

Tome of the Damned

Version 2.0 - Enticement of the Dead



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Special thanks to: Everybody who contributed, and other Net Book keepers listed below.

FOREWORD

The Sea of Misery

Sacrifice is our key to the Damnable's divine
Open up your soul and open up your mind.

The lives of lost speak past the grave
Reach out to them with a conscience brave.

Clear them paths; unlock their doors

Set upon their Sea a stable moor.

Sacrifice is our key to the Damnable's divine
Open up your soul and open up your mind

- *The Dark Paladin*



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Note that this work can and should not be used without TSR's excellent *Player's Handbook* and *Dungeon Master's Guide*, which have inspired a whole generation of roleplayers. Let me quote a passage from the *Player's Handbook*, which says:

"The AD&D game is continually evolving - each player and each DM adds his own touch to the whole. No list of special thanks can be complete without recognizing the most important contributors of all - the millions of players who, over the years, have made the AD&D game what it is today."

Let's all cooperate to make the game even greater! See below, under *CREDITS*, for an attempt to thank at least a few of the millions mentioned above.



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MUNDANE WEAPONS

Weapon	Cost	Weight (lb.)	Size	Type	Speed	Damage (S-M)	Damage (L)
Scythe	5 GP	8	Large	P / S	8	1d6 + 1	1d8
Scythe, War	15 GP	15	Large	P / S	10	1d8 + 1	2d6

Scythe

Kevin Langley < klangley@laraby.tiac.net >

The Scythe. Usually used as a farming, it comes in quite handy for slicing up monsters as well. A hard oaken staff with a sharp curved blade protruding from the end is the weapon of Death himself! Beware all those who wield this farming tool.

Scythe, War

Gabriel Ouimet < av690@freenet.carleton.ca >

The War Scythe is a scythe, but costumed for those who wish to slice and dice their enemies. Doing a considerable amount of more damage to creatures, this scythe is usually used on monsters, rather than farming grounds. Easily used outdoors, but a bit cramped in the dungeon places, this scythe needs 7 feet of room to maneuver.



MAGICAL WEAPONS

Bane of the Dead

Jason Cook <jwc3@ns2.CC.Lehigh.EDU>

It's a +5 dagger that is particularly nasty against undead, such as vampires. Can't remember all of the stats, but the curse is: must take control of the dagger(willpower checks over a week period). If failed, the wielder begins to believe he/she is a vampire. Over the next few days, he will become convinced he is a vampire, staying out of the sun and slaying others for blood. The victim will eventually be driven to his death by the dagger's urgings. DM's discretion on how long.

Black Blade

< oprdcs@gsumv1 >

Type:	Long Sword
Intelligence:	17
EGO:	18
Magical Adjustment:	+2
Magic Resistance:	85%
Alignment:	Chaotic Neutral

Black onyx obsidian blade with mithril inlaid along the blade and rune carved. It also has a black diamond pommel. The sheath and baldric are made of black dragon skin with mithril tooling and stitching.

Upon the killing stroke, the wielder will temporarily gain the number of hit points of the killed creature. If the creature is humanoid or human the wielder will also gain the levels/hit dice of said person. This will last for a number of turns the creature has levels or hit dice. If the sword does not kill in three days, its ego will rise one point a day until it controls the wielder and makes him kill. This can also occur if in battle the wielder loses enough hit points to lose control. The black blade acts as a dancing sword and also heals 1 point per day. It can detect traps, secret doors, and evil. It talks telepathically and can speak dwarven, black dragon, stone golem, orc and of course, common.

The voice it speaks in is a deep ominous crackling tone.

Blackrazor

Blackrazor is a +3 chaotic neutral sword with an intelligence of 17 and an ego of 16. Its purpose is to such souls. It's a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, Blackrazor temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The souls of all entities killed by blackrazor are sucked out and devoured, so those killed by the black sword cannot be raised.

For every three days the sword remains "unfed", its ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its ego returns to 16.

The DM will note that Blackrazor is a negative-energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even strikes a negative energy being like an undead (except ghouls and ghosts) it will work in reverse, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time that it strikes. Under these conditions, the wielder can actually die and have his soul sucked out by his own sword. If the wielder survives, he will need a restoration spell or twice the usual number of levels received from positive "kills" to replace the lost levels. Those killed for replacement must be of the same



race as the sword wielder. Blackrazor may very well keep this little drawback a secret until the first time the sword bites into a wight or vampire. The DM must remember that Blackrazor exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

- Speech and telepathy (common and whatever tongues its wielder knows, which it learns telepathically)
- Detects living creatures (souls), 60' r.
- *Haste* spell (bearer only, 10 rounds) once per day.
- 100% magic resistance to charm and fear (exact percentage chance of resistance will depend upon the level of the opponent casting the spell).

Blood Claw

<Robert Johan Enters: whisper@wpi.WPI.EDU>

This throwing dagger is +3 to hit and damage. Upon hitting a creature that is possessive of blood as life force (i.e. not undead or slimes or crystalline or stone creatures etc.) the dagger will automatically grow barbs and burrow itself to the hilt inside the target. Every round after the round in which it has struck, the dagger will drain an additional 2d4 hp until the creature dies or the dagger is removed. Removal of the dagger will cause the victim an additional 3d4 hp damage due to the extensive barbs.

Bloodshriek

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Bloodshriek is a very thin long sword of +5 value, this sword is nasty. Although evil aligned, anyone can pick it up. However, if the wielder does not have the same alignment, it will attempt to possess the wielder(ego check). It's special abilities include: automatically strikes first(faster than speed weapons), acts as a bracer of blinding strike with that weapon(so, at 13th level, a specialized fighter would get 5 attacks/round-always), acted as vampiric ring of regeneration, and when first hit would start to shriek. This shriek would cause different affects for different level opponents, some resulting in death.

Blowpipe Darts of Agony

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These darts, when hitting a target, will burrow into that target in 2d4 rounds. Initial damage is d4+2 (the darts are +2 to hit and damage), and an additional 1hp per round of burrowing. To dislodge such a dart causes 1hpd per round the dart has had time to burrow.

Once the burrowing is complete, the target will suddenly feel an intense pain, screaming out at top of voice. Save vs breathweapon or drop all holding, save vs paralysis or lose 2 points of con per round (i.e. save each round). Once con drops below 3, the target loses consciousness until the dart is removed, and 1 hour has passed per point of con lost (by then all con points will have returned). These darts are actually small creatures put in stasis, that awaken inside warm blood. Thus these darts only work on warm blooded creatures.

Chaos Blade

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The Chaos Blade is a long sword enchanted with wild magic. It was forged in the depths of the Abyss by the demonic wild mage known as Lord Vlaior. Vlaior used the Blade as his personal weapon until it was stolen from her shortly before his imprisonment by the elven wild mage Paithan Quinthani.



The Chaos Blade is a highly ornate weapon. It is about the same size as a long sword, but has a curved, hatchet-like blade that is sharp on one edge only. The blade is forged of an unknown grayish metal, and is inscribed with runes of arcane power. The grip of the weapon is made of the hide of some evil fiend of the nether planes, and is also inscribed with runes. The weapon may be used by anyone with long sword proficiency at no penalty to hit. The Blade is powerfully evil. When first picked up by an appropriate wielder, it will undergo an attunement with her. This process is brief but painful to the new wielder. As a result of this attunement, the wielder of the Chaos Blade will have the mark of Chaos upon her soul. She will be detectable by detect evil or detect balance spells, will be adversely affected by protection from evil, and may suffer any other effects the DM finds desirable (extreme mental anguish, inability to walk on sacred ground, etc.). Note that this is particularly horrifying to a paladin (and this is reflected in the fact that the paladin will now be penalized by her own protection from evil). The runes on the weapon's hilt will also be reproduced on the palm of the new wielder's sword hand. Although the mark of Chaos has no power to influence the victim's alignment directly, it will cause a slight alignment change toward chaotic every time the victim commits a chaotic act, eventually causing most wielders to become chaotic in alignment.

For all of its drawbacks, the Chaos Blade is a very powerful item. It only gains a +1 bonus to hit and damage (this increases to +3 in its native Abyss), but has many other powers. The wielder of the Blade may, by spinning it about, create a prismatic wall, one color at a time, at the rate of one color per round. The wall will be in a circle with about an eight-foot diameter. The wielder must remain stationary during this process. The colors must be created in order, and the wall will gain its blinding ability when fully constructed. Furthermore, the Blade is impervious to magic of any kind. Any spell cast directly at it is converted into a wild surge, and reflected back at the caster. The wielder may take advantage of this by using the sword to parry spells which are cast at her. Note that not all spells can be parried: a magic missile certainly can be, as can a chain lightning, but an earthquake or a phantasmal force cannot be. Parrying spells uses the same process as parrying weapons does (see The Complete Fighter's Handbook). Each parry takes one attack, and must successfully hit an AC equal to zero minus the spell level (so a 1st level spell has AC -1, while a 9th level spell has AC -9). If the parry is successful, the spell is converted to a wild surge and sent back in the general direction of the caster. If the parry hits by 4 or more, the reflected surge strikes the original caster directly. When parrying spells delivered by touch, the DM may wish to rule that the parry must successfully hit the AC of the caster (not an AC equal to zero minus spell level). Spells delivered by touch will automatically strike the original caster directly if parried.

The Blade has one final power. Whenever it hits an opponent with a natural roll of 20, roll d% and consult the Chaos Blade Critical Hit Table. Usually, the target of the critical hit is entitled to a saving throw to avoid the critical hit. The critical hits are as follows:

Percent	Result
01-02	A temporal rift opens, drawing all within 60' through. All time is shifted backwards one round, and everything must take place again. The damage caused by the Blade remains.
03-08	Target is teleported to another location. No guarantee is made as to the target's safe arrival.
09-10	Waves of entropy radiate out from the target, warping all in their path. d6 randomly selected items within 10' are polymorphed into other things. The results are usually baneful, and generally are worse the fewer items are polymorphed.
11-16	spell or be deafened for 2d6 rounds. All eligible items in this radius are affected by a shatter spell. The wielder (but not anything she possesses) is unaffected.
17-20	The probabilities of the target's future are shifted. She is affected by Unluck (75%) or its reverse effect (25%) at the 12th level of experience.
21-25	All items on or touching the target are hurled away as though by an avoidance spell. This includes the Blade and its hapless wielder.
26-29	The reality of the target is warped in some harmful way. Whatever the effect, it causes 8d6 damage, either all at once, or over a period of rounds. The exact effect is left to the GM: the targets sweat may turn to acid, or the blood of her wounds may burst into flame, or her armor may grow inward-pointing spikes, etc.



30-33	The target is physically maimed by a horrible change in her own body. If the target passes a save vs. paralyzation, she is merely left paralyzed and in horrible pain for d6 hours. Otherwise, create an appropriate effect.
34-38	The wild magic energy summoned by the Blade explodes uncontrollably. All within 20' take 8d6 damage. Everyone affected may save for half damage except for the target, who gets no save, and the Blade's wielder, who may save for half damage or none.
39-42	Against all probability, the target is affected by a totally unexpected source of damage. This may be a bolt of lighting from a clear sky, a falling comet striking her from the heavens, or even a passing roc suffering a sudden death and crashing atop the unfortunate victim. Whatever it is, it inflicts 10d6, with a save allowed for half.
43-47	The target gets a glimpse of pure chaos, and is mentally disabled by it. If she saves successfully vs. paralyzation, she mercifully collapses into unconsciousness for d6 hours. Otherwise, she is feeble-minded (unless the DM has something else in mind).
48-50	As above, the target sees chaos. However, she gets a much clearer look, and is driven mad. The particular nature of her derangement is left up to the DM, and should fit the character. Also, she must save vs. paralyzation or collapse as above.
51-54	The target sees a clear vision of the chaotic madness of the world and herself. She automatically falls unconscious as above and her alignment is changed to chaotic evil.
55-60	The target is polymorphed into some small, harmless, vermin.
61-64	The target's body is corrupted by the Blade. Her face, along with all her sensory organs, is removed. Unless reversed, this will cause her to die a slow, painful death.
65-69	The target's entire body is drastically warped by the blade. She is completely transformed into a body of chaos. Typically this body will reflect the most negative personality traits or worst fears of the character. For example, a glutton may be hugely fat and greasy, with ten huge mouths. Similarly, a manipulative person may grow a forked tongue and scales. Someone who has no notable flaws, but is hydrophobic, may be transformed to look like a bloated, drowned corpse.
70	The Blade drains the body of the victim, permanently removing one point of Constitution.
71-73	The Blade drains the mind of the victim, permanently removing one point of Intelligence.
74-78	The Blade corrupts the mind of the victim, permanently removing one point of Charisma.
79-83	The Blade corrupts the soul of the victim, permanently removing one point of Wisdom.
84-86	A rift opens in reality, sending the target to another plane. Something from the other plane may come through the rift in return.
87-91	Waves of psychic pain and trauma are emitted in a deafening mental shriek. All within 20' (except the wielder) must save vs. death or fall unconscious. All mind-affecting spells cast by or at affected creatures are negated for d6 turns (after which they return at full effect). No affected creature may cast a spell or use psionics for d10 rounds.
92-95	A vortex is opened, and remains for d10 rounds, destroying all in its path. The target is teleported or gated elsewhere.
96-97	The entropic change in the target kills her spectacularly. Her blood may boil, or her body may be inverted, or her bones may turn to jelly, or she may simply explode messily, etc.
98-99	The target is simply disintegrated.
00	The Blade tears through the very fabric of reality, making a zone of entropy. Creatures that exist simultaneously on 2 planes are wrenched (as the psionic power). Entropic effects in the affected area are at a maximum (i.e., anything the DM wants to happen can). Damage from all sources is increased by two dice. Any attempt to enter or leave the area requires a one-half Intelligence check. The area affected is 50 feet in radius, and the rent will last one turn before normality is repaired.



The Chaos Blade is of chaotic evil alignment, but will allow itself to be used by a wielder of any alignment. It can communicate telepathically, and will always goad its wielder toward evil acts. Furthermore, when wielded by someone who is not chaotic evil, it will always weld itself to its wielder's hand at the first sign of battle (teleporting there if necessary) and force its wielder to fight until all foes are dead (cf. sword, +1, cursed). The Chaos Blade has an Intelligence of 17 and an ego of 16, but rarely dominates its wielder. Needless to say, the Chaos Blade is a powerful and dangerous weapon, and should not be introduced frivolously by a DM. It is also hard to get rid of, since it will cause remove curse spells to bounce back at the wielder. It appears to be indestructible by normal means, and should be treated as an artifact/relic. Getting rid of this item is likely to require a lengthy and dangerous quest.

Chill Short Sword

<xpyad@levels.unisa.edu.au>

This is an extremely evil weapon, usable only by those of neutral or evil alignment. It is considered +5 for to hit purposes, but in fact is a +3 weapon to hit and damage. Once per turn it can Chill a struck opponent, this causes 3-18 points of frost damage and drains three strength points, drained strength returns at one point per day. It also emanates a powerful scare spell to all those within 50 feet when drawn, even those who pass their saves get -1 to hit while within 50 foot of the drawn weapon.

Darkenbane

<Robert A. Howard (Myste): SSA94ISA06@RCNVMS.RCN.MASS.EDU>

In my game, we have soulswords, swords who can absorb the soul of the person they hit. One of the lesser soulswords is Darkenbane. Darkenbane is a long sword with a special hatred of wights, which it calls the Dark Ones. As anyone with knowledge of wights knows, when a wight dies, it's soul goes out and possesses a new body. The only permanent death for them is the spell Raise Dead, though on Kyriell a Paladin of Marashieb can hit them with a Restful Sleep spell when they die, and they stay dead.

- Darkenbane is +3 to Hit, +0 to Damage.
- It is +6 to Hit and damage against Wights.
- It speaks with Telepathy, but understands all languages.
- On a natural 20, Darkenbane will absorb a hit Wight, even if it isn't dead, with no save allowed.
- Darkenbane can detect Wights in a 120' radius (and will do so without urging).
- Darkenbane provides its possessor with some protection against energy drains, giving its possessor a savings throw vs. Death Magic to resist the drain.
- Darkenbane has a high intelligence, and an Ego of 29.
- Darkenbane is male, and prefers female fighters. It's an ego thing. ;-)
- Darkenbane will tolerate a thief, but despises priests and mages, and will force them to surrender it over to a fighter (preferably female, and usually someone it can control if necessary). Darkenbane "speaks" in a low, hissing voice, and has little respect for other people, even its possessor. He lives only to kill Wights, though he will gladly slay other of the Dead.

Demon Bane

<Robert Johan Enters: whisper@wpi.WPI.EDU>

This bastard sword is +3 for all normal purposes, but has several powerful functions when used against Demons. The wielder of the sword is immune to all magical effects and spells caused or cast by any demon, directed specifically at the wielder. For any other effects, the wielder gains a +4 on any saving throws, and will even get a saving throw if there was none before. The sword glows a deep blue whenever a Demon gets within 120'. On a hit of a natural 20, if intended, the sword will hit and shatter the Demon's amulet. In fighting Demons, the sword is +5. The sword is only usable by Lawful Good char's.



Demon Slicer

< Jason Choi - ujchoi@uxa.ecn.bgu.edu >

This sword was forged by a Drow Noble who feared treachery from the Demons the priestesses of Lloth often conjured from the Abyss. The Elven Blade is delicate, long, and extremely well balanced. The blade is made of Black cold Iron on one side and is silver edged on the other, while the handle itself is made of carved Adamantium. Dark Elven Runes are engraved upon the length of the blade, which glows blood red in the darkness.

The blade detects Extra Planar creatures of Evil alignment within 100 Distance, and will begin to vibrate and point towards the general direction of the otherworldly entity. While it possesses no bonuses to hit or damage, the sword can affect any creature requiring a + to affect it.

The blade will do double damage to such creatures as Demons, Imps, Daemons, and the like. If such a creature is struck by this sword it must make a save vs. spells or suffer from a Spirit Wrack spell (on a natural 20)

Demon Sword

<Scott D. Law: law@xip.nrl.navy.mil>

This +2 bastard sword is a polymorphed Type IV Demon (or Tanar'ri, True - Nalfeshnee if you wish) and can throw all the spells that such a creature could throw. The wielder should not be told this. The demon will cast whatever the wielder asks. The sword will exact its payment each midnight in hit points (1hp +1hp for each power used). You could scale this up to reflect the different spell levels, if the character can take the losses.

The sword communicates through telepathy. The wielder can only be rid of the sword if Remove Curse releases the demon from its imprisonment in the sword, free to cause mayhem on the party.

DoomBringer

<Jason Choi: ujchoi@uxa.ecn.bgu.edu>

Certainly this two handed Sword lives up to its namesake. It is quite an extraordinarily evil weapon, bearing the powers of black magic in its overall creation. It is a rare 'Final Word' Type sword, which means any opponent who strikes the master of this Runesword will be automatically hit by it eventually. But the evil dweomer of DoomBringer allows it to steal the life force of its victims (on a 17 or better score). The victim must make a save versus spells or Lose his soul forever to the ever hungry Demonic spirit of the sword. The blade has no active bonus +s to hit or damage, but it can affect any creatures requiring a + to affect it.

Those of CE alignment wielding DoomBringer gain an extra edge. They are granted a special resistance to Magic casted at them, a 45% MR. The wielder of this sword absorbs the stolen energy from all of his or her victims... The blade will be considered 'Cursed' while in the hands of an Evil person, and cannot be removed by normal means.

Dunamis

<Chris Norwood: zcsn1@ETSU.EAST-TENN-ST.EDU>

From the novel "The Eye of the Hunter"

This long sword is sheathed in a green scabbard, with a tooled harness for back sling or waist. The grip of the blade is inlaid with pale jade, crosshatched for a firm grasp. The pommel and crossguard are of dark silveron (a type of silver-iron mixture that is rare but known to elves. It shines as if starlight itself was captured within). The blade is also made of dark silveron.

The blade was created in a demi-plane (in the book the elves are akin to the idea of fairy land elves) off the prime. The blade's true name -Dunamis- a name seldom used. To speak the true name draws strength and energy from allies near and yields it up to the wielder. Grasping it by the hilt and true name it and it will glow with a blue light and serve the, true name it again and it will return to plains.



Ware in calling, for it will extract a terrible price from friends about the- they will be weakened and mayhems be unable to defend themselves and mortals may loose years from their span (elves are immortal in the books, similar to AD&D and Tolkien) should life itself be drawn. The common name is Vulgbane. It was forged by Dwyndfor- reputedly the greatest blacksmith of all.

In mech. terms It draws life form friends. The radius of effect I think would be around 30' to 60'. As to what constitutes life I suppose you could have it be either con, levels, or just hp. To effect the aging I would grant those in the area of effect a save vs. death- if they fail then they are aged... the hp (or whatever lost) by friends of the wielder should be transferred over to the wielder. These HP are lost before damage is done to the wielder's own hp. If the wielder is to go negative the sword will drain off more hp to stop this from happening.

FangBlades

<muallema@ecuvml>

Unique Item. No other like them in the worlds.

+4 (paired) short swords. (intelligence and ego unknown)

Whenever a killing blow is struck with one of these blades, the victim's soul is destroyed, and the hit points of the victim are added to a running total of points stored in the sword. Whenever this total equals or exceeds 1,000 points, the wielder may add a +1 to any of his abilities (+1 or +5%) permanently. Also, the caster may will the swords to glow with burning runes depicting the names of all the souls they have destroyed.

FleshSlayer

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This is a plain long sword whose hilt is wrapped in Black Dragon hide. It is made of a strange black metal which never shows blood either on the blade or hilt. Its origins are lost to history but it is rumored to be a mighty force for evil.

FleshSlayer is a +3 long sword which acts as sword of wounding. It causes 3 HP of damage per round until the wound is bound or cured by magical means. The edges of the wound turn black and corrupted, and the victim must make a saving throw vs. death or contract a disease similar to mummy rot.

Gloves of the Ghoul

< Brennan Brooks - ab347@sfn.saskatoon.sk.ca >

These gloves seem to be made of a soft rotting leather that seems to stay in good enough shape to wear. On each finger of the gloves, there is a long pointed ghoulish nail. Any living thing that is touched by these ghoulish nails falls paralyzed where it stands for 1d6 rounds unless a save versus paralyzation with a -2 hinderance is made. Any being attacked and hit by these gloves suffer 1d4 damage, plus the paralyzation effect.

God Slayer

<Sir Jiles: jmc coy@asntsu.asn.edu>

This is a three bladed broad sword. The interesting part is that the two outside blades can be fired as projectile weapons. They have a 20' range and do 2d8 damage (They are +2 to hit). Both can be fired at the same time, but they have to have the same target.

Melee:

3-blades weapon acts as a magical +4 broad sword doing triple damage.

2-blades weapon acts as a magical +4 broad sword doing double damage.



1-blade weapon acts as a magical +5 broad sword that that does 2d20 points of damage vs. gods and demi-gods.

Note: the blades return to the hilt after 24 hr.

(This weapon was thought up by a friend of mine but it looks a lot like a sword from a movie I once saw. Don't blame me!)

Hell Beater

<pfrey@drew.bitnet>

Magical adj.:	+3 (+5 vs. devils) (also see below)
Intelligence:	12
Ego:	20
Alignment:	Lawful Good
Magical abilities:	Double damage vs. devils (additional to the +5) Destroys devils on a natural 20 if on Prime Material Plane Detect presence of a devil (100 feet) Telepathic in alignment tongue

(Note: can only be possessed by a paladin)

How "Hell Beater" came to be possessed by Orcus: like its two brother swords, this conceited sword goaded its possessor until he challenged Asmodeus. Asmodeus disarmed the Paladin and is using rings of longevity and regeneration to keep him alive for eternal torture and torment. Asmodeus sold the sword to Orcus for the head of a Astral Deva and another Paladin. Orcus removed the memory of this sword as well.

**Note this condition!* Devils will recognize this sword as Asmodeus's lure and will break from regular melee to attempt to bring the possessor back to Hell with them. They are promised greater status as a reward and know that Asmodeus is sincere regarding promises of this nature.*

Hell Razor

<Bernard Wook Lee: bwl2@ns1.cc.lehigh.edu>

My DM gave the party a really cool sword called ***Hell Razor***. Everytime someone hits ***anything*** with the sword a 6 HD fireball erupted at point of contact. Of course the wielder of the sword wasn't immune to the effects of the sword and got hit at ground zero of the fireball. So we gave the sword to the halfling psionist that had telekinesis. He was the only one who could really use the sword and only at a far FAR distance.

Lecrucia the Thirsty

<Aaron Miaullis>

Lecrucia is a magical dagger of grey stone. The dagger was crafted by an ancient, matronly, ogre mage for really painful rites of summoning. The ogre cast her soul into the dagger when her temple was overwhelmed by troops of the good order. She has been causing more trouble ever since. Lecrucia has intelligence of 17, wisdom of 17, ego of 17.

Her powers are:

- 1) +0 base to hit/damage
- 2) +2 vs. high elves
- 3) +3 vs. grey and drow elves
- 4) +1 vs. things with blood



- 5) +6 vs. vampires (they have a lot of blood)
- 6) 2d12 blood drain AT LECRUCIA'S WILL (sustains her life force)

Lecrucia will turn against her master if he won't let her drink. If she gains control, she will plunge herself into her slaves heart and drain him or her completely. Lecrucia is Lawful Evil and will try to pervert anyone who uses her. She can only drain blood eight times per day, the number of the diamonds on the hilt. When she drains blood a diamond turns red.

Necromancer's Blade

< James Errico - jerrico@nec1.nec.com >

This blade will appear to act identically to a long sword +1. Indeed, it is, except in one respect. When used against any undead, It will reinstate the undead to his/her previous state of being. The blade can be used in this manor to bring back companions (PC or NPC) that were turned into an undead in any manor. If used against regular undead (those which the DM has placed randomly), use the following chart to determine what the undead will become.

Roll (1d20)	Race	Roll (1d6 twice)	Alignment (First roll)	Alignment (Second roll)
1-10	Human	1-2	Lawful	Good
11-12	Elf	3-4	Neutral	Neutral
13-14	Dwarf	5-6	Chaotic	Evil
15-16	Halfling			
17-18	Gnome			
19-20	DM's Choice			
Roll (1d20)	Class			
1-3	Fighter			
4	Ranger			
5	Paladin			
6-8	Cleric			
9	Other Priest			
10-12	Mage			
13	Specialist			
14-17	Thief			
18	Bard			
19	Druid			
20	DM's Choice			

Example:

Rath, a 4th level Fighter has used his blade against a zombie, not knowing it's effects. The DM rolls the various tables. His first roll is a 15, a halfling. Next he rolls a 5 -- Chaotic, and a 2 -- Good. Then he rolls a 5. The DM knows that Halflings can't be Paladins, so he rerolls a 16 -- A thief.

Also note that generally the revived will be somewhat grateful to the person who freed it, and usually won't attack - right away.

PeopleSmasher

<kmhk@maristb>

Intelligence: 15



EGO: VERY high
Alignment: Chaotic Neutral (but loyal to his master... See below)
Magical adj.: +4 (long sword) and see below...

PeopleSmasher is the favorite weapon of Kohran Valkinarde, God of Battle and Boasting. The sword can talk and will sing Kender tunes if argued with. The following is a breakdown of it's magical adjustments:

- +4 normally
- +5 vs. regenerating creatures
- +6 vs. cold-using and inflammable or avian creatures
- +7 vs. undead and fire using/dwelling creatures
- +8 vs. people Kohran cannot step on or are better looking than himself
(this is serious! anyone with a comeliness of 21+)

Short Sword of Darkness

<Dennis F. Maher: maherd@stricom.army.mil>

This short sword is a +2 weapon. It has the additional power of creating a darkness 30' radius the first time it is drawn after nightfall (even if this does not happen until noon the next day). This darkness is accompanied with a *Fear* spell that covers the same area. The wielder is immune to the *Fear* spell. Anyone wielding the weapon can see in any magical darkness as if it were dusk.

Shorty

<Jim Vassilakos>

This long, thin-bladed dagger possesses its wielder with a desire to steal and kill, turning the wielder toward a shade of selven evil. In the hands of a thief, the blade allows a plus 50% on opening locks (up to a maximum of 99%). Moreover, it can cut through most magical seals (8 charges). The blade does a base d6 damage, is +4 in term of magic, and attacks twice per round whether thrown or held in melee. It may dance for 3 rounds and may excrete a magical poison once per day (save vs. poison: lethal vs. lawful creatures, others take 6d6). The dagger has a playful mentality but a limited intelligence.

Skin Shreader

<Brennan Brooks - ab347@sfn.saskatoon.sk.ca >

This sythe has a polished black wooden handle, with a rusty brown blade. If succesfully hit, the victim suffers normal sythe damage (S/M -1d6+1 L -1d8+1), plus, if the command word of "Desolation" is sopken at the time of the hit, the victim will suffer further magical injuries unless a save versus Rod / Staff / Wand is made.

1) On the first round after being hit, the victim's skin starts to itch uncontrollably, causing no damage, but a -4 to attack.

2) On the second round after being hit, the victim's skin break's open into sores, oozing pus for 1d4 damage, and the -4 to attack.

3) On the third round (and every other before getting cured) after being hit, the victim's skin will actively decompose and fall from the body in chunks, causing 4d4 damage, plus the victim will not be able to attack that round.

To counteract the effects of the sythe, a *Cure Disease* spell or two *Dispel Magic* spells must be cast - OR - the victim's sores must be bathed in one vial of holy water for every 5 hitpoints of damage taken. These treatments only halt the continuing of the decomposition. However, a *Cure Wounds* spell, potion, etc. or rest, will restore the skin.



Spirit's Reach

<Micheal J. Korvak: FSMTW1%ALASKA.bitnet@UTARLVM1.UTA.EDU>

This weapon is a two handed sword. Its handle and hilt are done in a bird motif, the primary elements are ivory and silver in a bird shape. The blade is nondescript and made of a dull grey metal that holds a keen edge, its composition is indeterminable by mortal magic. Spirit's Reach is +3,+5 vs. outer planar evils. Its primary purpose is to defeat both agents of the blood war, it accomplishes this through the power of disintegration (as DMG section for special purpose). Its most remarkable ability is that it carries damage across planes to the true body of the fiend it is slaying, so if it is killed in a hit point for hit point fight on this plane it will die on it's home plane. The disintegration power does **not** carry across the planes. Spirit's Reach is possessed by the spirit of a Coatl, granting its owner the ability to go ethereal as the psi devotion 3 times a day for a duration of 2 turns. It speaks aloud and telepathically to its owner and can translate any language.

Spirit's Reach is CG aligned and will not allow itself to fall into evil possession.
Demons **can** sense the nature of this damage and will take appropriate action against the wielder.

Sword of Arak

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Evil drow wizards in the domain of Arak in Ravenloft created this sword, and no human was ever meant to hold it. The drow have lost the sword, however, and as of this writing, no one knows its current location.

To any physical and magical examination, the item appears to be a "*Sword of Sharpness +2*". Indeed, it performs as one. But the sword also carries an evil curse- a horrid thirst for blood. Once a day, it must kill or help to kill a creature no smaller than a large dog. The sword is not required to deal the fatal blow, but blood must spill from the wound of the blade, and the victim must die no more than an hour after those first drops followed.

Each day the sword's thirst is not quenched, its owner suffers. He loses 1 point from each of his mental attributes (INT, WIS, CHA) and gains 1 point in each of his physical attributes (STR, DEX, CON). After the first such adjustment, the owner becomes so fond of the blade that he dares not let it from his sight. If someone forcibly separates him from the sword, he will do anything to regain it.

When one or more of the character's mental attributes drops to 3, the conversion is complete. He is now bestial- a monster that looks like an ogre. The DM runs the character. Usually, the beast will have superhuman physical abilities at this point, with scores above 18. Its only goal is to satisfy the blade's thirst for blood. The creature may embark on a mindless rampage or- if he has any shred of Intelligence left- begin a series of clever, fiendish murders.

If the sword is removed from the character possession before a mental attribute drops to 3, he begins to recover gradually. Each day, he regains 1 point to each mental ability, and loses 1 from each inflated physical score. Until this process is complete, he still covets the sword, however, and is unable to resist the urge to pursue it.

Once the conversion is complete, even removing the sword will not cure the monster. Only powerful magic- or the monster's death- can remove the curse at this point. The Remove Curse spell may at first appear successful, but it can provide only temporary relief.

Sword of Kas

<pfrey@drew.bitnet>

(Note: These powers should be kept secret by the DM...see below)

Intelligence:	15
Ego:	19
Alignment:	CE
	+6 defender



Telepathy (even when not held)
Double damage against all creatures which are from a plane other than the Prime Material (but only normal damage when on any plane other than the Prime Material)

MINOR POWERS: *Animate dead (1 figure--by touch) 7 times per week*
Darkness (5', 10', or 15' radius)--3 times per day
Invisibility (improved)--3 time per day
Know alignment (when held)--1 time per day
Protection +2 (when held)

MAJOR POWERS: *Fire giant strength (STR: 22 +4/+10) (when held)*
Regeneration 2hp/round (but not if killed. Also, see below)

PRIMARY POWERS: *Slays opponent up to 15 HD on an unadjusted 18 or higher (no save)*
Total immunity from cold (when held)

Hints on play:

Until the user consciously accepts the sword by committing himself to the ways of chaotic evil, the sword will not let the user ever know about the following abilities:

- *+6 defender: tell him only that it is a +4 defender, but take the rest into consideration during combat.*
- *Protection +2: simply take this into account when being struck*
- *Slay opponent up to 15 HD: simply tell them that they struck an incredible blow and the opponent is slain.*
- *Fire giant strength: simply take this into account when he strikes an opponent.*
- *Regeneration 2hp/round: secretly accumulate the hit points regained since being damaged, up to the amount of damage suffered. When he gets damaged in the future, this amount is subtracted, and he takes no damage (note: the quazit's regenerative powers are conferred through the sword and Chris will gain additional points used towards next wound. This healing also causes undead flesh to appear around the wound). Excess hit points are carried over towards the next wound. When an amount equal to the damage suffered is reached, this total is stored as potential for the next wound. Of course, this assumes that enough time will pass in order to regenerate. See above for all details.*
- *Double damage vs. creatures from other planes: do not tell him this power. Simply take it into account during combat with such creatures.*
- *Immunity from cold: whenever he is holding the blade, tell the character that he somehow did not take damage from the cold (he was out of the area of effect, his arm or protected him, etc.). When he does enter a cold environment, tell him he does not feel cold whenever he holds the blade. By that time, he may have fallen prey to the sword. Remember: he must be holding the sword to gain the benefits of this power. If it is at his belt, it will not work. This will force him to always carry the sword during cold adventures, thus preventing him from casting spells. But, since the sword always seems to be working and spells not, then he will not mind this and always attack with the sword when it advises him.*
As a result, the sword will appear as: +4 defender, telepathic, know alignment, and darkness of varying radiuses. Purpose: to fulfill the quest. Gives extra experience points. Has powers to reward him with. It will not reveal its intelligence, ego, or alignment, as it will tell the user that this is insulting to ask. It will say, indignantly, that it is exceptionally intelligent and very proud of this fact (truth). It will know telepathically the alignment of the possessor and take it for its own alignment (lie!).

