

NECROMANCER

The necromancer is a sub-class of magic-user who specializes in understanding and manipulating the forces that animate both the living and the undead. In much the same way as illusionists have access to phantasmal spells beyond those of an ordinary mage, so too do necromancers know necromantic spells unique to their craft. In most respects, however, necromancers conform to the same characteristics of their parent class, the magic-user. The differences between the two classes are detailed below.

To become a necromancer, a character must have a minimum intelligence and wisdom of 15. A necromancer never gains an experience bonus for exceptional ability scores. Although most necromancers are of evil alignment, there is no restrictions upon the ethos of a given necromancer. A good (or even non-evil) being, however, would find several of the spells used by this class unethical if not vile and repugnant. Along those lines, all known religions consider the creation of undead an evil act, thus most necromancers tend toward a non-religious nature and/or non-good alignment. The general populace tend to view necromancers with disdain and disgust, thus necromancers suffer a -1 penalty to social level.

Necromancers are restricted to the same combat and saving throw tables as magic users and, like their parent class, necromancers cannot wear armor or employ a shield. Necromancers also are limited to the same weapons as other wizards, although they may also employ both sickles and scythes. Necromancers are limited in what magic items they can use, in much the same way as illusionists. Necromancers may only use: those items open to all classes, scrolls which contain spells useable by necromancers, magic items useable by all magic-using classes (illusionist, 10th level rangers, etc) such as crystal balls and robes of scintillating colors, magic books, and magical weapons open to mages.

Necromancers are able to create magic items which deal with life, death and/or necromancy. Beginning at 12th level (Necromancer), necromancers can manufacture these items in a manner similar to regular magic users.

NECROMANCER (MAGIC-USER) TABLE I

Experience Points	Level Hit Points	d4 for	Level Titles
0 2,200	1	1	Grave Digger
2,201 5,500	2	2	Skull Hunter
5,501 11,000	3	3	Crypt Worker
11,001 22,000	4	4	Night Dweller
22,001 44,000	5	5	Reanimator
44,001 66,000	6	6	Doom Bringer
66,001 99,000	7	7	Shadow Worker
99,001 150,000	8	8	Death Stalker
150,001 300,000	9	9	Dark Mage
300,001 500,000	10	10	Dark Lord
500,001 750,000	11	10+1	Necromancer (11th level)
750,001 1,000,000	12	10+2	Necromancer (12th level)

+250,000 experience points per level of experience beyond 12th.

Necromancers gain 1 h.p. per level after 10th.

SPELLS USABLE BY CLASS AND LEVEL -- NECROMANCER (MAGIC-USER)

Necromancer

Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	3	3	2				
7	4	3	2	1			
8	4	3	3	1			
9	4	4	3	2	1		
10	5	4	3	2	2		
11	5	4	3	3	2	1	
12	5	4	4	3	2	2	
13	5	5	4	3	3	2	1
14	5	5	4	4	3	2	1
15	5	5	4	4	3	3	2
16	6	5	5	4	4	3	2
17	6	6	5	5	4	3	3
18	6	6	6	5	4	4	3
19	6	6	6	5	5	4	4
20	6	6	6	6	5	5	4
21	6	6	6	6	6	5	5
22	6	6	6	6	6	6	5
23	6	6	6	6	6	6	6

SPELLS:

<u>1st</u>	<u>2nd</u>
1) <i>Bleeding</i>	1) Aid
2) Chill Touch (M-1)	2) Animate Corpse
3) <i>Cloak of Death</i>	3) Bone Club (M-3)
4) Control Undead	4) Choke (M-2)
5) Corpse Link (M-1)	5) Detect Magic (I-2)
6) Corpse Visage (M-1)	6) Ghoul Touch (M-2)
7) Darkness (M-1)	7) Hold Undead
8) Death Recall (M-2)	8) Life Seeking
9) <i>Detect Life</i>	9) Living Link (M-2)
10) Evil Eye (M-1)	10) Moorak's Empathic Healing
11) Exterminate (M-1)	11) Rain of Blood (M-2)
12) Feign Death (M-3)	12) Ray of Enfeeblement (M-2)
13) Invisibility to Undead	13) <i>Regenerate Minor Wounds</i>
14) Locate Remains (M-1)	14) Scare (M-2)
15) <i>Pain</i>	15) Sense Spirit
16) Read Necromancer Magic	16) <i>Slow Healing</i>
17) Spectral Hand (M-2)	17) Spasm
18) Spectral Voice (M-1)	18) Speak with Dead (C-3)
19) Summon Undead	19) Unspoken Command
20) Unliving Light	20) Weaken Bone

3rd

- 1) **Animate Dead** (M-5)
- 2) *Cause Light Wounds* (C-1)
- 3) Continual Darkness (C-3)
- 4) *Curse* (C-3)
- 5) Darkfire
- 6) Delay Death (M-3)
- 7) *Disrupt Unlife*
- 8) Enervation (M-4)
- 9) False Face (M-3)
- 10) Life Leech
- 11) Mummy Touch (M-3)
- 12) Pain Touch (M-3)
- 13) Paralyze (M-3)
- 14) **Revenance** (M-3)
- 15) Spirit Armor (M-3)
- 16) Vampiric Touch (M-3)

5th

- 1) Age
- 2) *Agony*
- 3) **Cause Insanity**
- 4) **Create Unlife**
- 5) *Decay*
- 6) Graft
- 7) Force Shapechange (M-5)
- 8) Lich Touch (M-6)
- 9) Life Bind
- 10) Life Leech 10' radius
- 11) Magic Jar (M-5)
- 12) *Regenerate Wounds*
- 13) *Revive Dead*
- 14) Undead Familiar (M-5)
- 15) Wall of Bones (M-5)
- 16) Wraithform (I-3)

7th

- 1) **Blight**
- 2) **Body Wrecker**
- 3) Clone (M-8)
- 4) Create Life
- 5) Energy Drain (M-9)
- 6) **Greater Wraithform**
- 7) **Lichdom**
- 8) *Life Force Exchange* (M-9)
- 9) *Raise Dead* (C-5)
- 10) *Regeneration* (C-7)
- 11) Wail of the Banshee (M-9)
- 12) First level MU spells

4th

- 1) Beltyn's Burning Blood (M-4)
- 2) Brainkill (M-4)
- 3) Cannibalize
- 4) Contact Dead
- 5) Contagion (M-4)
- 6) Dispel Magic (I-4)
- 7) **Disrupt Life**
- 8) Fear (M-4)
- 9) Improved Empathic Healing
- 10) Lasting Wounds
- 11) Life Link
- 12) Little Death Spell
- 13) Negative Plane Protection
- 14) Summon Shadow (I-5)
- 15) Wasting
- 16) *Wounding*

6th

- 1) Animate Undead
- 2) Blackmantle (M-6)
- 3) Caernon's Wrath
- 4) *Cause Serious Wounds* (C-4)
- 5) Create Flesh Golem
- 6) **Create Greater Unlife**
- 7) Darklightning
- 8) Death Spell (M-6)
- 9) Finger of Death (D-7)
- 10) **Ghoul Gauntlet** (M-6)
- 11) Life Anchor
- 12) *Life Force Transfer* (M-8)
- 13) Reincarnate (M-7)
- 14) Shatter Bone
- 15) Spectral Twins
- 16) **Summon Death**

Necromancer spells in *italics* are reversible. These spells must be rolled normally to be understood. Unlike clerics, usually necromancers of any alignment may use either version of a spell. Spells in **bold**, however, are particularly vile; their use is considered an evil act, thus Good (and even Neutral) necromancers using these magics must beware of the ethical consequences of such dweomers. The reverse of bolded spells may be employed freely by any necromancer of any alignment. Of all classes, the necromancer has one of the highest number of reversible spells, due in a large part to the very nature of their magics. In general, lycanthropes are immune to direct necromancy, unless by secondary effect or as otherwise noted. For instance, *cause light wounds*, *death spell*, or *life leech* (spells which directly manipulate negative energy) fail against wercreatures, but *ghoul touch*, *contagion*, or *cause insanity* work normally. Unless otherwise noted, all spells have a casting time equal to their level in segments.

FIRST LEVEL SPELLS:

Bleeding -- Ran: 3" + 1"/lvl, Dur: 3 rnds/lvl, Area: one target. The target of this spell is allowed a saving throw against magic and if failed will suffer one point of additional damage per wound per round due to blood loss until the wounds are treated (bound, healed, etc) or the spell expires.

The reverse of this spell, *slow bleeding*, will reduce hit points lost due to bleeding wounds (i.e. critical hits, *bleeding*, swords of wounding, etc) by one hit point per round per bleeding wound.

Cloak of Death -- Ran: touch, Dur: turn/lvl, Area: one target. With this spell, the necromancer enshrouds the target of this spell with an aura of unlife, effectively hiding the target's life force. While this spell is in effect, any undead being viewing the recipient of this spell must save vs magic or believe the target to be dead or, if obviously animate, undead. This spell will likewise fool creatures which hunt warm-blooded living things, such as stirge or leeches, as well as the spells and abilities such as *detect life* (see below) or the psionic discipline *aura sight*. Mindless and non-sentient creatures such as skeletons, zombies, stirge, and ticks do not get a saving throw versus this spell.

The reverse of this spell, *cloak of life*, enables the caster to hide the undead nature of weak undead which do not have any ties with the Negative Material Plane, such as skeletons, zombies, ghouls, ghosts, etc. With this spell in affect, undead are allowed a saving throw versus death magic to avoid being turned, although this roll terminates the spell.

Both versions of this spell radiate outward from the recipient in a 3 inch (1/4 foot) radius per levels of the caster above first. An intelligent recipient of this spell may, at will, likewise selectively enshroud companions completely within this radius with the *cloak of death/life*.

Neither version of this spell in any way changes the physical make-up, appearance, voice, or other features of the recipient other than to cause the target's apparent body temperature to decrease (for *cloak of death*) or increase (for *cloak of life*). This temperature change is enough to fool a cursory inspection, even if using infravision, but any sort of careful attention to such details will reveal the cloaked being(s). The dweomer also partially masks the target's scent to make it more (or less) like that of a corpse, although this will not alter any combat-related abilities.

Control Undead -- Ran: 0", Dur: turn/lvl, Area: special. This spell gives the caster the power to control undead as a cleric of equal level. The duration of this spell does not in any way limit the length of time the caster may control turned undead.

The reverse, *turn undead*, gives the caster the power to turn or destroy undead instead of commanding them.

