points are healed normally.

Those viewing this terrible fate must save vs. spells or become overcome with *Horror*, as per the Ravenloft effect.

Those who succeed their saving throw feeling a numbing sensation as the blood in their body rushes to the surface. The victim is -2 to hit, saves and ability scores for 1d4 rounds, but suffers no physical damage.

The material component of this spell is the heart of a shrew powdered with crushed ants.

Remove Flesh (Necromancy)

○

Range: 0
Components: M
Duration: Permanent
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Negates

Victims of this spell must save versus death magic at -2 or lose 4 points of Strength and 2 points of Constitution, with the added loss of 30% body weight. If any statistic reaches 0 through this spell, the victim is skeletonized, and a wish is needed to revive him. Rest of one month restores one point of each statistic, and 10% of body weight. Restoration immediately restores both statistics. The material component of this spell is a vial of spoiled food.

Restore the Bounty of Flesh (Alteration, Necromancy) Reversible

★

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: The caster
Saving Throw: Special

This spell reduces the physical age of the caster by one to ten years. Benefits of ageing are still

accrued, but physical decrepitude may be offset. There is a cumulative 5% chance per casting of the spell of reversing the effects of all previous castings and applications of similar anti-age techniques. The reverse of the spell, *Take the Bounty of the Flesh*, ages the target by one to ten years, but this requires a roll to hit, and the unwilling target is allowed a save vs. spells. There is no chance of a botched spell in the reverse format.

Revenant (Necromancy)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One body
Saving Throw: None

This spell animates a body as a revenant. This spell is quite dangerous, since the control on the revenant is very weak at first and the creature will try to attack the caster. What's needed to strengthen the control is a show of might from the master : If it's brought to less than 50% Hp, his will will be weakened and afterwards it'll be under caster's control.
The caster must attack the creature alone, since only the one brought it to ½ Hp will be recognized as The Master (so, if the wizard choose to leave the fight to party's warrior, it'll find the warrior now fully controls HIS revenant).
The revenant's paralytic power works on any target caster designates to attack.
The material component is a killing weapon from a cold - blooded murder.

Rizzen's Life Sponge (Necromancy, Abjuration)

★

Range: 0
Components: V, S, M
Duration: 1 round/5 levels
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

All magical damage done to the caster is applied to his current life. He cannot ever have more life than his current hit points. This effect lasts for 1 round per 5 levels of the caster. Impact damage from a magical effect does not count as magical damage.

Schizophrenia Projected Image (Alteration, Illusion/Phantasm, Necromancy)

○

Range: 10 yards / level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

The spell creates an alter ego of the person. The duplicate will take on the schizoid-ego of the caster. The duplicate can perform any action that the mage can including spell-casting and combat. The mage can communicate via telepath with the duplicate. The image does not have to be within the mage's view to continue to exist.
The duplicate can cast the spells that the mage has memorized. Of course the mage loses the spells then. However each can cast spells independent of each other.
The major power of the duplicate is that he can destroy the life force of a living being within spell range by willing it. The victim gets a save vs. death. Success and he suffers 3d6 points of damage. Failure and he dies.
There is a few side effects to this power. First, the mage cannot control if the duplicate will use it. The mage can only point out his enemies to the duplicate. Secondly, when the duplicate uses the ability, the mage must make a Sanity check. If he fails, the spell ends, he goes insane and becomes his Schizophrenia alter ego.
Schizophrenia projected image requires the material component of a clay image of the mage that must be torn in two pieces.

Sertan's Certain Slaying (Necromancy)

○

Range: 6
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

This spell concentrates all the power of a death spell on one victim.
A saving throw versus death magic is allowed. For every three levels the wizard exceeds the victim's level or Hit Dice, a -1 penalty is applied to the saving throw, and vice versa. If the saving throw is failed, the victim is slain immediately. If it succeeds, he is weakened for one turn per level of the wizard, suffering a -2 penalty to all rolls. This penalty is cumulative. A saving throw which

succeeds by more than 10, or is critically made negates any and all effects of that casting of the spell.

The material component is a black pearl, and the lens from the eye of a catoblepas, costing a total of 1000 gp. In some places, the lens may be hard to get, as its only known use (besides as a lens) is for death-dealing spells and poisons.

Skarm's Black Redemption
(Necromancy, Enchantment/Charm)
Reversible

Ⓒ

Range : 20 yds.

Components : V, S

Casting Time : 6

Duration : Instantaneous

Area of Effect : One creature

Saving Throw : Neg.

When caster casts this spell the target has to save vs. polymorph, with a -1 penalty for each four levels of the caster.

If the target fails its save, it's paralyzed and wacked by pain and unable to act for 3d3 rounds.

During this period, the victim's body is surrounded with greenish lightnings and anyone touches it takes 1d6 hp due to lightnings.

After 1 round, a boiling black goo pours forth from victim's mouth and nose. How much goo comes forth depends upon the target.

In the following rounds, the goo begins to take the same shape of the victim and to solidify. The process is quite horrid, since the building of the body begins from bones and organs and all up to skin and hair!

The goo, during the change, is quite dangerous to touch, since the solidifying process requires energy and should someone touch it, that energy's not drawn from the surrounding land but from the creature touched it. That creature take 2d10 hp. After the paralysis period ends, there are two victim's bodies.

The two bodies are the same in all characteristic and powers, but hp and alignment.

Indeed this spell painfully rips the victim's soul in two, "melts" the evil part in the black goo form and draws it forth; so one body contains the dark and evil part of the target, the other the good one (in game terms, one has Evil alignment, the other Good).

Since not everyone has the same shares of good and evil in him, the starting energy share of each body varies from victim to victim (see below).

Type of Target	% Good	% Evil
Good – aligned Deity (+)	all but 1 hp	1 hp
Good absolute (celestial steward aasimon)	all but 1d3 hp	1d3 hp
Good paragon (warrior aasimon)	95 %	5 %
Good extreme (good creature from a good race)	75 %	25 %
Good average (average good human)	65 %	35 %
Dark good (good with neutral tendencies) *	60 %	40 %
Enlightned neutral (neutral with good tendencies) *	55 %	45 %
Neutral absolute *	50 %	50 %
Dark neutral (neutral with evil tendencies) *	45 %	55 %
Enlightened evil (evil with neutral tendencies) *	40 %	60 %
Evil average (average evil human)	35 %	65 %
Evil extreme (evil creature from an evil race)	25 %	75 %
Evil paragon (lesser/least tanar'ri or baatezu)	5 %	95 %
Evil absolute (true tanar'ri, greater baatezu/tanar'ri)	1d3 hp	all but 1d3 hp
Evil – aligned deity (+)	1 hp	all but 1 hp

(+) = Should be noted that a deity which has Good or Evil as their portfolio or area of influence, would have 0 hp in the opposite alignment. This 0 hp doesn't mean the body's dead, for natural healing can bring it to positive hp.

(*) = These are shades which can be chosen by Dm. Note that a extremely evil could go down in this table below its race typical level and an extremely good one could go up above that. Average "shade" range is of 1 step. Obviously the Dm can rule a creature a lot much more good than its race average or a lot more evil!

After the hp are shared, the two bodies can only heal naturally, since the "damage" is done to their souls, but they can heal up to victim's full hps.

The reversed form of this spell, *Skarm's Soul Blend*, is cast on two creatures, but caster has to touch both in that round (the spell itself allow two him touch "attacks").

The two creatures are paralyzed by pain and unable to move for 3d3 rounds.

Thei bodies are surrounded by blue lightnings (which work in the same way as per *Skarm's Black Redemption*). A grey goo, sparkling with multicolored lights, comes forth from the weaker (lower hp) creature's mouth and goes into the stronger one's mouth (higher hp).

Then result creature's alignment is found out :
Sum up victims' hp, find weaker victim hp's percentage in it, look for the alignments' share in the weaker one and the percentage (round up) of the most preminent alignment minus the percentage of the least preminent is the

percentage to add to the stronger one's alignment. Then only the stronger one's hp remain and unchanged alignment is adjusted in order to have a 100 % percentage.

Should someone touch the victim 1d4 rounds after paralysis ends, he'd be healed for weaker victim's hp and would take the percentage of weaker victim's transferred least prominent alignment.

The hollow body disappear when the transfer ends.

For example, Rulah meets a goblin (6 hp; LE) and a mercenary (8 hp; NG) and casts Skarm's Soul Blend on them. Goblin is evil extreme (25% G, 75% E) and the mercenary is good average (65% G, 35% E), but goblin's only 43 % of the sum of hp.

So only 32% E is added to mercenary's 35% E, for a total of 67% E (and automatically G shifts to 33%)...a little more evil than evil average!

Then, after 3 rounds, a wounded bandit (2 hp, CE) touches the mercenary and is healed of 6 hp up to his full hp (6 hp), but takes even a 11 % (25% x 43% = 11%) of G.

Skarm's Chaos Bane

(Necromancy, Enchantment/Charm)

Reversible

Range : 20 yds.

Components : V, S

Casting Time : 6

Duration : Instantaneous

Area of Effect : One creature

Saving Throw : Neg.

When caster casts this spell the target has to save vs. polymorph, with a -1 penalty for each four levels of the caster.

If the target fails its save, it's paralyzed and wracked by pain and unable to act for 3d3 rounds. During this period, the victim's body is surrounded with a black smoke whirlwind, crackling with blue lightning, and anyone touches it takes 1d6 hp due to lightnings.

After 1 round, a whitish-blue stream pours forth from victim's mouth and nose. How much stream comes forth depends upon the target.

In the following rounds, the stream begins to take the same shape of the victim and to solidify. The process is quite horrid, since the building of the body begins from bones and organs and all up to skin and hair!

The stream, during the change, is quite dangerous to touch, since the solidifying process requires energy and should someone touch it, that energy's not drawn from the surrounding air but from the creature touched it. That creature take 2d10 hp.

After the paralysis period ends, there are two victim's bodies.

The two bodies are the same in all characteristic and powers, but hp and alignment.

Indeed this spell painfully rips the victim's soul in two, "melts" the lawful part in the whitish-blue stream form and draws it forth; so one body contains the chaotic part of the target, the other the lawful one (in game terms, one has Chaotic alignment, the other Lawful).

Since not everyone has the same shares of chaos and law in him, the starting energy share of each body varies from victim to victim (see below).

Type of Target	% Lawful	% Chaotic
<i>Lawfully – aligned Deity</i> (+)	all but 1 hp	1 hp
<i>Lawful absolute</i> (greater baatezu)	all but 1d3 hp	1d3 hp
<i>Lawful paragon</i> (lesser/least baatezu)	95 %	5 %
<i>Lawful extreme</i> (lawful creature from a lawful race)	75 %	25 %
<i>Lawful average</i> (average lawful human)	65 %	35 %
<i>Rogue lawful</i> (lawful with neutral tendencies) *	60 %	40 %
<i>Orderly neutral</i> (neutral with lawful tendencies) *	55 %	45 %
<i>Neutral absolute</i> *	50 %	50 %
<i>Rogue neutral</i> (neutral with chaotic tendencies) *	45 %	55 %
<i>Enlightened chaotic</i> (chaotic with neutral tendencies) *	40 %	60 %
<i>Chaotic average</i> (average chaotic human)	35 %	65 %
<i>Chaotic extreme</i> (chaotic creature from an chaotic race)	25 %	75 %
<i>Chaotic paragon</i> (lesser/least tanar'ri)	5 %	95 %
<i>Chaotic absolute</i> (true tanar'ri, greater tanar'ri)	1d3 hp	all but 1d3 hp
<i>Chaotic – aligned deity</i> (+)	1 hp	all but 1 hp

+ = Should be noted that a deity which has Law or Chaos as their portfolio or area of influence, would have 0 hp in the opposite alignment. This 0 hp doesn't mean the body's dead, for natural healing can bring it to positive hp.

* = These are shades which can be chosen by Dm. Note that a extremely chaotic could go down in this table below its race typical level and an extremely lawful one could go up above that. Average "shade" range is of 1 step. Obviously the Dm can rule a creature a lot much more lawful that its race average or a lot more chaotic!

After the hp are shared, the two bodies can only heal naturally, since the "damage" is done to their souls, but they can heal up to victim's full hps.

The reversed form of this spell, *Skarm's Anarchy*, is cast on two creatures, but caster has to

touch both in that round (the spell itself allow two him touch "attacks").

The two creatures are paralyzed by pain and unable to move for 3d3 rounds.

Their bodies are surrounded by a bluish smoke whirlwind, crackling with red lightning (which work in the same way as per *Skarm's Chaos Bane*). A grey goo, sparkling with multicolored lights, comes forth from the weaker (lower hp) creature's mouth and goes into the stronger one's mouth (higher hp).

Then result creature's alignment is found out :
Sum up victims' hp, find weaker victim hp's percentage in it, look for the alignments' share in the weaker one and the percentage (round up) of the most preminent alignment minus the percentage of the least preminent is the percentage to add to the stronger one's alignment. Then only the stronger one's hp remain and unchanged alignment is adjusted in order to have a 100 % percentage.
Should someone touch the victim 1d4 rounds after paralysis ends, he'd be healed for weaker victim's hp and would take the percentage of weaker victim's transferred least preminent alignment. The hollow body disappear when the transfer ends.

For example, Rulah meets a goblin (6 hp; LE) and a barbarian (8 hp; CG) and casts *Skarm's Anarchy* on them. Goblin is lawful extreme (25% C, 75% L) and the mercenary is chaotic average (65% C, 35% L), but goblin's only 43 % of the sum of hp. So only 32% L is added to mercenary's 35% L, for a total of 67% L (and automatically C shifts to 33%)...a little more lawful than lawful average!
Then, after 3 rounds, a wounded bandit (2 hp, CE) touches the mercenary and is healed of 6 hp up to his full hp (6 hp), but takes even a 11% (25% x 43% = 11%) of C.

Soul Disintegrate (Alteration, Necromancy) ○

Range : 5 yards/level

Components : V, S, M

Duration : Instantaneous

Casting Time : 9

Area of Effect : One soul or spirit or similar manifestation of that size

Saving Throw : Neg.

When a living creature dies normally, his soul departs from his body. Powerful magic like *Raise Dead* can bring back his soul and restore the body so that the soul can reenter it. However if the body is completely and irrevocably destroyed, like by *Disintegrate* spell, burning, etc., these spells will

have no effect then, because you cannot summon the soul unless you have a body for it to live in. A god or a *Wish* might be able to restore the body however. There is although an even more permanent way to die. These all other ways base on mutilating the body and thus keeping the soul from coming back to its former home. There is an ancient and very rare spell, a variation of the common *Disintegrate* spell, *Soul Disintegration*. This spells sole purpose and function is to completely and irrevocably annihilate a soul. This spell is in many ways very similar to its partner, *Disintegrate*. For example the range and general lookout are the same. Someone who has not heard of *Soul Disintegrate* but only *Disintegrate* might actually recognise the former as the latter. Upon successfully hitting a soul, which isn't protected from this kind of magic, this spell will destroy it. The destruction is similar to the effect of soul-eating swords etc., except that the energy of the spirit or soul is not devoured but released unto that plane where the victim belonged to or existed in. Not even the mightiest of all gods can bring back a soul or spirit destroyed in this manner. However, gods who meddle with time might be able to reach to the moment before the soul was snuffed and copy or bring it back. This method has it's own difficulties, like that a copy of a soul is just a copy, not the real one, or that changing what really happened can be really dangerous stuff. The purpose for which this spell is known to be designed for, is killing creatures who are not tied to one body. This means demons, certain powerful undead, gods, and their ilk. Killing the material form of a demon only slaps his soul to his face and sends him recovering from the blow. This spell can destroy that soul and totally kill the abomination. Gods are however much too big spirits for this spell to destroy. Demons, angels (even powerful demonlords or archangels) and such are the most powerful creatures this spell can affect. Unlike *Disintegrate*, *Soul Disintegrate's* forces are not as controllable as what could be considered safe. If the caster of this spell is unprotected from it's effects, he must successfully roll a system shock roll or fall unconscious for d4 days and save vs. magic death for not to lose a point of constitution and another one of intelligence. To protect one's self from the effects of this spell there are several ways. Natural magic resistance can help as well as all things that would affect normal *Disintegrate* as well. For any specific spells, *Mind Blank* gives perfect protection and *Nondetection* hides the soul so that *Soul Disintegrate* cannot hit it. Several magical items and devices also block this spell, *Amulet of Life Protection*, etc... *Cloaks of protection*, *scarabs*, *rings*, etc. of *protection* give only their +# to

the saving throw, but nothing else. The material components are only a little different than *Disintegrate*'s. Piece of loadstone is required, but instead of dust a pinch of ethereal material or energy from the ethereal plane is needed.

Soul Flame (Evocation, Necromancy) ○

Range: 60 feet + 10 feet/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature/3 levels
Saving Throw: ½

This spell attacks the soul of the targeted creatures with a flaming attack. This spell only affects living beings, although it will also affect free-willed undead. This attack causes the targeted creatures 6d6 + the caster's level in damage. If the spell causes the maximum possible damage, a part of the victim's life force transfers to the caster. The caster permanently gains 1 hit point. The material components for this spell are a small flame and a precious stone from a cairn.

Sasha's Soulburn (Necromancy, Alteration) ○

Range: 0
Components: M
Duration: 1 round/level (or until M component is used up)
Casting Time: 1
Area of Effect: Caster
Saving Throw: Negates

This spell allows caster to use other creatures souls and life force to summon the energy for casting spells. In this way spells cast under the influence of this spell have no vocal, somatic, or material components and have not any side effects on the caster.

Material component for this spell is soul gem (gem with soul trapped inside) created by the spell *Trap the Soul*. For each level of the spell cast under the influence of this spell drains levels/HD of creature trapped equal to the level of the spell. If level of trapped creature falls under zero his soul is destroyed, gem turns to ashes and spell ends in following round. The creature is irrevocably destroyed and no entity can bring him back to life. Even creatures which are not on their home plane can be destroyed in this way. The caster must touch the gem during the casting of the spell.

Sphere of Doom (Necromancy) ○

Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 6
Area of Effect: 5 yard/level radius
Saving Throw: None/Negates

When this spell is cast, the caster glows with an indigo aura. The area of effect darkens slightly as the spell effects occur. All living beings within the area of effect suffer 2 points of damage per level of the caster. A successful save negates. Conversely, all undead gain 2 hp per level of the caster. It should be noted that the caster is affected by his own spell (of course the only helps liches, vampires, and other undead necromancers).

Spirit Legionnaire (Enchantment, Necromancy) ☾

Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One mindless undead
Saving Throw: None

This spell creates a completely obedient undead with the following statistics: AC 4 (better than usual), HP: as caster -5, attacks: 2 for weapon damage, Intelligence: 5, Strength: 16, MV: 6, Morale: 20. This spell permanently drains the caster of one hit point. The material components for this spell are a magical blade and a bit of the caster's blood (both consumed in the casting).

Stealing the Vigour of Years (Necromancy) ○

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One person
Saving Throw: Negates

This spell ages the victim, and at the same time transfers a portion of the age to the caster, reducing the casters age. A To Hit roll is necessary, and success ages the victim, similar to the ageing attack of a ghost. For each five years added to the target's natural age, one year is removed from that of the caster. There is believed

to be a variant lich-designed version, which, instead of removing years from the caster's age, curses the target instead. While this would be feasible, it has never been proved. The material component is a fragment from the shroud of a ghost slain with a holy blade.

**Summon Least Yugoloth
(Conjuration/Summoning, Necromancy)** ○
Reversible

Range: 5 yards
Components: V,S,M
Duration: Permanent
Casting Time: 2 turns
Area of Effect: 5 - foot cube
Saving Throw: Special

By use of this spell, a wizard can summon a least yugoloth guardian to protect something of importance. The yugoloth is under the wizard's complete control, and will obey the commands of its master even after the mage's death.

The main component for this spell is the name of the yugoloth to be summoned. Finding such a name is a difficult task, and only through research or dark pacts with other fell creatures can a wizard obtain a yugoloth's name.

The reverse of this spell, *Banish Least Yugoloth*, will send a yugoloth back to its home plane. If cast by the wizard who summoned the beast, the yugoloth is not allowed a saving throw to resist the banishment. If the caster did not summon the yugoloth, the creature gets a saving throw vs. spells at -2 to resist.

The material component for this spell is a ruby worth at least 500 gp, which is destroyed in the casting.

Thorndead (Alteration, Necromancy) ○

Range: 10 feet per level
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

Failing a saving throw (at -2) results in the bones of the victim growing massive bone spurs that tear out through the flesh for 1d6 per level damage, attempting to move (for spell duration) inflicts an extra point of damage per caster level per motion attempt. This is a spell I had cast on me once: it really sucks. Elminster's evasion saved me; I hope

you never get hit with it. The material component of this spell is a bone rose sculpture.

Tyvek's Fabric Phantom (Necromancy) ☾

Range: 10 yards
Components: V, S, M
Duration: 1 turn per caster
Casting Time: 7
Area of Effect: One phantom
Saving Throw: None

This spell requires the death shroud or clothing of a historically important person of any type (wise man, king, loved nun) and a handful of grave dirt. It conjures into being a mindless undead with hit points equal to three quarters of those of the caster's. Its touch drains one level and it radiates a fear aura which must be saved against at -2, or the victims are affected by fear as if the caster had cast it upon them. The phantom is AC 0.

**Undead Spell Carrier (Enchantment,
Necromancy)** ☾

Range: 0
Components: V
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell allows the caster to place an area effect spell on an undead that will be released upon the destruction of the undead. Only 6th-level or lower spells can be put upon an undead. No saving throw is granted for the undead, but when the spell ultimately goes off, the usual saving throws for the carried spell apply.

Undead Servant (Necromancy) ☾

Range: 5 yards
Components: V,S,M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell is a specialized version of *Animate Dead* created by the witch Kalli Bloodblade, who despised the mindlessness of animated skeletons and zombies. The spell functions similarly to *Animate Dead*, affecting the same number and type of dead humans, humanoids or creatures.

However, the undead are semi-intelligent, possessing $\frac{1}{2}$ the caster's intelligence, plus one point per level past 12th, up to the caster's own intelligence score. The created undead will act like a close associate of the caster, and provide companionship and aid as told. It obeys the caster's command over all others, even if it means its own destruction. Also, if the creature had special abilities in life, it is possible for the caster to restore one ability per seven levels of experience to the creature (including speech, spell-like abilities, spell-casting abilities [but never at a level greater than $\frac{1}{3}$ the caster's own level], skill with certain weapons [but not necessarily the old THAC0], special movement rate [flying, burrowing, etc.]). The undead servant has no memory of its past life, and may develop a wholly new personality, which can be dictated by the caster.

Turning the undead servant is more difficult as there is a special bond of companionship between the undead servant and the caster. To turn the undead servant, a cleric must successfully turn the undead servant twice, and a minimum roll of 7 is required, even if the cleric could normally destroy the undead creature.

This spell, like *Animate Dead*, assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires the caster to prepare the remains prior to the casting of the spell, dressing the servant and placing any items it is to possess and use beside or on the remains. It will take the caster 2d4 turns to prepare any given body for the spell. Once the bodies have been prepared, the spell is begun. The caster must spill a drop of his own blood and wrap a piece of cloth from his personal clothing about one of the bones or limbs of the individual to be animated for the spell to be completed. Misuse of the spell (such as to create a horde of intelligent, but subservient slaves) can be construed as an evil act.

The caster can only have in his care up to the maximum hit dice that can be animated by this spell of undead servants at any given time. Additional undead servants cannot be created until the caster raises in level or some of his undead servants are destroyed. The spell cannot be recast on already created undead servants to increase the servant's intelligence or number of special abilities.

Ward of the Dead (Necromancy)

★

Range: 0

Components: V, S

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 40 feet by 40 feet square

Saving Throw: Special

This spell when cast surrounds the caster and other living beings in the area of effect with a magical shield that is non movable from the spot it is cast in. This shield keeps out all undead of 8HD or lower. Undead of 8HD to 12HD save vs spells at -2 to pass through. Undead of 12HD or higher can pass freely through the ward. At the end of the spell the caster must wait two full days before the spell can be cast again.

Wasteaway (Necromancy)

○

Range: 10 yards

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One Creature

Saving Throw: Negate

This wicked spell is said to be the creation of the Witch Necromancer, Kalli, as a tool of revenge against comely males whom refused her companionship. The spell gives the victim a saving throw vs. death magic to avoid its affects when it is cast.

Once the spell takes effect, the victim loses 3 points of Strength, Dexterity, Constitution, Charisma and Intelligence per day, until the attribute drops to 1, where it remains. The spell also causes the loss of 1 hit point per day until cured. These lost hit points cannot be cured, even by magic, and are lost forever. *Dispel Magic* has no effect on this spell, and only a *Remove Curse* or other more powerful, related magic will work.

The material component for this spell is dead, black rose.

Whisper's Damage Transference (Necromancy) ★

Range: 60 yards

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

This powerful necromantic spell is designed for that wizard who has sustained a lot of damage, and would like to give it to someone else.

The wizard utters the arcane words of the spell, and points at some creature. That creature will sustain all damage the wizard has sustained so far, and leaves the wizard without wounds. That is, if the creature fails its saving throw. Through this spell all the wizard's wounds disappear, no matter what their origin or magnitude, only such wounds as severed limbs and the like cannot be healed. If the amount of damage is more than the creature can sustain, the creature dies instantly from the damage and the shock, even a creature who would not die from the wounds, but sustains more than half its hit points in damage, must roll a system shock, or die from the trauma anyway.

Whisper's Rune of Healing (Necromancy) ★

Range: 0

Components: V, S

Duration: 1 day per level

Casting Time: 4 turns

Area of Effect: One creature

Saving Throw: None

This spell creates a silver brightly glowing rune somewhere on the creature's body. This rune is a small conduit to the positive material plane. While in effect, the creature regenerates 2 HP per round, even if the creature had been slain (i.e., it can bring the creature back to life). The possibilities of removal are the same as for *Whisper's rune of protection* versus weapons.

Whisper's Vampiric Drain (Necromancy) ○

Range: 20 yards + 1 yard per level

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: ½

This spell is similar in effect to *Vampiric Touch*, except that the target does not need to be touched. As long as there is an unobstructed path between the target and the caster, the caster can use this spell to drain the life energy from another creature. The caster can drain up to 1d6 HP per two caster levels from the creature, as long as the target creature has the hit points to "give". If the target makes its saving throw, then only half of the previously determined hit point amount is actually drained. Also, there is no limit to the amount that can be drained level-wise: a 20th-level wizard could possibly drain 10d6 HP.

A wizard draining more hit points than he originally has, gains the drained hit points

anyway, but these excess hit points slowly ebb away at a rate of 1 HP per round. Damage taken after a drain with excess points, is first taken from those excess points.

Winthrop's Undead Summoning V (Conjuration/Summoning, Necromancy) ☾

Range: 30 yards

Components: V, S, M

Duration: 5 rounds + 1 round per level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell is like monster summoning, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll).

Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghosts, 1d4 wraiths, 1d3 mummies, 1d2 spectres or 1d2 apparitions.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Xander's Palsy (Necromancy) ☾

Range: 3 yards/level

Components: V, S, M

Duration: 1d4 rounds per level

Casting Time: 3

Area of Effect: One creature for every 2 levels

Saving Throw: Special

I made this spell specifically for pesky persons who, at times, wish to rush in and ruin the seemingly diabolical plans of us misunderstood necromancers. I personally find it not only useful but rather entertaining to watch those big chinned, slopey foreheaded oafs lose their swords (and tempers) to uncontrollable bouts of shaking. All Xander's Palsy does is simply interfere with the nervous system of the target. Which causes the

poor sod's muscles to spasm uncontrollably unless it is negated before it sets in (with an initial, and successful save vs. paralysis at -3)

If the pitiable victim fails, he is required to make three successful saves vs. paralysis or continue to bungle any action miserably; dropping swords in mid-swing as fingers lose their grasp, causing spells to fizzle with verbal and somatic components mutilated, and even making it impossible to read and write.

For example, I first cast Palsy on a haughty man I had the displeasure of meeting in a bar. He failed his initial save as he brought a spoonful of stew to his mouth, which instead landed in his lap spoon and all. Angered by this, he stood up shakily (with a successful save vs. paralysis) and rushed at me with his fists. Unfortunate for him that he failed that one and landed flat on his face. Sat up (with a second successful save) and bumbled out an attempt to dispel the magic. Completely frustrated, he tried to whistle for his guards, only to slobber all over his trembling fists. Seeing this I chuckled and calmly sauntered for the door, and as I walked out he had managed to knock over a chair as he tried to stand. Moments later he screamed for his guards in a fury (with his third successful save) breaking the spell as I nonchalantly slipped past them.

Although this spell causes no physical damage, I have found it incredibly handy in battle, as a general gives no orders... he cannot speak, and remember, belligerent companions make excellent test subjects!

Xander's Rigor Mortis (Necromancy) ○

Range: 3 yards per level

Components: V,S,M

Duration: 1 round per level

Casting Time: 2

Area of Effect: One person

Saving Throw: Negates

When a berk is effected by Rigor Mortis, their joints lock up, making it extremely difficult to move. An attempt to make any movement causes searing pain in the victim. doing 1d8 damage for every action they take.

As a result of their tendons siezing up,the poor sod's movement rate is halved, their damage and to-hit bonuses are not applied, their initiative is at a -5 penalty, and their Dexterity drops by the level of the caster.

Xander's Visage of the Dead

(Necromancy, Illusion) ○

Range: Touch

Components: V,S

Duration: 2d4 rounds

Casting Time: 5

Area of Effect: One person

Saving Throw: Negates

Any creature effected by this spell finds themselves surrounded by undead. Everything and everyone around them looks as if it has died and is beginning to fester and bloat. Their friends flesh seems to rot away, trees start to look unhealthy as the bark on them splits to ooze cancerous jellied pitch. Even the earth begins to squirm as grubs and worms sprout from the ground.

The gruesome effect causes one of four things to happen depending on the outcome of 1d20 as follows:

1-3 victim faints

4-9 victim runs screaming for duration of spell

10-17 victim paralyzed for duration of spell

18-20 victim berserks and will attack anything that he thinks is undead until end of spell

Xanezibar's Baneful Bloodfrost (Alteration, Necromancy) ○

Range: Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

This dangerous spell allows the caster to actually freeze a victim's vascular system (heart and blood vessels) from the inside out. The process is difficult, however, and requires that the caster stay in contact with the target for the full casting time of the spell; a target who makes its saving throw vs. spell has avoided the caster's icy touch and broken the spell. Note that "contact" need not be skin-to- skin. A caster wearing gloves is still able to deliver the spell.

If the victim fails its save, it dies instantly, as its veins and heart freeze solid. Undead and those creatures without vascular systems suffer no damage from the spell regardless of saving throw, although puddings, jellies and so forth are affected as if under a slow spell. However, most wizards dare not cast bloodfrost on puddings and their cousins, as the caster must physically touch the

target for the spell to take effect, and most such creatures secrete deadly acids as part of their attack routines. *Xanezibar's Baneful Bloodfrost* actually repairs ice golems and other magical constructs made of ice, healing 3d8+3 hp or structural points.

The material component for the bloodfrost spell is a small, faceted ruby (worth no less than 100gp) frozen in a ball of ice.

Zanatose's Sinister Slap (Necromancy/Abjuration)

○

Range: Touch
Components: V,S
Casting Time: 7 rounds
Duration: 1 round/lvl
Area of Effect: 60 feet radius
Saving Throw: Negates

This spell surrounds the caster's hand with a reddish green aura of negative fire. This spell is very unstable, affecting the caster 40% of the time. When the caster wish to attack someone he must concentrate, when he does an exact replica of his hands, only in giant form (12 ft by 8ft) appears in front of him. He can use these hands to strike at anyone within the spell. Every time he does he must roll to see if the spell actually works or backfires on him causing him damage, and making him lose his attack for the next round. When it hits a victim it causes great damage, causing 2d8 points of damage per hit and draining 1d4 points of Con from them. for ever 4 points of Con drained from someone causes the spell to last one more round. The caster in the event that the spell backfires takes 1d8 points of damage and suffers 1 point of Con loss.

Zandae's Face of Deception (Necromancy, Evocation)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One undead
Saving Throw: None

This spell creates a flesh casing around a solid undead creature. It prevents the undead from radiating any form of magical aura and gives a

chosen alignment for any spells to detect this. No detection spells can detect the creature as being magical or undead. The undead will appear to be of its former race and appear to be breathing, heart beating etc. The body needs to be prepared by someone proficient in anatomy before the spell is cast. The undead will appear to live in all ways even bleeding from wounds.

The material component for this spell is a mage's heart which will float in the interior of the skeleton's body and a ring of at least 50gp value to be worn by the undead.

Zandae's Soul Trap (Necromancy)

○

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 5
Area of Effect: One soul
Saving Throw: None

This spell is used to trap the essence of a warrior from a recently deceased (1 turn) warrior's soul. It lets most of there personality escape into the realms of the dead but traps the parts of there soul devoted to fighting. It imprints the deceased's thac0, weapon proficiencies and all the fighter proficiencies into a gem of at least 1500gp value. If they are raised or resurrected all these abilities are lost giving them a thac0 of 20.

If the gem is then placed in an undead's left eye socket the undead is given these abilities. By placing a second gem of the same value into the undead's right eye the undead will be given an intelligence and wisdom of 5 and be bound to the casters command. Control of the undead can only be taken temporarily by a wish or similar spell. The undead has a strength equal to the creature soul trapped and gains an additional 5d6 x 2 hit points + 2 per level of the caster. It can not earn experience points or go up levels.

The material components of this spell are the gems which cant be destroyed. Removing the gems from the undead will destroy it. During the casting of this spell the caster looses one point of constitution and ages one year this happens the first time the gem is used to create an undead.

7TH LEVEL SPELLS

Alefian's Song of Vitality (Necromancy, Song) ★

Range: 0

Components: V, S, M

Duration: 7 days

Casting Time: 1 round

Area of Effect: Caster or creature touched

Saving Throw: None

This spell instantly restores the caster or one touched creature to full *vitality* despite exertion, lack of sleep. Furthermore, the recipient of this spell may go without food and drink for up to seven days. It will nullify up to seven days of deprivation (food and drink only) and will continue in effect for the remainder of its seven-day duration. The spell also makes the recipient proof against poison and disease while it is in

effect; in addition, the recipient will recover lost hit points at the rate of 1 every 4 hours. Essentially, this spell duplicates the effects of a *potion of vitality*.

The material components for this spell are a handful of coffee beans that have been sprinkled with fresh, *blessed* springwater.

Alefian's Spectral Hand (Necromancy, Shadow) ★

Range: 30 yards + 5 yards/level

Components: V, S

Duration: 2 rounds/level

Casting Time: 7

Area of Effect: One opponent

Saving Throw: None

This spell is essentially the same as the 3rd level *spectral hand* spell except that any touch attack spell of 9th level or less that is subsequently cast by the wizard can be delivered by the *spectral hand*.

Amberlei's Imperial Assassin (Necromancy, Conjuraction/Summoning) ○

Range: 10 feet
Components: V, S, M
Duration: 2d4 rounds
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell creates a movable breach of the fabric of the universe keyed to a certain creature of person (the target). This breach is usually moved by an air elemental conjured for the purpose. It can pass through any physical obstacle and appears as a formless "hole" in midair. Whoever weilds the breach can "attack" the target as hitting AC 12 with their THAC0. If it "hits" the target must make a Dexterity check at -2 or be pulled into the breach, sealing it up and killing the target instantly. Only a wish can revive or contact the target, that is now part of the fabric of the universe. This spell permanently lowers the caster's Con by 1, and temporarily lowers it by ½ for the spell's duration plus one round. Material component is hair from a displacer beast and from the target. This spell is named for the only use Amberlei ever put it to - the assassination of Emperor Antonio I of Aldeemah-Ruhl.

Animate Dead II (Necromancy) ☾

Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of animate dead creates 1 HD of undead per level of the wizard. Any undead not possessing energy drain up to 5 HD can be created with this spell. The material component is identical to that of *Animate Dead*, with the inclusion of a pinch of dust from each of the undead types to be created.

Animate Mummy (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect One corpse
Saving Throw: None

This ritual spell is used both by priests (usually Egyptian) and wizards alike. In order to create a mummy, a specially mummified corpse of no less than 7th level (in life) must be prepared. This involves removal of brains through nose, organs in jars, etc. Once animated, the mummy is under the complete control of the caster. The material components, besides the corpse and mummification instruments, is a special stone altar (costs about 4,000 gp), various herbs (1,000-2,000gp), and the smoke of a wraith.

Ariel's Blast of Life (Necromancy) ★

Range : 10 yards/level
Components : V, S
Duration : Instantaneous
Casting Time : 7
Area of Effect : One creature
Saving Throw : None

This spell cause a blast of positive energy to shoot forth from the caster hands towards a target. If the target is living he or she is healed 8d6 hit points. If the target is undead the creature suffers 8d6 points of damage. The caster can target him or her self.

Athena's Ice Touch (Necromancy) ○

Range : 0
Components : V,S,M
Duration : 3 rounds +1 per level
Casting Time : 2
Area of Effect : Touched creature
Saving Throw : Special

This spell has two forms of attack. The first is a energy drain and weakness which drains 1 level per touch and the other causes seveal cold to attack the target causing 3d6 damage. If a save is made against the first attack no energy drain is caused but the target is weak -3 to Str per touch. The other attack is ½ damage. The material component is dust from a vampire and white crystal pre-dipped in quick silver.

Aura of the Grave (Necromancy)

○

Range: 10 yards / level

Components: V, S, M

Duration: 2 rounds / level

Casting Time: 7

Area of effect: One 30-foot cube / level

Saving Throw: Special

This spell causes a terrible grave-stink to arise, and all lights (regardless of light source) seem to dim in the area of effect. While in the area of effect living creatures have to save vs. spells each round or temporarily lose a level/HD. If a creature's levels/HD are reduced to 0 it falls unconscious.

Lost levels/HD are regained at a rate of 1 level/HD per hour after leaving the affected area.

Undead in the area of effect save vs. spell each round, if they succeed they temporarily gain 1 HD (up to twice their normal HD). This only affects hit points, saving throws, resistance to turning/control, and THAC0, not any special powers or spellcasting abilities.

Gained levels are lost at a rate of 1 level every other round after leaving the affected area.

Nonliving, non-undead creatures (e.g. automatons, golems) are completely unaffected. A Negative Plane Protection spell grants a +2 bonus to the saving throws. A sunlight spell will stop this spell's effects in it's own area of effect, but has no additional effect then (blinding, killing undead etc.).

The material component is a fist-sized lump of earth from a grave, which must be broken up and thrown into the direction of the area to be affected.

Birds of Life (Necromancy)

○

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level for birds

1 hour/level for effects

Casting Time: Special

Area of Effect: One creature

Saving Throw: Negates

The name of this spell is actually a misnomer, as it belies the fact that this spell actually drains the life force (in the form of experience levels or hit dice) from a target creature. When this spell is cast, it brings into existence a number of small white birds equal in number to the casters levels. The caster then selects a target creature, which can be any creature with either hit dice or experience levels. The birds fly to the target in a split second, and begin to hover over the target. During each round,

one of the birds, (and only one per round) attempts to drain the target. A saving throw vs. Spell will negate this effect, but if the save is missed, the bird permanently drains one hit die or experience level from the target creature. If the bird fails this draining attempt, it vanishes in a puff of white smoke. If it is successful, the bird turns a golden yellow and returns to the caster, who must have a suitable container readied. The bird then deposits the drained essence into the container, and vanishes in a puff of yellow smoke. If the caster has no container ready, the bird then vanishes 1 round after arriving back to the caster. Only one level of essence may be held in one container, and placing another in the same container causes the first to vanish, levels must be kept in separate containers. Containers must be of the highest quality glass available. The spell may be canceled at any time, but will be lost unless the caster maintains complete concentration on it. The caster can only walk slowly and say a few words, any other action disrupts the spell. The caster can do one of two things with this "stolen" essence. First, he can drink the essence himself, which conveys the prime abilities of the target to himself, at the same level. If the caster drank the essence of a fighter with 18/00 strength, he would gain that strength score. The caster would also have his level raised by the number of levels he has consumed, and would gain any benefits that the increase would convey, i.e. hit points, spell levels, turning ability, but not proficiencies of any kind. Note that the caster would gain hit points from drained levels as though he, or she, were of the class from which the life force was drained, without constitution bonuses.