Side Effects:

- 1) Yearning for item forces possessor to never be away from the item for more than 1 day if at all possible: tell the user that something terrible will happen if the sword is not kept with him at all times. Examples: the powers of the sword will no longer function with him, it will be mad and jealous and hate him, it might be lost, another might take/steal it, etc. Feed the possessor all sorts of ideas to cause him to be paranoid.
- 2) Item has power to affect its possessor when a Primary Power is used if the possessor has not followed the alignment or purposes of the artifact. This is tricky. If the character is not killing monsters or acting chaotic, it will



threaten to take away its power (see also several paragraphs below). If the character does not follow its "advice", the sword will also threaten.

3) The item is powerless against and hates most sylvan creatures and all rangers. Sylvan creatures include: Brownies, Centaurs, Chimeras, Cockatrices, Dryads, Forest Elves (those in the party are High and Grey Elves, but make sure of what they are immediately!), Griffins, Harpies, Hippogriffs, Manticores, Pegasi, Perytons, Pixies, Satyrs, Sprites, Stags, Sylphs, and Unicorns. Against these, NONE of its special powers will work. If any of these creatures come within 100 feet/yards of the sword, it will become a +10 short sword (note: not of defending) and both its ego and intelligence will increase to 20. It will force the possessor to attack.

In the above case, there is a 25% chance that the sword will reveal itself for what it is. If it does reveal itself, all powers will become evident to the possessor, and if the sum of its new ego, intelligence, and plus (+10) is greater than the sum of the possessor's intelligence, wisdom, and charisma, it will possess the user. If the possessor's sum is greater, he gets a saving throw versus magic with a +1 bonus for every point his sum is above that of the sword (this is the only adjustment he gets). If he fails, he becomes possessed. If he succeeds, he gets the option of casting it away or accepting it. Accepting it results in his possession. A character possessed can only be saved by a deity. They are not likely to intervene, however.

4) This is the most deadly side effect of all. 6 turns after the sword is first used in combat, so as to throw off rightful suspicion, whenever the user takes damage, he will be adversely affected by the regenerative power of the item. The flesh around the wound will appear ghastly. It will be pale and very unattractive. Hopefully, the party will attribute the effect to the weapon or power of the creature attacking him. The flesh is actually undead flesh.

When hit points equal to 5 times his amount have been "regenerated", he will become an undead knight of the same level of ability as his major profession. He will be chaotic evil if not already. Until this point, the percentage that he has become undead will become quite evident. If divine information is sought, the fact that it is undead flesh will be revealed, but not the source of this change (the sword). Such change is permanent and cannot be reversed except through the removal of the sword. If it is removed the effects will no longer continue. All new damage will be removed from this undead flesh and healed as normal flesh. Wish and other similar spells can reverse the process. A regenerate spell will cure the flesh as if it was damage. As this disease progresses, there is a cumulative percentage that he will become CE. Each time an amount of hit points equal to his original amount is regenerated, there is a 20% chance of him becoming CE. This is cumulative, so that by the time 4 times has been reached, it is unlikely that he can resist. As soon as he becomes CE due to this effect, the undead disease instantly creeps over his entire body. The possessor's charisma also temporarily suffers. Until he becomes CE, his charisma drops 3 points, until a charisma of 3 is reached, for every time the hit points regenerated matches his original amount. When he becomes CE, his charisma instantly becomes 19: the ego of the sword. Body odor also becomes a factor with this disease. It is very faint and smells of dead flesh. Note: the possessor cannot be turned until he has completely become undead. He can then be turned as a special monster. He can turn good clerics at his level of ability.

5) Another side effect of the sword is that it will cause all magic cast by the user against his opponent(s) to be ineffective. For example, a lightning bolt cast by the user will do no damage. A heal spell on a companion, as it is not being used against his enemies. Also, other weapons that the possessor use will never hit. These two effects are caused by the sword so as to become the only weapon he uses.

Details:

The sword will select the most greedy and corruptible player to possess. The sword will allow its powers to be learned slowly. Meanwhile, it will corrupt him and draw him to its alignment. When found, it appears as a short sword. The party will not likely ask what it looks like in detail, so do not give any details. If in the rare occasion that someone asks, be vague, "It appears to be an ordinary short sword; it is thin and of a dull gray metal. It is very sharp. It has an inscription on it: 'Abyss Slicer'." It radiates a faint magic if detected for. The inscription was put there by Orcus and will fade when its true nature is made known.

The sword will feel cold and lifeless in the hands of any that do not claim it as their own. It will pulse with magic in the hand of the one who does claim it. The sword will tell the user that it was sent by (his god) to slice the Abyss, when in reality it is the slicer for the Abyss.

The Sword of Kas will know of the party's quest both through Orcus and through its telepathic abilities. It will tell the one it possesses that it found its way to him through (his god) and that he should keep this secret no



matter what! He should not reveal the sword's special purposes or abilities to anyone. He should use the sword in battle and consult with it whenever he can.

Try not to arouse any suspicion whatsoever! As soon as it seems that the sword is pushing too hard, let off a little. It will always defend its actions through the above explanation. Orcus has planted this as a seed of destruction within the party; he does not want his plans to come to an end prematurely. Of course, the sword has ideas of its own and does not like to be used by Orcus. It will bide its time, but it will be hard pressed to do so. If it is revealed prematurely, it is due to its impatience. Besides wanting its possessor to kill, it will also want its user to take as much treasure and magic items as he can. It will prompt him to be more greedy, telling him he needs it to be more powerful. In fact, the sword will push all actions that make the possessor more chaotic and evil. If the possessor is a thief, it will suggest to him to perform more backstabs, more pick pocketing, more taking of treasure when none is looking. The sword will improve the users thief abilities by 25% if used for the powers of chaos and evil, and penalize by the same amount when not. The thief should not be aware of this. This is so that after awhile, the thief will tend to exercise his more successful practices. Whenever the user does act more chaotic and evil, the sword will telepathically congratulate him, promising him more rewards in terms of its powers. The possessed character will become crafty, quiet, and withdrawn. He will no longer participate in the conversation. Instead, he will follow party cue, waiting for an opportunity. When it presents itself, he will cut the throats of his opponents while they sleep. He will use the sword's powers to their fullest and kill everyone and everything. When he is through with a 1-6 week binge of killing everything (during this time the plus of the sword increases to +10), he will summon Orcus and become their chief henchmen. The sword will act as a gate through which they and all their minions can enter the Prime Material Plane. He will rule the plane when Orcus is away. He will become the equivalent of a Duke of Hell.

As soon as the character takes the sword as his own, he has lost the support of his deity. The sword and Orcus will prevent the possessor from knowing the loss of his deity. If the possessor calls upon his deity, the sword and Orcus will answer his call in his deity's name, pretending to be that deity. Where before the deity was inactive with the possessor, now "messages" will come to the possessor in such forms as "inspirations" and "dreams". Orcus will know everything about the party as long as the sword is with them. If the character possesses a familiar, a quazit will replace it. The quazit will be polymorphed to appear exactly like the previous one. The familiar will back up all messages sent by Orcus and send similar messages to support those of the sword.

The user will always be detected as his original alignment until he becomes CE spells cast by a character of over 15th level do have a percentage chance of detecting his changing alignment. Only a commune by a cleric of over 15th level will discern the true nature of the sword. The sword has a way of altering commune spells seeking its nature directly, up to 15th level of spells. If a very direct question is asked regarding the sword, such as, "Is the possessor of this sword acting in a way that he would not believe 10 years ago?" might work. Then again, it might not. This percentage is 10% chance per level of caster above 15th. If a character fails to detect it, he or she does not have a chance of successful detection until he or she attains a higher level. Simply tell them that they do not detect his alignment to be any different than before. Paladins' detect evil also applies to these restrictions and is considered at 2 levels below their level as a paladin. As soon as the character openly acts CE, the paladins will detect an evil so great that it will stun them for 1-5 rounds unless they make a save versus wands at -5. The sword will especially push the user to kill helpless victims, saying that it will offer more powers. If asked why it lied about its powers to begin with, it will defend himself by saying that it does not want the possessor to become too powerful.

Inform the possessor that, by using this sword, he will gain more experience points. This is another lie of the sword.

When used against the minions of Orcus, It will miss every strike and draw attention telepathically to the party. The minions of Orcus and will always know of the sword's presence.

When communicating, the sword should refer to himself and the user as "we."

Sword of the Cursed Gauntlet

It is a black bladed sword with a gauntlet attached to the hilt. The gauntlet is made in such a way that the only way to use the sword is to put on the gauntlet. Unfortunately, the gauntlet only goes on the wrong hand (i.e.



left hand for a right handed fighter) and can only be used by fighters and swashbucklers. Once on, it will not come off, except in rare, unexplainable cases. Depending upon how recently it has been used to kill something, it will range in color from a dull, grayish black to a jet black glossy color.

Now, the main reason I introduced it was this: try using a bow with a sword in one hand, and the hand firmly wrapped around the hilt. Also, try putting on shirts without cutting them up. Putting chain mail and other things on are also *very* difficult. After a couple of weeks game time, I relented and let him take the sword off, but *only* by putting it into a special sheath. When the sword comes off, the gauntlet stays on, and the sword is unusable by anyone else due to a sharp edged hilt that will cut throughout anything except the gauntlet. As a twist, you could make the sword magical in such a way that the user becomes *addicted* to it.

Sword of Were

A long sword +1 with the hilt which has the look of some creature but was unrecognizable except during the time of the full moon. During the full moon, the sword hilt would form into the head of a wolf, tiger, bear or rat (Randomly determined or could be specific for one sword).

While the hilt was in the shape of an animal, the wielder can transform into the animal at will, as long as the moon is up (and is full). During this time, the wielder had all the abilities and control of a were-person that had been 'were' for 20 years. As long as the person doesn't retain the shape when the moon goes down (chance to be permanent 'stuck' that way) or have the shape when the moon goes out of full phase.

Swords of Darkness

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These bastard swords' blades are not made of steel of any kind, but from the very stuff of darkness, negative material. These blades ignore any kind of armor, slicing right through it (though not destroying it). When striking, they do 4d6 hp damage, draining the life force of the creature hit directly. They have no bonuses to hit per se. When passing through armor or other physical objects, it leaves a trail of ice crystals and coldness behind. Those struck by this kind of sword for more than 16 hp, must save vs. paralyzation, or be stunned for the next round. A very few (1% at best) of these swords has such a strong conduit to the negative material, that they do 6d6 hp damage, save vs. death magic or lose a level and save vs. paralyzation or be stunned for d4 rounds.

The Black Blade of Tyrants

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The Order of the Black Blades was established over 400 years ago on the 2nd world (of 3 that exist out of phase with one another). Their original purpose was the enforcement of Diamet's will. Diamet the two sided, lord and ruler of the second world was a great force for neutrality, and continually kept the forces of Light and darkness at bay with his armies. The legions of Light needed to spread their word, and the force of Lan-skarr merely wanted to ravage the land... so in the first ever union of good and evil forces one blade was stolen from the Grey Circle and given over to the force of Dark. The Legions of Light counted on their intervention being welcomed after Lan-Skarr's assaults... and they were right...

The Black Blade is a corrupted version of the blades wielded by the Grey Circle, a powerful force in Diamet's army on the second World. It has all of the standard Grey Blade abilities (marked by a *) and a few more granted it by Lan-Skarr, the Demon Ruler of the 3rd World.

The Black Blade is a +3 long sword, whose handle is made of blasted mithril (to give it a dull appearance) and a gleaming black blade, whose composition is similar to adamantine, but is able to stand the light of day, it looks slick at all times, as if it had just been drawn out of a wound.

The Blade is intelligent (16) and can speak the 1st, 2nd, and 3rd tongues (all other language is unimportant, or used for treachery in it's opinion). It has Magical and Psionic abilities that it uses to enforce its will on its wielder.



Magical:

The Black Blade, for the purpose of causing strife and grief will cast Disintegrate 3 times a day, standardly directing these blasts at: Children, Favorite Magic Items of the Wielder, The Wielders enemies, and any being of good alignment.. though not in any particular order.

Three times daily it can Cause Blindness on strike in any Neutral Being, they save at half level, on account of the blades deep understanding of the heart of neutrality.

Psionically the blade can use the Psychometabolic powers of Cause Decay on strike and Adrenaline Control on its wielder. The scores are as a 20th level psi penalized by two. The blade can draw on 200 psi points.

Men that come to own the black blade either strike a great blow for evil, or die horribly at the hands of their own weapon... Some poor sots get cut down by the forces of good and the blade has passed through the hands of 3 planets and one Solar... All who fell into the Black (ways of evil).

The Demon Sword of Yargash

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The Demon Sword of Yargash was created hundreds of years ago, when a particular power of the lower planes grew angry with one of his balor servants. The result was that the balor, suffering the wrath of his lord, was transformed into a sword. This weapon was given to other servants to deliver to the prime material plane and place it in the hands of whomever they chose.

The servants, being the chaotic ones they were, chose not a patron of evil. Rather, they decided to ensure that the sword was found by a knight, a paragon of goodness. They thought it would torment the beast trapped within if he were to be used by a righteous and lawful warrior for the purpose of good. The sword, using it's telepathic ability and ultimately superior intelligence was able to dupe its owner. The chaos which the sword caused while in the hands of this 'virtuous' knight was incredible, the knight ever thinking he was completely innocent, until he was excommunicated from the church for his heinous acts.

Yargash, the balor trapped within the sword, communicates only telepathically and only with its owner. It finds great pleasure in being wielded by lawful good knights on the road to purity and laying them low. It does this through duplicity. It first tells the knight that the powers of the sword must remain secret and that he (the knight) must not tell anyone of the sword's true magical nature. This, according to the sword, is because even the owner's truest companions would fall to infighting because of their desire for such a powerful weapon (that is bull - unless they are already predisposed to do so - as is nearly everything else the sword tells the owner). At some point during their initial encounter, the demon will tell its new owner that it can assist him in achieving unheard of glory and honor if only the owner will trust the weapon and its power without reservation. A knight who willingly agrees at this point is virtually doomed. This gives the demon free reign to use its 'suggestion' ability and the owner should generally not receive a saving throw (except in acts of complete self-destruction). The sword will use its powers in line with the wielder's goals at first. Gradually, it gets the wielder to make small moral compromises as situations prevent themselves. As time goes by, with the assistance of suggestions, the sword increases the size of these moral compromises until the character has committed several heinous chaotic acts. If your player is not particularly sharp, he may even do these things willingly at the bequest of the sword, not realizing what is happening.

The weapon has a number of powers, all derived from the magical powers of the balor. A particularly mischievous DM might gradually transform the owner into a demon himself. Legend lore spells should reveal that all of the previous owners were lawful good knights. Obscure references to vague downfalls may be gleaned with repeated successes at divining the history of the item. Most notable among the power is the weapon's ability to burst into flame as a flametongue sword (although not the same bonuses). This does some amount of additional damage (1-4, 1-6, 2-8, whatever you deem appropriate) to creatures harmed by fire. Note that in no circumstance is the character *ever* in control of the weapon. The weapon chooses if and when to use the powers. Usually, it will cooperate with the character's wishes. Occasionally, it will use a power at an inopportune time to get the PC into trouble. If the PC later questions it, the sword will apologize if it did anything wrong and feign ignorance of proper behavior. This continues until the knight is no longer in the favor of his deity and/or government and becomes an



outcast. Usually, by this time, even the most daft of players figures out what is going on and seeks to destroy the sword.

The only creatures who can unmake the weapon are greater powers of the abyss. The sword's goal is to lead its owner on a glorious quest to slay the power who created it. At that point, Yargash may (at the DM's option) take control of the owner as a host and transform his body entirely into a balor demon. Without proper protections, this *will* destroy the knight's body.

This weapon will never overtly threaten a PC's life. As a matter of fact, it is a nice weapon (+4 enchantment in my game, you decide based on yours). However, it will seek to cause chaos and difficulty for its owner, *very subtly*, at every turn. Mischievous DM's wanting a nice treat for their power gamers can have a great time with this. I know I have.

As for specific powers, pick whichever ones of the tan'ari you wish to use. You can make it as powerful as suits your taste. Personally, I use the flame ability, detect evil/magic/good, dispel magic, and teleport without error. This *is* meant to be a weapon of great power. But with great power comes great responsibility. Most PC's forget that.

VampireBlade

A magical long sword that is intelligent and had this power to grant regeneration to the wielder by vampiric regeneration. Half of all damage caused by the sword is used to heal the wielder. The disadvantage is that the sword gets hungry if it doesn't kill anyone for more than 24 hours, in which case it drains all but 1d4 hit points from the wielder, as food of course. It is an evil blade.

Vampiric Arrows

These arrows were formed by a Necromancer named Lasher who possesses a rather sadistic disposition towards life in general, and who created these deadly missiles for his assassins. Once struck by a Vampiric Arrow, the unfortunate victim must make a save versus Spells or lose one 1d4 Experience Levels for 2-12 rounds. Some versions of these missiles will drain 1 level permanently.

Vampiric Crysdagger

This is a +1 dagger which sheds no light. When wielded by a thief, it does vampiric touch (3d6 dmg) once per day.



THE FANATICS PATHOS

Gog, the God of the Damned

< Aaron Bowman - aaron@bowman.pdial.interpath.net >

Title: *Intrepids* or *Fearless Ones*

Symbols:

- A coiled snake or a skull

Ability Requirements:

- Intelligence 13
- Wisdom 14

Prime Requisites:

- Intelligence, Wisdom

Alignment:

- Any Evil (LE, NE, CE)

Weapons Allowed:

- Any bludgeoning & ceremonial/ritual dagger

Spheres of Influence:

MAJOR ACCESS	<i>All, Necromantic, Summoning, Charm, Healing (reversed forms only)</i>
MINOR ACCESS	<i>Protection (reversed where possible), Animal, Combat</i>

Dress / Armor:

The worshippers of Gog wear heavy black robes with red runes on them that allow them to perform special tasks (see Granted Powers). Any warriors or dual-classed characters worshipping Gog must wear blackened armor.

Non-weapon Proficiencies:

REQUIRED:	<i>Necrology or Ancient history</i>
RECOMMENDED:	<i>Netherworld knowledge, Anatomy, Spirit lore, Monster lore, Reading/Writing, Ancient languages, Heraldry, Spellcraft, Brewing, Venom handling</i>

Granted Powers:

Worshippers of Gog must be wearing their robes to command these powers:

- * *Intrepids* can command twice as many Undead as charted on the Turning Table in the *DMG*.
- * 5th level *Fearless Ones* and *Intrepids* can turn into shadow-form once per week for every 5 levels.
- * 8th level *Intrepids* can inflict a powerful magical disease upon an enemy by touch. The enemy gets a save versus death to negate the disease, but they still take 1d12 points of damage. If they fail the save and don't use *Cure Disease*, they will die in 1d10 rounds.
- ** 9th level *Intrepids* learn how to create ghouls or ghosts.
- ** 12th level *Intrepids* learn how to create ju-ju zombies or mummies.
- ** 15th level *Intrepids* can learn Vampirism or Lichdom.

- * *Intrepids* are the clerical aspect of Gog's worshippers



- Fearless Ones* are the dual-classed / warriors of Gog's worshippers
- ** For each of the above learned, the worshipper must sacrifice 1d20 corpses and 1,000 - 100,000 gold pieces. They can learn one per month

Granted Spells:

FIRST LEVEL:	<i>Invisibility to Undead, Skeletal Servant, Spectral Senses, Undead Alacrity</i>
SECOND LEVEL:	<i>Aid, Resist Turning, Slow Poison</i>
THIRD LEVEL:	<i>Animate Dead, Deaths Door, Feign Death, Life Drain, Negative Plane Protection, Speak with Dead</i>
FOURTH LEVEL:	<i>Cause/Cure Insanity, Poison/Neutralize Poison</i>
FIFTH LEVEL:	<i>Dispel Good, Imbue Undead with Spell Ability, Slay Living, Scourge, Undead Regeneration</i>
SIXTH LEVEL:	<i>Asphyxiate, Summon Undead</i>
SEVENTH LEVEL:	<i>Death Pact, Destruction, Energy Drain, Mindkiller, Wither</i>
QUEST:	<i>Undead Plague</i>

Limitations:

Gogs worship is rumored to include strange rituals that involve: *Cannibalism of the dead, Necrophilia and Self-mutilation*. Upon becoming a *Fearless One* or an *Intrepid*, physical deformities are inflicted upon them, but most worshipers consider these blessings (roll a 1d12):

Roll (1d12)	Blessing
1	Hair turns white or falls out
2	Scales cover body (any colour)
3	Snake-like eyes
4	Face resembles snake or reptile
5	Hands turn coal black or blood red
6	Putrid stench of decay in 10' radius
7	Physical aging (1d20 years)
8	Skin gains a cold blue pallor of a corpse
9	Smile or laughter appears cruel or evil
10	All teeth become pointed
11	Forked tongue
12	Low, evil, inhuman voice

The worshippers gain one on the start of their worship, then there is a 30% chance every 4 levels for another one.



Priests of Khaine

(Major God of Suffering, Bloodshed, War and Discipline)

Zaxarus <marathon@gist.net.au>

Alignment:

The deity is Lawful Evil. His priests may be of any Lawful alignment and though good characters may agree with the outcome, the means by which they wish to achieve it will cause them some moral dilemmas.

Minimum Ability Scores:

- Wisdom 13 *
- Strength 12

* *Wisdom 16 means a +10% experience.*

Races allowed:

Human

Nonweapon and Weapon Proficiencies:

NWP Required:

- Endurance, Religion

NWP Recommended:

- Reading/Writing, Blind Fighting, Ancient History

WP Required:

- Longsword or Hand Axe (only)

NWP Required:

N/A

NWP Crossover:

- Priest, Warrior

Duties of Priest:

Prayer once a day or loss of powers.

Guidance of the populace

Marriage ceremony's

Missions to spread Khaine's influence

Khaine is the only accepted religion amongst the Ravier, and the combined efforts of the priests and inquisition have made Khaine's name one which people dread to speak of. His demands of his followers are very strict, expecting them to sacrifice much of what they take for granted. The priests have some leeway, but the monks are without a single possession to call their own. The priests are expected to inspire racial hatred and bitterness towards the enemies of the Ravier, including other human races.

Priests of Khaine must pray humbly to him at dawn, or they will lose all their powers, unrecoverable without atonement (never easy). Too many signs of compassion are also frowned upon. If a warrior keeps coming close to death in battle, better he die for his incompetence could tip the balance in the enemies favour. Many Crusaders ride into enemy lands for the sake of slaying the infidels and conquering entire cities in Khaine's name, demanding that the population bow down to him.

All the priests follow the written laws from the Book of the Santantiathius, penned by an ancient Raveiran prophet, long before the Raveir began their conquest of Wild Space. The Ravieran religion, like the people come from a far distant planet known as Raveiros Prime. It is because of their enormous Goliath Skycities that transport them to other worlds, that the Raveir are starting to bring their religion to other worlds.

Weapon and Armour Restrictions:



The priest may never wear armour that was not blessed by the church. The armour they are given is always a magnificently engraved breastplate with mystic enchantments layed on it. It is constructed from green steel and weighs half that of a suit of plate mail. It gives an AC 3. If the priest ever uses armour not constructed thus, they will lose all their powers.

They may only ever use one weapon. These are all tasks of dedication, and loyalty. Imposing such penalties enables Khaine to weed out the unworthy.

Other Restrictions:

They must always wear generally white dark blue clothing. When in common clothes, the predominant colour must remain dark blue.

Priests of 3rd level or higher must remain chaste until married. Those over 8th level who are not already married must remain chaste and celibate. This is to represent self restraint and discipline.

Spheres of Influence:

MAJOR ACCESS -	<i>All, Combat, Law, Necromantic, War, Guardian, Summoning</i>
MINOR ACCESS -	<i>Astral, Creation, Fire, Healing, Numbers, Sun</i>

Granted Powers:

Inspire Fear, Turn Undead, Detect Good / Evil

3rd Level - *Immunity to Fear, Incite Berserker Rage 3 times a day*

6th Level - *Auto Save vs Evocation*

Followers and Strongholds:

The followers are received at 8th level, and consist of 3 third level priests and 12 1st level priests all of the same order. There is an 80% chance that a company of 6 Blue Guard will swear allegiance to the the priest.

To gain the followers, the priest must build a church. The priesthood will fund half the cost. The priest will receive twice the number of followers if he builds and establishes a new border town or if he is to build a Cathedral.

The priest may take 1 third level priest, 4 1st level acolytes and 2 Blue Guard on his adventures.

Possible Symbols:

Triangle with a star formation pointing down.



The Order of Thal'Kal (the God of Death)

< Tom Dullemond - buck@gil.ipswichcity.qld.gov.au >

Predominant alignment:

- Lawful Evil

Weapon restrictions:

- The Priest of this Order only use single handed swords. All those who ascend into the priesthood are given their own blades, black iron long swords (no special powers). The priesthood's holy symbol is affixed to the pommel (see Holy Symbol below).

Armour restrictions:

- No armour is allowed of any kind, for they believe that this is cheating death.

Food restrictions:

- All priests of Thal'Kal are vegetarians. The Book of Kal specifically states, "Meat exists to die, not roast", and all meat eaters are considered corpse-devourers, and scorned.

Abilities:

- Priests of Thal'Kal believe undead to be the most disgusting abominations in existence. Against these mockeries of life, and defilers of death, all priests gain a +1 to the roll when Turning.
- To assist in their duties of slaying those close to death, all priests may Detect Life at will. This involves touching the object in which life is to be detected, and concentrating for 3 rounds.

Restrictions:

- All spells, potions, or effects that allow one to be healed physically are scorned by the Order of Thal'Kal. They will refuse to be healed or heal anything, because this, more than wearing armour, perverts Thal'Kal's wishes. Instead, if someone is dying, the priest of Thal'Kal will kill them quickly and perform last rites. In the case of someone they like, a priest may be moved not to end their life him/herself, but instead allow Thal'Kal to decide.
- They will not bandage or attempt to save that person, however.

Theology:

Thal'Kal is seen to be two beings, and yet one (much like the Catholic Trinity). Thal is the god of Life in Death (afterlife) and Kal is the god of Death in Life.

Life is a cleansing/punishing period for souls not considered pure enough to remain in eternal Death. Being slain, therefore, returns your soul much quicker to Thal'Kal, and is seen to be desirous. Suicide, however, is an attempt to escape your punishment, and punished harshly by a longer sentence (priests consider elves and other such long-lived races to be the returned souls of suicide victims).

A long life, however, can be a sign of Thal'Kal's blessing. Although it involves a longer punishment, this allows one to serve Kal better, by bringing more and more people to the Peace of Kal (euphemism for death, of course). In this way, punishment is a small price to pay for the honour of serving Thal'Kal.

Although the priests of Kal do not eat meat, they care little for the physical remains once the soul has left the body. After last rites, a corpse is usually burnt or disposed of in some other way.

The Order's bible is the Book of Kal, a written account of Kal's physical incarnation, when He walked the earth in the guise of Man. He was not killed for his preaching, however, as so many other Messiahs, but simply rose from the dead, lived for several years (not as punishment but as choice) and returned to the dead.

Holy Symbol:



This is constructed from the "ball" of an upper arm (fleshless). This "ball" is hollowed out, and filled with the consecrated blood of the High Priest, then sealed. Two obsidian eyes are glued onto the appropriate spot, and a segment of bone is carved into a U-shape and attached, to represent the mandible. Thus a miniature, noseless skull is formed. This is the pommel of the religious sword, and weighted with additional metal for a proper balance.

Thus presenting the holy symbol involves drawing the holy sword.

Rituals:

Initiation into the priesthood involves, very simply, the slaying of one's master/teacher in combat. The young acolyte hereby fulfils two requirements:

Rewarding his/her master for their efforts, and proving that they have been taught well enough to survive. After this, the acolyte receives their religious weapon, the black sword, and their holy symbol, attached as a pommel.

In religious combat, or ceremonies, the priests of Thal'Kal paint their shaven heads with white face paint, then paint on huge black eye sockets and a gaping mouth (from one ear to the other) in mimicry of their holy symbol. In combat, these living skulls, combined with the black blades of their religion, convey to the enemy that they are the harbingers of death.



THE DEADLIEST SINS OF MAGIC

Blood Mage

< Andrew R. Myers - xftn10b@prodigy.com >

Ability Requirements:

- Intelligence 13
- Constitution 13

Also, the blood mage must be human, elves and half-elves cannot take this kit because they cannot harness the negative magical energies that a blood mage requires. Any alignment is allowed.

Description:

The blood mage possesses one of the greatest kept secrets in all the world of magic. This secret is the ability to cast spells using only one material, their own blood. With this secret, characters of this kit are perhaps some of the most feared and reviled magic-users in all of the realms. Due to this fear, blood mages are forced to live on the outskirts of society. Some blood mages have formed secret societies in order to better protect themselves from "witch-hunters".

Weapon Proficiencies:

- REQUIRED: *Dagger*

Nonweapon Proficiencies:

- BONUS: *Healing, Herbalism*
- RECOMMENDED: *(General) Cooking, Seamstress/Tailor, Fishing*
(Wizard) Spellcraft
(Warrior) Survival

Equipment:

The blood mage starts out with a set of dark robes, a finely crafted silver dagger, and the normal starting gold.

Special Benefits:

Blood mages do not cast spells the way normal wizards do. They never have to spend their money on buying spell components, they just use their own blood. They learn and memorize spells the same way as other wizards, but to cast spells, the blood mage cuts himself and inflicts damage equal to one-half (round fractions up) the level of spell he is casting.

Example- *Vlad is going to cast Cone of Cold spell, a 5th level spell, so he cuts himself and inflicts 3 points of damage. The blood mage must announce he is going to cast the spell, cut himself, and then wait until he can cast the spell. Upon casting the spell, the blood dissipates and travels to the Negative Material Plane.*

The blood mage's spell casting can still be disturbed in the normal way, but inflicting damage on himself does not disrupt his spell casting in any way. Due to the quick preparation time of their component, blood mages may cast their spells at one-half (round fractions up) the normal casting time. Also, blood mages may cast spells at one level higher than they normally can if they pay an additional 1 hit point when they cut themselves.

A blood mage also gets a +2 bonus, in addition any Constitution bonuses, to his initial Hit Points. Every level thereafter, the blood mage receives an additional +1 HP bonus.

The blood mage receives a +25% to learn any spells from the Necromancy school.

Special Hindrances:



Because the blood mage must cut himself to cast spells, this causes extensive scarring. Due to the scarring, blood mages lose 1 point of Charisma every time they gain a level. This Charisma loss can be lowered to a maximum of 3. The scarring process is irreversible.

Due to the large amounts of blood the blood mage loses, they must spend one day of complete rest for every 5 hit points of damage they inflict on themselves, at each level, this increases by one point, I.E. 2nd level every 6HP, 3rd every 7HP etc.

Also, in addition to any reaction penalties imposed by low Charisma, the blood mage receives an additional -2 reaction penalty.

Blood mages can never learn spells from the Enchantment/Charm school.

Wealth Options:

Standard for Wizards.



Shadow Magic

Zaxarus <marathon@gist.net.au>

Ability Requirements: Intelligence 13
Wisdom 12

Prime Requisites: Intelligence

Races Allowed: Human, Elf, Half-Elf

A force of magical power was discovered hundreds of years ago by mages on the world of Tethius. They discovered that evil is not only a belief, it is a force that reaches out throughout the multiverse and manifests itself, and feeds upon, the evil thoughts of all beings. This power causes even good, noble creatures to perform actions that may be deemed by others as evil. This web of energy is known as Shadow Magic. Its power stems from the lower planes, where evil is at its peak, but until recently, the only sorcerers to tap this evil energy have been mages on the world of Tethius, most notably the northern reaches; and the Arcanaloth of Gehenna.

Shadow Mages grasp these strands and use it to power their magic. Their magic is rarely of benevolent nature and are most often used to bring destruction or sorrow to enemies. The mages themselves often become twisted and evil, or begin to develop personality traits that would mark them as such. Solene Silvaila is one such mage. The vile energies she uses have not affected her physically like some, but have had some strange sideeffects anyway. Solene hates with a passion. Those that cross her often don't live long and she is not well known for her merciful nature. She has no respect for the dead and always reanimates fallen soldiers and enemies into undead creatures to serve her.

Opening One's Eyes

Shadow mages are often desperate individuals who want to be better than the common man and make pacts with extraplanar creatures like the Outer Ones, or Demons. These entities teach the Shadow Mages these secrets in exchange for services. Other Shadow Mages form cults and teach younger cultists these secrets in exchange for adoration and servitude. Finally, there is the Be'thra Kai of Katahki, or The Inquisition's Black Order. These mages study in huge monasteries and citadels under the tuition of the elders and archmages who teach the young magelings and acolytes new spells and skills that will aid them in their task of controlling the use of magic in Katahki lands.

Favoured Schools

Necromancy is the favoured school for Shadow Mages. These sorcerers have a natural affinity towards this school and are immune to the debilitating effects of its use if they choose.

Common Kits

With the exception of Inquisitors, the most common kit for this class are Warlocks and Ghul Lords.

Benefits:

Shadow Mages are immune to the debilitating effects of the use of Necromancy magic if they choose.