Corpse Link -- Ran: 1"/lvl, Dur: turn/lvl, Area: caster. With this versatile spell, a wizard establishes a sensory link between him- or herself and a corpse or freshly animated zombie of a human, demi-human or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the wizard may choose up to two senses (up to three at 7th level, four at 10th level and all five at 13th level).

Sight: The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.

Sound: The wizard can now hear through one ear exactly as if standing at the corpse's current location (the caster's own hear noise percentage applies).

Smell: With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.

Taste: The caster can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed it on one side of his or her own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.

Touch: The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface temperature and temperature of any object or substance which is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the wizard at the time of casting and cannot be changed for the duration of the spell. The caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue or hand) belonging to the corpse or undead recipient. *This organ need not be attached to the rest of the cadaver for the spell to function properly.*

While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a necromancer harvests the left eye from a freshly cadaver and places it on a high ledge with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.

Furthermore, if the target of the spell is a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands can be no longer than four words and can deal only with the creature's movements (turn left, walk forward two steps, and so on). If either the caster or the undead creature moves beyond the range of the spell, the effects are negated. *Corpse link* does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.

The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs, this spell cannot be employed on the remains of one who has been dead for longer than 1 day per level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eye of a hawk, ear of a rabbit, snout of a pig and so on).

Corpse Visage -- Ran: touch, Dur: 1 rnd/lvl, Area: creature touched. This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to its surprise roll.

Creatures with Low Intelligence of higher (ability score of 5 or more) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing the *corpse visage* of flee in terror for 1d4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Detect Life -- Ran: 1"/lvl, Dur: 3 rnds/lvl, Area: 6" path. Locates and gives a general idea of range, size and complexity of all living creatures within range more complex than an amoeba. This spell will NOT reveal slimes and jellies nor lycanthropes, demons, devas, elementals, golems or magically-created constructs. Using *detect life*, the caster can tell if a creature is alive, in a trance, *feigning death*, etc. Any form of mental protection or thickness of metal will block this spell. Each foot of stone or wood between target and caster is treated as 10' of open space for determining this spell's range.

The reverse of this spell, *detect unlife*, locates both active and inactive undead within the area of effect as well as spells of the necromantic variety.

Evil Eye -- Ran: 1", Dur: 24 hours/lvl, Area: one creature. By speaking a single word and glaring at the target, the caster hurls a minor curse at the victim. Those affected gain a -2 saving throw and ability check penalty (10% where applicable), an additional -1 saving throws versus magic, an additional -2 saving throws versus curses and a penalty of one category more negative regarding all reaction checks (friendly becomes uncertain, etc). A successful saving throw versus magic negates this spell

Exterminate -- Ran: 1", Dur: perm, Area: 1 small creature or 1 cubic foot per level. In the hands of a novice spell-caster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders and the like. Only creatures with 1-3 hp per level of the caster (99 hp maximum) and animal intelligence can be *exterminated*. More powerful wizards can thus affect bigger pests, including huge spiders, stirge, poisonous snakes, and giant and huge centipedes. If the targeted creatures are extremely small (1 hp or less), then an area up to 1 cubic foot per level can be cleansed of pests.

This spell is well-suited to indoor and outdoor applications and is a favorite among necromancers who live among pestilence. Occasionally, cruel mages have been known to *exterminate* benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound. The material components are a pinch of lavender and dried garlic.

Invisibility to Undead -- Ran: 0", Dur: turn/lvl, Area: caster. By means of this spell the caster is able to pass unseen among any undead as if under the influence of an *invisibility* spell. In addition, the necromancer may attack a member of the undead freely without being seen, although greater undead (thinking creatures such as wraiths and vampires) are then allowed a saving throw versus magic to shake off the *dweomer*.

Located Remains -- Ran: 0", Dur: turn+turn/two lvls, Area: 30' long+5'/lvl. This spell attunes the caster to the physical remains of dead beings in the area of effect. *Locate remains* will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies or ghosts), but has no effect on non-corporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing forward from the caster. Scanning in a direction requires one round during which time the caster remains motionless in concentration.

Locate remains is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10'+1'/lvl) by more than three feet of solid stone, ten feet of wood or packed earth or one inch of metal.

In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

Pain -- Ran: 2" + 1"/lvl, Dur: 4 rnds + 1 rnd/lvl, Area: one target/3 lvls. The victim of this spell is racked with intense pain unless a saving throw versus spells is made. This pain makes combat difficult, thus the victim incurs a -2 penalty to AC, to hit and saving rolls. One target may be effected for every three levels of the caster.

The reverse of this spell, *abate pain*, reduces the sensation of pain in the target for the duration of the spell. This in no way affects the amount of damage inflicted by a wound. Under normal circumstances this version yields little combat advantage, although it will wholly negate spells and effects such as *pain*, *agony* (q.v.), *symbol of pain*, Pain Touch, etc.

Both versions of this spell will affect lycanthropes.

Read Necromancer Magic -- Ran: 0", Dur: 2 rnds/lvl, Area: special. Allows the caster to read Necromancer spells.

Spectral Hand -- Ran: 3" + 1"/2 lvls, Dur: 2 rnds/lvl, Area: 1 opponent. This spell causes a ghostly, glowing hand, shaped from the caster's life force, to material within the spell range and move as the caster desires. Any touch attack spell that is subsequently cast by the wizard can be delivered by the *spectral hand*. The spell gives the caster a +2 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 spell 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 a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage upon the caster.

Spectral Voice -- Ran: 1", Dur: turn/lvl, Area: special. This spell is similar to the 1st level spell *ventriloquism* in that it allows the caster to throw his voice. However, the caster's voice issues only from the mouth of a specified zombie or skeleton. The voice coming from the undead creature will not sound like the caster's voice, but like a scratchy, raspy whisper. For the duration of this spell, the caster is unable to cast any spells requiring verbal components. The caster can end the spell at will.

The material component for this spell is a preserved tongue.

Summon Undead -- Ran: 0", Dur: hour/lvl, Area: 1 mile radius/lvl. Once this spell is cast, the necromancer rolls an attempt to turn as a cleric of the same level against each undead creature in the area of effect (the DM may roll in groups for simplicity's sake). Those undead which are affected by the turn roll will be drawn to the center of the area of effect. Upon arriving, the undead will behave according to their nature (probably killing the necromancer unless she has some additional magic on hand). The undead will not rush or hurry to the location, but will move at a normal walking pace ignoring incidental encounters. The undead will react normally to hostile encounters and impediments along the way, thus vampires may ignore this call during daylight hours while zombies in a closed room would not know how to open the door (although they might break down a feeble one!). At 10th level, the necromancer can center the spell on herself so the undead come to her, rather than the point of casting, even if the spell-caster subsequently moves.

Unliving Light -- Ran: 4", Dur: turn/lvl, Area: special. This spell allows the necromancer to outline 12 linear feet of dead or undead creature(s) in light, similar to the first-level druid spell *faerie fire* (q.v.). *Unliving light*, however, only functions when applied to once-living, animal-based creatures or corpses such as skeletons, zombies, ghouls, vampires, etc. *Unliving light* will not function on treants, shambling mounds, fungi, insubstantial creatures (spectres, wraiths, elementals), etc whether living or dead.

The intensity of the illumination of *unliving light* is under the caster's control. At the caster's option, the light of *unliving light* can be as bright as a powerful torch (30' illumination sufficient to read easily and granting +2 to hit as per *faerie fire*) or as dim as a twinkling star (no combat effects) or anywhere in between. Each caster's *unliving light* is a specific hue and cannot change. This color can be any shade (player's choice), so long as it is not a bright or cheery color.

SECOND LEVEL SPELLS:

Aid -- same as the clerical version but no *bless* bonuses applies

Animate Corpse -- same as the third level spell *animate dead* except as noted. The corpse animated by this spell may be no older than one day per level of the caster, usually resulting in zombies. The animated creatures are not completely functional and are only animate as long as the caster devotes some portion of his attention to their existence. Thus, the spell instantly ceases if the caster loses consciousness. Similarly, if the caster is stunned or otherwise unable to think clearly, the undead pause during this time. The necromancer may still cast spells freely while she has *animated corpse*.

Bone Club -- Ran: 0", Dur: rnd/lvl, Area: one bone. A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *club +4* against undead, inflicting 5-10 (1d6+4) hit points of damage, and a *club +1* against all other opponents, inflicting 2-7 (1d6+1) hit points of damage. The bone can be from any animal, providing the bone could normally be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration the *bone club* reverts to a normal bone.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave.

Choke -- Ran: 3", Dur: rnd/lvl, Area: one target, ogre sized or less. By means of *choke*, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demi-human, or humanoid of ogre size or less and must be within 30' of the caster. The hands will choke and strangle the affected victim for the duration of the spell. Each round, the victim suffers 1d4 points of damage from the choking hands, however, a victim who makes a successful saving throw suffers half damage each round (round up). The victim makes all attack rolls at a -2 penalty while affected by the spell

The *choke* spell can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The spell ends if the caster dies or loses consciousness.

The material components for this spell is a handkerchief or similarly sized piece of cloth that has been tied in a knot.

Death Recall -- Ran: touch, Dur: 1 rnd, Area: one corpse. This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror.

Ghoul Touch -- Ran: 0", Dur: rnd/lvl, Area: caster. When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf or hobbit to become rigid for 3-8 (1d6+2) rounds unless the victim makes a successful saving throw vs paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

Hold Undead -- Ran: 12", Dur: 2 rnds/lvl, Area: 1 to 4 targets. With this spell a necromancer may hold up to four undead creatures immobile. Skeletons and zombies are not allowed saving throws, all other undead may roll. Saving throw(s) are made at -3 for one target, -1 for two targets and at par for three or four targets.

Life Seeking -- Ran: 0", Dur: 3 rnds + 1 rnd/lvl, Area: special. With this spell, a necromancer can enchant one weapon per two levels of experience to home in on the life force of living foes the weapons are used against. This effect gives the weapons a +4 to hit versus living creatures and +1 per die of damage. If the wielder fumbles with this weapon, the above bonus will still apply. Note, the bonus of this spell do not function against undead, golems, lycanthropes or extra-planar beings such as demons, devils, elementals, devas, etc.

Living Link -- Ran: 9"+1"/lvl, Dur: rnd/lvl, Area: one creature. With this spell, a necromancer establishes a sensory link between him- or herself and any living creature within range. If the caster knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the *living link* will be established with any sapient creature within range, determined randomly.