For example, if the caster consumed 3 levels from a thief with dexterity of 19, the caster would gain a temporary increase in dexterity to 19, as well as 3 additional hit dice, which are rolled as if he were actually a thief, i.e. 6 sided. No racial talents can be conferred in this manner, such as magical resistance, spell casting ability, resistance to fire, etc. This increase is of course temporary, lasting a number of hours equal to the number of levels consumed. The levels then disappear one at a time. Another example: If the caster consumes 3 levels from an elven fighter with 18/50 strength, then for 3 hours he would gain 18/50 strength, and for the first hour he would gain 3 levels of experience and 3d10 hit points, but not the 90% resistance to sleep and charm, nor the ability to locate secret door, or infravision and the like. The second hour, he would retain the 18/50 strength, but would lose one hit die, and one level of experience, and so on. Secondly the caster could give this essence to another creature, who would benefit as above, but

any creature drinking the essence could never gain innate abilities if he/she does not already possess them. This includes the innate abilities of Paladins, Bards, Thieves, Clerics, Rangers, etc. If the creature who was effected by this spell somehow manages to relieve the wizard of the stolen levels, he may regain his lost levels. He could also replace his lost levels by drinking the essence of the same class as him or herself, and by drinking a like number of levels. Only the lost levels that are replaced would be permanent; any others would be lost normally. The only other way to replace these lost levels is to employ a very carefully worded Wish. As a side effect of drinking these levels, the casters age is reduced by the number of levels consumed. This effect is permanent. This could have the unfortunate side effect of reducing a fighter of 19 years of age to a child of 9 if enough levels are consumed.

Also in no way can the birds summoned by this spell be harmed in any way, they can be dispelled just like any other spell, of course.

The material component of this spell is the wing feather from a phoenix, and a drop of the casters blood, both of which are consumed in the casting.

Black Marentail's Blood Leech (Necromancy, Invocation/Evocation)

○

Range: 10 yards
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 7
Area of Effect: Special
Saving Throw: Negate

This spell is an insidious enhancement to *Blood Draw*. Created by Black Marentail, there are whispers he created an even deadly version of this spell that still would draw half the life energy of his victim even if they successfully resisted the spell (such a spell would be at least 9th level).

This spell, like *Blood Draw*, strips the victim of magical energy to fuel the wizard. However, unlike *Blood Draw*, which only affects the dead, *Blood Leech* can also draw from the living.

If used on a dead body, it acts exactly like *Blood Draw*, but draws an extra level of magic for every three hit dice or levels of the victim. Also, the *Blood Draw* is reduced by 1 level per week the victim has been dead.

If used on living bodies, the victim receives a saving throw vs. spells. If the saving throw is successful, the victim feels weak for 1 round (-2 to hit and AC), but is not further affected. If the save fails, the wizard can strip up to one hit dice or level

from the victim per level of the wizard and use it to reuse spells the wizard has previously cast, or it can be stored to retain the memory of spells to be cast. The wizard cannot use the drain to memorize a *Blood Draw* or *Blood Leech* spell. The profession of a victim does not affect the number of levels a wizard gains from this attack (as spell-using characters are actually more resistant to this attack).

The victim acts as if struck by a energy drain attack until the victim sleeps for 1 day per level of energy drained. Thus, if a victim is stricken for 8 levels of experience, he regains one level per night of rest. A victim drained to 0 levels falls unconscious and cannot be awakened until a full day's rest is gained (thus restoring one level). A wizard cannot drain a victim below 0 levels.

Blood leech can be employed against undead, unlike *Blood Draw*. However, it only gives the caster 1 spell level per four *full* hit dice the wizard drains. Also, should the undead make its save and possess an energy drain attack, not only is the undead unaffected, but the energy drain automatically succeeds against the wizard!

The material component of this spell is a lock of the caster's hair dipped in blood, and the presence of victims to draw from.

Blood to Dust (Necromancy) Reversible

○

Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature or 1 cubic yard per level
Saving Throw: None

The *Blood To Dust* spell converts blood instantly to an inert substance (dust). This spell will instantly kill any one creature upon which it is cast. Note that this spell is only effective upon creatures which have blood or which need blood to survive. All undead, constructs (including flesh golems), creatures from other planes, and any other monsters that do not need blood to survive are not harmed by this spell. Casting it upon them will only change their appearance to dried up, mummy-like husks. Further, all creatures with 12 HD or more are immune to this spell. Any creature slain by this spell must first have the reverse of the spell, *Dust To Blood*, cast on them before being raised. A *Heal* spell will accomplish the same thing, and a *Resurrection* spell negates the need for either. When cast at a free standing pool of blood,

the spellacts like the 6th -level priest spell *Transmute Water To Dust*. The spell destroys 1 cubic yard (3 cubic feet) of blood per level of the caster.

The reverse of the spell creates 1 cubic yard of blood per level of the caster when cast at an open area.

The ~~material~~ components of this spell are a pinch of dust and a drop of the caster's blood.

Blood Rage (Necromancy)

☾

Range: 5 yards/level

Components: V,S

Duration: 1round/level

Casting Time: 7

Area of Effect: One creature

Saving Throw: Negate

When the wizard casts this spell, he excites the victim into a frenzy if the victim fails a saving throw vs. spells (the save can be foregone, if desired). The victim immediately acts as if of doubled level and *hasted* for the duration of the spell. This spell doubles hit points, reduces THAC0 appropriately, and betters saving throws accordingly. The victim also gains the use of abilities of being of higher level (additional spells are not automatically gained in a spellcaster's memory by this spell).

However, for each round in the *Blood Rage*, the victim loses one point of Constitution (hit point adjustments for this loss of constitution does not come into effect). If constitution drops to zero, the victim falls, slain by cardiac arrest. The victim can be raised from the dead, but as if he had a 3 Constitution.

The wizard can end the spell at any time he desires. Victims gain one point of Constitution per hour of complete rest. The spell can also be ended prematurely by *Dispel Magic*. A *Slow* spell will negate the *Haste* effect on the victim, but not the doubling level effect.

Body Meld (Necromancy)

☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1

Area of Effect: Two creatures

Saving Throw: Special

Body meld is a spell which DarkSabre has pefcectionized. It melds the bodies of one or more creatures/npc's that is touched by the spellcaster. If a creature such as a rat was joined with a human, the creature would have all of the powers of both of these races. It would also look like it was run over by a lawnmower. (note that the creature also gains the disadvantages of both races!!!).

Victims have to roll a save vs. death magic in order to avoid this spell's effect.

DarkSabre once destroyed an Abyssal lord by melding his body into the body of a follower of him, then he pushed the poor creature down the mountainside. The follower did not have mountaneering, so...

Material component is pinch of powdered skin from animals to be joined.

Body Walk (Necromancy)

☾

Range: Special

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

This disturbing spell was created as an alternative to *teleportation* that also was meant to cause fear in those viewing it. When cast, the necromancer can move from place to place by contacting bare flesh (thus a fully armored warrior or a dragon cannot be used) and "melding" with the victim, and appearing out of another victim of the same race somewhere else. The victim cannot be more than 50% smaller than the wizard, though it could be much larger. The necromancer must be able to see or have knowledge of the existance of the person he is to appear out of, though he does not need to know their location.

This "melding" is a frightening vision when first experienced, and forces both the victim and onlookers to save vs. spells or be struck by *Fear*, of the wizard spell of the same name. The same effect occurs when the necromancer steps from another's body.

When the necromancer melds with a victim, his flesh and all objects carried upon his person seem to be drawn into the victim's body, where the mage seemingly vanishes. In the victim where the mage appears, the victim's flesh begins to stretch and grow, expanding to form the caster. Melding or appearing takes the caster's action for a round, and the wizard cannot perform both in a single round, unless *hasted*.

It should be noted that wizard can use this spell

to travel many miles, or can stay "melded" with a victim until he desires to come out at some point - either reappearing from the same person or appearing in another area. This allows the mage to "hide" in a victim and emerge when the victim moves to another area - it is a great ploy for wizard to bypass guards and whatnot. While melded, the wizard can see through the victim's eyes and hear through the victim's ears, but cannot control the victim, speak to others or the victim, nor cast spells. Other than through magical detection, the victim has no idea the mage is inside him.

If the victim is attacked while the mage is within, the wizard suffers no damage, except from magical attacks, such as *Fireball*. Even then, the wizard only takes half damage, or no damage if a save is successful. The only exception to this is instant death magic - which the mage is fully affected by, though the host is affected first. If the host is killed before a wizard can exit, he is immediately drawn out of the body, and the spell ends.

Casting a *Detect Magic* on a victim the wizard uses for this form of transportation glow with a aura of Necromancy for 1d4 rounds after the wizard uses them, and continue to glow if the mage has not yet emerged elsewhere. *Dispel Magic*, *Dispel Evil*, *Limited Wish* OR *Wish* can be used to force the wizard out if he is remaining melded in the victim.

The material component of this spell is a wax caricature of the wizard, 2" in height. The wax caricature melts when the spell ends.

Bonesteel (Alteration, Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: Skeleton Touched
Saving Throw: None

This spell is a variant of the Glassteel spell, which allows for skeletons to increase their hit points and lower their armor class. At the completion of this spell the bones of the skeleton change to steel. The AC of the skeleton is lowered to 1 and the hit points are raised to 30. The THAC0 and Damage of the skeleton remain unchanged.

Caronthius' Arcane Graft (Necromancy) ☾

Range: Touch
Components: V,M
Duration: Instantaneous

Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Negates

Through the use of this dreadful spell, the wizard can add body parts to the victim. The victim is entitled to a saving throw; if successful, it means that the graft was not accepted. If failed, the graft (be it an arm, tail, leg or anything else the wizard wishes) becomes permanently attached to the host's body, giving to the victim complete control over it. This spell does not bestow any form of magical ability; if the caster joins a human and a beholder's eye, the eye will not retain its power. After the joining has taken place, the enchantment fades and cannot be removed thereafter. The spell was originally created by an extremely ancient and powerful vampire who used it to create living horrors that, once controlled, were often used as cannon fodder or guards; note that the spell can also be used to join a severed limb, but it cannot resurrect, so if the victim was decapitated the spell could join body and head but the victim would be still dead. If this spell is used against an unwilling target it is considered an evil act.

Cloud of Death (Necromancy) ○

Range: 60 yards
Components: V, S
Duration: 1 round per level
Casting Time: 7
Area of Effect: One 30x30-foot cloud, 20 feet high
Saving Throw: Negates

This spell creates a black cloud of acidic smog. The cloud is stationary, and restricts vision as a darkness spell. However, the cloud also has a horrible life draining effect. Any in the cloud when it was created must save versus death magic or be drained of 1d2 levels. This draining only occurs on the instant after the cloud is created, but is permanent.

Coldfire Blast (Necromancy, Evocation) ○

Range : 10 yards/level
Components : V, S
Duration : Instantaneous
Casting Time : 8
Area of Effect : 15 - feet radius/level
Saving Throw : ½

This spell creates an disruption in the consistency of the boundary between the negative material and

prime material planes. In effect, a fireball of intense negative energy is released in the form of coldfire.

The spell is necromantic in origin, so it also drains heat energy as well as life energy. The effect is (1d4+2) per level of the caster. 1d4 from necromantic energies and 2 from negative plane energy. Resistance from cold will block the 1d4, and negative plane protection will protect from the 2. If anything fails a save vs. disintegration (except living things; save vs. breath weapon due to the potency of the spell), it is disintegrated, or reduced to dust, due to the fact that the intense cold will cause it to shatter. The structural bonds are absorbed, weakening the substance on an atomic level. The negative energy works like antimatter in that effect, neutralizing positive energy and causing positive electrons(?) to disappear. In other words, this spell freezes stuff to dust (oh, yeah, and it hurts LOTS).

Contort (Necromancy)

☾

Range: 30 yards

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One creature / 4 levels

Saving Throw: Negate

This spell is a more powerful version of the 5th level *Fascade* spell. However, the transformation the caster imposes on the victim is permanent, and the caster can affect up to one creature per four levels of experience. The victim still gains a saving throw vs. spells to avoid the spell, and must make a system shock roll to survive the transformation. Only another use of this spell, *Limited Wish* or *Wish* can change the victim back. The victim does not gain any special abilities of the new form other than those resulting from physical attributes. Note that unlike a polymorph spell, the victim does not lose his mental capabilities. The victim can be transformed into a specific individual's form, but does not gain the target's mannerisms.

The material component of the spell is a tuft of hair or hide from the creature the victim is to be transformed into.

Create Dream Creature (Necromancy, Enchantment)

★

Range: Special

Components: V, S, M

Duration: Permanent (see below)

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Special

This spell enables the caster to create a living creature in the Dream Realm. It may be any creature the caster has seen or can 'create' out of known creatures, and it is permanent and real until dispelled, either by the caster or by another. However, the caster has no control over the creature created; it will behave normally, unless a *Charm Monster* or other spell is cast on it. The creature cannot be taken from the Dream Realm. The material components are a vial of blood from the caster, a bit of fur, feather, scale, etc. from the creature to be created (or the creatures which will make up the new critter), and a ruby worth no less than 1000gp.

Create Mummy (Necromancy)

☾

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 4 hours

Area of Effect: Corpse touched

Saving Throw: None

This spell creates one mummy from the corpse of a human of at least 7th-level fighting ability. The mummy follows orders to the limit of its low Intelligence, but it must remain within one mile of its place of origin, so it is primarily useful only as a guardian. The corpse of the potential mummy must be properly embalmed with the appropriate proficiency.

Create Undead (Necromancy)

☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 day

Area of Effect: Human corpse touched

Saving Throw: Special (see below)

The material components of this spell are a human corpse (not older than 3 days), myrrh (500 gp worth) and a special balm made of certain rare herbs, personally prepared by the necromancer. Ingredients for this balm cost 500 gp, and one uninterrupted week spent by the spell wizard. The balm only stays good for 3 days. This spell forces back the soul of the corpse, and turns it into either a wight, a spectre, or a wraith.

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The wizard has a percentage chance equal to twice his level of choosing which is created. Otherwise, roll on the following table, adding the level of the wizard, plus a 5 bonus if the wizard is a necromancer specialist. Also, if the corpse was a person of level 0, subtract 30 from the roll (if the adjusted roll is below 0, the spell fails and the corpse is destroyed).

D100 Roll	Created
1-60	<i>wight</i>
61-90	<i>wraith</i>
91-00	<i>spectre</i>

The corpse gets a saving throw versus death magic, at a level equal to the corpse's level before death, with the following bonuses:

Person was	Modifier
<i>a good priest</i>	+4
<i>a non-good priest</i>	+2
<i>good non-priest</i>	+4
<i>neutral non-priest</i>	+1

If the saving throw is made, the corpse is destroyed and the spell fails. If the saving throw is failed, the undead is created. Said undead will be under the control of the necromancer for one year, following any order that is not obviously suicidal. At the end of the year, or upon such time as the undead receives a suicidal order, it is freed from the necromancer's control and gets a saving throw versus death magic. If it fails, it must leave and may never attack the necromancer unless attacked first. If it succeeds, it becomes free-willed, and might attack the necromancer if it was sufficiently mistreated.

Note that after the year is up, the undead may continue to serve the necromancer, if it was sufficiently prosperous and receives a sufficient bribe. This is a DM call.

A necromancer can only control one undead in this matter at a time. At the end of the year, or when the undead dies or becomes uncontrolled, the spell may be used again. Should this spell be used during the year, it will work, but the fresh undead will immediately attack the wizard. Finally, a created undead starts out the same alignment as the corpse from which it came. However, due to what these creatures must feed on (i.e. people), an unstoppable shift begins towards the undead's normal alignment. There is a 10% chance per month (cumulative) of the alignment decaying one step. After a switch, the chance returns to 0 and begins building again.

Curse of Fate Linking (Necromancy)

○

Range: Special
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Two creatures
Saving Throw: Neg.

Through the use of this spell, the caster links two creatures together and puts one of them (randomly chosen) in stasis; the sleeping creature vanishes from the known planes and the awake one suffers no ill effects until he or she is placed under stress. When this happens, the DM should roll a saving throw vs. spells for the affected creature. If the saving throw is failed, the two creature switch places (the sleeping one substitutes the awake one, which in turn goes into stasis). The saving throw must be repeated every time the then-awake creature finds itself under stress.

Damage suffered by one of the two creatures doesn't transfer to the other, except in case of death: if one of them dies, the other dies too. Spells affecting one of the creatures are automatically dispelled when a switch takes place.

The curse can be broken with a *Remove Curse* cast by a 20th level cleric or with a *Dispel Magic* cast by at least a 25th level mage or cleric.

Damien's Induced Vomiting (Necromancy)

○

Range: 20 yards
Components: V, S, M
Duration: 10 rounds
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Special

This spell affects the intestinal region of the creature its cast upon. The creature starts to vomit, each round the vomiting gets worse, to the point of severe dry heaving, interrupting spell casting and all forms of attacks, unless the creature is larger than humanoid size which is allowed a save for half. Humanoid and smaller are not allowed a save until the last round of the spell. The damage is as follows:

1st round: 1d4
2nd round: 1d4+1
3rd round: 1d6
4th round: 1d6+1
5th round: 1d8
6th round: 1d8+1
7th round: 1d10
8th round: 1d10+1

9th round: 1d12

10th round: 1d12+1

On the last round all creatures must save vs death magic as they fall to the ground, weak from vomiting violently, if this saved is failed, the creature vomits one more time, this consists of the creatures digestive system, at which time they die. If the save is successful they fall into a comatose state.

The material component is a piece of rotting meat and stagnant water which are eaten and drank by the caster. There is a 5% chance the caster is also sick from the casting of this spell, the chance is rolled when preparation for the spell is done. If this is failed the caster suffers vomiting for 1d4 rounds for 1d4 hp each.

Death Shade (Necromancy)

○

Range: 0

Components: V, S, M

Casting Time: 7

Duration: See below

Area of Effect: See below

Saving Throw: Negates

This spell creates a shadowy pall that extends from the caster at a rate of 1 mile per round until it reaches its maximum area of effect of 1 mile per caster level. The pall also darkens everything up to one mile above the area of effect. However, it does not extend underground.

Anyone caught in shadowy shroud must make a successful saving throw vs. death magic. Only humans, demihumans, and humanoids (including giants) are affected by the death shade spell; plants, animals, undead, golems, and nonhumanoid monsters are unharmed. Susceptible beings who fail the saving throw feel a cold chill and suffer 1 point of damage. This damage, while minor, cannot be restored except with a *Heal* or *Restoration* spell. The damage is not cumulative with prolonged exposure to the deadly pall, which dissipates the round after the spell attains its maximum radius of effect.

The death shade can be seen as it approaches, but it travels too quickly to be outdistanced or evaded on foot. Only creatures with movement rates of 15 or better can outdistance the spell. Build-ins and other above-ground shelters afford no protection, although the spell cannot penetrate a globe of invulnerability or anti-magic shell.

The spell can be cast as often as desired, but the caster must make a successful System Shock roll or lose 1d4 points of Constitution immediately after

the casting. Lost points may be recovered only by casting *Restoration* spells (one spell per point recovered).

Deathwind (Necromancy)

○

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: 5x10 feet long cone per level

Saving Throw: None

Deathwind, created by the spell-researcher Everwinter, acts like Cone of Cold. It has a potential of 1d4 damage per level (no maximum limit), with a special condition. If it does more damage than those in its effect have hit points, they are turned to ash and 'blown away' but the sudden blast (similar to gust) of wind.

This prevents any raise dead/ressurrection without a *Wish* spell. ALL targets (Including plant life) in the area of effect are 'ashed' (for lack of a better word) unless they have even 1 hp more than the damage potential. If the latter is the case, they survive with only a cloud of settling ash to worry about.

Deny Death (Necromancy) ★

Range: Touch

Components: V,S,M

Duration: Permanent

Casting time: 7

Area of effect: One creature

Saving Throw: None

One of the white necromancy's most potent spells, *Deny Death* allows the caster to do just that... any particular action that causes a companion to die can be negated, for a price. This potent spell warps enough reality to attract the attention of the gods, who receive their coin in some form. If a breath weapon killed the party's warrior, the caster could cast *Deny Death* on his charred remains and the action that killed him would be negated, Fighter Bob might be a bit stunned that he's no longer a Barbecued Wiener, but he's alive, with the hp he had prior to the death blow. Later on, the caster suffers...

1-5%

The Gods trade your life for his...

6-10%

80% hp loss from caster

11-15%

60% hp loss from caster (above should be 80%)

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16-20%	40% hp loss from caster
21-25%	20% hp lost from caster
26-30%	Caster loses half current earned exp above last level
31-40%	Caster loses a level
41-60%	Caster cursed (be cruel)
61-80%	The gods didn't really mind that much.
81%-100%	The gods think it was a smooth move, caster earns double exp for that adventure.

Desmond's Voodoo Curse (Necromancy) ○

Range: Unlimited
Components: S, M
Duration: Permanent
Casting Time: 3
Area of Effect: Specific creature
Saving Throw: None

To first cast this spell, the caster must spend 3 hours per level or hit dice of the creature he wants to curse carving an ornate doll of this creature. The caster also must buy a delicate silver dagger, which costs at least 100 gp. After all of these conditions are met, the caster casts the spell upon the doll, and points at a personal article from the creature he wishes to curse. Then whenever he desires, he may stab the doll with the dagger, causing the subject intense pain. This pain results in the recipient's inability to perform any other action except writhe and scream until the dagger is removed from the doll. He receives a +4 AC penalty and loses initiative. All hits on him do +4 damage. Only the caster can use the voodoo doll, to all others it is useless. The spell ends when the doll or the dagger is destroyed, or when the caster desires. The doll saves as thick hard wood versus any item saving throws, and also saves at a +2 modifier. It is AC 10 and can take 1 pt of damage/HD or level of whom it represents.

Ditan's Minor Nullify (Alteration, Necromancy) ○

Range: 20 feet + 10 feet per level
Components: V, S, M
Duration: 1 day
Casting Time: 7
Area of Effect: One creature
Saving Throw: Negates

With the casting of this spell, the wielder calls into being a sphere of negative magic energy. This sphere is then hurled at one creature with

spell casting abilities. Unless a saving throw at -6 is made, the creature is affected by this spell. If the creature hit is a wizard, the wizard forgets the spells he had memorised for the day, and cannot seem to memorise any more for the remainder of the day. If the creature hit is a priest, they seem to have lost contact with their deity for the remainder of the day, and cannot cast prayers. The effects of this spell can only be cancelled by a limited wish, wish, or divine intervention; dispel magic is not effective against the effects of this spell.

The wizard has a 10% chance of being affected by this spell as well, since he must hold the sphere before it is launched.

The material component for this spell is a one foot long, one inch in diameter rod of pure obsidian.

Evermore's Necromantic Wrath (Necromancy) ○

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: One person
Saving throw: ½

This is an enhanced *Necromantic Touch*. It does 6d6 points of damage. It also reduces Strength, Comeliness, and Constitution by 3. The Strength, Comeliness and Constitution points loss are temporary, they come back after 1 round per level of the caster.

Flesh Box (Alteration, Necromancy) ☾

Range: 0
Components: V
Duration: Permanent
Casting Time: 7
Area of Effect: Item touched
Saving Throw: None

This spell enables the caster to store an item of smaller size than he inside of his body. The item remains unusable and ineffective while stored this way. Only one object can be stored at any time. Reduction in size of the body past that of the item size will kill the caster. Only the caster can remove the item.

Heart Plague (Necromancy) ○

Range: 0
Components: V, S

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Casting Time: 7 rounds
Duration: 2 rounds per level
Area of Effect: 20 ft radius
Savingthrow: Negates

This is one of those spell that is evil to the core. It allows the caster to attack the electrical impulses that make the heart beat. Being able to actually cut off blood to the body by making the heart stop beating, or cause damage by making it beat to hard. The necromancer literally takes over the victims heart making it his/her plaything at the victims expense. The necromancer can cause the victim's heart to stop. But for this to work the victim must fail a save vs deathmagic if they pass nothing happens this round but if they fail they will die almost instantly. But this can only be done by a necromancer of at least 18th level. Lower level Necromancers can cause the victim to have very painful heart attacks. If the victim fails their first saving throw they take 1d10 points of damage. Now if they fail the second round of battle they take 3d10 points of damage and must roll save vs spell or be stunned and unable to attack at all for 1d2 turns of combat. If they fail the saving throw for the next round it is considered that they have a major coronary and suffer 6d10 points of damage and must roll another save vs spell or die instantly from their heart exploding. The caster can turn his attention upon creature/round.

Heziir's Elf's Bane (Necromancy) ○

Range : 90 yards
Components : V
Duration : Instantaneous
Casting Time : 1
Area of Effect : 5 elves/level
Saving Throw : Neg.

This spell only effects elves, and only ones with less than 3 Hd. Any elves that do not have 3 Hd and that are in the area of effect die unless they make a save vs spell and drows get a magic resistance check.

Impregnate (Necromancy) ☾ Reversible

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: Creature touched

Saving Throw: Negates

This spell creates life and, according to some mythos, a new soul, in a creature capable of bearing young. Its reverse, *Abort*, destroys unborn life. The casting of these spells upon a male, though theoretically possible, would produce unpredictable effects, although male pregnancy is not impossible. Casting this spell on an undead is rumoured to result in the gruesome death of both undead and caster. Both of these spells, especially abort, are highly controversial both for good and for lawful creatures. The material component for both is an arrowhead dipped in rabbit's blood.

Jasmin's Kiss of the Thorn Heart (Necromancy) ○

Range: Touch
Components: S
Duration: Instantaneous
Casting Time: 6
Area of Effect: Creature kissed
Saving Throw: None

Jasmin's Kiss of the Thorn Heart, is one that is not used often. Once kissed by Jasmin while she is using the Thorn Heart you start to feel chest pains. The pains get incredibly worse then you go into cardiac arrest. Then eventually you die. What is actually happening is a thorn vine is twisting and winding its way around your heart. The vine then begins to squeeze and puncture your heart. Eventually you die of this. It's very painful, and a horrible way to die.

Kalli's Semblance of Undeath (Necromancy) ☾

Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Negate

This spell allows the mage to temporarily turn a living victim into an undead being for a short duration. The caster can specify what sort of undead being is desired (except a skeleton, and cannot make a non-wizard or non-priest a lich). The caster can affect up to his level in hit dice or levels of victims, and can turn them into undead of hit dice up to ½ the caster's level. To control the undead, the caster must succeed a roll on the priest

turning chart (PHB, p 103), using the column appropriate to the wizard's level. If the "turning" attempt fails, the wizard has no control over the undead being he has created. If the "turning" attempt is successful, the wizard may control the undead as he desires, but cannot give the victim suicidal orders.

When the spell wears off, the victim must make a system shock roll or remain as an undead creature, free of the caster's control. If the victim makes his system shock roll, the victim transforms back into their original form, and any damage the "undead" has suffered, except from holy water or by holy spells, is repaired. The victims will have no memory of their "undeath", other than the faint knowledge that something dreadful happened to them for a period of time.

Undead created in this fashion can be turned by a priest, but not slain. If the "undead" is destroyed by means of its special weakness (such as vampire created by this spell, exposed to sunlight), it will remain slain when it transforms back to its normal form. *Dispel Magic* has no effect on the "undead", and a *Destroy Magic* spell severs the life-link between the undead body and the soul, causing the victim to become a true undead creature. A *Restoration* or *Wish* can end the spell prematurely.

The material component of the spell is a bit of flesh, or ectoplasm in the case of non-corporeal undead, that is destroyed in the casting.

Korel's Wisdom Beyond Death (Necromancy)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Undead touched

Saving Throw: None

This spell imbues a formerly mindless undead (typically a skeleton or a zombie - free-willed undead cannot be affected by this spell -) with Intelligence. In the casting of this spell, the subject's brain, or the remains thereof, is removed and replaced with a specially prepared gem. The crystalline structure of the gem acts as a focus to draw together and intensify the dark forces already present in the undead, giving it an Intelligence of its own, determined by the size and perfection of the gem (see the table below). In no case can the Intelligence of the undead meet or exceed the caster's Intelligence at the time of casting.

Although the undead has Intelligence, it does not have free will - it is still subservient to its master (usually the caster). However, the added Intelligence enables it to remember and carry out more complex commands and, within certain limits, even display some initiative. The undead have access to the minds of the countless deceased to some extent, so other skills appropriate to the Intelligence level can be possessed, particularly if the living person whose animated body is affected displayed them.

For example, the animated body of a deceased general would almost certainly retain an understanding of battlefield strategy if given enough Intelligence. Likewise, an animated warrior would retain his fighting prowess, and therefore his original Thac0. Psionic or spellcasting abilities are not retained, however, since they either require living flesh or have to be extensively adapted to the new relation to the negative material plane.

Gem Value	Intelligence	Skills (cumulative)
10 gp	1-2	One immediate command
20 gp	3-4	Command activated by condition
50 gp	5-6	Simple strategies, like ambush
100 gp	7-8	Multi step, conditional commands
200 gp	9-10	Average servant skills (cook, clean)
500 gp	11-12	Can command other undead with permission
1000 gp	13-14	Effective use of mid-sized group
2000 gp	15-16	Effective command of troops
5000 gp	17-18	Impersonation of humans
10,000 gp	19-20	Extremely cunning

In any event, general Intelligence is gained, along with the ability to speak with a hollow, sepulchral tone (the gem is emitting the sound, which echoes in the otherwise hollow skull). The undead can perform at a level given by the table above. They can display initiative within their orders, but no more: an animated general given the order "take these troops and defeat that army", would do so to the best of his ability, utilizing appropriate battlefield tactics. However, he would not break off the attack to inform his master that the army is actually composed of allies.

At the higher levels of intelligence, there are rumours that the undead gain levels of self-consciousness. They are forbidden by the spell from disobeying their orders in the slightest or taking actions not supported by orders, but they

can use badly formulated orders to the disadvantage of their master. In the former example, for instance, a very intelligent undead general might order his troops to concentrate on the leaders of the friendly army, knowing them to be friends of the caster.

Nevertheless, the draw for necromancers to create such undead is immense, since they can be given very general commands - a super-genius skeleton (especially a disguised one) single-mindedly pursuing the goal of killing a single person can do so in unbelievably cunning ways.

Should the caster die, the undead affected by this spell gradually gain their own free will, retaining the Intelligence, over a period of one year.

Defeating one of these undead in battle has a 30% chance of smashing the skull of the undead, therefore destroying the gem in a backlash of energies. Otherwise, the gem may be extracted and reused.

The material component of this spell is a gem of the appropriate size that has been soaked in the blood of a creature with at least the Intelligence desired for 24 hours. Some casters, with compunctions against killing other sentient creatures, use their own blood, but this rapidly becomes impractical.

Lestat's Lieutenant (Illusion, Necromancy) ☾

Range: Special

Components: S, M

Duration: 1d6 turns + 1 turn per level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell creates a clone of the wizard. The clone has hit points equal to the wizard's level (eg.: 14 HP for a clone of a 14th-level wizard), and all physical (non-spell) abilities of the wizard. The clone's mind overlaps with the wizard's, though the clone's is by no means complete. The clone can carry out reasonably complex tasks (DM's discretion), and is essentially an extension of the wizard. The clone is created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). The clone itself is a magical construct, and is detectable as such in the normal ways (eg., detect magic or true seeing will reveal its true nature). Due to the mental overlap of the clone's mind with the wizard's, while within 109 yards of the wizard, the clone has the following properties:

* The wizard will sense where the clone is, regardless of sight and the like (similar to the sense of where one's arm is).

* The wizard can communicate telepathically with the clone (silently and accurately convey concepts, as if talking to oneself).

* The wizard can cast memorised spells through the clone. The spell is cast normally, with the wizard performing all actions necessary for the casting (the clone will reflexively mimic the non-material components), the only difference being the spell's point of origin, which is the clone: all effects, not including side effects, use the clone as the wizard ("side effects" include such things as the ageing caused by certain spells).

* The wizard can, at will, swap the clone's senses with his own. For example, the wizard can swap sight with the clone, and see through the clone's eyes (and the clone would see through the wizard's). The wizard can of course swap back to his normal sight at will.

The material components consist of a representation of the wizard (a carved figure or a clay model, for example) coated with the dust of a crushed pearl (made of a perfectly round pearl, worth at least 1000 gp), and a drop of the wizard's blood. When the spell is cast, the figurine is placed where it is to appear, and it transforms into the clone (when the clone disappears at the end of spell duration, the figurine is gone).

The spell has a (25 - wizard's level)% chance (with a minimum of 1%) of creating a sentient clone, i.e.: the clone is under the control of the DM. The clone is in all other ways the same as a normal clone, though should the wizard die, the clone will gain full abilities of the wizard. Sentient clones have the same personality and memories as the wizard (and thus know the spell effects, the fact that they will expire, etc.). Basically, a DM can enjoy some interesting roleplaying here.

Living Flesh (Necromancy) ☾ **Reversible**

Range: 10 yards/level

Components: V, S, M

Duration: Until dispelled

Casting Time: 8

Area of Effect: 5 feet square of flesh/level

Saving Throw: Negates

A *Living Flesh* spell is used to sustain flesh for other uses, such as the creation of a flesh golem. A notable use of this spell is that which created the Dragons Eye, a detector of dragons. It will sustain the flesh until dispelled. Note a flesh golem gains

no extra abilities, just an easier way of sustaining the flesh. This spell will work on almost all types of flesh or skin, subject to DM approval (dragons skin is affected by this spell)

The reverse, *Dying Flesh*, removes the flesh and muscles from any creature. This is not a good act. It will work on almost all types of flesh, but dragons skin is exempt, for some reason. They lose 2d8 points of Strength and Constitution immediately, 2d6 damage + 1d8 for every 3 levels of the caster (necromancers use 1d10), and a system shock roll is required to see if the victim survives. If any score reaches 0, the victim instantly dies. If he fails the system shock roll, he dies. He survives only for the number of rounds equal to his Hd.

The material components for this spell are, including the flesh required, is a horn from a dead rhino (for the *Living Flesh* spell), or a horn from a living rhino (for the *Dying Flesh* spell). The state of the animal indicates when the horn was cut.

Making of the Child Unborn (Alteration/Necromancy)

Ⓒ

Range: 0

Components: V, S

Duration: Nine months

Casting Time: 7

Area of Effect: One person (female)

Saving Throw: Negates

This spell causes the target, who must be female, to become pregnant; it literally creates a embryo inside the woman's womb, to be born 9 months hence. The child will be reasonably healthy (unless the caster desires otherwise), but is otherwise like any other child. A saving throw vs. spells is required in order to activate the spell, and a roll to hit if the spell is being used in an offensive fashion.

Necroball (Necromancy)

○

Range: 10 yards/level of caster

Components: V,S,M

Duration: Instantaneous or 1 turn/level

Casting Time: 7

Area of Effect: all creatures in a 30' diameter sphere

Saving Throw: Negates

With this spell, the caster creates a sphere of necromantic energy, pulling at the life forces of all creatures within the area of effect. Affected

creatures feel a bone-chilling cold that just does not seem to dissipate. This spell has two possibilities, depending on the type of dust used. None of the effects of necroball are cumulative. In both cases, the following additional effect is generated:

All affected creatures lose 1 point of strength per three levels of the caster for the duration of the spell. Exceptional strength decreases to a normal 18 before dropping to a 17. Each creature gets a bonus to the saving throw equal to the number of creatures in the area of effect minus one. Thus, if one creature is affected, then there is no bonus, but if four are affected then the bonus is +3.

a) Those affected by the spell must make a saving throw versus death magic or have a level drained per 6 levels of the caster for the duration of the spell. If a creature is drained below 0th level, they become a shadow in the service of the caster for the duration of the spell, at which point they become free-willed and likely violent towards the caster. For example, an 18th level mage will drain 3 levels, but a 17th level mage will drain but 2 levels (rounded down).

b) Those in the area of effect must save versus spell or lose 1d6 hit points per two levels of the caster due to draining to the negative energy plane. They may save for half damage.

In addition to the above effects, undead are healed 1 point per caster level and are given 1 point of strength per 3 levels of the caster (to a maximum of 19) for the duration.

The material components for this spell are a powdered black opal worth 100gp and a pinch of vampire dust (version a) or a pinch of powdered red dragon bones (version b).

Negative Conduit (Necromancy)

○

Range: 10 yards + 10 yards/level

Components: V, S

Duration: Instantaneous

Casting time: 7

Area of Effect: 30 - feet radius

Saving Throws: Negates

This opens an eyeblink rift to the negative material plane - all within the radius lose 2d4 levels. It kills all plant life and renders the area barren. Save can be made, with a - 4 penalty. If creatures affected are dropped below level 0, they die and cannot be raised short of a wish. The draining, if it doesn't kill a victim, lasts 1 hour per caster level.

Nezrod's Flying Abominations
(Alteration, Necromancy)

Ⓒ

Range: 10 feet
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One Hit Die/level
Saving Throw: None

By means of this grotesque spell, the wizard animates a body part, imbuing it with the ability to fly and to follow simple, verbal commands. The body part must be relatively fresh (no more than a week old) and cannot be larger than man-sized. Any creature affectable by animate dead can have a body part subjected to this spell. Regardless of the type of creature the body part was taken from, the animated fragment is enabled to fly (as the 3rd level wizard spell) but with no limit to duration. The part possesses one-half the hit dice of a whole creature of the type it is taken from (ignore hit die bonuses). Thus, for example, an animated ogre arm would have 2 hit dice. The fragment retains the ability to attack, including any appropriate special attacks, inflict damage as normal for its type. Some adjudication is necessary here. An animated red dragon's head could bite, but it could not breathe fire. A dragon's breath weapon is not a power of its head. An animated giant scorpion stinger, however, would retain the ability to inject poison. The body part has an AC equal to the creature (unarmored, if applicable) from which it was taken, worsened by four places, to a limit of AC 10. Since it is a type of zombie, it has all of the normal immunities and weaknesses of a zombie, with one exception. Unlike normal zombies, flying abominations are not especially slow; they check for initiative as normal.

The caster animates one hit worth of flying abomination for every level she has advanced. These hit dice can be divided among different body parts as required. A 14th level wizard could, for example, animate seven 2 hit dice body parts, or one 10 hit dice body part and four 1 hit die body parts, et cetera. All body parts to be animated must be within 10 feet of the wizard during the casting time.

Flying abominations have no intelligence. They obey only simple, verbal commands, in the same manner as a zombie or skeleton. The body parts remain animated until destroyed. Flying abominations are undead creatures. Consequently, a priest can turn them, the difficulty

of the attempt being determined by the abomination's hit dice.

The material components for this spell are the body parts to be animated and a vial of unholy water, which is sprinkled over the fragments during the casting.

Nezrod is unnaturally fond of flying abominations made from the heads of illithids, medusae, and carrion crawlers.

Noska Trades' Feign Dust
(Conjuration, Necromancy)

Ⓒ

Range: 0
Components: V, S
Duration: 3 hours + 1 turn per level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

Upon casting this spell the recipient and all his belongings are reduced to a heap of dust with a skull resting on top. The skull is actually a conjured one and is not attached to the spell recipient in any way. The conjured skull may or may not be human, but will always be humanoid (cf. reincarnation). Feigning creatures are able to smell and hear normally, but can only see in a 20-foot radius sphere around themselves. Creatures feigning dust are unaffected by any attack form other than scattering by magical means (*Wind Wall*, *Gust of Wind*, *Polymorph Any Object*, etc.), which cause 1d6 HP damage per level of the caster of the scattering spell. Attempts to remove the dust by other means will not succeed.