Spells that can cause harm, or are used to the detriment of others, receive a +1 bonus to all rolls.

Unfortunately, for spells that are beneficial to others or that will be used for benevolent purposes, a -1 penalty is applied.

Through the continued exposure to the evil, primal forces, Paladins, clerics of good alignment, and creatures of exceptionally good alignment (including archons) receive a penalty of -1 to hit and damage, and spells or spell-like abilities have a 25% chance of failing (regardless of whether it was beneficial or not)



Shadow Mages also have the option of using the spirits of the dead to inhabit bodies or areas. They may summon 1 spirit per level per day. Once spirits have arrived however, they rarely leave and constantly whisper dark words in the ears of the mage. This may be beneficial, for they sometimes teach new spells and reveal the thoughts of those who plot against them, but other times they simply take perverse pleasure out of driving a mage into madness. When the mage summons a spirit, they may only use them for purposes if they can bind them to thier will. The chance for this is equal to the mage's chance to learn spells score. Consult the table below to determine the useses that spirits may be put to:

1 Spirit	May be used to inhabit a dead body. This is raised as a zombie or skeleton, whichever is appropriate. These skeletons will serve the mage because they are bound to her, but they are somewhat intelligent and have an average intelligence of 7 and are all of some evil alignment.
2 Spirits or more	May be used to inhabit and haunt an area. They usually manifest as a poltergeist, but sometimes, they just cause terror to the inhabitants. The area may not be a church or temple of any good god, because such goodness is repellant to the evil spirits.
4 Spirits or more	May be used to possess a non-magical creature of animal intelligenece. The animal is totally loyal to the caster.
8 Spirits or more	May be used to possess a 0th-level human or humanoid. For every 2 spirits over 8, an extra HD or level may be added to this number. If 16 spirits are used, a 4th level warrior may be possessed. Same rules as above. The human mind is entitled to an Intelligence check with a penalty of 1 per day, every day to break free of the spirits. If successful, the spirit is ejected from the body and attaches iteself to the mage who summoned it. A posession may be cured by a lawful priest of over 8th level +1 level per extra spirit inhabiting the body.

Spirits will remain with the mage for 1 year per level. Spirits are only interested in haunting powerful wizards. A mage who is haunted by spirits percieves an almost unnoticable maelstrom of twisted, writhing bodies swirling around them. For every month a mage has spirits surrounding them, they must make a wisdom check modified by -1 for every 2 spirits haunting her each week. If failed, she is struck with insanity unless cured nothing short of a heal spell. A spirit cannot enter a Protection From Evil spell, or a Paladin's holy aura. Types of insanity are covered in the Necromancer's Handbook.

May cast speak with dead once a day at their level of ability. So a 4th level mage may speak with the dead of 4th level of ability - easy.

Hinderances:

Shadow Mages tend towards evil alignments, and regardless of true alignments, creatures like Ki-Rin will attempt to make life exceptionally difficult for them because of their dim views towards them.

As noted above, beneficial spells used on others (but not the mage herself) receive a penalty.

Role-Playing the Shadow Sorcerer

Shadow Sorcerers often have strange habits and views. Many are quite melancholy or paranoid and rightfully so. Players should act this way and try as they might, they find it difficult to trust anyone because trust is dangerous when powerful beings want thier blood.

When casting a spell, describe to the others that the temperature drops momentarily around the mage as he casts the spell. To the spell caster, he sees lines of energy wrapping around them like a spider web and he feels throbbing pains echoing throughout the body, radiating from the heart and head. When the magic is released, there is a loud whoosh in the ears of the sorcerer which cannot be heard by anyone in the vicinity. This whoosh can be heard on the ethereal plane however.



The Necromancer

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This class is completely separate from the normal specialist wizard, although there are certain overlaps. The description below conforms to that laid out in the DMG for "creating a new character class" although this class was not created using that method.

The necromancer is a loner. He prefers to surround himself with the dead (and undead), not with the living. He rarely subordinates himself to anyone and would prefer to rule his own kingdom of the dead. He may, however, employ (or force into servitude) such devoted agents of destruction as orcs, gnolls and trolls. Even animals smell the necromancer's devotion to death and try to avoid him wherever possible. The necromancer will need the services of the living, however, if he wishes to erect a temple of death (see below) and so it is handy to have few around.

The necromancer detests sunlight and open places (except moonless nights). He is furtive and reclusive as townsfolk distrust and abhor the necromancer and all that he stands for. A low-level necromancer will probably need to live in a town so as to have access to the materials he needs to practice his art. Attempts to maintain secrecy are hampered by the loathsome nature of the necromancer's work and so, in effect, for each level the necromancer progresses, he loses 1 charisma point as his aura of death becomes more and more palpable, until it reaches zero. This loss also helps represent the growing suspicion of acquaintances, and the general reaction of people as he becomes imbued with death. Long before his charisma reaches zero, however, he is usually chased from the town he is residing and starts a solitary life.

High level necromancers are usually the object of quests for paladins, rangers and high level clerics.

Class Ability Minimums:

- | | |
|----------------|---|
| - Constitution | 15 - <i>The demands of a necromancer's art are physically demanding and draining, a high stamina and health are essential to perform some of their tasks.</i> |
| - Intelligence | 12 - <i>A necromancer needs to be intelligent to be able to comprehend the arcane forces involved, much as a wizard does.</i> |
| - Wisdom | 14 - <i>The powers the necromancer wields are powerful, and so a high willpower is required to resist them and control them, this is best represented by a high wisdom.</i> |

Race:

As with the specialist wizard necromancer, all necromancers must be human.

Combat Value used:

Necromancers fight as priests.

Saving Throw Tables used:

Necromancers make all saves as priests, but gain certain modifiers:

- * Necromancers are quite fearless and so make saves at +1 where fear is the principle emotion.
- * As explorers of death, all saves vs. death magic are made at +2, as are all saves vs. necromantic magicks and affects of undead they are not already immune to.

Hit Dice per level:

Necromancers use a D8 for determining hit points plus any constitution bonuses

Proficiencies:



Necromancers gain proficiencies as priests of the same level do

Armour Allowed:

Necromancers can use any type of armour and shields and use their special talents, but cannot cast wizard spells while so adorned.

Weapons Allowed:

Necromancers can use any type of non-magical weapon, and may use all magic items available to other classes except swords.

Hit Points Per Level Beyond 9th:

The necromancer gains 2HP upon attaining each level beyond 9th.

Abilities and Restrictions:

While these should probably be separate categories, I thought it best to put them together as some abilities also count as restrictions.

The first of the necromancer's abilities concerns his control over undead:

Necromancers can communicate with undead, friendly or not, and may befriend undead, just as evil clerics can, using the undead matrix. A "D" result, means that the undead is permanently under his control, until such time as it is turned or killed. The only other way to get undead to serve the necromancer permanently, is for the necromancer to present himself to friendly undead and if the result is successful, then 1-12 are permanently under his control. If, however, the necromancer rolls a 1, then the undead immediately attack the necromancer.

Normal control lasts until a good cleric turns them, the undead moves out of a range of 20'/necromancer's level or out of line of sight. Volitionless undead like skeletons and zombies are exempt from this range restriction and may be left in an area with some simple instructions. Control can also be broken by the successful casting of a dispel evil spell. If the necromancer is physically present during the attempted breaking of his control over the undead, then the attempt will automatically failed. As such, any undead controlled by the necromancer cannot be turned while the necromancer is present.

The maximum number of undead the necromancer may control is equal to 10HD/level. A necromancer is also immune to the powers of undead with fewer HD than his level.

Healing:

Unfortunately for the necromancer, his association with death makes it impossible for his wounds to heal naturally, or through the use of healing magicks. Hit points must be regained by sacrificing (demi-) humans in a ritual requiring a brazier, candles and a ritually prepared knife. The ritual takes one hour to perform and heals the necromancer 1HP for every HD or level of the creature sacrificed. Only one ritual can be performed per day. Alternatively, there are spells the necromancer has access to that allow him to directly drain the life forces of others and add them to his own (Vampiric Touch is one) as well as some granted abilities which will be detailed later.

Sight:

At second level, the necromancer gains the ability to see in infravision, but his normal eyesight deteriorates with each successive level until, at tenth level, it is no better than normal sight under a full moon. At the same time, his infravision becomes more accurate, losing all of its characteristic "fuzziness" by tenth level, unfortunately, it cannot be used in sunlight, or other bright lights.

The necromancer also gains the ability to see into other planes that touch the prime material, especially the negative material, allowing him to make out undead easily. This ability also allows the necromancers to have an increased chance to see invisible, with a 5% chance plus 1% per level in addition to his normal chance.

Temple of Death:



At 10th level, the necromancer may build a temple of death. He may only possess one temple of death at any one time, but if one is destroyed, he may create another. The temple must be created out of the bones of creatures killed by the necromancer or his servants, bonded together with a paste made out of blood and various thickeners. The temple may be of any size, but every 10 cubic feet costs 10 man-hours and 10g.p. to build. Bone walls must be at least 1' thick, and ceilings and floors, ½' thick. Undead slaves lack the dexterity to build the temple, so living engineers must be brought in. The temple bones are magically resistant to damage and is treated as the hardest type of stone.

** While in his temple, saving throws against his powers are at an additional -2, -1 if the target is not also in his temple.*

** The necromancer heals 1HP per turn while in his temple.*

** Finally, the necromancer can call up to one skeleton from the walls of his temple per 10 cubic feet of bone per day. These skeletons cannot be called out within 5' of each other and can never leave the temple.*

Undeath:

When the necromancer is killed, he can come back in a week as a free-willed undead of equal HD as he had levels in life. The necromancer retains his abilities, but no longer advances in level. A 15th level necromancer comes back as a lich. Even destruction of the body will not prevent this. This "reincarnation" only works once, if his undead form is killed too, he is permanently dead and cannot be resurrected.

Curses:

A necromancer may curse his killer as he dies (assuming he has chance to speak it and knows who killed him). this ability is equivalent to the clerical curse spell, but not automatically removable. The necromancer places the curse as a cleric four times his own level (a 10th level necromancer places the curse as a 40th level cleric). Any remove curse or dispel evil works on this curse as a dispel magic works on magic. Each cleric has one try only.

Skills:

The necromancer, during his studies, will come across methods of doing necromantic things. These skills are learned in a similar way to proficiencies, but do not take up proficiency slots, instead a necromancer may have a number of them per level depending, just as mages may memorise a number of spells. Necromantic abilities, once learned, cannot be forgotten and replaced by other abilities, but nor need they be memorised to be used. Once learned, they may be used once a day, except where noted in the skill description, a necromantic skill may be learned more than once, thus allowing the necromancer to use it more than once per day. This is not applicable in some cases, and should be obvious from the description. Necromancers may also take wizard spells from the school of necromancy as skills, too. These need not be memorised, simply learned, and can be used once per day, without the need of complex castings or spell components. Level 1 and 2 spells count as grade 1 skills, levels 3 and 4 count as grade 2, 5 and 6 as grade 3, 7 and 8 as 4, and 9 as grade 5. If level 10 spells are used, these are also considered of grade 5 ability. These spells can ONLY be taken from the school of necromancy, not all the spells necromancer specialist wizards have access to.

Necromancers gain these abilities per level based on the below table:

Level of Necromancer	Grade				
	1	2	3	4	5
1	2	-	-	-	-
2	4	-	-	-	-
3	6	1	-	-	-
4	8	2	-	-	-
5	10	3	1	-	-
6	10	4	2	-	-



7	11	6	2	1	-
8	12	7	2	2	-
9	13	7	4	2	-
10	14	9	5	2	1
11	15	11	6	3	1
12	15	12	9	3	2
13	18	14	11	3	2
14	18	15	11	5	2
15	19	16	12	5	3

As can be seen, if a necromancer simply specialised in wizard spells, he would be a formidable opponent for any reasonable well armed party. Necromancers rarely do this, however, as they prefer to have a broad base of necromantic knowledge. Intelligence does not limit the number of magic spells he can learn as it does for a wizard, because the necromancer isn't learning spells, but skills that simply happen to duplicate magic effects.

The extra abilities are listed below, these can be chosen in addition to magic spells. A brief description follows each:

Grade 1 Skills

<i>Cause Darkness</i>	- same as darkness 15' radius spell.
<i>Find Necromantic Familiar</i>	- as 1st level wizard spell, but familiar is necromantic (undead/demonic) in nature.
<i>Aura of Evil</i>	- Acts as protection from good, at will.
<i>Evil Eye</i>	- Necromancer's eyes act as those of vampire, except hold instead of charm. Only works while eyes locked. Save vs. spells applies.
<i>Animate Dead</i>	- Animates one skeleton or zombie to a maximum of 1 skeleton or zombie per level.
<i>Detect Life</i>	- As spell - at will.

Grade 2 Skills

<i>Speak With Dead</i>	- same as 3rd level clerical spell.
<i>Manufacture Ghoul</i>	- Creates a ghoul. Process takes 1 week, culminating in a 6 hour ritual. Not automatically under control.
<i>Manufacture Ghast</i>	- As Manufacture Ghoul, but a ghast is created. Manufacture Ghoul is prerequisite.
<i>Wraithform</i>	- As spell, but duration is 1 turn/level.
<i>Emotion</i>	- As spell, negative emotions only.
<i>Fear</i>	- As spell, save is at -4.
<i>Bestow Curse</i>	- As spell.
<i>Cause Disease</i>	- As spell.
<i>Speak With Dead</i>	- As spell - no save.

Grade 3 Abilities

<i>Contact Other Plane</i>	- As spell - No chance of going insane.
<i>Dismissal</i>	- As spell, necromancer counts as 4 levels higher.
<i>Repulsion</i>	- As spell.
<i>Dispel Good</i>	- As spell - save at -4.



<i>Manufacture Wight</i>	- As manufacture Ghast, but manufactures a mummy, manufacture Ghast is prerequisite.
<i>Manufacture Mummy</i>	- As manufacture wight, but manufactures a mummy, manufacture wight is prerequisite.
<i>Paralyse</i>	- Necromancer's touch causes paralysis for two turns - always on.
<i>Possession</i>	- Necromancer's spirit leaves his body and attempts to possess another, save vs. spells applies. Possession lasts until sunrise or the necromancer ends it. Necromancer has access to knowledge possessed does.
<i>Unholy Strength</i>	- Necromancer's strength is increased to 18/00 permanently, following a 6 hour ritual during which a paladin with 18/00 strength (how the necromancer divines this will be interesting indeed) must be sacrificed to the god of death.
<i>Armour of Bone</i>	- Necromancer's body protected by a supple, yet strong, exoskeleton, granting AC 0 permanently. Requires a 6 hour ritual during which the necromancer must slowly drain and drink the blood of a virgin female.

Grade 4 Abilities

<i>True Sight</i>	- As spell - always on.
<i>Aura of Fear</i>	- As 30' radius from caster, fear as spell at will - save at -4.
<i>Drain Life</i>	- This ability completely drains a touched victim of life. Save vs. death magic applies. Necromancer gains HP - can't go above maximum.
<i>Creeping Doom</i>	- As spell.
<i>Unholy Word</i>	- As spell.
<i>Wither Touch</i>	- As wither spell - at will.
<i>Mind Blank</i>	- As spell - permanently on.
<i>Trap the Soul</i>	- As spell.
<i>Age</i>	- As priest spell Age Creature, except ageing is 2 years/necromancer level for every 100 years of lifespan.

Grade 5 Skills

<i>Summon Angel of Death</i>	- Necromancer summons an angel of death and orders it to slay a single individual up to 30' away. Save vs. Death magic at -6 applies
<i>Animate Undead Army</i>	- Similar to the animate dead skill, but the maximum number animatable is infinite.
<i>Magic Resistance</i>	- 5% / level

As can be seen, Necromancers have the potential to be VERY powerful (at 10th level they could use a 9th level spell, or a grade 5 ability). Necromancers also, potentially, have access to the death spell at 5th level. To some this may appear to be overpowerful, but when you consider the restrictions on the activities of the necromancer, it almost seems to pale in comparison. It would always be possible to impose further restrictions on the necromancer:

The Complete Book of Necromancers has some prices for being a necromancer (and some extra abilities, if you care to use them); Require a ritual sacrifice of some living creature (getting more specialised as the necromancer goes up in level) to appease the dark gods he follows; etc. This class is chiefly designed to make a very good arch-nemesis for a group of good-aligned characters, and not to be used as a PC class. A PC would make a poor necromancer anyway, not only due to the solitary distrustful nature of the necromancer, but, at higher levels, necromancers rarely GO anywhere or DO anything, they stay in their temples, sending their undead out to do their work, and researching further necromantic skills and practising extant skills.

Experience:



Necromancers get experience for anything they accomplish as well as anything his animated undead do in his presence.

Individual Class Awards: (Necromancer)

Using a skill to overcome foes or problem:	50XP	/Grade
Skill Successfully researched:	500XP	/Grade
Successful Creation of Undead Creature:	100XP	/HD
Successful Control of Undead Creature:	10XP	/HD
Successful Permanent Control of Undead Creature:	25XP	/HD

The necromancer progresses using the following experience table:

Level	Experience	Hit Dice (D8)
1	0	1
2	2,200	2
3	4,400	3
4	8,800	4
5	22,000	5
6	44,000	6
7	88,000	7
8	165,000	8
9	308,000	9
10	638,000	9+2
11	968,000	9+4
12	1,298,000	9+6
13	1,628,000	9+8
14	1,958,000	9+10
15	2,288,000	9+12

15th level is the maximum attainable. As can be seen, the necromancer requires more XP to get to 15th level than a paladin does! It can also be seen that this XP table follows the progression given the 2nd Ed. DMG (mult.11).

Magic Items:

Necromancers can use magic items belonging to all other classes, except swords, but there are no necromancy specific magic items that these necromancers can create as their powers are not magical in nature (although they do duplicate their effects); they are more akin to granted powers once they have researched and learned a skill.



WARRIORS OF THE NIGHT

Demon Knight

Zaxarus <marathon@gist.net.au>

Ability Requirements:

- Strength 12
- Constitution 14

Prime Requisites:

Strength, Constitution

Races Allowed:

Human

Level	Experience	Hit Die (1d8)
1	0	2
2	3,300	3
3	6,600	4
4	13,200	5
5	33,000	6
6	66,000	7
7	132,000	8
8	247,500	9
9	462,000	10
10	495,000	10 + 3
11	990,000	10 + 4
12	1,485,000	10 + 5
13	1,980,000	10 + 6
14	2,475,000	10 + 7
15	2,970,000	10 + 8
16	3,465,000	10 + 9
17	3,960,000	10 + 10
18	4,455,000	10 + 11
19	4,950,000	10 + 12
20	5,445,000	10 + 13

Demon Knights are a vile class of warriors dedicated to spreading the wills of thier dark Tanar'ri Lords and pursuing thier own hedonistic desires. Many Demon Knights are former heros and paladins who have decided to shun thier live of chivalry and honour and heed the dark whispers of some Tanar'ri Lord or another. There is only one law amongs the Demon Knights: Do What Thou Wilt, Shalt Be the Whole of the Law....

Only humans have the wild, untamed passions to make a Demon Knight. The minimim scores must be Strength 12 and Constitution 14. A Demon Knight **MUST** be Chaotic Evil. There no way to change this, and any compassionite and merciful actions from them are simply exceptions. Being chaotic, they are entitled to do whatever pleases them....

A Demon Knight whose Strength and Constitution scores are 16 or more recives a 10% bonue to experience points.

Demon Knights delight in going into battle, screaming wildly at the top of thier lungs and spraying themselves with gore. They enjoy pleasures and when not fighting, will indulge in self gratifying actions: Drink,



Prostitutes, Fine Food and gambling. They have no moral code of ethics and are despicable creatures who must hide thier allegiance in most major cities.

When thier master calls them to do battle, they must answer or face the wrath of thier lord. This vengeance usually comes in the form of a vile disfiguration and affliction. Failing that, the Babau will arrive to take him, kicking and screaming, into the Abyss.

They have the following special benefits:

- *A Demon Knight recieves a +2 bonus on all saving throws*
- *A Demon Knight can harm by laying on hands. The Knight can cause 2 hit point per experience level's worth of damage with a successful attack with his fist.*
- *A Demon Knight is surrounded by an aura of protection with a 10 foot radius. All summoned and specifically good creatures (like Aasimons) suf Healing (reversed) and Protective. The acquisition of these spells are identical to a cleric of the same level.*
- *A Demon Knight receives dark gifts from their patron When the Demon Knight pledges thier soul to their demonic lord, the lord gifts them with signs of favour. These are known as The Badges of Chaos and come with thier own set of penalties and benefits. If the DM chooses, when a Demon Knight performs a great service to his lord, the lord may choose to grant another benefit/affliction; or, when he disappoint him, he may choose to grant only an affliction...*
- *May Backstab assume normal rules for backstabbing as per thief.*
- *Cannot associate with Paladins or Blue Guard they attack each other on sight.*

Benefit Table

Die Roll (1d10)	Affect	Description
1	Drain Levels	The Demon Knight will, on a succesful un-gauntletted punch attack or by laying on hands, can drain an experience level as a wight
2	Magic Resistance	The Demon Knight gains a slight resistance to all forms of magic. The base MR is 10 %, plus an additional 2 % per level. Thus, a 20 th level Demon Knight would have 50 % MR. This operates continuously, and cannot be dropped, so beneficial spells cast on the character may not function.
3	Aura of Terror	Any creature of fewer than 3HD or levels who view the Knight, must save vs. spells or flee in terror for 2-12 rounds. Those with more are entitled to a +4 bonus and flee for only 1-6 rounds. Unlike fear, those fleeing do not drop their weapons.
4	Augmented Hit Points	The Demon Knight can roll 1d10 for Hit Points for each level, and may keep fighting even at -10 hp.
5	Demonic Immunities	The Knight is immune to all the same things as a standard Tanar'ri (immunity to fire, etc...)
6	Weapon Immunities	When less than 12th level of experience, they can only be harmed by magical weapons or slashing or thrusting weaopns of cold iron or silver. Over 13th level, they may only be hit by +1 weapons or greater.
7	Eternal Warrior	If over 9th level, and if the correct ceremony is performed, the Knight will arise as a Vampire. From 18th level, they will arise as a Wraith King (if available)
8	Animal Form	The Knight is able to twice per day, transform into a chosen animal. Only one animal may be chosen, and it is usually a carrion-eater or some other vile creature.
9	Beacon of Evil	Whether he likes it or not, mindless undead things are attracted to him. 1-6 zombies and skeletons will start to follow him each month, arriving at different intercal. Once every year, 1-4 quasits will arrive, claiming to be companions, but are really there to be a nuisance and cause evil and destruction. Evil things like Demons will seek out this upstart and try to either eliminate him, or failing that, get on his good



10 DM's Option side. This ability does not manifest until 8th level.

Affliction Table

Die Roll (1d20)	Description
1	All hair turns white or falls out
2	Fur or scales cover body and frame face
3	Club foot / lameness in leg (1 / 2 movement)
4	Eyes similar to animal's (like cat or wolf)
5	Face resembles a particular animal
6	Hands or feet are misshapen claws or talons
7	The next time armour is worn, the body blends and it becomes the skin. Whenever the metal or leather or whatever is pierced, it bleeds.
8	Hunchbacked
9	Malignant stench of decay or aura of malevolence in a 10' radius
10	Arm turns into iron tentacles. Tentacles wrap around weapon, or can be made to do normal manipulation, but offers no bonuses or penalties.
11	Second mouth appears at the base of the skull
12	Six-fingered hands (or six-toed feet)
13	Skin gains the cold blue pallor of a corpse
14	Head turns into that of a goat's skull, complete with curled horns
15	Smile or laughter appears cruel and evil
16	Teeth (or ears) are long and pointed
17	Three-foot long tail sprouts from lower back
18	Tongue is forked or serpentine
19	Vestigial, leathery wings on back
20	Voice sounds evil, low, whispery, or inhuman

Note:

As you can see, the lures of Chaos and Evil are very tempting to the young. They offer a lot to first level characters, but this slowly wanes as time goes by as the Lord suffers a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily even if the Demon Knight is disguised.

A Demon Knight using a hellblade projects a circle of power 10 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the Knight's experience level. (see the artifacts section in Tome of the Damned for stats of the hellblades)

A Demon Knight gains the power to turn paladins, Celestials and Baatezu when he reaches 3rd level. He affects these monsters the same as does a cleric two levels lower- for example, at 3rd level he has the turning power of a 1st level cleric. Not that this turning also causes plants of non-magical or monstrous nature to wither and die around him. Fish are known to simply die in the sea. This aura of devastation is 10' per level of the Knight.

A Demon Knight can cast priest spells from one of the following spheres (chosen upon generation) Necromancy, War, Chaos, Combat, arts demanding more and more. The 2d8 hp may seem excessive, but watch as the standard fighter's hp gradually pulls away and far exceeds the Demon Knights. The corrupting evil takes its toll on the warrior's health.

Beacon of Evil: These beings are NOT under the Knight's command unless he tries to control them with his turning ability, otherwise, they just follow him and get in the way.



The Dark Brotherhood of Addra

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The Dark BrotherHood, otherwise known as the Slayers, the Blood Brothers or the Knights of Addra, are an exclusively dwarven Knighly Order devoted to the destruction of Undead, Lower Planar Creatures and their summoners and makers. They worship and draw their power from the lesser goddess Addra, Moradin's Handmaiden of Life, and the Lake of Mercury, an underground lake with powerful magical properties.

Both male and female dwarves can join the Slayers. Begginig as apprentices, they follow the Brothers on their quests and adventures, until they are deemed worthy of the...

TEST of the LAKE

The Lake of Mercury, from where legend has it Addra forged the Maces, is the holy centre of the Brothers. Deep, hidden in unknown and shielded caverns somewhere in Faerun, the Lake is the meeting place of the Slayers every 10 years. They all gather there, coming from all across the Realms, to take and witness the Test. Since there are but 13 Maces available to the Brothers, only the fittest must have the privilege of wielding them.

The TEST is a challenge- one Slayer challenges the other for control of a Mace. Apprentices can only challenge the BoneBrother, but other Brothers can challenge any position except one of the three OverBrothers, the most powerful and senior members of the Order, who act as Commanders and High Priests. Challenges must be defended or else the position is forfeit, but this is a little-used section of the Code, since competition is fierce.

The two contestants, in dark ceremonial robes, enter the Lake and walk to its center- the lake, through magic (and physics) will let no other being tread its waters, disintegrating (no save) those of evil intent, repulsing those who might stumble across it. At the bottom of the Lake, or so the legend goes, is the Sixteenth Mace, the most powerful Mace of all, holding the Holy Essence of Addra. Various prophecies exist, foretelling of dire dangers when the Sixteenth Mace will rise to the hands of Moradin and save the faithful of Addra.

Still, the TEST goes on in the centre of the Lake of dark mercury. Though no-one besides the contestants, who are honor-bound never to reveal, know what the test was, it is said it involves time/space/planar travel since it takes but an instance to the eyes of the observers and the contestants always return with an outcome and unharmed.

The victor will then gain the Mace he challenged, and his previous Mace will be itself the object of a Test and so on and so forth. The Overbrothers, who cannot be challenged, are ordained or confirmed by the total will of the Brothers. They hold the sacred tomes of the Code (including the Code of the Maces and the Code of the Blood, the order's history etc). There is no shame to the defeated in the Test, and s/he has a priority in claiming the new victor's old Mace. This is not to say that the hardy and stubborn Dwarves don't play power games, but there is an unspoken consent on the matter of pride and power.

Game Mechanics

- * The Brothers rise in levels like Paladins, the use Warrior attack values, Priest saving throws, Warrior proficiencies.
- * Requisites for joining the Order are 16+ CON, 14+ STR, 13+ WIS.
- * The Brothers can specialise (usually in Tight Group: Maces, Flails, Hammers) only once. They can use any weapons, and usually carry a normal mace or flail, an axe and crossbow. They can wear any armour, and usually prefer silver-chased plate armours, or chain mail with magnificent breastplates and blood red



tabards. They usually wear skull- or demon-shaped red & white helms. Purple, red, white and silver are their favored colors.

- * The gain the Priest's MDA from Wisdom.
- * The have the following Bonus NWP: BlindFighting, Undead Lore.
- * They can 'track' undead or discover the sources of infestation, as well as detect undead in a 20 yard radius globe.
- * The Brothers have the following Spells available to them:

LEVEL I *Bless, Detect Evil, Remove Fear, Invisibility to Undead, Protection from Evil, Sanctuary, Light*

LEVEL II *Spiritual Hammer, Find Traps, Flame Blade, Slow Poison*

LEVEL III *Speak with Dead, Glyph of Warding, Cure Disease, Negative Plane Protection, Remove Curse, Continual Light, Create Food & Water.*

LEVEL IV *Cloak of Bravery, Neutralise Poison*

They Brothers have the following Spell Progression Level:

Spell Level	Brother of Addra's Level **															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	-	1	2	3	3	3	4	4	4	4	5	5	5	5	5	5
2	-	-	-	-	1	2	2	2	3	3	3	3	4	4	4	5
3	-	-	-	-	-	-	-	1	1	2	2	3	3	4	4	5
4	-	-	-	-	-	-	-	-	-	-	1	1	1	1	2	3

** Only OverBrothers can achieve 16th Casting Level. Ordinary Brothers may be more powerful in levels, but never in magic or Mace. Note that a BoneBrother can theoretically be 30th Level (I use a semi-slow but unlimited demi- human advancement) and a BloodBrother 2nd level, but that would never actually happen. Titled Brothers with a Mace must be at least 2nd Level, but other than that, Paladin level need not coincide with Mace level.

Material components are always a bit of bone, a drop of blood and the Holy Symbol of Addra: a fist-sized red & black skull made of Lake Mithril. This unique symbol is given to the Brother upon his gaining a Mace, and if lost or destroyed in any way or for any reason, the Brother must offer the blood of a she-Vampire whom s/he defeated to the Lake.

THE CODE OF THE BLOOD

- * The Word of Addra is Law
- * The Word of the OverBrother is Law, second only to Addra
- * The Brother must always have as primary goal the destruction of the most and most powerful Undead
- * The Brother must never leave a battle with Undead unless a far greater destruction is planned.
- * The Brother must never fear in the face of Undeath; chants to Addra will dispel the Fear and Evil.



This is just a sample. Add to it as you see fit to cover contingencies, but always keep in mind that these Dwarves are tough, pious and DARK!

THE MACES OF THE BROTHERHOOD

There exist 15 Maces- 12, one for each type of Undead, and Three, the Maces of the OverBrothers, which destroy Devils.

All Maces are different- some are even Flails, eg I usually consider BoneBane (vs Skeletons) a Two-Headed Flail, or RotBane (vs Mummies) is equipped with red-hot spikes. Ghostbane, on the other hand, would be but a rune-covered crystal rod (unbreakable, of course).

All Maces are wielded as +1 Weapons, except the DaevilBanes, which are +2 for the OverBrothers.

The more powerful the Mace, the less of a chance the Undead have of saving versus Disintegration, as in Table 1:

TABLE 1 CHANCE OF SAVE VS DISINTEGRATION

Maces of the Brotherhood	Undead Type												
	Ske	Zom	Ghl	Sha	Wig	Ghs	Wra	Mum	Spe	Vam	Gho	Lic	Dev
Bonebane	5	70	75	80	85	90	95	99	99	99	100	100	100
Zombiebane	65	5	70	75	80	85	90	95	99	99	99	100	100
Ghoulbane	60	65	5	70	75	80	85	90	95	99	99	99	100
Shadowbane	55	60	65	5	70	75	80	85	90	95	99	99	99
Wightbane	50	55	60	65	5	70	75	80	85	90	95	99	99
Ghastbane	45	50	55	60	65	5	70	75	80	85	90	95	99
Wraithbane	40	45	50	55	60	65	5	70	75	80	85	90	95
Rotbane	35	40	45	50	55	60	65	5	70	75	80	85	90
Spectrebane	30	35	40	45	50	55	60	65	5	70	75	80	85
Bloodbane	25	30	35	40	45	50	55	60	65	5	70	75	80
Ghostbane	20	35	30	35	40	45	50	55	60	65	5	70	75
Lichbane	15	20	25	30	35	40	45	50	55	60	65	5	70
Daevilbane	10	15	20	25	30	35	40	45	50	55	60	65	5

Note that the chose Undead only has but 5% chance to save- even mighty Devils will fall to the DaevilBanes. Even if the Undead saves, double dice damage will be inflicted.

Other properties include:

- * 5d6 points of damage to any Evil or Undead creature touching the Mace- this does *not* apply during battle, but the creature still has to save.
- * +1 to Attack and Damage Rolls for the chosen Undead
- * It can hit any Undead, regardless of silver, magical or other weapons needed to hit.
- * It allows the Slayer to Turn the chosen Undead as a Cleric of equal level, but this is especially discouraged, and destruction by weapons is the preffered way of dealing with Undead. Other Undead can be turned at -2 levels.
- * +2 to saves versus the attacks of the specific Undead.



- * Knowledge of the best attack and surest defences is implicitly imparted to the wielder of the Mace, specific to the chosen type, but as s/he acquires more powerful Maces, the previous knowledge is less than complete.

There is a CODE of the MACE, part of the Code of Blood, which the Slayer must unfailingly observe:

- * Every wielding of the Mace must be accompanied by a chant and supplication to Addra.
- * The Mace is not to be used against non-evil creatures. If it ever is, it will shock its wielder (5d6) and never again accept him. Although not explicitly forbidden by the Code, use of the Mace in combat against non-undead is frowned upon.
- * The Mace must not fall into the hands of another being.
- * An offering of blood and bones must be made to Addra once every full moon, and smeared on the Mace held over a fire.
- * The wielder's sign will appear on the Mace if he braves immense danger to complete a heroic task of destroying some powerful Undead. The few precious signs of the previous heroes can be seen on the shafts of the weapons.

THE CURRENT STATUS of THE ORDER

Although you can (and probably will) make your own Order, the Order as it stands now in my campaign is the following:

It has been three years since the last TEST- The brothers are again scattered throughout the Realms in search of Undead and vile magic of undeath. A lot of them are members of adventuring companies, but they mostly go alone, except for the company of Novice Brothers who accompany low-to-medium level Brothers. The OverBrothers are never to be seen except at the TESTS, but prayer to the Addra will reach them as surely as it will reach the Goddess Herself, and they will go to the aid of valiant Brother facing overwhelming evil.