Like the 1st level spell *corpse link*, the *living link* spell allows the caster to gather sensory information from the vicinity of the target creature (sight, sound, smell, taste, or touch). For every four levels of experience past 1st, the necromancer can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at 17th level).

The creature linked by this spell experiences nothing to indicate that its sense have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to the necromancer. In other words, the caster cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enable the caster to directly experience the world through another creature's perceptions. For instance looking through another creature's eyes gives the wizard all of its visual capabilities, such as infravision if the creature has that ability.

While the spell is in effect, the *living link* overrides the wizard's own sensory perceptions. Thus, a wizard seeing through another creature's eyes is unable to see through his own. The spell can be ended at will with no risk to the caster.

Moorak's Empathic Healing -- Ran: touch, Dur: instant, Area: 1 target. By means of this spell a magic-user is able to emulate, in a limited way, the healing abilities of a cleric or druid. This spell allows the caster to restore hit points to another creature by transferring the damage to himself. Only creatures capable of being affected by a clerical *cure wounds* spell (c.f.) can benefit from this spell. When cast on targets not meeting the above criteria, the spell simply fails.

Up to one hit point per level of the caster can be empathically healed by means of this spell. For each hit point restored to the target creature, the caster loses two hit points. This loss is not permanent and can be regained just as any other damage. As the wounds of the target creature are healed, similar wounds appear in the same location on the caster.

For example, a 20 hit point, seventh level mage casts this spell on a fallen fighter to heal an 8 hit point gash on her leg. The mage attempts to remove as much damage from his friend as possible so she can face a troll menacing the party. The mage empathically assumes 14 hit points of damage (7 x 2), leaving him at only 6 hit points. The fighter, meanwhile, regains 7 hit points. The wounds on her leg are almost gone (only 1 hit point worth of damage remains). The mage, however, now bears an extremely painful wound on the same leg the fighter did.

The wounds transferred by this spell are roughly comparable from target to caster, but the process of the transfer is extremely painful, thus the caster suffers double damage. Because the damage from this spell is self-inflicted, many mages would have difficulty working up the nerve necessary to use these magics. It is not possible for a mage to absorb enough damage to kill himself by using this spell; the caster passes out due to pain upon reaching zero hit points. Only divine magics can reduce the painfulness of sharing wounds with this spell.

If the caster of this spell loses 1/2 or more of his full hit points by healing another creature, he must save versus death magic or black out for 1d6 rounds due to pain. Even if the save is successful, the mage will still be incapacitated due to pain for one full round.

Empathic healing will only restore damage to flesh and blood. Bleeding or critical wounds, broken bones, diseases, poisons or curses cannot be healed or transferred. The pain and damage inflicted by these sources can be empathically healed, but the root cause will remain..

Rain of Blood -- Ran: 1"/lvl, Dur: rnd/lvl, Area: 5'/lvl radius, 1"/lvl. Only necromancers use the *rain of blood* spell. It calls forth a cloudburst of deadly blood from the Negative Material Plane. The blood is sticky and red, far more red than any mortal blood. Where it strikes bare flesh, the rain leaches out vitality. The droplets remain on flesh for one round before caking into a gray dust and falling to the ground.

Every round that a character remains in the area of effect and is not completely sheltered from the rain, damage is taken. The exact damage is determined by the armor worn. Each creature suffers a number of points of damage equal to its Armor Class for every round that it remains in the area of effect. A successful saving throw will reduce this damage by one half. Creatures with a 0 or negative Armor Class take 1 point of damage per round. Dexterity-based Armor Class adjustments are ignored when determining damage.

The material component for this spell is a small vial of pure water that darkens and turns to blood as the spell is cast. As the last syllables of the spell are spoken, the vial is hurled into the air.

Regenerate Minor Wounds -- Ran: touch, Dur: 3 turns/lvl, Area: creature touched. This spell causes the recipient's natural healing abilities to accelerate. Each turn, the target regains one hit point of damage sustained. If the target is unwounded, the effect is wasted. This regeneration continues until the duration expires or the target dies (-10 hit points or less). Targets slain by poison are allowed an additional saving throw each turn this spell is in effect to overthrow the toxin's effects. This spell has no effect on missing limbs or organs nor will it restore the dead to life. Critical wounds received while this spell is in effect can be reduced and the target will not suffer from normal bleeding wounds.

Fester minor wounds, the reverse of this spell, causes any fresh (one day old or less) wounds to become infected and life-threatening. Each turn, the target sustains one point of damage until the duration expires, all wounds are healed or the target dies (-10 hit points or less). There is no saving throw against this spell.

Sense Spirit -- Ran: 6"+1"/lvl, Dur: turn/lvl, Area: caster. Allows the necromancer to sense the existence of spirits such as ghosts, poltergeists, phantoms, haunts, etc within the area of effect. This spell will also reveal spectres, wraiths, shadows and other non-corporeal undead. The caster will have an idea of the general attitude of the spirit (playful, vengeful, fixated, etc), its nature (good, evil, neutral), its direction, its range and a rough number of how many are there (one, two, a few, several, many, a lot, a horde, run-you-idiot!, etc). Finally, *sense spirit* also detects the existence of any extra-planar beings (devas, devils, demons, elementals, modrons, slaadi, etc) in the area. This spell reveals no other information regarding such beings.

Slow Healing -- Ran: 1"/lvl, Dur: 1 day/lvl, Area: one target. By means of this spell a necromancer can effectively arrest the healing process in a single target who fails its saving throw versus spells. The victim recovers no hit points each day; under normal circumstances only magical healing is possible. Proficiencies such as herbalism and/or healing can somewhat offset the effects of this spell, allowing the target to regain one hit point per day with a successful proficiency check at a -4 penalty.

The reverse of this spell, *speed healing*, allows the target to regain twice as many hit points per day. Herbalism and/or healing can increase this value further.

Spasm -- Ran: 2" + 1"/lvl, Dur: 4 rnds + 1 rnd/lvl, Area: one target. The victim of this spell is racked with intense muscle spasms unless a save versus spells is made. These spasms make combat extremely difficult. *Spasm* negates any beneficial adjustments for strength and dexterity, halves movement and further the victim incurs a -2 penalty to AC, to hit, and saving rolls. In addition, as the muscles of the victim twist and knot, they inflict damage on the target equal to the target's damage bonus due to strength. For example an ogre (18/00 strength) would do 6 points of damage per round to itself.

Spasm will affect any creature with a muscle system of any sort, whether a doppelganger, mimic, mycanoid, lycanthrope, or even a flesh golem or other muscle-using construct. This spell will not function against undead, elementals or targets not composed of organic matter.

The material component for this spell is a piece of raw hide twisted into a knot.

Unspoken Command -- Ran: 6"+3"/lvl, Dur: 3 rnds/lvl, Area: caster. This spell allows the caster to mentally send any previously controlled or commanded undead fresh instructions so long as the undead remain in range. The undead receive the commands silently and instantly. The caster may choose to send a command to a specific creature or any combination of creatures within the area of effect. This spell only grants one-way communication with already controlled undead, no other abilities.

Weaken Bone -- Ran: 3", Dur: 3 rnds + 1 rnd/lvl, Area: one target. The bones of the target of this spell weaken. Each time the victim is hit, there is a percentage chance equal to the damage inflicted that one or more of the victim's bones will crack or break. If damage is inflicted by crushing weapons, double the percentage. If piercing weapons are used, halve the percentage.

To determine the effects of the break, roll an impact critical hit each time (or inflict double damage). The DM may either roll or decide hit location. If an unlikely or unusual hit is indicated, the DM should feel free to adjudicate using the following criteria. Suggestions include loss of strength and constitution for chest hits and mental retardation / loss of intelligence and wisdom for head shots. Note, there is no saving throw versus this spell.

THIRD LEVEL SPELLS:

Darkfire -- Ran: 3", Dur: rnd/lvl, Area: one target. Upon casting this spell, which can only be cast by living creatures, the necromancer creates a patch of *darkfire* in her outstretched hand. *Darkfire* is insubstantial with respect to non-living objects and burns the life-force of whatever it touches as fuel. Upon casting this spell, the necromancer suffers one hit point of damage. If the caster does not immediately throw the *darkfire* away, she will be engulfed in the *darkfire* herself, see below.

The *darkfire* can be thrown up to 30' away. The caster must make a successful to hit roll against the target, ignoring armor, but keeping magical and dexterity adjustments. If the caster hits, the *darkfire* will ignite the life force of the target (no save), causing the victim to visibly burn with a blackish light. If the caster misses, grenade rules should be used to determine where (and possibly on whom) the *darkfire* lands.

Darkfire without a living host to consume will die in one round. Otherwise, the *darkfire* will continue to burn until the spell's duration has expired or it exhausts its fuel (kills its victim). *Darkfire* inflicts 1d4 hit points per round and causes enough pain to penalize AC, saving throws, to hit and damage of the victim by one.

Darkfire is not real flame, thus fire resistance offers no protection against this spell. Likewise, water, ice, smothering, etc are ineffective against this dweomer. Since *darkfire* is immaterial to most non-living objects, doors, tables, gloves, shields and armor offer no protection. A minimum of one foot of stone or earth is needed to stop this spell. Furthermore, if a creature burning with *darkfire* touches or is touched by any other living creature, the non-burning being must make a saving throw versus paralyzation or burn as well.

Delay Death -- Ran: 3", Dur: turn/lvl, Area: one creature. This spell enables one person or creature to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and *delay death* is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of a delay death can be raised normally by *raise dead* and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

Disrupt Unlife -- Ran: 3" + 1"/lvl, Dur: instantaneous, Area: 3" x 3". This spell causes necromancy in the area of effect to cease functioning as if hit by a *dispel magic*. If directed against members of the undead, it will cause 1d6 damage per level of the caster if a saving throw versus death magic is failed, else no effect. Unintelligent undead, such as skeletons and zombies, are not allowed a save.

The reverse of this spell, *restore unlife*, actually repairs undead creatures in the area of effects and imbues them with renewed necromantic energies. *Restore unlife* heals all undead in the area of effect 1d6 hit points plus one additional hit point per level of the caster. There is no saving throw against the reversed version of this spell.

Enervation -- Ran: 1"/lvl, Dur: 1d4 hours + hour/lvl, Area: one target creature. This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw versus spell, adjusted for dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per level of the caster or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be memorized. Undead are immune to this spell.