Nrok's Lethal Weapon II
(Evocation, Necromancy)

○

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: Negates

This enhanced version of *Lethal Weapon I* is exactly the same in every manner, however the percentage roll is 40% or lower is automatic death and above 40% is damage x4.

While the material component is basically the same, 350 gp worth of black gem needs to be crushed, and the silver urchin's crystalline material can be replaced by a massive amount of normal urchin's crystalline material, but it is almost 500%

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more, requiring more of the mixture to be carried around.

Nrok's Ultimate Drainstar (Evocation, Necromancy)

○

Range: 40 feet + 10 feet/3 levels

Components: V, S, M

Duration: 1 round/2 levels

Casting Time: 8

Area of Effect: 20 feet diameter sphere

Saving Throw: Special

By use of the ultimate drainstar spell, a wizard forces in to existence a dark gray sphere of pure light which is about 2' in diameter itself. This wavering light is usually floating three feet off the ground, but if ceiling heights don't allow for it, it may be lower.

Anyone 10' from the center of the sphere or closer will take on the effects of the spell. Creatures within the area of effect will feel massive amounts of pain and will have to lower their movement rate by $\frac{3}{4}$ until out of the area of effect or after the duration runs out. Each round of this massive pain, creatures inside the area of effect make strength and constitution checks. Failing the strength check simply means the victim falls to the ground, however the constitution check (if failed) will decrease the victim's life force by 2d6 points, each round.

All lost damage from this massive pain will be stored in to the drainstar. This means if a total of three creatures each lose 24, 16, and 19 hit points (during the duration), then the drainstar will hold inside of it 59 (24 + 16 + 19 = 59) points of life force. This life energy will enter the caster at two hit points every turn, until the life force in the drainstar is gone. The drainstar disappears after the life force drain, and hides in the Positive Material plane, it cannot be touched while there nor dispelled.

Regenerating hit points to the caster may exceed the spellcaster's total hit points until the drainstar is done giving the spellcaster life force. At which time, extra hit points will start vanishing at a rate of one per hour, until the character is to maximum (or just below it).

The material component of this spell is a mixture of crushed diamond (200 gp), sulfur, a crushed rock from the Positive Material plane (5,000 gp), and copper dust.

One Way Ticket to Hell (Necromancy)

○

Range: 10 yards

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: Special

Saving Throw: Neg.

When this spell is cast, the material component, a fun filled pamphlet describing the Abyss, is thrown at the target, and as the somatic gestures are being articulated, the caster smiles "Have a nice time!" As the pamphlet falls near the target, it opens up a tremendous hole into the earth (to the Abyss). This hole can swallow up to four mansized creatures, 8 small, 16 tiny, or 2 large, or 1 huge, or any combination of M,S,T that does not exceed 10 creatures, with a maximum of each size being swallowed as above. As the hapless creatures plummet to hell, the hole reseals behind them. They are thrown into a random level of the abyss, where there it is assumed that they are tortured and eaten by its inhabitants. The material component, the pamphlet, takes 3 hours to craft and it must be crafted inside the Abyss, which Desmond regards as a vacation spot.

Orange Vampiric Bite (Necromancy)

○

Range : 0

Components : V, M

Duration : Special

Casting Time : 7

Area of Effect : The caster mouth

Saving Throw : None

This spell allow the caster to use his bite with vampiric ability for a number of round equal to 1 round/level. During this period the hit points taked by the bite attack (which is a mere 1d2 for humans) is transfered to the caster. All other aspect are like the *Vampiric Touch* spell.

Pilops's Death (Necromancy)

○

Range : Touch

Components : V, S, M

Duration : Instantaneous

Casting Time : 3

Area of Effect : One creature

Saving Throw : None

This spell envelopes the target in a bright clear blue. The target begins to age at a tremendous rate to the point of turning to dust. the items and

clothing are destroyed along with this spell but magical items are allowed a saving throw versus magic.

The material components of this spell is the dust of a mummy skull.

Pseudo Lich (Necromancy)

Ⓒ

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: 1 round per 2 levels

Area of Effect: Caster

Saving Throw: Special

The utterance of this spell gives the caster the following Lich-like abilities:

1. The aura of magical power which surrounds the mage is so potent that any creature of fewer than 5 hit dice, or 5th level, which sees him must save vs. spell or flee in terror for 5d4 rounds.
2. The caster is able to deliver *The Chilling Touch* as per the 4th level spell, with one alteration – the effects of the paralysis last until it is magically dispelled.
3. The caster can be hit only by weapons of +1 or better, by magical spells, by creatures with 6 or more hit dice, or by creatures with magical properties.

This spell does not change the caster's appearance, but casting it in conjunction with an illusion promises stunning results. There is a drawback to this spell – if a priest or paladin makes a successful turn undead (lich) roll, the magic is forced from the caster's body, dispelling the spell. The caster must then make a system shock roll or be stunned for 2d4 rounds. Undead creatures are immune to effects 1 and 2. The material components of this spell are cloth taken from the "physically slain" body of a lich (1" x 1" square) and the heart of a hen.

Rhaal's Skeletal Merge (Necromancy, Alteration)

Ⓒ

Range: 10 yards per level

Components: V, S

Duration: 1 round per level

Casting Time: 7

Area of Effect: 2-12 skeletons

Saving Throw: None

This is a powerful necromantic spell, used primarily to create titantic, undead giants. When cast, this causes multiple skeletons (as per the

Animate Dead spell or similar ability, up to 12 maximum, 1/level), to merge into one monstrous bone beast. The skeletal construct is still totally under the control of their creator, however act as one creatures. It has a THAC0 of 19, minus one per skeleton merged, and has a hit dice total of the number of skeletons merged plus 2 per skeleton, thus giving it a total of 12+24 hit dice. It's damage is equal to 1d4 per skeleton merged, thus giving a maximum damage of 12d4 per strike. If cast in Ravenloft, this spell calls for a Powers check.

Reduce to Bone (Necromancy)

○

Range: 10 yards/level

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: All creatures in a 10' radius

Saving Throw: Negate

This spell, another of Kalli Bloodblade, is a very deadly spell. When it used, it forced all victims within a 10' radius of the target area to save vs. spells or be reduced to their mere skeletons. Metal and inorganic materials on the being are unaffected, but all fleshy beings and plants are reduced to their skeletons (or in case of plants, a mere shell of bark).

The skeletons can be animated by other spells, as the caster desires. The only affect it has on undead creatures is to reduce the being to a skeletal status if the spell succeeds. No special abilities the undead possess are affected by this spell, but zombies are destroyed by means of this spell.

Creatures without skeletons, such as slimes and oozes, are unaffected by the spell as is non-corporeal beings. The spell has no effect on creatures that have no flesh (such as an iron golem or gargoyle).

A *Wish* spell will raise a character slain by this spell back to life, but otherwise, the flesh must be restored to the victim before a *Raise Dead* or *Resurrection* spell is attempted on the victim.

Rejuve Undead (Necromancy) Reversible

Ⓒ

Range: 10 yards/Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: One creature

Saving Throw: None/Negates

This spell is used to heal all sorts of undead, both corporeal and immaterial. The caster uses negative energies to rejuvenate the undead's vital energies, healing all damage. This spell can also be used against the living in which case it is considered the equivalent of a Harm spell. In this case the caster must successfully touch the target. A saving throw negates. The somatic component is a pointed finger which glows indigo at the time of casting, and a drop of blood if cast by a living caster (a lich, for example, would not require this component).

Repel Undead (Abjuration, Necromancy) ★

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 9

Area of Effect: 120-foot-wide path,
20 feet long/level

Saving Throw: None

With this impressive spell, the wizard causes all undead creatures caught within the area of effect to be driven backwards by powerful waves of force. Weight is not a consideration. Even a monster as massive as a dracolich will be forced away by repel undead. Shifting shape, becoming ethereal, or noncorporeality are also no defense, although these abilities may facilitate getting out of the spell's path.

An undead creature can attempt to hold its position if there is something suitable to grasp onto or brace against. Unfortunately for the undead monster doing so, it suffers 1d6 points of damage each round that it resists the punishing waves of force. Furthermore, it is not possible for the undead to advance against the effects of the spell. The best they can do is hold on and risk being torn apart in the process. Undead forced against a solid object by the spell, but still remaining within range of the spell, suffer damage as described above.

Undead caught in the path are driven back 40 feet each round that the spell lasts, out to the maximum range of the spell. Thus, a 14th level wizard would create a path 120 feet wide and 280 feet long. The path is 20 feet high regardless of caster's level. Once the spell's path is set, it cannot be moved. No concentration is required to maintain this spell, nor must the caster remain with range of the set path. She is free to take other actions as normal.

For some reason, while *Repel Undead* is effective against demi-liches, it cannot damage them. Obviously, living creatures and inanimate objects

are unaffected by this spell.

Restless Dead (Necromancy) ○

Range: 30 yards

Components: V,S,M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell must be cast upon the burial sight of a slain creature or being, or a cemetery of such beings at night. Once cast, the spell affects all the dead beings within the graveyard whom have been forgotten (i.e., not venerated on the Night of the Dead) or whom have not had their graves consecrated. The beings rise with a great hatred of every being except the caster of the spell. The undead have 2 hit dice each (or equal to it's starting hit dice plus one if not human), and the wizard can animate up to twice his level of restless dead (maximum of 4 HD/level of the caster if non-human). The undead are turned as wights, and have all the abilities of a revenant, except they do not appear in any other guise than the way they appear now.

If the undead creatures draw blood in combat, they will not cease fighting until they have vanquished their enemy or have been destroyed or turned. The restless dead cannot be given orders to guard an area nor to perform services for the sole benefit of the wizard. Their only desire is revenge against the living, and if denied the chance to vent their rage against the living (and whom are not allies of the wizard), the undead receive a saving throw to shake off the wizard's control. Once control of the restless dead has been lost, the wizard can only regain control by means of *Control Undead* or *Wish*. A *Dispel Magic* can be used to break the wizard's control, but a *Destroy Magic* spell will remove the magic over the undead bodies, making them inert and unusable for further *Restless Dead* spells. If a *Sanctify* spell is successfully cast on the *Restless Dead*, the magic binding the soul to the undead body is broken, and the undead will collapse and cease functioning.

The material component of the spell is a handful of black drake teeth that is planted in the earth over the grave sight.

Rotting Flesh (Necromancy) ○

Range: Touch

Components: V, S

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Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

This spell, upon a successful to hit in combat using the mage's hand, casts a magical disease onto his opponent. If the opponent does not save vs spells then the flesh of the creature starts to peel off and at the end of three rounds the creature is completely fleshless and dead. Only a *Cure Disease* spell or *Wish* can reverse the process.

Sarve's Ghouls (Necromancy) ☾

Range: 10 yards
Components: V,S,M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature per level
Saving Throw: None

When this spell is cast, the wizard can raise up the dead as flesh-eating ghouls under his control. Up to one ghoul per level of the caster can be raised, stinking horribly and having a paralyzing touch. The ghouls obey the letter of the word of the caster, and are very evil and wicked, chafing at both their undeath and the control their master has over them. However, unless directly allowed to, they cannot attack the caster. The wizard has no mental link to the ghouls, and must verbally command them to perform any actions. Ghouls are capable of figuring out problems and understanding complex commands - to a point, and a deep cunning.

The ghouls serve the wizard, though they may seek to pervert or subvert commands to benefit themselves. Though they can be ordered into suicidal actions, the ghouls will seek, with their limited intelligence, ways to preserve their own hides. The ghouls can be turned and affected as undead, but control of the ghouls cannot be taken from the caster unless he is slain. In many cases, the surviving ghouls gladly feast upon the wizard's dead carcass.

The material component of the spell is humanoid bodies to cast the spell upon, and a coin stained with blood. The bodies must have been dead less than a year, and be fairly complete. There must still be flesh on the bones of the victims for the spell to function properly, or the spell fails. The spell will not work on elven corpses.

Searing Soul
(Evocation, Alteration, Necromancy) ☾

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This powerful spell binds (or rather "burns") a memorized spell into the caster's memory permanently. The bound spell can be cast as often as desired, never leaving the slot in which it was memorized.

The price of the spell is severe, however, being paid in life force. 6 hp per spell level must be paid to bind the spell, and these hit points can never be regained.

Though the bound spell's effects are still subject to *Dispel Magic* and the like, the spell cannot be removed from memory.

Shadow Soul (Necromancy) ★

Range: Caster
Components: V, S, M
Duration: 2 days
Casting Time: Special
Area of Effect: Caster
Saving Throw: None

This spell can be cast any time prior to the casters death. When this spell cast the cast gains a extra two day after his death to find a way to return life to his body. After the two day duration the casters soul begins to dissipate losing it's hold to the casters body. The components needed are a drop of blood from the caster, the other components are up to the Dm. If the casters is attacked during the two day cycle his soul is not lost but stays with the body, although the caster can no longer attempt to bring life back to his body. The spellbook from which this spell was attained is found deep within the catacomb's of the sunken city of Santhose.

Skarm's Judgment Day
(Necromancy, Illusion/Phantasm) ☾

Range : 2 yards/level
Components : V, S
Casting Time : 7
Duration : 3 days.
Area of Effect : One creature
Saving Throw : Neg.

When caster casts this spell, target has to save vs. spells or he's put into a cataleptic state just like

in *Feign Death* spell. There's a little change in this state...target feels as if he was dying due to death magic. This spell fouls life - detecting spells, so it's very likely people'll think the target dead. After "dying", the target is affected by a powerful magic, which draws his soul from the body, lets him look at his body and at what happens around his body (in a maximum range of 30 yards)... All the scene is surrounded with shadows and rolling mists and soul can hear voices of the "living" as far and inhuman speeches. After 1 turn, or if soul moves beyond the 30 yards range, magic brings back the soul into the body...but victim don't realize this, for now he's under the effect of a powerful phantasm. This phantasm lasts as long as the spell lasts and can be divided into three parts, one for each day of spell's duration...

The Journey (Day 1). The victim begins his long journey to the netherworld. This can be with any possible mean (fly included...remember, victim's now a "ghost"), but it lasts one day. Also someone (valkirie, Anubis, etc...) can come to victim's resting place and bring him to netherworld...this is just one of the many twists this dweomer can take. Then...none's said journey to netherworld'd be safe...so victim can meet strange monsters and dangerous people (as per Dm's or caster's choice... they can be living or dead, but I'd suggest to twist them a little and, if dead, to leave the body somewhere near it...) and, remember, the world from victim's point of view, now looks as scary as when he looked around his body.

The Judgment (Day 2). As victim reaches netherworld, he's brought before a "court", which could be a court of gods, a meeting of gods or a court of dead, or anything strikes Dm's or caster's fancy. The court can be composed by as few as one judge or as many as hundreds of judges (I'd suggest more than one, for it brings more chaos and fun). This court can meet in any place caster or Dm wants. Then the trial begins... The court asks about anything good or bad character's has done in his life (court knows everything...they come from his own mind!). Even the most trivial things are examined (depending upon the court's type, victim can or cannot have chance to defend himself from "charges", by motivating his evil actions). The Judgment lasts one day, no matter how much old or young character is. At the end of the day, the court emit a verdict upon the victim.

Verdict can be based upon character's actions or upon caster's choice.

The Netherworld (Day 3). After the verdict, victim is sent to another place, which could be a heaven or a hell (how they are is decided by caster or by Dm) depending upon the verdict. The victim can enjoy this reward or endure these pains for one day (hell could be a good place for combat and none said character cannot try to riot). At the end of the day, someone comes to the victims, tells him there was an error (he's not dead!) and brings him back to his body.

Caster has 10 minutes after casting to choose how Journey, Judgment and Netherworld will be; he can choose as many details he wants and he can choose not to choose. Moreover, caster can peek into victim's phantom by coming within 1 yd/level of victim's body and by making an int check for each round of view (this can be tried over and over till the end of the spell).

Anything's not chosen by caster is left to victim's religious beliefs and Dm's choice.

Note that if character's atheist, the Dm can choose to let him travel around heart as a ghost.

If victim was rewarded with heaven, he awakes in a very good mood and gains a + 2 bonus to horror and madness checks till he sleeps.

Note that this spell call for a Ravenloft Power Check (half chance if was used to bring relief to one of Ravenloft's troubled souls).

Should caster fail the power check, Dark Powers also notice victim...

...There's a 25% that what was thought as a phantom becomes truth (obviously, soul never leaves Ravenloft, but it's brought to someone or something who can judge him and the netherworld can become to being hunted back to his "corpse") and a 75% that character'd be brought to the Nightmare Court to be judged (in *Nightmare Lands*).

The casting of this spell looks the same as that of Finger of Death (it's just a little longer, but only a Spellcraft check - 6 will find it's another spell, then...who's ever tried a spellcraft check when he was the target of a spell?).

Role-Playing Hint : This spell could be a good role-playing device, for, used in a twisted way, can become an entertainment for your villain. So, in place of a deadly *Finger of Death*, he casts this spell on a PC...and since the phantasm looks real to the character, it can be role-played (in the judgment, the Pc can have to explain all those Ravenloft Check he had to roll, and also those he succeed, or he'll roast in hell!).

Other PCs can take the roles of people/monsters he meets or of judges.

Skarm's Undead Cunning (Necromancy, Alteration)

☾

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One undead
Saving Throw: None

This spell was devised by Skarm The Warlock to enhance the Wisdom of his undead creatures. The undead upon which the spell is cast must have been created by the caster himself (*simple control upon it doesn't work*) and must have an Intelligence of at least 1 (*so a standard zombie or skeleton must have its Intelligence enhanced in some way*). The caster must put one hand upon the creature's head (or, at least, upon the area that should be the center of its intelligence) and, in that position, casts the spell.

At the end of the casting, the Wisdom of the creature will be raised by 1 point/three levels of the caster.

This is in the case of the first casting, but for the following castings of the spell upon the same creature, the Wisdom will be raised only by 1 point/ten levels of the caster. Should not be noted otherwise, the undead has a base Wisdom of 0. This spell is devised only for use upon undead made by the caster. Should it be used upon an undead not made by caster, the undead will break any control (if any) the caster has upon it and would become forever caster's enemy (this could mean instantaneous attack by less intelligent undead and long, deadly schemes of revenge by a more intelligent one).

Should someone be so stupid as to use it upon the living, the creature will become insane...It'll think to be a intelligent undead (randomly chosen) and will act in an appropriate way, also by start killing the livings to "feed". The insane creature's alignment will turn one step (in both alignment "parts") closer to that of the intelligent undead he thinks he is (Lawful Good character thinks to be a vampire and his alignment will turn True Neutral). Also the insane creature will become obsessed with the casters and will wish him the worst death, acting in an appropriate way.

The material component for this spell are a pint of blood from a creature with a Wisdom of the "target" (*the adjusted, final*) score or higher and black opal powder (worth no less than 1000 gp).

The components should be mixed and smeared over undead's head. The components disappear in a red - green smoke at the end of the casting. Note that, even if the notes upon the components use would lead to believe that this spell can only be used upon corporeal undead...it can be used also on uncorporeal ones, by having the creature "merge" with a statue with roughly its appearance and smearing the components upon the statue's head.

Spirit Animation (Necromancy)

☾

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 9
Area of Effect: One host
Saving Throw: Special

By means of this spell the caster can transfer the spirit of any intelligent being from his body and place it inside of another host. Thus, one could transfer a person from one living body into a magically animated one, such as a golem or skeleton. If the person does not want his soul transferred out of his body the spell automatically fails. The transferred spirit has all of the abilities he had before, to the limitations of his new body (eg. you cannot make a stone golem move silently). This spell does not work on trees, stones, statues, etc unless they have been magically animated with other spells. It is not possible to enter a living body or undead body with a spirit inside of it. This spell is especially useful when used with a *Simulacrum* spell.

Splicer Egg (Alteration, Necromancy)

★

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

A *Splicer Egg* spell causes a splicer to bud and produce another member of its race. This is the only way splicers are known to be able to reproduce, this asexual way. After the wizard casts the spell and delivers it by touch, the process takes only 3d6 hours. During this time the wizard normally applies further spells to help the process along.

Following the casting of *Splicer Egg* a wizard should cast *Splicer Dream* (2nd level) on the splicer.

This will put the splicer into a euphoric trance. They are conscious, but cannot stand without assistance, and most importantly do not feel any pain. This is important, because the hours during gestation become soon full of agony. In a case where the splicer does not receive *Splicer Dream* there is a 50% that the splicer goes insane from the torture, and the splicer must make their system shock roll or die after the new splicer has budded. Once the affected splicer is in the trance, the wizard should then wrap the splicer in strips of cloths prepared by the *Splicer Wrap* spell. The wraps should cover the the splicer. Total mummification.

A new splicer has no control over its powers, and will accidentally splice itself and not to mention other things near it out of existence. To prevent this the wrappings from the *Splicer Wrap* spell seal the new splicer's fingers and hands together in fists. While locked this way a splicer cannot use its powers. The wraps also boost a splicer's powers and reduce the time needed to grow up. To reach an adult stage where a splicer's powers are at its peak normally takes 30 + 1d4 days, but with the wraps it's nearly half, 15 + 1d4 days.

A newborn dimension splicer is born looking like a young adolescent, and it knows nothing, not even how to walk, but it learns quickly. A newborn dimension splicer can usually walk in hours, and learn the language it hears within the first day. In ten days a splicer will know how to use its powers. In thirteen days the splicer will be able to open its hands and start splicing.

Normally many wizards just teach their splicers these skills. Enough to speak the wizard's language and maybe write it, but the splicer can learn so much more. A splicer has the full proficiency slots allotted to its class (typically fighter, for splicer combat uses similar principles that of weapons) right from the beginning. They can learn a skill in usually hours or days. From day one a wizard must feed the dimension splicer. A splicer consumes one spell level a day. A wizard must "lay" the spell level on the splicer as the wizard would on a wand. If a splicer goes without a spell level for a day, it is as if a normal person skipped a day's worth of food. Splicer's drink water as do humans do.

A splicer lives for 2 years + 2d12 months, merely splicing out of existence in the end.

Summon Greater Shadow (Sumrnoning, Necromancy)

○

Range: 10 yards
Components: V, S, M

Duration: 1 round + 1 round/level
Casting Time: 6
Area of Effect: 10 – feet cube
Saving Throw: None

This spell summons a monstrous multi-limbed shadow monster. It is not, as might be supposed, a greater version of the undead shadow. (Mercifully, such a creature has not yet been recorded.) The summoned creature is a hideously fused group of undead shadows that writhe and thrash, mindlessly attacking all in their path, as if in great pain.

The greater shadow is composed of 1d4+4 shadows, effectively creating a size L monster with a Thac0 of 15. The 10'-diameter creature has 1 Hit Die and 1 extra hit point per shadow, and a -1 bonus to its Thac0; thus, a conglomeration of six shadows would have 6+6 HD and Thac0 13. The largest greater shadow, composed of eight undead shadows, has 8+8 HD and Thac0 11. Regardless of its size, the creature has AC 7. It receives a number of attacks per round equal to the number of incorporated shadows.

Any damage to the greater shadow is suffered jointly: The creature must be reduced to 0 hit points for all to be destroyed. The greater shadow is turned as one creature, based on its Hit Dice.

This gastalt creature is slower than a normal shadow (MV 6) and cannot coordinate all of its limbs to attack in a single round. Roll 1d4+1 to determine the number of attacks during any given round; each attack inflicts 2-5 points of damage, and drains drains 1 point from its victim. The greater shadow cannot follow complex instruction; it simply wants to enter combat as swiftly as possible.

The material components fro this spell are two pieces of smokey quartz and some glue, all fo which are consumed in the casting.

Summon Minor Death (Necromancy, Summoning)

○

Range: 10 yards
Components: V, S, M
Duration: 1 round/level + 1d4 rounds
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell summons a minor death, as per a deck of many things (AC -4; 33 hit points; strikes with a scythe for 2d8 points, never missing, always striking first in a round). The caster then nominates a target for the 'death to attack. The

creature persists until it is slain, its victim is dead, or the spell ends (either by running its duration or being dispelled). Unlike the minor death summoned by a deck of many things, this one may be attacked by anyone, without fear of more appearing. This spell is quite taxing upon the caster, and can never be cast more than once per day.

The material components of this spell are a miniature scythe made of platinum (100gp) and the tooth of a lich, demi-lich, death knight or similarly powerful undead being.

It is suspected that Tulsa found this spell on the same stone tablet as the *Create Skeletal Warrior* spell.

Summon Shadows (Conjuration/Summoning, Necromancy) ○

Range: 10 yards
Components: V, S
Duration: 1 round + 1 round per level
Casting Time: 5
Area of Effect: 10-foot cube
Saving Throw: None

When this spell is cast, the wizard conjures up one shadow for every three levels of experience he has attained. These monsters are under the control of the spell caster and attack his enemies on command. The shadows remain until slain, turned or the spell duration expires.

Transmute Blood to Poison (Alteration, Necromancy) ○

Range: 60 yards
Components: V,S,M
Duration: Permanent
Casting Time: 7
Area of Effect: One creature
Saving Throw: Special

When this spell is cast, the caster causes the blood of the victim to become poisonous. Creatures of 4 Hit Dice or less are automatically slain, and all other creatures must save vs. poison or die. Even if the victim succeeds his saving throw, he automatically suffers 4d6 points of damage from excruciating pain as his body fights the mass of poison within the body. Creatures with a natural poison attack receive a second saving throw to totally negate all damage, and creatures with such attacks that are less than 4 Hit Dice receive a normal saving throw to suffer only

4d6 damage rather than be slain.

Since this spell is directed to normally affect human-sized creatures, Gargantuan beings receive a +4 saving throw bonus if they are allowed a saving throw.

Twilight's Dark Hand of Magic (Enchantment/Charm, Necromancy) ☾

Range: 10 yards per level
Components: S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: One person
Saving Throw: Negates

Twilight's dark hand of magic is a vastly more powerful form of the spells *Charm Person* and *Domination*. Unlike the former spells, elves and half-elves don't have any more resistance against the *Dark Hand* than anyone else. Like *Domination*, the caster can control the person affected. Unlike any previous charm, the affected person can still cast spells, but only when the caster tells him to do so.

With the saving throw, the victim gets an initial saving throw versus death magic, modified as below. He also gains another saving throw whenever the controlling spellcaster demands an action which would probably lead to the death of the victim, or to someone dearly loved by the victim. Modifications are as follows:

Add the level, Intelligence, and Wisdom of both caster and victim together. Compare the two. If, after all modifications, the caster's total is equal to or lower than that of the victim, then the victim gains a bonus to his saving throw. Otherwise, the victim has a penalty.

Total difference	Saving throw bonus or penalty
up to -9	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +3	+0
+4 to +7	-1
+8 to +11	-2
+12 or more	-3

The victim also gains a Wisdom bonus, offset by the Wisdom bonus possessed by the caster - thus, if the caster has an 18 Wisdom and the victim has a

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12 Wisdom, then that is a penalty of -4 to the saving throw, reflecting a struggle of wills. This spell can be made permanent, without any threat of loss to the caster's Constitution. The material component of this spell is a dark crystal.

Tyvek's Temporary Inner Strength (Necromancy) ★

Range: 0
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 3
Area of Effect: Person touched
Saving Throw: None

This spell requires a tiny iron heart sculpture, lion's blood, and holy water (or unholy water if your recipient is evil). Casting it will have the effect of bestowing 1d10 HP per 5 caster levels. Its short casting time and life saving potential mark it as Tyvek's possibly most useful spell. These phantom hit points take damage first, and can be used to revive a person at negative hit points to waking life. Note, however, that these hit points only stay until the end of the spell's duration.

Undead Army (Necromancy) ☾

Range: 360 yards
Components: V, S
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell is a version of *Animate Dead* developed for immediate battlefield use. It animates corpses in the same manner as the 5th-level spell, but the magic only lasts for a limited time. Also, *Undead Army* is very quick, requiring only a single word and a gesture. Those animated resemble ghouls in all ways, including having 2 HD each. The wizard can animate one of these creatures for every two levels (round up). The ghouls created by this spell are unusually hard to turn: treat them as if they were wraiths. They cannot be commanded or disrupted (command results are ignored; disrupted results are treated as a turn).

Upgrade Skeleton (Necromancy) ☾

Level: 7
Range: Touch

Components: V, S, M
Casting Time: 1 Turn
Duration: Instantaneous
Area of Effect: One skeleton/10 levels
Saving Throw: None

This spell upgrades a skeleton's HD by 1 HD for each 3 levels of the caster. Thac0 is also upgraded (because of higher HD). The spell cannot be cast again upon the same skeleton. The material component is a gem (worth no less than 500 gp), which will be put in the skull of the skeleton.

Vampire's Bane (Necromancy) ★

Range: Line of sight
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 vampire
Saving Throw: None

This spell created by a wizard obsessed with the eradication of all vampires in the world, instantly destroys one vampire. The material components of this spell are the same as the normal materials used to kill a vampire, an oaken stake and a wooden mallet. The mage must concentrate on these items while casting, which takes 30 minutes per hit die of the vampire to be killed (The wizard will have to estimate based on what he knows of the power of the vampire). Once the spell is cast the wizard only need point the stake in direction of the vampire and utter the activation word (the wizard's choice, determined during the actual casting). Once this is completed the vampire is vanquished irrevocably. The spell functions no matter what form it is in or what protection the vampire is employing. The wizard only needs to see the vampire (in any form) to activate the spell. If the spell was prepared for less time than the vampire has hit dice, the vampire is instead damaged in proportion to the "hit dice" of the spell to its own hit dice. This will likely get the vampire VERY angry indeed.

Vengeance from the Grave (Necromancy) ○

Range : 0
Component : V, S, M
Duration : 1 day/level or until triggered
Casting Time : 6 hours
Area of Effect : The caster
Saving Throw : None

This spell allows the caster to have retribution on anyone who kills him. If the caster is slain within the spell duration, he automatically rises as a revenant. He will then ceaselessly hunt down and slay his killer(s), as described in the *Monstrous Manual*. This spell is a complicated ritual, known only to a few necromancers. The caster must prepare a magic circle made up of a mixture of vampire dust, powdered iron and crushed human bone. He then casts the spell while within the circle. The process is draining both mentally and physically, and upon completion of the spell the necromancer is fatigued. He must rest for a full night in order to be able to cast any more spells. The material components of the spell are a handful of vampire dust, powdered iron and crushed bone, as well as a hair from the head of a revenant and a perfect bloodstone, valued at 500 Gp or more. All of these are consumed in the casting. This spell carries a hefty drawback, however. Once the caster rises as a revenant, he cannot be raised or resurrected. This spell also supersedes dweomers such as *Contingency* or *Tulsa's Dark Bargain*. Finally, if the caster dies of natural causes or by an accident, he will not rise, as he has no focus for his vengeance.

Violent Death Spell (Necromancy)

○

Range: 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: One 30-foot cube/level
Saving Throw: None

This spell is identical in all respects to the sixth level *Death Spell*, except that victims of the *Violent Death Spell* are not just snuffed out, keeling over dead, but instead are violently blown apart, spraying flesh and body parts in all directions. The shrapnel from the body explosions will not cause damage to creatures nearby, although anyone within 60 feet of the area of effect who witnesses the spell's effect must make a Constitution check with a -2 penalty or be so overcome with nausea and horror that they are considered stunned for 1 round. The material components for this spell are a crushed black pearl with a minimum value of 1,000 gp, as well as a tiny bit of sulphur and bat guano.

Whisper's Legion of Doom (Necromancy)

☾

Range: 60 yards
Components: V, S, M
Duration: 6 turns + 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This is an improved version of the *Animate Dead* type spells. It will animate up to twice the caster's level Hit Dice of undead within a 60 yard radius. These undead have full hit points and be imbued with some of the Intelligence of the caster. While the spell is in effect, or as long as any of the undead remain, the caster's Intelligence will be lowered by one point. Note that this might make the caster unable to cast high level spells after this spell is cast. I.e., a wizard with Intelligence 16, will not be able to cast 8th-level spells while this spell is in effect. The Intelligence of these undead allows them to use weapons to effect, i.e., not just 1d6 but by weapon type for skeletons. The undead can use armour, bows, etc. Still, only zombies or skeletons can be made with this spell. The material component is a piece of bone from a lich.

Winthrop's Undead Summoning VI (Conjuration/Summoning, Necromancy)

☾

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is akin to any one of the monster summoning spells. Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghastrs, 1d4 wraiths, 1d3 mummies, 1d2 spectres, 1d2 apparitions, one ghost or one vampire. The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination. The material component is a lit candle inside a small bag.

Zanatose's Thieving Hand (Necromancy)

○

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Range: 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 1 creature for every level
Saving Throw: Special

This spell is as insidious as its creator. When casted the necromancer points a finger at a victim and announces the removal of the internal organs he wants. At this point the victim must roll a save vs. Death Magic at -2 plus any modifiers the necromancer has to avoid the deadly teleportation. If they pass the save they merely take 12d6 points of damage from the spell interfering with thier body's normal functions. If they fail the save the vital organs the necromancer announced at the beginning of the spell immeidatly disappear from thier body and appear in a special black sack prepared by the caster of the spell and die with 1d4 rounds. The material components for this spell are a small, scalpel like knife and a specially prepared bag which contains mandrake root powder and crushed black opals not worth less than 2,000 gps.

Zanatose's Time Piece of Aging (Necromancy, Illusion, Chronomancy) ☾

Range: 20 feet
Components: V, S, M
Duration: 1d6 rounds
Casting Time: 7
Area of Effect: One creature
Saving Throw: None

This insidious spell creates a temporary magical item out of an ordinary pocket watch or clock. The time piece to be enchanted must be held before the caster and the spell spoken, the necromancer then touches the clock with his free hand and the spell takes effect, giving the time piece a light blue radiance for the duration of the spell. The necromancer must then select a target for the item's powers. When he does this the subject then has to roll a save vs. death magic at whatever modifiers the necromancer currently has. If they pass the spell fails and the time piece is destroyed. However, if they fail the saving thows the time piece has established a connection with the subjects life force. The necromancer can then, using the hands on the front of the watch, increase or decrease the victim's age by ten years per number passed by the hour hand.

Example: If the wizard passes the numbers 1, 2, and 3 on the watch he has just aged his subject 30 years. If he does it backwards; 3, 2, and then 1 he has just reversed the subjects age by 30 years. The material components for this spell is a highly ornate time piece costing no less than 500 gp, and a strand of vampire's hair. This is lich magic. This spell, because of the horrendous amount of magical energy involved would burn out mortal spellcasters. Any mortal spellcaster attempting to cast this spell most roll a save vs. poison or he will lose 1d4 points of intelligence permanently if successfully cast. Which will happen only 90% of the time. If the save is passed, the mortal spellcaster takes only 1d10 points of damage and lose one level worth of spells from his memory.

Zandare's Twist (Necromancy) ○

Range: 10 feet/level
Components: V, S, M
Casting time: 7
Duration : Istantaneous
Area of Effect: Special
Saving Throw: Neg.

by means of this spell the caster changes the target creature, effectively, inside out(yes folks this is a very nasty spell).

The organs are outside the body and the skin is inside. Gm's insert your own really graphic descriptions here... The spell caster must have a small leather pouch for the casting. At the end of the casting the caster thrusts his hand into the bag and violently pulls the bag inside out. Now the target is either painfully turned inside out, or he looks like a total fool.

The spell affects one M size creature, two S size or one L size creature. L size creature get a +3 on their save. Note that clothing armor etc. are in the inside also..

Zanzaaba's Negative Energy Transformation (Alteration, Necromancy) ☾

Range: 10 yards/level
Components: V,S,M
Duration: Special
Casting Time: 3 rounds
Area of Effect: 10 cubic feet/level
Saving Throw: None

This spell allows a wizard to convert negative material, as from the Negative Material plane, into positive material.

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In effect the wizard can create matter out of negative energy.

Any item of up to 10 cubic feet per level the caster has attained can be created. The maximum range such items can be from the caster is 10 yards/level, after which they revert into negative matter.

Objects created with this spell are completely real in all ways. They can be seen, touched, smelt, felt, heard and even tasted. When the caster uses this spell they create a gate to the negative material plane. There is a 5% chance on each round that the gate is open that some extraplanar creature will be attracted to it and will come through. The spell is not limited to creating inorganic positive matter, organic matter that simulates life can be created also. Creatures created thus must be within the limit of 10 cubic feet per caster level. Creatures do not have any spell like attacks or abilities, nor do they have any special defenses or magic resistance. They attack as the caster directs them, doing damage as listed, and last as long as they remain within maximum range.

The reverse of this spell, *Zanzaaba's Positive Energy Transformation*, allows the caster a powerful attack. It can transform up to 5 cubic feet of positive energy into negative energy. Creatures strongly linked to the Negative Material plane, such as shadows or wraiths are instantly banished there permanently if they fail their saves vs. death magic. As many creatures as the caster has levels of this type can be affected. Normal creatures

must save vs. death magic or be instantly dispersed into negative energy. One normal creature per 5 levels the mage has attained can be affected. They cannot be resurrected by anything less than a wish spell.

Creatures who succeed in their saves suffer 3d12 damage. Items affected by this spell must save vs. disintegration or be instantly destroyed. A save indicates no damage.

The material components for this spell are a small hoop fashioned from platinum, costing no less than 500 gp, and the essence of a ghost.

8TH LEVEL SPELLS

Ageing (Necromancy)

Range: 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

Upon casting this spell, a black bolt of energy shoots out from the wizard's hand, hitting one creature within its range. The creature struck must save versus spell or immediately age 6d10 years. Any humanoid who is aged must make a system shock roll or die from the internal strain. If a creature makes its saving throw, it is still strongly disoriented, suffering a penalty of -2 to-hit and +2 to Armour Class for one round per level of the wizard. Any creature that is slowed, paralysed, charmed or stunned suffers a -3 penalty to its saving throw, since they are less able to resist its very powerful energy. The material component of this spell is a black opal worth at least 500 gp.

Aging Bolt (Necromancy)

Range : 50 yards + 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature
Saving Throw: ½

This spell ages the targeted creature 1d6 per level of the caster. Unwilling subjects get a saving throw to reduce the aging by half. This spell affects every creature except undead. Even dragons can be aged with this spell.

Arcanus's Flesh Bender (Necromancy)

Range: 0
Components: V,S,M
Duration: Permanent
Casting Time: 5 hours
Area of effect: One living creature
Saving Throw: None

Without the Anatomy proficiency, this enhanced version of the 5th level spell *Graft Flesh*

would be useless. With it though, one can perform miracles.

As with *Graft Flesh*, this spell allows flesh from other bodies to be attached to a body of the caster's choice. Unlike *Graft Flesh* though, it can work with body parts from other creatures.

This spell cannot be used to graft flesh to the caster without finding a way of operating through a remote body. A homunculus may work under circumstances, but this is up to the creativity of the player. The body needs to be opened up and prepared. When the spell is cast, the body goes into a coma for the duration of the spell. The caster needs a complete set of operational tools (like the Anatomist kit from the Complete Book of Necromancers) to operate on the body. Also, a theatre of tools and chemicals is needed, bringing the initial cost to around 10,000 gp.

The caster may attach any kinds of body parts to the body. For example, the body of a giant lizard may be grafted to the torso of a human. Additional organs may be attached as well. The DM should always decide what kind of bonuses and penalties this will give them. A snake tail instead of legs means they can no longer walk, and will have trouble going about in humanoid cities but they do gain the ability to constrict like a marillith would.

COST TO ATTACH

+1000 gp per cubic foot of familiar limb to be attached
+2000 gp per cubic foot of different limb to be attached
+3000 gp if limb is an additional one.
+5000 gp per familiar organ to be attached (that is, an organ that the host body already has)
+10000 gp per different organ to be attached (Beholder's eye stalks)

If after the operation, the recipient has gained over 80% more body mass, the heart cannot supply enough blood. Age limit, constitution score and strength score are halved unless an additional heart is attached.

Weight, water and food intake go up ever 10% of body mass over the hosts original requirements.