The OverBrothers always travel together. They are:

Juggas BrassMask (dm) Pal22 -	He is the youngest and strongest, and was just ordained OverBrother in the place of a fallen one.
Ferrya Dumathallo (df) Pal19 -	Old and wise, she is extremely ugly but incomparably virtuous.
Gormanth VrokBane (dm) Pal26 -	The oldest, he is over 700 years old. He has access to powerful magic.
	These Three hold the DaevilMaces- twined shafts of red mithril, with the runes of past OverBrothers, with a head made of pure white bone with black devil horns as spikes.

Other important Brothers are:

Leondas Meleag (dm) Pal15 -	BloodBrother, rumored to have visited the demiplane of Ravenloft. He never speaks, and seems haunting and spooky even to his fellows. His hair is stark white, as his armour.
Cuppa WoodHug (df) Pal14 -	GhoulBrother, a very quiet, calm, young dwarven maiden. She is unique among the Brothers in her love for nature, thus her name.



Pero DevaHand (dm) Pal6 -	ZombieBrother, a very promising warrior, he is very young and boisterous. He is adventuring with 'The Five Spikes' in the Southern Sword Coast.
Cloran JemDeeg (dm) Pal8 -	ShadowBrother, one of the most pious in the Order, is currently on a quest to retrieve his lost Holy Symbol in the Great Desert.
Hella KernFoot (gf) Pal2 -	The only non-dwarf, she is a rare half-dwarf, half-gnome. She is an initiate, aiding Cloran.
Meth MooreStaff (dm) Bard8/Pal8 -	WraithBrother, a dwarf from the Far South, he is a storyteller of great fame and charisma, as he used to be a Bard in the Southern lands before he joined. He is adventuring in East Aglarond.
Bruma Atlantar dm Pal17 -	LichBrother, his armour is a masterpiece of craftsmanship, a suit of heavily enchanted everblue plate with ruby eye wards and elvish feather-lace helm. The only Brother to associate with what the others call scatterbrain elves, he adventures with the Company of the Three White Moons, mostly Elves, in the Moonsea.

The Blood Brothers keep their existence a secret even from their fellow adventurers, as many are the spiteful Dark Wizards whose minions they have thwarted. Be one, or never see one....



MAGICAL ITEMS

Chalice of Everlasting Blood

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This item is similar to the Decanter of Endless Water, from which it is derived, although in the case of this item, it is fresh blood, and not water, that is created. When activated by its command word, the Chalice fills with blood, and no matter how much is poured out, it remains full until de-activated by command.

Because of the magics used to create the item, the blood is fresh for all purposes to which the user can put it. It can be used as a spell component, for example, or to satiate a vampire's thirst. Note, however, that the Chalice rarely if ever can suffice to fulfill ritual purposes, since such rituals (as in Mayan blood offerings) typically emphasize the *shedding* of blood, and not merely its presence.

This item was first created by an ancient vampire, Hermann Siegmund von Walfuerth, who regularly spends extended periods of time in magical research and cannot always find time for the hunt.

Death's Garments

< Kevin Langley - klangley@laraby.tiac.net >

Death Cloak

This cloak is large and black, and when placed upon a character, and the hood is pulled up over the head, the character's face would look like death himself (skeletal head). This item may be used three times per day (each time lasting 1 hour), and then becomes an ordinary cloak for the remainder of that day. It may be used again in the same manner for the next day, and so on after that. Morals are decreased by 4 at the sight of Death, unless the victim has *Eyes of True Seeing* or something similar.

Death Gloves

These are the gloves that go with *Death's Cloak*. They make the hands of the wearer appear skeletal, and only add to the illusion of the wearer being Death. These can usually be found in a hidden rear pocket of *Death's Cloak*. These can be activated only with the cloak on the wearer, and for the limited time mentioned above. Being touched by someone wearing these gloves provides a *Chill Touch* spell to be used out of them. The victim may roll against the spell (vs. paralyzation), and suffer the effects of the spell if the roll is failed. If the roll succeeds, the victim feels a slight chill along the back of his spine.

Gauntlet of the Necromancer

< Aaron Bowman - aaron@bowman.pdial.interpath.net >

(20-50 charges)

This gauntlet is "drawn" to the living, providing a +3 to hit vs. the living & a -2 vs. undead. It thrives on the life force of the living. It will drain 3d6 hp from any one touched by it (by the owners request) & add it to the owners HP, even over his/her max (see the vampiric touch) as long as it's on their hand or taken away by normal damage. Only evil characters may use this item without being drained of 1d6 HP every round the gauntlet is in contact with the wearer.

Although, it drains ANY owner's HP, for evil characters it's not enough to affect them. It can be recharged by casting *Vampiric Touch* upon it.

Hater

< Tim Dickinson - dickinst@crl1.crl.aecl.ca >



Hater is a magical dagger of undoubtedly diabolic creation. Its last known wielder was Garoz Hilpar, the Assassin-Priest of Vesh in the Third Land. Hilpar was King Fustan's "dirty little secret," and despite the political expediency of eliminating the evil priest from the Third Land, Fustan's past dealings with Hilpar (and his present fear of the man) were just too dangerous to see the light of day. So Hilpar kept his wicked cult of Vesh alive for many years, and many were the sacrifices that went to Vesh through the blade of Hater.

Hater is a large but wieldy dagger. Its engravings and large bloodstone obviously mark it as ceremonial, but its balance, shape and edge also make it an acceptable combat weapon. Rumours said that in the hands of a death priest like Hilpar, its evil magic powers came to flower: whispered mutterings of the dagger draining all the blood from its victims, or fiendish phantoms issuing forth from it to devour the sacrifice...

Ring of the Necromancer

Robert Johan Enters <whisper@wpi.edu>

This ring, bestows upon any evil creature, the ability to control undead as an evil cleric. If tried on by a neutral creature, the ring will simply be inert, if tried on by a good creature, that creature will be drained for 1hp per round worn. (Note to DM, it is not necessarily noticed by the wearer that hps are being drained, if someone having 60 hps loses one of them, it will for example not be noticed. Someone who only has 4 hps will notice immediately f.ex.)

The level at which the ring operates is determined as follows.

01-35	lvl 8
36-65	lvl 9
66-85	lvl 10
86-95	lvl 11
96-00	lvl 12

Voodoo Doll

Ricky Jay Peltz <develop@dataworks.co.uk>

These dolls are reputed to be made by the reclusive swamp witches of Kithask. They guard the secret of their creation jealously and are loathe to let them fall into the hands of the Outsiders.

Nevertheless, a few of these dolls have indeed found themselves in the hands of mages from around the land.

A voodoo doll, although expertly made from wood or cloth, (complete with moving joints) , is always featureless and generic. To use one a mage has to dress it in the style of the intended victim. This requires an appropriate proficiency roll (or dex-2) check and 2d4 hours. It doesn't have to be perfect but should at least resemble a fighter if the victim is a fighter etc. (This check should be made in secret by the DM. See below).

More importantly, the mage must incorporate either some part of the victim in the doll (blood, fingernail clipping etc), or include some personal possession of the victim.

Once this is done, the secret words are spoken and a link is forged between the doll and the victim.

The mage may now use the following abilities:

- * Clairvoyance/clairaudience three times a day on the victim's location.
- * By pricking the doll with a pin the mage may cause 1 point of damage to the victim.
- * By stabbing the doll with a dagger, the damage is conferred to the victim. However the doll may only take 4d10 points of damage in this way before being destroyed.

It is rumoured that there exist more powerful dolls that allow the mage to cast certain spells through the doll to affect the victim such as charm person and ESP.



All the above abilities only work if the mage and victim are within 5 miles of each other (and on the same plane).

The victim is allowed an initial saving throw (vs spell) when the link is first forged (rolled secretly by the DM) but is otherwise unaware of the link.

If the mage failed his original proficiency check then although the clairvoyance / clairaudience power works there is a small chance that any use of a damaging power backfires! This chance is 10% for every point that the mage failed his proficiency check by. Once an attack backfires the link is broken (although it may be reformed from scratch).

Lastly, a victim who realises what is happening may attempt to have a dispel magic spell cast upon himself (for the express purpose of breaking the voodoo link). If the dispel magic spell works there is an immediate backlash to the mage using the doll causing 3d6 points of damage (save vs spell for half). The same applies if the doll is destroyed before the link is broken. The mage may break the link safely himself, but it takes a few seconds to do so. (An initiative roll is required in a combat situation).

Zombie Powder

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Used by the swamp witches in order to retain servants and to instill fear in the local villagers, the zombie powder is a poison whose manufacture requires various creatures and plants which exist only in the swamps. The recipe is, of course, known only to the swamp witches.

When ingested the victim is allowed a saving throw vs poison to resist the effects. If failed then after 1d4 hours the unfortunate individual will rapidly weaken and appear to 'die'. (All physical tests will detect that the victim is dead. However, any magical tests will show that the victim is actually still alive).

The witch will then bury the victim or allow him or her to be buried. After 1-2 days though, the witch will procure the 'body'. The victim will be in a trance and is totally suggestable to the commands of the witch, acting just like a zombie. The 'zombie' will follow orders blindly and fight at half his or her normal level.

It is important to note that the witches are careful to maintain the pretense that they have actually raised the dead. Many are able to do this anyway, but a 'zombie' procured by this method has several advantages:

First, the witch often tries to use the powder on a reasonably powerful individual resulting in a stronger than normal zombie. Unlike a normal zombie, the victim gets normal initiative in combat.

Secondly, the victim isn't actually undead. Although the lack of the smell of decay may tip off any opponents that something is wrong, this will probably not be until all their Turning attempts and protection from undead spells have failed!

The victim of the zombie powder remains in a trance for only 2d4 days. But regular ingestion of the powder ensures continued loyalty to the witch. (Every time a victim is fed more powder he receives another save vs poison but at a -6 penalty.)

A victim may be released from the zombie trance by others (if they realise what has happened) by the use of a dispel magic or remove curse spell followed by a cure poison spell cast at 7th level of ability.

After being released from the trance (by making the saving throw or by the help of others) the victim will be extremely weak (half stats). Ability points are regained at the rate of one (in each ability) per day of complete rest.

Swamp witches often keep several of these pseudo-zombies as servants and guardians, often using magic to enhance their 'undead' appearance.



ANCIENT MAGICAL ARTIFACTS

Hellblades

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It was rumored many a year ago that during the great wars when the Elves united to battle the Dark Elves and to cause them to flee to the vast underground, Gulgaraith, a well experienced fighter/mage Dark Elf, forged numerous swords of great power to help in those wars. This is how The Hellblades came to surface on the mortal world of man. Nobody knows how many blades were actually forged and enchanted and how many still exist after so many centuries. All that is know is that they are weapons of quite evil power.

OVERALL EFFECT:

Each sword functions as a modified Sword of Sharpness, they are all +3 weapons and sever a random limb (not neck/head though) on a natural roll of 18-19. They shed light on command of their natural color in a 30' radius. These weapons are so powerful and evilly enchanted that if broken they will simply reform themselves and if ever torn away from their owner they will simply slide closer to get within the presence of their owner, distance not being a factor, though it may take some time to get to its owner if the distance is very great. However, their most known power is the ability, on a natural 20, to suck the victim's soul from his body, thus killing the victim outright, and feed upon it. The possessor of a Hellblade is also fed by the sword some of the soul's life essence as well. This translates into the victim receiving one of the victim's powers, attributes, etc., as chosen by the DM. The owner is continuously fed the soul and retains the added power as long as he holds onto the sword, Letting go of the sword 'breaks' the umbilical cord of the sword to the owner. The swords continuously feeds on the soul until it strikes another victim with a natural 20 where the process starts all over again and the owner loses the power of the old soul and gains another. If a Hellblade sucks an exceptionally powerful soul (10+Level/HD) the possessor must immediately make a Wis-4 check or the sword will become 'frenzied' and cause (actually force) the user to attack for 1d4 rounds the nearest living thing in hope of additional 'feeding'!

Those slain by a Hellblade are dead, and cannot be raised or resurrected short of a wish. Note that undead and the like have no soul and on a natural roll of 20 only Sharpness Severing occurs. Each Hellblade also has an ego, Int, and a defensive power to help its owner. Hellblades cannot however talk, use Telepathy, and the like. If a Hellblade ever comes within 50' of another each possessor of the blade must make a Wisdom check at -5 or be forced to slay the other. This save is made per round until one of the other is slain, the swords are separated from the radius, or the swords are some how separated by a different dimension or such (such as putting it in a Portable Hole or Bag of Holding). The '13' known Hellblades are as followed:

KNOWN HELLBLADES

Excalibur Junior

A perverted twisted version of that saintly weapon. It glows with a purple radiance and has the power of Armor (purple glow) thrice per day for its possessor at the 12 level of ability. It is a Broadsword with an INT: 15 and EGO; 10.

Lifeater

A Scimitar that glows with a pure ruby radiance and can Haste its possessor thrice per day at the 12th level of use. Note the user is aged TWO years per use of the Haste power. It has an INT: 17 and an EGO: 10.

Lifelicker

A Broadsword that glows with a black radiance. This sword can Raise Dead its possessor ONLY thrice per day at the 12th level of ability. The possessor will simply 'rise' back up from the dead with 1hp and one CON less but will still be able to function normally without the needed rest. It has an INT: 17 and an EGO: 17.



Lifesucker

A Broadsword that glows with a whitish radiance. It permanently protects the user as a Resist Cold spell and can Protection From Good its possessor thrice per day at the 12th level of use. It has an INT: 16 and an EGO: 12.

Hellbearer

A Broadsword that glows with a colorless radiance! It has three powers that it can grant on its possessor once a day each instead of one power thrice per day. All powers function at the 12th level of ability and are as followed: Improved Invisibility, Alter Self, and Non-Detection. It has an INT: 17 and an EGO: 14.

Souldevourer

A Bastard Sword that glows with a Grayish radiance. The sword can only do once per day Tenser's Transformation on its possessor but at the 13th level of use. It has an INT: 16 and an EGO: 13.

Souldrainer

A Broadsword that glows with a sickly purplish/yellowish radiance. This sword has the ability to Negative Plane Protection its possessor thrice per day at the 12th level of use. It has an INT: 17 and an EGO: 10.

Souleater

A Broadsword that glows with a blackish radiance, it has the ability to Ghost Armor its possessor thrice per day at the 12th level of ability. It has an INT: 16 and an EGO: 10

Soulskinner

A Shortsword that glows with a yellowish radiance, it has the ability to Stoneskin its possessor thrice per day at the 12 level of ability. It has an INT: 17 and EGO: 10

Soulsucker

A Longsword that glows with a sickly Greenish/Yellowish radiance. This sword grants its possessor 37% Magic Resistance when held and the ability to Minor Globe of Invulnerability its owner thrice per day at the 12 level of ability. It has an INT: 17 and an EGO: 12.

Soulswallower

A massive Two-Handed sword that glows with a rainbow multi-colored radiance. It can Anti-Magic Shell is possessor thrice per day at the 12th level of ability. It has an INT: 17 and an EGO: 15.

Soultaster

A Shortsword that glows with a bluish radiance that can Waterbreathe and Blur its possessor Thrice per day each at the 6th level of use. It has an INT: 15 and an EGO: 12.

Soulzapper

A Greatsword of pure black Steel, it glows with a bright red radiance of the fires of hell itself. It grants its user Fire Resistance and has the power to Mirror Image it possessor thrice per day at the 12 level of ability. It has an INT: 17 and an EGO: 12.

Quietus - The Sword of Khaine

Zaxarus <marathon@gist.net.au>

The blade wielded by the former Emperor of Katahkis was once known as Quietus. This deadly blade was said to have been forged by the greater God of War, Bloodshed, Tyranny and Oppression long ago. It was given to each successive emperor of the lands of Katahkis. Due to the recent death of its last wielder, Emperor



Kylos, the sword was not passed on because his only surviving daughter, Princess Genevieve would not accept rulership of the evil lands. Now the blade awaits a new owner, one who will take the blade willing or not, and claim the throne of Katahki as their own.

Weapon Statistics

The blade is a Two-Handed sword, +5 Widowmaker. The Widowmaker is the Lawful Evil equivalent to the Holy Avenger. When wielded by the Emperor, Priests of Khaine, or Hell Knights it has the following powers: magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius at the level of the wielder and inflicts +10 points of damage upon Chaotic Good opponents. Otherwise, it is only a sword +2.

Intelligence: 20
Ego: 19

The blade communicates with Speech and Telepathy. Its buzzing voice can cause ears and noses to bleed, so it often speaks through telepathy which is no less uncomfortable.

Appearance

This powerful artifact was forged from an alien metal by a divine hand. The blade is made from cold, silvery white steel. Its handle, pommel and cross bar have been shaped out of a strange ivory material into shapes of snakes. The pommel is shaped like the skull of an abishai, with six snake-like shapes rearing out. The five-pointed star is emblazoned there too, and when the powers of the sword are invoked, it flares with a white light.

When not sheathed, the sword floats in the air, blade pointing down. It can stay like this indefinitely, but its floating power ceases when it is grasped.

History

This blade has been as much a sign of rulership as the crown. In the beginning of creation, the greater god of tyranny, bloodshed and war forged a blade in the coldest, deepest part of Nessus, the ninth layer of Baator. When the blade was completed, the god smiled with delight at his creation. He looked to his people, the humans known as Ravier and told them that this sword will be the sign of rulership of Katahki. Only those who held the sword may rule. With that, he came in person to the humbled First Emperor of Katahki and handed him the mighty weapon, saying that the sword will remain in his line so long as the Emperor served Khaine well. Should he or any of his progeny fail him, the sword will be passed on to another.

For thousands of years, the sword remained in the family and the lands of Katahki quadrupled in size. The Ravier became a force to be reckoned with and soon, became as feared by the southern kingdoms of Madras, Cur-Kela and The Cradle of Loren amongst others. Not only did the sword smite down its enemies, it gave the Ravier hope knowing that glory was being delivered to them. The Ravier soon became as feared as the demons that plagued people's dreams. They were soon mistaken for them. Then, one day, the Emperor made a dreadful tactical error and the sword was taken from him. Though he still ruled, the people lost respect for him and military strength suffered as a result.

The blade was captured by one of the Lord of the Nine, Fieranna. Possessing a mortal woman, she took the sword and delivered it to a mighty lord known as Lord Alexander Kylos II. Dissatisfied with the way Madari culture was crumbling around him, he accepted the sword and began to demand that the Queen of Madras rework the society into a structured, ordered unification. His actions soon led to the death of a popular captain, and Kylos and his followers were subsequently exiled. Dismayed, Kylos left to Katahki where he met Fieranna again and together, they journeyed to the north. It seemed that the sword spoke to him, telling him of his destiny and that his paradise will be seen in the hands of his former enemies, the Ravier. He met much resistance as he climbed the layers of Katahki. Abishai and Gelugons descended on him, but he smote them down with his mighty blade without suffering so much as a flesh wound. Finally, he did battle with the disgraced Emperor and smote him down. The people looked to this foreigner with anger for here was a Madari, their sworn enemy. But when they



saw Quietus in his hand, the were exultant. Kylos became emperor and with the aid of the sword, sought to conquer Madras and save it from its own destruction.

In the meantime, Fieranna became his wife and began manipulating Kylos. Kylos began heed her words and soon she was telling him to be the master of the blade, not its servant. When Khaine realised that the Emperor was succumbing to the sweet words of Fieranna, he assisted a party of adventurers into the palace and destroy her. The result had not been anticipated by Khaine. Having always thought Kylos possessed a strong will, he was dismayed to see that in a fit of confusion and sorrow, Kylos admitted defeat and surrendered. The sword was snatched from him immediately, and slowly the Emperor's health began to fade along with the people's respect. When he died, it should have been his only surviving child who would receive the blade, but she adamantly refused to accept this position. The sword rests somewhere, perhaps in the tomb of an older Emperor, perhaps in Nessus itself. It waits for the time when a new Emperor will claim it again as its own to lead Katahki to greatness once again.

Alignment

The sword is Lawful Evil. It does not tolerate compassion or disobedience. It is disgusted by these traits as well as weakness and will punish the wielder if this occurs.

Minor Powers

The following powers are continuous even if the sword is not being held. So long as the blade is on the person, the following powers affect them:

Immunities to certain forms of attack:

Attack	Damage
Acid	Full
Cold	None
Electricity (lightning)	Full
Fire (dragon, magical)	None
Gas (poisonous, etc.)	Half
Magic missile	Full
Poison	None

The wielder is completely immune to all weapons of less than +3 enchantment.

Protection +3

Protection from Good and Chaos 10' radius

Regenerate 4 HP a turn

Immunity to fear

The following powers must be invoked. That is, the sword must be held.

Dispel Good or Chaos at will.

Animate all bodies that have been slain by the blade only as wraiths.

Fly

Detect good/chaos at will

Haste (without aging) 3 times a day.

Fire a 6 HD lightning bolt 3 times a day.

Symbol of fear, discord, pain 3 times a day.

Major Powers

All Major Powers may only function while the sword is wielded. Note the conditions for this usage are listed below under dangers.



The blade acts as a fully functioning Rod of Rulership and possesses all of its powers. Quietus always informs the wielder of impending danger. This is usually danger to Katahki or danger to the wielder and his servants and companions (though not superiors. In the sword's mind, the wielder's only superior is Khaine).

Bestows a 75% magic resistance which can be lowered by 50% at will.
Anybody struck by the blade is affected by a finger of death spell.
Once per day, may summon up to 6 least, 3 lesser and 1 greater Baatezu once per day.
Dangers

The blade is intelligent and will drive the user towards his place on the Imperial Throne. Only by actively heading in this direction will the sword allow the wielder to access the major powers. The owner will know this. The sword can be reasoned with, but only if the owner gives his word that he will pursue his destiny after a given time of no more than a year. If the owner breaks his word, the sword will fight to control the wielder and upon failing for the third time, will alert Khaine. Khaine himself may appear in avatar form to take back the blade. This always spells disaster upon the betrayer.

Quietus makes the position of Emperor seem most desirable. It promises glory, power and more which it is in a position to give. Inform the player that if he wishes to dispose of the sword, he finds that he cannot. The urge to hold onto it is too strong. The sword will do everything in its power to prevent its disposal.

If the wielder ever tries to perform an action that is deemed chaotic, or performs too many acts of compassion and mercy, then the sword will attempt to control the wielder. In its opinion, fools who always fall in combat or get themselves in trouble should not be allowed to live and repeat their actions.

Alignment gradually shifts towards Lawful Evil.

Whenever the wielder sees a creature like Tanar'ri, Aasimons, Archons, Ki-Rin or any creature specifically chaotic or good, it will compel the owner to attack them. This is so strong that the wielder has no control. It is the will of Khaine, and the owner must attack.

The sword looks badly upon self-indulgent activities. Overeating, over drinking are amongst them. If this occurs, then the sword will manipulate things that will make these activities seem undesirably. If over drinking, Quietus will transform the wine into blood. If making love, it will temporarily turn the wielders touch into poison.

Corrupting Effect

What can one expect? It is a powerful artifact, and the whisperings of the sword will eventually cause the wielder to be suspicious of their friends. Thinking them to want the blade and steal his destiny.

Weakness

Only Khaine knows the weakness of this blade. He has told no one in all of history. The sword is tied to the life force of Khaine. Should Khaine ever 'die', then so too shall the sword. If this happens, chances are that the Ravier will become a dying race, so strong is their faith in this manifestation of their god's might.

Staff of Darkstar

Robert Johan Enters <whisper@wpi.edu>

History and Appearance:

This staff is the tortured form of a female elven spellfire wielder who successfully deceived Var Az Hlool (Demon Prince of Deception) into begetting her a child (Tier Breche). After the child was born, the Prince of Deception took his revenge. He transformed the elven woman into this staff. The staff is the tortured form of the elven maid, lifelike to the fullest detail. It is of a pure white, and careful examination will show that the eyes are alive and watching her surroundings with an infinite sadness and pain. When Var Az Hlool was imprisoned on the prime material (Greyhawk), Tier Breche ruled his estates, and appropriated the staff as his own.



Powers:

The staff acts as a +5 weapon and hits for 3d6 hit points of base damage. It saves against magical effects as a 24th level Mage or bone, whichever is better. It furthermore has a Magic Resistance of 95%. Note that this resistance is NOT conveyed upon the wielder. Energy attacks cannot harm the staff. The staff has two major powers in the form of spellfire bolts and a spellfire shield. The staff has a maximum of 200 charges.

Bolts:

Spellfire bolts can be fired of any magnitude desired, as long as charges remain, for d6 hpd per charge used. These bolts are made up of pure magical energy, and can penetrate any and all defenses save the anti magic shell. For spell purposes, it counts as a 7th level spell (hence also penetrating the globes of invulnerability). The only other defense is magic resistance. Magic resistance will protect the target for the percentage of his or her resistance. Thus a bolt striking a 40% magic resistant creature will still do damage for 60%.

Shield:

The staff can form a 5ft radius globe of blue-white energy around the wielder. This shield takes one charge per round to maintain. This shield absorbs all kinds of (magical) energy. Spells and effects directed at the wielder will be absorbed, recharging the staff. Should the staff be overloaded (absorbs more than 200 charges) the effects will still be absorbed and converted into charges, however this energy will be released onto the wielder for d6 hpd per charge. Spells absorbed recharge their spell-level, other effects for one charge per ten-hitpoints of damage value. The shield absorbs ALL magical energy, so magical items crossing the boundary must save vs. lightning is not made, will lose their magic. Even spell casters crossing the boundaries must save vs breath weapon or lose memorized spells. Items with charges drained confer one charge per four charges possessed while permanent items recharge 5 points per plus or effect.

Recharging:

Beside through the shield function, the wielder may also willingly give up an amount of memorized spells to recharge the staff.

Drawbacks:

To use the staff, it MUST be held by both hands, prohibiting casting all spells with somatic components, also only one of the two powers can be in effect at any one time. To switch between the two powers, half a round of inactivity will be incurred.

Notes:

The staff is completely attuned to Tier Breche (After all it is his mother). No one besides Var Az Hlooo can use the staff. If another picks up the staff, he or she must save against a charm spell at -4 or return the staff to Tier Breche. If saved, the staff will attack by itself, releasing spellfire bolts on the thief.



Staff of Gog

< Aaron Bowman - aaron@bowman.pdial.interpath.net >

The staff is 8ft long of hideous wood. Atop the staff sits a large Humanoid skull, the wood seems to grasp the skull as a hand would. Two dark red enchanted gems rest firmly in the eye sockets of the skull. A strong Necromantic Aura surrounds the staff.

History:

This staff is the only weapon of a great Undead Master, Gog. Although his origin is unknown, he had challenged & even befriended (only for personal gain) some of the most powerful wizards. No one knows exactly what happened to Gog, some say he was defeated and others say He still roams looking for his staff.

Campaign Use:

The Staff of Gog could be found anywhere. The staff is practically pure evil & very few would benefit from owning it. Only those who seek Gog himself or those with a desire for extreme Necromantic power would seek out this item.

Powers:

Constant Powers:

- the staff grants the control over any undead risen up by the owner of the staff, they don't transfer to a new owner (summoned extraplanars too). It can animate dead by touch once per day and now has a natural AC of 6.

Invoked:

- (left gem) - can cast Slay Living / Raise Dead once per day
- (right gem) - can cast Death Shroud once per day

Curse:

- The staff can be used by Wizards only & characters of evil alignment. Neutral alignment characters are to 1/2 HP. Good charaters are reduced to 1/2 HP and are paralyzed for 1d6 rounds. After 3 uses of the staff's power the owners eyes become snake-like. After the 5th use the PC's tongue becomes forked. After the 7th use the owner height & weight increase until they reach 10', 400 lbs. After the 10th use the character can be used as a receptical for Gog to transfer his or someone elses life force into.

Means of Destruction:

It must be separated into 4 pieces & destroyed:

- Left Gem:* Thrown into an intense thunder storm
- Right Gem:* Must be buried on a glacier
- Skull:* *Bone Blight* must be cast upon it 25 times
- Staff:* Must be incinerated by a red dragons breath weapon



EVIL BREWS AND CONCOCTIONS

Death's Nectar

< Tim Dickinson - dickinst@crll.crl.aecl.ca >

Ingestion of this foul poison is a terrible blight indeed: if imbibed by any living humanoid it will slowly turn them into a reeking, rotting thing. They will eventually die a putrescent death, but not before suffering long as a wicked and obscene thing.

Death's Nectar is a distillation that requires a great deal of time and many damned ingredients to prepare. Legends say that it takes strange demon parts, rotted meat and a month beneath the moonlight to reach complete efficiency. When ingested by humanoids, Death's Nectar slowly degenerates the bone and skin tissue. It begins in the joints (those infected will feel some pain, as arthritis) within a week, then slowly spreads throughout the body. After 2 weeks, skin discolorations appear, and within 4 weeks large portions of skin are marked and begin to smell very badly. Each week the sufferer loses 1 point each of strength and constitution; after 4 weeks they lose 3 points each each week. When either characteristic reaches zero, the afflicted dies.



MAGICAL SPELLS AND WARDS

Wizard Spells

Level 1

Autopsy (Divination, Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

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

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

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

The maximum time frame allowable is the amount of time that the caster may learn about from the corpse. One question every two levels, starting at the 2nd, is allowable (none at 1st, one at 2-3, two at 4-5, etc.). The questions must be answered analytically, locations, actions of others; questions about intent, feelings of participants, etc. are not allowed. To facilitate this, the DM should answer as tersely as possible.

The material component is the corpse (or fragment thereof). The wizard must touch the corpse for the duration of the spell and concentrate deeply. *Any* interruption will waste the spell and spell charge.

Bleeding Touch (Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

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

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



Eldran's Animate Dead Vegetable (Necromancy)

< M.L.Barklam - csai94@cs.bham.ac.uk >

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

This spell animates one vegetable (tomato, potato, leek, radish, pea, etc.) which immediately grows enough appendages to allow it to move around (usually a tentacle or two). The vegetable must be perfectly preserved before casting, or be freshly picked, but upon casting, the vegetable rots and appears to be slightly squishy, slimy, mouldy, and generally icky and horrible. What the necromancer does with this vegetable is up to him, the necromancer has complete control over its actions; the communication is only one way, however, the necromancer can tell the vegetable what he wants it to do, but the vegetable cannot report anything it perceives. The vegetable can move around at speed 6, can fetch very small things (of about 2oz. max. weight), and is considered to have a strength of 1 for all other purposes. What the vegetable can move/carry is obviously dependant on what it can get its tentacles around.

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

One of the most useful aspects of this spell is that it allows the necromancer to deliver touch attack necromancy spells of first, second or third level only through these things. The vegetable must, obviously, be close enough to attack the victim and must roll to hit with a THAC0 of 20, if it fumbles, the vegetable has been squashed for some reason (usually by the target) and the effects of the touch spell manifest themselves on the caster in the resulting magical backlash, as well as taking 1D4 points of damage as with the spectral hand spell. If the touch spell has a duration of more than one round (ghoul touch) and its effects take place on the caster, then the necromancer can terminate the spell in the following rounds if he so desires.

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

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

Little Death (Necromancy)

Jeff Vogel <jvogel@jarthur.claremont.edu>

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

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

Painful Wounds (Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>



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

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

Skeleton (Necromancy)

Jeff Vogel <jvogel@jarthur.claremont.edu>

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

With this spell, a necromancer can turn one humanoid corpse into a skeleton. The skeleton may then be controlled as per *animate dead*. A wizard may have only one skeleton per level in existence through use of this spell. The material component of this spell is a salve that requires 50 gp and 24 uninterrupted hours to create.

Hit points of the skeleton are determined randomly. Disposing of skeletons with insufficient hit points is possible, if expensive. When a skeleton created by this spell is damaged, the damage cannot be repaired.

Turn Undead [1] (Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

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

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

Undeath Friendship (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 1



Area of Effect: The caster
Saving Throw: None

This spell creates an empathetic link with undead, allowing a normal reaction roll to determine interaction between the undead and the wizard. Obviously, if the wizard is hostile or a threat, then the reaction roll is meaningless. The wizard receives normal Charisma bonuses, plus an additional 5%. Generally, a friendly reaction roll just means a wary acceptance.

Whisper's Hands of Darkness (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

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

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

Whisper's Magic Sacrifice (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

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

This spell can be extremely useful, but also extremely dangerous to use. This spell opens up a link between the wizard's lifeforce and his magic energy. Through the use of this spell, the wizard can cast another spell without losing that spell from memory. In stead, the energies for the spell are directly drawn from the wizard himself. The wizard thus gets drained for an amount of hit points equal to the square of the spell level of the spell the wizard casts subsequent to the *magic sacrifice*. This drain is irrevocable, and being drained directly from the wizard's life force, there is no manner to shield the wizard from this damage, magical nor mundane.

Also, the damage thus sustained cannot be healed in any other way than by natural healing, thus the wizard will regain only 1 HP per day of rest. Note that if the caster so wishes, he could cast a spell whose draining would kill him, in which case only a resurrect, wish, or the like would bring him back to life.

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

Wither (Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 100 square feet per level
Saving Throw: Special



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



Level 2

Anaemia (Alteration, Necromancy)

Al Singleton <eaay@catcc.bitnet>

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched (up to 1 HD per level)
Saving Throw: Negates

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

In addition, the long term effects are that the target creature will suffer the loss of one point of Strength and Constitution for up to a full week after recovery (*any* Strength 18 score will drop to 17). Recovery will begin with the commencement of eating high iron, high protein foods. Recovery itself will take at least a week. Thus the effects of the blood loss will hang on for at least two weeks.

Other immediate effects will be that all piercing and slashing damage taken will be at 1½ times the value, this being due to the fact that these attacks cause the victim to lose more of what they don't have, blood.

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

Arcane Bolt (Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

Range: 60 feet
Components: S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell causes a bolt of magical energy to fly from the hands of the wizard and strike an opponent doing a damage of 1d6 HP + 1 HP per level. The material component for this spell is a drop of poison.