False Face -- Ran: 1"/lvl, Dur: turn/lvl, Area: caster. This spell enables a necromancer to copy the face of another human, demi-human, or humanoid, either living or dead. It has no effect on undead. The wizard gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face he or she is trying to emulate.

The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the wizard still retains his or her normal sight. The caster retains his or her normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The *false face* serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the false face is not illusionary. It may be reversed with *dispel magic*.

The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

Life Leech -- Ran: 1", Dur: rnd/lvl, Area: one target. This spell allows the caster to drain the life out of another living creature. The caster drains 1d6 hit points from the victim per round unless the target saves versus death magic at -2. A new saving throw is allowed each round. Once the victim's hit points are below zero, the victim gains a bonus of +2 on his save (it is hard to squeeze blood out of a turnip!). At -10 hit points, the spell ends as there is no more life left within the target to leech.

Mummy Touch -- Ran: touch, Dur: rnd/lvl, Area: creature touched. Upon casting this spell, the wizard gains two abilities. First, he is immune to the rotting disease carried by mummies for the duration of the spell. He also is empowered with the ability to inflict this rotting disease on others by touch for the duration of the spell.

Mummy rot causes the flesh of the victim to putrefy and decay. This causes a loss of 2 points of Charisma per month and is fatal in 1-6 months if untreated. Mummy rot can be cured by *cure disease* and more powerful magics which duplicate *cure disease*. While under the effects of mummy rot, the victim cannot be healed using *cure light wounds* or *cure serious wounds* and normal healing takes place at 10% of the regular rate.

The caster's appearance does not change as a result of this new ability and no other abilities are altered or improved other than the two noted above. The mummy touch affects everyone the caster touches during the duration of the spell. The caster can choose to end the spell prematurely, but once ended, the abilities are lost.

Undead are immune to the effects of *mummy touch*, as are other creatures who would not normally be affected by the attack of a mummy (such as iron golems or xorns). *Mummy touch* cannot be granted to another individual. The disease functions only by direct touch -- it cannot be used to "poison" food or drink. The caster can be damaged normally by mummies, but if slain will not rot. Those slain by the caster using mummy touch will not rot as well.

The material components of this spell are a pinch of mummy dust and drop of blood.

Pain Touch -- Ran: touch, Dur: rnd/lvl, Area: 1 target. *Pain touch* enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1d4 rounds, the opponent's attack rolls and Armor Class are penalized by 2. The caster can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material component for this spell are a needle and the finger from a scorched glove.

Paralyze -- Ran: touch, Dur: special, Area: caster. Upon casting this spell, a wizard gains the ability to paralyze those touched. The caster must make a successful attack roll in order to strike an opponent with the paralysis. Those touched must make a saving throw vs spell to avoid the effect.

If the saving throw is successful, the creature is unaffected. Creatures immune to paralysis, as well as undead and unliving creatures such as golems, are not affected by this spell. Failure means the creature is paralyzed for 2d4 rounds.

The material component of this spell is a piece of ghoul flesh.

Revenance -- Ran: touch, Dur: special, Area: undead within 15' of caster. By means of this spell the necromancer can enhance the internal willpower of undead creatures, making them temporarily immune to turning attempts and disruption by priests, paladins and others capable of turning undead. The spell does not provide immunity to magical items such as the *mace of disruption* nor to magical spells such as *protection from evil*.

The caster can affect one undead per level of experience with this spell. The spell lasts until a turning attempt is made which would otherwise turn or destroy the undead. An undead cannot receive another *revenance* spell if one is currently operating. The affected undead will radiate a faint aura of magic. Once a successful turning attempt is blunted by this spell, the spell is no longer in effect for that particular undead and it can be turned normally.

The material component of this spell are a flake of ash, a pinch of dust and a drop of blood.

Spirit Armor -- Ran: 0, Dur: 2 rnds/lvl, Area: caster. This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magical and non-magical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spell-casting.

When the spell ends, the aura dissipates and the caster must make a successful saving throw vs spell or temporarily loses a bit of his life essence, suffering 2d3 points of damage. No damage is sustained if the save is successful. The lost hit points can be regained only through magical healing.

Vampiric Touch -- Ran: 0", Dur: one touch or one turn, Area: caster. When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two levels of the caster, to a maximum of 10d6 for a 20th level necromancer. The spell is expended when a successful touch is made or one turn passes. The hit points 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 first 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 unaffected by this spell.

FOURTH LEVEL SPELLS:

Belty's Burning Blood -- Ran: 1"/lvl, Dur: 3 rnds, Area: one target. By means of this spell, a wizard can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix that inflicts 3d4 additional points of damage per round. "Open wounds" is defined as those wounds created by an edged weapon that have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures that do not have obvious blood (like elementals). Similar, creatures that are resistant to fire are immune to the effects of this spell.

Each of the three rounds the spell is in effect, the target can make a saving throw vs spell with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, so long as the individual meets the requirements above and is in range of the spell. Individuals in the Ethereal Plane are immune to attacks from the Prime Material, but not from attackers on their own plane. Creatures that have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and individuals with regenerative abilities or spells can save at the normal chance to prevent further damage.

The material component of this spell are the presence of exposed blood and a pinch of saltpeter.

Brainburn -- Ran: touch, Dur: perm, Area: one creature. A wizard using this spell, which operates much like a *forget* spell, can permanently burn from the memory of any one creature all knowledge either of a specific place or person or a time period of up to one year (the spell-caster may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs death magic to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1-4 hours but is otherwise harmless. If failed, the victim suffers 1-6 points of damage from an excruciating headache, leaving him or her with selected gaps in his or her memory.

Brainkill can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on a person's learned abilities or skills. For instance, suppose an individual gains a swimming proficiency six months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, he or she still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the knowledge and memories can never be regained except by a *wish*.

This spell requires one full round to cast.

Cannibalize -- Ran: 0, Dur: special, Area: caster. This dangerous spell allows a necromancer to trade his long-term well-being for a temporary boost in abilities. As such, this spell is rarely used save in the most dire of circumstances.

When cast, the necromancer chooses to permanently lose one point of Constitution or Strength (whichever is higher else Constitution over Strength) as well as age one year. In exchange, the caster regains 20 to 80% (2d4*10) of her lost hit points and spells (roll for each spell level individually, dropping all fractions below .5). In no way can this spell grant the caster more hit points or spells than she has normally.

This spell requires a single segment to cast, but under normal conditions, the effects are felt for the rest of the necromancer's life. Moreover, this spell can only be cast once in a 24-hour period.

Contact Dead -- Ran: 1", Dur: special, Area: one spirit. This dweomer brings back a spirit of the dead. The caster may choose which entity she wishes to speak with, although the actual spirit which arrives may not be the one sought, see below. The spirit must make a reaction check, adjusted for any feelings the spirit had for the caster while still alive. The caster may then question the spirit who will answer based on its reaction.

The chance of contacting the spirit desired is the same as the chance of successfully scrying an individual (100% if personally well known, 85% if previously encountered, 50% if pictured, 50% if a piece of the spirit's corpse is present, 25% if an item of the spirit's is present, 25% if the spirit is well described, 20% if the spirit is partially described). This is further modified by a -10% per alignment place difference between the caster and spirit, a +/- 10% if the spirit liked/disliked the summoner while alive, a +2% per level of the necromancer and by the length of time dead, for long dead spirits know a great deal, but have less interest in the material world and are far removed from it. Spirits more than 10 years dead are -10%, 100 years dead -20%, 1000 years dead -30%, etc. If the roll fails the spell fails and at least one month must pass before the caster can try for that spirit again.

So a 10th level, chaotic evil necromancer tries to contact the spirit of a paladin he killed a decade ago. The chance for success is 85% (known) - 40% (alignment difference) -10% (bad blood between them) +20% (caster's level) -10% (long dead) for a 45% chance of success.

If the desired spirit cannot be contacted, there is a 10% chance that some other, usually malicious, spirit answers this spell, masquerading as the entity sought. Such a spirit will give cryptic or confusing information, but cannot actually lie.

The reaction of a contacted spirit is rolled normally. This roll is modified by the charisma of the necromancer, as well as by a -10% per alignment place difference between the caster and the spirit, a +/- 10% if the spirit liked/disliked the summoner while alive and another +5% to 15% for offerings likely to have appealed to the spirit while still alive (for a paladin's spirit, promises to save an orphanage, donations to charity, etc). The reaction roll is rerolled each time the spell is cast to contact a given spirit.

A spirit will answer up to one question per level of the necromancer per month, although friendly spirits may choose to volunteer additional information. Not all questions need be asked at one casting. The spirit will automatically know everything it did in life plus additional information based on its interests. This additional information will reflect what the spirit has learned in the afterlife. The spirit of a king will have knowledge of his kingdom and descendants. The spirit of a cleric will have knowledge of her faith and her god's will, etc. Assume a 90% chance to know common facts, 75% chance to know uncommon facts, 50% to know any other pertinent information.

The spirit cannot lie, but a negative reaction means the spirit will answer briefly, cryptically, or will seek to distort the truth. If a friendly spirit doesn't know the answer to a question, it can seek the answer in the spirit world. No other questions may be asked that month and this option is not without risks (see below). The chance of success is 10% plus 10% if particularly applicable to the spirit plus another 5% to 15% based on the commonality of the knowledge sought from the point of view of the dead. For example, the location of the lost pyramid of Pharaoh Borlon is sought. The spirit of one of Borlon's friends is asked to search the spirit world. The chance of success would be 10% + 10% (spirits keep tabs on each other) + 15% (lots of dead slaves helped build the place!) for 35%

Each time this spell is used, the caster draws the attention of potentially hostile spirits and undead. There is a 10% chance per casting that something unfortunately will accompany the casting. This chance jumps to 25% if a question is asked of the spirit world. Roll a d10 to determine unfortunate events adding +2 to this roll if the spirit searched the spirit world

- 1 - 2 the caster angers the spirit; it will never answer another summons
- 3 - 4 a poltergeist begins haunting the caster or location (50% chance of either)
- 5 - 6 all undead within one mile drawn to the spot
- 7 - 8 a ghost arrives and may attack all living things (roll reaction)
- 9 a wraith or spectre appears and attacks (50% chance of either)
- 10 the caster struck with random insanity or loses a level (50% chance of either)
- 11 a lesser demon or devil appears and attacks or possess someone present
- 12 the caster angers all of the spirit world and must now perform a quest

Contagion -- Ran: 3", Dur: perm, Area: one creature. This spell causes a major disease and weakness in a creature. 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* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the *contagion* for more than a day or so may be susceptible to worse diseases at the discretion of the DM. A successful saving throw negates this spell.