If alien body mass counts for over 50% of the body, part of the creatures essence is attached to the mind of the host body. This is usually a

manifestation of the original creature's instincts, or sometimes it's memories. If a human is attached to the body of a lion, then the mind of the human gets the urge to hunt; on the other hand, if the head was transplanted to the body of a murderer, the recipient may start to have dreams of his crimes.

There is a 2% chance for every percent over 50 that the instincts of the former owner come through. In the murderer example, only 10% of the body was the original person's. There is an 80% chance the murderer's genetic memory will be attached. If this occurs, though the mind is still the owner's, homicidal tendencies will be added meaning they may continue the murderer's crimes. This is an opportunity for the DM to take control. Under DM's discretion, this may only occur when the victim is asleep or unconscious. A sort of werewolf-likething.

Things this spell cannot do:

- Attach material of incorporeal, extraplanar or elemental nature.
- Attach another brain.
- Attach sexual organs.

Banshee (Necromancy)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 Body
Saving Throw: None

This spell animates a single dead body as a banshee, but it's not under caster's control. The corpse must be that of a dead, evil, female elf. The material component is a silk white shroud, embroidered with silver wire (400 gp) and exposed to the light of full moon, for a full night.

Black Fire (Necromancy)

○

Range: 10 yards
Components: V, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Targets
Saving Throw: None

Caster must roll against the targets AC, unmodified only by magical and dexterity bonuses, the ROF is 2/1. Each time a target is hit with black fire, they take 5d6 damage and temporally lose one point of strength, dexterity

and constitution. If any one of these scores are reduced to 0, the victim dies.

The material component is a drop of oil.

Blood Storm (Evocation, Necromancy)

○

Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: 40 foot diameter circle
Saving Throw: Special

Spell unleashes a downpour of blood droplets. All creatures within the area of effect are coated with thick blood. The blood can only be washed off with vinegar, light acid or a dispel magic. Creatures coated with must save vs. Poison or become diseased, and suffer the same effects as the *Stinking Cloud* (qv.) spell, until leaving the area of effect. Those making their saving throw suffer a -2 to attack and must continue to save at -1 until leaving the area of effect or the duration ends. The components for this spell are a pinch of sulfur, bat guano and a few drops of the caster's blood.

Bloodfires (Alteration, Necromancy)

○

Range: 0
Components: V, S, M
Duration: 1-4 rounds
Casting Time: 8
Area of Effect: One person
Saving Throw: ½

This spell turns the target's marrow into molten lead. They take 4d8 points of damage each round, and must make a Con check to avoid doing anything but screaming in pain. This spell is useful for the times when you don't just want to kill an enemy, but you want to hear them scream first. The material components are a bar of lead and a bone, which are cast into a brazier.

Burple's BloodFire (Alteration, Necromancy)

○

Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 8
Area of Effect: 30 ft Radius
Saving Throw: Special

An isidious spell created by the Lord of Bones,

Burble BlackTome of Phardown. It allows a necromancer to actually turn all blood in a 30 feet radius to flesh corrosive acid, whether inside the body or out. Victims must roll a save vs spell at -3 or have thier internal liquids turn to acid. Those attacking an enemy that is affected by this spell get a save at +1 or suffer from its spreading effects as if he failed his first savingthrow. The spell causes damage equal to 1d4 X the level of the necromancer or transmuter that casted it. Every round the damage is decreased by 8 points but usually this doesn't matter because of the large amount of damage caused to begin with. Every round after they have failed thier saving throws they get another to stop its effects at -2 and if they fail they get another at -1 the next round until they finally get pluses to save. This spell is devastating to see. People haveing thier jellied organs spill from the burnt and blackened bodies is never a pleasant sight. All viewing the spell, the caster excluded must roll a save vs spell or be paralyzed by fear and get a -1 against saves if they are within radius or walk into the radius of the spell. The BloodFire shell moves with the caster, causing damage to all those who enter it. It can affect 1 creature per level.

Corpion's Quartering (Necromancy)

○

Range: 15 yards
Components: V, S
Duration: 1 round/ 4 levels
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

This evil spell causes the victim to find himself caught in a pulling force that threatens to rip the victim apart. The victim finds each of his limbs being pulled by a terrible force, reducing the victim's movement by half and making any attacks difficult, at a -4 penalty to hit. The victim's armor class is also worsened by -2.

Each round the spell is in effect, the victim must make a saving throw vs. spells or find one of his limbs ripped free (roll randomly: 1=head, 2=left arm, 3=right arm, 4-5=left leg, 6-7=right leg, 8=roll two, ignoring this result again). If the victim's head is ripped free, the victim dies instantly (unless the victim had more than one head, such as a hydra or ettin). The loss of an arm causes the immediate loss of 25% of the victim's hit points, 15% of which will be permanent. The loss of a leg causes 50% loss of hit points, 25% of which is permanent. The loss of any limb calls for an immediate system shock or the victim falls

unconscious.

The spell ends when the duration expires and no limb has been ripped free, the victim makes four successful saving throws, or one limb, plus one limb per 3 full levels past 16th, are ripped free of the victim.

Create Higher Undead (Necromancy)

☾

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

Create Higher Undead is used by evil necromancers to create some of the more powerful undead (most of these undead can also be created in other ways). This spell will create wraiths, mummies, spectres, swordwraiths, soul beckoners and inquisitors. Other undead can be created at the discretion of the DM. The wizard must have the correct spell components (listed below) and then cast the spell, which takes about one turn per Hit Die of the undead. The undead are not under the direct control of the necromancer, but they do tend to follow his commands. The source of this control is not loyalty but fear, and if the necromancer is weak then the undead may turn on him. In addition to the specific components listed below, the necromancer must have a cup of dirt from a grave that is at least one hundred years old, and a considerable portion of his own blood. Due to this contribution of blood, the necromancer will be weak the day after the spell is cast (-2 to-hit and to all saving throws), and the spell cannot be cast again before a full week has past.

- * Wraith: the body of an extremely evil human who obtained at least seventh level in life; five vials of unholy water created by the high priest of an evil religion (minimum of fourteenth level).
- * Mummy: the mummified body of an evil human who obtained at least seventh level in life; a solid gold statue of an evil Egyptian god (usually Set; minimum 5000 gp value).
- * Spectre: the body of an extremely evil human who obtained at least ninth level in life; a painting of the person being animated (the painting must have been done when the person still lived).
- * Swordwraith: the body of an evil human fighter who obtained at least seventh level in life (the fighter must have been part of a military organization and must have fallen in a battle where his side eventually lost).

* Soul Beckoner: the body of an evil human, half-elf or elf that obtained at least eighth level in life (the person must have died of natural causes and must have been either a wizard or a thief) ; a philtre of persuasion.

* Inquisitor: the body of an evil human or demi-human who obtained at least seventh level in life (the person must have been a ruthless, sadistic torturer who was in charge of a torture facility); a rack or other torture instrument on which a paladin of at least ninth level has recently (within one year) been tortured to death.

Create Skeletal Warrior (Necromancy) ☾

Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: Special

This spell allows a mage to create a powerful undead servant, a skeleton warrior (as described in the monstrous manual). The spell requires the skeletal remains of a warrior, of no less than 9th level. It also requires the preparation of a special golden circlet. This must be of exquisite craftsmanship, worth no less than 5,000 gp. The mage prepares the circlet by casting the spells *Command Undead* and *Wizard Eye* upon it. He then holds it over the skeleton and casts a trap the soul spell (the circlet being the material component rather than the usual gem). Finally, he intones the create skeletal warrior spell. The base chance of success is 60%, +1% per level of the caster. He gains a +5% bonus if he is a necromancer, and a further 5% bonus if he has either the necrology or undead lore proficiency. The chance of success is -10% if the skeleton was a paladin or of a warrior diametrically opposed in alignment to the caster. If the spell fails, the caster must make a save vs. death magic and a wisdom check. If either of these fail, the warrior animates, and attacks the mage, with the circlet offering no control or protection. If the rolls succeed, the warrior remains inanimate, and the whole ceremony must be repeated. The material components of the spell are the circlet and the skeleton, plus the components of the other required spells. (Please note: a mage may only have one skeleton warrior under his command at a time, and must always wear the circlet to control it). It is believed that Tulsa found the formula for this spell on a stone tablet he found in an ancient tomb.

Create the Humble Servant (Alteration/Necromancy) ☾

Range: 0
Components: V, S
Duration: Permanent
Casting Time: Special
Area of Effect: One person
Saving Throw: Special

This spell creates a human servant to perform at the caster's orders. The casting time is a base of 40 days, modified by one day less for each point of the caster's base wisdom, and the caster must work for 12 uninterrupted hours each day. At the end of the spell, the nascent servant must save vs. spells at his master's level, and success means he is born, fully functional. The servant will have 10s in all but one attribute, which may be as high as the caster's Intelligence, and which may not be Int. The servant will be able to speak one language of the caster's choice (that the caster knows), and may have one other talent, skill, or knowledge (*Nwp*) at the caster's level. The servant will have no personality traits or direction of its own to begin with, and will follow orders from anyone who gives them (even if ordered not to by the caster). As the spell duration is permanent, the servant will "grow" mentally as any normal child, and will age normally (assume a starting age of 20).

Create Undead Legion (Necromancy) ☾

Range : 40 yards
Components : V, S, M
Duration : Instantaneous
Casting Time : From sunset to sunrise
Area of Effect : Special
Saving Throw : None

This spell is a improved *Animate Dead* spell, the undeads combined Hd may not exceed one and a half time the casters level. Each undead created by this spell will be infused with some negative energy, giving them a heart of negative energy. This gives every undead created an extra Hd, 10% in magic resistance, immunity to non-magical weapons, they are turned as wraiths, and has low intelligence. When one of these are destroyed the negative energy heart explodes inflicting 1d6 points of damage to any good creatures within a 5 feet radius. The heart also gives the undead some protection against positive energy, any effect from positive energy is halved (duration, damage etc.). This spell must be cast at a graveyard, the material

components is dust from a wraith, and a object brought from the Negative Plane.

Criogene Life Preservation (Necromancy) ★

Range : 0

Components : V,S,M

Duration : Until dispelled

Casting Time : 8

Area of Effect : One individual

Saving Throw : Neg.

This powerful spell allows the caster to preserve one individual of up to L size (less than one foot up to 12').

It is useful for preserving the bodies of the dead for long journeys, possibly for revival. It can also be used to keep a living person in stasis, this power is most used for those who have strange diseases of which, at the time, no cure is known. Those affected by this spell do not age, and the spreading of any disease is halted. In combat, the mage may preserve an individual who is about to die from their wounds, to be brought to a healer afterwards. Unwilling individuals are allowed a saving throw vs. spell. Success indicates that the effects of the spell are negated. The spell is permanent until the wizard dispels it, as long as the body is left in climes with an average temperature of 0 or below. Otherwise the body is preserved for as many weeks as the wizard has levels.

The material components are a shard of para-elemental of ice and the body to be preserved.

CyroBane's Blizzard Death (Necromancy) ○

Range: 30 yards

Components: S

Duration: 2 rounds

Casting Time: 5

Area of Effect: 50-foot radius

Saving Throw: None

This causes a blizzard storm to rain upon a 50 – feet radius area. All targets in the area suffer 6d10 damage. No saving throw can be made. Creatures immune to cold are unaffected. Any Cold Resistance spells won't protect a target either. Anyone wearing any armor and helm in the area will not take damage, but rather their armor and helm will freeze and become useless, unless it's +3 or better, then it will lose 2 pluses to it. If the armor is frozen, the target can remain still and wait for someone to come thaw it out, or wait 4 hours for it

to fully thaw. If a target moves, then the armor will be cracked and be useless, unless it's +3 or better. This spell should be cast with caution, for many will seek revenge if such a spell is cast on them.

Damnation of the Lycanthrope (Alteration, Necromancy) ○

Range: 10 feet per level

Components: V, S, M

Duration: Permanent

Casting Time: 8

Area of Effect: One creature

Saving Throw: Negates

This spell curses one creature with one of the most horrible existing curses: the curse of lycanthropy. The creature has saving throw versus death magic; if it saves, the spell is negated; if it fails it is affected as below. The creature is turned into a lycanthrope of the caster's desires. It might not even be apparent that the creature has suffered under the spell - until the next full moon sets in. At that point the creature will change into the lycanthrope desired by the caster and it is under the complete control of the caster who is immediately notified that one of his creatures has changed into a lycanthrope. The caster can see through the creature's eyes, hear through the creature's ears, and use all other senses of the creature as the creature can. He can even force the creature to do his will. If that is tried, the creature gains a saving throw versus spell to resist the command. Once it resists one command per level of the caster, it is free of the caster's control and the caster cannot use its senses any more nor can he try to force the creature to do his bidding. Until this point is reached, the creature has no chance whatsoever of being cured - unless a full wish is used. After this point is reached, the normal chances exist for the creature to be cured by the normal means. During the time the creature is a werecreature it has no recollections of what it was as a human, elf, etc. and vice versa.

The effect of this spell is permanent unless it is cured somehow. How difficult this is is dependent on the DM. The duration of the control is dependent as described above.

The material component is the head of a master lycanthrope (one who controls at least ten others of its type) of the type the caster wishes the creature to be changed into. The head has to somehow have stayed in its animal shape without changing back to its normal humanoid shape. This head has to be treated like a tathlum (a druidic or Celtic weapon,

described in the Legends and Lore book). It also has to be hurled at the opponent. The caster has to make a to-hit roll; if he does not hit the target, the spell (and the component) is wasted.

Deathgaze (Necromancy) ○

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: Negate

This spell is assumed to have been the last known spell of Black Marentail's creation. The fate of Marentail is unknown, but many point to the death of the mage by his own spells. It is assumed these stories are merely tales told to warn other wizards of dealing with evil magic.

Once cast, the caster's eyes become solid black, and anyone whom the caster gazes at is stricken dead should they fail their saving throw. The victim need not gaze at the caster to be slain by this spell. Reflective devices such as mirrors can be very deadly to a mage employing this spell, for if he catches even a glimpse of his own gaze (10% chance/round), he is slain, and unraisable by even a *Wish* spell. The caster can affix up to one gaze per round, and can end the spell at any time. The caster cannot slay a person with a casual glance, and therefore he is not likely to slay his allies with this spell.

The material components of this spell are the eyes of a Catelopas which is dusted with the crushed remains of a *Scarab of Death*. The caster must keep the eye firmly grasped in his hand for the duration of the spell, or it ends instantly.

Defy (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the caster to impose a penalty to turning equal to half his level, so a 20th-level necromancer would totally nullify the turning attempts of a 10th-level priest. The spell affects all evil extraplanar creatures that can see the caster. The material component of this spell is a holy symbol of some evil god (not necessarily the

caster's own). It is consumed in the casting.

Degeneration (Necromancy) ○

Range: 30 yards
Components: V
Duration: Permanent
Casting Time: 8
Area of Effect: One creature
Saving Throw: None

The victim of this spell is immediately stricken with a horrible, rotting disease. In the first round of infection, strength, dexterity, constitution and charisma are reduced by 2. The character is attacked by excruciating, stabbing pains, decreasing AC by 3 and making spellcasting impossible. He becomes feverish and disoriented, causing a -3 to attack and damage rolls. The victim's bones become embrittled, reducing movement by a sixth each round, to a minimum of 1. For every round after the first, the aforementioned attributes decrease by 2 until they reach 0. Vision is lost on the third round as the eyes dry up and rot away. Speech is lost on the fourth round when the tongue shrivels, and vocal cords snap. On the fifth round, all feeling is lost when the nerves die, and the nervous system is basically destroyed. When dexterity reaches 0, the bones of the poor soul have become mush, making any movement whatsoever impossible. At 0 strength, the victim's heart stops pumping blood, as all muscle in the body decays to useless flesh, also stalling the function of the lungs. All this leads to a painful death when the character's constitution reaches 0. Only *Wish* can stop the complete decaying of the victim, but the damage already done is irreparable, unless another *Wish* or a *Heal* spell is used. Creature immune to disease are still affected by this spell, but creatures immune to rot and disease are immune.

Demon's Breath (Evocation, Necromancy) ○

Range: 100 yards + 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-feet-radius
Saving Throw: None

This spell is similar in many ways to a fireball. It is essentially a black fireball. It inflicts 10d6 points of damage with no saving throw. The bad part is that damage from the spell can only be healed through

natural means. Any healing other than the body's natural processes will fail. If you are killed by this spell you can only be raised by a wish or a resurrection spell.

Demon Slime (Necromancy)

○

Range: 20 yards

Components: V,S,M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

This spell creates a glob of slime in the hands of the caster. He can then hurl the glob at any one creature he chooses. If the glob successfully hits, the creature must save vs spells or be dissolved into a pile of slime. No resurrection is possible. The material component of this spell is a piece of green slime that is dead.

Diona's Boneshatter (Necromancy)

○

Range: 60 yards

Components: V,S

Duration: Instantaneous

Casting Time: 8

Area of Effect: Special

Saving Throw: Neg.

When this spell is cast, a black beam of negative energy bursts forth from the caster's hand, striking a victim of his choosing within range of the spell. A creature struck by this beam must make a successful saving throw versus Death Magic or have every bone in his body explosively shattered, killing him instantly and causing anyone within 5 feet of the victim to take 1d4+2 points of damage from the bloody shrapnel.

**Disincorporate (Alteration, Necromancy)
Reversible**

○

Range: Touch or Caster

Components: V, S, M

Duration: Instant or 1 Turn/Level, see below

Casting Time: 4

Area of Effect: One Creature

Saving Throw: Special

This powerful necromantic spell has several applications. The first of its uses is to turn a creature into a ghost. This combative use rips the

touched creature's soul from its body so quickly that before death can claim the creature it has entered a life of undeath. A successful saving throw vs. death magic will allow the creature to escape an eternity of undeath, but still it will suffer 1d4 points of damage per level of the caster of *Disincorporate*. These points of damage cannot be healed magically and will only heal one point per full day of rest since they represent actual damage to the victim's soul. Should the creature fail its saving throw vs. death magic it immediately becomes a ghost, its former body falling lifelessly to the floor. Having become a ghost, it must make a system shock check using the roll required by its former living state, failure of which indicates that the caster of the *Disincorporate* spell has bound the spirit to his will, forcing the spirit to perform a task before it is free from its master. A successful system shock roll permits the ghost to leave harmlessly, the caster having no control over its actions. In no circumstance can a ghost created by this spell harm the mage who made it so.

The second use of this spell allows the caster to remove his or a willing subject's spirit from their body temporarily. In this state the target appears as he did in life and is aware of his surroundings. The subject of the spell is also aware of the location of its natural body, even if it is not within sight. While the subject is in its ghostly condition it may fly at twice its normal movement rate (class B), walk through any non-magical barrier, and for most purposes have all the properties of a ghost. Should the ghostly subject choose to attack, it has all the combat abilities of a normal ghost (see monstrous compendium) except for the Magic Jar attack.

While in the ghostly form created by the second version of this spell, all attacks against the subject's body automatically do full damage, and successful attacks striking the ghostly form inflict normal damage to the corporeal body of the subject as well. Should the subject die while in his ghostly state he must immediately make a successful system shock roll. Failure indicates instant death while success indicates that the subject is now trapped in his ghostly form. The ghost may be turned as an undead creature of a number of hit dice equal to the caster of the *Disincorporate* spell. Should the turning succeed, the spirit is forced back into its body and the subject suffers 1d4 points of damage per level of the cleric which turned him. Likewise, the subject must return to his body by the end of this spell or suffer 5d4 points of damage. Damage suffered due to being turned or due to not returning to one's body in time is actual damage to the creature's soul which can not be healed magically and can only be

regained at a rate of one hit point per day of bed rest.

The reverse of this spell, *Reincorporate*, takes the spirit of a ghost and places it within the nearest, uninhabited body. The new "being" has all of the skills and knowledge it did in its former life, including experience levels and hit dice. The new "being" starts with one hit point and gains one hit point per day of full rest (magical healing has no effect) until he has recovered to having as many hit points as he did in his prior life. Creatures brought back to life in this manner permanently lose two points of constitution.

The material component of this spell is a small jar in which some of the essence of a ghost has been contained or a bottle upon which *Enchant an Item*, *Wrathform*, and *Magic Jar* have been cast.

Eternal Orb
(Enchantment, Evocation, Necromancy) ★

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 week
Area of Effect: One orb
Saving Throw: None

This spell gives a gem the ability to preserve the soul of a creature when it dies (old age has no effect) the creature's soul is released into the body of whoever touches the orb. The creature that touches the orb loses its soul to that of the one who died. This spell is prized by all who own it.

Evermore's Life Flash
(Necromancy, Illusion/Phantasm) ☾

Range: 50 feet
Components: S
Duration: 3 rounds
Casting Time: 1
Area of Effect: One person
Saving throw: Negates

This spell makes the target's life flash before his eyes, disabling him in combat for 3 rounds.

The two versions of this spell are different in the way they achieve this feat :

In the illusionist version, the life flash is a mix of illusion and phantasm, since it surrounds the victim, changing very quickly, covering the real events happening in the present, but it's visible only to target.

In the necromancer version, the victim has a black

out (this version acts on the body, on the brain of the victim, and cut out his senses) and then see all his life, as a movie.

Evermore's Ultimate Spell
(Necromancy, Evocation, Charm) ○

Range: 100 feet
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: One person
Saving Throw: ½

The target is covered with a many-layered mass of stong sticky strands of bluish white eerie goo (this work like a Web, which only covers the target). The substance has a strange smell, which makes the target think about rotting corpses and quickly overcome him with fear, paralyzing him. Then the target's soul is hit by the spell and begins to be twisted and squeezed (takes 5d6 points of damage; if killed, his life force seems to be destroyed by the spell), or, at least, this is what the victim feels. Then the goo begins to absorb victim life force (draining 6d6 Hp) and leaving him weaker and pale like a corpse (even 3 points of Strength, Constitution and Comeliness were drained; but they come back after 1 round/level of the caster).

If victim saves, he takes ½ damage and he's not covered by goo (which misses him and vanishes after touching the ground).

Final Purity (Necromancy, Alteration) ☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One half-elf
Saving Throw: Negates

This is the ultimate spell for the purist. It will totally transmute the target into either a full blooded human or a full blooded elf. A system shock roll is required or the target dies.

The component needed is the freshly slain corpse of an elf or human, whichever the half-elf wishes to purge himself of.

Ghastly Gain (Necromancy)

○

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Turn
Area of Effect: 1 Creature
Saving Throw: Special

The greatest problem of making magic items is the loss of 1 Constitution point whenever a *Permanency* spell is used. The Shadowlord decided to avoid this loss by making someone else pay the price. This spell requires 1 creature of the caster's race and gender, and a blood red ruby worth no less than 1000 gp.

The victim must be restrained and unconscious for the spell to work properly. Therefore, the caster usually ties the victim down and puts her to sleep, drugs him, or something that achieve the goal. If the victim is awake during the casting he receives a saving throw vs. Death Magic to avoid the effects of the spell. If the victim manages to get loose, the spell is wasted.

Once successfully cast, 1 Constitution point is drained permanently from the victim, and temporarily stored in the ruby. The point is stored for 1 day for every two levels of the caster, which is why this spell is usually cast just before the *permanency* spell is needed. The caster then proceeds normally with the casting of the *Permanency* spell, and the stolen Con point is used.

Casting this spell more than once in every year entails a 2% chance of the spell backfiring and draining a point from the caster instead of the victim. If cast more than twice in one year, the chance rises by 1% for each subsequent casting. Undead spellcasters are immune to this backfire, and to the spell itself.

Greater Contract (Enchantment/Charm, Necromancy)

☾

Range: 0
Components: V, S, M
Duration: Special
Casting time: Special
Area of Effect: Special
Saving Throw: None

This spell is like the lower level spell *Contract*, except that it enchants a piece of paper that has one charge on it, when a contract is written upon it all parties who sign are affected by the lower level *Contract* spell. There is no time limit from the time of enchantment is placed, till it is used as a

contract. If used for any other writing then a contract, the spell is lost.

The material component for the spell is the paper, which must come from a tree known for its ability to resist breakage. (Avendesora, ironwood, teak, ebony, or other such hardwoods).

Hannible's Black Blight (Necromancy)

○

Range: 10 feet per level of caster
Casting Time: 8
Duration: Permanent
Components: V, S, M
Area of Effect: One creature
Saving Throw: Special

Disease has always been in the dominion of Necromancy and as such a lot of spells utilizing disease have been created. This spell uses a horrible chain reaction effect that can leave its targets reeling or dead. This entails destruction of the original victim, and harming those that attempt to help them recover.

When casted the necromancer must throw the dessicated finger of a plague victim at the target and speak the words of the spell loudly. The victim must then roll a save vs. Death Magic or be inflicted with a wasting disease that creates horrible boils and cysts on the subjects body. Now if curative magic is attempted on the subject, one of the cysts on the victim will burst, spraying all within 10 feet of the diseased individual with a special acidic substance that causes 2d8 points of damage per round until washed off. There is also a 25% chance that the magical disease is spread those who come into contact with the harmful bodily fluid. A cyst will burst when any spell is casted on the individual that involves touching, as well as any magical item that requires touching to work. The victim of the spell will expire within 1d6 days after contracting the disease and can only be cured with a *Dispel Magic* from a wizard or priest of higher level than the original caster, or a *Wish* spell.

The material component for this spell is the finger of a plague victim which must be thrown at the intended target at the time of casting. The finger is consumed in the casting.

Heartwrench (Necromancy)

○

Range: 100 yards
Components: V, S
Duration: Instantaneous
Casting Time: 8

Area of Effect: One creature
Saving Throw: Special

This spell causes the victim's heart to be torn from his body by unseen forces (and this means instantaneous death, if you haven't fancied). It causes holes to open in armor and ignores magical wards under 5th level. Creatures under 6th level (or Hd) receive no saving throw, those 6th level (or Hd) and up are allowed a saving throw versus death magic to avoid the effects. A successful save still results in 3d8 damage and the victim is stunned for one round.

Improved Animate Dead (Necromancy) ☾

Level: 8
Range: 10 yards
Components: V, S, M
Casting Time: 1 turn
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

As normal *Animate Dead*, but all creatures receive full Hd (8 Hp per die). Material components for this spell are a drop of blood, a pinch of bone powder or a bone shard and a large pot with over 100 litres of black dragon blood. If the following castings are made within a week or if the blood is well cooled, the dragon blood can be reused.

Kharasir's Beneficial Aging (Alteration, Necromancy) ★

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 year
Area of Effect: Caster
Saving Throw: None

With this spell the caster is able to slow down the effects of aging so that he only ages one year per 10 years that passes. This enables the caster to prevent aging to a certain degree. The spell is not completely without risks. The caster must spend one full year in suspended animation. The he must make a successful System Shock in order for the spell to work. If the caster doesn't make the check he remains suspended and cannot be called back unless someone uses a full *Wish*. If the caster makes the check he will be released from his suspension and will be able to function normally after a week of rest. The material components of

this spell are a teardrop of a mermaid, and the light of a diamond. Both materials are consumed when the spell is cast.

Kelennor's Flesh To Ash (Alteration, Necromancy) ○

Range: 10 yards per level
Components: V, S, M
Duration: 1 turn
Casting Time: 7
Area of Effect: One creature
Saving Throw: Special

This spell slowly incinerates a victim from the feet up turning him into a pile of ash (imagine a cigarette). Once successfully started, the spell cannot be stopped short of the use of a *Wish*. A bright red-orange ember slowly works its way up from the feet to the head converting all flesh into ash. It is a very slow and excruciatingly painful process. The victim is kept alive until the ember reaches the level of the brain (to extend the torture to its maximum). Any fire-resistance or successful saving throw versus death magic will prevent the conversion to ash, but the ember still progresses its way up as normal, inflicting 2d12 damage, and renders the victim immobile for 1 turn due to the intense pain. To date, there has been found no reverse spell to counter the effects of a conversion to ash. Spell components include one black smoky quartz, worth 75 gp or more (used up in the spell) and a strand of webbing from a gargantuan spider soaked in its venom (not used up). This spell was created by a drow vampire (W19/F9) named Kelennor. Ironically, legend claims the first victim of this spell was the vampire that changed Kelennor into his undead state.

Life Leech (Necromancy) ○ Reversible

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: Negates

This spell allows the wizard to steal 2d6 years from a victim and add them to his own life. The victim must be human and of a level equal to or greater than that of the wizard. If the victim is of lower level, the number of years transferred is multiplied

by the victim's level and divided by the necromancer's. Since the victim must be in the centre of a pentagram at the completion of the casting, it is useful to have him held or immobilised in some way. The reverse spell, *Give Life*, works in the same fashion, except that the wizard ages 2d6 years while the recipient becomes younger, and the recipient must be willing. In either case, the material components are a black candle, a white candle, a drop of blood from both parties, and a specially prepared glass screen.

Mantra of Life Transfer (Alteration/Necromancy)

★

Range: Touch
Components: V,S
Duration: 1 hour/level transferred
Casting Time: Special
Area of Effect: One creature
Saving Throw: None

This powerful spell allows the caster to temporarily transfer life levels (or hit dice in the case of monsters) to another creature. One life level may be transferred per 5 levels of the caster. This spell may only be invoked once. The spell may be invoked again when the caster receives his life levels back or when the spell's duration expires. Once the spell has been cast, the caster and the recipient must make a successful system shock roll or be rendered unconscious for 1-6 turns; in addition, if either the caster or the recipient fail this roll, the caster's levels are lost permanently (see Energy Drain). Furthermore, if the recipient fails a saving throw vs. death magic, he is forever slain. Resurrection or the like are impossible! If the recipient makes the saving throw, he still temporarily enjoys the caster's transferred life levels.

In any event, if all die rolls are successful, the caster will regain his life levels at the end of the spell's duration. A special link is formed between the caster and the recipient, so the recipient does not have to touch the caster in order to give him back his transferred life levels. Also, the recipient may be virtually anyway (even slain), and the transferred life levels will return to the caster. At any time the caster can end the spell before expiration by silent act of will alone. In this case, the transfer back will take 1 hour/level transferred.

Meld Death (Alteration, Necromancy)

○

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell allows the caster to borrow all the natural abilities of an undead creature sampled by the components. This is why you'd see necromancers packing skeletal shards all the time. Vampire hands and mummy hands are the most popular. The caster does not suffer from undead limitations. Attempting to make this spell permanent only works 30% of the time, the other 70% of the time, it will transform the caster into said undead (so be smart and use a lich hand if you're feeling lucky). The material component of this spell is an undead's hand.

Merkit's Negative Dimensional Convergence (Necromancy, Evocation)

○

Range: 10 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Special

This powerful and evil spell opens a vortex to the Negative Energy Plane directly inside the target. The effect is devastating: the target must roll a saving throw versus death or die; even if he succeeds, he suffers 8d4 damage. If he dies, roll 1d10:

1: nothing happens.

2-3: the target's body is destroyed forever.

4-7: as above, plus the target becomes a wraith controlled by the wizard.

8-9: as above, and the target becomes a spectre controlled by the wizard.

10: as above, and the target becomes a ghost. He must immediately roll Intelligence; if he fails, he is controlled by the wizard, otherwise he is free.

The material component is a black crystal enchanted with negative plane resistance.

Morgwar's Undead Strength (Alteration, Necromancy)

☾

Range: 10 feet

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Components: V, S, M

Duration: Permanent

Casting Time: 1 hour per Strength point

Area of Effect: One undead

Saving Throw: None

This spell increases the physical powers of an undead. This spell can grant an undead creature physical strengths up to a maximum of the level of the caster with a maximum of 25. Each point of Strength increase costs the wizard one Strength point and one Constitution point each - permanently. Once the maximum of Strength for his level is reached, the wizard can try to boost the fighting level of the undead by one for every five Strength and Constitution points he donates. This can be boosted to the level of a fighter of the wizard's level. The undead gain all bonuses of a fighter of that level, including multiple attacks, weapon proficiency slots, etc. They can even specialise (even with their claws or in punching, wrestling, even martial arts).

The material components are a potion of giant strength (of any kind) and a potion of undead control of the type of undead to be boosted per point of increase.

Move Life Core (Necromancy)

★

Range: 0

Components: V,S,M

Duration: Permanent

Casting time: 5 days

Area of effect: caster

Saving Throw: none

When *Move Life Core* is cast, the caster displaces his life force, moving it out of his own body and onto another object smaller than him. This displacement of life force renders the caster immune to level drains (his lifeforce is just too distant.) In addition, with a moved core, the caster is not so vulnerable to physical damage, taking only $\frac{3}{4}$ damage from all attacks. However there is a down side, leaving your life on another plane results in death, the caster is aware of this situation however, and can restore his core at will, though he'll need to cast the spell again for another effect.

Mystyk's Halflife (Necromancy)

○

Range: 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: One creature

Saving Throw: Negates

When this spell is cast, a crackling, black bolt shoots from the wizard's palm towards its victim. The wizard must make a successful to-hit roll (with a +2 bonus) in order to hit the target; if this roll misses, use the grenade scatter diagram to determine if anyone else is hit by the bolt. If anyone is in the area of the miss, a normal to-hit roll (with no bonus) is used to determine if the stray bolt hits anyone.

Anyone who is hit by the bolt must make a saving throw versus spell; if this roll is successful, the spell has no effect and the bolt dissipates. If the saving throw fails, the victim immediately loses half of his current hit points (round fractions down), and is rendered unconscious by the shock. These lost hit points may be regained through normal means.

The material component for this spell is an onyx gem worth at least 500 gp. The gem is held in the hand of the wizard, and is consumed when the spell is cast.

Nathalanthas's Burning Bones (Necromancy)

○

Range : Special

Components : V,S,M

Duration : 1d4 days+1day/level

Casting Time : 1 day

Area of Effect : An unanimate skeleton

Saving Throw: None

This spell will rip any flesh from an unanimated skeleton. It will then animate them, with a set intelligence (1) and constitution (4). It has a Thac0 of 10, an AC of 5, and 40 Hp. The rest of the stats are rolled by the DM. It attacks as a +1 magical weapon, but cannot carry items or wield weapons. It will follow the caster until the spell wears off, and obey simple commands. It makes no noise. In combat it will burn magically. The fire adds 1d12 to each hit, and all items that are combustible must make a saving throw, or be burned. When it is slain, it explodes with magical fire doing harm to all but the caster (6d10). The material components are: a brass brazier filled with insens worth 50 Gp, blood, burning sulfur and a black perl.

Nebuchzar's Horrible Transformation (Alteration, Necromancy)

○

Range: 0

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Components: V,M
Duration: 1 round/3 levels
Casting Time: 8
Area of Effect: The Caster
Saving Throw: Special

This powerful spell was used by the necromancer Nebuchzar.

With it he could deplete the numbers in a small army to virtually zero. When the spell is cast, the face of the caster assumes a most horrible and bestial form. Any living and sentient creature is susceptible to the effects of this spell. Those who gaze upon the face of the caster must immediately save vs. death. Those who fail are instantly killed, their faces twisted in horror, and cannot be resurrected through any means but divine intervention or a wish spell. Those whose saves succeed still suffer 3-18 damage. The maximum range for this spell is the minimum range which the victim can distinguish detail visually (see DMG). Those who are killed in this method can be brought back as ju-ju zombies by the caster. This is only possible if the victim has been dead for a maximum of 1 day per three caster levels. While this spell is in effect the caster may not cast any spells that require verbal components.

The material components for this spell are an eye from a catoblepas and some blood from a greater medusa. They are consumed during the casting.

Nezrod's Dark Channeling (Divination, Necromancy)

☾

Range: 120 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Personal
Saving Throw: Special

With this powerful but risky spell, the caster places her body in a state of suspension and projects her psyche into some sort of undead creature within range. If the undead creature is intelligent, it is entitled to a saving throw versus spell to resist the *Dark Channeling*. If this saving throw is successful, the spell is automatically ended. The divination component of this spell acts as *Detect Undead* in a radius around of the caster extending out to the spell's maximum range. It also identifies undead within range by type, enabling the caster to make the wisest choice for a host.

When the *Dark Channeling* is successful, the caster gains control of the undead. She can use its body

as if it were her own, including any special powers associated with the undead's body. She could inhabit a vampire, for example, and use all of the vampire's special undead powers. What's more, the caster retains her own intelligence and ability to cast spells (subject to all normal limitations, such as components). If unable to do so normally, the dark channeling empowers the possessed undead to speak.

The caster cannot move beyond the range limit of this spell without ending the spell immediately. She can vacate one undead host in favor of another within range by concentrating for one round. As normal, if the new would-be undead host is intelligent, it is entitled to a saving throw. If the undead host is destroyed before the caster can vacate it, she must make a saving throw versus death magic. Failure means her disembodied spirit is unable to escape before being destroyed as well. Success immediately ends the spell and stuns the caster for 1-10 rounds.

The material components of this spell include a bronze brazier in which the wizard must burn 1,000 gold pieces worth of incense. She must wear a cap made from the flesh of a sentient creature during the casting time.

Nezrod enjoys using monster zombies as hosts in order to challenge foes while his own body remains within his magically sealed and protected safe room.

Noska Trades' Mass Contagion (Necromancy) ○

Range: 5 yards per level
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: One creature per level
Saving Throw: Negates

This spell causes a major disease and weakness in one or more creatures in the same way as the *Contagion* spell. Up to one creature per experience level of the wizard can be affected, provided that all subject creatures are within the spell range. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *Cure Disease* or spends 1d3 weeks taking a complete rest to recover.

Characters ignoring the *Mass Contagion* for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty.

Nrok's Lethal Weapon III
(Evocation, Necromancy)

Range: 0

Components: S, M

Duration: Special

Duration: Special

○

Casting Time: 8

Area of Effect: Special

Area of Effect: Special

Saving Throw: Negates

Besides the disallowed verbal component of this spell, it is similar in effect to the *Lethal Weapon I* spell. This enhancement allows for activation of the spell while in confines of the *Silence* spell or while in areas where speech may not be the best idea.

The percentage roll made after the saving throw vs. death magic, now made with a -1 penalty, must be made at 55%. Those getting lower than 55% receive instant death, while getting above 55% on the percentage roll receives five times of the normal damage done by the weapon enhanced with this power.

The material component of this spell is 500 gp worth of black gem and the crystalline material found in land urchin, crushed in to a fine mixture. This material must be dry.

Power Link (Necromancy)

☾

Range: 10 yards

Components: V, S, M

Duration: 1 turn per level

Casting Time: 10

Area of Effect: One creature

Saving Throw: Negates

This spell creates a link between the wizard and the victim through which magical energy can flow. Thus the wizard can cast spells centred on the recipient, as if he were a projected image. Also, the wizard can route malevolent spell side-effects, such as magical ageing, to the victim. The material components of the spell are a chip of jet, an herbal tea of spearmint and devil's dung, and a wooden disc. The recipient must be an intelligent, living native of the wizard's home plane.

Power Word, Deafen (Necromancy)

○

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 15 – feet radius sphere

Saving Throw: None

Once cast, this spell causes one or more creatures to become deafened and unable to hear.

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Spellcasting while deafened will be 50% likely to fail, and deafened victims receive a -2 penalty to be surprised, and anyone moving silently near the deafened creatures automatically succeeds.

The spell affects up to 100 hit points of creatures, and always affects those with the least first. The table below shows how long the spell lasts, according to hit points affected.

<u>Hit Points</u>	<u>Duration</u>
1-25	Permanent
26-50	1d4+1 turns
51-100	1d4+1 rounds

No creature can suffer a partial effect. The deafness can be dispelled with a *Heal* spell or *Dispel Magic*.

Radu's Superior Animation (Necromancy) ☾

Range: 15 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 Turn
Area of Effect: Special
Saving Throw: None

This spell is an improved version of the fifth level *Animate Dead* spell. The effects are generally the same; skeletons and zombies are created. The differences lie in the power of the undead thus made.