Bleeding Wounds (Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

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



This spell causes any existing wounds (as in *painful wounds*) to start to bleed badly. Wizards do not need to strike their intended foe. If the victim fails a saving throw versus death magic, he will suffer 1 point of damage per round, not including any damage he may take in combat. The DM may choose to have the blood get in his eyes, make it difficult to keep a hold on a weapon, or possibly make the ground slippery, if he so chooses. The material component for this spell is a 10 or more gold pieces worth diamond.

Death Armour (Necromancy)

< Urklöre the Iron - urklöre@tiac.net >

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

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

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

Death Mask (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Range: 0
Components: S, M
Duration: 1 round
Casting Time: 2
Area of Effect: 30-foot cube
Saving Throw: Negates

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

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

The material component is a live caterpillar.

Death Star (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Range: 60 yards
Components: V, S, M



Duration:	3 rounds + 1 round per level
Casting Time:	2
Area of Effect:	10-foot radius
Saving Throw:	None

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

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

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

Death's Dark Grasp (Conjuration/Summoning, Necromancy)
Garinthall <alvalent@husc>

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

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

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

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

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

Dust Warriors (Conjuration/Summoning, Necromancy)

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

The material component for this spell is a full set of teeth from a man-sized or larger carnivore which must be cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. The spell generates 1 skeleton + 1 per 2 levels which rise from the area. They will fight for the wizard until they are turned or destroyed, the



wizard is slain, rendered unconscious or moves out of spell range of the group, or the magic is dispelled. They last only while there is someone to attack (including each other, if necessary) $\frac{3}{4}$ any round in which there are no targets available the skeletons will fade back into dust.

If dragon's teeth are used as the material component, each skeleton will have bonus hit points equal to the age category of the dragon (count 4 HP = 1 HD for turning and attack purposes). Furthermore, they will be immune to the attack type of the dragon's breath weapon.

Ghoul Touch (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

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

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

Elves, slimes, undead, and automatons are immune to this spell.

Spellcasters may cast other spells while this spell is going, but any other touch spell will negate the ghouls hands.

Infected Wounds (Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

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

This spell will cause any wounds to become infected, be they scratches or large wounds. Wizards do not need to hit their intended victims. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a *cure light wounds* $\frac{3}{4}$ no damage will be healed, but the *infected wounds* will be negated. The material component for this spell is a powdered opal of 10 or more gold pieces value.

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

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

Range: 0
Components: V, S
Duration: 2 hours per level
Casting Time: 2
Area of Effect: 10-foot radius
Saving Throw: None



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

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

Once per round, the caster may concentrate and direct these effects $\frac{3}{4}$ for instance, sending a shiver down someone's spine while staring at them, or cause a shadow to move out of the corner of that person's eye to distract him for a second.

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

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

Necromantic Healing (Necromancy)

< Urklöre the Iron - urklöre@tiac.net >

Level:	2
Range:	Touch
Components:	V,S,M
Duration:	Instant
Casting Time:	5
Area of Effect:	Creature touched
Saving Throw:	None

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

Prosthesis (Necromancy)

John M. Martz <john_martz@unc.edu>

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

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

In order to cast this spell, the wizard must obtain a matching limb (of about the same size and species as the missing limb). While the limb is usually taken from a dead body, the caster can use the target's own limb if it is available. If the stump has healed (if it is not a fresh amputation), the wizard must cut all living flesh from the end of the stump before casting this spell $\frac{3}{4}$ this spell provides no pain relief. After the stump has been prepared, the



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

Unfortunately, the target does not regain full function of his limb. The new limb, while functional, has no sense of touch and provides only 25% of normal functioning. With each passing week, the character gains another 5% functionality up to a maximum of 75% of normal. It is up to the DM as to the exact impact this decreased functionality has on the character $\frac{3}{4}$ examples included worsened movement rates, Armour Class, THAC0, reaction adjustments, etc. Furthermore, only the bone within the limb is affected by this spell $\frac{3}{4}$ the remainder of the limb continues to rot until nothing remains but the bone. The material component is a bit of glue.

This spell can only be used on characters with missing limbs (it can't be used to give a two-legged character a third leg, for example). The limb may be in any state of decomposition as long as the bones are intact.

Skeletal Scribe (Enchantment, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

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

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

Summon Undead (Necromancy)

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

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

The necromancer cannot summon a creature of more Hit Dice than his level. Treat a +3 or better bonus to Hit Dice as the next die up, so a wight is worth 5 HD, a wraith is 6, a mummy 7, a spectre 8, and a vampire (the toughest undead that can be summoned) is worth 9 HD.

Vampiric Kiss (Necromancy)

Hugo M. Nijhof <sbbehn@hlerul57>

Range:	0
Components:	S
Duration:	1 round per level
Casting Time:	1
Area of Effect:	Creature touched
Saving Throw:	None



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

Veschiul's Shadowbolt (Evocation)

Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

Range: 120 feet
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

Veschiul's shadowbolt allows the wizard to mould a bolt of shadow from the plane of shadow, and fire it up to 120 feet range. A to-hit roll is required, but is made as a fighter at a level of 1½ times the wizard's level, rounded up. The *shadowbolt* does damage by impact: at ranges under 40 feet, the damage taken is 1d4 points per level, at ranges between 40 feet and 80 feet the damage taken is 1d4 points per 2 levels, and at greater ranges the damage is 1d4 points per 4 levels. The number of dice should be rounded down in all cases (thus, a 5th-level wizard at 50 feet does 2d4 points of damage, but a 6th-level wizard does 3d4). The creature must make a Dexterity check to remain standing, adjusted by a -1 for every two levels of the wizard (again, rounded down), as well as by mass:

Mass (lbs.)	Dexterity Adjustment	Distance
1-30	-8	25 feet
31-60	-6	20 feet
61-90	-4	15 feet
91-120	-3	10 feet
121-150	-2	5 feet
151-180	-1	-
181-210	0	-
211-240	+1	-
241-270	+2	-
271-300	+3	-
300+	+4	-

The distance column indicates how far the target has been knocked away from the wizard if a modified Dexterity check was failed.

Veschiul's Shadowcurse (Alteration)

Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: Negates



The *shadowcurse* can affect any creature of the world of light. The area of effect is one creature for every two levels of the wizard above first; i.e., a 3rd-level wizard can affect one creature, a fifth can affect two, and so on. The effect of the *shadowcurse* is to afflict the victims with some of the vulnerabilities of a shade. The effects depend on the light conditions, as shown on the following table:

Light	Abilities	Move	Max. HP
Bright	-2	1/2	1/2
Average	-1	3/4	3/4
Twilight	-	-	-
Shadowy	-	-	-
Night	-	-	-
Darkness	-1	3/4	3/4

See the description of the shade in the *Monster Manual II* for exact descriptions of these light conditions. The material component is a piece of pitch.

Whisper's Darkstaff (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

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

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

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

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

Note: this spell might be seen by some as too powerful as second level spell, but was put there because of the lack of good offensive 2nd-level spells in the original TSR lists.



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

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

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

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

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

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

Zombie Animation (Necromancy)

< Urklöre the Iron - urklöre@tiac.net >

Level: 2
Range: 200ft / level
Components: V,S,M
Duration: Permanaent
Casting Time: 7
Area of Effect: 1 Corpse / level
Saving Throw: None

With the casting of this spell the caster is able to animate dead decaying bodies into the ability of undead. In order for this spell to first work each corpse to be animated must be immersed in a bath of special salts for 1 full hour prior to spell casting.

Such a bath can soak ten corpses for 200 gold pieces for the proper ingredients. The corpse can then be animated at any time the caster choices, even centuries years later. The spell is casted in the corpses are animated into undead status under the influence of the caster. The corpses are only animated if the spell is casted within the given range above, from the caster to the corpses. using this type of spell of course is considered an evil act. The caster can animate one corpse per his level.



Level 3

Decay (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

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

When this spell is cast, the wizard collects and controls a powerful negative energy force that will decay flesh upon contact. This force will be seen as a shadowy darkness enveloping one hand. The spell remains in effect for 1 round per level or until the caster touches someone. The victim must save or watch a random limb wither away. creatures with decayed limbs are unable to use them for 1 hour per caster level. It is not possible to kill a creature with this spell since it will not decay the head or torso. Undead, automatons, jellies and anything without limbs are immune to this spell.

The material components are a poisonous mushroom and a pinch of mould.

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

Gaal & Darknight <dark@newsoft.it>

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

By means of this spell the caster summons a number of undead creatures to do his biddings. The creatures receive orders by means of a form of telepathy and will perform any task even if it means certain death. Tasks must be simple: "Rescue that drowning boy.", "Follow me.", "Protect this treasure.", "Attack that creature.", etc... Up to three or four of these commands may be active at the same time ("Protect this treasure", "Allow these friends to take something from it at any time", "Always attack first wizards and priests"), it is possible for the undead to leave the area of effect. The creatures will do their very best to accomplish their duty. The spell is so strong that a priest may turn/control the undead only if he is 4 levels higher than the mage (current level not the one the wizard had when he cast the spell) furthermore if the wizard dies the creatures will continue their work. Use of this spell is never a good act.

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

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

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

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

Grasping Hands of Horror (Necromancy)

The Jade Piper <schmidea@clutx.clarkson.edu>

Range: 10 yards per level
Components: V, S



Duration:	Instantaneous
Casting Time:	1
Area of Effect:	One arm per level
Saving Throw:	Negates

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

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

Gloom (Necromancy, Illusion)

< Matthew Laycock - matthewl@slip.net >

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

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

Kirkheshar's Elite Undead (Necromancy/Alteration)

Armand Suarez & W. Rob Mason III <suarez@on.rim.or.jp>

Range:	Touch
Components:	VSM
Duration:	Permanent
Casting Time:	1 round
Area of Effect:	Special
Save:	None

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

Mass Bane (Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

Range:	30 yards
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Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Up to 6 creatures
Saving Throw: Negates

This spell duplicates on a grand scale the effects of a *bleeding touch* — 1d6 points of damage for every two levels of the caster. It affects 1d6 victims that the caster can choose. The victims must make a saving throw versus death magic, and if they fail their saving throw, suffer bleeding wounds which appear randomly on their bodies. The material component of this spell is a handful of metal shards.

Necromantic Bolt (Necromancy)

Christopher R. Invidiata <cri@acsu.buffalo.edu> and John Kirk

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

When the wizard completes this spell, a blue glow encompasses his hand and then shoots forth, unerringly striking its target. This energy attacks the life force of any living creature. The creature must roll a successful saving throw versus spell or suffer 1d4 points of damage per level of the wizard and lose 1 point of Strength per level of the wizard. If the saving throw is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every two wizard levels. Lost Strength returns at a rate of 1 point per hour. Damage must be cured magically or healed naturally over time.

This spell has a special effect on undead creatures. Undead struck by the bolt suffer no damage or Strength loss, but they must successfully save versus spell or flee for 1d4 rounds + 2 rounds per level of the wizard.

Noska Trades' Ghoul Arrow (Evocation, Necromancy)

Noska Trades

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

Ghoul arrow brings into being one bolt of negative energy for every 5 levels of the wizard. Each bolt can have a different target. Each bolt forms into three vaguely arrow shaped projectiles that hurl towards the wizard's opponent. The arrows never miss their target and inflict 1d6, 1d3, and 1d3 points of damage respectively. The affected creature must save versus paralysis or be paralysed in the areas hit by each of the arrows. Roll 1d6:

Roll	Area Hit
1	Left leg
2	Right leg
3	Left arm
4	Right arm
5-6	Body



Limbs paralysed are rendered useless. Body paralysis eliminates any Dexterity bonus and results in the victim always acting at initiative 10. The paralysis lasts for 1d6+1 rounds.

The material components are a handful of ghoulish flesh and a drop of humanoid blood.

Pain (Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

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

Soul Safe (Abjuration, Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

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

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

Speak with Dead (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

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

This spell is similar in operation to the 3rd-level priest spell. The wizard must have the majority of the remains of the body, including the head or skull. The dead are as evasive as possible when questioned. Though the dead cannot tell outright lies, they will tell half-truths or be very cryptic. The dead will have great though not total



knowledge of the wizard and his goals (the DM should assume that whatever he knows, the dead person also knows). This spell is more powerful than the priest spell, but the dead tend to be as unhelpful as possible. Even dead people who agree with the necromancer will dislike being summoned. This spell cannot be cast more than once per month on any single creature, and any creature summoned more than once in any given year by the same necromancer receives a +3 to its saving throw.

Wizard's Level	Maximum Length of Time Dead	Time Questioned	Number of Questions
Up to 6	1 Month	3 Rounds	3
7-8	1 Year	5 Rounds	5
9-12	10 Years	1 Turn	7
13-15	100 Years	1 Turn	9
16-20	1000 Years	2 Turns	11
21+	Any amount of Time	2 Turns	13

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

Spiritwatch (Necromancy)

Kurki Risto <k139708@cs.tut.fi>

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

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

Strength of the Damned (Alteration, Necromancy)

Garinthrall <alvalent@husc>

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

This is a variant of the 2nd-level *strength* spell. Unless otherwise noted it mimics the effects of *strength*. This spell can only be cast on a willing recipient.

This spell utilizes a creature's own life force, temporarily binding it with negative material plane energies, channelling the resulting energy flow to produce unholy strength in the spell recipient. Strength gained is based upon class as follows:

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

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

The recipient of the spell will undergo a minor change in appearance as well while the spell's duration is in effect. Bright, white, pinpoints of light will glow in the centres of the subject's eyes as a result of the large quantity of negative plane energy that is being utilized to augment the character's Strength.

At the end of the spell's duration, the recipient will experience a terrible backlash from the exertion upon his life energies and the terrible experience of such close contact with negative material plane energies. As the spell's duration ends, the recipient must make a saving throw versus death magic. Success means that he takes only 2d8 points of damage. Failure indicates that the life force of the character was damaged greatly and the character takes 2d8 points of damage and also loses one life energy level (experience level, Hit Dice, etc.).

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

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

Teeth and Claws (Illusion/Phantasm, Necromancy)

<lrw5@psuvm.psu.edu>

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

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

Whisper's Bolt of Darkness (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range:	10 yards + 10 yards per level
Components:	V, S
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	20-foot radius



Saving Throw: None

This spell is similar to a *fireball*, except that there is no saving throw, and the damage is only 1d4 points per level. The spell is also not affected by such spells as *globe of invulnerability*, various *shield* spells, *wall of force*, etc. It will sail right through them. Only magic resistance or an *anti-magic shell* can protect the target(s) of this spell.

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

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

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

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls or 1d6+1 shadows.

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

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



Level 4

Alpha's Shadowfire (Evocation, Necromancy)

Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

Bone Lock (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

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

This spell causes the bone joints of a creature to lock, effectively immobilizing it for the duration of the spell unless it makes a successful saving throw versus death magic. Even if the saving throw is made, the creature is slowed. Obviously, a creature must have a bone structure in order for this spell to be effective. Any creature that is entirely composed of bone saves at -3. The material component of the spell is a bone shard.

Chill Grasp (Alteration, Necromancy)

Savanthalas <kumm7779@snyplava.bitnet>

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

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

Circle of Protection (Alteration, Necromancy, Summoning)



Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

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

The circle (along with any other merged inscriptions) may be temporarily neutralized by simply rubbing a break. In this way, no creatures may find their way into the wizard's plane, though the circle may be easily restored by casting a *restore circle* spell and inscribing out the break.

The material component for this spell is some incense to be burnt, worth at least 1000 gp.

Darthus' Dire Soul Entombment (Necromancy)

< Tom Dullemond - buck@gil.ipswichcity.qld.gov.au >

Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 round
Area of effect: 1 body
Saving Throw: none

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

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

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

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

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

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

Deadthought (Divination, Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range: 0
Components: V, S, M



Duration: Special
Casting Time: 1 turn
Area of Effect: Corpse touched
Saving Throw: None

This is essentially telepathy with a corpse, as the wizard probes the brain of the deceased for specific data. The DM must decide if the information sought is basic, well known, merely known, or forgotten. The table below lists the chance of finding the information and the amount of time required by the search (if location is in fact possible), but the DM can alter these numbers if the body is in a particularly advanced state of decomposition.

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

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

Gaal's Summon From Beyond (Conjuration, Necromancy)

Gaal mail at Darknight <dark@newsoft.it>

Range: 50 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One being
Saving Throw: None

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

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

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

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

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

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

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

Caster level	Hit dice	Abilities	# of attacks	Best possible AC
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7	5		2	-2
8	6	Infravision	2	-2
9	7		2	-3
10	8	+1 weapon*	2	-3
11	9		3	-4
12	10	See invisible	3	-4
13	11		3	-5
14	12	Fear**	3	-5
15	13		4	-6
16	14	+2 weapon*	4	-6
17	15		4	-7
18	16	+3 weapon*	4	-7
19	17		5	-8
20	18	True seeing	5	-8

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

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

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

Hand of Time (Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1d4+4
Area of Effect: Creature touched
Saving Throw: Negates

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

Independent Spectral Hand (Necromancy)

Christopher R. Invidiata <cri@acsu.buffalo.edu> and John Kirk

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

This spell causes a ghostly, glowing hand, shaped from the wizard's life force, to materialise within the spell range and move as the wizard desires. Any touch attack spell of sixth level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell attacks as the wizard at a +2 bonus to-hit. The wizard may perform other actions. The hand is AC -3 and may be hit by magic only. Any damage dispels it and does 1d6 points to the wizard. The material component of this spell is a hand, which is consumed in the casting.



Kirkheshar's Shroud of Flesh (Necromancy/Invocation)

Armand Suarez & W. Rob Mason III <suarez@on.rim.or.jp>

Range: Touch
Components: VSM
Duration: Special
Casting Time: 6
Area of Effect: 1 Skeleton or zombie
Save: None

This spell is useful in creating the simulation of flesh around the bones of a skeleton, or making whole the rotted semblance of a zombie. The flesh has no nerves, veins, etc., and cannot repair the rotted body of a corpse for Raise Dead or similar spells, however. If the spell is cast by the undead itself (through Imbue Undead With Spell Ability or by the recipient of Kirkheshar's Repugnant Rebirth), the color of the skin and basic appearance and general shape of facial features can be altered, but if cast upon an animated skeleton or zombie, the flesh will be grayish in color. Hair and teeth cannot be replicated, but non-moving red eyes can be created.

Skeletons and zombies both receive an extra 1d6 hit points, and may gain the armor class of armor worn for the duration of the spell (2 rounds/level). When the spell ends, the flesh sloughs off the body like a wet rag.

If the spell is cast on a corpse before animation, the flesh and hit point bonus will be permanent, but will radiate magic. The flesh does not heal, and can only be repaired through the use of spells such as Undead Regeneration, Vampiric Touch, or by a recasting of this spell. For zombies, the dead flesh underneath continues to rot as usual.

The material component is a small piece of the caster's flesh.

Korel's Hand of Evil (Enchantment/Charm, Necromancy)

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

In casting this spell, the wizard severs the victim's control over one of his arms (75% chance primary hand, even chance if the victim is ambidextrous), making the victim's hand an independent entity whose only goal is the destruction of the victim.

The hand is almost as intelligent as the victim, and will use the quickest available method for killing or disabling the victim (note that the hand can continue attacking even if the victim is unconscious). For instance, if the victim was carrying a dagger, the hand might grab that and attack. If the victim is weaponless, the hand would attempt to choke instead. The hand would not, however, be able to grab a wand and fire it at the victim, since a wand requires a command word to activate.

With weapons, the hand only uses short weapons, since anything longer cannot be easily turned inward. It attacks with the victim's own THACO against the victim's own Armour Class, doing the victim's normal damage, including Strength bonuses. For choking, the hand inflicts 1d4 points of damage each round, plus Strength bonus if applicable (75% of this is temporary damage, but remember that the hand can continue choking the victim even if the victim is unconscious). Each round, if no other action is taken, the victim has a 50% chance of breaking the choke hold (the hand may re-establish it with a successful attack roll). Other attack forms are up to the DM's discretion (bashing plates into the victim's head, etc.).

Even though necromancers generally dislike charm spells, this spell provides many a laugh for them. The material component is fingernail clippings from a zombie.



Korel's Mass Skeletonize (Conjuration/Summoning, Necromancy)

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

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

This spell was designed by Korel the Necromancer, who was eager to create undead, but too cultivated to accept the reek of rotting flesh produced by zombies. The casting of this spell summons a horde of insects which rapidly devour all the flesh from the corpses of a number of creatures. To determine how many creatures can be skeletonized with one casting, use the guidelines of *animate dead* (one body per level of humans, less for higher Hit Dice).

Note that the body must be completely dead (-10 HP, not just unconscious at 0 HP). Only the bare bones are left behind, completely clean after a rinsing of water.

The spell may also function on animated undead, in which case a savings throw is granted to negate the effect. Failure results in the loss of one Hit Die. Obviously, skeletons are immune. Free-willed undead are also immune.

The material component is a large pinch of sugar mixed with bone powder, which must be sprinkled over the bodies to be affected.

Lesser Death Spell (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One 10-foot cube per level
Saving Throw: None

This spell is identical to the 6th-level *death spell* (see the *Player's Handbook*), except in the number of creatures affected.

Creature's Hit Dice	Maximum # Affected	Conversion Factor
Up to 2	3d10	1
2+1 to 4	3d6	2

Note that the death spell does not affect lycanthropes, undead or creatures from planes other than the prime material.

Level Drain (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 5 yards per level
Components: V, S
Duration: Instantaneous



Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

When a wizard casts this spell, a black bolt of negative plane energy shoots out to strike one creature within range. The creature struck must save versus death magic or lose one level of experience, as if touched by a wight. The various protections against negative plane energy are also useful for protecting against this spell.

Necromantic Runes (Abjuration, Evocation)

Garinthrall <alvalent@husc>

Range: 0
Components: V, S, M
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: ½

This spell mimics the 4th-level *fire trap* in many respects. Unless otherwise noted, follow the description of *fire trap* for effects.

This spell places mystical runes over the area to be warded. Chance for detection of these runes is as per detection of a *fire trap*. Anyone not attuned to these runes (as per *fire trap*) who disturbs them, will cause a violent explosion of negative planar energy which will sap life energy from all in the area of effect. Damage is thus the same as per *fire trap*, but as the damage is not fire-based it is damaging only to living creatures. This spell has no altered effects underwater as does *fire trap*.

The material component for this spell is a bit of wraith or spectre essence.

Poisonray (Invocation)

Denis Kramer <kramer@wolfsburg.netsurf.de>

Range: 30 meters
Components: Special
Duration: Instantaneous
Casting time: 1 round
Area of Effect: One creature
Saving Throw: Halfs damage (against magic)

This spell creates a black liquid, that comes out of the caster's mouth. The ray hits a special person or object, targeted by the caster. To be successful, the caster must pass a saving throw (+4) against magic. If the caster fails, he misses and the ray disappears and nothing is hit.

The damage of the spell is 4D4. Armour or other non-magical protection is useless. To cast the spell the mage needs up to 6 raindrops of a poison and the possibility to make fire.

Sap Strength (Necromancy, Summoning)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: Creature touched



Saving Throw: Negates

This spell duplicates a shadow's Strength drain. The wizard must roll to hit, and if he fails to hit, he himself must save versus death magic or be drained of a point of Strength. This spell does not trigger a *negative plane protection*, and it will affect creatures normally immune to undead energy drains. When used against undead with energy drain abilities, the wizard must save versus death magic or lose twice as many energy levels as normal. When used against normal living victims, if the victim fails a saving throw versus death magic, it loses a point of Strength. People drained to a 0 Strength die and come back a day later as a free-willed shadow. The material component of this spell is a diamond of 20 or more gold pieces value.

Shape Change, Undead (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

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

This spell allows the wizard to assume the form of any undead (very rare types of undead could be beyond the power of this spell, at the discretion of the DM). The wizard must have at least twice as many levels as the undead has Hit Dice. The wizard gains all the abilities of the undead except spellcasting and innate spell-like abilities. Thus the fear aura of a lich, charm gaze of a vampire and *magic jar* ability of a ghost would not be gained through use of this spell. Most touch attacks are not considered to be spell-like abilities. The wizard also gains all the vulnerabilities of the undead, and can be turned, commanded or even disrupted by priests. The wizard can make one change of form for every three levels, but cannot return to normal form until the spell duration expires or the magic is dispelled. If at any point the wizard assumes the form of an undead that drains levels, the wizard must make a saving throw versus death magic at the end of the spell or lose a level. The material component of this spell is a bit of rotted flesh.

Soulfire (Invocation, Necromancy)

Kurki Risto <k139708@cs.tut.fi>

Range: 5 yards per level
Components: V, S
Duration: 1 round + 1 round per 4 levels
Casting Time: 4
Area of Effect: One living creature
Saving Throw: None

The spell will ignite the soul of the target creature, and try to fry it from within until it dies. The spell gives out no visible effects besides the obvious pain of the target creature. For obvious reasons, this spell works only for living creatures who have a soul. The damage that is inflicted will be 3d6 during the first round, and 2d6 on each subsequent rounds after the first. The casting of this spell will exhaust the caster for equal amount of rounds that the spell lasts, requiring an Intelligence check to concentrate on anything specific other than standing, sitting, walking slowly, or resting.

Speed Rot (Alteration, Necromancy) *Reversible*

The Warlord of Heaven <fsmtw1@alaska.bitnet>



Range: 100 feet + 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One undead
Saving Throw: Negates

Any undead failing its saving throw versus spell will find itself taking double damage from all attacks, as its binding forces are less powerful now. The spell can be reversed to have the opposite effect of enabling an undead to take only half damage. This is called *slow rot*. The material component for this spell is a dead mouse steeped in fruit juice.

Whisper's Decimeter (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: 60 yards + 20 yards per level
Components: V, S
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, a bluish vapour snakes over from the caster to the target. At this point, the target attempts to save at -4. If its saving throw succeeds, the vapour disperses, else the vapour grabs a hold on the target. The target is frozen in place while the vapour begins to envelop the target. It takes the vapour six rounds to fully envelope the target. All the while the caster must be concentrating fully on the vapour. The vapour can be stopped at any time by the caster, or by someone breaking the concentration of the caster. Each round, the vapour drains 15% of the targets hit points, leaving the target freezing cold. At the second round, the target is forced to shiver, and will abandon all he holds to hug himself for warmth. At the fourth round, the target will sink to its knees shivering. At the end of the sixth round, the target will be lying on the ground with 10% of its hit points left and unable to do anything more than shake uncontrollable for the next 3d4 rounds. A nice punishment for those who cross your wizard, but you do not want to kill.

Whisper's Storm of Darkness (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 20-foot radius area
Saving Throw: None

This spell opens a gate to the negative material plane in the centre of the spell's area of effect. The area will be enveloped in a hazy, twilight dark, where packets of negative energy whiz around. All those in the area of effect are hit for 5d10 points of damage due to these packets. There is no known protection against this spell save for magic resistance or an *anti-magic shell*. A *globe of invulnerability* or like magics will not protect the target, unless the spell was targeted to centre inside the globe, in which case the spell will fail completely. Similarly, should the spell be centred on an *anti-magic shell*, it would not work.



Winthrop's Undead Summoning III (Conjuration/Summoning, Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

Range:	30 yards
Components:	V, S, M
Duration:	5 rounds + 1 round per level
Casting Time:	3
Area of Effect:	Special
Saving Throw:	None

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights or 1d4+1 ghosts.

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

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



Level 5

Animate Ghoul (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell creates a higher form of undead, a ghoul, from the body of any humanoid smaller than an ogre. The body must be reasonably intact, and must have obtained at least fifth level in any class before death. The ghoul usually obeys the commands of its animator, though it is free willed. If the wizard appears weak or vulnerable, the ghoul will turn on him. This is not a common occurrence, as ghouls tend to be cowards. They will not carry out suicidal requests.

Animate Skeletal Warrior (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 10 yards
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell animates one or more skeletons to serve the wizard as powerful warriors. A wizard can animate one skeleton warrior per five levels of experience (round all fractions down). These skeletons have the following statistics: MV 12, AC 3, 8 HD, THAC0 13, Number of Attacks 2/1, Damage per attack 1d8 + chill (-1 to-hit, to damage and to saving throws for 1d4 turns, no saving throw, multiple hits are cumulative), they have a magic resistance of 10%, they receive only half damage from slashing or piercing weapons, holy water inflicts 3d4 damage on them, they are immune to *sleep*, *charm*, *fear*, *hold*, and *paralysis*; they receive only half damage from cold and fire; they regenerate 1 hit point per round (even if "killed": only fire and acid damage is permanent), their gaze causes paralysis (saving throw to avoid; duration 2d4 rounds; this ability can be used every three rounds, starting on the third round of combat).

The material components of this spell are human (only) skeletons that are reasonably intact and a drop of blood from the wizard. When the spell's duration ends, the skeletons crumble into dust. Only evil wizards use this spell frequently; others may suffer alignment changes.

Azura's Death Shadow (Conjuration/Summoning, Necromancy)

Jonathon Salazar (The Adept's Spellbook)

Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: Person touched



Saving Throw: None

Upon casting a *death shadow*, the wizard brings forth a special creature from the elemental plane of shadow. The recipient of the death shadow feels a chilling sensation followed by warmth as it merges with his actual shadow. Thereafter, once a situation occurs where the recipient takes a death stroke of any sort (failing to save versus poison, taking damage from an attack which causes death etc.) the shadow pushes him to a place of safety and takes the death stroke itself, disappearing in a black puff of smoke. The spell may last up to one day per spell level of the wizard before the shadow departs.

Note that the *death shadow* does not provide an instant escape route from certain death (being immersed in acid, falling off a cliff, etc.). It merely takes one death blow which would have normally killed the character, and there must be an immediate place of safety within 10 feet for the shadow to place its host. The material components for this spell are coal, special incense (value 200 gp), and a drop of blood, all of which are burned at the start of casting.

Azura's Soul Whip (Evocation, Necromancy)
Jonathon Salazar (The Adept's Spellbook)

Range: 20 yards
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: None

When the wizard casts the *soul whip*, he creates a shimmering ebony tendril which lashes out at one specific creature within 20 feet. A to-hit roll is necessary, but the whip strikes once per round as a monster of the wizard's Hit Dice, and on an unmodified roll of 20, the whip entangles its victim for 1d4+1 rounds (no to-hit needed during that time). Whenever the weapon touches its target, it inflicts 1d8+3 damage points, and these points are immediately gained by the spell wizard and heals any damage previously incurred. If the wizard's hit points rise above maximum normal hit points, then the extra points will remain for only 1 turn. The material component is a small leather whip.

Darkray's Draining Tendrils (Evocation, Necromancy)
Dimitris Xanthakis <dxanth@leon.nrps.ariadne-t.gr>

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: 5-foot per level radius
Saving Throw: Special

Upon casting this spell, the staff of the wizard is covered with a number of bright energy tendrils. These can then arc to any creatures in the area of effect, draining their life energy throughout the caster and emitting it as visible light from the staff.

Any creature within range is subject to attack from the tendrils and must save versus spell to avoid being hit. Once a tendril hits, it remains wrapped until the spell expires or the target dies. The spell creates one tendril per level above 8th.



If the target saves, he can act freely that round but is subject to attack the next round if within range. In any case, he can be wrapped by a single tendril only. The caster chooses the creatures to attack but can only make one attack per target per round.

The drain begins the round following a successful wrap. For each of the caster's levels of experience, one hit point is drained from every creature wrapped and emitted as light from the staff. The more hit points drained the more intense is the light. A victim can act with no penalties except that it is unable to leave the area of effect.

The caster can let the spell last for as long as he wishes, but he must touch the staff and concentrate during all this time, and cannot even talk. The process is very tiresome and at the end of the spell the caster loses two points of Constitution and one point of Strength. One day of complete, shaded rest restores one point of each ability. If the wizard casts the spell more than once per day, he suffers a cumulative -3 Constitution, -2 Strength each time.

The material component of the spell is the staff. This must have a number of steel nails on it, at least one nail per tendril to be released. Such a nail costs about one gold piece. On the head of each nail a miniature skull must be engraved. The staff is not consumed in the casting.

Darkray's Strength of Life (Necromancy)

Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Range:	0
Components:	V, S
Duration:	1 turn + 1 round per level
Casting Time:	5
Area of Effect:	The caster
Saving Throw:	None

With this spell, the caster can alter his Strength to any value between 6 and 25 inclusive, but greater than his current Strength. In order to do so, he must sacrifice (at the beginning of the casting) a number of hit points equal to difference between his current Strength and the Strength he wants.

While under the influence of the spell, the caster gains almost all benefits from the altered Strength. He does not gain any extra attacks, though.

Greater Death Star (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Range:	90 yards
Components:	V, S, M
Duration:	3 rounds + 1 round per level
Casting Time:	1 round
Area of Effect:	Special
Saving Throw:	None

A greater death star enables the caster to create one or more death stars, fist sized balls of negative energy that slowly drain the life from all around them. This spell can create one large star or many small immobile ones.

Doomstar (one large): this is a 5-foot radius ball of swirling light. This volatile globe drains life force at a rate of 1d10 + 1 HP per 2 caster levels. For example, a 10th-level wizard does 1d10+5 points of damage per round. The doom star drains life from all within 25 feet of it. The caster can move it 30 feet per round in any direction (even up). The spell caster is immune to this version of the spell.

Star Swarm: this spell creates one death star per level of the caster. See the 2nd-level *death star* spell for a description. These cannot be placed within 10 feet of each other.

Both versions can be dispelled by the caster at will. Creatures immune to *death star* are also immune to this spell.

Components are a drop or swamp water, a pinch of diamond dust, and shavings from a lodestone.



Lycanthropy (Alteration, Necromancy)

August Neverman <gitzlaff@uxa.cso.uiuc.edu>

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 20 minutes
Area of Effect: Creature touched
Saving Throw: Negates

This spell inflicts lycanthropy on a character or creature. Since it is non-magical in nature, this lycanthropy cannot be cured by a *dispel magic*, though it can be cured in the way ordinary lycanthropy can be healed. Note that the victim must be touched for the entire casting time for the spell to take effect. The material component for this spell is a lycanthrope's tooth or a fresh drop of a lycanthrope's blood.