Disrupt Life -- Ran: 3" + 1"/lv, Dur: instantaneous, Area: 3" x 3". This dweomer taps into the negative material plane, disrupting all life in the area of effect. This spell causes 1d6 damage per level of the caster to living tissue. If a save vs death is successful, no damage is inflicted. Unintelligent life forms, such as plants, fungi (including slimes and jellies), and (normal) insects, are not allowed a save.

Improved Empathic Healing -- Ran: touch, Dur: instant, Area: 1 target. This spell functions exactly as the 2nd level version of the spell, *Moorak's empathic healing*, except that the caster takes exactly as much damage as she heals, not twice as much and further, there is no maximum to how much damage the caster can take on, short of death. Thus, a very daring necromancer (perhaps under the influence of *regenerate wounds*) could take on enough damage to bring her to -9 hit points.

Lasting Wounds -- Ran: 1"/lv, Dur: 1 day/lv, Area: one target. If the target of this spell fails her saving throw versus spells, then she cannot be magically healed of any physical damage for the duration of this dweomer. Wounds will still heal naturally (usually one hit point per day), but nothing short of a *heal* spell will affect the target. This spell can be dispelled normally. Note that this spell is particularly effective if cast in conjunction with *slow healing*, above.

Life Link -- Ran: touch, Dur: turn/lv, Area: special. This dweomer forges a link between the life forces of two creatures. This link allows either creature to voluntarily transfer some portion of its own life force to the other so long as the link is active. This link remains active as long as both creatures remain within range of one another on the same plane of existence.

When the spell is initially cast, the necromancer must touch both of the targets in the same round (usually at the same time). From then on, the distance the link will apply to the two targets is a function of the caster's level, as shown below:

Level	Range
7-9	one mile
10-12	5 miles
13-15	25 miles
16-18	150 miles
19+	1,000 miles

While the link is in effect, both creatures will know the relative strength and health of each other. Each can voluntarily transfer hit points to the other, providing the number does not drop the donator below 0 hit points. Hit points cannot be transferred so as to bring the recipient above his normal maximum. Any attempt by either party to scry the other is automatically successful; the two effectively have linked souls.

If either of the targets dies while this spell is in effect, both experience it. This can be devastating to the survivor. The survivor must immediately make a save vs death or lose half of his remaining hit points and permanently lose a point of constitution. A successful saving throw merely results in the loss of constitution until 2-8 days of bed-rest. Those that failed the first saving throw must roll again. Success means no additional affect. Failure indicates BOTH spell recipients share in the death of the first.

There is no saving throw against this spell (although it is of limited usefulness when cast on an unwilling target).

Little Death Spell -- Ran: 1"/lv, Dur: instantaneous, Area: 1/2" square/lv. This spell performs exactly as per the 6th level spell, *death spell*, except with regard to the number and hit dice of creatures affected. *Little death spell* slays the same hit dice/level spread of creatures as a *sleep* spell effects (i.e. up to 4+4 hit dice). Creatures with half a hit die or less (i.e. kobolds, rats, small children) count as half their number for purposes of this spell. There is no saving throw against this spell. The material component for *little death spell* is a black pearl worth 250gp.

Negative Plane Protection -- Ran: touch, Dur: turn/lv, Area: one creature. This spell shields the target from the baneful effects of the Negative Material Plane. Rather than offset the attack with magic from the Positive Material Plane, this spell merely allows energy draining effects to pass through the target harmlessly. Any attack which would drain levels, strength or the like automatically fails. This protection continues until the spell duration expires or the dweomer has foiled the caster's level in level-draining attempts.

Wasting -- Ran: 1", Dur: day/lv, Area: creature touched. The target must save vs death magic or suffer a wasting disease. Each day the target will weaken, losing one point of strength and constitution or one hit dice until it dies or the spell ends. There is a 1% cumulative chance per day that a limb will wither and fall off (c.f. *wither*, reverse of *regeneration*, seventh-level clerical spell). Lost hit dice/ability points are regained at a rate of one per day. Only a *remove curse* by the original or a higher level spell caster can halt this dweomer. If the caster touches the target during casting, the save versus this spell is made at a -4.

Wounding -- Ran: 3", Dur: 2 rnds/lv, Area: special. This spell can affect one to three creatures of the caster's choice which are all within 3" of each other. Targets are allowed a saving throw versus death magic to avoid this dweomer. This spell causes those who fail their saving throw to be subject to *wounding*, as per a *sword of wounding*. For the duration of the spell, all attacks cause one additional hit point per round per wound until tended to (c.f. *bleeding*, above) and furthermore, magical healing cannot close these wounds (c.f. *lasting wounds*, above).

Healing, the reverse of this spell, instantly negates the effects of *wounding* in the target, regardless of whether those effects were brought about by the spell, a sword disease, or other related magics (*bleeding*, *lasting wounds*, etc).

FIFTH LEVEL SPELLS:

Age -- Ran: 1", Dur: see below, Area: one living target. By means of this spell, a necromancer causes the victim of this spell to spontaneously age. The victim is allowed a saving throw versus death magic and if successful ages only a single year. If the saving throw fails, the target ages 2 to 20 years, with all the appropriate physical changes. Furthermore, there is a 1% chance per year aged that the target falls victim to some other age-related calamity, such as acute arthritis, memory loss, weakened bones, loss of energy, etc. The DM is encouraged to take advantage of any former or current injury. If a *dispel magic* is cast within one day, the aging effects of this spell may be canceled, otherwise the duration is permanent.

Agony -- Ran: 2" + 1"/lv, Dur: 4 rnds + 1 rnd/lv, Area: one target/3 lvls. Similar to the first-level spell *pain*, *agony* is a more potent and intense spell. The victims of this spell is racked with intense pain unless a saving throw versus spells is made. This excruciating pain makes combat extremely difficult. *Agony* halves movement and attacks per round and further the victims incur a -4 penalty to AC, to hit and saving rolls. In addition, each round the spell is in effect, each victim of *agony* takes 1d4 damage.

The reverse of this spell, *painlessness*, completely negates the sensation of pain in the target for the duration of the spell, similar to the first-level spell *abate pain* (q.v.). This does affect the amount of damage the recipient can receive. The target gains an extra two hit points per die for the duration of the spell. However, once the spell wears off, so too do these additional hit points. This can drop the spell recipient to a negative number of hit points so it dies. In addition, those under the effect of this spell cannot be stunned by any means and can function similar to an automaton or mindless undead ("Gee, that looks like my arm over there. I bet it'll hurt later...!").

Both versions of this spell will affect lycanthropes.

Cause Insanity -- Ran: touch, Dur: perm, Area: one target. This spell causes the recipient to receive one random form of insanity if a successful saving throw versus magic at a -2 penalty fails. At the DM's option, this form of insanity could reflect the dominant personality of the victim such that violent barbarians become homicidal maniacs, withdrawn spell casters become autistic, thieves become kleptomaniacs, rulers become paranoid megalomaniacs, etc.

The material component for this spell is a piece of brain matter from either an insane being or a being possessing psionic abilities (mind flayer, intellect devourer, titan, etc).

The reverse of this spell, *cure insanity*, restores the faculties of the target, so long as the target's brain is not physically damaged. *Cure insanity* cannot rebuild brain matter no longer existent; a cleric spell is needed for that. *Cure insanity* can heal brain injuries due to psionic attack, magical effects, or disease.

The material component for *cure insanity* is the hair of an infant of the recipient's race and the cocoon of a moth.

Create Unlife -- Ran: 1", Dur: perm, Area: special. With this spell, a necromancer can create undead creatures other than skeletons and zombies. The limiting factor is the level of the necromancer. A necromancer can only create a creature whose hit dice are a third of his level or less. Furthermore, each casting of this spell can only animate as many hit dice as the caster has levels. Thus, a 9th level necromancer could animate four ghouls (2 hit dice each) or three shadows (3 hit dice each), but would have to wait until 12th level to create any ghouls (4 hit dice). With this spell the necromancer can create no more undead of a given type than he has levels of experience. Thus a 11th level necromancer could have 11 ghouls, 11 ghouls, 11 shadows, etc. These creatures in turn could create additional undead, but these new creatures would NOT be under the control of the spell caster (beware your underlings, would-be emperors!).

The material component of this spell is a piece of the type of undead to be created. For non-material entities such as shadows, wraiths and spectres, this spell must be cast over the fresh essence of such creatures. The essence of such creatures remain for one turn at the site the creature was destroyed by magic or weaponry -- undead blasted out of existence by a cleric or mace of disruption don't leave an essence. The casting time for this spell is one round.

Decay -- Ran: 1", Dur: perm, Area: 1/2" cube/level. This spell causes all non-animate matter within the area of effect to suddenly decay, as if several centuries had passed in only a few seconds. Organic, non-living object in the area of effect decomposes and transforms into inert matter within one round. Metallic objects subject to oxidation are reduced to flakes of rust. Glass and other super-cooled fluids discolor and flow into solid puddles while liquids evaporate, leaving a crusty, decayed residue. Permanent magical items are immune to this effect, otherwise only stone, ceramic, or other time-proof materials can resist this dweomer without a successful saving throw versus disintegration.

The reverse of this spell, *preserve*, protects those object in the area of effect from spoilage. In this regard, the spell function exactly as the 2nd level mage spell of the same name. In addition, *preserve* naturally foils the effects of a *decay* spell.

Force Shapechange -- Ran: 1"/lvl, Dur: instant, Area: 3" radius. With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw vs spell or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

The material component for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered. This spell has a single segment casting time.

Lich Touch -- Ran: 0", Dur: rnd/lvl, Area: caster. By means of this spell, the necromancer gains both the chilling touch of the lich and invulnerabilities to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, including those generated by liches, for the duration of the spell

The wizard casting this spell can touch individuals and affect them as a lich would, inflicting 1-10 points of damage and paralyzing the target. The touched creature receives a saving throw vs spells to avoid the paralysis, though the victim still takes damage even if not paralyzed. Undead and creatures not affected by paralysis are not affected by the touch and do not take 1-10 points of damage. Individuals who are paralyzed by this spell remain so for 2-8 hours or until the paralysis is dispelled by a *dispel magic*, *remove paralysis* or similar spells. The spell cannot be ended before its duration expires and the caster will affect everyone he touches with the lich touch.