The caster is able to focus more power into his undead minions using this spell. He may animate up to half his level in HD (ex. a 20th level mage could animate 10 HD of undead). These hit dice can be distributed among the remains. Continuing the above example, the mage could animate 10 1 HD skeletons, 5 2 HD, 1 6 HD and 1 4 HD, or even a 10 HD skeleton or zombie up to a maximum total of half his level.

These superior undead have at least 3 hp per HD, animal intelligence, and human speed and power (normal human initiative and weapon damage). For every HD above 10, the undead receives an additional point to intelligence. All undead created with this spell are lawful evil and are turned as wraiths regardless of HD.

The spell components are a bone shard, a piece of human or humanoid brain, and a drop of the caster's blood on the forehead of the undead-to-be.

Rain of Blood (Alteration, Necromancy) ○

Range : 120 yards

Components : V,S,M
Duration : 1d4 hours
Casting Time : 8
Area of Effect : One square mile
Saving Throw : None

The spell turns all rain falling within one mile of the caster at the time of casting into blood. All those outdoors when the spell is cast take one point of damage for each turn they are exposed to the rain, and charisma is effectively lowered to 3 until they can clean up. The area the spell covers stays constant once the spell is cast, allowing the caster to move out of the area. It is rumoured that Sheras, the mage who invented this spell, created several more like it, including *River of Blood* and *Rain of Tears*. The material component is the heart of a recently-killed mammal.

Raistlim's Hand of Death (Necromancy, Alteration) ○

Range: Touch
Components: V, S, M
Duration: 1 round/ 2 levels
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell makes the caster's touch cause the victim unspeakable pain and, quite possibly, death. The creature touched receives 8d10+X hit points of damage, X being equal to the caster's level, with a maximum of 20 extra hit points. This level related damage may be controlled by the caster, allowing him/her to make the spell less or more painful to the victim.

The material component necessary to cast this spell is a pinch of lich dust.

Rizzen's Drain Life (Necromancy) ○

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 8
Area of Effect: One target
Saving Throw: Special

This spell drains the life force of a individual target by 2d6 + 1 per level of the caster. That life is then added to the casters hit points but can not exceed his maximum hit points. If the victim saves vs. spell at -2, then he doesn't take 2d6 points of

damage... just the 1 per level of caster. The caster must touch the victim.

Saphrael's Matrix
(Divination, Alteration, Evocation, Enchantment, Necromancy) ★

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 mile / level

Saving Throw: None

This odd spell can unite and link warding dweomers of all sorts, even priestly magics cast by a priest included in the Matrix. The matrix is a collection of true identities, typically gathered by interview or magically by spells such as Personal Reading, see Saphrael's and Heptios' Treatise on Vexing. In any case, the true names and identities of individuals to be protected and excluded from the effects of the warding magics are written and encased in a area that is the center of the spell. All warding magics in the area that are placed by someone included in the Matrix are then linked to the Matrix. Warding spells include a defensive magics that are permanent until triggered, such as the spells Fire Trap, Snare, Glyph of Warding, or Explosive Runes, or latent, such as the spell Forbiddance.

If *Permanency* is cast upon Saphrael's Matrix, all wards contained therein are made permanent. This doesn't have much affect on spells such as *Fire Trap*, *Snare* and so forth, but spells from the Priest Sphere of Wards and Forbiddance become exceptionally useful.

Skarm's Anatomic Analysis
(Necromancy, Divination) ☾

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: One creature or corpse

Saving Throw: Special

This spell was devised by Skarm The Warlock to gain an utter understanding of anatomy, that he needed for his works. This spell needs a base knowledge of anatomy, so caster must have Anatomy proficiency in order to cast it. The creature upon which the spell is to be cast must be either dead or willing (charmed creatures

are considered "willing" for this spell, but the scanning dweomer can "jam" the charm dweomer, so they're allowed to save). The body of the creature (no matter if alive or dead) must be completely naked for the spell to work. The caster must be in physical contact (touch, but any body contact will do) with the body for the complete duration of the casting and should he lose this contact, the spell will fail.

At the end of the casting, the caster will gain the complete, up to the minimal detail, knowledge of the anatomy of the creature and how the body works, what's is the chemical composition of the various parts and he has, if he's casting upon a corpse, also a chance equal to 2%/level, plus 1% per point of Int above 17, to guess the usefulness of the most "alien" organs (these are organs that a normal student of Anatomy would not know...such as beholder's special "flying" bag or other weird monstrous organs). Upon a living specimen the chance will raise to 5%/level (plus Int modifier).

After the analysis, all the knowledge is magically stored in caster's mind. Most mortal casters can hold just a limited amount of this knowledge...they can memorize up to half their maximum number of spells allowed per level (casters with Int of 19 or more don't have this problem for they have an unlimited memorization capability). Note that, for memorization purpose, the analysis of a creature of one species and one gender take one "slot", but the analysis of a creature of the same species and opposite gender'd take a separate slot (I hope I've not to tell you why...). Analysis of creatures of same species and same gender don't "overwrite" the slot of the previously analyzed...the caster has to choose to do this.

If caster has already memorized the analysis of another creature of the same species and casts this spell, he can choose to compare the two, in order to gain knowledge of diseases or nasty things that the last one could have. The caster has a chance (in percentage), equal to memorized creature's Con (which is 9 by default) multiplied for 5, to find out what's wrong (If the roll failed, the previous creature had the same illness, another illness that made impossible the comparison or it was simply too rotten). Obviously, common sense apply : If you've memorized a woman's anatomy, you can check a illness that struck a man's lungs (for the two systems are the same), but not a sickness that stroke sexual organs!

This spell also gives enough knowledge to allow the caster the use of a carefully worded *Wish* to add a single "alien" organ to his body (one organ/*Wish*).

The material component is a looking glass, which isn't consumed in the casting.

**Skarm's Play Chess with Death
(Necromancy, Illusion/Phantasm, Divination) ★**

Range : 10 yards
Components : V, S, M
Casting Time : 8
Duration : Special
Area of Effect : One creature
Saving Throw : None

With this spell, caster allows a dying creature a second chance.

For this spell work, the target has to have a specific goal, the caster must know it and target has to have wounds upon his body (any wounds will do, but the spell don't work on people killed by death magic).

After these condition are met, the caster can cast *Skarm's Play Chess with Death*.

This spell turns creature's wounds into Negative Energy and draws them away from the body (so creature has full hps now).

Then, somewhere near the place of casting, this Negative Energy takes the shape of an humanoid creature (form is chosen by caster, but that's just a phantasm – it's just in target's mind - in truth, it becomes just a shadowy form which can be seen only by caster and someone making a Wis Chk - 5). The Negative Energy creature travels to the victim, says it's the Grim Reaper and asks the target if wants to play chess (refusal means instantaneous death, that's obvious). Playing chess is very important for this spell, for it's the target's concentration needed for this game and the desire to reach the goal which keep the spell running. This creature has a great intelligence for playing chess, and...since it's in opponent's mind...it can answer to opponent's questions (its answers will be based upon opponent's ideas, but they will also be cryptic and full of ambiguity).

Victim lives as long the chess play lasts (till he wins, lose or resign) or as soon as he reached his goal, whichever comes first (should target reach his goal, Grim Reaper'll tell him "I've enjoyed our little play...but now your time's come." and will "kill" him).

Obviously the chess play can have breaks (during which Grim Reaper will disappear) as long it keeps on going, but Grim Reaper grows more and more anxious as time passes.

In truth the chess play is just the gauge of how this very unstable spell is going, and it can be seen by people other than target (since it's played on a

normal chessboard, with a "shadow" which moves black pawns).

The material component of this spell is a normal (full - scale) chessboard, complete with pawns.

In Ravenloft, this spell has a chance to draw Dark Powers' attention (power check needed).

Then seems that this spell often works in a strange way here in Ravenloft... target must save vs. death magic or it's brought to Necropolis, where he's to play for his soul with Death itself...he's brought in Aluk II, but spell will shield him from Negative Energy till play finishes. Should he win, he'd be brought back to where he came, with just 1 hp and he'll not be able to do anything for a full day. Should he lose, his soul'd be drained and nothing could resurrect him.

Role – Playing Hints : This spell should be roleplayed if it's used upon a PC...I mean...you should play a real chess play, during the adventure, (I mean while you're adventuring, you also takes moves upon the chessboard) with the player.

May be it's a hard thing to do or you're bad at chess, then...don't use *Skarm's Play Chess with Death*!

Skarm's Undead Life (Necromancy, Alteration) ☾

Range: 10 feet
Components: V, S
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One undead
Saving Throw: None

This spell was devised by Skarm The Warlock to give an undead created with his spells a more life – like appearance. This spell can be cast only upon a undead made from a corpse which was the result of turning into flesh a statue shaped with *Skarm's Perfect Statue*...it won't work on anything else.

In the first round, it opens a gate from Positive Material Plane and uses a "spark" (*in truth, more than that...*) of the energy to power the "spell matrix" built by *Skarm's Perfect Statue*. This means that all the systems that the "spell matrix" created and that *Stone to Flesh* (or another transmuting spell) turned into real organs, fluids, etc... start to work. So the undead won't be distinguishable from living in any way (*in the case of a human undead : heart will beat, skin will be soft and warm to touch, it'll breath air, it can speak –if Intelligence allows–, blood will flood in its veins –so it'll bleed if cut– and anything that would happen in a living human of the same gender will*) , but, if female, the creature will be barren.

Obviously, during this part of the process the spell

shields the undead Negative Energy from the Positive one, to avoid the destruction of the undead. In the second round, with a very strange process, the gate from Positive Energy Plane will be shut down, the Negative Energy and the Positive Energy within the body will be merged in a non – destructive way (*which means the undead will go on “living” and its newly powered systems will keep on working*) and, last, the now useless shielding magic will disappear. After the casting of the spell, *Dispel Magic* no longer works upon the spell recipient (*I mean for purpose of turning it back to stone or for stopping it or for having the two working energies merge with a deadly result*).

This spell has many consequences :

The creature won't be detected by *Detect Undead* nor by *Detect Life*. It won't be detected by *Detect Magic* too. The creature becomes more susceptible than a standard undead to death magic (*which will act as Feign Death upon them*) . Deadly gases and water, in a situation which would kill a living creature (in the case of water or of deadly natural gases, should the creature “drown” –for it has to roll a Con check* to

avoid it–), but not a undead creature will act as a *Slow* spell upon them. The creature is no longer affected by spells that affect undead only and they're more difficult to turn (they are turned as “Special”), but is still affected by holy water. They keep the undead “natural” immunity to Charm and Sleep spells for, even though they've a brain and they can sleep, if taught to (for the system can simulate this...they don't need it), their body and their mind are too alien to be dealt with these spells. After the casting of this spell the recipient begins to feel pleasure and pain, though its pain threshod is very high for human and demihuman standards (*if you use Pain Threshod rule, they've a Con of 20 –in their race column– , for Pain Threshod purpose only!*). If female the creature is barren for, even if its genital system is fully working, the mix of merged Negative and Positive energy that run its body would not be able to deal with the surplus of energy needed to bear a child. Male creatures made “semi-living” with this spell are fertile and they can have a female (*of a similar race*) pregnant in the same way if they were true living creatures (*the child will look like a mix of their and mother's traits*).

Spiderburst (Summoning, Necromancy)

Range: 10 yards/level
Duration: Instantaneous
Components: V, S, M
Casting Time: 8

Area of Effect: One creature

Saving Throw: Special

Upon completing this spell, the caster summons a venomous spider into the heart of a living creature. The victim must roll a saving throw vs. spells, with a penalty of -1 per 3 levels of the caster. If the save succeeds, then the spider forms within the chest cavity of the victim, but not the heart. The creature takes 6d6 damage from the eruption of the spider. If the save fails, then the spider forms directly within the creature's heart. The sudden eruption of the spider from the victim's chest causes instant death.

The spider that is formed exists solely for the purpose of consuming the remains of its target, to the extent of ignoring all other creatures.

Following the consumption of the victim, or the death of the spider, the arachnid disappears. Roll randomly on the table below to determine which spider appears.

Spider Type	Roll (on d20)
Large Spider	1-10
Huge Spider	11-15
Giant Spider	16-18
Gargantuan Spider	19-20

Soul Stalker (Necromancy)

☾

Range: Special

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: Special

With this spell the casterform his mind into a shadelike soul. He removes himself from his material body and must spend a round preparing for this removal. He must spend 1 day preparing his body through relaxing meditation. The soul created is controled by the caster as if it where an extension of himself.

The soul is a noncorporeal creature that can be used in one of 2 ways.

The first is as a scout. In this form nothing can block its progress except for an antimagic shell or similar spell. It has a movement rate of 60. This form has hp equal to that of the caster. If the scout is attacked it can attack back by hitting the target with a spiritual slap. The damage is 1 hp/ 2 levels of the caster. These hps are given to the soul in order to heal it wounds.

The other form is that of a possessor. The soul goes

only after its intended victim (distinguished by the componets used) unless there is no way but to go through something else. As it tries to possess the victim get a saving throw at the level of the caster subtracted by the level of the victim. (exe. If a 19th level caster tried to possess a 15th level victim the save would be at -4). If the possession is successful the the caster assume the form of the victim until he willingly lets go or is forced out by a pshycic contest (explained in the psionic handbook). Its hp are the same as the casters plus 2 per level of the caster. In this form it can attack by using the same attack as the scout or by casting spells at half of the casters level, They both require a plus 1 or better weapon to hit.

Material components for scout version are a ranger's bone, and the blood of a quickling mixed in a 2/3rds soultion of vampires blood.

Material components for possessor version are a bone from a still animated lich, and blood from the person to be possessed mixed in a 2/3rds solution of blood from a psionacist.

Summon Wraith (Conjuration/Summoning, Necromancy)

Range: 10 yards

Components: V, S, M

Duration: 1 round + 1 round per level

Casting Time: 5

Area of Effect: 10 foot high cube

Saving Throw: None

This spell is identical to the 5th-level *Summon Shadow*, except that it conjures up one wraith for every three levels the wizard has attained. These monsters are under the control of the wizard until they are slain or the spell expires. If the wraiths are turned, they continue to serve in any capacity which does not require them to confront the priest who resisted them. The material component of this spell is a piece of black jet.

Sunshadow's Exploding Assassin (Necromancy, Invocation/Evocation)

Range: Touch

Components: V,S,M

Duration: Permanent (until detonation)

Casting Time: 1 hour

Area of Effect: 100' radius

Saving Throw: ½

Like the eighth level wizard spell *Clone*, this spell creates a duplicate of a human, demihuman, or humanoid creature. The chief difference (together with the fact that nor the clone nor the cloned person go insane) however is that the clone created can be programmed by the caster to explode violently when certain conditions the caster named are met.

Generally, this spell is used to make a duplicate of someone who can get close to an assassination target easily (such as an advisor to a king) and then assassinate the individual by detonation. The caster may name up to five seperate conditions which can cause the assassin to explode, and choose whether any one, a combination of the five, or all five conditions must be met before detonation occurs.

When the assassin explodes, it is in a giant fireball of 100 foot radius, which causes 10d10 points of damage plus 1 point per caster level to all within range. A saving throw versus spells may be attempted to receive only half damage.

The material components of this spell is a small piece of the flesh from the person to be cloned, as well as a pinch of sulphur and a dash of bat guano.

Undead Conduit (Alteration, Necromancy)

Range: 1 mile per level

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: One undead and one creature

Saving Throw: Negates

This spell allows a necromancer to link the life of a living being to an undead creature. The undead can now draw on the hit points of the victim for combat purposes. The victim suffers the injuries that the undead normally would. This of course makes taking prisoners much more useful. There is a limit of one linked victim per undead. The link is broken by a dispel magic or when the affected living creature dies. The material component of this spell is an iron claw.

Undead Gate (Conjuration/Summoning, Enchantment/Charm, Necromancy)

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 2 rounds

Area of Effect: One portal

Saving Throw: None

By means of this spell, the wizard can enchant any normal portal (doorway, archway, window, et cetera) to act as a gate for undead monsters. The portal need not be large enough to allow the undead to pass through it, as the magic of the spell causes the undead to appear in the vicinity of the portal.

Once the *Undead Gate* has been placed, it cannot be moved. Furthermore, no more than one undead gate can exist in any given square mile area. Any attempt to create more than one *Undead Gate* within the same square mile area negates both undead gates. An *Undead Gate* remains enchanted indefinitely, but can only be used one time per level of the caster. Thus, a 16th level wizard could use her undead gate sixteen times, after which the enchantment would vanish. An undead gate registers to *Detect Magic*, although this may not reveal the portal's nature. A successful *Dispel Magic* rids the portal of its enchantment.

The initial range for this spell is touch, but this only applies to its casting. Once the undead gate is in place, the caster can use it so long as she is within 120 feet of the portal. Upon command, the undead gate will summon a random number of a random type of undead monster. Summoned undead appear anywhere within 120 feet of the portal, as designated by the caster. They behave in a manner consistent with creatures called forth by the various *Monster Summoning* spells, remaining until destroyed or for one round per level of the caster, at which point the undead vanish. The magic of this spell imbues the undead with the ability to understand the caster's spoken commands. To determine the number and type of undead summoned, consult the following table:

d8+d12	Type of Undead
2	1 Ghost
3	1 Banshee
4	1-6 Spectres
5	2-12 Wraiths
6	1-6 Monster Skeletons
7	1-6 Monster Zombies
8	1-10 Heucuvae
9	2-24 Ghouls
10	1-8 Poltergeists
11	2-20 Animal Skeletons
12	3-24 Zombies
13	3-30 Skeletons
14	2-20 Shadows
15	1-4 Ju-ju Zombies
16	2-8 Giant Skeletons
17	1-4 Ghosts
18	2-16 Wights
19	2-8 Mummies

Undead summoned via an *Undead Gate* are standard representatives of their type. They have all the normal strengths and weaknesses, conforming to their entries in the *Monstrous Manual*. The *Undead Gate* does, however, summon only specimens that have a minimum of 5 hit points per hit die.

The material component for this spell is a mortar and pestle made from human bone. In this grisly container, the wizard, while chanting words of power, crushes nineteen teeth extracted from a fresh human corpse (no more than a week old). The resulting powder is blown at the frame of the portal, thus completing the spell.

Undead Spellcaster (Necromancy)

Range: 0

Components: V,S,M

Duration: Permanent

Casting Time: 1 day

Area of Effect: 1 Corpse

Saving Throw: None

By means of this spell the caster, who can only be a necromancer specialist, animates a corpse to form it into a vile, undead, spellcasting being that can cast necromancy spells. Just as the normal lets-sacrifice-somebody, arche-typal/undead master specialist necromancer enjoys so much. For this spell the caster needs a corpse of a mage that was dead for no longer than a week. The mage can be of any level, but must have been able to cast necromancy spells. (So no specialist enchanter or illusionist could be usefull). This spellcaster would look like a zombie, but is much more powerfull, and a lot weaker in various parts. These are the Spellcaster's statistics:

UNDEAD SPELLCASTER

Frequency: Very rare

No. Appearing: 1

Armour Class: 6

Move: 12

Hit Dice: 1d4/level

% in Lair: 0%

Treasure Type: special

No. of Attacks: 1

Damage/attack: 1d8 or by weapon

Special Attacks: See below

Special Defences: See below

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Magic Resistance: None
Intelligence: 15-16
Alignment: Chaotic Evil
Size: Medium
Psionic Ability: Nil

This zombie can gain experience and levels as a normal human necromancer can, it also gains a +1 on it's saves versus necromancy and it's enemies save at -1 to it's necromantic spells. The spellcaster has the usual immunities Juju-zombies have (Half damage from Fire, Immune to cold based spells, Immune to death magic, Immune to electricity, Immune to illusions, Immune to Magic Missile, Immune to mind afflicting spells, Immune to poisons, Immune to psionics, Immune to Charm, Sleep & Hold spells), and due to it's evil actions and it's high intelligence and wisdom, it is also vulnerable to the extra powers and curses that normal (N)Pc necromancers can gain (check the Complete Necromancer's Handbook). The spellcaster from that moment on "lives" it's own undead "life". It has it's own opinion, and it's own ways of doing things. In game terms, it becomes an Npc wizard who is bound to the caster. The *Undead Spellcaster* will serve it's creator until it dies. If the creator dies before the *Undead Spellcaster* is dead, it will become a full Npc and will start it's own life. (Nice for a campaign). The first plan that always comes to the mind of the Undead Spellcasters is to avenge it's creator. After that is done (if that is possible) then the *Undead Spellcaster* is free to do what it wants. The *Undead Spellcaster* can cast spells just like a normal necromancer, and control the same amount of undead a normal necromancer could. It can also control undead like an evil cleric does, of half it's level. The casting necromancer can have one of these creatures in service for every 13 levels (2 at 26).

Unlife (Necromancy) ○

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 8
Area of Effect: One creature
Saving Throw: Negates

This spell enables the caster to transform a single victim into an undead creature under his or her control. The caster touches the subject, who must then save vs. death magic. If the save fails, the subject instantly dies and is transformed into an undead creature under the control of the caster.

The exact type of undead depends upon the level of the victim. Individuals of levels 1-3 become

skeletons (50%) or zombies (50%). Those of levels 4-6 become ghouls, those of levels 7-8 become wights, and those of level 9 or higher become wraiths.

Using this spell, the caster can control a number of undead creatures equal to his or her level.

The material component of this spell is dirt from a freshly dug grave.

Vandaern's 'Carnation Missile (Necromancy) ○

Range : Line of sight
Components : V, S
Duration : Instantaneous
Casting Time : 3
Area of Effect : One creature
Saving Throw : Special

This spell is extremely powerful. Vandaern was the worlds most powerful mage at one time, unfortunately after the creation and use of this spell he went insane (this means caster must make a save vs. spell - or a Sanity Check with a -5 penalty, whichever is more hard to save - or go insane with a Dm's chosen insanity).

It is belived the chaotic energies released in this spell cannot be controlled enough for a caster to keep his sanity.

What this spell does is creates a missile of energy tht will slay one target and then reincarnate it into a random creture. Use any monster summoning table to determine which.

The spell negates any attempt to resurect or raise the creature (see spell description for *Reincarnate*). A successful saving throw vs death magic will cause a character to loose ½ their normal hit points, but, if this brings them down to zero, then the character is reincarnated.

This spell will not reincarnate an already dead character and cannot harm undead.

Wall of Flesh (Necromancy) ☾

Range: 15 yards
Components: V, S
Duration: 1 hour/level
Casting Time: 2 rounds
Area of Effect: 10 – feet thick by 50 – feet tall by 40 – feet long
Saving Throw: Neg

This spell creates a wall of stacked pieces of flesh. A strong odor permeates from this flesh and any creature that smells this odor passes out for the

duration of the spell unless they make their save vs spells.

The wall of flesh cannot be cut through except by weapons of +3 enchantment or higher.

Whisper's Dicey Healing Gate (Necromancy) ★

Range: 20 yards

Components: V, S

Duration: Special

Casting Time: 4

Area of Effect: One creature

Saving Throw: Special

This powerful spell opens a small gate to the positive material plane inside the target creature. If the creature wishes, he could attempt to resist the spell by successfully making a saving throw versus spell, in which case the opening of the gate fails. The caster must upon casting the spell decide for how long the gate should remain open. The caster can attempt to maintain the gate for up to 1 round per three caster levels. However, such a gate is not completely stable, and the actual effect will be 1 to 2 rounds longer or shorter (roll 1d4: 1 = 2 rounds less, 2 = 1 round less, 3 = 1 round longer, 4 = 2 rounds longer). The effect of such a concentrated gate inside the target's body is the following. The positive radiance will add 2d10 HP to the creature per round of exposure. However, if the total amount of hit points is exceeded (the creature is fully healed, but the gate remains in effect), the hit points will temporarily be added, but with the cumulative chance of 20% per round of "overloading" that the creature's body receives a surge of radiance, causing the body to explode. If the body explodes in this manner, there is no way to bring the creature back to life.

If hit points are gained beyond maximum, without exploding, those hit points will remain for 20 rounds and then recede by one point per round until regular maximum hit points are reached. An exploding body will not hurt bystanders, other than bowling them over, and thus maybe causing 1d6 HP falling damage or something like that, but it will definitely smear the area around the exploded creature with the creature's blood and itty bitty pieces. This spell should only be used in dire emergencies, or can be used as an attack spell on an as yet unharmed creature.

Only living creatures are affected by the healing process. If the spell is utilized on undead, the effects will be spectacular. The undead will be allowed a saving throw, but if the saving throw fails, it will explode in a brilliant explosion, shattering the physical body, if any is possessed,

into tiny shards, and causing the psyche to be utterly annihilated.

Xander's Charm Undead (Necromancy)

☾

Range: Touch

Components: V,S,M

Duration: 1 hour per level

Casting Time: 1 round

Area of Effect: One free-willed undead

Saving Throw: Negates

This spell is a very complex version of *Charm Person*, which is only effective with higher undead that are usually immune to charm spells, such as vampires and the like. It works just like *Charm Person* but cuts right through the undead's immunity to the spell, yet still allowing them their base saving throw.

The material component is a pinch of dirt from a grave.

Xarian's Demonic Bodypart (Necromancy, Summoning)

☾

Range: 0

Components: V,S,M

Duration: Permanent

Casting Time: 4 days

Area of Effect: Special

Saving Throw: None

Xarians Demonic Bodypart was developed by, yes, Xarian the Accursed after he lost his arm. This spell somewhat regenerates a destroyed or severed bodypart of the caster and/or any other that is willing to have the spell cast at him/her. The spell sends down to the Abyss a message to a minor demon witch is then connected to the target by psychic brainwaves. The caster will not regain his arm just like that. The demon must be handed something so that it will allow the target to "lend" it's severed limb for a moment. This means that the demon will loose for example an arm and on the target the lost arm will be replaced with that of the demon for 2d10 hours. This may be shorter if the demon wishes his arm back. This will happen if the demon is not paid enough. What the demon wants depends on the demon (D.M.'s choice). The arm itself will have a strenght of 18/00 and does 1d8+5 damage when attacking. If the target's intelligence is lower then that of the demon there is a cumulitiv chance of 5% each time the bodypart is called for that the demon will completely take over the entire body and that the target's soul will end

up in the Abyss, but only if he extends the 2d10 hours agreed on. The material components for this spell are: The eyes of a nightmare, an example of the bodypart missing (any arm or leg will do), a payment for the demon, and a pen and paper to sign the contract. The contract must be copied and one half goes to the demon.

If the target dies while this spell is one him, he/she can never be ressurected from the dead, and his soul will dwell in the Abyss for the rest of eternity. Xarian found that when he got into this plane of existence, his arm does not return to it's owner anymore. I seem to have taken complete control of the arm. I'll soon test to see what happens when I summon the one who lend me this arm to this plane...

Xerion's Immortality (Necromancy, Alteration) ★

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

This spell is the one that saved the day to some high level War Wizards in recent times, and personally to Xerion at least once during the last two years. It is a superior spell, and one that can make the difference between losing a magical fight and winning it.

When completed, the spell transforms the body of the caster in living mercury. The result is that the caster can assume any form that he wishes, as long as his new corporeal form does not exceed his total body volume when he is in normal state; he can then liquify himself, passing under a door and reforming after he has passed it; he can sneak through fissures, no matter how small, to enter in a room prevented to him, and so on. The most important thing, however, is that in this form the caster is immune to physical attacks from normal and magical weapons (except artifacts and relics, which deal their normal damage), and from spells which physically affect the body, such as normal attack spells; they hit the caster normally, but are either absorbed by him, or can perforate him, leaving a hole that will be readily reabsorbed, or can even seem to destroy him. No matter what the power of the spell, the body of the wizard suffers no damage, and even if he is dispersed on the ground or in the air by the raw and destructive power of the attack spell, he can reform his body with a conscious effort in but a single round, during which he can't do anything else, however.

If a part of the body is severed from the main part of it, (for example an arm or a leg, or even the head), it can be reattached with a will effort also in a single round. Only spells which afflict the mind seem to be useful against this spell, and then only those of 8th and 9th-level. Another way is that of casting a *wish*, desiring the caster to be back to his normal form. No other magical means are said to be effective.

Upon assuming this form, the caster can continue to use spells, albeit limited to those who need only vocal, or vocal and somatic components. Also, the caster can choose to attack with his bare hands, dealing the normal damage he can do with them. Thus, a careful choosing of spells can permit to the caster of this spell of winning a duel or fight that he is losing at the moment of casting it, permitting him to ignore even the passing of a *meteor swarm*. The preferred use of this spell is in couple with *mind blank*, for those powerful enough to cast it or, alternatively, with *Vangerdahast's war wizardry* and/or *Vangerdahast's high wizardry*.

The material components of this spell are a vial of mercury, that must be imbibed by the caster at the completion of the casting, and a powdered diamond of no less than 5000 gp, which must be mixed with the mercury before casting the spell.

Zanatose's Black Haste (Necromancy, Alteration)

○

Range: 20 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 8

Area of Effect: Special

Saving Throw: Neg.

This spell is a severely altered version of the popular spell known as *Haste*.

This spell, when casted, allows the caster to triple his movement rate, triple his attacks and to go first in any given round of combat, just like the *Improved Haste* spell.

However, this spell, if casted normally, would severely weaken the caster and age him beyond his youthful years, possibly doing him more harm than good. So to complete this spell, the caster must target a specific person or creature within range and have the spell literally draw the life energy from them to power the spell for the necromancer. The victim gets an initial saving throw vs. magic at whatever modifier the caster gets. If the victim passes the save, the spell fizzles and is lost, however if they fail they instantly begin aging at a rate of one year per round and the

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caster instantly becomes *Black Hasted*. This process however can be stopped with a *Dispel Magic* casted on either the necromancer or the aging victim. If it is casted on the victim, the necromancer must roll a saving throw vs. spell himself or age 1d4 years himself. If the dispel is casted on the caster, the spell ends normally and no one else is affected. Aging can be reversed the normal magical ways such as with a *restore* or *Wish* spell. If the victim dies of old age during this spell, the caster must concentrate the next round to change the target for the spell.

The target of the draining effects of the spell cannot be undead or creatures normally immune to unnatural aging and draining effects.

The material components for this spell is a drop of unholy water and a well oiled wheel.

Zanatose's Skull Barrage **(Necromancy, Evocation)**

○

Range: 10 feet/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: 30 – feet radius

Saving Throw: Special

This bit of magic is purely offensive. The caster, after completeing the exhausting somantic gestures for the spell, opens his hands and crys a unearthly howl. This howl summons destructive Tomb Spirits from the Negative Energy Plane for several seconds at which time they fly at the intended target, smashing into them with thier negative essence. The target must save vs. Death Magic at his point to stave off the negative effects of the attack. If they pass the save they are merely paralyzed for 1d4 rounds and take 5d6 points of damage. Those that fail the save are permanently paralyzed, which can only be reversed with a *Wish* spell or similar high-level magic. Victims also take 10d6 points of damage and lose 1d4 points from all ability scores for 1d8 turns. This spell does not go without its consequences, the gigantic skull-like Tomb Spirits are extremely chaotic and drain 1d10 HPs from the necromancer for every creature he wishes the Tomb Spirits to attack. The material components for this spell are four skulls which must be juggled during the casting.

9TH LEVEL SPELLS

Abkar's Spellblock (Charm, Necromancy) ☾

Range: Touch
Components: V,S,M
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: One spellcaster
Saving Throw: Neg.

This spell allows a spellcaster to block another spellcaster's ability to cast spells. When the caster casts this spell upon another wizard, that wizard must make a saving throw v. death magic or lose his capability to cast spells for the duration of the spell. If the save is made, the spell has no effect. For every 5 levels of the target lower than the caster, the target receives a -1 to his save. The opposite is true for higher levels. The target does not lose his memory of being able to cast spells, but just cannot cast them.

The material components for this spell are a vial of ink and a small globe of glass.

Accelerated Healing (Necromancy) ★

Range: Touch
Components: V, S, M
Duration: Special

Casting Time: 3 turns
Area of Effect: One creature
Saving Throw: None

This spell was devised millenia ago to allow a wizard to heal damage much as a cleric. Since a cleric's healing come from the God's however, this was proven impossible. This spell was the best the wizards could come up with. The spell allows the caster to enter a dimensional pocket in time with the target creature, accelerating the metabolism of of them both to multiple speed. The target is placed in a special stasis by the spell, thus the target does not die from the wounds. While in this time field, the caster and the target experience each hour in "real time" as one full day although neither one of them needs food or drink during the time. This means that every hour spent in the field heals one hit point for the target creature (should the Skills& Powers be in effect and the target has the "Fast Healer" trait, each hour counts for two hit points). The caster must however spend the entire time in deep trance and this becomes very hard after a few hours. After having spent the caster's Con in hours in the field, the caster must roll a Con check for each successive hour or fail to uphold the trance. Breaking the trance breaks the spell instantly with no ill effects for either one of the involved. Each hour spent after the first eight, the

caster must roll for Con. The rolls are penalised by -1 for each successive hour although a roll of "1" is always considered a success. The target creature will have healed the amount of damage equal to the number of hours spent in stasis. After having used this spell, both the caster and the target will be much weakened. They have after all spent several days (eight at least) without neither food nor water. They must replenish their energies by eating and drinking three times as much as normal each day for an amount of time equal to one third of the amount of hours spent in the field. If they do not, they will suffer the effects of starvation very soon (effects left to the DM to decide). Both caster and target are very tired and exhausted after the spell and will have penalties to all rolls equal 20-Con (0 or higher counts as no penalty) for 1d4+1 days after the spell. They must spend most of these days resting or (preferably) sleeping (even if they have no penalty).

Animate Dead III (Necromancy)

Ⓒ

Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of *Animate Dead II* allows the wizard to create undead up to $\frac{1}{3}$ of his level in Hit Dice. Otherwise it is identical to *Animate Dead II* (but allows to create creatures with draining attack).

Animate Graveyard (Necromancy)

Ⓒ

Range : 0
Components : V, S, M
Duration : Instantaneous
Casting Time : 5 hours
Area of Effect: 20 feet x 20 feet/level
Saving Throw: None

When cast this spell enables 20 feet x 20 feet per level of caster of a graveyard to awaken all skeletons in the targetted area. A powerful spell for necromancers, it must be cast under the light of the moon and must have a casting time of five hours. All this time the caster will continue to chant words and use up the components. When the five hours are up (no distractions must take the caster away from concentration or spell is ruined) all skeletons in the area of effect will rise and

follow the mage's commands. The place must be a consecrated graveyard with holy ground otherwise the spell won't work. Skeletons must be buried on the ground at the least 15 feet deep. Deeper skeletons won't rise. The material components for this spell are 1 gem at least worth 5,000 (must be turned to dust then sprinkled on the area of effect. one gem per 20x20 area) 1 chalk (to draw a pentagram on floor) 1 altar (to light 5 black candles) 5 black candles 1 skull (placed on center of pentagram) extra: if ground is not holy necromancer can try to turn it holy but it will add two more hours to the spell and extra components: 1 gem of at least 5,000 (same as above) 1 cross (placed on center of pentagram) 5 white candles.

Balicore's Boiling Blood (Necromancy)

○

Range: 10 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: One creature
Saving Throw: Special

This is a very powerful spell that was created by Chuck Balicore, the most powerful evil Archmage on my world of Mythonia, at the height of his power. It causes all of the blood in the victim's body to boil if they fail a save vs. death at -2. The spell takes three round to kill. The first round, the victim's skin begins to grow red. The second round, they drop all weapons, spell components, ect. and their skin begins to bubble and blister. The third round, all of their hair catches on fire, and they die very painfully. Note: in order to Resurrect a victim of this spell, first Regeneration must be cast on the body by a cleric of no less than 15th level, in order to restore the boiled (and evaporated) blood to the body, followed by *Resurrection*. *Raise Dead* will not work on a being slain by this spell.

Blackthorn's Black Bolt (Necromancy)

○

Range: 9 feet
Components: V,S
Duration: 1 round
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This bolt of strange black energy seeks out its

target unerringly, doing 2 hit points per level of the caster in permanent damage(i.e. the damage that is done becomes the victims new hit point maximum).

Brew Contagion (Necromancy)

○

Range: Nil
Components: V,S,M
Duration: Special
Casting Time: Variable
Area of effect: Special
Saving Throw: Special

This vile spell has no means of being put to good use. It allows the necromancer to brew a vile Contagion. These diseases spread quickly through a number of different means. The modifiers and effects are dealt with below:

Effect Requirements	Time to Create	Cost Modifier	Level Requirements
---------------------	----------------	---------------	--------------------

Plague Type

Fevers and Delirium	+1 days	10 gp	9
Insanity	+2 days	100 gp	10
Death	+3 days	1000 gp	11

Carrier Method

Water / Food	+1 days	+0 gp	+0
Vermin	+1 days	+5 gp	+1
Body Fluids	+1 days	+50 gp	+1
Contact	+2 days	+1000 gp	+3
Breathing	+2 days	+1500 gp	+4
Air Currents	+4 days	+4000 gp	+5

Special Features

Immunity to Healing Spells	+4 days	+10000 gp	+6
Animates victims as zombies upon death	+2 days	+1000 gp	+4
Causes 1d6 points of stat loss	+2 days	+1500 gp	+4

The mage determines the effects of the plague, be it similar to The Red Death, or the black plague. Upon completion of the spell, the mage has created a vial of liquid which they may use to infect the chosen carrier. For example, if they chose air currents, they must smash it nearby where they

want the plague to take effect. The mage is never affected by his own plague.

Cures are always determined by the DM. A wish will always cure someone who is afflicted.

The material components of this spell include a mandrake root, a mummy's bandage, liquefied gas extracted from a Ghast's abdominal cavities and one component determined by the DM that reflects the nature of the spell (for example, a spell similar to Red Death would need a drop of blood from a person who had died of a similar disease). There are other components which must be purchased. The cost is totalled above.

Celestarion's Barrier of Blackwhite (Abjuration, Necromancy)

★

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 2 rounds
Area of Effect: 10-foot radius sphere
Saving Throw: Special

This spell was created by Celestarion to be his ultimate form of protection. Whether it is or is not is left up to the individual wizard, but nonetheless it is a powerful spell.

When cast, a sphere of swirling black and white light appears to surround the wizard and all those close to him. The barrier has all of the following effects:

- * It prevents any spells going through it. What happens is that the spell energy is drawn into the top of the sphere.

- * The lighting effects of the sphere prevent anyone from seeing through it, although those on the inside can see out. This results in a -4 to-hit penalty.

- * All magic within the sphere is unaffected. Spells cannot be cast out of it, but can be cast within it.

- * No living being can pass through the sphere unless a saving throw versus spell is made with a -6 penalty. If they fail their saving throw, they are simply unable to pass through.

- * No magic items of any sort can pass through.

- * Normal physical objects can pass through, as can psionic attacks.

- * If the barrier is not hit by a spell or a magic item or any psionic discipline, then the barrier needs energy. It draws 2d4 of the wizard's hit points for every round that it isn't hit. Should the wizard's hit points go below 10% of their maximum, he starts to lose one level per round. The spell continues for as long as his initial level in rounds.

When he has lost half his levels, then he starts to lose 1 Intelligence point per round until the spell ends.

* The wizard cannot voluntarily end the spell. Hit point and level losses are temporary and return at the rate of one per turn each, but Intelligence losses are permanent. These effects can be avoided if the wizard himself casts a spell at the barrier. He cannot dispel it when he wishes, however.

The material components of this spell are one star sapphire, and one black star opal of at least 20,000 gp value each. Both are lost in the casting.

Celestarion's Total Blast (Evocation, Necromancy)

○

Range: 240 yards + 10 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: One creature per object

Saving Throw: Special

This spell was designed as a last line of defense by Celestarion for use when all else failed. It is nothing less than a 9th-level blast of totally destructive energy. Upon casting, the following things happen, in the sequence given.