Noska Trades' Bizarre Insemination (Conjuration, Necromancy)

Noska Trades

Range: Special
Components: V, S, M
Duration: 1 month
Casting Time: 6 hours
Area of Effect: One creature
Saving Throw: Negates

This spell enables the wizard to impregnate the recipient, be it man, women, or beast, with either the prodigy of the wizard, or a type I or type II monster of choice.

The impregnation forms anywhere on the creature, just under the skin. Over a period of one month the impregnation grows, causing great pain to the recipient. The damage is 1 HP per day for the first 23 days and 2 HP per day for the next 4 days. On the 28th day the impregnation breaks through the skin of the spell recipient, doing 5d4 HP of damage, and appears as an infant of the creature chosen.

Physically removing the impregnation prematurely instantly kills it but also does 4d4 HP damage to the recipient. *Dispel evil* cast in the first week of impregnation will eliminate the effect.

The wizard needs to know only the name of the recipient and must possess some material of the type of creature being created and some material that was possessed by the spell recipient (which includes hair, etc.) within 24 hours of casting.

Ouija Board (Divination, Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1d10 rounds
Area of Effect: Corpse touched
Saving Throw: Special

By means of this spell the wizard and a co-caster may vocally ask questions of the spirit of a dead creature and receive answers through the *Ouija board* according to the knowledge of that creature. Unwilling spirits may



attempt to fight the power of the *Ouija board* and may save versus spell as they would have saved just before they died, and willing spirits will not be able to find the *Ouija board* 10% of the time (-1% for every ten years dead).

The *Ouija board* is an oval slab of polished wood upon which are carved the numbers and letters of a writing system. In the first round this spell is cast, the carvings on the board will change to represent the letters and numbers of the writing system of the creature being called. Note that at least one of the wizards will need to be able to read that language in order to understand the spirits answers. Also on the board are the words "yes" and "no" for answering simple questions quickly. These are always in the same location, so a wizard asking a spirit yes-or-no questions need not be able to converse in that spirit's language. While both wizards hold opposite ends of a mithril triangle to the face of the board in which a hollow circle is inscribed, the spirit pushes the hollowed circle over the desired symbols.

If two or more necromancers use the *Ouija board* together, the wizard's level is treated as the sum of both. Otherwise, the co-caster is ignored, though this individual must still be a wizard.

Occasionally, the spirit may be yanked from the board by another, or may grow disinterested in the conversation. The chance that a spirit will "stay with it" for each minute of conversation is (10^{level})% for the first minute minus a cumulative 10% for each additional minute. Long dead creatures will be more difficult to contact and keep "on-line" once contacted.

Having a part of the skeleton of the creature being contacted or being at the place of death or main place of living or place of burial also helps somewhat (+50% for contact and staying).

As a final note, it should be remembered that the *Ouija board* is a powerful magical item linking the prime-material plane to the various spirit domains including the plane of the dead. Powerful spirits have been known to use such a board as an exit from their final places of rest.

Shade Link (Enchantment/Charm, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range:	0
Components:	V, S, M
Duration:	1 round per level
Casting Time:	7
Area of Effect:	Special
Saving Throw:	One half

This spell affects one opponent and one friendly creature per 3 caster levels. It gives the victim's shadow a quasi-real existence (the victim must be touched), and allows the attackers enchanted by the spell to attack the shadow for damage that will carry over to the victim. If the victim makes his saving throw, the damage is halved before it is carried over to him. The only defense is *dispel magic* or a *continual light* to rid the room of shadows. The material components for this spell are demon blood and some black silk scrap.

Skeletal Armour (Conjuration, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range:	0
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	The caster
Saving Throw:	None

This spell conjures into being one of two forms of Armour. One form is hard bone plating attached to the wizard, this plating can absorb 10 points of damage for every Constitution point that the caster has. The second



form is a bone field (swarm of bones) that effectively lowers the caster's Armour Class by 4 points. it is possible to cast spells through either version. The material component for this spell is a warrior's shoulderblade.

Spirit Scream (Necromancy)

Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: One half

This spell creates a low-pitched wail, much like a banshee. The wail originates at the casters mouth and extends outward in a cone, three feet long and one foot in diameter per caster level. The wail inflicts 1d4+1 points of damage per two caster levels. Those killed by the wail cannot be raised. Those who fail their saving throw will also run in fear for 1d4+1 rounds. Eg., a 10th-level wizard casts *spirit scream* that does 5d4+5 points of damage, next to invoking magical fear (no death ever occurs), with a cone-shape area, 30 feet long and 10 feet in diameter.

The spell does not affect creatures without hearing organs, such as plants and puddings, but inflicts double damage versus crystalline. It automatically shatters all glass and thin crystal in its area of effect. Magical gems and glass must save versus disintegrate or shatter.

The material components are a pinch of diamond dust and a small ivory open-ended cone.

Spiritual Triangle (Abjuration, Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

By means of this spell, the wizard may inscribe a *spiritual triangle* (a triangle inscribed in a circle). While within this triangle, the wizard cannot be magically influenced or controlled by any sort of charm, *suggestion*, or *hypnosis*, nor can the wizard be psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 gp.

Tor Kamal's Shadowcage (Shadow, Abjuration, Necromancy)

Darknight <dark@newsoft.it>

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

By means of this spell the wizard entraps both the body and the soul of a target creature into a specially prepared glass vial. If the target fails to save vs. spell it is sucked into its shadow which then enters the vial in a



matter of moments much like smoke in a mantis, the wizard then puts a seal on the opening of the vial. At this point the victim is entrapped, with no chance of escape without external help (spellcasting, physical attack or movement and even psionics do not work). As long as it stays into the vial it does not need air, food, water or rest and does not age. The prisoner may communicate by telepathy (bestowed by the spell) only with the caster as long as he stays within 5 feet from the vial.

If the vial is broken or usealed the trapped creature reappears in a round with all its equipment. It is fully rested and retains the same memorized spells it had at casting time furthermore 2d6 hp are magically healed during imprisonment.

The material component for the spell is the shadow of the target.

Whisper's Dark Fury (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range:	60 feet + 10 feet per level
Components:	V
Duration:	Instantaneous
Casting Time:	2
Area of Effect:	Special
Saving Throw:	None

This spell brings into being one globe of negative material for every three levels of the caster. These globes can be targeted at one or multiple targets (as many as there are globes). Each globe strikes the target unerringly, like a *magic missile*, but is unhindered by any defensive spells. It roars straight through *force fields*, *shields*, etc. Only magic resistance (if successful) or an *anti-magic shell* or similar magic stops such a bolt. Each bolt does damage for 3d6+3 points.

Winthrop's Undead Summoning IV (Conjuration/Summoning, Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

Range:	30 yards
Components:	V, S, M
Duration:	5 rounds + 1 round per level
Casting Time:	4
Area of Effect:	Special
Saving Throw:	None

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghosts, 1d4 wraiths or 1d3 mummies.

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

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



Level 6

Azura's Black Scythe (Evocation, Necromancy)

Jonathon Salazar (The Adept's Spellbook)

Range: 10 yards
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 6
Area of Effect: 10-yard long, 180° arc
Saving Throw: Special

The *black scythe* is a fearsome weapon to behold, stretching 8 feet and immolated in wispy green flames. It sweeps a 10-foot long, 180° arc and can hit all targets within its area as a monster of the wizard's level. Creatures up to 4+1 HD are slain instantly, while those above 4+1 HD but below 8+3 HD must save versus spell or be stunned for 1d4+1 rounds. Those who possess 8+3 HD up to 10 HD must save versus spell or be slowed for 1d4 rounds. All effects are cumulative. The scythe inflicts 1d10 damage in addition to its other effects. The material component is a miniature sickle with an ebony shaft and an adamantine blade costing 500 gp to construct.

Conjure Succubus or Incubus (Conjuration/Summoning, Necromancy)

Mario R. Borelli <mario.r.borelli.3@nd.edu>

Range: 0
Components: V, S
Duration: Special
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

This spell enables the caster to summon a female or male sexual spirit which is subject to perform the caster's sexual bidding (this cannot be combat). The spirit remains until dismissed. Casting this spell causes 1d8 hit points of damage to the caster, and each orgasm with the spirit requires a saving throw versus death magic. Failing this saving throw permanently reduces the caster's Constitution by one point. If the spirit causes someone besides the caster to orgasm, both the caster and the other person must make the saving throw.

This spell serves few purposes except as a sexual perversion of the wizard. The spell is quite popular amongst Necromancers.

Coradon's Cataclysmic Coronary (Invocation/Evocation, Necromancy)

Allan J. Mikkola <allanm@vulcan.med.ge.com>

Range: 0
Components: V, S
Duration: 1 round per 2 levels
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: Special

After this spell is cast, the wizard must make a successful attack in melee to affect the target. The wizard's normal THAC0 is used with a +2 modifier to-hit. The spell will last until a hit is scored, or until the duration expires, whichever comes first. If a hit is made, the victim suffers a massive heart attack and must make a



successful system shock roll or die. Even if this roll succeeds, the target suffers damage equal to 1d4 + 1 per level of the wizard.

Create Dry Bones (Enchantment, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 10 feet
Components: V, S, M
Duration: Until destroyed
Casting Time: 4 rounds
Area of Effect: One skeleton per level
Saving Throw: None

Dry bones skeletons are essentially normal skeletons, but will come back to life an equal number of times as the caster has levels. This spell has particular good use with *spirit legionnaire*, *spell carrier*, *fireball*, and *permanency*. The bones blow up each time you kill them — at least 16 times —, and always have starting hit points. The material components for this spell are some mummy wrappings.

Create Ghast (Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2 hours
Area of Effect: Special
Saving Throw: None

This spell creates up to one ghast per six levels of the wizard, and these ghastrs will follow the commands of their creator to the best of their ability. Each ghast is formed from the corpse of a human slain by a ghoul, or ghast who has not yet risen as a ghoul itself. These corpses are the material components of the spell. As implied above, humans killed by a ghast will rise as ghouls to follow the pack.

Darklight's Hideous Rending (Alteration, Necromancy)

Keith Taylor <ktaylor@phoenix.cs.uga.edu>

Range: 50 yards
Components: V, S
Duration: 1 round per 2 levels
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

This spell requires full concentration on the part of the caster for its entire duration. For 1 round per two levels of the wizard, a gruesome attack may be carried out. The wizard makes grasping and pulling motions with his hands in the direction of a single creature within 50 yards, and rolls to hit. A successful hit will do 2d4 damage to the creature, as a handful of flesh is teleported 3-5 feet from the unfortunate's body. One rending attack may be made per round while the spell lasts. The target will begin bleeding for 2 points of damage per "rend" until they receive healing or serious bandaging. The caster also rolls a percentile on each successful hit; if the score is equal to or under the caster's level in percentage, the target loses a vital organ or chunk thereof, and must save versus



death magic or expire on the spot. If the saving throw is successful, they will lapse into a coma, and can only be revived by a *cure serious wounds* or similar greater healing spell; if not so healed, they die within 24 hours. If a target dies or falls comatose, the wizard may move his focus to a new victim, and so on, for as long as the spell continues. Use of this spell is not an act in accordance with a good alignment. Darklight himself will rarely use it, due to its ruthlessness.

Darkray's Death Lightning (Evocation, Necromancy)

Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This complex spell can inflict massive damage to opponents if successfully cast. During the casting time, the wizard gathers energy from the surrounding land, which is then released as deadly lightning bolts to all creatures within the area of effect (concealment or something like that can help avoid the bolts). Note that this spell does not distinguish between allies and enemies.

The gathering of energy is difficult. The wizard must concentrate for some time and each additional round augments the power of the bolts. The energy returns to the land through the victims' bodies, while causing great damage. The casting time of the spell equals the concentration time.

The caster is not able to perfectly control the collection of energy, so there is a possibility of spell failure before completion. If this happens, all energy returns to the land and the spell is wasted. A check must be made for each casting round.

Only high level spellcasters can gather large amounts of energy. This fact and all the details above are summarized in the following table:

Concentration Time in Rounds	HP of Damage	Spell Failure	Radius in Feet	Minimum Level of Caster
1	4	1 %	20	12
2	9	1 %	30	12
3	15	2 %	50	12
4	22	3 %	70	13
5	30	5 %	100	13
6	39	7 %	130	14
7	49	10 %	160	14
8	60	15 %	200	15
9	72	20 %	250	16
10	85	30 %	300	17

During the whole casting time, the caster remains aware of his environment and is able to perform basic mental actions. This includes choosing a target for *Melf's minute meteors* or ceasing one of his previously cast spells.

The material components are a wooden staff and a small obsidian orb which costs around 50 gp. The wizard must hold the staff on the ground with one hand and hold the orb high with the other. The staff gathers energy and stores it in the orb. When the wizard desires to strike, he must first lift the staff and then crush the orb on the ground (the orb becomes fragile and shatters automatically if dropped). The staff is not consumed.

If the caster is physically hit or the orb is damaged during the casting, the spell is not totally wasted. The orb releases some of the stored energy; some is lost. To find out how much energy is actually released roll 1d4+1



and subtract the result from the current casting round. As a side effect, the caster suffers half the stated damage as well, with a saving throw for quarter damage.

For example, if the wizard is disrupted in the 6th round, the orb breaks. The 1d4 rolled gives 1. Thus, the orb releases enough energy to inflict 22 HP to all creatures within 70 feet. The caster takes 11 points of damage or 5 HP if he saves.

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

Gaal & Darknight <dark@newsoft.it>

Range:	100 yards
Components:	V, S, M
Duration:	Permanent
Casting Time:	6
Area of Effect:	400 square yards area
Saving Throw:	None

This spell is exactly the same as the 3rd level one. Commands however may be more complex: "Push the buttons 9-8-6 while pulling the 5th white lever from left of the 3rd row." although they must be always "mechanical".

- * At 11th level a wizard summons 3d6 Skeletons and Zombies, 2d6 Ghouls, 2d4 Shadows.
- * At 13th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 2d4 Shadows and 1d4 Wights.
- * At 15th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 2d4 Shadows and 2d4 Wights.
- * At 17th level a wizard summons 3d6 Skeletons and Zombies, 3d6 Ghouls, 3d4 Shadows, 2d4 Wights and 1d4 Ghasts.

The material component for this spell is a bone which was taken from a living humanoid or from a humanoid which was tortured to the death. It is not consumed.

Korel's Strength of Darkness (Necromancy)

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

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

This spell, when cast on an already animated undead, presumably under the caster's control, strengthens both the body of the undead and the animating force holding it together. The result is an increase in most of the physical statistics of combat, producing an excellent skeletal bodyguard or elite troops.

The effects of this spell depend on the caster's level. Subtract 10 from the level of the caster and divide by two. This modifier (2 at fourteenth level, 3 at sixteenth level, 4 at eighteenth level) is applied in the positive direction to all of the following: THAC0, Hit Dice, Armour Class, and damage modifier. Thus, a 14th-level caster could strengthen a normal skeleton (THAC0 19, 1 HD, AC 7, no damage modifier) to an advanced model with THAC0 17, 3 HD, AC 5, and a +2 damage modifier.

Free-willed undead are not affected by this spell, nor are non-corporeal undead, since the spell strengthens the physical body of the undead. Skeletons, zombies, and ju-ju zombies are the typical recipients of the spell.



The material component for this spell is a pinch of dust from a normal undead of the new Hit Dice or higher (wraith at 5, mummy at 6, etc.) and a cup of blood from a fighter with the same THAC0 as the new level. These are mixed together and splashed on the undead to be affected.

Korel's Vampiric Strike (Enchantment, Necromancy)

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: Weapon touched
Saving Throw: None

This spell imbues one weapon with a shimmering black radiance that makes it function as a *weapon of vampiric regeneration* for the spell duration. That is, one half of any damage inflicted by the weapon (including bonuses for Strength, magic, backstab multipliers, etc.) is gained by the wielder, rounded down.

The spell enchants the weapon, not a person, so the weapon may be used by the caster or another person, or even by several people in succession within the spell duration. For the purposes of this spell, a weapon is defined as any non-living object through which damage is inflicted. Common weapons like swords and staves are obviously included, but the spell could theoretically be used to enchant a pair of gloves to regenerate punching damage. In a case like this, only the permanent damage is counted for determining how many points are regenerated.

Hit points may be gained by the wielder above the normal maximum, and excess points are treated as in a *vampiric touch* (fades after one hour). The material component of this spell is a pinch of dust from a level draining undead (wraith, wight, spectre, vampire), which is sprinkled over the weapon to be affected.

Minor Accursed Rite (Necromancy)

Aki Taskinen <f35437c@saha.hut.fi>

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Living creature touched
Saving Throw: Negates

This spell turns its victim into an undead. The type of undead is selected randomly from those between the power of a wight and a vampire. The undead is partially controllable by the wizard. This *is* a risky spell: each command given is a chance for the victim to become a fully free undead of the type, unless the wizard also is a member of the same type of undead. The thus created undead is free-willed, but may still be subject to other spells that remove this freedom, of course. The change takes place over a period of two weeks of gradually worsening illness in which time the spell can be dispelled by a *dispel magic*, *cure disease*, and *heal*, cast in any order any time during the two weeks, not necessarily one straight after the other. The DM should make up some appropriate material component.

Note: the spell can create some quite weird undead, such as vampire snakes. Controlling requires a common language and sufficient Intelligence on the part of the target. The spell in itself doesn't modify statistics such as intellect, even if the undead Strength of 18/00 on a vampire does apply to non-humanoids as well.

Morgwar's Undead Chaser (Abjuration, Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>



Range: 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 10 feet per level square
Saving Throw: Special

This spell simulates the priestly power to turn undead. This effect happens under the same restrictions. The wizard has to approach the undead with his spell components in hand. The priestly effect of the turning is dependant on the alignment of the wizard casting the spell. If the wizard is good he destroys or turns the undead, if he is evil the undead are controlled, if he is neutral he can choose which effect is to happen. The effect is rolled on the priest's turning table with the following addition: if the level of the wizard is above the level that is absolutely necessary to turn the undead, the wizard gains a +1 bonus for every five levels above the necessary level. Thus, the lowly undead are almost assuredly under the control of a 12th-level wizard. If the wizard does not succeed with his roll to turn any kind of undead present then all undead are not turned or controlled: if the wizard faces 20 skeletons, 10 wights and one special undead and he fails only to turn the special undead, he automatically fails to turn all undead present (even the skeletons). Thus, this spell is not very useful with a congregation of undead, but it can be used to get some nice effects with lower level undead. The wizard can affect a maximum of one undead per level, beginning with the lowest powered ones.

The material component is a part of every type of undead the wizard wishes to turn or control. If that part actually was part of that specific creature, that creature is turned or controlled automatically.

Noska Trades' Immortal Mount (Alteration, Necromancy)

Noska Trades

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

This spell enables the wizard to convert his mount into a gruesome undead creature. The mount is allowed a saving throw versus death magic. If this saving throw fails the mount must make a system shock roll, and if it fails this roll it dies before the spell is completed, thereby negating the effects of the spell.

The mount turns jet-black with glowing red eyes and appears as if its skin was pulled tightly over its bones. The mounts skin becomes leathery, decreasing its Armour Class by 2. It acquires an additional Hit Die and retains its previous movement rate and form (i.e., flying mounts can still fly). The mounts maximum encumbrance increases by 200 pounds and it also never grows tired.

The wizard needs a vial made from the bones of a creature the same as the mount. The vial must be filled with demon ichor.

Sertan's Certain Slaying (Necromancy)

Max Becherer <becherer@suna0.cs.uiuc.edu>

Range: 6
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature



Saving Throw: Special

This spell concentrates all the power of a *death spell* on one victim. A saving throw versus death magic is allowed. For every three levels the wizard exceeds the victim's level or Hit Dice, a -1 penalty is applied to the saving throw, and vice versa. If the saving throw is failed, the victim is slain immediately. If it succeeds, he is weakened for one turn per level of the wizard, suffering a -2 penalty to all rolls. This penalty is cumulative. A saving throw which succeeds by more than 10, or is critically made negates any and all effects of that casting of the spell.

The material component is a black pearl, and the lens from the eye of a catoblepas, costing a total of 1000 gp. Note: in some places, the lens may be hard to get, as its only known use (besides as a lens) is for death-dealing spells and poisons.

Spirit Legionnaire (Enchantment, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One mindless undead
Saving Throw: None

This spell creates a completely obedient undead with the following statistics: AC 4 (better than usual), HP: as caster -5, attacks: 2 for weapon damage, Intelligence: 5, Strength: 16, MV: 6, Morale: 20. This spell permanently drains the caster of one hit point. The material components for this spell are a magical blade and a bit of the caster's blood (both consumed in the casting).

Thorndearth (Alteration, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 10 feet per level
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

Failing a saving throw (at -2) results in the bones of the victim growing massive bone spurs that tear out through the flesh for 1d6 per level damage, attempting to move (for spell duration) inflicts an extra point of damage per caster level per motion attempt. This is a spell I had cast on me once: it really sucks. *Elminster's evasion* saved me; I hope you never get hit with it. The material component of this spell is a bone rose sculpture.

Tyvek's Fabric Phantom (Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 10 yards
Components: V, S, M
Duration: 1 turn per caster
Casting Time: 7
Area of Effect: One phantom



Saving Throw: None

This spell requires the death shroud or clothing of a historically important person of any type (wise man, king, loved nun) and a handful of grave dirt. It conjures into being a mindless undead with hit points equal to three quarters of those of the caster's. Its touch drains one level and it radiates a fear aura which must be saved against at -2, or the victims are affected by *fear* as if the caster had cast it upon them. The phantom is AC 0.

Undead Spell Carrier (Enchantment, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 0
Components: V
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell allows the caster to place an area effect spell on an undead that will be release upon the destruction of the undead. Only 6th-level or lower spells can be put upon an undead. No saving throw is granted for the undead, but when the spell ultimately goes off, the usual saving throws for the carried spell apply.

Whisper's Damage Transference (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: 60 yards
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This powerful necromantic spell is designed for that wizard who has sustained a lot of damage, and would like to give it to someone else. The wizard utters the arcane words of the spell, and points at some creature. That creature will sustain all damage the wizard has sustained so far, and leaves the wizard without wounds. That is, *if* the creature fails its saving throw. Through this spell all the wizard's wounds disappear, no matter what their origin or magnitude, only such wounds as severed limbs and the like cannot be healed. If the amount of damage is more than the creature can sustain, the creature dies instantly from the damage and the shock, even a creature who would not die from the wounds, but sustains more than half its hit points in damage, must roll a system shock, or die from the trauma anyway.

Whisper's Vampiric Drain (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: 20 yards + 1 yard per level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: One half



This spell is similar in effect to *vampiric touch*, except that the target does not need to be touched. As long as there is an unobstructed path between the target and the caster, the caster can use this spell to drain the life energy from another creature. The caster can drain up to 1d6 HP per two caster levels from the creature, as long as the target creature has the hit points to "give". If the target makes its saving throw, then only half of the previously determined hit point amount is actually drained. Also, there is no limit to the amount that can be drained level-wise: a 20th-level wizard could possibly drain 10d6 HP.

A wizard draining more hit points than he originally has, gains the drained hit points anyway, but these excess hit points slowly ebb away at a rate of 1 HP per round. Damage taken after a drain with excess points, is first taken from those excess points.

Winthrop's Undead Summoning V (Conjuration/Summoning, Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

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

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghasts, 1d4 wraiths, 1d3 mummies, 1d2 spectres or 1d2 apparitions.

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

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



Level 7

Animate Dead II (Necromancy)

Max Becherer <becherer@suna0.cs.uiuc.edu>

Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of *animate dead* creates 1 HD of undead per level of the wizard. Any undead not possessing energy drain up to 5 HD can be created with this spell.

The material component is identical to that of *animate dead*, with the inclusion of a pinch of dust from each of the undead types to be created.

Blood to Dust (Necromancy) *Reversible*

Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature or 1 cubic yard per level
Saving Throw: None

The *blood to dust* spell converts blood instantly to an inert substance (dust). This spell will instantly kill any one creature upon which it is cast. Note that this spell is only effective upon creatures which have blood or which need blood to survive. All undead, constructs (including flesh golems), creatures from other planes, and any other monsters that do not need blood to survive are not harmed by this spell. Casting it upon them will only change their appearance to dried up, mummy-like husks. Further, all creatures with 12 HD or more are immune to this spell. Any creature slain by this spell must first have the reverse of the spell, *dust to blood*, cast on them before being raised. A *heal* spell will accomplish the same thing, and a *resurrection* spell negates the need for either.

When cast at a free standing pool of blood, the spell acts like the 6th-level priest spell *transmute water to dust*. The spell destroys 1 cubic yard (3 cubic feet) of blood per level of the caster. The reverse of the spell creates 1 cubic yard of blood per level of the caster when cast at an open area.

The material components of this spell are a pinch of dust and a drop of the caster's blood.

Cloud of Death (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 60 yards
Components: V, S
Duration: 1 round per level
Casting Time: 7
Area of Effect: One 30'30-foot cloud, 20 feet high
Saving Throw: Negates



This spell creates a black cloud of acidic smog. The cloud is stationary, and restricts vision as a darkness spell. However, the cloud also has a horrible life draining effect. Any in the cloud when it was created must save versus death magic or be drained of 1d2 levels. This draining only occurs on the instant after the cloud is created, but is permanent.

Create Mummy (Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 4 hours
Area of Effect: Corpse touched
Saving Throw: None

This spell creates one mummy from the corpse of a human of at least 7th-level fighting ability. The mummy follows orders to the limit of its low Intelligence, but it must remain within one mile of its place of origin, so it is primarily useful only as a guardian. The corpse of the potential mummy must be properly embalmed with the appropriate proficiency (q.v.).

Create Undead (Necromancy)

Unknown

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: Human corpse touched
Saving Throw: Special (see below)

The material components of this spell are a human corpse (not older than 3 days), myrrh (500 gp worth) and a special balm made of certain rare herbs, personally prepared by the necromancer. Ingredients for this balm cost 500 gp, and one uninterrupted week spent by the spell wizard. The balm only stays good for 3 days.

This spell forces back the soul of the corpse, and turns it into either a wight, a spectre, or a wraith. The wizard has a percentage chance equal to twice his level of choosing which is created. Otherwise, roll on the following table, adding the level of the wizard, plus a 5 bonus if the wizard is a necromancer specialist. Also, if the corpse was a person of level 0, subtract 30 from the roll (if the adjusted roll is below 0, the spell fails and the corpse is destroyed).

Die Roll (1d100)	Undead Created
1-60	Wight
61-90	Wraith
91-00	Spectre

The corpse gets a saving throw versus death magic, at a level equal to the corpse's level before death, with the following bonuses:

Person Was	Modifier
A good priest	+4
A non-good priest	+3
Good non-priest	+2



Neutral non-priest +1

If the saving throw is made, the corpse is destroyed and the spell fails. If the saving throw is failed, the undead is created. Said undead will be under the control of the necromancer for one year, following any order that is not obviously suicidal. At the end of the year, or upon such time as the undead receives a suicidal order, it is freed from the necromancer's control and gets a saving throw versus death magic. If it fails, it must leave and may never attack the necromancer unless attacked first. If it succeeds, it becomes free-willed, and might attack the necromancer if it was sufficiently mistreated.

Note that after the year is up, the undead may continue to serve the necromancer, if it was sufficiently prosperous and receives a sufficient bribe. This is a DM call.

A necromancer can only control one undead in this matter at a time. At the end of the year, or when the undead dies or becomes uncontrolled, the spell may be used again. Should this spell be used during the year, it will work, but the fresh undead will immediately attack the wizard.

Finally, a created undead starts out the same alignment as the corpse from which it came. However, due to what these creatures must feed on (i.e. people), an unstoppable shift begins towards the undead's normal alignment. There is a 10% chance per month (cumulative) of the alignment decaying one step. After a switch, the chance returns to 0 and begins building again.

Ditan's Minor Nullify (Alteration, Necromancy)

Ditan

Range:	20 feet + 10 feet per level
Components:	V, S, M
Duration:	1 day
Casting Time:	7
Area of Effect:	One creature
Saving Throw:	Negates

With the casting of this spell, the wielder calls into being a sphere of negative magic energy. This sphere is then hurled at one creature with spell casting abilities. Unless a saving throw at -6 is made, the creature is affected by this spell. If the creature hit is a wizard, the wizard forgets the spells he had memorised for the day, and cannot seem to memorise any more for the remainder of the day. If the creature hit is a priest, they seem to have lost contact with their deity for the remainder of the day, and cannot cast prayers. The effects of this spell can only be cancelled by a *limited wish*, *wish*, or divine intervention; *dispel magic* is not effective against the effects of this spell.

The wizard has a 10% chance of being affected by this spell as well, since he must hold the sphere before it is launched.

The material component for this spell is a one foot long, one inch in diameter rod of pure obsidian.

Flesh Box (Alteration, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range:	0
Components:	V
Duration:	Permanent
Casting Time:	7
Area of Effect:	Item touched
Saving Throw:	None



This spell enables the caster to store an item of smaller size than he inside of his body. The item remains unusable and ineffective while stored this way. Only one object can be stored at any time. Reduction in size of the body past that of the item size will kill the caster. Only the caster can remove the item.

Korel's Wisdom Beyond Death (Necromancy)

Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

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

This spell imbues a formerly mindless undead (typically a skeleton or a zombie — free-willed undead cannot be affected by this spell) with Intelligence. In the casting of this spell, the subject's brain, or the remains thereof, is removed and replaced with a specially prepared gem.

The crystalline structure of the gem acts as a focus to draw together and intensify the dark forces already present in the undead, giving it an Intelligence of its own, determined by the size and perfection of the gem (see the table below). In no case can the Intelligence of the undead meet or exceed the caster's Intelligence at the time of casting.

Although the undead has Intelligence, it does not have free will — it is still subservient to its master (usually the caster). However, the added Intelligence enables it to remember and carry out more complex commands and, within certain limits, even display some initiative. The undead have access to the minds of the countless deceased to some extent, so other skills appropriate to the Intelligence level can be possessed, particularly if the living person whose animated body is affected displayed them.

For example, the animated body of a deceased general would almost certainly retain an understanding of battlefield strategy if given enough Intelligence. Likewise, an animated warrior would retain his fighting prowess, and therefore his original THAC0. Psionic or spellcasting abilities are not retained, however, since they either require living flesh or have to be extensively adapted to the new relation to the negative material plane.

Gem Value	Intelligence	Skills (cumulative)
10 gp	1-2	One immediate command
20gp	3-4	Command activated by condition
50 gp	5-6	Simple strategies, like ambush
100 gp	7-8	Multi-step, conditional commands
200 gp	9-10	Average servant skills (cook, clean)
500 gp	11-12	Can command other undead with permission
1,000 gp	13-14	Effective use of mid-sized group
2,000 gp	15-16	Effective command of troops
5,000 gp	17-18	Impersonation of humans
10,000 gp	19-20	Extremely cunning

In any event, general Intelligence is gained, along with the ability to speak with a hollow, sepulchral tone (the gem is emitting the sound, which echoes in the otherwise hollow skull). The undead can perform at a level given by the table above. They can display initiative within their orders, but no more: an animated general given the order "take these troops and defeat that army", would do so to the best of his ability, utilizing appropriate battlefield tactics. However, he would not break off the attack to inform his master that the army is actually composed of allies.

At the higher levels of intelligence, there are rumours that the undead gain levels of self-consciousness. They are forbidden by the spell from disobeying their orders in the slightest or taking actions not supported by



orders, but they can use badly formulated orders to the disadvantage of their master. In the former example, for instance, a very intelligent undead general might order his troops to concentrate on the leaders of the friendly army, knowing them to be friends of the caster. Nevertheless, the draw for necromancers to create such undead is immense, since they can be given very general commands — a super-genius skeleton (especially a disguised one) single-mindedly pursuing the goal of killing a single person can do so in unbelievably cunning ways.

Should the caster die, the undead affected by this spell gradually gain their own free will, retaining the Intelligence, over a period of one year. Defeating one of these undead in battle has a 30% chance of smashing the skull of the undead, therefore destroying the gem in a backlash of energies. Otherwise, the gem may be extracted and reused.

The material component of this spell is a gem of the appropriate size that has been soaked in the blood of a creature with at least the Intelligence desired for 24 hours. Some casters, with compunctions against killing other sentient creatures, use their own blood, but this rapidly becomes impractical.

Lestat's Lieutenant (Illusion, Necromancy)

Lestat

Range:	Special
Components:	S, M
Duration:	1d6 turns + 1 turn per level
Casting Time:	1 round
Area of Effect:	Special
Saving Throw:	None

This spell creates a clone of the wizard. The clone has hit points equal to the wizard's level (eg.: 14 HP for a clone of a 14th-level wizard), and all physical (non-spell) abilities of the wizard. The clone's mind overlaps with the wizard's, though the clone's is by no means complete. The clone can carry out reasonably complex tasks (DM's discretion), and is essentially an extension of the wizard.

The clone is created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). The clone itself is a magical construct, and is detectable as such in the normal ways (eg., *detect magic* or *true seeing* will reveal its true nature). Due to the mental overlap of the clone's mind with the wizard's, while within 100 meters of the wizard, the clone has the following properties:

- The wizard will sense where the clone is, regardless of sight and the like (similar to the sense of where one's arm is).
- The wizard can communicate telepathically with the clone (silently and accurately convey concepts, as if talking to oneself).
- The wizard can cast memorised spells through the clone. The spell is cast normally, with the wizard performing all actions necessary for the casting (the clone will reflexively mimic the non-material components), the only difference being the spell's point of origin, which is the clone: all effects, not including side effects, use the clone as the wizard ("side effects" include such things as the ageing caused by certain spells).
- The wizard can, at will, swap the clone's senses with his own. For example, the wizard can swap sight with the clone, and see through the clone's eyes (and the clone would see through the wizard's). The wizard can of course swap back to his normal sight at will.

The material components consist of a representation of the wizard (a carved figure or a clay model, for example) coated with the dust of a crushed pearl (made of a perfectly round pearl, worth at least 1000 gp), and a drop of the wizard's blood. When the spell is cast, the figurine is placed where it is to appear, and it transforms into the clone (when the clone disappears at the end of spell duration, the figurine is gone).