The material component of this spell are a drop of the caster's blood and a scrap of rotting meat or fish. When the lich touch is in operation, the hands of the caster glow with an unearthly greenish brilliance.

Life Bind -- Ran: touch, Dur: day/lvl, Area: two creatures. This spell is very similar to the 4th level spell, *life link*, but *life bind* is usually used more as a life insurance policy. In short, any pain or damage suffered by either creature affected by the spell is felt and received by both, regardless of range (so long as both remain on the same plane of existence). Similarly, if one dies, both do. If the necromancer is not at least 11th level, the spell-caster must be one of the two linked, otherwise any two living beings can be bound using this spell. Unlike *life link*, each target of *life bind* is allowed a saving throws against magic to avoid this spell's effects, but the roll is made at -4.

Life Leech 10' radius -- Ran: 0", Dur: rnd/lvl, Area: 10' radius. As per the fourth-level spell *life leech*, but all creatures (friend or foe) within 10' of the caster are susceptible to this spell.

Regenerate Major Wounds -- Ran: touch, Dur: 3 rnds/lvl, Area: creature touched. This spell causes the recipient's natural healing abilities to accelerate. Each round, the target regains one hit point of damage sustained. If the target is unwounded, the effect is wasted. This regeneration continues until the duration expires or the target dies (-10 hit points or less). Targets slain by poison are allowed an additional saving throw each round this spell is in effect to overthrow the toxin's effects. This spell has no effect on missing limbs or organs nor will it restore the dead to life. Critical wounds received while this spell is in effect can be reduced and the target will not suffer from normal bleeding wounds.

Fester major wounds, the reverse of this spell, causes any fresh (one day old or less) wounds to become infected and life-threatening. Each round, the target sustains one point of damage until the duration expires, all wounds are healed or the target dies (-10 hit points or less). There is no saving throw against this spell.

Revive Dead -- Ran: touch, Dur: day/lvl, Area: humanoid creature. This spell allows the caster to temporarily restore dead creatures to life. Only those creatures which could be affected by a *raise dead* spell (q.v.) are subject to *revive dead*. The target will behave exactly according to the *raise dead* spell, including requiring bed rest and losing constitution. In addition, however, if the target fails a saving throw versus death magic, it will be compelled to perform a service for the necromancer raising it. Until this service is performed, the subject cannot harm the caster in any way. Although the subject of this spell appears alive, even to itself, there are certain things that give away its nature. The subject cannot be detected by a *detect life* spell nor can it be affected by certain necromantic spells, such as *cure light wounds* or *death spell*.

At the expiration of the spell's duration or when the spell's caster wills it, the creature raised "dies" again. For purposes of raising or resurrection, this spell has no effect on constitution, length of time dead, etc.

The reverse of this spell, *temporary death*, causes the victim to temporarily enter of state similar to *feign death* (q.v.). For the duration of the spell the target is, for all intents and purposes, dead. No amount of damage will cause the target significant harm (although this damage may prevent the target from remaining alive once the spell expires!) and no amount of prodding or inspection will reveal otherwise. Poison and disease remain completely inert while this spell is in effect and the recipient cannot be level drained. The "corpse" will, however, radiate a faint dweomer of necromantic magic. A successful resurrection survival roll is required at the end of this spell.

Casting time for either version of this spell is three rounds.

Undead Familiar -- Ran: touch, Dur: perm, Area: one corpse or skeleton. Using this spell, a necromancer animates a corpse to act as his familiar. The "subject" can be in any stage of decay to the point of being nothing more than a skeleton. In addition to animals, any human, demi-human, or humanoid corpse can be animated.

The resulting zombie or skeleton has the same abilities and immunities as a normal undead creature of its type, but has 1d3 points of Intelligence. The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Empathic responses from the familiar are basic and unemotional, and such a familiar is unlikely to be distracted from its task.

If separated from the caster, the familiar loses 1 hit point each day, and is destroyed when reduced to 0 hit points. When the familiar is in physical contact with the wizard, it gains the wizard's saving throw against special attacks; it suffers damage as normal, according to whether or not it makes it saving throw. If the familiar is destroyed, the caster must immediately make a successful system shock check or die. Even if he survives this check, the wizard temporarily loses 1 point from his Constitution for 1d6 days when the familiar is destroyed.

An undead familiar can be turned normally, but cannot be destroyed by turning. If within sight of its master, it is turned as a wight.

A wizard can have only one familiar of any type at any time. An undead familiar accepts more abuse than would a normal familiar. Since the caster chooses the familiar, he knows precisely the kind of companion he will receive. Spells that augment normal familiars can also be used to improve an undead familiar, so long as the undead familiar has the form of some small animal. Through ritual preparations, necromancers have been known to animate mummy cats, juju zombie wolves, and ghoul rats if such a corpse can be found to start with.

The spell requires a corpse or skeleton and a silver ring that is placed on one of the familiar's fingers or digits. The casting time is one turn.

Wall of Bones -- Ran: 6", Dur: turn, Area: 1" square/lvl, 6-inch thick/lvl. This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50% cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through opening in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling thought it suffer 1d8 points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2d8 points of damage when the wall appears. The wall can be smashed by creatures with Strengths of 18 or greater that wield blunt weapons. Every 10 points of damage causes a 5 by ½ foot section of the wall to collapse. The *wall of bones* is unaffected by the *animate dead* spell.

The material component for this spell is the branch of a withered tree taken from a cemetery

SIXTH LEVEL SPELLS:

Animate Undead -- Ran: touch, Dur: perm, Area: special. By means of this powerful bit of necromancy, the caster can transfer his consciousness into an undead host. While the caster is in his new undead body, he has all of the abilities of that host creature save those based entirely on the mind. Once in this new form, the necromancer can cast spells normally (assuming the host has the appropriate limbs!). Psionic abilities cannot be transferred but neither can the caster be turned.

The undead host is subject to disruption, either by magic item, spell or high-level clerical ability. If disrupted, the caster dies and his soul is forever separated from his body, although reincarnation is still possible. No saving throw is allowed other than that normally afforded the undead creature.

While the necromancer inhabits an undead host, his own body is in a state of suspended animation where it is quite vulnerable to possession, attack, etc. Destruction or possession of the caster's original body merely maroons the necromancer in his undead host.

The undead host can be any corporeal undead creature under the necromancer's command, either by spell or creation. Most commonly, this spell is used on mindless undead, such as juju zombies or wights. If the host undead is only temporarily controlled and the time of control elapses while it is an undead host, the two consciousness' will battle for control of the body as per the fifth-level spell, *magic jar* (c.f.). If the undead host is a vampire, each time the vampire drains levels, it gets another chance to break free, adding the levels drained to its own for the purpose of determining control.

The material component of *animate undead* is a drop of blood and a bit of flesh from another creature of the caster's race.

Blackmantle -- Ran: 6", Dur: turn/lvl, Area: 15' radius. The *blackmantle* spell creates a shimmering aura around each creature within the area of effect that fails a saving throw vs spell. The aura negates all healing and regeneration while the spell effect lasts. For instance, a *potion of healing* has no effect on a creature under the influence of a *blackmantle* spell, a troll cannot regenerate lost hit points, and a *cure light wounds* spell or *staff of curing* is useless.

If the saving throw is failed, the creature is affected for 1 turn per level of the caster. If the creature is still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* resumes its function. Healing magic applied after the spell wears off works normally.

The material component for this spell is a small mummified animal, such as a mouse or toad. The casting time is one round.

Caernon's Wrath -- Ran: touch, Dur: turn/lvl, Area: one target. This spell turns a creature's natural regenerative powers against itself, such that the healthy tissue of the target's own body is treated as damaged, foreign, and in need of repair. As a result, the target takes as much damage each round as it would normally heal and demonstrates all the symptoms of having a severe allergic reaction. In order to function, however, the target must be actively regenerating and the caster must touch an open wound or blood coming from such a wound (in general roll to hit AC 7, modifying further for dexterity, speed, magic, and even number and severity of wounds, but not armor). Thus a wounded troll would lose the ability to reattach limbs and suffer 3 hit points of damage per round. A successful saving throw vs magic shortens the duration to rounds instead of turns, but otherwise does not reduce damage.

Create Flesh Golem -- Ran: 0", Dur: perm, Area: one golem. This spell allows the necromancer to create "Frankenstein's monster" à la the American movies. This spell requires several fresh corpses, 50,000gp worth of non-reusable equipment and two months of time.

Create Greater Unlife -- Ran: 1", Dur: perm, Area: special. This spell is similar to the fifth-level spell *create unlife*, but allows for the creation of more powerful undead. Unless noted below, this spell has all the same abilities and limitations of the fifth-level spell. With *create greater unlife* a necromancer can create a creature whose hit dice are half of his level or less. Thus, a 12th level necromancer could animate two wights (5 hit dice each) or two crypt things (6 hit dice each), but would have to wait until 16th level to create any vampires (8 hit dice). With this spell, the necromancer can create up to half his level in a given type of undead. For example a 15th level necromancer could make seven wights and seven wraiths, etc. The casting time for this spell is three rounds and non-material undead may be created at any site where such undead were previously destroyed, regardless of how long ago.

Darklightning -- Ran: 6", Dur: rnd/lvl, Area: one target. Similar to *darkfire*, this spell conjures a bolt of lightning formed of negative energy and keyed to neural impulses. Upon casting this spell, the necromancer suffers one hit point of damage. If the caster does not immediately release the *darklightning* at a target, the bolt will strike her and she will suffer the full effects herself, see below.

The *darklightning* can be thrown up to 30' away. The caster must make a successful to hit roll against the target, ignoring armor, but keeping magical and dexterity adjustments. If the caster hits, the *darklightning* will rush up and down the nerves of the target (no save), causing every neuron in the victim's body to fire as painfully as possible, with muscles twitch and convulsing appropriately. If the caster misses, grenade rules should be used to determine where (and possibly who) the *darklightning* strikes.

Darklightning without a living host to run through will vanish in a single segment. Otherwise, the *darklightning* will continue to race through the victim's nerves until the spell's duration has expired or it burns out its fuel (kills its victim by destroying her nervous system). *Darklightning* inflicts 3d4 hit points per round and causes enough pain to penalize Dexterity, move, AC, saving throws, to hit and damage of the victim by three. Victims who fail a saving throw vs death will also be effectively slowed due to pain and lack of muscular control for the duration of the spell.