1. A blast of scintillating energy erupts from the wizard's hands and strikes the target.
2. The target has to make a saving throw versus spell at -6. This spell also causes magic resistance rolls to be made at -30%.
3. Failure of the saving throw totally disintegrates the target.
4. Success of the saving throw means the target takes 10d20 points of damage and, if still alive, is stunned for 1d4 turns.
5. The wizard, regardless of spell effects, automatically loses one level permanently, and must make a saving throw versus spell. Failure indicates instant death, with only a *Wish* being able to bring him back.

Success results in losing 1d100 of his remaining spell levels, randomly chosen, and being unconscious for 1d4 rounds.

The material component of this spell is an ioun stone, which is lost in the casting.

Crafting the Lordly Knight (Alteration, Necromancy)

☾

Range: 0

Components: V, S

Duration: Permanent

Casting Time: Special

Area of Effect: One person

Saving Throw: Special

This spell creates a human warrior to perform at the caster's orders, much like *Create the Humble Servant*. The casting time is a base 60 days, modified by one day less for each point of the caster's base wisdom, and the caster must work for 12 uninterrupted hours each day. The warrior will be exactly as the servant, but with no ability score below 12, and two attributes equal to his creator's intelligence (neither of which may be Int.) Furthermore, the knight will have a starting THAC0 equal to that of the caster, but will thereafter advance as a warrior, speaks two languages of the caster's choice, and has two non-weapon proficiencies' at levels equal to that of the caster. As with *Create the Humble Servant*, the knight will "grow" mentally as any normal child, and will age normally (assume a starting age of 20).

Create Ghost (Necromancy)

○

Range: 10 feet per level

Components: V, S, M

Duration: Permanent

Casting Time: 2 rounds

Area of Effect: One creature

Saving Throw: Neg.

When this spell is cast, the life force of a human or humanoid is virtually ripped from its body. This life force is then stored in a gem, and a ghost - a servant of the caster - is created. The saving throw is as follows: save vs. paralyzation with a +1 bonus for each point of Constitution over 16.

The material component of the spell is a 10,000 gp gem that has been treated on the Ethereal Plane for one week of subjective time. If the ghost is allowed access to - and destroys - the gem, he dies in peace.

Crossbreed (Necromancy, Alteration)

☾

Range: ¼ foot

Components: V, S, M

Duration: Permanent

Casting Time: 1 week

Area of Effect: Special

Saving Throw: None

By use of this spell the spellcaster may create a

totally new life form. During the week of casting the spellcaster must concentrate 12 hours per day on this spell, pausing to rest and eat only. Any other action will cause this spell to fail. The caster must have the two parent creatures under his control before casting this spell. The magic draws a portion of the life essence from the two parent creatures, mingling it and consequentially producing a physical manifestation in the form of the new creation.

No apparent harm is caused to the parent creatures. The new creation must be checked for each characteristic to see which parent it takes after (hit dice, magic resistance, etc.) The new creature is 90% likely to be sterile.

Otherwise, it will be male (45%), female (45%), or asexual (10%). The caster has no control over the new creature through the spell and there is a 15% chance that it will go berserk and attack the caster. Crossbreeds can be crossbred more than once. The material component are two entwined rings of platinum (100 gp) and powdered ruby.

Curse of Undeath (Necromancy)

○

Range: 10 feet per level

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

This spell causes a creature which fails a saving throw versus death magic to be under a horrible curse. The creature will live a normal life until it dies (whether of natural causes or unnaturally does not matter). Then, the creature is transformed into an undead creature of the caster's specifications (within special limits). This does not happen until the night after the creature's death. The creature can be a creature having up to the maximum of half the caster's Hit Dice and it may be any kind of undead up to and including a ghost (note: it is not possible to create a lich or special undead via this spell). The creature is completely under the caster's control if it fails a saving throw versus spell against each and every one of his controlling attempts. Once the creature has succeeded at one saving throw per caster level, it is completely free from the caster's control and it knows who tried to control it and it bears an everlasting hatred against the caster. The caster can make use of its senses even if he is on another plane (note: this is not possible if the caster is feebleminded, disminded or otherwise not in control of his body or mind). The creature

can be cured with a remove curse, an atonement, and a heal before it dies, all cast with the explicit purpose to remove this spell. Once the spell is in effect, and the creature dies, only the immediate blessing of the slain body can prevent the transformation to undeath. A *Resurrection* is possible, but if it is not done before the next nightfall, the creature will transform into an undead being. Once the creature is transformed, it cannot be saved, unless a god reverses the situation directly (not by sending an avatar but by being there personally and laying on hands). The material components are a pinch of bone or a drop of the essence of each type of undead that exists on that planet (or in that sphere if used off-planet). The caster has to have an additional full pound of bone or essence of the type of undead creature he wants to create. Thus, it will take lots of ghost ichor to create the fleeting substance known as ghost's essence in the required amounts. How to get the stuff is the wizard's problem, not mine...

Cursed Fire of Hell (Necromancy)

○

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 1 week

Area of Effect: One person

Saving Throw: Negates

This is the ultimate revenge spell. The caster prepares for this spell in a quiet and safe place and spends the next week casting the spell.

After this week the spell takes effect and the caster slips into a heavy sleep for one month. The effects are well worth the lost time though.

The victim of hellfire immediately bursts into flames. The flames not only consume the body of the victim, they also consume the soul. After 24 hours all that is left of the victim is a crusty, burnt out corpse.

This person can never be brought back to life by any means. The victim's soul is being eternally burned, never to be healed. The only way to save the victim is as follows: before the 24 hours is up the victim must have cast upon him *Limited Wish*, *Cure Disease*, *Remove Curse*, and *Bless* all at the same time. If this is done, the victim permanently loses half of his hit points (recoverable by a wish only) and 4 Constitution points. The caster loses a quarter of his hit points and 1 Constitution point. Note that

if during the one week of casting the caster is interrupted he suffers the effects of the hellfire in a backlash type effect.

The material components are a belonging of the victim, a 500 gp ruby and a magic weapon of +3 enchantment or greater.

Dariastren's Shadow Blight (Evocation, Necromancy)

Range: 5 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: One creature

Saving Throw: Neg.

This spell is a variation of *Energy Drain*, created by Dariastren while researching the transition from human to shade. Upon casting this spell, the caster points a finger at an opponent, releasing a ray of darting shadows. The victim must make a successful saving throw vs. spell or permanently lose 1 level or Hit Die. If the victim has only 1 level or Hit Die, the victim transforms and disappears, as detailed below.

Those who fail the saving throw and survive the transformation effect of the spell lose another level or Hit Die for each week that passes. As this process proceeds, victims gradually weaken and pale. They are unable to do anything except rest during the final week of the blight.

A victim whose levels or Hit Dice reach zero is transformed into a creature of the Demiplane of Shadow and immediately transported to that dreary place. Victims remember the time before their transformation with puzzlement and desire only to live out their lives in the shadow realm. They fight to the death if any attempt is made to take them from their new home.

The transformation can be halted by few methods. A *Wish* spell can save a victim, as can a *Remove Curse* spell cast by a good-aligned priest of 12th level or greater who worships a god of light. Other options, at the DM's discretion, are possible. Levels, except for the one lost initially, can be regained at the rate of one per week once the spell's effects are countered, provided that the character has total bed rest. Undead and natives of the Demiplane of Shadow are not affected by this spell.

The material components of this spell are a leech, living or dead, and a handful of earth from the Demiplane of Shadow. All spell components are consumed in the casting.

Darius's Skeletonization (Necromancy)

Range: 10 feet + 10 feet per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: One creature

Saving Throw: Special

The Skeleton, while animated outside the body they are little more than cannon fodder used to keep the necromancer from getting killed in a battle where he is outgunned. While useful for overwhelming opponents they die easily when struck with a blunt instrument.

Now what if the wizard could animate the skeleton of a living person and have it destroy them while ripping itself out? Plus having the added benefit of another skeleton to control afterwards.

This spell is among the most horrifying and gruesome spells created by the demi god of necromancy when he was still mortal. When this spell is cast the intended target must make a save vs death magic at a -2 or have its skeleton violently and instantly animated and forcefully ripped itself out of the victim's body. If the target makes its saving throw he suffers 5d10 damage as his skeleton moves about inside of his body (but not being ripped out). If the target fails its save then it's instantly slain as its skeleton is ripped out. The victim's skeleton is completely under the control of the caster, however it loses all abilities that its former form had and retains only 1 HD. The material components for this spell are a finger bone of a lich, a sample of black dragon blood and a broken marionette puppet. All are consumed in the casting. If this spell is cast in Ravenloft then the caster must make a power check and all those watching must make a fear, Horror and Madness check.

Dead Zone (Necromancy)

Range: 60 yards

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 5' square per level

Saving Throw: None

When the wizard casts this spell, he creates a powerful area tied to death. Anyone thereafter who enters the area of effect must save vs. death magic or be slain. Undead and extra-planar

creatures are unaffected by the spell, but creatures who enter the area invisible, astral, ethereal, or even fly over the area, within 10 feet of the ground must save vs. spells or be slain. The spell lasts until it has slain 2d100 hit dice of creatures, and can even affect the caster. The spell cannot be dispelled short of a *Dispel Magic* or *Wish*. Those slain in the area of effect cannot be raised short of a *Wish* spell.

The material component for the spell is the dust of a vampire, wraith and a lich that is sprinkled over the area of effect. The spell can be detected by thieves as if it were a magical trap (i.e., find traps at ½ normal chances).

Death's Door (Necromancy) ○

Range : Touch
Components : V, S
Duration : Permanent
Casting Time : 9
Area of Effect : One portal
Saving Throw : Special

Anyone who walks through the portal must make a saving throw versus Breath Weapon. If it fails then the person is totally annihilated. If he saves, nothing happens. The caster is immune.

Death Drain (Necromancy) ○

Range : Touch
Components : V, S, M
Duration : One round
Casting Time : 9
Area of Effect : One person
Saving Throw : Special

When this spell is cast the caster's hand glows with a green glow. The caster must then touch a subject. If the subject is over 10 hit dice they receive a saving throw versus death at -4, otherwise they receive none. Once the target is touched they age as if they were touched by a ghost (40 years). The caster then ages backward 20 years but the casters rate of aging is then increased by one third. If the subject dies there is a 50% chance that they will arise as a ghost. If they do arise as a ghost there is a 50% chance that they will be under the control of the mage otherwise they are freewilled. Note undead and other creatures which do not age are not affected by this spell.

The material component is an hair of a titan.

Death Mutation (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: 5-feet-radius + 5 feet/2 levels
Saving Throw: None

This spell enables the caster to drain the "life force" out of undead within the area of affect, and do one of two things with it. First, you can channel the energy in a lightning bolt fashion (except that this is invisible). This does 1d4+1 points of damage per level. Or, you may choose to use the reverse of the first option and give someone 1d4 h.p. per level. Any additional h.p. goes away after one hour. This does, however have a nasty side affect. The recipient of this spell is afflicted with a horrible stomach sickness 1d6 hours later. They are reduced to one h.p. and are unable to do anything but sit in bed for two weeks.

The material component of this spell is a black onyx prism worth at least 10,000 gp.

Death Sentence (Necromancy) ○

Range: 0
Components: V
Duration: Permanent
Casting Time: 1 round
Area of Effect: 240 – feet diameter sphere around caster
Saving Throw: None

This deadly spell has been banned from many magic academies, even in several Necromancy circles. The spell allows the caster to speak a sentence that is spoken a word at time, which will slay all living individuals within 240' feet of the caster when the sentence is completed. Each word the caster speaks causes wracking pains to the victims, causing them to fight at a -2 penalty to hit and suffer an AC penalty of +2. The pain disrupts spellcasting and ruins concentration to control spells or psionics. Those who fail a saving throw vs. spells are totally stunned, and cannot move out of the area of effect under their own power, can make no attacks, and are utterly defenseless (+4 bonus to be hit, no dexterity or shield bonuses are gained by victim). The spell affects friend or foe, plant, animal or humanoid, everyone except the caster himself. The only hope the victims of the spell have is to escape the area of effect before the spell is completed or to disrupt the mage's spell before it is completed. The spell slays regardless of

level, Hit Dice or status, but can be foiled by magic resistance or stopped by an *anti-magic shell* or *anti-magic wall*. Silencing the wizard is also effective, though merely being within a *silence 15'* radius area is not enough.

The spell is extremely taxing to the wizard, dropping his Constitution by $\frac{1}{2}$, and unless the caster succeeds a saving throw vs. spells, this loss is permanent.

Death Warmed Over (Necromancy) ○

Range: Touch

Components: V

Duration: Permanent

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Causes the victim to die, if it fails a saving throw vs. spell at -2, although the victim is unaware of their own death and becomes a free willed zombie. Type of zombie is dependent on the victim's level.

Victim level Type of Zombie

1-3	Regular zombie - Will blindly follow their company and take orders from friends
4-7	Ju Ju zombie - Mildly aware, will follow orders, will take initiative
8 +	Zombie Lord - Retains power of speech and awareness, spell abilities, probable alignment change

Effects

Immediate loss of all tactile sensations- Dexterity drops to 10 minus an additional 1d6

Loss of Charisma- drops to 10 and -1/day till 0, victim believes they've contracted some strange rotting disease.

Loss of intelligence based on zombie status.

Power of speech is lost in 10 days-speak to dead needed (except for zombie lord)

Cure

Wish or, victim is killed as undead, purified, atoned, Healed, and resurrected.

Components

Having a greater god of the undead allow its name to be used in the invocation without killing the caster (good luck).

Death Wind (Conjuration/Summoning, Necromancy) ○

Range: 20 yards per level

Components: V, S, M

Duration: 1 round + 1 round per 3 levels

Casting Time: 1 turn (no reduction possible)

Area of Effect: 20 feet per level per side cube

Saving Throw: Special

This spell causes a magical black-greyish wind in the area of effect.

This wind has a range of 20 yards per level. It has a direct connection to the negative energy plane. For every round in the wind a character has to save twice versus death magic. If they succeed twice, they don't suffer any spell effects; if they save only once, they suffer "only" a 1d3+1 level loss; if they fail twice, they lose 1d6+1 levels. For every level lost, the character suffers 5d4 hit points additional damage (due to the excruciating pain with which these levels are lost), with a saving throw versus spell for half damage.

The order in which they lose their hit points is the following: first, you lose any applicable level hit points lost due to energy level loss, then you lose hit points due to the damage accrued by energy level loss.

Any people killed by the energy level loss change into juju zombies; those killed by the damage (after they lost their levels) are changed into half-powered juju zombies. Anyone who survives this spell will regain the lost levels slowly (one per hour until the previous maximum is reattained). The damage stays the same, as this was additional to the energy level loss.

Negative Plane Protection or a similar spell or item effect offers full protection against this spell.

Anyone within the full effect of *Dispel Evil* or a *Protection From Evil, 10-Foot Radius* cast by a priest of fourteenth level or higher is also protected.

As the caster needs direct access to the negative energy plane, he is not able to have any protection or other permanent spells going on his person at the time of casting, as this would disrupt the frail link. The only spell he requires is *Negative Plane Protection* or an item which helps him offset the drain of the negative energy plane.

The material component is a sacrificed baby (less than 6 months old), an active phylactery of a lich, and the full dust from a 500 year old vampire. The material components are completely destroyed during the casting. In the first round of casting the lich (whose phylactery is used) knows with a 100% certainty where, by whom, and for what the phylactery is used and, if possible, it will most certainly jump in to prevent the destruction of its phylactery.

Decay of the Demio (Necromancy) ○

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: One limb of a demi-human or human
Saving Throw: None

This insidious spell's somatic component is a finger touching the base of the limb to be affected. The limb so affected becomes, in a matter of seconds, wracked with pain as it shrivels and becomes black with rot. The damage is minor, only 10% of the target's total hit points, but it gets worse. The limb will still be normally attached to the target, and it must be hacked off, causing more damage as the DM sees fit. The limb lost can be as large as the entire leg, or as small as the pinky finger. The limb cannot be recovered except via a wish, in which case the wisher must wish to give the target his limb, which is immediately stricken as if having this spell just cast on it, and the target's limb quickly grows back.

The material component is the cloth from a wight's clothing and a specially crafted blue sapphire with the words "Decay of the Demio" etched into it, worth no less than 2000gp.

This spell is also known as the Wicked Harlot's Curse, as a wily female disjoiner disguised as a prostitute, about 200 years back, frequently used this spell to relieve several of her male customers of the rather important limb they had below their waist.

Desmond's Dart of Black Death (Necromancy) ○

Range: 50 yards
Components: S, M
Duration: 1 round + 1 round/5 levels
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

When *Desmond's Dart of Black Death* is cast, an oily black globe of liquid several inches in diameter shoots from the caster's hand and streaks towards the target, automatically hitting. The target must then make a saving throw vs poison at -4 penalty. If they fail the throw, then they are completely enveloped by the black globe, then they are killed and it leaves them a blackened withered husk. If they successfully save, the globe has struck one of their limbs, doing 1d6 per level of the caster (up to

10), in damage and instantly withering that limb to a useless appendage. Each round the spell exists after the first, the recipient must make two saving throws against poison. If the first is failed, the globe attaches to another limb, doing the same amount of damage(i.e. 10d6) and withering it, and if the second is failed then the globe splits itself and attaches to the next person within 50 yds of the recipient. This person must then roll a save vs. poison at -4 like at the beginning of the spell and they are affected in the ways described above if they make the save or fail it.

Destiny Doll (Necromancy) ☾

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 Turn
Area of Effect: One creature
Saving Throw: Special

Destiny Doll is used to avenge a perceived wrong. Whether the caster actually was wronged is immaterial, so long as he believes he was. The casting of this spell requires a piece of the intended victim's body (hair, nails, blood, urine etc.), a personal item of importance to the victim (this can be anything from a favorite weapon, to a holy symbol to a favorite cloak).

The caster makes a doll fashioned to resemble the victim with the material components. He then 'hurts' the doll in the manner he wishes the victim to be hurt. Common methods include needles and pins stuck into the doll.

The victim will then feel an appropriate pain. The wracking pain is so great that the victim cannot cast spells or use psionics, and gets a -5 penalty to all skill rolls for the duration of the spell. If the victim fails a saving throw vs. Death Magic, the damage done to the doll also happens to him. The victim is allowed one Saving Throw for every part of the body that is damaged, e.g.

if a Doll had three pins stuck in the head, the victim receives three saving throws vs. Death Magic or dies.

E.g. if John the Barbarian has insulted the Shadowlord. In a vindictive mood, the Shadowlord casts *Destiny Doll*, after having obtained a lock of John's hair, and his favorite sword. The Shadowlord then starts breaking the limbs off the doll. John immediately feels the pain as if he really was having his arms broken. He fails his Saving Throw and all his limbs are now broken, each causing 15% of his total HP in damage.

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The victim receives no saving throw from the pain. The pain lasts as long as the Doll exists. If the victim survives the destruction of the Doll or if the spell lasts longer than 1 day per level of the caster, the spell ends.

A *Restoration* spell cast by a priest of greater than 20th level cancels the *Destiny Doll* spell. *Dispel Magic* will not be effective unless cast on the Doll itself.

Destroy Undead (Necromancy) ★

Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell destroys one Hit Die of undead per level of the caster. The material component of the spell is a priest's holy symbol, which is not consumed in the spell.

Ditan's Nullify (Alteration, Necromancy) ○

Range: 30 feet + 10 feet per level
Components: V, S, M
Duration: 1 week
Casting Time: 9
Area of Effect: One creature with his magic items
Saving Throw: Negates

This spell is a more powerful version of the 7th-level *Ditan's Minor Nullify*. This spell stops the wizard or priest from using their abilities for a week, as well as temporarily disabling any carried magic items to function. Items get a saving throw versus crushing blow, while artifacts are not affected at all. The wizard has a 30% chance of being affected, but if he is affected, he is affected as by minor nullify.

The material components for this spell are a 1000 gp worth ball of obsidian and a 1000 gp diamond, that are both consumed in the casting. The victim's saving throw is at -8.

Ditan's Power Stripping (Alteration, Necromancy) ○

Range: 100 feet + 10 feet per level
Components: V, S, M
Duration: Permanent, until dispelled
Casting Time: 2 rounds
Area of Effect: One creature

Saving Throw: Special

When this spell is cast the wizard calls into being two spheres of negative energy, one from the realm of negative magic energy, and one from the quasi-negative material plane. The spheres are then hurled at the victim, and the character gets a saving throw at -6, to avoid being affected. If affected, the character loses all the abilities of his class or classes. Spells will not work, specialisation is lost, and skills are forgotten. The only way to dispel this effect is through a *Wish* or divine intervention. A *Limited Wish* will temporarily (1d20 turns) restore abilities.

The material component for this spell is a 1-foot cube of obsidian, the eye of a black dragon, and a trapped soul of a demon of at least 16 HD. All spell components are consumed in the casting. There is a 50% chance of the soul of the demon being released, and trying to take over the wizard. If taken over, the wizard is drained of all spell abilities for 1d4 years.

Dragon's Head (Necromancy) ☾ Reversible

Range: 30 feet
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

With *Dragon's Head* a chosen human, demihuman or humanoid is turned into a pile of bluish-grey dust, which has a habit of not sticking to anything, but stays in one pile. It can be contained, however, in jars, bottles, waterskins etc. The victim of the spell is not aware of anything when he/she is a powder. There is no known limit to how long they can be kept in this form. This state can not be reversed by anything except the reverse of this spell, *Dragon's Tail*. *Dragon's Tail* reverts a powder to a person. They seem to be aware of the amount of time that has passed if it exceeds 100 years. They have nightmares for the rest of their "lives" from this experience. They must roll a Madness check after 100 years with a -1 penalty per 100 years beyond the first century or go insane.

Echo of the Body (Alteration, Necromancy) ★

Range: 0
Components: V, S
Duration: Permanent

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Casting Time: Special
Area of Effect: One person
Saving Throw: Special

This spell, an improved version of *Clone*, creates a duplicate of the caster, identical in all ways except that it is mindless. The caster can control it, moving it about by concentrating. While concentrating, he can sense what the Echo hears, feels, and sees, but only in an abstract way, as if he were remembering it, so he is not affected by the hunger or fatigue of the Echo (though if the Echo goes unconscious or is incapacitated, the caster cannot do more through the Echo than he could if he were incapacitated or unconscious.) When not concentrating on the Echo, he will not be aware of what the Echo senses and the Echo will fall unconscious until the caster again concentrates. The Echo can die normally, through wounds or hunger or thirst, but mind-affecting spells have no effect on it. The caster can use the body to perform any spells he knows, but this fatigues the caster normally. The casting time is 120 days, modified by one day less for each point of the caster's base wisdom, and the caster must work for 12 uninterrupted hours each day.

Empathic Revenge (Necromancy) ○

Range: Touch
Components: V,S
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

When the recipient of the spell is attacked, the attacker receives damage equal to one-half that taken by the spell recipient. This refers to hit point damage only, not such things as statistic drains. If attacker has a magic (item or spell) which allow him to save even if it's not allowed, this save indicates that the attacker receives 1/4 damage taken by the spell recipient.

Enslave Lifeform (Necromancy) ○

Range: 10 yards/level
Components: V, S, M
Duration: Life
Casting Time: 9
Area of Effect: 1 Life/10 levels
Saving Throw: Neg.

This spell allows the caster to enslave a being that is mortal and comes from the same plane of existence as the caster. The trapped being becomes a complete replicate of the caster all except the feelings and memories. The being has no memories and feels nothing except pain. The being will listen to the caster under all costs. The material components for this spell are a hand of a ghoul and two ounces of fire water.

Fenzill's Phantasmal Fingers (Necromancy) ★

Range: 40 yards + 5 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 9
Area of Effect: One target
Saving Throw: None

This spell is an enhanced version of the 2nd-level *Spectral Hand*; it differs from that spell in the following ways: it can be used to deliver a touch spell of any level and it gives a +3 to the attack roll. It has an Armour Class of -4, but it cannot be destroyed by any attack (it may only be dispelled). Instead, any hit on the hand inflicts full damage on the wizard (although a successful saving throw versus spell reduces this damage by half). The wizard may end the spell with a single word. The material component for this spell is a glove.

Force Burn -- Netheril (Evocation, Necromancy) ○

Range: 30 yards + 30 yards/level
Components: V
Casting Time: 1
Duration: Instantaneous
Saving Throw: Special
Area of Effect: One creature

This spell unleashes a glowing cylindrical bolt about six feet in diameter and 12-20 feet long, that bursts forth from the caster to strike at a single foe, at Thac0 2. If it misses, it fades away at the limits of spell range and is wasted, though it may well strike an unintended target along the way.

A "Force Burn" bolt is a magic specifically crafted to harm phaerimm; such creatures aren't magic resistant to it and can't reflect it. Any phaerimm struck by a "Force Burn" suffers the following damage; its strike disintegrates flesh and tissue for 4d6 hp damage and forces four saving throws vs. spell on the phaerimm. For each

save failed, the phaerimm forgets one (randomly-chosen) spell.

Against all non-phaerimm (including humans), a force burn strike eats away at the target's body for olly 2d6 hp damage unless the target creature is flying, levitating, or operating in a form different than its normal one (not just cloaked by illusions, but physically different or augmented due to magic): in this latter case the "Force Burn" causes its full 4d6 hp damage. Regardless of which damage it deals, a "Force Burn" strike forces non-phaerimm victims to make only two saving throws vs. spell (each one failed means a spell lost). It causes no harm to non-spell-using beings or to spellcasters who have no spells memorized (a human sorceress with one spell left who fails both saving throws against a *Force Burn* would lose that one spell but not suffer any additional damage because she lacked a second spell to lose).

A *Force Burn* spell has no effect on non-living things, but does harm undead just as it does living targets.

Gaze of Night (Necromancy)

○

Range: 30 feet

Components: V, S

Duration: Instantaneous

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

This is the most powerful spell created by Slithtrin. When casted, the wizard need only to look at his chosen prey, which can be as many creatures as the caster's level. All those creatures over 7th level must roll a saving throw verse spell with a -4 penalty, while those of 12th level or higher roll an unmodified saving throw. Those below 7th level get no saving throw. Those who succeed their rolls receive 5d6 points of damage and are stunned for 1d4 rounds, but otherwise unharmed. Those who fail, or those below 7th level will have their alignment immediately switched to chaotic evil, their bodies turned into a Wight in 1d6 rounds, and attack the nearest creature (other than the caster). The hunger and hatred of these newly undead will be insatiable, and the creatures continue to attack until all unaffected creatures are dead, or until the caster commands them to halt. The caster of the spell has limited control over the Wights, and can give them simple commands. The Wights stay with the caster until their destruction, or until the caster dies. If the latter case happens, the Wights will usually stay in the caster's home or near to it to lair.

The Wights are in all respects normal Wights who are loyal to the wizard that created them. When in his presence, they have no fear, cannot be turned, and cannot be controlled by another (even if that wizard is using a control undead spell). They also cannot be destroyed by a dispel evil or holy word spell while in their master's presence. Nothing short of a *Wish* casted by a wizard of 16th level or higher can bring them back to their normal selves, but they must roll a system shock roll or die from the transformation. When casting the spell, the wizard can affect any creature with the parameters above, but someone surrounded by a Negative Plane Protection spell gains a +4 bonus, and any creature from the Upper Planes is immune. This is the most powerful spell created by Slithtrin. When casted, the wizard need only to look at his chosen prey, which can be as many creatures as the caster's level. All those creatures over 7th level must roll a saving throw verse spell with a -4 penalty, while those of 12th level or higher roll an unmodified saving throw. Those below 7th level get no saving throw. Those who succeed their rolls receive 5d6 points of damage and are stunned for 1d4 rounds, but otherwise unharmed. Those who fail, or those below 7th level will have their alignment immediately switched to chaotic evil, their bodies turned into a Wight in 1d6 rounds, and attack the nearest creature (other than the caster). The hunger and hatred of these newly undead will be insatiable, and the creatures continue to attack until all unaffected creatures are dead, or until the caster commands them to halt. The caster of the spell has limited control over the Wights, and can give them simple commands. The Wights stay with the caster until their destruction, or until the caster dies. If the latter case happens, the Wights will usually stay in the caster's home or near to it to lair.

The Wights are in all respects normal Wights who are loyal to the wizard that created them. When in his presence, they have no fear, cannot be turned, and cannot be controlled by another (even if that wizard is using a *Control Undead* spell).

Genocide (Evocation, Necromancy)

○

Range: 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 20-foot radius sphere

Saving Throw: Special

This spell allows the wizard to kill one or more creatures of the same species: the wizard chooses a creature as the initial target for the spell, and after the incantations are complete, a black bolt shoots forth from the wizard's finger towards the chosen target. If this creature makes its saving throw versus spell at -2 (or if it has 15 or more Hit Dice) there is no effect and the spell terminates.

If the saving throw of the initial target fails, the creature dies, and the spell continues as follows: if there are no more creatures of the same species within the area of effect, the spell ends at this point.

Otherwise, the bolt will continue jumping to other targets. The bolt jumps randomly from one target to the next; range is not a consideration - as long as the target is in the area of effect, and it is of the appropriate race, it may be hit by the bolt. Each creature that is hit with the bolt must make a successful saving throw versus spell (with no modifiers) or die.

This spell will affect a number of Hit Dice equal to: 10 HD + 1 HD per level of the wizard (the number of creatures is not a factor). The spell will terminate when one or more of the following occurs: the Hit Dice limit is exceeded, there are no more potential targets in the area of effect, or the bolt strikes a target with more than 15 HD (such a creature is unaffected by this spell). Each target hit with the bolt counts towards the Hit Dice limit, whether its saving throw was successful or not. The bolt will never jump to a creature of a different species, or to one that has already been hit (whether living or dead). Any creature with more Hit Dice than the original target will not be affected by the bolt, but its number of Hit Dice is still counted towards the Hit Dice limit of the spell. If a target's Hit Dice would exceed the limit of the spell, it is not affected (and the spell terminates). The bolt will never jump back to the wizard; in addition, the wizard may choose individuals to be unaffected by the spell simply by naming them as part of the incantations (usually used to avoid killing friends or allies).

Note that some races are closely related, but are not considered identical species for purposes of this spell (i.e. goblinkind).

"Half-breeds" will be affected by this spell if either of their parent-race is targeted, as well as when the cross-breed is specifically targeted. However, if a parent-race is named as the target, a half-breed of that race earns a +2 to its saving throw. For example, a half-elf is affected normally if half-elves are named as the target of this spell.

They would also be affected if either humans or elves were targeted, although they would gain a +2 to their saving throws in the latter two cases.

After this spell is cast, the wizard must make a successful system shock roll or fall unconscious for 1d10 rounds. Note that the DM may wish to inflict other penalties on the wizard due to loss of blood (see material components below), especially if the spell is cast more than once in a short period of time.

The material components of this spell are a pint of the wizard's blood and a figurine or statuette of the race to be targeted. The blood is consumed at the time of the casting, and the figurine is also destroyed, unless the wizard makes a successful saving throw versus spell.

Golem (Necromancy)



Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: One statue

Saving Throw: None

This spell animates a statue as a particular type of golem with standard golem statistics. An iron statue becomes an Iron Golem, a stone statue becomes a Stone Golem etc. Statue types which do not have accompanying golem types (Gold, Platinum etc.) leaves the DM plenty of leeway with regard to the golem's capabilities.

The material component is rainwater from a thunderstorm and dust from a Manual of Golems (Ravenloft version will work as well). The Manual of Golems had to be *never* be used (the caster must have burned it or be sure it was never used). If it was used and burned as a result of this, the golem will be free-willed and it'll try to kill the caster at once.

Hellfire (Necromancy)



Range: 300 miles

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: One person

Saving Throw: None

The victim of a hellfire spell bursts into flame. Damage from the spell is 2d4 per round until the victim falls to 0 HP. At that point, the damage becomes even more severe, being 1 energy level per round. If all energy levels are drained, then the victim becomes a half-strength wraith under the control of the caster. There are several ways to stop

or extinguish a hellfire: *Wish*, *Limited Wish*, and *Remove Curse*; *Limited Wish* and *Bless*; or *Remove Curse*, *Bless*, and any cold- or ice-related spell or attack capable of inflicting 6d6 or more HP of cold damage.

Note that resistance or immunity to fire reduces hellfire damage to 1d4 per round but does not slow the energy drain once it begins. Victims take no cold damage while under the effect of a hellfire spell.

Hollitt's Enslaving Spirit Entrapment
(Conjuration/Summoning, Necromancy) ☾

Range: Special

Components: V, S, M

Duration: Permanent until broken

Casting Time: Special

Area of Effect: One human or demi-human

Saving Throw: Negates

This evil spell is a variation of the *Trap the Soul* spell. It forces the soul of the victim (not the body) into a previously prepared gemstone. The victim loses all of his self-will. He will follow the commands of the last person to touch the gemstone.

The victim is not dead, but neither is he alive. As long as his soul is in the gem, his body will not age. He will continue to function until completely dismembered. In effect, he has double the normal amount of hit points. However, the damage must actually harm to body (i.e. electricity could burn and blow the body apart, but cold could only slow it down). Piercing weapons cause only half damage, and no magic affecting the life force or the mind will work on such a victim. The spell's recipient keeps his combat skills as in "life" (i.e. THAC0, specializations, Backstab, etc.). However, he cannot use any psionics or magic. He no longer eats, sleeps, breathes, or even heals (only a *Wish* can recover lost hit points). He can still speak in any language known.

To cast this spell, the wizard must have a gem worth 1,000 gp per level or HD of the victim. The gem must be enchanted with an *Enchant an Item* spell, followed by an *Energy Drain* spell, and then a *Limited* or *Full Wish*. The intended victim's name must be engraved upon the gem as well. The spell must be cast on the night of the victim's birthday and the gem must be soaking in the blood of the caster and the victim. The actual ritual takes a full hour to complete and cannot be interrupted or both caster and victim die (save vs. death). At the end of the hour, the victim must make a System Shock roll. If it fails, he dies with no chance of

resurrection. If it succeeds, the soul is sucked into the gemstone.

To return a character's life force, the gem must be powdered and consumed by the victim. When this occurs, he must make a second System Shock roll. If successful, his soul returns to his body. If not, he dies. If his body has taken more damage than he normally has hit points, he dies as well.

There is no limit to the number of slaves a character may have at any one time, but there is no telepathic link between master and slave. A slave retains full Wisdom and Intelligence, just no will. He will do as instructed to the best of his abilities. Original ideas and plans must come from the master.

Horrid Hand Of Chaos (Necromancy) ○

Range: 100 feet

Components: V

Duration: 1 round
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: ½

This spell creates severe abdominal pain to the victim suddenly. Then a pale white hand with long black razor sharp fingernails appears inside their stomach and rips its way up and out of their mouth causing d100 points of damage, or half if victim saves vs. death with a - 5 penalty. A system shock roll must be made to any surviving or they instantly black out from the pain.

Implant Object (Alteration, Necromancy) ☾

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One creature
Saving Throw: Negates

This spell allows the caster to implant one magical device into another being or himself for full effect. Weapons cannot be implanted, and there must be space in the body for the item. Gloves can be sunken under the skin, rings placed around ribs, etc. Only one item per 5 Constitution points can be implanted.

Jalakala (Necromancy, Abjuration, Alteration) ○

Range: 0
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 day
Area of Effect: 10 - feet radius sphere/level
Saving Throw: None

This spell, sadly, readily accepts *Permanency*. The area affected by this spell becomes disjoined to the extent that one demi-human race, or one species of animal (magical or not) cannot enter the area, or die. The creatures so affected will sense that the area is "not all right" and will seek to avoid it. If approached cautiously, the spell delivers 4d10 points of damage to the creature that it wards against. If the internal warnings go unheeded, or the creature cannot prevent itself from entering the area, it is killed out-right. There cannot be any living examples of the race or species to be warded from in the area when the spell is cast, or it fails. Only one Jalakala spell can be operating in

one area at a time. A second Jalakala attempt simply fails. Charmed creatures told to go into a dangerous Jalakala are immediately dies-charmed due to the opposition felt in the core of their beings.

The spell can be keyed very specifically or very broadly, though not extremely broadly. For example, an Elf Jalkala would turn away Drow and Grey Elves, but a Sylvan Elf Jalakala would turn away and affect neither. An All Undead Jalakala is acceptable, as is an All Wolf Jalakala, but an All Canine Jalakala transcends species boundaries too much to be used. Hybrids are only affected by Jalakala's aimed specifically at them. Hence, a Half-Sylvan Elf would not fear the Sylvan Elf Jalakala spoke of above.

The land known as Jalakala in the south half of the Wyrld, on the northern edge of Naiif was created by a coalition of Demio Wizards, and its ability to keep out all the major sentient races has turned it into a bleak moorish land full of evil creatures and nature run amok. The way in which several Jalakala spells were simultaneously cast and proved effective has been lost, thank god, and even the wisest of the darker sages cannot glean any information on its dark creation. The material component is a specially crafted gem worth no less than 5000gp engraved with the name of the race or species that will be affected and a dead corpse of the race or species.

Jasmin's Boiling Hell (Necromancy) ○

Range: Touch
Components: V, S
Duration: 1 round/3 levels
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None

Jasmin Boiling Hell, is a horrible spell. Once cast victim starts to feel very hot, and feverish. What they do not know is that their blood is rapidly nearing boiling point. The victim suffers 1d10 per round. After 9 rounds of pain the blood starts to return to the normal temperature. Any rounds following the ninth round the victim suffers only 1d6 points of damage. The saving throw is nil. Best advice to let your self be touched by her.

Jorami's Dance of the Dead (Necromancy) ☾

Range : 1 mile
Components : V,S
Duration : Permanent

Casting Time : 1 day
Area of Effect : 1 square mile
Saving Throw : None

Jorami's Dance of the Dead is a powerful necromantic spell, the true necromantic spell. Accomplishing things that the school was founded for, the spell requires 1 day to cast and permanently remove 1d4 constitution points from the caster. The spell allows the caster to give undead status to anything which died within the year, raising them as skeletons which have their hit dice, abilities, and powers they wielded in life. Also, after the spell is cast all undead created charge toward's their master and bow down before them. The caster then can cast up to three Necromantic spells under eighth level within the night. If these spells are cast one-tenth of all the undead are granted the ability to deliver the spells power by touch, once a "day" per level.

Jordac's Cataclysm (Necromancy) ○

Range : Special
Components : V, S
Duration : Instantaneous
Casting Time : 1
Area of Effect : 1000' radius
Saving Throw : None

This spell is possibly one of the most powerful in Jordac's arsenal. It centers upon the caster and spreads outward like a vast sphere of unlight. The raw magical blast from this spell destroys all life within the area of effect (a sphere 2000' in diameter)! No saving throw is possible for any creature on the Prime Material plane, though creatures of demigod or higher status simply get blown back into their own plane. On alternate planes, creature of demigod or higher status receive a save vs. death to see if they survive the spell. If so, they suffer no damage. All non-magical solid or liquid material within the area of effect is immediately and irrevocably destroyed. Magical devices receive a save vs. disintegration to see if they are destroyed. Artifacts and relics are not harmed. When this spell is cast, all the caster's possessions are subject to the effects of the spell, the caster ages a year instantly upon casting, and the force of the powerful magicks reduces him or her to 1 hit point. As such, it is usually a spell of last resort. It is impractical for warfare because the large area

covered would most certainly destroy allies as well as foes.

Kalli's Dark Oblivion
(Invocation/Evocation, Necromancy) ○

Range: 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: 5 – feet radius
Saving Throw: Negate

It is doubted by many that Kalli Bloodblade is the creator of this spell. Many argue she does not possess the knowledge to create such a spell, and reason she has stolen this from a more powerful necromancer she defeated. Others argue if she was powerful enough to beat this necromancer, she surely is powerful enough to wield this spell herself.

When this spell is cast, the wizard calls upon the hungry souls of those surrounding an enemy. These souls take material form, breaking from the earth as rotting cadavers with long claws and sharp fangs. They appear so fast there is little chance of attacking the corpses assailing the victim. The area affected is roughly five feet across, and will usually affect only one person. However, characters close together or back to back may find themselves dragged down together.