Optional extension: the spell has a (25 - wizard's level)% chance (with a minimum of 1%) of creating a sentient clone, i.e.: the clone is under the control of the DM. The clone is in all other ways the same as a normal clone, though should the wizard die, the clone will gain full abilities of the wizard. Sentient clones have the same



personality and memories as the wizard (and thus know the spell effects, the fact that they will expire, etc.). Basically, a DM can enjoy some interesting roleplaying here.

Noska Trades' Feign Dust (Conjuration, Necromancy)

Noska Trades

Range: 0
Components: V, S
Duration: 3 hours + 1 turn per level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

Upon casting this spell the recipient and all his belongings are reduced to a heap of dust with a skull resting on top. The skull is actually a conjured one and is not attached to the spell recipient in any way. The conjured skull may or may not be human, but will always be humanoid (cf. *reincarnation*). Feigning creatures are able to smell and hear normally, but can only see in a 20-foot radius sphere around themselves.

Creatures feigning dust are unaffected by any attack form other than scattering by magical means (*wind wall*, *gust of wind*, *polymorph any object*, etc.), which cause 1d6 HP damage per level of the caster of the scattering spell. Attempts to remove the dust by other means will not succeed.

Twilight's Dark Hand of Magic (Enchantment/Charm, Necromancy)

Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

Range: 10 yards per level
Components: S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: One person
Saving Throw: Negates

Twilight's dark hand of magic is a vastly more powerful form of the spells *charm person* and *domination*. Unlike the former spells, Elves and Half-Elves don't have any more resistance against the *dark hand* than anyone else. Like *domination*, the caster can control the person affected. Unlike any previous charm, the affected person can still cast spells, but only when the caster tells him to do so.

With the saving throw, the victim gets an initial saving throw versus death magic, modified as below. He also gains another saving throw whenever the controlling spellcaster demands an action which would probably lead to the death of the victim, or to someone dearly loved by the victim. Modifications are as follows:

Add the level, Intelligence, and Wisdom of both caster and victim together. Compare the two. If, after all modifications, the caster's total is equal to or lower than that of the victim, then the victim gains a bonus to his saving throw. Otherwise, the victim has a penalty.

Total Difference	Saving Throw Bonus or Penalty
up to -9	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +3	+0
+4 to +7	-1
+8 to +11	-2
+12 or more	-3



The victim also gains a Wisdom bonus, offset by the Wisdom bonus possessed by the caster — thus, if the caster has an 18 Wisdom and the victim has a 12 Wisdom, then that is a penalty of -4 to the saving throw, reflecting a struggle of wills.

This spell can be made permanent, without any threat of loss to the caster's Constitution. The material component of this spell is a dark crystal.

Undead Army (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 360 yards
Components: V, S
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell is a version of *animate dead* developed for immediate battlefield use. It animates corpses in the same manner as the 5th-level spell, but the magic only lasts for a limited time. Also, *undead army* is very quick, requiring only a single word and a gesture. Those animated resemble ghouls in all ways, including having 2 HD each. The wizard can animate one of these creatures for every two levels (round up). The ghouls created by this spell are unusually hard to turn: treat them as if they were wraiths. They cannot be commanded or disrupted (command results are ignored; disrupted results are treated as a turn).

Whisper's Legion of Doom (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: 60 yards
Components: V, S, M
Duration: 6 turns + 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This is an improved version of the *animate dead* type spells. It will animate up to twice the caster's level Hit Dice of undead within a 60 yard radius. These undead have full hit points and be imbued with some of the Intelligence of the caster. While the spell is in effect, or as long as any of the undead remain, the caster's Intelligence will be lowered by one point. Note that this might make the caster unable to cast high level spells after this spell is cast. I.e., a wizard with Intelligence 16, will not be able to cast 8th-level spells while this spell is in effect. The Intelligence of these undead allows them to use weapons to effect, i.e., not just 1d6 but by weapon type for skeletons. The undead can use armour, bows, etc. Still, only zombies or skeletons can be made with this spell. The material component is a piece of bone from a lich.

Winthrop's Undead Summoning VI (Conjuration/Summoning, Necromancy)

Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

Range: 30 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 6



Area of Effect:	Special
Saving Throw:	None

This spell is akin to any one of the *monster summoning* spells. Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghastrs, 1d4 wraiths, 1d3 mummies, 1d2 spectres, 1d2 apparitions, one ghost or one vampire.

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

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



Level 8

Arcanus's Flesh Bender (Necromancy)

Zaxarus <marathon@gist.net.au>

Range:	0
Components:	V,S,M
Duration:	Permanent
Casting Time:	5 hours
Area of effect:	One living creature
Saving Throw:	None

Without the Anatomy proficiency, this enhanced version of the 5th level spell Graft Flesh would be useless. With it though, one can perform miracles.

As with Graft Flesh, this spell allows flesh from other bodies to be attached to a body of the caster's choice. Unlike Graft Flesh though, it can work with body parts from other creatures.

This spell cannot be used to graft flesh to the caster without finding a way of operating through a remote body. A homunculus may work under circumstances, but this is up to the creativity of the player. The body needs to be opened up and prepared. When the spell is cast, the body goes into a coma for the duration of the spell. The caster needs a complete set of operational tools (like the Anatomist kit from the Complete Book of Necromancers) to operate on the body. Also, a theatre of tools and chemicals is needed, bringing the initial cost to around 10,000 gp.

The caster may attach any kinds of body parts to the body. For example, the body of a giant lizard may be grafted to the torso of a human. Additional organs may be attached as well. The DM should always decide what kind of bonuses and penalties this will give them. A snake tail instead of legs means they can no longer walk, and will have trouble going about in humanoid cities but they do gain the ability to constrict like a marillith would.

Cost to attach

- +1000 gp per cubic foot of familiar limb to be attached
- +2000 gp per cubic foot of different limb to be attached
- +3000 gp if limb is an additional one.
- +5000 gp per familiar organ to be attached (that is, an organ that the host body already has)
- +10000 gp per different organ to be attached (Beholder's eye stalks)

If after the operation, the recipient has gained over 80% more body mass, the heart cannot supply enough blood. Age limit, constitution score and strength score are halved unless an additional heart is attached.

Weight, water and food intake go up over 10% of body mass over the hosts original requirements.

If alien body mass counts for over 50% of the body, part of the creatures essence is attached to the mind of the host body. This is usually a manifestation of the original creature's instincts, or sometimes it's memories. If a human is attached to the body of a lion, then the mind of the human gets the urge to hunt; on the other hand, if the head was transplanted to the body of a murderer, the recipient may start to have dreams of his crimes.

There is a 2% chance for every percent over 50 that the instincts of the former owner come through. In the murderer example, only 10% of the body was the original person's. There is an 80% chance the murderer's genetic memory will be attached. If this occurs, though the mind is still the owner's, homicidal tendencies will be added meaning they may continue the murderer's crimes. This is an opportunity for the DM to take control. Under DM's discretion, this may only occur when the victim is asleep or unconscious. A sort of werewolf-like thing.

Things this spell cannot do:

-Attach material of incorporeal, extraplanar or elemental nature.



- Attach another brain.
- Attach sexual organs.

Ageing (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

Range: 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

Upon casting this spell, a black bolt of energy shoots out from the wizard's hand, hitting one creature within its range. The creature struck must save versus spell or immediately age 6d10 years. Any humanoid who is aged must make a system shock roll or die from the internal strain. If a creature makes its saving throw, it is still strongly disoriented, suffering a penalty of -2 to-hit and +2 to Armour Class for one round per level of the wizard. Any creature that is slowed, paralysed, charmed or stunned suffers a -3 penalty to its saving throw, since they are less able to resist its very powerful energy. The material component of this spell is a black opal worth at least 500 gp.

Bone to Dust (Alteration)

Jim <pargwe@morekypr.bitnet>

Range: 20 feet
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates

This spell, when cast properly, will cause the living creature (provided its anatomy is structured with bones) to have its bones become brittle, and in 2 rounds after successful spell completion, the creature collapses under the weight of its own body, unable to function or move — for its bones have crumbled to dust.

The caster can only affect creatures that possess the Hit Dice that are within range of the caster. The spell will affect 1 Hit Dice per level of the caster (creatures with the lowest Hit Dice are affected first). The material component of this spell is a miniature grinder, which is consumed in the casting.

Create Higher Undead (Necromancy)

Peter Gourlay <gourlay@slais.ubc.ca>

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

Create higher undead is used by evil necromancers to create some of the more powerful undead (most of these undead can also be created in other ways). This spell will create wraiths, mummies, spectres, swordwraiths,



soul beckoners and inquisitors. Other undead can be created at the discretion of the DM. The wizard must have the correct spell components (listed below) and then cast the spell, which takes about one turn per Hit Die of the undead. The undead are not under the direct control of the necromancer, but they do tend to follow his commands. The source of this control is not loyalty but fear, and if the necromancer is weak then the undead may turn on him. In addition to the specific components listed below, the necromancer must have a cup of dirt from a grave that is at least one hundred years old, and a considerable portion of his own blood. Due to this contribution of blood, the necromancer will be weak the day after the spell is cast (-2 to-hit and to all saving throws), and the spell cannot be cast again before a full week has past.

- *Wraith*: the body of an extremely evil human who obtained at least seventh level in life; five vials of *unholy water* created by the high priest of an evil religion (minimum of fourteenth level).
- *Mummy*: the mummified body of an evil human who obtained at least seventh level in life; a solid gold statue of an evil Egyptian god (usually Set; minimum 5000 gp value).
- *Spectre*: the body of an extremely evil human who obtained at least ninth level in life; a painting of the person being animated (the painting must have been done when the person still lived).
- *Swordwraith*: the body of an evil human fighter who obtained at least seventh level in life (the fighter must have been part of a military organization and must have fallen in a battle where his side eventually lost).
- *Soul Beckoner*: the body of an evil human, half-elf or elf that obtained at least eighth level in life (the person must have died of natural causes and must have been either a wizard or a thief; a *philtre of persuasion*).
- *Inquisitor*: the body of an evil human or demi-human who obtained at least seventh level in life (the person must have been a ruthless, sadistic torturer who was in charge of a torture facility); a rack or other torture instrument on which a paladin of at least ninth level has recently (within one year) been tortured to death.

Create Temple or Cathedral (Conjuration/Summoning)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range:	10 feet
Components:	V, S, M
Duration:	3 hours per level
Casting Time:	2 turns
Area of Effect:	One 10 feet per level per side square formed in any shape desired
Saving Throw:	None

This spell creates the interior fittings of a temple or cathedral of any kind depending upon the caster's desires. This includes up to 10 pewter benches per level (each holding up to 10 people crammed), one rug to cover the complete area of effect, one aisle rug per full 5 levels, one altar with all the necessary religious regalia, one chandelier per 2 levels with one hundred lit candles each (if desired) burning for the duration of the spell (can be dimmed, extinguished, and relit at will by the caster or the receiving priest), one holy or unholy water basin per level, one holy symbol per level, one speaking tier, one banner per level with the pictures of the religion, one alms basket per level, and one choir tier per 10 levels up to two feet per level high each. This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The material components are one holy symbol from the religion, one drop of holy or unholy water created by a priest of the religion, one miniature bench of mahogany, one 1 square foot piece of a single large rug blessed by a priest of the religion, a small wicker straw, one candle blessed by a priest of the religion, one piece of silk (for the banners), and one 1 foot cube of marble (for the tiers).

The effects of selling and combat possibilities are as for the other room spells.

Curse of Lycanthropy (Alteration, Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range:	10 feet per level
Components:	V, S, M



Duration:	Permanent
Casting Time:	8
Area of Effect:	One creature
Saving Throw:	Negates

This spell curses one creature with one of the most horrible existing curses: the curse of lycanthropy. The creature has saving throw versus death magic; if it saves, the spell is negated; if it fails it is affected as below. The creature is turned into a lycanthrope of the caster's desires. It might not even be apparent that the creature has suffered under the spell — until the next full moon sets in. At that point the creature will change into the lycanthrope desired by the caster and it is under the complete control of the caster who is immediately notified that one of his creatures has changed into a lycanthrope. The caster can see through the creature's eyes, hear through the creature's ears, and use all other senses of the creature as the creature can. He can even force the creature to do his will. If that is tried, the creature gains a saving throw versus spell to resist the command. Once it resists one command per level of the caster, it is free of the caster's control and the caster cannot use its senses any more nor can he try to force the creature to do his bidding. Until this point is reached, the creature has no chance whatsoever of being cured — unless a full *wish* is used. After this point is reached, the normal chances exist for the creature to be cured by the normal means. *Note:* during the time the creature is a werereature it has no recollections of what it was as a human, elf, etc. and vice versa.

The effect of this spell is permanent unless it is cured somehow. How difficult this is is dependent on the DM. The duration of the control is dependent as described above.

The material component is the head of a master lycanthrope (one who controls at least ten others of its type) of the type the caster wishes the creature to be changed into. The head has to somehow have stayed in its animal shape without changing back to its normal humanoid shape. This head has to be treated like a tathlum (a druidic or Celtic weapon, described in the *Legends and Lore* book). It also has to be hurled at the opponent. The caster has to make a to-hit roll; if he does not hit the target, the spell (and the component) is wasted.

Defy (Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range:	0
Components:	V, S, M
Duration:	1 hour per level
Casting Time:	1 round
Area of Effect:	Special
Saving Throw:	None

This spell allows the caster to impose a penalty to turning equal to half his level, so a 20th-level necromancer would totally nullify the turning attempts of a 10th-level priest. The spell affects all evil extraplanar creatures that can see the caster. The material component of this spell is a holy symbol of some evil god (not necessarily the caster's own). It is consumed in the casting.

Demonstar (Evocation)

Unknown

Range:	0
Components:	V, S, M
Duration:	1 round per level
Casting Time:	8
Area of Effect:	One target
Saving Throw:	Special



This powerful attack spell is used exclusively against natives of the lower planes. Against other creatures, it is absolutely harmless. When the spell is cast, a star appears in the hand of the wizard, and travels at very high speeds to implant itself on the creature's forehead, or the nearest equivalent of a forehead. Then the star starts to glow very brightly and with great heat. The demon gets to make his magic resistance roll, but at -30%. If he fails his saving throw, he gets a saving throw versus spell every round to reduce some of the spell's effects.

The star does 10d6 HP of damage per round, and immobilises the demon with pain. The saving throw is for half damage and the ability to act, despite the pain. The spell also blocks any gate attempts by the demon. This blocking of gate attempts stops when the spell duration is over or the demon is dead, whichever comes first.

The material component of this spell is a golden star.

Kelennor's Flesh To Ash (Alteration, Necromancy)

J.D. Falk <jdfalk@cap.gwu.edu and bel004@acad.drake.edu>

Range:	10 yards per level
Components:	V, S, M
Duration:	1 turn
Casting Time:	7
Area of Effect:	One creature
Saving Throw:	Special

This spell slowly incinerates a victim from the feet up turning him into a pile of ash (imagine a cigarette). Once successfully started, the spell cannot be stopped short of the use of a *wish*. A bright red-orange ember slowly works its way up from the feet to the head converting all flesh into ash. It is a very slow and excruciatingly painful process. The victim is kept alive until the ember reaches the level of the brain (to extend the torture to its maximum). Any fire-resistance or successful saving throw versus death magic will prevent the conversion to ash, but the ember still progresses its way up as normal, inflicting 2d12 damage, and renders the victim immobile for 1 turn due to the intense pain. To date, there has been found no reverse spell to counter the effects of a conversion to ash. Spell components include one black smoky quartz, worth 75 gp or more (used up in the spell) and a strand of webbing from a gargantuan spider soaked in its venom (not used up).

This spell was created by a drow vampire (W19/F9) named Kelennor. Ironically, legend claims the first victim of this spell was the vampire that changed Kelennor into his undead state.

Life Leech (Necromancy) *Reversible*

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	8
Area of Effect:	Special
Saving Throw:	Negates

This spell allows the wizard to steal 2d6 years from a victim and add them to his own life. The victim must be human and of a level equal to or greater than that of the wizard. If the victim is of lower level, the number of years transferred is multiplied by the victim's level and divided by the necromancer's. Since the victim must be in the centre of a pentagram at the completion of the casting, it is useful to have him held or immobilised in some way. The reverse spell, *give life*, works in the same fashion, except that the wizard ages 2d6 years while the recipient becomes younger, and the recipient must be willing. In either case, the material components are a black candle, a white candle, a drop of blood from both parties, and a specially prepared glass screen.



Meld Death (Alteration, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

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

This spell allows the caster to borrow all the natural abilities of an undead creature sampled by the components. This is why you'd see necromancers packing skeletal shards all the time. Vampire hands and mummy hands are the most popular. The caster does not suffer from undead limitations. Attempting to make this spell permanent only works 30% of the time, the other 70% of the time, it will transform the caster into said undead (so be smart and use a lich hand if you're feeling lucky). The material component of this spell is an undead's hand.

Morgwar's Undead Strength (Alteration, Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour per Strength point
Area of Effect: One undead
Saving Throw: None

This spell increases the physical powers of an undead. This spell can grant an undead creature physical strengths up to a maximum of the level of the caster with a maximum of 25. Each point of Strength increase costs the wizard one Strength point and one Constitution point each — permanently. Once the maximum of Strength for his level is reached, the wizard can try to boost the fighting level of the undead by one for every five Strength and Constitution points he donates. This can be boosted to the level of a fighter of the wizard's level. The undead gain all bonuses of a fighter of that level, including multiple attacks, weapon proficiency slots, etc. They can even specialise (even with their claws or in punching, wrestling, even martial arts).

The material components are a *potion of giant strength* (of any kind) and a *potion of undead control* of the type of undead to be boosted per point of increase.

Mystyk's Halflife (Necromancy)

Mystyk

Range: 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, a crackling, black bolt shoots from the wizard's palm towards its victim. The wizard must make a successful to-hit roll (with a +2 bonus) in order to hit the target; if this roll misses, use the



grenade scatter diagram to determine if anyone else is hit by the bolt. If anyone is in the area of the miss, a normal to-hit roll (with no bonus) is used to determine if the stray bolt hits anyone.

Anyone who is hit by the bolt must make a saving throw versus spell; if this roll is successful, the spell has no effect and the bolt dissipates. If the saving throw fails, the victim immediately loses half of his current hit points (round fractions down), and is rendered unconscious by the shock. These lost hit points may be regained through normal means.

The material component for this spell is an onyx gem worth at least 500 gp. The gem is held in the hand of the wizard, and is consumed when the spell is cast.

Noska Trades' Mass Contagion (Necromancy)

Noska Trades

Range:	5 yards per level
Components:	V, S
Duration:	Permanent
Casting Time:	8
Area of Effect:	One creature per level
Saving Throw:	Negates

This spell causes a major disease and weakness in one or more creatures in the same way as the *contagion* spell. Up to one creature per experience level of the wizard can be affected, provided that all subject creatures are within the spell range.

The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the *mass contagion* for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty.

Summon Wraith (Conjuration/Summoning, Necromancy)

Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Range:	10 yards
Components:	V, S, M
Duration:	1 round + 1 round per level
Casting Time:	5
Area of Effect:	10 foot high cube
Saving Throw:	None

This spell is identical to the 1th-level *summon shadow*, except that it conjures up one wraith for every three levels the wizard has attained. These monsters are under the control of the wizard until they are slain or the spell expires. If the wraiths are turned, they continue to serve in any capacity which does not require them to confront the priest who resisted them. The material component of this spell is a piece of black jet.

Undead Conduit (Alteration, Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range:	1 mile per level
Components:	V, S, M



Duration:	Special
Casting Time:	8
Area of Effect:	One undead and one creature
Saving Throw:	Negates

This spell allows a necromancer to link the life of a living being to an undead creature. The undead can now draw on the hit points of the victim for combat purposes. The victim suffers the injuries that the undead normally would. This of course makes taking prisoners much more useful. There is a limit of one linked victim per undead. The link is broken by a *dispel magic* or when the affected living creature dies. The material component of this spell is an iron claw.

Whisper's Dickey Healing Gate (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

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

This powerful spell opens a small gate to the positive material plane inside the target creature. If the creature wishes, he could attempt to resist the spell by successfully making a saving throw versus spell, in which case the opening of the gate fails. The caster must upon casting the spell decide for how long the gate should remain open. The caster can attempt to maintain the gate for up to 1 round per three caster levels. However, such a gate is not completely stable, and the actual effect will be 1 to 2 rounds longer or shorter (roll 1d4: 1 = 2 rounds less, 2 = 1 round less, 3 = 1 round longer, 4 = 2 rounds longer). The effect of such a concentrated gate inside the target's body is the following. The positive radiance will add 2d10 HP to the creature per round of exposure. However, if the total amount of hit points is exceeded (the creature is fully healed, but the gate remains in effect), the hit points will temporarily be added, but with the cumulative chance of 20% per round of "overloading" that the creature's body receives a surge of radiance, causing the body to explode. If the body explodes in this manner, there is no way to bring the creature back to life.

If hit points are gained beyond maximum, without exploding, those hit points will remain for 20 rounds and then recede by one point per round until regular maximum hit points are reached. An exploding body will not hurt bystanders, other than bowling them over, and thus maybe causing 1d6 HP falling damage or something like that, but it will definitely smear the area around the exploded creature with the creature's blood and itty bitty pieces. This spell should only be used in dire emergencies, or can be used as an attack spell on an as yet unharmed creature.

Only living creatures are affected by the healing process. If the spell is utilized on undead, the effects will be spectacular. The undead will be allowed a saving throw, but if the saving throw fails, it will explode in a brilliant explosion, shattering the physical body, if any is possessed, into tiny shards, and causing the psyche to be utterly annihilated.

Whisper's Instant Einheriar Legions (Conjuration/Summoning)

Robert Johan Enters <whisper@wpi.edu>

Range:	60 yards
Components:	V, S
Duration:	1 turn per level
Casting Time:	8
Area of Effect:	Special



Saving Throw: None

This fun spell summons a legion of einheriar, or spirit soldiers. The spell will summon forth 10d10 spirit soldiers. The troops will be pulled from a plane that corresponds to the caster's alignment, and the power who has these troops pulled away from his domain may not look too kindly upon this act. The use of the troops should be in accordance with the tenets of the caster's alignment, or there is a 10% cumulative chance per casting of this spell that the power supplying the troops sends them to fight against you rather than for you. The powers and equipment of the individual spirit troops are determined as per the rules in the *Manual of the Planes*, page 122.

It should be noted that the use of this spell can have a very powerful impact if a large amount of nasty classes with high levels are summoned. Since the soldiers can be highly intelligent, this force could easily wipe out an entire army if used wisely.



Level 9

Animate Dead III (Necromancy)

Max Becherer <becherer@suna0.cs.uiuc.edu>

Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of *animate dead II* allows the wizard to create undead up to _ of his level in Hit Dice. Otherwise it is identical to *animate dead II*.

Bone Shatter (Evocation)

Allan J. Mikkola <allanm@vulcan.med.ge.com>

Range: 0
Components: V, S, M
Duration: 1 round per 5 levels
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: Special

This is a more powerful version of the 5th-level *bone splinter*. It is identical to that spell except that it has a +3 to-hit bonus and causes a serious compound fracture when a hit is scored in melee, with the following results:

Place	Modifier	Effects
Head	-8	Major skull fracture: save versus spell or die; else suffer 4d8 points of damage
Arm *	-4	Major broken arm: arm is totally useless; it cannot be used to attack or defend with
Leg *	-4	Major broken leg: leg is totally useless; movement is half normal
Ribs	-4	Broken rib: loss of 1d6 Constitution points and 2d8 points of damage
Spine **	-8	Severed vertebrae: save versus spell or die; else paralysed until healed or cured
Pelvis	-4	Major hip fracture: -6 to Dexterity when using legs; movement rate is at one quarter of normal; suffer 3d8 points of damage

* If attacking from the side, only the nearest appendage may be targeted.

** The spine may only be targeted if attacking from the rear.

Cure critical wounds is required to heal one of these effects (except for paralysis, which must be cured by normal means) as long as the victim is still alive, and a *heal* spell will fully restore a living victim to full health.

The material components for this spell are an intact bone of at least a foot in length, and a large metal hammer which are consumed when the spell is cast.

Brew Contagion (Necromancy)

Zaxarus <marathon@gist.net.au>

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



Casting Time: Variable
Area of effect: Special
Saving Throw: Special

This vile spell has no means of being put to good use. It allows the necromancer to brew a vile Contagion. These diseases spread quickly through a number of different means. The modifiers and effects are dealt with below:

Effect Requirements	Time to Create	Cost Modifier	Level Requirements
Plague Type			
Fevers and Delirium	+1 days	10 gp	9
Insanity	+2 days	100 gp	10
Death	+3 days	1000 gp	11
Carrier Method			
Water / Food	+1 days	+0 gp	+0
Vermin	+1 days	+5 gp	+1
Body Fluids	+1 days	+50 gp	+1
Contact	+2 days	+1000 gp	+3
Breathing	+2 days	+1500 gp	+4
Air Currents	+4 days	+4000 gp	+5
Special Features			
Immunity to Healing Spells	+4 days	+10000 gp	+6
Animates victims as zombies upon death	+2 days	+1000 gp	+4
Causes 1d6 points of stat loss	+2 days	+1500 gp	+4

The mage determines the effects of the plague, be it similar to The Red Death, or the black plague. Upon completion of the spell, the mage has created a vial of liquid which they may use to infect the chosen carrier. For example, if they chose air currents, they must smash it nearby where they want the plague to take effect. The mage is never affected by his own plague.

Cures are always determined by the DM. A wish will always cure someone who is afflicted.

The material components of this spell include a mandrake root, a mummy's bandage, liquefied gas extracted from a Ghast's abdominal cavities and one component determined by the DM that reflects the nature of the spell (for example, a spell similar to Red Death would need a drop of blood from a person who had died of a similar disease). There are other components which must be purchased. The cost is totalled above.

Celestarion's Barrier of Blackwhite (Abjuration, Necromancy) Celestarion

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 2 rounds
Area of Effect: 10-foot radius sphere



Saving Throw: Special

This spell was created by Celestarion to be his ultimate form of protection. Whether it is or is not is left up to the individual wizard, but nonetheless it is a powerful spell.

When cast, a sphere of swirling black and white light appears to surround the wizard and all those close to him. The barrier has all of the following effects:

- It prevents any spells going through it. What happens is that the spell energy is drawn into the top of the sphere.
- The lighting effects of the sphere prevent anyone from seeing through it, although those on the inside can see out. This results in a -4 to-hit penalty.
- All magic within the sphere is unaffected. Spells cannot be cast out of it, but can be cast within it.
- No living being can pass through the sphere unless a saving throw versus spell is made with a -6 penalty. If they fail their saving throw, they are simply unable to pass through.
- No magic items of any sort can pass through.
- Normal physical objects can pass through, as can psionic attacks.
- If the barrier is not hit by a spell or a magic item or any psionic discipline, then the barrier needs energy. It draws 2d4 of the wizard's hit points for every round that it isn't hit. Should the wizard's hit points go below 10% of their maximum, he starts to lose one level per round. The spell continues for as long as his initial level in rounds. When he has lost half his levels, then he starts to lose 1 Intelligence point per round until the spell ends.
- The wizard cannot voluntarily end the spell.

Hit point and level losses are temporary and return at the rate of one per turn each, but Intelligence losses are permanent. These effects can be avoided if the wizard himself casts a spell at the barrier. He cannot dispel it when he wishes, however.

The material components of this spell are one star sapphire, and one black star opal of at least 20,000 gp value each. Both are lost in the casting.

Celestarion's Total Blast (Evocation, Necromancy)

Celestarion

Range:	240 yards + 10 yards per level
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	9
Area of Effect:	One creature per object
Saving Throw:	Special

This spell was designed as a last line of defense by Celestarion for use when all else failed. It is nothing less than a 9th-level blast of totally destructive energy. Upon casting, the following things happen, in the sequence given.

1. A blast of scintillating energy erupts from the wizard's hands and strikes the target.
2. The target has to make a saving throw versus spell at -6. This spell also causes magic resistance rolls to be made at -30%.
3. Failure of the saving throw totally disintegrates the target.
4. Success of the saving throw means the target takes 10d20 points of damage and, if still alive, is stunned for 1d4 turns.
5. The wizard, regardless of spell effects, automatically loses one level permanently, and must make a saving throw versus spell. Failure indicates instant death, with only a *wish* being able to bring him back. Success results in losing 1d100 of his remaining spell levels, randomly chosen, and being unconscious for 1d4 rounds.

The material component of this spell is an *ioun stone*, which is lost in the casting.



Curse of Undeath (Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range: 10 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This spell causes a creature which fails a saving throw versus death magic to be under a horrible curse. The creature will live a normal life until it dies (whether of natural causes or unnaturally does not matter). Then, the creature is transformed into an undead creature of the caster's specifications (within special limits). This does not happen until the night after the creature's death. The creature can be a creature having up to the maximum of half the caster's Hit Dice and it may be any kind of undead up to and including a ghost (note: it is not possible to create a lich or special undead via this spell). The creature is completely under the caster's control if it fails a saving throw versus spell against each and every one of his controlling attempts. Once the creature has succeeded at one saving throw per caster level, it is completely free from the caster's control and it knows who tried to control it and it bears an everlasting hatred against the caster. The caster can make use of its senses even if he is on another plane (note: this is not possible if the caster is *feeble-minded*, disminded or otherwise not in control of his body or mind). The creature can be cured with a *remove curse*, an *atonement*, and a *heal* before it dies, all cast with the explicit purpose to remove this spell. Once the spell is in effect, and the creature dies, only the immediate blessing of the slain body can prevent the transformation to undeath. Note: a *resurrection* is possible, but if it is not done before the next nightfall, the creature will transform into an undead being. Once the creature is transformed, it cannot be saved, unless a god reverses the situation directly (not by sending an avatar but by being there personally and laying on hands).

The material components are a pinch of bone or a drop of the essence of each type of undead that exists on that planet (or in that sphere if used off-planet). The caster has to have an additional full pound of bone or essence of the type of undead creature he wants to create. Thus, it will take lots of ghost ichor to create the fleeting substance known as ghost's essence in the required amounts. How to get the stuff is the wizard's problem, not mine...

Death Wind (Conjuration/Summoning, Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range: 20 yards per level
Components: V, S, M
Duration: 1 round + 1 round per 3 levels
Casting Time: 1 turn (no reduction possible)
Area of Effect: 20 feet per level per side cube
Saving Throw: Special

This spell causes a magical black-greyish wind in the area of effect. This wind has a range of 20 yards per level. It has a direct connection to the negative energy plane. For every round in the wind a character has to save twice versus death magic. If they succeed twice, they don't suffer any spell effects; if they save only once, they suffer "only" a 1d3+1 level loss; if they fail twice, they lose 1d6+1 levels. For every level lost, the character suffers 5d4 hit points additional damage (due to the excruciating pain with which these levels are lost), with a saving throw versus spell for half damage.

The order in which they lose their hit points is the following: first, you lose any applicable level hit points lost due to energy level loss, then you lose hit points due to the damage accrued by energy level loss.



Any people killed by the energy level loss change into juju zombies; those killed by the damage (after they lost their levels) are changed into half-powered juju zombies. Anyone who survives this spell will regain the lost levels slowly (one per hour until the previous maximum is reattained). The damage stays the same, as this was additional to the energy level loss.

Negative plane protection or a similar spell or item effect offers full protection against this spell. Anyone within the full effect of *dispel evil* or a *protection from evil, 10-foot radius* cast by a priest of fourteenth level or higher is also protected.

As the caster needs direct access to the negative energy plane, he is not able to have any protection or other permanent spells going on his person at the time of casting, as this would disrupt the frail link. The only spell he requires is *negative plane protection* or an item which helps him offset the drain of the negative energy plane.

The material component is a sacrificed baby (less than 6 months old), an active phylactery of a lich, and the full dust from a 500 year old vampire. The material components are completely destroyed during the casting. In the first round of casting the lich (whose phylactery is used) knows with a 100% certainty where, by whom, and for what the phylactery is used and, if possible, it will most certainly jump in to prevent the destruction of its phylactery.

Demonic Immunity (Abjuration)

Jay <krzyston@garfield.cs.wisc.edu>

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

Casting this spell requires a demon's amulet of at least a type one demon, which is slowly consumed and will be destroyed when the spell ends. The caster of this spell is rendered invulnerable to all demonic powers, but physical attacks are not affected. The caster cannot be telekinised or charmed by demons, their *unholy words* won't affect him, etc. No demonic special powers can harm him at all.

The tougher the demon's amulet, the longer the spell lasts:

Demon	Duration
Type I	4 Rounds
Type II	6 Rounds
Type III	8 Rounds
Type IV	12 Rounds
Type V	20 Rounds
Type VI	50 Rounds
Named	100 Rounds

The duration can be split between people.

Ditan's Nullify (Alteration, Necromancy)

Ditan

Range: 30 feet + 10 feet per level
Components: V, S, M
Duration: 1 week
Casting Time: 9



Area of Effect: One creature with his magic items
Saving Throw: Negates

This spell is a more powerful version of the 7th-level *Ditan's minor nullify*. This spell stops the wizard or priest from using their abilities for a week, as well as temporarily disabling any carried magic items to function. Items get a saving throw versus crushing blow, while artifacts are not affected at all. The wizard has a 30% chance of being affected, but if he is affected, he is affected as by *minor nullify*.

The material components for this spell are a 1000 gp worth ball of obsidian and a 1000 gp diamond, that are both consumed in the casting. The victim's saving throw is at -8.

Ditan's Power Stripping (Alteration, Necromancy)

Ditan

Range: 100 feet + 10 feet per level
Components: V, S, M
Duration: Permanent, until dispelled
Casting Time: 2 rounds
Area of Effect: One creature
Saving Throw: Special

When this spell is cast the wizard calls into being two spheres of negative energy, one from the realm of negative magic energy, and one from the quasi-negative material plane. The spheres are then hurled at the victim, and the character gets a saving throw at -6, to avoid being affected. If affected, the character loses all the abilities of his class or classes. Spells will not work, specialisation is lost, and skills are forgotten. The only way to dispel this effect is through a *wish* or divine intervention. A *limited wish* will temporarily (1d20 turns) restore abilities.

The material component for this spell is a 1-foot cube of obsidian, the eye of a black dragon, and a trapped soul of a demon of at least 16 HD. All spell components are consumed in the casting. There is a 50% chance of the soul of the demon being released, and trying to take over the wizard. If taken over, the wizard is drained of all spell abilities for 1d4 years.