Darklightning is not real electricity, thus lightning resistance offers no protection against this spell. Likewise, water, grounding, etc are ineffective against this dweomer. Since *darklightning* is immaterial to most non-living objects, doors, tables, gloves, shields and armor offer no protection. A minimum of one foot of stone or earth is needed to stop this spell. Furthermore, if a creature burning with *darklightning* touches or is touched by any other living creature, the non-affected being must make a saving throw versus paralyzation or the spell will jump into their body to affect them as well.

Ghoul Gauntlet -- Ran: touch, Dur: special, Area: special. This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul. The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by the caster at the onset of the spell. The victim suffers 1-2 hit points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial saving throw to resist this deadly transformation. If failed, only a *limited wish*, *wish*, or *restoration* will end the condition. A *dispel magic* or *remove curse* may be effective, but only if cast within three rounds of the touch that confers the *ghoul gauntlet*. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the *ghoul gauntlet* is amputated while the victim has lost less than 20% of his or her total hit points, then only a hand or foot may need to be severed (inflicting 1d4+1 hp of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and function). After the victim has lost 20%-50% of his or her hit points, however, an entire limb will have to be cut, with the loss of 1d12+4 hps and a system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the *ghoul gauntlet* reaches the heart or brain (upon reaching 0 hps due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the *ghoul gauntlet* runs its course.

One full day after the victim had died (unless the remains are burned), the subject awakens as a full-fledged ghoul (see MM). The undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include the freshly harvested fingernails of a corpse and a pinch of mandrake root. Both of these are consumed by the casting of the spell.

Graft -- Ran: touch, Dur: perm, Area: target creature. This spell allows a necromancer to add to or alter the limbs of any living creature. It is this spell which allows a mage to create new (and usually warped) life-forms, such as bullettes and owlbears. As this spell is extremely painful, few creatures will submit to it willingly. A successful system shock roll is needed merely to survive. This spell has many different uses, detailed below.

With this *dweomer*, a necromancer can graft a new limb in place of one that has been lost. The new limb will perform within the parameters of the new body it belongs to. Thus if an orc's hand were granted to an elf's arm, the only differences would be cosmetic. If, however, a hobbit received an ogre's fist, she would suddenly gain incredible gripping strength. She would also need to make an additional system shock check to avoid rejecting the new hand. Any time the new limb is substantially different from that of the original, a system shock roll must be made. If this is failed, the new member does not function. Furthermore, the target must make a saving throw versus death or die within one hour from tissue incompatibility.

This spell can also be used to add new limbs to a target. Giant eagle wings could be added to a dwarf or a poison stinger could be grafted on to a horse. In addition to the first system shock roll to survive the spell and a second such roll to be able to use the limb, the target of such experimentation would need make a successful saving throw versus death just for its body to continue functioning with such a radical alteration. Furthermore, if the new member substantially alters the nature of the target, then the target must roll another saving throw versus death, this time to resist going insane.

This spell obviously has several limitations and its use must be carefully considered by any but the most arrogant spell casters. The casting time for this spell is 2 to 5 hours. All components of this spell must be very fresh and in excellent condition. The limb to be grafted can be no more than an hour old or the spell will fail. Likewise, only those living tissues from creatures native to the Prime Material Plane can be used. The DM should be the final arbitrator with regard to the limitations of this spell.

Life Anchor -- Ran: touch, Dur: turn/lvl, Area: special. Similar to the fourth-level spell *life link* (q.v.), this *dweomer* forges a link between the life force of the caster and another creature. In all respects save those noted below, the two spells are identical.

What makes *life anchor* different is that the caster can draw life energy from the other creature, whether that creature is willing to give up those hit points or not. In essence, the other creature becomes a hit point reserve for the necromancer casting this spell. The victim of this spell still cannot have her hit points siphoned past zero.

Like *life link*, if either of the targets dies while this spell is in effect, both experience it with the same effects noted for the lower level version of the spell (q.v.).

There is no saving throw versus *life anchor*.

Life Force Transfer -- Ran: 1", Dur: special, Area: 1 creature. Upon completion of this long and highly-versatile incantation, the caster permanently transfers a creature's life force (even his or her own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2-7 days. Unless the subject's life force is magically reunited with the body during that time period, his or her body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's Intelligence:

Int	Communication
3-11	None
12-13	Semi-Empathy
14-16	Empathy
17+	Telepathy

Individuals of low or average Intelligence cannot communicate, and those of above-average Intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ memorized spells.

Life force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless he or she saves vs death magic at -4), which is finally sealed with a *permanency* (a spell not normally available to necromancers!).

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the *permanency* is first reversed and a new body prepared using a *clone*, *wish*, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system chock roll if it lies within 1 mile per level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a wizard may employ this spell as a final measure to protect his or her own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. The wizard may pronounce this short (single segment) syllable at any later time, casting his or her life force into the receptacle – providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the wizard at all times. Furthermore, the wizard usually must leave behind clues or encrypted instructions so that his or her allies may later restore the wizard to his or her normal state, whatever that may be. While the spell is in its unfinished state, the wizard cannot make use of one spell of this spells level. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous wizards may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw vs death magic with a -4 penalty to resist the effects. If failed, the subject's life force departs (resulting in the apparent death of the victim – in truth, however, the victim's spirit is trapped and buried in its own mind, but unaware of anything and unable to act, save perhaps in a very minor way when the recipient dreams), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus an ancient necromancer may transfer his or her life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, hit points, and extended life span.

The spell requires either an expertly-crafted item or any living human, demi-human, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive blood red garnet (worth 5000gp or more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a *permanency*, then the subject's life force may be driven out with a *spirit release* or *dispel evil* (in the event of a permanent magical receptacle, the item's *permanency* must be first overcome with *dispel magic*).

If the possessing entity of the host body is somehow dislodged (via *exorcise*, *dispel evil*, or *wish*), then the original victim can regain its life and body if it survives a resurrection survival roll. Memories of the time possessed will be like a vague dream, if any (DM's option).

The reverse of this spell, *revoke life force transfer*, requires the original scroll (the one used in the *life force transfer* spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2-7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.

The casting time is eight turns.

Shatter Bone -- Ran: 3", Dur: 3 rnds + 1 rnd/lvl, Area: one target. This spell allows the caster to point at a target and shatter his bones. The victim is allowed a saving throw against magic and if successful, he is affected as if by a *weaken bone* spell, above. Otherwise, the target's bones shatter and explode. Roll two d6 and consult the table below. The target takes 1d8 damage for minor breaks, 2d8 damage for major breaks and 4d8 damage for critical breaks.

	Minor (1-3)	Major (4-5)	Critical (6)
1-2	clean break, leg useless for weeks, save or stunned 1 to 3 rnds	bad break, leg useless for months, stunned 1 to 3 rnds	shattered leg, cannot heal without magic, stunned 1 to 3 rnds
3-4	clean break, arm useless for weeks, save or stunned 1 to 3 rnds	bad break, arm useless for months, stunned 1 to 3 rnds	shattered arm, cannot heal without magic, stunned 1 to 3 rnds
5	snapped ribs, 1 hp/rnd hemorrhaging, double if fighting/active, save or Strength and Con damage until healed	shattered ribs, 2 hp/rnd hemorrhaging, double if active, triple if fighting, Strength and Con damage until healed, save or stunned 1 to 3 rnds	ribs and spine shatter, shards damage organs, 4 hp/rnd hemorrhaging, triple if active, permanent Strength and Con damage, save or Dex damage, stunned 1 to 3 rnds
6	cracked skull, broken jaw, stunned 1 to 3 rnds, save or unconscious, -1 all actions	fractured skull, concussion, -2 all actions, no spell casting, stunned 2 to 5 rnds, save or unconscious, permanently deafened and/or Intelligence damage	shattered skull, stunned for 3 rnds, no action possible, slow and agonizing death due to brain damage and severe hemorrhaging

The effects of this spell heal in either 2-5 weeks or months, if at all. Damage to attributes is determined by rolling a d3. All additional saving throws are against death. A *heal* spell will negate the effects of this spell and a cure serious/cure critical wounds will reduce the damage by one/two categories, respectively. A **shattered skull** still results in 1d3 damage to all ability scores until fixed with a *restoration*.

Spectral Twin -- Ran: 1", Dur: day/lvl, Area: special. This spell is similar to the 2nd level spell *spectral voice* in that it allows a corpse to speak. The key difference is that this spell is cast on a pair of twins of any species capable of speech. The pair can then be separated and what is said to one is repeated from the lips of the other and vice-versa. Each speaks with a voice that is a scratchy, raspy whisper, not the voice the other hears, though inflection, tone, and intonation are somewhat matched. The twin corpses can be separated and continue to communicate as a function of the necromancer's level:

Level	Range
11-13	1 mile
14-17	10 miles
18-21	100 miles
21+	1000 miles

The material component for this spell are two somewhat intact bodies of a pair of twins.

Summon Death -- Ran: 3", Dur: rnd/lvl, Area: special. This spells summons a minor Death to attack a single creature of the caster's choice. The minor Death is AC -4, 33 hit points, always striking first each round for 2-16 points of damage. The minor Death reacts to spells as an undead creature but is also immune to fire, cold and electricity. If a creature other than the target attacks the minor Death there is a 10% chance per such attack that another minor Death will appear to battle that creature, although no one need battle death more than once per encounter! That is to say, after an entity defeats one minor Death, no additional minor Deaths will appear to fight that individual during that encounter, regardless of subsequent actions; Death will come again, but must wait for another time. If this spell fails to affect the target for any reason (she is protected by a *protection from evil* spell, rolls a successful magic resistance check, etc), the minor Death will still appear but will attack the necromancer instead.

The reverse of this spell, *balk death*, lasts one turn per level of the caster and the single target must be touched. For the duration, however, the recipient of *balk death* cannot die. Before *balk death* takes effect, however, the caster must first do battle with a minor Death (see above). This battle is conducted in the mind of the caster, invisible to onlookers. To those observing the necromancer, he appears to be meditating or praying quietly, remaining completely still. During the battle, the necromancer may attack the minor Death physically or magically just as though he were attacking the target of the *balk death* spell (*pain, darkfire, disrupt life*, etc), but the necromancer cannot make use of magical items other than weapons to attack (defense is acceptable). If the caster loses this initial "battle" or is interrupted during it, the minor Death will materialize in the real world and attack! Damage sustained by the necromancer during this "mind battle" is subdual (only 1/2 real).