The victim must immediately save vs. spells as these cadavers attacks. Failure means the victim is pulled into the earth, and into the realms beyond from where these souls come (many argue Hades) where the victim is devoured. This leaves the victim unable to be regained short of a *wish* spell - for without the body, not even *resurrection* can bring the victim back.

The material component for the spell is a scroll made of crushed papyrus with "written permission" for the souls to come and claim its victims. The scroll bursts into flames when the spell is spoken, and some deaders whisper they have seen the scrolls posted to impaled, flayed corpses dangling from cages or posts in the Gray Wastes (Hades).

Kereptis's Touchdeath (Necromancy) ○

Range: Touch
Components: V,S
Duration: 1d4 turns per victim
Casting Time: 9
Area of Effect: Special

Saving Throw: Special

When this spell is cast, the wizard gains the power that whomever he touches in the next 1d4 turns must save vs. death or die. Those who succeed merely lapse into a state resembling *feign death* for 1d4 turns (though it can affect even unwilling foes and cannot be ended by the victim prematurely). However, this insidious spell does not stop there. Anyone who touches the slain/sleeping victim in the next 1d4 turns must make a saving throw vs. death or die. Success means nothing happens, though subsequently touching the victim while the spell is still in effect requires another saving throw. This process repeats in turn until no one contacts the dead body in 1d4 turns. (ex. *A mage casts this spell on a victim who makes his saving throw. The victim falls into a feign death-like coma because the save was successful. The DM rolls a 4-sided dice, coming up 3. The initial victim is a carrier for 3 turns. A party member attempts to move the character out of combat, and upon grasping him, is forced to save vs. death. The poor soul fails, dying. The DM again rolls 1d4 for the new victim. His body will carry the touchdeath for 2 turns. Despairing, another character attempts to drag the new victim out of combat's way. This character succeeds his saving throw, and is unaffected. Had he failed, the character would have been slain as well. Instead, he moves the dead character to safety. Next round, the character attempts to move the original character. The touchdeath is still in effect on this first character, and the character must make a saving throw to avoid being slain. This time, the character fails, and drops dead. The DM again rolls 1d4, this time scoring a 4 - the newly slain character will cause anyone who touches him in the next four turns to save vs. death or be stricken dead, and carry the touchdeath!*) The wizard is immune to this effect he causes, no matter how many bodies it may travel through. Implements such as body slings, mancatchers and the like can be used to move and manipulate the dead or feigning character without activating it against the manipulator. Gloves are not sufficient protection to stop the effects of the *touchdeath*.

A *dispel magic* will not reverse the effects of this spell, though they will negate the residual killing effect in a victim affected by this spell. Victims slain by this spell can be resurrected normally.

Kiri's Soul Transfer (Necromancy) ☾

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: The caster and one other person

touched

Saving Throw: Negates

This morally questionable spell causes two beings or the caster and another being to completely switch bodies. All skills, class abilities, hit points, Intelligence, Wisdom and Charisma stay the same as they were in the original body. The physical statistics (Strength, Dexterity, Constitution) are now those of the new body (note that the hit points may have to be adjusted according to the new Constitution). The same occurs to the second person involved in the spell.

Unwilling participants are allowed a saving throw versus spell. If *Trap The Soul* is cast at the same time, *Kiri's Soul Transfer* is saved against at -4. The material components of the spell amount to 7000 gp worth of preparations taking 2 days.

Krilus "Says Your Soul Is Mine" (Necromancy) ○

Range : 1 foot/level

Components : V

Duration : 5 rounds +1 round/level

Casting Time : 1

Area of Effect : One creature

Saving Throw : None

The victim of this spell has had the soul sucked from his body to the casters body which utterly destroys the victim even a wish will not restore the victim. The caster will receive a boost of +1 to +3 on all ability scores and caster adds the victims full hit point total to his own. The victim will be trapped forever after in the 666th layer of the abyss after the spell ends.

Kyrell's Corrupt Irritation (Necromancy) ○

Range : Touch

Components : S, M

Duration : Special

Casting Time : 5

Area of Effect : Creature Touched

Saving Throw : Neg.

This spell renders the recipients skin under a small rash that quickly spreads to cover the entire body. The recipient has an uncontrollable urge to scratch. He will remove all clothes/armor to scratch his/her whole body. The person will scratch him/herself until either death occurs or a *Remove Curse* cast by a 10th level cleric is cast. If anyone touches the recipient, there is a 75% chance that they will get the scratching. When cast, the

recipient must save vs. polymorph or fall subject to this spell.

The material components of this spell are poison ivy leaf and a piece of caster's flesh.

Lich (Necromancy/Alteration) ☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3 days

Area of Effect: The Caster

Saving Throw: None

When this spell is cast, the caster enters lichdom. If the character is neutral or evil, see lich in the *Monstrous Compendium*. If the character is of good alignment, see the archlich in the *Spelljammer* accessory "Lost Ships". The caster must have a phylactery (or other magic item if of good alignment) which is the material component of the spell. This obtains the same effect as enter lichdom the standard way except that the character has no chance of dying in the process. This spell may only be reversed by a Wish Spell.

Lichdom (Alteration, Necromancy) ☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: caster

Saving Throw: Special

This spell allows the character to transform himself into either a lich or arch-lich (according to alignment) to continue his studies of magic beyond the normal span of his lifetime. To perform the spell, the caster must undergo a ritual to prepare himself, and concoct a special brew to drink to effect the change to Lich. The ritual takes a week to complete, and the brew requires but 4d6 hours to make. The brew contains vampire dust, the blood of three different immortal creatures and five hairs of a spell-casting werewolf. Once the ritual has been completed, the spell is cast and broth is consumed. The caster immediately must make a system shock, resurrection survival roll and a succeed a saving throw vs. spells to effect the transformation. If any of the three above rolls is failed, the character is slain. If the resurrection survival roll fails, the caster cannot be raised from the dead.

Transformation into lich or arch-lich generally renders the character an NPC, unless the DM rules otherwise.

Lifestorm (Necromancy)

★

Range: Touch
Components: V,S,M
Duration: 1 round
Casting time: 9
Area of effect: 50-feet-radius
Saving Throw: None

Lifestorm opens a temporary rift to the positive plane, allowing said energies to radiate out into the surroundings, all living creatures gain d4 hit points per level of the wizard, undead take like damage, those mortals at -hp also benefit from the spell, though it will not bring the dead back to life. (useful if a load of party members fall to- hp... or you run into a load of wights.).

Life's Thread (Necromancy)

○

Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 9 rounds
Area of Effect: Creatures within 50 feet
Saving Throw: Negates

This spell actually lets the caster remove the soul from from another person and use it to power spells. If the victim fails thier saving throw versus spell they are officially remove from thier own body and absorbed into the caster's, he can then use thier spiritual energy to tap into the weave more conductively, allowing the instant casting of all necromancy spells. One spell casted per 3 points Con absorbed from the victim's spirit. This allows the wizard to cast 2 spells per combat round. The victim gets a saving throw vs death magic every time the wizard cast the spell. If they pass they are freed from the wizard's power and can once again take up resident in thier own body. However they lose all the Con used by the necromancer permanently,until restored by a Restoration spell by a wizard atleast 3 levels higher than the necromancer. Which is going to be hard to find

Lucifer's Advisor

(Enchantment/Charm, Necromancy)

☾

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: One person
Saving Throw: None

This spell turns the head of a person (separated from the body) into a magical reservoir, allowing the caster to draw knowledge from it. The caster, when touching the head, may use the memories and knowledge of the head as though they were the caster's own (and if the head is that of a wizard, the caster will be able to cast the head's spells in addition to his/her own!). The caster may use the head's knowledge directly, and may use half (determined randomly) the Int/Wis-based abilities the head had in life. Finally, whenever a spell is cast at the head or the owner of the head, the spell must overcome the resistance of **both** to succeed, and it will then affect both the head and it's owner. The component is a magically-enchanted crystal dagger, which must be used to kill the body belonging to the head, and then remove the head in the round immediately following death (or unconsciousness). Reversal of this spell is difficult, and requires a High Priest to cast *Restoration*, *Heal* and *Resurrection*. The head will retain all memories and knowledge acquired during its separation from the body.

Lunitaris' Tortured Lands (Necromancy,Alteration)

○

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: One hour per 10'x10' area of land affected
Area of Effect: 10 feet x10 feet area of land per level of caster
Saving Throw: None

This spell causes an area of land to wither and die. Trees and all other vegetation become blackened and mishapen...as do all creatures in the land. Creatures in the land cannot leave the land or be taken from it. Further within 2 days of the spells casting 6d6 hd of undead creatures are attracted to the land per level of the caster. These undead are totally under the control of the caster. The effects of this spell are permanent and the only way they can be cancelled is a wish spell. Material component is lich dirt from a graveyard

Maggots (Necromancy, Conjuraton)

○

Range: 50 yards

Components: V, S

Duration: 2 rounds

Casting Time: 9

Area of Effect: Target's mouth

Saving Throw: Neg.

The sphere of maggots is shot out of the hand of the caster. When it enters the target maggots begin to multiply at a rate of 10,000 per second. The maggots then procede to eat the victim from the inside out. Death is within 1 to 2 rounds.

Malifnae's Howl of the Demi-Lich (Necromancy)

○

Range: 0

Components: V,S,M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 20-foot-radius sphere

Saving Throw: Neg.

When invoking this powerful spell, the necromancer howls like a demi-lich emitting a death ray that slays all creatures within the spell's area of effect. A creature failing its saving throw vs. death magic is instantly and irrevocably slain! *Resurrection* or the like are impossible. The material component for this spell is a piece of bone that was once part of a demi-lich's remains.

Malifnae's Word of Death (Necromancy)

○

Range: 10 feet/level

Components: V,S,M

Duration: Special

Casting Time: 1

Area of Effect: 1 creature/level within a 30' radius sphere

Saving Throw: Special

When this dark spell is uttered, all creatures (intended or not) within the area of effect must save vs. death magic or be slain. Even if the save is successful, all creatures (intended or not) within the area of effect are smited by black crackling bolt of energy (see *Enervation*). The material components for this spell are a piece of bone from a Lich or demi-lich, or the blood of a

greater or guardian Tanar'ri. Material components are consumed during the casting of this spell.

If the wizard does not have the Spellcraft proficiency, she must somehow acquire it in order to successfully cast this spell.

Mass Death (Necromancy)

○

Range: 50 feet plus 10 feet per level

Components: V, S

Duration: Instantaneous

Casting Time: Special

Area of Effect: Special

Saving Throw: Negates

Mass Death is a modified version of *Power Word, Kill*. After one round of verbal and somatic preparations, the wizard is ready to utter the word of death. This word can be uttered any time within one turn per level of the wizard, provided no other spells except shout or ventriloquism, are cast in the intervening time.

All creatures (besides the wizard) within the range of the spell, including allies, having one third of the wizard's level or less, must save versus death magic or be instantly slain. A shout will double the range, while ventriloquism will allow the wizard to move the centre of effect. Use of either spell grants the victims a +4 bonus on their saving throw due to the magical synergy.

It should be noted that the final word must be heard by its victims. The deaf are therefore totally immune to this spell. Magical silence can negate the spell's effect, while loud noises and ear plugs will offer partial protection, i.e. saving throw bonuses, at the DM's digression.

This spell does not affect undead or creatures without functioning auditory organs.

Metamorphosis (Alteration, Necromancy)

Ⓒ

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 9

Area of Effect: One creature

Saving Throw: Negate

This spell is a more powerful and sinister version of *Polymorph Other*. However, unlike *Polymorph Other*, *Metamorphosis* is intended as a permanent change, and affects more than the outward appearance.

If the victim fails his saving throw (and even a willing victim of this spell will not willingly forgo

a saving throw), he is transformed into the form the caster desires. This transformation is painful and mind-wracking, so if the victim fails a System Shock roll, he is reduced to a hideous, twisted mockery of the intended form, with little or no mind to speak of. Thankfully, such aberrations do not last long.

Upon completion of the transformation, the victim gains all inherent abilities of the new form - including special abilities such as breath weapons, gaze abilities, inherent resistances and magical abilities and the like. Purely mental abilities (such as wizard spells, psionics or mentally controlled magical abilities) or learned abilities (such as proficiencies) cannot be utilized by the character if he does not already possess them. Though a character can be transformed into the likeness of a specific person, and have all the physical abilities of that person, the character's mind remains that of the original character.

Note that spells such as *force shapechange*, *dispel magic*, *true seeing* and the like will have no effect on this spell. The spell can be used to lock lycanthropes or other shape-changing creatures into a single form - even a totally alien one - but reversal of the process is not possible short of another *metamorphosis* spell or the use of a *wish*.

The material component of the spell is a bit hide from the person or creature to be transformed into. It must be dipped in a cup of lycanthrope blood, and touched to the victim while the spell is spoken. The hide then becomes part of the transforming victim, and the blood in the cup becomes worthless.

Mystical's Fortification (Abjuration, Alteration, Necromancy)

★

Range: 0

Components: V,S,M

Duration: 1 day

Casting Time: 1 hour

Area of Effect: The Caster

Saving Throw: None

This spell transforms one suit of full plate mail armor into a magical full plate mail with + 1 per level of the caster. The caster can "wear" this full plate mentally still allowing the wearer to cast spells normally. The "new" magical suit of armor has no weight or mass. In effect it affects Armor Class and saving throws as normal magical full plate. When the duration of this spell expires the suit of armor vanishes being consumed in the casting as the material component required for the successful casting of this spell. In addition when

this spell is cast it grants the caster the eighth level spell *Ironskin* and grants the wearer the ability to *Heal* once per day at will, also the armor protects the wearer as a *Globe Of Invulnerability* and grants the wearer 2% magic resistance per level. The magic resistance granted by the armor is at a radius of 5 feet from the caster.

Misty Assassin (Alteration/Necromancy)

○

Range: Special

Spell Components: V,M

Duration: 1 Year

Casting Time: 9

Area of Effect: One creature

Saving Throw: Special

In order to be able to perform this particular spell, the caster must have first performed *Prison of Mists*. Next, the caster must find an individual that is loyal and willing to undergo this spell in order to become a superior assassin (and does not know the end-result of misty assassin), or an enemy that one wishes to torment with an inevitable, horrible fate. The target must be placed inside a pentagram drawn with the blood of a Lawful Good individual. The caster must then use a knife of silver to cut away all clothing from the target, and use the same knife to shave away all hair, while reciting spells that serve to separate the individual from the world around him in an arcane sense, as the knife cuts away all signs of status, humanity, descent and so forth. The target may not yet perform a Save vs. magic-roll during the first 3 rounds, and must suffer the effects. If the spell is disrupted during these first 3 rounds by an outside source, the target suffers no damage or effects other than perhaps a few small nicks from the shaving - subtract half a Hit Point, for damages and lost pride. During the 4th round, the caster places the flat side of the knife on the target's forehead and speaks the words that separate the person from the body. The target may roll versus magic now, but with a penalty of 5. Should this roll be successful, then the target escapes from the pentagram, but with loss of memory - the target's experience of the last ten years will be erased, and the target will probably run away, rather than fight. Comrades must then attempt to restore the target's memory by sorcerous or clerical means. If this roll is unsuccessful, then anyone trying to save the target in a later round must roll versus magic with a penalty of 10 to their roll. If this part of the spell is performed successfully, then the target will observe the rest of the ritual as if from afar, and have no control over his or her body. The target

may no longer perform save versus magic rolls from this point on, but any would-be rescuer must do so if intending to save the target. Rescuing the target can only occur through pushing the target out of the pentagram. If the saving roll is successful and the rescuers act during the 4th round, then the target escapes the spell, reintegrates with their body and suffers no penalties. If the attempt is made during the 5th round and saving roll is unsuccessful, then the target is freed, but may still suffer any one of the following debilities - roll a die to decide which one.

- 1: Complete loss of memory; target reverts to a childlike state.

- 2: Complete loss of memory; target reverts to a completely animalistic state, alignment Chaotic, and is concerned only by animal drives, such as food, shelter and procreation. Total lack of morality and sense.

- 3: Reintegration with body, but all skills with weapons and tools are lost and must be relearned.

- 4: Reintegration with body, but loss of all magical/clerical abilities. These must be relearned.

- 5: The spirit turns into a level 1 Ghost, with all abilities of same, alignment Chaotic Good, and all spells or prayers that it possessed during life. The body reverts to a mindless state, like a living zombie, but with all of the abilities that the person possessed. The caster may try to use the body through a Charm spell - if comrades of the target can beat him to it, they may control the body and invite the wailing Ghost to come with them. A level 3 Dark Cleric or level 5 Good Cleric can reunite body and spirit. Until then, PCs must keep the body alive, performing a Dexterity-check every day to see how successful they are. They must also roll for Dexterity for keeping the mournful Ghost confident of the opportunity to put things back to rights. If either of these fails, the body will die and the Ghost will become Chaotic Evil - and likely to attack.

- 6: Target is released from the spell without damage. If the saving roll for the rescuers is successful, then the target is also released, but with 2 Hit Points worth of damage. In the 5th round, the caster presents the Glass Orb of Mists from the Prison of Mists spell. The caster must perform a dexterity check while opening the Orb - if unsuccessful, the Mists swell and surge and will carry both caster and target away to a remote and dangerous area within Ravenloft. If the dexterity-roll is successful, the Mists are bound by the magic and form a circle around the target, reacting to new spells uttered by the caster. The 6th round marks the completion of the spell, as the caster uses the silver knife to cut himself and spill a drop of blood into the pentagram. The Mists become

tinged red and are absorbed into the target. There is no option to rescue the target during the 6th round. So you've completed the spell! What happens? All scores for the target are doubled or - if caster performs another successful dexterity-check - tripled, save for dexterity; this is automatically tripled, and may not be magnified by a greater factor even if the caster's dexterity roll for improvement is successful. The target gains the ability to summon the Mists wherever they are, possessing the ability to command the Mists to carry the target into any location within Ravenloft. The target's alignment changes into Lawful Evil, and it becomes completely subservient to the caster. In the

true spirit of Ravenloft, however, a formerly Good or Neutral character will remain completely aware of what has happened from the back of their head, and will be shrieking in horror at what has happened. Hair growth no longer occurs in the new Misty being. It no longer wears clothes, no longer suffers from cold or heat, is immune to any Charm, Holding or Hypnotic spells, and can become immaterial in order to pass through material walls. The target's nails become sharp, silver claws, and its main weapons, which may deal 5 points' worth of damage in a successful attack. Secondary weapon are the target's teeth, which may deal 3 points' worth of damage.

Tertiary weapon is a cold body-shock, which will only be used once during combat, and then only to gain time for Misty escape; deals 10 points' worth of damage unless victim performs save vs. death magic successfully, and always grants the target a 1 round reprieve - 1 round is all it takes for the Misty Assassin to summon the Mists and escape.

Immersion in the Mists restores all the target's powers if it rests there for 4 days. The Misty Assassin is brutally effective, and may kill any being save for a Darklord. In any combat, it always surprises its victims through its ability to appear and disappear. Also, the appearance of a completely hairless, naked individual tends to catch people off guard. Beautiful women tend to make the most dangerous Misty Assassins, gaining a bonus of 2 on every attack roll. Misty Assassin does not give up until it is either destroyed, or its target lies dead at its feet. But it inevitably destructs; after a year, the spell's power wastes away, and the Mists imprisoned/mingled with the body of the Assassin return home. The body dissolves, and all that is left is a Shrieking Spirit - half the scores of the original, magically altered being, but with special weapon Wailing, half the strength of a Banshee's Wail. This Shrieking Spirit is Alignment Chaotic Evil, and will always turn on the one that originally changed it into a Misty

Assassin. Unfortunately, Shrieking Spirits are no t difficult to defeat for a 10th level magic-user, and the Shrieking Spirit's second target of choice are its ~~form~~ companions or kin... Any PC confronting a Shrieking Spirit must perform a Fear-check upon confrontation. If unsuccessful, this means the Spirit gains a bonus of 1 on its attack-roll. Shrieking Spirits may no more enter the Mists than a Darklord, so these might be seen as a safe refuge from the evil undead. Of course, there may be worse waiting on the other side...

Morganna's Ghostwind
(Conjuration/Summoning, Geometry, Necromancy) ○

Range: 10 yards
Components: V,S,M
Duration: Permanent until broken
Casting Time: Special + 1
Area of Effect: One creature
Saving Throw: Special

This spell is essentially the same as 8th level wizard spell, *trap the soul* except that the witch can tap into the victim's life force and enjoy one of the following abilities at any one time : magic resistance or hit points. The wizard may only have one *Morganna's ghostwind* in effect at a time. Hit points gained by the witch are added to her existing hit point total, and all damage inflicted on the witch is taken off the excess hit points first. If in the event that all of the excess hit points are lost, the victim dies. The victim will feel tortured when any damage is inflicted on the witch in this manner. If the victim's magic resistance is chosen by the witch then each time the witch uses the victim's magic resistance, he/she gets a percentage chance equal to its magic resistance to escape the "*ghostwind*". Clearly, the victim will want to get revenge on the witch if the "*ghostwind*" is ever broken. Note: only a witch may cast this spell.

Morganna's Soulwrack (Necromancy) ○

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: Special

This spell is essentially the same as the 7th level Priest spell, *Destruction*.

Morgwar's Undead Spellpower
(Alteration, Necromancy) ☾

Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 day per spell level imbued
Area of Effect: One undead
Saving Throw: None

This spell is an improved version of *Imbue Undead With Spell Ability*. It gives one undead creature which is not normally able to cast spells or use spell-like abilities like energy drain the ability to cast up to one spell. This spell can be used multiple times on these undead until they have the power to cast one spell per Hit Die they possess, maximum. For undead which can already use spells or spell-like effects (see above), it gives them the ability to cast one spell for every level of the caster plus one per Hit Die, maximum. These spells it regains at the stroke of midnight, whether cast or not. The spells given and implanted in the undead are given by the caster of the spell. These spells are permanently removed from his memory until they relearn this spell as if they had never heard of it (roll their chance to learn a new spell). The spells have to be cast during the ritual imbuing the undead with their spell abilities. For these spells, the undead don't need any kind of components (neither verbal, nor somatic, nor material components) but the material components have to be provided during the ritual in addition to those noted below.

The material component for this spell is one potion of undead control of the type of undead which is imbued with the spell plus one scroll of with the spell to be imbued - and only that spell must be written on that scroll.

Nezrod's Baleful Bloodletting
(Conjuration/Summoning, Necromancy) ○

Range: 10 yards
Components: V
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This is a most evil and horrible spell. Speaking a single word of power, the caster can strike dead any living, sentient creature within range whose current hit points do not exceed 45. The helpless

victim dies in one round, during which time she can do nothing but vomit forth every drop of blood in her body. A *Heal* spell cast at this time will save the victim and negate the spell. Then, as if this weren't bad enough, at the end of the next round, the victim's blood takes on life as an 8 hit dice Blood Elemental with 45 hit points. It is fully under the control of the caster, and remains at her service until destroyed or until one turn passes. If the victim's blood is blessed or mixed with holy water before the Blood Elemental forms, the monster will not rise to serve the caster. The victim remains dead. She can, however, be restored to life through all the normal means. Nezrod believes the horrified expressions of his enemies as they witness this spell's effects are quite amusing.

Night Child (Necromancy)

○

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area of Effect: Creature Touched
Saving Throw: None

When this spell is cast, the wizard causes the touched area (usually the stomach) to begin to grow into a clone of the touched victim. Over the period of the next few nights, a wart appears in the affected area. As time progresses, this wart slowly begins to enlarge and take the shape of miniature caricature of the wizard protruding from the skin. The caricature grows for five months and enlarges to one foot in size. It is AC 10 and can withstand up to 1 hit dice of damage. These hit points are separate from the caster, but if the caster is slain, the caricature dies as well.

After five months, the caricature drops off the victim. It has all of the memories of the victim, but is considered to have 1 hit dice and be of first level of experience. It has the same ability scores and proficiencies as the victim, save that Strength, Dexterity and Constitution are six points lower on the clone. Over the intervening months, the clone grows in height and experience, growing one foot per month and gaining one experience level per week. It gains one point in Strength, Dexterity and Constitution per month until it reaches par with the victim, though Constitution will be one less than the victim's. It continues to grow until it reaches the victim's height, and gain experience levels until it matches the current experience level of the victim (thus, an adventuring victim could

keep the clone growing indefinitely, while a level drain attack may cause it to prematurely "catch up").

The clone does not "grow" magical items or other possessions held by the original, nor can it automatically memorize spells available to the caster, though it will certainly be able to learn the same spells the victim does (and be unable to cast the same spells the victim cannot). The clone will know command words, secrets and be privy to the other thoughts of the victim. The victim is dimly aware at all times of the clone's condition, position and point of progression. Neither the clone nor the victim is driven insane by the knowledge of the other, but should the clone catch up to the experience level of the victim, the victim has one month to gain a new level. If the victim does not, the victim melts into nothingness, and the clone becomes the character in all respects (note however, that this could cause a victim who was adventuring to increase his level short some magic items, as the items are not transported with the mental faculties). The clone cannot gain experience points while the victim is alive, and any experience points the clone does gain goes immediately to the victim, though half are lost in the conversion.

If the victim dies at any time, the mental faculties of the victim are immediately transferred to the clone, preventing resurrection of the dead body. If the clone was separate from the caster, but still in the growing stage (even if it reached maximum height but not level), the clone continues to grow until it catches up to match the character at the time of his death. Experience points can be accumulated during this time, but will probably be outadvanced by the rise in levels.

The material component of the spell is a vial of the victim's blood, which is smeared on the area the clone is to grow from.

Nondeath (Abjuration, Necromancy)

★

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Creature/Item Touched
Saving Throw: None

The most powerful of the abjuration spells, this spell makes a being totally incapable of being slain, regardless of what is done to it. For the duration of the spell, the recipient cannot be brought below his current hit points, and cannot be affected by any attack form that causes instant death or

destruction of the recipient. Spells such as *Death Spell*, *Disintegrate*, and the even the destructive power of a *Wish* cannot harm the being. The recipient could be left in a vacuum, dropped into a volcano, or survive on the negative material plane without fear of being harmed. The spell can be dispelled by a *Dispel Magic*, *Destroy Magic*, coming into the area of effect of a *Anti-Magic Shell*, or if other such magic is used against it. Until the spell is negated or expired, the recipient cannot be physically harmed, though he could be entrapped, pinned, or teleported anywhere (even if teleported into solid earth would not kill the recipient unless the victim is not extracted before the spell expires). The victim's possessions can be affected normally, unless this spell is cast directly on an item, in which case the item is indestructible until the spell expires. This spell cannot be made *Permanent* on a living being.

The material component of this spell is a small vial of the recipient's blood kept in a glass vial worth no less than 1000 gp in value. If cast on an object, a splinter from the item must be placed in the vial. Though the contents vanish at the end of the spell, the glass vial is not destroyed in the casting of the spell.

Noska Trades' Selective Death Spell (Necromancy)

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 6 hours
Area of Effect: ½ mile per level
Saving Throw: None

This spell will slay a selected type of creature in the designated area of effect with the effectiveness of a double-strength death spell (with respect to numbers of creatures slain). For example, all the first born of a specific race could be slain in the area of effect.

During the 6 hour casting time, black storm clouds form over the wizard's location and slowly pillar to the ground. Upon completion of the casting the cloud touches the ground and vanishes and the selected group of creatures slowly dies over a one-round period.

The first material component is a blade of grass from the grave of a creature of the type to be selected. The single blade of grass must be picked in the direct light of a full moon. The second material component is 5,000 gp worth of powdered diamond.

Nrok's Lethal Weapon IV (Evocation, Necromancy)

Range: 0
Components: S,M
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: Negates

The magic is identical to the ever-powerful *Lethal Weapon I* spell, but this enhanced version of the spell also allows for the silence introduced with the *Lethal Weapon III* spell.

This version of the spell allows the saving throw vs. death magic to be made with a -2 penalty to the victim. Strongly enhanced also is the percentage roll, which is done at 70%. If the percentage roll is made below 70% the victim automatically dies, while getting above 70% means the weapon does six times its normal damage.

This version of the spell also has special duration amounts. The magic won't go away unless the bladed weapon hits an enemy, rather than when the weapon is swung or used. However, if the weapon isn't used or hits an enemy within 2 turns, the power is lost. This shortened pass time disallows for some ideas allowed for other lower versions of the spell.

The material component of this version of the spell is 700 gp worth of black gem, crystalline material from both the silver and yellow urchin, and a small amount of sulfur. This material must be kept absolutely dry.

Nrok's Nova Item

(Evocation, Enchantment/Charm, Necromancy)

Range: 50 feet + 10 feet/2 level (max of 200 feet)
Components: V, S
Duration: Instantaneous
Casting Time: 3 rounds
Area of Effect: 1 item
Saving Throw: Negates

Any item (that can fit with a 5 feet long cylinder that is 2 feet in diameter) can be effected by this spell. The item naturally gets a saving throw vs. spell (if the item is touched then it gets a -4 penalty to save, special) to negate the *Nova Item* spell effects.

If the saving throw is failed, then the item goes super-nova (kind of like when a star goes super-nova, but on a smaller scale and similar in effect to certain detonate skills) and the items explodes in to

flames. The item will be destroyed beyond repair, but the danger comes in the flames that shoot forth from the item. The explosion covers a 6 feet sphere in all directions around the item causing 2d4 points of damage to anything within the explosion's area (save vs. spell for half damage).

Pilpin's Nightmare
(Enchantment/Charm, Necromancy)

Ⓒ

Range: Plane of casting
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: Special

This spell allows the wizard to enter a creature's dream and attempt to control it, but the spell can backfire and destroy the wizard. Creatures that do not dream are not affected by this spell (i.e., undead, non-intelligent monsters, etc.). The creature must have been asleep for at least one hour before the spell will work.

The wizard goes into a deep trance for the duration of the spell and is totally oblivious to the surrounding environment. If the wizard is disturbed, the spell ends.

The wizard projects from the trance into the creature's dream. The wizard will appear in the dream as an observer, unable to influence the dream or say anything. There is a 5% chance that the dream projected into is hostile to the wizard (see below for the effects of a dream hostile to the wizard).

Once in the dream, the wizard attempts to take control of the dream. The target creature is allowed a saving throw at -4 to resist the wizard's attempt. If this first saving throw is successful, the wizard does not take control of the dream and cannot try again for a week. At this point, the wizard can leave, or remain as an observer. If the wizard chooses to remain, there is a 5% chance per round that the dream turns hostile to the wizard. If the creature fails the saving throw, the wizard takes control of the dream and can make anything happen in that dream. If the wizard causes the dream to become hostile to the creature (i.e.: turning it into a nightmare), the target creature must make a saving throw versus death magic or die in its sleep. If the creature's saving throw is successful, the wizard loses control of the dream, but the target creature still takes physical damage equal to 25% of its maximum hit points. The target creature will not awaken due to the

physical damage caused by the nightmare, but may be awoken by another, who witnesses the damage suddenly appearing on the creature. After the first attempt at turning the dream to a nightmare there is a 50% chance that the dream turns hostile to the wizard. The wizard can again attempt to take control of the dream or leave. If the wizard regains control of the dream, he can again attempt to kill the target.

If the target saves versus death magic again, the wizard loses control of the dream and the target takes another 25% of its maximum hit points in damage. The dream now automatically turns hostile to the wizard.

The wizard can continue to go through this, each time the creature can either fail its saving throw and die, or successfully save and take 25% of its hit points in damage. If the target creature saves and takes damage four times, it dies from physical damage.

If at any time the dream turns hostile to the wizard, the wizard can attempt to control the dream in the usual manner, or attempt to leave the dream. If the wizard chooses to leave, a successful saving throw versus spell is required (leaving a non-hostile dream does not require a saving throw), if the saving throw fails, the wizard is trapped. If the wizard unsuccessfully attempts to control the dream (i.e., the target saves against the attempt), the wizard is trapped.

A wizard trapped in a dream hostile to himself cannot make the dream hostile to the target again and must make a successful saving throw versus death magic or die for each round trapped. If the saving throw is successful, the wizard loses 25% of his hit points due to physical damage (a wise wizard will have somebody watching in case this starts to happen). If the wizard is not awake by another, he must regain control of the dream before he can attempt escape. If unsuccessful in gaining control of the dream, the wizard will die in four rounds from physical damage, if not sooner from a failed saving throw versus death magic. The material components are a personal possession from the target creature and a lock of hair from a night hag.

Pilpin's Soul Exchange (Alteration, Necromancy)

Ⓒ

Range: 0
Components: V, S, M
Duration: Permanent until wizard reverses
Casting Time: 1 turn
Area of Effect: Two creatures touched
Saving Throw: Special

This spell causes the life forces of two creatures to exchange. The wizard must touch both creatures simultaneously at the end of casting without having to make a to-hit roll. Any two creatures with a soul or spirit (eg., humans, elves, animals, birds, dragons, fish, etc.) can be affected. Examples of creatures that do not have souls or spirits (as we understand them) are: undead, demons, devils, automatons such as golems, and extra-planar creatures in general. The saving throw against Pilpin's soul exchange depends on whether both, one, or neither of the recipients are willing to undergo the exchange.

Treat indifferent as unwilling. If both recipients are willing, no saving throw is required. If one recipient is willing but the other is not, then the unwilling target is allowed a saving throw with a -2 penalty. If both are unwilling, then they are both allowed a normal saving throw. A successful saving throw by any one of the recipients negates the spell.

This spell is much more powerful when used in combination with the 8th-level *Trap The Soul*. Unwilling creatures that are trapped within a gem prison have an additional -6 penalty on their saving throw. So if one recipient is willing and the other not, and the unwilling recipient is first imprisoned by *Trap The Soul*, the unwilling creature saves with a -8 penalty. If both recipients are unwilling and trapped in gem prisons, they both save with a -6 penalty. The spell does not release them from the gem prisons, only exchanges their souls.

A creature's soul in a different body has that body's hit points or Hit Dice, Strength, Dexterity, Constitution, and Comeliness, but the soul's Intelligence, Wisdom, Charisma (modified by the body's new Comeliness), memories, and Intelligence based skills (languages, nonweapon proficiencies, spellcasting ability, etc.). The non-physical abilities can be used only if the body has the required physical attributes. If the body has extraordinary Strength, it can only be used if a warrior's soul enters the body. The body will not radiate magic. The alignment will be that of the soul. True seeing will reveal to a person that previously knew the recipient of the soul exchange that it is no longer the same person.

The spell can only be reversed by a carefully worded and executed *Wish* (creatures must be touching each other), another *Soul Exchange*, or the will of the original wizard. If a creature dies while in another's body, it can only be brought back with its own body, so if both creatures died this could be a reckless way to reverse the spell. The material

components are a diamond worth 1000 gp and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).

Phoenix (Necromancy, Alteration)

★

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

This is a very powerful spell that activates only upon the death of the caster. One round after death, the remains of the body become extremely hot igniting any nearby combustibles. The spell will not function if less than 50% of the remains exist, whatever shape they may be in, or if body parts are spread out over a 10-foot radius. During the next nine rounds, the remains will continue to magically burn. At the end of one turn, the flames will erupt bursting into a huge fireball. The size of which is ¼" radius sphere per level of the caster. The blast will cause d6 damage per level to anyone or anything - ½ damage if a saving throw is made. Any remaining possessions of the caster or objects within 20 feet are totally destroyed in the blast. From the flames, the spell enables the soul of the deceased to create a firebird - a flaming roc-like bird described below. The main objective is to fly home to a specially prepared nest to be reborn. However, the caster can use her new form to attack her enemies. She has a potent new body to fight with, but there is a price for quick revenge. Every round that is not spent flying towards the nest will reduce the chance of rebirth by 5%. (See example below)

The nest is usually located in some secret place known only to the caster. The location is usually stockpiled with water, clothes and a spare spell book, and is carefully warded against intruders. The nest is composed of chunks of jet (at least 10%) and stones from the caster's homeland stacked together in an oval shape. The size of which is about 5-6 feet long and 2-3 feet wide. The nest's bottom is sprinkled with 10,000gp worth of diamond dust and one pint of the caster's dried blood. When the firebird arrives at this nest, it immolates itself.

Within the ashes, an egg is formed and lies incubating. The egg incubates and grows a number of days equal to the number of levels the caster had. Note that the caster's egg is very vulnerable to attack during this time. At the end

of the last day, the caster must make a system shock survival roll. Example: the recently deceased caster had a 12 constitution and spent 8 rounds fighting before flying away. Thus she needs to roll $(80 - 40 = 40)$ 40% or less to live again. If she flew directly to the nest and didn't fight, her chance of making the system shock roll is 80%. In addition, the spell must be renewed with ritual utterances every new moon. The spell is cast into a golden amulet shaped like a phoenix with deep blood red ruby eyes. The minimum value of which is 15,000gp. It must be worn singly (other magical amulets, medallions or necklaces will negate its effects) at the time of death for the spell to take effect.

Firebird

Activity Cycle: Any
Intelligence: Same as the caster
Treasure: None
Armor Class: 2
Movement: 3"/36" class B
Hit Dice: Same as the caster
THAC0: Attacks as a monster equal to caster's level
No. of Attacks: 2 claws or 1 bite
Damage/Attack: 2-12/2-12 or 3-18
Special Attacks: Excess heat causes all within 10' to take 1-6 points of damage/round.
Special Defenses: Ethereal at will, homing instinct for nest, hit only by +2 or better weapons.
Magic Resistance: Same as the caster
Size: Wingspan is 2' per every level of the caster

Power Drain (Evocation, Necromancy) ☾

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negates

This spell can be used to drain someone else's Constitution permanently and use this energy for certain spells such as permanency. To do this, the wizard casts the spell and touches the subject, who gets a saving throw versus spell. If the saving throw fails, 1 point of Constitution of the subject is drained and stored in the material component: a 1000 gp black opal. This energy must then be used within the spell's duration or it is lost forever. When the point is used or the spell ends, the opal disintegrates. Casting this spell is very tiring for the wizard, causing him to lose 1d6 points of

Constitution that can be regained by having 3 hours of rest for every point lost.

Power Word, Undeath (Necromancy) ○

Range: 5 yards/ 2 levels
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: 10' radius
Saving Throw: None

When the *Power Word, Undeath* is uttered, one or more creatures of any type are instantly slain if the fall in the area of effect of the spell. The spell slays one creature with up to 40 hit points, or it kills two or more creatures with less than 10 hit points, up to a maximum of 100 hit points of creatures. Those slain by the spell are instantly raised up under the caster's control as zombies. The option to slay a single individual, or multiple individuals, must be stated before the spell is cast. The current hit points of the victim(s) is used to determine if the spell is effective.

Ralorn's Bolt of Dragon Slaying (Necromancy) ○

Range: 20 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: One dragon
Saving Throw: Negates

This spell launches a bolt of killing energy specifically tuned to slay dragons. Any dragon struck by this spell must save versus death magic or die. If the saving throw succeeded, it suffers 1d10 HP of damage per level of the wizard. Against any other creature, the spell inflicts 1d6 per level, save for half damage. The material component is the tooth of a wyrm or greater dragon slain by the wizard without using this spell.

Ray of Death (Necromancy) ○

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 10' wide path 60' long
Saving Throw: None

This spell is one that has seen many uses by evil wizards as a tool of assassination. It slays anything in its 10 feet wide, 60 feet long path. Those of lesser level than the spellcaster die without a saving throw, but those of equal level or greater than the spellcaster gain a saving throw vs. spells to avoid the effect. Those slain by the spell cannot be raised short of a *Wish* spell.

The material component of this spell is the eyes of a necromancer of no less than 21st level. The eyes are not destroyed in the casting of the spell.

Ray of Repeating Summoning (Necromancy) ☾

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 10

Area of Effect: 50-feet radius

Saving Throw: None

Ray of Repeated Summoning turns all dead creatures within 50 feet of caster to zombies. If these are killed, they return to their undead state in 5 days, chasing after some major wizard.

Re-Animate (Necromancy) ☾

Range: 5 feet

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: 15 – feet radius

Saving Throw: None

This spell restores 5-10 undead within the radius to full strength, even if they have been destroyed by a high level cleric.