Note that just because someone cannot die does not mean they will enjoy living or will even be able to function. Recipients of *balk death* can still be torn apart, eaten and digested -- they will merely live through it (temporarily), experiencing all the pain. The main goal of this spell is to hold off the grim reaper until some other remedy can arrive or some final words exchanged.

SEVENTH LEVEL SPELLS:

Blight -- Ran: 1", Dur: perm, Area: 1 square mile/level. With this spell, the necromancer calls down a powerful and terrible curse upon a region and all that live there. First plant life will begin to wither and die, then animal life will leave the region. Those animals (including humans and their kin) which stay in the area will suffer from malnutrition, stillbirths, diseases, lingering ailments and ultimately death.

It takes 1-3 days for the effects of the *blight* to appear. At this point, crops will begin to wither and die, new fruit will not spout, and flowers will cease to bloom. Basically, seasonal plant life will behave as if a particularly cold winter had set in. More skittish or feral animals will sense a malaise in the region and leave if possible.

After 1-3 weeks, all plant life in the area of effect will begin to die, aging at a rate of one year per hour. The plants will not grow at this rate, merely age and die. Wild animals and those not corralled will leave the area, although particularly loyal, domesticated beasts may remain for a short while longer (Lassie, Benji, Scout, a paladin's war-horses, familiars, etc). At this point, all living creatures in the area of effect must save vs death magic at +4 each week or contract some form of ailment. These illness are 10% likely to be terminal. All newly born creatures in the area must save vs death or die.

After 1-3 month, those plants which are not already dead will rot. No animals will willingly remain in the area of effect -- trained horses will bolt, dogs will attack their masters to flee, etc. Each day, all creatures still living in the area of effect must save vs death or lose one hit point. No new births are possible and all pregnancies result in stillbirths.

After 1-3 years, the land will become permanently blighted. Any creature entering the area must save vs death each hour or lose one hit point. Creatures merely flying over the region gain a +4 to their save. Creatures slain in the region have a 1% chance per hit die as rising again as zombies, ghouls or wights (equal chance of each).

To remove the *blight*, a *remove curse* must be cast by a higher level spell caster than the necromancer. Each category of time (week, month, year) the blight has been in effect raises the necromancer's effective level by one. If the fresh blood of the necromancer is spilled on the land while the *remove curse* spell is cast, there is a 50% chance the *blight* will affect the necromancer personally. In either case, the spilt blood causes the necromancer's level to be temporarily halved for purposes of lifting this curse.

Blight affects an area of up to one square mile per level of the caster, although the area must completely conform to one "region" (i.e. a dale, village, valley, or county) with "excess" acreage ignored. Thus the shape of the region affected by the *blight* naturally will match the local environment, being irregularly shaped as it is bounded by creeks, hills, forests, and the like. For example, if a necromancer wished to *blight* the "Valley of Dragondale" then said valley would have to complete fit within the caster's area of effect and be clearly delineated by streams, hills, woods, other valleys, etc. Similar, an attempt to cast this spell on the "Borough of Manhattan" in modern New York would require a caster of at least 23rd level (as this region is naturally "bound" by the Harlem, Hudson, and East Rivers and the land makes up 22.96 square miles).

The material component for this spell is a living lamb, a still born fetus of any race, some freshly harvested grain, and 1d3 hit points worth of the caster's blood all of which must be combined (after the lamb is slaughtered) and poured onto the ground to soak in. This spell takes 3 turns to cast and prior to the first 24 hours can be dispelled normally. The hit point bled out by the caster may not be regained by any means until the spell becomes permanent (1 to 3 years later) or is dispelled.

Create Life -- Ran: 1", Dur: perm, Area: special. This spell represents the ultimate accomplishment of a necromancer; to create life from lifelessness. With this spell, the caster can instill life into a creation of his own choosing. The caster can create a life form with as many hit dice as one-quarter of his level, rounded down. The complexity of the life form indicates the difficulty of the spell as well as cost and the length of casting.

In general, at the end of the casting time, the necromancer must roll a saving throw versus death. If successful, he has transferred a fraction of his own life energy into his creation. If the saving throw fails, the creation is utterly destroyed. The necromancer must further make another saving throw or lose as many levels as the failed life form would have had hit dice. Either way, the caster must rest one day per hit die of the life form attempted.

Once infused with life, the creation must roll a successful system shock roll to survive. This roll is repeated for each special ability possessed by the new life form. Creations without a constitution score are allowed to make a saving throw versus death with a bonus of one third the necromancer's level, rounded down.

The simplest life forms to create are non-intelligent, non-mobile plants. These take one day plus one day per hit dice to create. Infusing limited (animal) intelligence into such a creature doubles the casting time and requires an extra system shock roll. Likewise, adding limited movement (1") to this type of life form again double the casting time and requires another system shock roll. Each additional jump in movement (1", 3", 6", 9", 12", etc) or intelligence (animal, semi, low, average, very highly, exceptional, etc) would require additional components and time. Any other abilities also require a system shock roll and double the creation time. Abilities which are magical in nature triple the creation time and additionally require a successful saving throw versus magic to function, although if this roll fails the life form merely loses the ability; it's life is not in danger.

Non-magical animal life takes two to five days to create plus two days per hit die. This assumes either a simple form with a working model to study from (such as a house cat with several other cats as models) or a new life form with no offensive abilities, animal intelligence and minimal movement abilities (1"). Adding more abilities such as claws, fangs and/or other abilities each requires an additional system shock roll with a doubling of the casting time.

When adding armor class, each point above AC 10 (or the creature's base AC, if using a model) takes an additional two days and requires the system / saving roll to be made at -1 per added point of AC. Thus to create a wolf with a shell granting it AC 3 (base AC 7, assuming a model is used) would take an additional eight days and require the roll at -4.

In a related way, any attack which causes more than 10 hp damage is treated as 2 different abilities. Attacks causing more than 20 hp are treated as 3 abilities, more than 30 hp is treated as 4 abilities, etc. This is per attack (an ettin, which has two 10+ hp attacks is considered to have four abilities).

The material components of this spell include the basic shape and structure of the life form, various alchemical ingredients (costing 1,000 to 3,000 gp for vegetable life and 2,000 to 5,000 gp for animal life, per hit die) and the appropriate materials for duplicating any special abilities granted to the creation.

Example: to create a displacer daisy would require one to three thousand gold pieces, a displacer beast pelt and four days. This assumes a mindless plant with one hit dice, no movement abilities and a single special ability.

Example: to create a winged bull with AC 0 would require eight to twenty thousand gold pieces, several bulls to use as models, the wings of a huge bird, the hide of a creature with great AC (such as a dragon) and 48 to 54 days. This creation would need to make two extra system shock rolls (one for wings and the other at -35% (-7) for AC 0).

Body Wrecker -- Ran: 6", Dur: special, Area: 1 target. Also known as *finger of doom*, this spell is similar to *finger of death* in that it too attempts to instantly slay the target. Unlike the lower level *finger of death*, *finger of doom* doesn't merely stop the target's heart; that is only the beginning of this fearsome dweomer!

The victim must save vs spell to avoid dying due to cardiac arrest in the first round of this spell. Even if that roll is successful, however, the target is still takes 1d8 damage and is unable to act due to intense chest pains for the remainder of the round.

The following round, the dweomer, having failed to kill the target by attacking her heart, moves on to her lungs. During the second round, the target must again save vs magic or die due to its lungs rupturing and filling with blood, effectively drowning the victim. Even if this save is made, the target takes 1d6 damage due to blood loss and cannot perform any physical actions, such as moving, fighting, spell casting, speaking, etc, although innate abilities, magical items requiring only a silent act of will to engage, and psionic powers can be used.

On the third and final round of *body wrecker*, the spell moves from the lungs to the stomach. The target again gets a saving throw vs spell to avoid its guts to rupturing explosively and spewing acid in a 3' radius. Even if this final save is made, the target take 1d4 damage due to tearing and acid damage and further may act only at a -4 penalty to hit and to its armor class.

A target that survives this spell cannot be affected by another casting of *body wrecker* by the same necromancer for at least a day. This spell can be dispelled normally at any time prior to the death of the target.

The casting time of this spell is a full ten segments and the material component is a 1000gp black opal.

Greater Wraithform -- Ran: 0", Dur: 2 rnds/lvl, Area: caster. Similar to the fourth-level spell *wraithform*, this powerful dweomer actually transforms the necromancer into a powerful wraith for the duration of the spell. In this form the necromancer has AC 4, MV 12"/24", 1-6 + level drain attack (hits transferred to the caster), +1 better weapon to hit (not silver), can strike creatures as a +1 weapon, is immune to sleep, charm, poison, cold, etc. The caster should be treated as undead although attacks which would slay undead (disruption, higher level cleric's turn, etc) allow a save vs death to end the spell prematurely, in lieu of dying.

Lichdom -- Ran: 0", Dur: perm, Area: caster. This spell transforms the caster into a lich. The spell requires a full night to cast and can only be used on the three nights of a full or new moon. Upon completion of the spell, the necromancer must make a successful saving throw versus death magic. If successful, a new lich is "born". If the roll fails, the caster has blasted himself out of existence. The material components for this spell are vampire dust, the blood of an innocent virgin, and unholy water or the body of a freshly slain lich.

Life Force Exchange -- Ran: 6", Dur: special, Area: 2 creatures. This spell permanently switches the life force of two creatures (one of which may be the caster). Both subjects must be within range at the spell completion, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs spells at -6 to avoid the effects (obviously, willing subjects may forego the saving throw to consciously accept the spell).

The spell functions properly only if both subjects fail their saving throws. If only one fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile, the other (the one who failed the save) is stunned for 1d4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange bodies with a hale young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withering shell of a dying old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can be reversed only by a full *wish* or by the reverse of the spell. If one of the bodies is slain before reversal can take place, the life force inhabiting that body departs. That spirit and its new body are dead, just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending a *wish* (to transfer its consciousness into a copy of its former body), the only way to now restore the subject to his or her rightful body is by cloning the original body and casting the reversed form of this spell.

The reversed form, *revoke life force exchange*, undoes the effect of the spell.

Both versions of this spell require nine segments to cast.

Wail of the Banshee -- Ran: 0", Dur: instant, Area: 3" radius. At the culmination of this dreadful, nine segment spell, the wizard screams like a banshee (groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw vs death magic die instantly.

The caster is not affected by the spell, but cannot choose who will be affected. If there are more potential victims than the level of the caster, the DM randomly determines which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc) may be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

First level MU spells -- Gain four first level MU spells, as per Illusionists