The material component is the head or the skull of a priest (it can be from any priest, even an evil one).

Red Bomb (Invocation/Necromancy) ○

Range: 30 feet

Components: V,M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 200 ft per level of caster

Saving Throw: ½

Red Bomb is a spell for the magic-user who knows he or she is likely to lose a coming conflict, and wishes to take a few precautions. In the privacy of the caster's favorite hidey-hole, the caster must

draw a circle from the kidneys of puppies born in the fall, and within that draw runes with the livers of roosters hatched in the fall. Within the pentagram, the caster must write down the runes that will open a portal to the Plane of Fire. (A drawing of runes must be performed with the arm-bone of a 7th level Paladin.) In the spaces between pentagram and circle, the caster must draw the runes to open a portal to the Plane of Water. Now the caster must dig a trench around the circle, pouring in the blood of at least 20 plague-ridden beings, preferably sapient, and add any number of magical poisons to increase the strength of the mix. Caster must be careful to isolate themselves against infection during this part of the spell, which takes part in the 3d to 4th round. Around this trench, the caster must write down runes to open a special portal to the Plane of Air, and open it in such a way that a Bloodspout is caused; as the streams of Air whirl up the contaminated blood, this liquid is forced into the shape of a massive globe, which hovers above the center of the pentagram. At the start of the 5th round, the caster must open the portal to the Plane of Fire, causing dangerous energies to be infused into the Red Bomb-Orb. In the 7th round, the caster must cast spells on the Red Bomb to make sure it will not explode of its own accord at some time. In the 7th round, the caster must sprinkle a mixture of their own blood and black dust on the runes of the Plane of Water, enabling the caster to open this wherever they happen to be. Now, using the arm-bone of a level 6 Dark Cleric, the caster must scratch runes into the earth outside the circle of runes already enclosing the empty blood-trench, while reciting the proper words of power. If this is successful, then the caster may at any time teleport to the exact center of the pentagram, wherever they happen to be at the time. 8 rounds have now passed and, after an appropriate resting period, the caster must seek out their enemies. If the battle goes as badly as the caster had expected, then the caster need only perform a 1-round ritual to be translocated to the absolute center of the pentagram, in their favorite hidey-hole. The Red Bomb, however, takes their place. During the 1 round that the caster performed its escape-measure, by the way, the portal to the Plane of Water was opened, and showered the Red Bomb with iccold fluid. Add to this the energy-surge that occurs during the sudden transport, and the Red Bomb is extremely volatile when it arrives. It will explode, causing all beings within a circle with a 30 ft. radius 4 Hit Points worth of damage from the explosion, and showering them with blood. Temporarily reduce Charisma to 2, until the characters may wash themselves and their

possessions clean. But the temporary loss of charisma is not the worst of it; these characters are now infected with virulent plague, and the only means to be rid of it, is to approach a level 3 Good Cleric, who may heal only one individual of this magical plague per day. And all the while, the caster may be spying on their enemies, laughing their head off at the devastation wrought...

Reinvest Unholy Soul (Necromancy)

☾

Range: Touch
Duration: Permanent
Components: V, S
Casting Time: 1 turn
Area of Effect: One undead
Saving Throw: None

This spell is the equivalent of *Resurrection* for the undead. When this spell is cast upon an undead's remains, the creature's soul is reinvested into the body, which reforms into its original whole. The undead must make his/her Resurrection Survival in order to survive the transformation, and a system shock check or lose one point of constitution.

Relive (Necromancy)

★

Range: 1 foot/level
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Special
Saving Throw: Special

This is a very powerful spell that deals with life and death, literally. This spell's main purpose is to make an intelligent, undead creature become a normal, living, being. It will make the undead become the way they were before they became undead, but their minds will stay the same. The age and type of the undead determines its saving throw. First, consult the priest turning table and treat undead as if being turned by a 20th level priest. Then, if successful, roll above the undead's level, if any, with a 1d100. Add 1 to the undead's number for every 100 years of existence. If this roll is successful, the undead will be turned to a normal person.

Another use of this spell is to turn undead like a priest of the same level of the caster up to level 20.

The last use, and least known, is to bring a body back to life that is normally dead. The body

must be in condition to live. So it must be in practically perfect condition. Poison, spell victims, and heart-attacks are some ways of dying that will leave the body fit to live, but not without help from this spell. If cast on an Immortal, it will slow their healing for 1 day to ½ of normal. The reason for this is unknown. If cast on an Immortal that has never returned, it will slay them, effectively making them Immortal. Note that this spell is extremely rare and is only known by a handful of wizards.

Remembrance (Enchantment/Charm, Divination, Necromancy)

☾

Range: Touch
Components: V, S, M
Duration: Permanent
Casting time: 5 Rounds + special
Area of Effect: 1 creature
Saving Throw: None

This spell allows the wizard to plant a memory into a person so that they can remember it days, years, or even lifetimes later with perfect clarity. The person on which the spell is cast must be willing or the spell will fail. The subject must be given a symbol or phrase which will activate the memories, otherwise they simply are never activated and thus go unused. The amount of memories storied is up to the caster's level, with the caster being able to get about five words, or a single image per level. The caster may repeat this spell several times, set to go off one after another to get a continuous stream of dialogue or images. The memories are normally copied from the caster's mind, or from what the caster is currently describing, with the words spoken by the memories being the caster's own or whoever was the designated speaker. This memory voice is always the speaker's true voice and cannot be copied by another, nor can it impersonate another's voice. The time period for which the is set off depends on the material components. To be set off, the spell requires something dear of the person it is to be cast on. If a symbol (or condition) is to set off it must have a symbolic representation of that symbol or condition present as well. If the memory is to be set off in less than a year the material component is a feather from a owl. If the memory is to be set off in the same lifetime the material component is a piece of ivory from a elephant's tusk. If the memory is to be set off in another lifetime, then the material is a piece

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of horn from a dragon, Ki-rin, or feather from either a Gynosphinx or a Couatl.

Restore (Necromancy) ★

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 9

Area of Effect: 15 – feet radius

Saving Throw: None

This spell restores D% hit points to all undead and 2d20 hit points to all living creatures within the area of effect.

The material component are a vial of holy water and a vial of unholy water which must be mixed during casting.

Return (Necromancy) ★

Range: 0

Components: V

Duration: Until triggered

Casting Time: 1 day

Area of Effect: The caster

Saving Throw: None

This spell will remove 5 Hp from the caster's maximum permanently, but allows the caster to defy death once per casting. Once he dies from grievous wounds (dying from old age isn't affected), he will arise fully healed by the return spell. This spell is jealously guarded by those that know it.

Rip Life (Necromancy) ○

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 9

Area of Effect: Creature touched

Saving Throw: Negates

This spell affects only creatures up to 1.75 the caster's level or Hit Dice. The victim of the spell must make a saving throw versus death magic (with a -4 modifier to the saving throw). Failing this saving throw results in the victim's death, utterly, with no hope of resurrection unless a divine being raises him. The caster can use this

stolen life to do one of 5 things:

- * Waste it, soul is destroyed, a great howling is heard.

- * Use to heal self for 1d6 per level of victim.

- * Use to hurt another for 1d8 per level victim.

- * Pervert it, changes victim into an equal Hit Dice undead, determined at random.

- * Destroy an equal number of Hit Dice of undead with no saving throw.

Rizzen's Syphon Soul (Necromancy) ○

Range: Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: One living creature

Saving Throw: Special

This truly evil spell can suck the soul right out of a person. The caster must touch the person he wants to syphon from. This syphons the target's soul out and he becomes undead. Depending on the wisdom of the target depends on what kind of undead he becomes. If his wisdom is 10 or less he becomes a zombie. If he has a wisdom of 11-13 he becomes a Ghoul. Wisdom of 14-15 he becomes a Wraith. Wisdom of 16-17 becomes a Spectre. A wisdom of 18 they become a Ghost. If they have a 19+ Wisdom they are immune to the spell. The undead creature must obey all commands given by the spell caster for 1 day per level of caster. If the caster's wisdom ever becomes lower than that of the undead, the undead will disobey him, but if the undead is a ghost and the caster makes a save vs spell at -4 the ghost is under his control until the caster betrays him, thus he could set him guard somewhere, or trap him in a grove or such. The target can save vs death magic at -4 to negate the whole effect of the spell.

Shadowflame (Necromancy/Evocation) ○

Range: 50 yards

Spell Components: V,S,M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 100 sq ft

Saving Throw : ½

The *Shadowflame* spell leaves the caster's hand like a small ball of energy, but instead of being made of fire it is made of up combined material from the Negative Energy Plane and the plane of Shadow. When the necromantic fireball hits its targets it

causes 1d8 damage per level of caster and ages the victim 2d20 years (this could be deadly for a human) and drains everyone hit for 1d6 points of Str. If a Paladin is hit with the spell he/she must roll a save vs. death magic at -3 or die instantly, raising the next round as a ju-ju zombie under control of the caster. Not even the holy avenger they carry is immune to this powerful necromancy spell. It gets no Mr against the spell and must roll a save vs spell or become a mundane weapon. Undead hit with this spell get 2 extra Hd for 1d12 turns. The material components for this spell are a piece of coal, a bone and a drop of stagnant water.

Shadow Life (Alteration, Necromancy) ★

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 1 hour
Area of Effect: caster
Saving Throw: None

When this spell is cast, the wizard's life force is transferred into his shadow. This makes the body practically immune to physical damage, with weapons and other direct attacks harmlessly passing through the mage's body as if he were a shadow. In dim light, the wizard's body seems to become transparent, though full sunlight or continual light will make his body appear totally solid. However, only area effect spells, magical weapons or weapons made of cold-wrought iron brought to bear against the caster's *shadow* have any effect on the mage.

The mage continues to control his body as if it were now his shadow. The face appears emotionless and the eyes seem glazed, but the caster's motions are not slowed nor stilted. Spells seem to emanate from the body, magical items can be picked up and activated and so forth, but the physical body and possessions of the mage cannot be harmed, held or enspelled. Attacks against the caster's shadow are effective if magic or cold-wrought iron is used. Light attacks cause no harm to the wizard.

However, due to the shadowy nature of the caster and his body, the wizard is capable of hiding in dim light as if a thief of equal level of experience (use Table 19 in the DMG for chances). In total darkness, the wizard's body is invisible to all sight, including *infravision*, *detect invisible* and *true sight*, and his shadow form enjoys 50% resistance to these spells.

The spell lasts until the wizard's shadow is reduced to ½ the total hit points of the wizard. The wizard's life force is then immediately

returned to the body, and the spell ends. An *Anti-Magic Shell* will return the life force of the caster to the body as long as the wizard is within the *Anti-Magic Shell*, and a *Limited Wish*, *Wish*, *Revoke Lifeproof* or *Mordenkainen's Disjunction* negates the spell. *Dispel magic* has no effect, though *destroy magic* will work if cast on the shadow of the wizard. A *Protection From Evil* spell can hedge the wizard and his shadowy body from others.

The material component of the spell is a blackened hardwood staff carved with pictures of beings from the plane of shadows. It must be topped with a blood-red ruby worth no less than 5000 gp. When the spell is functioning, the ruby gives off a slight magical glow and if detect magic is used, reveals that alteration magic is at work. The staff crumbles to dust and the ruby explodes harmlessly in a brilliant shower of light whenever the spell is negated. If the wizard willingly negates the spell, the staff is not destroyed, and can be used again.

Shalla's Parasitic Soul Splice (Necromancy) ○

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature
Saving Throws: Negates

Using this spell, a mage may link another's soul to his own. This lasts until the wizard casts a spell that drains soul or life energy (such as *Permanency*, *Wish*, etc.). The victim loses the energy instead of the wizard. This enchantment only works for one drain, and the mage must cast the draining spell while touching the victim. Note that the spell does not have to be cast right away. It could be cast days or even years later. A wizard may have only one such spell active at any one time. Furthermore, if the mage casts a spell which drains energy while under the effects of this spell, and he is not touching the victim, he loses twice the normal amount of energy or life.

The spell can only be cast on a being of the same race as the caster unless the mage is a half-breed. In this case, he may cast it on either one of his parent races. The victim must be of good alignment and cannot be higher than 6th level. The casting of this spell is an extremely evil act. Anyone using it must make a Ravenloft powers check with twice the normal chance of being noticed. If outside of Ravenloft, the caster has a 1% chance of being drawn into it.

The material components of this spell are vampire dust, ether from a ghost, and the blood of an innocent of the caster's race (cannot ever have drawn blood; must be of good alignment). This spell can affect a given individual only once. If the victim saves against the spell, it can be recast on him. Harming the caster or victim does not harm the other. Death of either will, of course, cancel the spell.

Shatterbones (Necromancy)

○

Range: Line of Sight

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: One creature

Saving Throw: ½

This spell, created by Lord DarkStar of Blataau Keep on the 666th level of the Abyss, is a especially nasty spell. It destroys all of a single persons bones and does 10d6 points of damage during thee process. The person must roll a saving throw with a - 2 penalty. It also detroys all bone like substances within 10 feet of the person. The material components are blood of major god, two unicorn's horns, and a light feather.

Skarm's Perfect Statue (Necromancy, Alteration)

☾

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: One statue

Saving Throw: Special

This spell was devised by Skarm The Warlock to make anatomically perfect statues.

The spell must be cast upon a statue (material isn't important), which must be naked and complete. The statue has to be made with Artistic Ability (Sculpting) proficiency (Caster could have used Stone Shape spell...but he still must have made a successful roll of proficiency check, with a -4 penalty), and must have been made a successful proficiency check (with a -4 penalty) in order just for the spell to recognize the statue as the target of the casting. Note that the result of the check must be recorded and it's the difference between the ability score (with penalty) and result are the so - called **Shape Points**. Then the caster must have memorized (and have it still in memory) the

anatomy of a creature of the same species and gender the statue should be made of by casting of *Skarm's Anatomic Analysis*.

If these prerequisite are achieved, the spell will copy in all details of the anatomy of the said creature (with statues' features, obviously...general anatomical details are copied) and will paste to the statue a "spell matrix", which details, for a spell which trasmute the material the statue is made of in flesh, the chemical composition of the various body parts (so a *Stone to Flesh* won't turn the statue in a boneless flesh body...but in a body with bones, blood, organs in it...and in the right places!...a perfectly correct body, just without a life-force in it!). At this point a certain margin of choice is given to the caster, who can choose to put in the "spell matrix" the following traits :

- Eye color (can detail ...one could be different from other).
- Hair color (can detail specific areas of different colors).
- Skin color (can detail specific areas of different colors).
- Voice tone (this is based upon how vocal chords are made...this doesn't automatically bestow speech).
- Imperfections (any kind...lack of simmetry, any kind of handicap or illness).
- Teeth whiteness and shape.
- Size of various organs or body parts.

Should these details be not looked upon by the caster, the creature the memorized analysis was made upon is used for "default" setting.

The matrix also "lies" about the past condition of the statue, that, at any test or to any spell, will look as if it was "once living" (so...should a spell allow it to "regain" speech - after being animated...see below -, it'll be able to speak!).

The real usefulness of this spell is evident if a *Stone to Flesh*, then an *Animate Dead* is cast upon it. The spell allow to create zombies, if used for purpose of animation, whose physical stats (Str, Dex, Con, Cha, Com, Per) can be chosen by caster (if not chosen, it's just a normal undead), by taking Shape Points, multiplying them for 6 and dividing between the stats as he chooses. Note that, with exception of Charisma (which is just good looks and useless, if the zombie's kept mindless), the zombie gets appropriate bonuses for his stats and any zombie with Dexterity above 12 uses standard initiative (doesn't attack last in a round). Also, should have the maker of the statue rolled a "1", the caster can choose one (*non-optional*) stat to have it expecially enhanced :

Str : If strength score allows it, the zombie can throw boulders as a giant of the right kind (Str 19 = Hill Giant, Str 20 = Stone Giant, etc...).

Dex : The zombie, not only doesn't attack last, acts as if under the effect of a permanent *Haste*.

Con : The zombie gets warrior's hp adjustment to their hps and starts with 8 hp/die.

Cha : Anyone, of opposite gender, looking the zombie must save vs. spells or be *charmed* (as per *Charm Person*). Note that, if the zombie is kept mindless, no order can be given by it and the *charmed* opponents are just fascinated by it (they'll not attack it, they'll try to take it for themselves, etc...).

If the body isn't *Embalmed* (with *Embalm* spell) or preserved via spells, it'll rot as any corpse and so will stats, at rate of 1 point/day (all stats at the same time)...till they don't reach Cha 0, Dex 1, Con 10, Str 10...at which point they turn in normal zombies.

Should the body be embalmed via spell (with *Embalm* spell or with another preserving spell), the stats will stay the same forever (and so stat enhancements).

The material component of this spell is the statue upon which the spell will be cast, which, obviously, isn't consumed by the spell.

Soul Diffusion (Necromancy) ○

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One person

Saving Throw: Neg.

This necromantic spell destroys the immortal soul of a being. No resurrection, raise dead or reincarnation is possible after this spell has been successfully cast. In addition the body will not raise as an undead being. In addition, peak with the dead and other such spells will not work for the soul no longer exists. The soul does not go to the outer planes, instead it is utterly destroyed. The only positive effect of the spell is that the body cannot be raised as an undead being - even as a simple zombie or skeleton.

The spell was originally created by the archmage Terzcal in his last defiance of the gods. It has been used since by some who dabble in demonology who do not wish their soul to get into the hands of fiends after their death. Others have used it to utterly eliminate powerful people so that their is no chance of them coming back.

This spell must be cast within 1 turn of a being's death for it to have an effect. A save is allowed vs death magic at -4 at the level of the being when he was alive. Strangely enough the very nature of the spell allows itself to be used with the *Contingency* or *Chain Contingency* spells.

SoulRipper (Necromancy) ○

Range: Special

Components: V,S,M

Duration: 10 rounds

Casting Time : 9

Area of Effect: None

Saving Throw: Special

This spell calls into being a weapon of the characters choice. It seems to be made out of total darkness, absorbing all light within a 30ft radius, including *Continual Light* which is normally permanent. The weapon itself is formed of Negative Energy, and seems to exude black smoke. This weapon is powerful. It inflicts the loss of 1d6 Str points upon each hit. The character gets only one saving throw at first, if they fail the first they no longer get another one. However if they pass it they get another the next round of combat when the wizard strikes at them with the weapon once again. Otherwise they are at the mercy of the necromantic spell. Most of the time the weapon appears as a smoky transparent staff or dagger, depending on which weapon the wizard is used to using. However it can become a missile weapon. but once it hits its target the spell ends. The material component for this spell is a small bent needle and a piece of black satin soaked in elf's blood.

Spectre (Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One body

Saving Throw: None

This spell animates a single body as a spectre, under caster's control.

The material component are six topazs (at least 500 gp each), which must be put in corpse's mouth.

Sphere of Violent Death (Necromancy) ○

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Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5 rounds

Area of Effect: 20 feet + 2 feet/level sphere

Saving Throw: Negates

This spell allows the caster to bend their magic in such a way that causes a magical sphere to form around the caster quickly and it disbursts quickly as well. Every being within the sphere that has 8 hit dice or less rolls a saving throw vs. spell or suffers the effects of this magic. The effects will rip apart the internal structure of any being (with less than 10 hit dice) and make them explode violently. This is an instant *Death* spell! Anyone within a 6' radius of a being who is effected and explodes take 2d4 points of damage from bones and other body parts hitting them.

The material component of this spell is a black gem worth more than 100,000 gp.

Spiritual Flame (Necromancy, Summoning) ○

Range : 100 feet

Components : V, S

Duration : 1 round/level

Casting Time : 9

Area of Effect : One creature

Saving Throw : ½

The caster summons a spirit who shoots a scorching flame. The flame does 2d4 damage every round.

Stanza's Kiss of Immortal Despair (Alteration, Necromancy) ○

Range: 0

Components: S, M

Duration: Permanent

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

This spell inflicts the victim with the sexual disease or sexual insanity of the caster's choice, until cured by a *Cure Disease* performed by a priest of a good aligned god and of higher level than the wizard who inflicted the disease. While the victim suffers from the disease, the spell prevents him from being killed by it, or in fact by anything, be it a sword, a fire, another disease, or a blow to the

head. Should the victim drop below 0 hit points, he will become immobile but remain conscious.

He will be incapable of performing any actions until he is healed above 0 hit points. Dropping below -10 hit points will not kill him. He regains no hit points from resting if he is below 0, his body is too battered to heal itself and only magical or herbal healing will help him. The material component of this spell is a corpse that has rotted for at least a week.

Summon Death (Necromancy, Conjuraton/Summoning) ○

Range : 0

Components : V, S

Duration : Instantaneous

Casting Time : 1 turn

Area of Effect : 10 feet – radius

Saving Throw : Special

This spell summons Death itself temporarily. It may not be cast by anyone below 25th Level. Anyone within 10 feet of death and below 10th Level/Hit Dice die immediately. Above 10th Level, A saving throw is allowed, but even if successful it will take off half of the creature's total Hp (round up.) The caster is unaffected. Each time Death is summoned, there is a 10% (non-cumulative) chance that the caster will also be affected. This spell cannot be duplicated by a Wish spell, nor can it be stored in magical items or artifacts.

Tengu (Necromancy) ○

Range: Touch

Components: V, S, M

Duration: Permanent

Casting time: 1 day

Area of Effect: The corpse

Saving Throw: None

This spell can create one of the most powerful undead. In order to create a Tengu, the caster must kill someone and cast the first incantation(there is two incantation). Then, he must inflict the most powerful pain to the corpse(like peircing it with 100 dagger) and cast the second incantation that will call the demon.In order to control the Tengu, the caster must inflict constant pain to the corpse. The dm should decide of the stats of the Tengu, but he must know that the Tengu is very powerful and immune to pain.

The material component is one corpse and a

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10000 gp worth black pearl.

The Plague (Necromancy) ○

Range: 30 feet
Components: V, S, M
Duration: Special
Casting time: 3 turns
Area of effect: Special
Saving throw: None

This spell causes 1d6 target creatures to automatically contract the Nik Plague. Any creature that passes within 30' feet has a 30% chance of contracting the disease. Any creature touching an affected creature has a 90% chance of contracting the Plague per round. This may cause problems curing the creature, as the curer to be would have to pass close to the creature. It causes the sufferer to lose 1 hit point from the max allowed until death, and this loss may only be cured by a *Wish* or 3 consecutive *Heal*. The disease itself can be cured by a *Limited Wish*, *Cure Disease*, *Dispel Magic* (only on one of the original targets) or *Wish*. The caster is immune to his own plague, but may suffer from any other plague generated by this spell. A paladin IS immune to this spell, and is very useful in stopping it.

Touch of Death (Necromancy) ○

Range: Touch
Components: V,S,M
Duration: Permanent
Casting time: 4 turns
Area of Effect: special
Saving Throw: None

By casting this spell any creature that is at the same level or lower who touches the caster dies. After 1d4 creatures/every 3 levels (up to 9d4) touch him the spell wears off. The spell can be turned off when ever the caster desires, and back on again. The creatures that are touched by the wizard may be resurrected or raised, but if the creature touched the caster for threatening reasons than their is no chance of being raised or resurrected.
The material components are a dead firefly and a dead scorpion.

Trade Life (Necromancy) ○

Range: 0

Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One weapon
Saving Throw: Negates

This spell can be used to enchant a weapon. This weapon must be used within one day after the casting. The caster must kill a victim with not more than one blow from this blade, where upon the enchantment of the spell on the blade will suck the life into the blade. The weapon may then be plunged into the breast of a dead creature to restore life to that one. A maximum of 5 levels or Hit Dice will be transferred from the victim to the beneficiary. The victim's dead body then either rots away (when he still would have had one or more levels left), or explodes. The material component of this spell is a dagger of at least +3 enchantment.

Transmute Blood To Dust (Alteration, Necromancy) ○ Reversible

Range : Touch
Components : V, S, M
Duration : Instantaneous
Casting Time : 6
Area of Effect : Creature touched
Saving Throw : Special

When this spell is cast and a successful attack roll is made (using the wizards unadjusted Thac0), the victim's blood is immediately turned into a powder as all moisture is drained from it. This transformation results in the death of the victim by dehydration in one round unless rehydrated by the spell's reverse or a heal or equivalent spell is cast (anything less than a heal will not suffice). If the victim dies, he can be raised in the usual manner, however, he must be rehydrated first. The spell is effective on victims of 10 Hd or less (no save). Creatures with 11-20 Hd recieve a saving throw vs. death magic to avoid the effect. Even if the saving throw is made, the victim still takes 3 - 30 hp (3d10) of dehydration damage, have their movement rate reduced by half, attack rolls suffer a -2 penalty and they lose all dexterity bonuses to AC due to the pain inflicted. Ceatures with >21HD will not die but will suffer the 3d10 hp of damage unless a sucessful saving throw is made.

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The material component for this version is a drop of blood.

The reverse of this spell, *Transmute Dust To Blood*, can be used in the same way as other spells of its type (eg: transmute dust to water).

The material component for this version is a pinch of dust.

Note that this spell does not affect creatures that do not have blood like gelatinous cubes, elementals, slimes and oozes etc.

Tulsa's Dark Bargain (Necromancy) ○

Range: 0

Components: V, S, M

Duration: Until triggered

Casting Time: One day

Area of Effect: The caster

Saving Throw: None

This spell is a complicated ritual, devised to provide a mage with protection from death. The spell requires an amulet of life protection, an elixir of life and a pint of troll's blood. The caster prepares the latter two into a special distillate, usually requiring the services of a skilled alchemist (1000 GP). He then intones the ceremony. At the end of casting, he imbibes the special potion, and the Grim Reaper appears in a puff of sulphurous smoke (or other death figure, depending on the DM's campaign). The caster then offers the figure a portion of his own life (1 level, as if drained by a wight). The base chance of success is 50%, modified as follows:

Per level above 18th: +5%

Caster is a necromancer: +15%

Caster previously

raised/resurrected/reincarnated: -10 % per occurrence

Caster has already sold or pledged his soul to another being: automatic failure

If the spell fails, the caster loses the level. But nothing else occurs. If successful, the amulet is drained of its power, and the caster gains the full benefit of the spell. The next time the caster is slain, he is automatically resurrected and healed, both as per the priest spells of the same name.

(Note, if the caster died in a pool of lava or of old age, then he would just die again anyway). The material components of the spell are an amulet of life protection, an elixir of health, and a pint of fresh troll's blood.

Note, if the mage casts this spell again while it is already in effect, the Reaper will most likely snuff out his life force then and there, with no hope of resurrection short of a wish or divine intervention.

Vampire Creation (Necromancy) ☾

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 24 hours

Area of Effect: One body

Saving Throw: None

By use of this spell a necromancer can turn a freshly dead person into a fledgeling vampire, note the vampire is not under direct control of the caster. Due to the extreme amount of negative energy released by the casting of this spell there is a 5% chance that the caster will be utterly destroyed by the negative energy. The caster must begin the spell exactly at the first nightfall after the person's death and must continue unstopped until the next nightfall.

The material component for the spell is 1 pint of vampire blood which the person is embalmed with.

Voodoo Doll (Necromancy) ☾

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 5 turns

Area of Effect: One creature

Saving Throw: None

When a wizard casts this spell he/she does something to a person who has gained the hatred of the caster. The victim must be fairly well known, and have done something to that the caster will never forgive him/her. The victim does not have to die, but something nasty will happen.

Poetic justice is often used (e.g. a broken heart gets a broken heart).

A doll and something from victim.

Wall of Screaming Souls (Necromancy) ○

Range: 5 yards/level

Components: V

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Ring of 5 feet/level radius or a wall of approximately equal area

Saving Throw: Special

A truly terrifying incantation, *Wall of Screaming*

Souls can stop all but the most valiant of heroes. Upon completion of this spell the necromancer is surrounded by a ring (or a wall) of violet flames. Within this purple conflagration, writhing skeletal and spirit forms can be seen. These entities wail incessantly.

Anyone seeing the spirits must save vs. spell at -2 or be paralyzed by fear until the spell ends or are magically released. Upon being released, the victim must save again or once again become paralyzed (this save must be made every round). Anyone hearing the screams must save vs. spell (with no wisdom bonus) or go insane as per the spell *Chaos*. This is checked for only once. The wall blocks all projectile attacks, and the wall has the casters save to negate all incoming magical and special attacks. The caster inside still has his normal saves and defenses. The caster can see through the wall in all directions through the eyes of the spirits, but he is effectively concealed from those outside.

Here's the most interesting part. Any living being attempting to pass through the wall must save vs. spell at -1 or be possessed by a soul from the wall. Such a being can only be cured by resurrection spell. The body is now a ju-ju zombie under the control of the caster. Any living being that makes the save still suffers 1d4/level damage from the wall's evil energies.

Casting this spell is an evil act.

Whisper's Penultimate Death Strike (Necromancy)

○

Range: Special
Components: V
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

This special spell, is one that assaults the very core of its targets, both in mind and body. The spell causes all organs in the body to rupture, and the mind to be assaulted by psychic energies, making the mind essentially explode. Those affected will fall to the ground, their minds aflame, their bodies in wracking pain, as one organ after the other ruptures, and finally the mind overloads. The spell can affect all those in sight of the caster in some way or another. Be it through real, physical sight, through the aid of such devices such as a crystal ball, or a mental contact through ESP, psionics, or other magical or mental abilities. The caster needs be completely aware of where the targets are

exactly, and the targets have to be present on the same plane as the caster resides. The spell can affect as many levels or Hit Dice as twice that of the caster. If the caster has other classes as well, these will count towards his level at half effectiveness, rounded down, and be taken into consideration when calculating the target levels (a F17/M19 will count as a $19 + (17/2) = 27$ th-level character).

An affected character making its saving throw, will still be in wracking pain, and lose half of its hit points, and will be incapacitated (convulsing on the floor) for 26 rounds minus their Constitution, divided by two and rounded down. Thus, a character with 17 Constitution will be frothing and twisting on the ground for 4 rounds.

An interesting side-effect can be seen by targets who are wizards or priests or creatures who have magical energies stored in some other way (creatures with inherent magic abilities, breath weapons etc.). If they fail their saving throws, during the last seconds before their minds explode, all these energies are released in a single burst. DMs should devise their own effects for this on an individual basis, but the effects should not be anything less than spectacular, extremely destructive, and lethal to anything near the beings so dying.

Wizard's Suicide (Necromancy, Conjuration/Summoning)

○

Range: 0
Components: None (Will)
Duration: Instantaneous
Casting Time: 0
Area of Effect: ½ mile
Saving Throw: Special

This is a last ditch spell used by mages who are in a situation where they will certainly die. It summons an immense force of negative power that acts like a super "death zone" that kills everything in a ½ mile radius, including the caster who receives no saving throw. Trees wither in seconds, buildings age and crumble, and men become piles of ashes in seconds, all thanks to the awesome power of the *Wizard's Suicide* spell. Those creatures (and buildings if you feel like it) who make a saving throw vs. death magic (treat sturdy buildings as fighters of about 15th level, huts and shacks as fighters of around 12th level) and pass, suffer 3d20 points of damage, buildings lose ½ of their structure points. Creatures who die from this spell cannot be resurrected.

There has been only one case of use of this spell. Magindus, the friend of Valance Pureblade, used the spell to destroy the dragons of Quaglom in the year 563 (it's now 578). The dragons were raiding the lands of Valania, and Magindus, who went off into the dragon's tooth mountains to find them, found himself confronted with a battalion of 12 red dragons (he was good, but not that good). You can probably guess what happened next.....

Xanithar's Soul Distortion (Necromancy)

Range : Touch
Components : V, S
Duration : 1 round/level
Casting Time: 8
Area of Effect : One creature
Saving Throw : Neg.

The ancient and powerful magic known as *Xanithar's Soul Distortion* has been recorded to have the deadly effects on its target. For the first round after the spell is cast, the target functions as if both *Slowed* and *Confused*. The second round, he is *Charmed* by the caster. On the fifth round, he freezes in place. Negative energy courses through him, draining one level per 2 rounds for the duration of the spell from this point on.

Xarian's Ultimate Decimator (Conjuration, Necromancy)

Range: 50 square kilometers
Components: V,S,M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Let's say, a small country
Saving Throw: Special

This was an accedently found spell that was not meant to be used. Not even by the vilest of destroyers of worlds. As you'll read, this is a mean critter. It is a must that the caster is in the country that needs to be decimated or every stage will happed within 10 yards of the caster. This spell starts off by drawing a pentagram on the floor and a small prayer to the gods of Death, Destruction and Murder (trust me, you mages, these gods want to see this!). Then a crystal of at least 5000 Gp must be enchanted with a Continual Darkness. After that a sacrfrice must be made to these gods. A paladin of a minumum of 15th level would be a good sacrifice or a high priest (15th level minumum) of one of the Gods of Life or Nature would also do just fine. After the sacrfrice the

arcane words wich include the country that needs to be decimated, must be uttered and after that a portal will emerge in front of the caster. The sacrificed body (or bodies) must be thrown into this portal. After that, the several stages of the spell will begin.

Stage 1: All creatures within 10 yards of the portal are immediatly destroyed (no save) and their life energy is stored in the crystal. This crystal will then lid up with bright light. (The Continual Darkness can't hold out this much life energy) It would be wise to have several slaves or prisoners around for more life energy. The energy will be used later.

A wave of silver erupts from the portal in every direction as if it were a circle becoming wider and wider untill it reaches the borders of the country being destroyed.

Stage 2: All creatures in the country must save versus paralyzation or fall to the ground as if the were in a coma. All these creatures are now knocked out and suffer from no other effects of the spell.

After this, a wave of gold energy erupts from the portal in every direction.

Stage 3: This wave seeks out magic. Any creature able to wield magic (mages, priests, anyone with a magic ability) are stripped of their spells and abilities. All magical items are destroyed if they fail a save versus spell at -8.

Now a wave of black energy will sprout from the portal in every direction as if it were a circle becoming wider and wider until it reaches the borders of the country being destroyed.

Stage 4: All creatures within 100 yards must make a saving throw versus Death at -10 to avoid total annihilation. If failed, all these creatures will be completely destroyed. From these bodies, spirits will emerge, these creatures have no name but their statistics are: AC -2, HP: as in life, attacks: 2, damage: 1d10 + energy drain , Intelligence: 1, Strength: 12, MV: 18 Fl: 25, Morale: 20. These souls also have the ability to detect life over a 100 yards. The souls of these creatures, if they have any, will attack the ones who survived (few propably) and will keep attacking untill al life is destroyed. After this is done the souls will disappear as if they just died.

Stage 5: The rest of the creatures in the country must make a saving throw versus Death magic at -5 or be destroyed. Anyone surviving this can call themselves lucky for they have the opportunity to flee.

By now, the wave has reached the border and stops. Now, red energy leaks from the portal on the floor.

Stage 6: A terrible earthquake now harasses the country with full force. All buildings must make a saving throw at -4 or collapse immediately. There is a 25% chance that mountains in the country turn into volcanoes. When that happens, the volcanoes erupt immediately and act as normal erupting volcanoes would do. There is also a 15% chance that 1d10 fire elementals come from these volcanoes.

Now the earthquake has gone, leaving desperation in its path. The few survivors will probably be praying for salvation. Now another black wave erupts from the portal.

Stage 7: This wave has the intention to destroy all plant life in its path. Every bush, tree or even moss withers and dies when the wave passes. Intelligent plantlife receives a saving throw versus spell at -10. Failure means death.

After this wave, most of the life in the country is destroyed. Now the crystal explodes, and the life energy gathered is run into the ground.

Stage 8: At this stage, the soil becomes pitch black, having no ability to grow anything for 100 years per sacrifice. All water in the country gets a jucky brown color. Anyone in touch with this water must save versus a type N poison. All food in the country is utterly corrupted. Anyone trying to eat this dies immediately.

Stage 9: All who failed their saving throw versus paralyzation now turn into skeletons and will roam this place for the rest of eternity. These skeletons will be under complete control of the caster, if the caster survived.

By now, most of the destroying is done, and the spell has ended. Note that the caster also dies in the first stage. There is a base 20% chance that the gods favored this act, and give the caster back his or her life. The caster will receive:

+15% If the caster is a follower of one of those three gods.

+10% If the caster sacrificed some high priest of one of the gods natural enemies.

+10% If any sacrifice was higher in level than the caster.

+50% If all of the above was done.

The caster loses:

-10% If the caster believes is not a follower of any of the three gods.

-20% If he had no sacrifice.

-5% If the sacrifice was not worthy (simple farmer or a whore for example)

-30% If the caster uses a *Remove Death* spell.

-50% If none of the above was done.

If the caster is allowed to survive (thank the gods) he or she will receive a castle atop the ruins of the place where the sacrifice was held, and all undead within the country will serve him until death. The material components for this spell are: a Lich's flesh, a lot of sacrificable people, a crystal of at least 5000 Gp, the blood of True Tanari, some incense to be burned during the ritual, five magical items who are absorbed during the casting and the favor of the gods.

Zarro's Ultimate End (Necromancy)

○

Range : Line of Sight

Components: V,S,M

Duration : Instantaneous

Casting Time: 3

Area of Effect : 1d6 creatures

Saving Throw : Special

When the caster utters the command words each enemy effected must save against death magic three times. All must be successful or all affected enemies' bones turn to mush, brain to puss, skin to snake scales, blood to water. Needless to say there is no resurrection. Material components for this spell are two human bones and a gem containing the soul of a demon.

APPENDIX : UNDEAD CREATURES

THE SEPULTURA

Climate/Terrain: Any
Frequency: Very Rare
Organization: Summoned
Activity Cycle: Any
Diet: Nil
Intelligence: Average (10-12)
Treasure: None
Alignment: Lawful Evil
No. Appearing: 1 (1-9)
Armor Class: 0
Movement: FL 12
Hit Dice: 6+6
THAC0: 15
No. of Attacks: 2
Damage/Attack: 1d10+1/1d10+1
Special Attacks: Enervation, Breath Weapon
Special Defenses: Regeneration, +1 Weapon to hit, See Below
Magic Resistance: See below
Size: M(5'ft. - 6ft. tall)
Morale: Fearless (20)
XP Value: 8,000

A sepultura is a hideous non-corporeal undead being. It is the badly decomposed upper torso, arms and head of a humanoid being with a long snake-like tongue that constantly flicks at its intended prey. Its hair is long and wispy, and it has glowing purple pinpoint eyes. The spinal cord is longer than normal, and it snakes downward and writhes about.

Combat: The sepultura can fly about and attack creatures twice per round. Its deadly touch causes moderate wounds in living beings for 1d10+1 points of damage each. Thrice a day, it can hurl black bolts of lightning that is charged with negative energy. In game terms this translates as an enervation spell, cast by a necromancer, at 10th level of ability. Once per turn, the sepultura can exhale a powerful breath weapon that combines the effects of a cone of cold spell and a gust of wind spell both at 10th level of ability. The cold has the numbing effect of death and it will fully effect creatures normally protected against the cold. Victims can make a saving throw vs. breath weapon for half damage where applicable. The sepultura has immunities to death spells, all spells and psionics that effect the mind,

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cold based spells, electrical spells, fire-based spells, poison, and to turning/command attempts. Mundane weapons cannot strike it; they need at least a +1 enchantment to damage this creature.

Habitat/Society: The Sepultura is a summoned entity under complete control of the summoning caster. It is intelligent and follows the caster's commands to the best of its abilities. It remains in existence only as long as the duration of the spell that summoned it or if the caster is slain, whichever comes first

Ecology: The sepultura is only brought into existence on the whim of a necromancer casting a sepulcher spell to bring forth the malevolent spirit into the prime material plane. Sages speculate how such a powerful undead could be summoned after the grave's occupant has long been laid to rest. However, it is not the spirit of the deceased that animates the moldering remains of the grave, but a minor negative plane elemental who uses the corpse as a focal point to enter the prime material realm. As a summoned undead creature, the sepultura serves no ecological niche.