Fenzill's Phantasmal Fingers (Necromancy)

Fenzill

Range: 40 yards + 5 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 9
Area of Effect: One target
Saving Throw: None

This spell is an enhanced version of the 2nd-level *spectral hand*; it differs from that spell in the following ways: it can be used to deliver a touch spell of any level and it gives a +3 to the attack roll. It has an Armour Class of -4, but it cannot be destroyed by any attack (it may only be dispelled). Instead, any hit on the hand inflicts full damage on the wizard (although a successful saving throw versus spell reduces this damage by half). The wizard may end the spell with a single word. The material component for this spell is a glove.

Genocide (Evocation, Necromancy)

Allan J. Mikkola <allanm@vulcan.med.ge.com>

Range: 5 yards per level



Components:	V, S, M
Duration:	Permanent
Casting Time:	9
Area of Effect:	20-foot radius sphere
Saving Throw:	Special

This spell allows the wizard to kill one or more creatures of the same species: the wizard chooses a creature as the initial target for the spell, and after the incantations are complete, a black bolt shoots forth from the wizard's finger towards the chosen target. If this creature makes its saving throw versus spell at -2 (or if it has 15 or more Hit Dice) there is no effect and the spell terminates.

If the saving throw of the initial target fails, the creature dies, and the spell continues as follows: if there are no more creatures of the same species within the area of effect, the spell ends at this point. Otherwise, the bolt will continue jumping to other targets. The bolt jumps randomly from one target to the next; range is not a consideration — as long as the target is in the area of effect, and it is of the appropriate race, it may be hit by the bolt. Each creature that is hit with the bolt must make a successful saving throw versus spell (with no modifiers) or die.

This spell will affect a number of Hit Dice equal to: 10 HD + 1 HD per level of the wizard (the number of creatures is not a factor). The spell will terminate when one or more of the following occurs: the Hit Dice limit is exceeded, there are no more potential targets in the area of effect, or the bolt strikes a target with more than 15 HD (such a creature is unaffected by this spell). Each target hit with the bolt counts towards the Hit Dice limit, whether its saving throw was successful or not.

The bolt will never jump to a creature of a different species, or to one that has already been hit (whether living or dead). Any creature with more Hit Dice than the original target will not be affected by the bolt, but its number of Hit Dice is still counted towards the Hit Dice limit of the spell. If a target's Hit Dice would exceed the limit of the spell, it is not affected (and the spell terminates).

The bolt will never jump back to the wizard; in addition, the wizard may choose individuals to be unaffected by the spell simply by naming them as part of the incantations (usually used to avoid killing friends or allies).

Note that some races are closely related, but are not considered identical species for purposes of this spell (i.e. goblinkind). "Half-breeds" will be affected by this spell if either of their parent-race is targeted, as well as when the cross-breed is specifically targeted. However, if a parent-race is named as the target, a half-breed of that race earns a +2 to its saving throw. For example, a half-elf is affected normally if half-elves are named as the target of this spell. They would also be affected if either humans or elves were targeted, although they would gain a +2 to their saving throws in the latter two cases.

After this spell is cast, the wizard must make a successful system shock roll or fall unconscious for 1d10 rounds. Note that the DM may wish to inflict other penalties on the wizard due to loss of blood (see material components below), especially if the spell is cast more than once in a short period of time.

The material components of this spell are a pint of the wizard's blood and a *figurine* or *statuette* of the race to be targeted. The blood is consumed at the time of the casting, and the figurine is also destroyed, unless the wizard makes a successful saving throw versus spell.

Hellfire [1] (Necromancy)

Nathan Amed <named@viking.navair.navy.mil> and Eric Wayne Swett <4962@ef.gc.maricopa.edu>

Range:	100 leagues
Components:	V, S
Duration:	Special
Casting Time:	9
Area of Effect:	One person
Saving Throw:	None



The victim of a *hellfire* spell bursts into flame. Damage from the spell is 2d4 per round until the victim falls to 0 HP. At that point, the damage becomes even more severe, being 1 energy level per round. If all energy levels are drained, then the victim becomes a half-Strength wraith under the control of the caster. There are several ways to stop or extinguish a *hellfire*: *wish*, *limited wish*, and *remove curse*; *limited wish* and *bless*; or *remove curse*, *bless*, and any cold- or ice-related spell or attack capable of inflicting 6d6 or more HP of cold damage.

Note: Resistance or immunity to fire reduces *hellfire* damage to 1d4 per round but does not slow the energy drain once it begins. Victims take no cold damage while under the effect of a *hellfire* spell.

Hellfire [2] (Necromancy)

Eric Wayne Swett <4962@ef.gc.maricopa.edu>

Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	1 week
Area of Effect:	One person
Saving Throw:	Negates

This is the ultimate revenge spell. The caster prepares for this spell in a quiet and safe place and spends the next week casting the spell. After this week the spell takes effect and the caster slips into a heavy sleep for one month. The effects are well worth the lost time though. The victim of *hellfire* immediately bursts into flames. The flames not only consume the body of the victim, they also consume the soul. After 24 hours all that is left of the victim is a crusty, burnt out corpse. This person can never be brought back to life by any means. The victim's soul is being eternally burned, never to be healed. The only way to save the victim is as follows: before the 24 hours is up the victim must have cast upon him *limited wish*, *cure disease*, *remove curse*, and *bless* all at the same time. If this is done, the victim permanently loses half of his hit points (recoverable by a *wish* only) and 4 Constitution points. The caster loses a quarter of his hit points and 1 Constitution point. *Note:* if during the one week of casting the caster is interrupted he suffers the effects of the *hellfire* in a backlash type effect. Components: a belonging of the victim, a 500 gp ruby and a magic weapon of +3 enchantment or greater.

Kiri's Soul Transfer (Necromancy)

David Kelk <fs337203@sol.yorku.ca>

Range:	0
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	1 turn
Area of Effect:	The caster and one other person touched
Saving Throw:	Negates

This morally questionable spell causes two beings or the caster and another being to completely switch bodies. All skills, class abilities, hit points, Intelligence, Wisdom and Charisma stay the same as they were in the original body. The physical statistics (Strength, Dexterity, Constitution) are now those of the new body (note that the hit points may have to be adjusted according to the new Constitution). The same occurs to the second person involved in the spell.

Unwilling participants are allowed a saving throw versus spell. If *trap the soul* is cast at the same time, *Kiri's soul transfer* is saved against at -4.

The material components of the spell amount to 7000 gp worth of preparations taking 2 days.

This is a great spell to base adventures around — some old evil wizard looking for a new, young body. The PCs must find some way to reverse the process by finding the spell.



Mass Death (Necromancy)

Max Becherer <becherer@suna0.cs.uiuc.edu>

Range: 50 feet plus 10 feet per level
Components: V, S
Duration: Instantaneous
Casting Time: Special
Area of Effect: Special
Saving Throw: Negates

Mass death is a modified version of *power word, kill*. After one round of verbal and somatic preparations, the wizard is ready to utter the *word of death*. This word can be uttered any time within one turn per level of the wizard, provided no other spells except *shout* or *ventriloquism*, are cast in the intervening time.

All creatures (besides the wizard) within the range of the spell, including allies, having one third of the wizard's level or less, must save versus death magic or be instantly slain. A *shout* will double the range, while *ventriloquism* will allow the wizard to move the centre of effect. Use of either spell grants the victims a +4 bonus on their saving throw due to the magical synergy.

It should be noted that the final word must be heard by its victims. The deaf are therefore totally immune to this spell. Magical silence can negate the spell's effect, while loud noises and ear plugs will offer partial protection, i.e. saving throw bonuses, at the DM's digression.

This spell does not affect undead or creatures without functioning auditory organs.

Morgwar's Undead Spellpower (Alteration, Necromancy)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 day per spell level imbued
Area of Effect: One undead
Saving Throw: None

This spell is an improved version of *imbue undead with spell ability*. It gives one undead creature which is not normally able to cast spells or use spell-like abilities like energy drain the ability to cast up to one spell. This spell can be used multiple times on these undead until they have the power to cast one spell per Hit Die they possess, maximum. For undead which can already use spells or spell-like effects (see above), it gives them the ability to cast one spell for every level of the caster plus one per Hit Die, maximum. These spells it regains at the stroke of midnight, whether cast or not. The spells given and implanted in the undead are given by the caster of the spell. These spells are permanently removed from his memory until they relearn this spell as if they had never heard of it (roll their chance to learn a new spell).

The spells have to be cast during the ritual imbuing the undead with their spell abilities. For these spells, the undead don't need any kind of components (neither verbal, nor somatic, nor material components) but the material components have to be provided during the ritual in addition to those noted below.

The material component for this spell is one potion of undead control of the type of undead which is imbued with the spell plus one scroll of with the spell to be imbued — and only that spell must be written on that scroll.

Noska Trades' Selective Death Spell (Necromancy)

Noska Trades



Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 6 hours
 Area of Effect: ½ mile per level
 Saving Throw: None

This spell will slay a selected type of creature in the designated area of effect with the effectiveness of a double-strength *death spell* (with respect to numbers of creatures slain). For example, all the first born of a specific race could be slain in the area of effect.

During the 6 hour casting time, black storm clouds form over the wizard's location and slowly pillar to the ground. Upon completion of the casting the cloud touches the ground and vanishes and the selected group of creatures slowly dies over a one-round period.

The first material component is a blade of grass from the grave of a creature of the type to be selected. The single blade of grass must be picked in the direct light of a full moon. The second material component is 5,000 gp worth of powdered diamond.

Pilpin's Nightmare (Enchantment/Charm, Necromancy)

Pilpin

Range: Plane of casting
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Special

This spell allows the wizard to enter a creature's dream and attempt to control it, but the spell can backfire and destroy the wizard. Creatures that do not dream are not affected by this spell (i.e., undead, non-intelligent monsters, etc.). The creature must have been asleep for at least one hour before the spell will work.

The wizard goes into a deep trance for the duration of the spell and is totally oblivious to the surrounding environment. If the wizard is disturbed, the spell ends.

The wizard projects from the trance into the creature's dream. The wizard will appear in the dream as an observer, unable to influence the dream or say anything. There is a 5% chance that the dream projected into is hostile to the wizard (see below for the effects of a dream hostile to the wizard).

Once in the dream, the wizard attempts to take control of the dream. The target creature is allowed a saving throw at -4 to resist the wizard's attempt. If this first saving throw is successful, the wizard does not take control of the dream and cannot try again for a week. At this point, the wizard can leave, or remain as an observer. If the wizard chooses to remain, there is a 5% chance per round that the dream turns hostile to the wizard. If the creature fails the saving throw, the wizard takes control of the dream and can make anything happen in that dream. If the wizard causes the dream to become hostile to the creature (i.e.: turning it into a nightmare), the target creature must make a saving throw versus death magic or die in its sleep. If the creature's saving throw is successful, the wizard loses control of the dream, but the target creature still takes physical damage equal to 25% of its maximum hit points. The target creature will not awaken due to the physical damage caused by the nightmare, but may be awoken by another, who witnesses the damage suddenly appearing on the creature.

After the first attempt at turning the dream to a nightmare there is a 50% chance that the dream turns hostile to the wizard. The wizard can again attempt to take control of the dream or leave. If the wizard regains control of the dream, he can again attempt to kill the target. If the target saves versus death magic again, the wizard loses control of the dream and the target takes another 25% of its maximum hit points in damage. The dream now automatically turns hostile to the wizard.



The wizard can continue to go through this, each time the creature can either fail its saving throw and die, or successfully save and take 25% of its hit points in damage. If the target creature saves and takes damage four times, it dies from physical damage.

If at any time the dream turns hostile to the wizard, the wizard can attempt to control the dream in the usual manner, or attempt to leave the dream. If the wizard chooses to leave, a successful saving throw versus spell is required (leaving a non-hostile dream does not require a saving throw), if the saving throw fails, the wizard is trapped. If the wizard unsuccessfully attempts to control the dream (i.e., the target saves against the attempt), the wizard is trapped.

A wizard trapped in a dream hostile to himself cannot make the dream hostile to the target again and must make a successful saving throw versus death magic or die for each round trapped. If the saving throw is successful, the wizard loses 25% of his hit points due to physical damage (a wise wizard will have somebody watching in case this starts to happen). If the wizard is not awake by another, he must regain control of the dream before he can attempt escape. If unsuccessful in gaining control of the dream, the wizard will die in four rounds from physical damage, if not sooner from a failed saving throw versus death magic. The material components are a personal possession from the target creature and a lock of hair from a night hag.

Pilpin's Soul Exchange (Alteration, Necromancy)
Pilpin

Range:	0
Components:	V, S, M
Duration:	Permanent until wizard reverses
Casting Time:	1 turn
Area of Effect:	Two creatures touched
Saving Throw:	Special

This spell causes the life forces of two creatures to exchange. The wizard must touch both creatures simultaneously at the end of casting without having to make a to-hit roll. Any two creatures with a soul or spirit (eg., humans, elves, animals, birds, dragons, fish, etc.) can be affected. Examples of creatures that do not have souls or spirits (as we understand them) are: undead, demons, devils, automatons such as golems, and extra-planar creatures in general.

The saving throw against *Pilpin's soul exchange* depends on whether both, one, or neither of the recipients are willing to undergo the exchange. Treat indifferent as unwilling. If both recipients are willing, no saving throw is required. If one recipient is willing but the other is not, then the unwilling target is allowed a saving throw with a -2 penalty. If both are unwilling, then they are both allowed a normal saving throw. A successful saving throw by any one of the recipients negates the spell.

This spell is much more powerful when used in combination with the 8th-level *trap the soul*. Unwilling creatures that are trapped within a gem prison have an additional -6 penalty on their saving throw. So if one recipient is willing and the other not, and the unwilling recipient is first imprisoned by *trap the soul*, the unwilling creature saves with a -8 penalty. If both recipients are unwilling and trapped in gem prisons, they both save with a -6 penalty. The spell does not release them from the gem prisons, only exchanges their souls.

A creature's soul in a different body has that body's hit points or Hit Dice, Strength, Dexterity, Constitution, and Comeliness, but the soul's Intelligence, Wisdom, Charisma (modified by the body's new Comeliness), memories, and Intelligence based skills (languages, nonweapon proficiencies, spellcasting ability, etc.). The non-physical abilities can be used only if the body has the required physical attributes. If the body has extraordinary Strength, it can only be used if a warrior's soul enters the body. The body will not radiate magic. The alignment will be that of the soul. *True seeing* will reveal to a person that previously knew the recipient of the *soul exchange* that it is no longer the same person.

The spell can only be reversed by a carefully worded and executed *wish* (creatures must be touching each other), another *soul exchange*, or the will of the original wizard. If a creature dies while in another's body, it can only be brought back with its own body, so if both creatures died this could be a reckless way to reverse the spell.



The material components are a diamond worth 1000 gp and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).

Planar Gateway (Conjuration/Summoning)

Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Range:	10 feet per level
Components:	V, S, M
Duration:	1 round, hour, or day per level maximum
Casting Time:	Special
Area of Effect:	One gateway
Saving Throw:	None

This spell has the power to open a planar gateway to another plane — no matter where the caster is right now. Thus, it is a highly sought spell. The casting time can become quite prodigious (as you will see) but it can be shortened by a very complicated ritual. This gate is under no one's control and anything can pass through, in both directions. First, the duration of the spell must be chosen by the wizard. The casting time must then be calculated from the planar layer to be reached and the current location of the caster, as follows: a gateway from the prime material to another prime material plane takes one hour of casting time per round open (if the duration was stated in rounds), one day of casting time per hour open (if the duration was stated in hours), or one month casting time per day open otherwise.

From the prime material plane to an inner plane, for every plane or planar layer traversed, multiply by two. From the prime material plane to an outer plane, for every plane or planar layer traversed, multiply by five. From an inner to an outer plane, for every plane or planar layer times traversed, multiply by ten. From an outer plane to an outer plane you need the permission of a god on both planes. Then, the casting time is multiplied by one hundred. As a character can normally only cast for some 16 hours per day the actual casting time will be even longer (unless the character is willing to give up experience levels: see below).

For example, a gateway from the prime material plane to the second level of Hades that is supposed to stay open for 3 days has a normal casting time of 1 month per day open = 3 months, times 5 times 4 (astral, concordant, Hades' first level, Hades' second level) = 3 months times 20 = 60 months or a full 5 years.

The casting time can be reduced: for every experience level offered in the casting, the casting time is reduced by a factor of ½ (rounding up) until a value of one is reached. After that, the time can be further reduced by ½ if 5 more levels are offered for each further reduction until the minimum casting time of 1 round is reached.

Example continued: we eventually calculated a casting time of 60 months. This can be reduced by one half for every level offered. Thus, if our character offered 6 levels this would be reduced to 30, 15, 7½ (rounded up to 8), 4, 2, and 1 by halving six times. Still quite long, but manageable. The character still has to be able to cast 9th-level spells after offering those levels, as the levels are drained at the beginning of the casting. Note that this might reduce the maximum duration. As the example above has shown, opening gateways for a long time can take an even longer time or many hard earned levels. As the character has offered the levels voluntarily, they cannot be regained with *restoration*, but only with a full *wish* per level lost. Thus, it is not very often that *planar gateways* are opened from an outer plane to an outer plane, but if they are opened they are opened with a lot of power behind them.

The material components are solidified essence of the target plane, para- or quasi-elemental planes are considered to be one with their parent plane (you would need frozen ice to open a gateway to the plane of water, ice, or sludge), plus a full gallon of blood (or another appropriate liquid) from inhabitants of the target plane.

Power Drain (Evocation, Necromancy)

Kris <simonis@stpc.wi.leidenuniv.nl>

Range:	0
Components:	V, S, M



Duration: 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negates

This spell can be used to drain someone else's Constitution permanently and use this energy for certain spells such as permanency. To do this, the wizard casts the spell and touches the subject, who gets a saving throw versus spell. If the saving throw fails, 1 point of Constitution of the subject is drained and stored in the material component: a 1000 gp black opal. This energy must then be used within the spell's duration or it is lost forever. When the point is used or the spell ends, the opal disintegrates. Casting this spell is very tiring for the wizard, causing him to lose 1d6 points of Constitution that can be regained by having 3 hours of rest for every point lost.

Return (Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 0
Components: V
Duration: Until triggered
Casting Time: 1 day
Area of Effect: The caster
Saving Throw: None

This spell will remove 5 HP from the caster's maximum permanently, but allows the caster to defy death once per casting. Once he dies from grievous wounds (dying from old age isn't affected), he will arise fully healed by the return spell. This spell is jealously guarded by those that know it.

Rip Life (Necromancy)

The Warlord of Heaven <fsmtw1@alaska.bitnet>

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: Negates

This spell affects only creatures up to $1\frac{3}{4}$ the caster's level or Hit Dice. The victim of the spell must make a saving throw versus death magic (with a -4 modifier to the saving throw). Failing this saving throw results in the victim's death, utterly, with no hope of resurrection unless a divine being raises him. The caster can use this stolen life to do one of 5 things:

- Waste it, soul is destroyed, a great howling is heard.
- Use to heal self for 1d6 per level of victim.
- Use to hurt another for 1d8 per level victim.
- Pervert it, changes victim into an equal Hit Dice undead, determined at random.
- Destroy an equal number of Hit Dice of undead with no saving throw.

Whisper's Penultimate Death Strike (Necromancy)

Robert Johan Enters <whisper@wpi.edu>

Range: Special



Components:	V
Duration:	Permanent
Casting Time:	1
Area of Effect:	Special
Saving Throw:	Special

This special spell, is one that assaults the very core of its targets, both in mind and body. The spell causes all organs in the body to rupture, and the mind to be assaulted by psychic energies, making the mind essentially explode. Those affected will fall to the ground, their minds aflame, their bodies in wracking pain, as one organ after the other ruptures, and finally the mind overloads. The spell can affect all those in sight of the caster in some way or another. Be it through real, physical sight, through the aid of such devices such as a *crystal ball*, or a mental contact through *ESP*, psionics, or other magical or mental abilities. The caster needs be completely aware of where the targets are exactly, and the targets have to be present on the same plane as the caster resides. The spell can affect as many levels or Hit Dice as twice that of the caster. If the caster has other classes as well, these will count towards his level at half effectiveness, rounded down, and be taken into consideration when calculating the target levels (a F17/M19 will count as a $19+(17/2) = 27$ th-level character).

An affected character making its saving throw, will still be in wracking pain, and lose half of its hit points, and will be incapacitated (convulsing on the floor) for 26 rounds minus their Constitution, divided by two and rounded down. Thus, a character with 17 Constitution will be frothing and twisting on the ground for 4 rounds.

An interesting side-effect can be seen by targets who are wizards or priests or creatures who have magical energies stored in some other way (creatures with inherent magic abilities, breath weapons etc.). If they fail their saving throws, during the last seconds before their minds explode, all these energies are released in a single burst. DMs should devise their own effects for this on an individual basis, but the effects should not be anything less than spectacular, extremely destructive, and lethal to anything near the beings so dying.



Level 10

Avatar (Conjuration/Summoning, Necromancy)

Zaxarus <marathon@gist.net.au>

Range:	Special
Components:	V,S,M
Duration:	Permanent
Casting Time:	Variable
Area of effect:	One creature
Saving Throw:	N/A

Wizard Lords of Kal-Thorn and Sorcerer Kings of Athas have powers that rival the Gods themselves. Many spells exist that mimic the God's powers including this one. Avatar allows the magic-user to be in more than one place at a time. A mage may cast this spell in a number of ways.

New Creature:

This involves creating a new, unique creature from scratch. The material components for this are organic chemical vats of at least 100,000 gp in value. There are a few steps to the creation process:

Step 1: Designing

The mage must create a design for his new avatar. The mage must spend 1 month, doubled by every increase. For example, if a human mage designs an avatar that is 48 feet high and with 16 attacks, each variable has been doubled three times, so the total time required for design is 64 months, or 5 years and four months. For each month spent, 10,000 gp must be spent in acquiring the resources and items needed for the precision design. Upon completion of the design, the mage must make an Intelligence check for the size, and a Wisdom check for the number of attacks. These checks are modified by the table below and must both be rolled separately. Failure of either roll means the mage may not create an avatar until she rises a new level.

Characteristic	Effect on Ability Score Check
Less	+1
Same	0
Up to 2x	-2
Over 2x to 4x	-4
Over 4x to 8x	-8
Over 8x	Task is impossible

Step 2: Inhabiting

Once the design is complete, the mage has memorised every minute detail. Assume that the mage's library of books have at least tripled in size. The form takes half the time of it's creation to grow, and once completed, the mage may transfer some of his essence to the new creature.

Characteristic	Effect on Intelligence	Days to Recover	Check (all rounded down)
Dice used for damage	- .5	per dice type	+1 per dice type
Number of dice used for damage	- .5	per # dice	+1 per # dice
Special Attack (Level Drain / Poison)	- 2	per power	+2 per power
Immunity to normal weapons	- 1		+1



Immunity to magical weapons	- 2	per plus	+3 per plus
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The DM should decide if the Avatar is acceptable and the player and DM should decide out of game time, the movement rate, AC and physical attributes. After inhabiting the new avatar, both forms are vulnerable for one day modified by the above table. During this time, they may not cast any spells or perform any strenuous activities including fighting. All attacks against them succeed.

Possession

A far easier and cheaper way of creating an Avatar is to attempt a possession. If used with the clone spell, the mage may inhabit it with no modifiers or penalties instantly.

If used on another sentient being, that being is able to make a Saving Throw vs spells, modified by 1/3 of the mage's intelligence score to avoid the effects unless they are willing, in which case possession is automatic. Once inside the body of the being, the mage may choose to destroy the inhabiting life force if they please.

Unintelligent undead forms are treated like Clones in most cases.

Mortal forms like this have one major drawback, they quickly degenerate. As time goes by, the body begins to degenerate because the life force inhabiting it is too strong and incompatible. The body will fall into a useless state in 5 years, modified by -1 month for every level of the caster. So a 40th level mage (a rare thing indeed) will destroy the body in under two years. This does not apply to undead. An embalm spell (from the Necromancer's Handbook) will prolong the lifespan by 1d4x10 years.

Game Use:

The caster and the Avatar's minds are one. The caster may only possess one Avatar at a time. Should a caster's Avatar be slain, then the caster immediately drops 4 levels and must make a system shock check or die, recoverable only by a wish spell. The Avatar is a separate character for the player.

The mage may withdraw from the Avatar at anytime to avoid this effect. Once departed, the Avatar reassumes its life force (unless it was destroyed or created), or simply falls uselessly to the ground.

Spellcasting:

Any Avatar may cast spells so long as the caster has access to that spell. The original form and the avatar may for example, both cast fireball at the same time, but the number of memorised spells are shared between the two forms.

Create Replica (Necromancy)

DarkBlade, Master of the Unholy Circle <darkblad@warwick.net>

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

Similar to and yet much more powerful than the 8th level Clone spell, this spell creates a replica - an exact physiomagical (see Physiomagical Transmutation) duplicate of the caster (and only the caster). Note physiomagical - the caster's mind is not duplicated, and the replica has no mind or life force of its own, other than the magical energy which sustains it. Furthermore, the replica will not accept, either by means of a Life Force Transfer spell (see Complete Book of Necromancers) or any other effect, the life force of any creature other than the caster. Even if the caster is cloned (as per the Clone spell) at a later point, the clone cannot transfer its life force to the replica, as its life force is not that of the original creature which created the replica.



When the replica is created, it enters into a state of temporal stasis (as per the spell), and gains 100% magic resistance. Both these effects remain until the caster transfers his life force to the replica.

In preparation for the casting of this spell, a vessel must be fashioned within which the replica will come into being. The vessel must be large enough to hold the caster's current physical form, and constructed of purest crystal, with no structural flaws. Next, the caster's true name must be inscribed upon the vessel. The material components must then be placed within.

Upon the casting of the spell, the caster loses one level permanently. The energy of this life level is transformed into magical energy which sustains the replica until the caster transfers his life force to it. Should the caster happen to transfer his life force to the replica by means of an effect which also transfers the replica's "life force" to the physical form the caster leaves behind, the magical energy which sustained the replica is transferred to that form. That form is now treated as a replica of the caster (temporal stasis effect, 100% magic resistance, only caster can transfer life force to it, et cetera).

The material components of this spell are a drop of blood, a bead of sweat, and a tear, all taken from the caster's current physical form.

This spell was researched by the psimage DarkBlade.

Crimson Wall of Lictilon (Conjuration, Necromancy)

John Nethery and Christopher Solberg <nethery@hamilton.csl.uiuc.edu>

Range:	10 yards per level
Components:	V, S, M
Duration:	1 turn per level
Casting Time:	1 turn
Area of Effect:	Special
Saving Throw:	Special

This spell creates an immobile wall of dark red flame, 20 feet high and 10 feet long per level of the caster. Within the crimson flames of the structure one can see horrible twisted images of evil souls departing the prime material for torment in the abyss. The wall can be shaped in the form of a circle, but not into a dome or sphere.

Anyone, even a creature with magic resistance, must save versus death magic every round they are within sight of the wall or they will flee in fear for one turn. If they are unable to flee, they must save versus death magic every round for the entire turn or become permanently insane (DM's choice as to variety). Creatures that are blind, either naturally or by blind-fold, are unaffected by this function of the spell.

Anyone, even a creature with magic resistance, passing through the wall will be drained for 6d6 points of damage; no saving throw. The hit points can only be recovered by magical means. If an individual survives the draining, he must make a saving throw versus death magic at -3 or be carried with the souls to the abyss; items remain on the prime material.

The caster, and up to one person per level of the caster, are unaffected by the fear component of the spell. However, anyone is affected by the draining and possible planar transport if they pass through the barrier.

Since the wall cannot be shaped into a sphere, it is feasible for a creature to fly over or dig under the wall to attack the caster. However, since the caster will probably be close to the wall anyway, the attacker must continue to make saving throws versus the fear element, regardless of which side of the wall faces the intruder.

Lastly, in the event of a creature being thrown into the abyss upon passing through the wall, there is a chance that something from the abyss will arrive in place of the missing creature:

D100 Roll	Creature
01-30	None
31-65	Type III demon
66	Orcus (no, he will NOT be amused)
67-99	Type IV demon
00	Creature is returned with new, evil soul



The caster has no control over creatures that arrive from the abyss.

The only material component for the spell is a sanctified bone holy symbol of the primary god of murder.

Death Contingency (Necromancy)

DarkBlade, Master of the Unholy Circle <darkblad@warwick.net>

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

This incredibly powerful spell sets up an effect, similar to a Contingency spell, that will instantaneously transfer the caster's life force to a predetermined replica (see Create Replica) of his should he be slain.

In preparation for the casting of this spell, the caster must first cover the outer surface of a replica of his with nonpermanent necromantic runes and markings. He must then entrap two creatures, each of greater level than himself, within a single gem each using Trap the Soul. These gems must be placed within the hands of the replica. Finally, a gold coin must be placed upon each of the replica's eyes.

Upon the casting of this spell, the caster loses two levels permanently. The energy of these levels is transformed into an invisible envelope of magical energy which surrounds the caster at all times. This envelope can be viewed as a shimmering aura of darkness by any with the ability to see magic.

If the caster dies by any means (this includes effects which state they render the caster forever dead, or dead except via revival by a wish or divine intervention), his life force is instantaneously transferred to the predetermined replica, regardless of distance, planar boundaries, spell effects, or any other factor. This expends the magical energy which was created by the caster's sacrifice of two life levels.

Both the hostile separation of the caster's life force from his current physical form, and the entrapment of the caster's life force by effects such as Trap the Soul, are effects which will also trigger the Death Contingency.

The caster immediately gains consciousness within his new physical form upon the transfer of his life force. The gold coin(s) upon his eyes vanish, never to be seen again by another mortal. The avatar of Death then appears, wordlessly gesturing for the caster to turn over the two gems (and the souls trapped within) as repayment twice over for allowing the caster to deny Death his due. Upon handing over the gems, Death disappears, and the caster is free to resume his life. (If the caster does not hand the gems over to Death, Death slays the caster on the spot with one stroke of his scythe, and departs with three souls instead of two. If this is the case, the caster is rendered forever dead - and this time nothing in all of existence can save him from Death's icy grasp.)

The two souls turned over to Death are unrecoverable by any means, even through divine intervention. (Death is a deity in his own right.)

While the Death Contingency is in effect, it counts against the caster's daily limit of 10th level spells.

This spell was researched by the psimage DarkBlade.

Deity Bind (Conjuration/Summoning)

John Nethery and Christopher Solberg <nethery@hamilton.csl.uiuc.edu>

Range:	Special
Components:	V, S, M
Duration:	1 month per level
Casting Time:	1 hour
Area of Effect:	The caster and one god
Saving Throw:	None



This spell links the life force of the caster with the power of a chosen god. Once the link has been created nothing can break it short of the duration elapsing.

The spell's chance of success is determined by the following:

Category of god	Chance of Success
Demigod	95 %
Minor god	75 %
Major god	55%

The bind offers the following benefits to the caster:

- The caster cannot be charmed, held, or even soul trapped.
- The caster knows all information that comes into the consciousness of the linked god: this is similar to a "divine ESP".
- Spells of higher than third level cast by priests of the "linked god" do not affect the recipient, healing spells included.

The bind presents the following problems:

- If the recipient is killed before the spell expires, the god is killed as well.
- If the linked god is killed before the spell expires, the recipient dies as well.
- The recipient permanently becomes the alignment of the linked god; if not already.

Obviously any given god will not want to be bound without appropriate compensation. But if the spell is cast correctly, the chosen god cannot prevent the link. If the spell is successful and the link is established, the god will, of course, do the best they can to keep the spell's recipient alive.

Finally, there are always those religious fanatics who will seek out a god-linked individual to kill them, hoping to eliminate a rival god.

The spell must be cast in a sanctuary of the intended god. The material component is an appropriate symbolic offering to get the god's attention; possibly a rare gem, artifact, or notable sacrifice.

Gaping Maw of the Abyss (Alteration)

Zaxarus <marathon@gist.net.au>

Range:	10 feet
Components:	V,S,M
Duration:	1 day per level
Casting Time:	1 week
Area of effect:	1 mile x 5 miles
Saving Throw:	Special

This spell causes the ground to split open and act as an extension to the Abyss itself. A layer is added over the first (this acts as a 0th layer of the Abyss) through which things may pass into or out of the plane. When the spell is cast, the ground tears open and the area is affected by an earthquake spell as though cast by a priest of the same level. A large canyon one mile wide and 5 miles long opens up. Out of this pit, demons may pour, but the purpose of the pit is to allow the caster to throw his enemies in as punishment or to communicate with the lords of the plane. The rip causes fiends of many different types to crawl out and most will be on good terms with the caster (or so it will seem) for giving them the opportunity to enter the Prime easily (It is a strong likelihood that the fiends will try to slay the mage and steal the spell so that they may open rifts whenever they choose). Here are a list of fiends that come out of the pit. The DM should roll once every five minutes to see if a new fiend arrives.

Percent Roll (d100)

01%-50%
51%-60%

Creature(s) Appearing

Nothing unusual
70 dretches, 50 manes, and 25 rutterkin



61%-70%	7 bar-lugura or 14 alu-fiends or cambion (50% chance of each)
71%-80%	Swarm of 50 chasme
81%-85%	One babau
86%-90%	1d6 Succubus / Incubus
91%-95%	1d5 Marilliths and 1 guardian Molydeus
96%-99%	1d2 Balors
100%	Abyssal Lord. Abyssal Lords are likely to be new, or weak ones coming to the prime to exert their influence and make deals with the mage

On the conclusion of the spell, the connection to the Abyss is removed, but the canyon remains. The canyon will be plagued for many years to come by evil creatures, feeding off the residual energies left behind. The fiends will also never forget that the powerful spell is in the hands of the mage and will seek to obtain it for themselves.

The material components for this spell is soil from the first, the one hundredth and the one thousandth layer of the Abyss. This is thrown on the ground that the mage wishes to open.

Montero's Retaliation (Abjuration, Necromancy)

Alexande Shternshain <s1105272@techst02.technion.ac.il>

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

This spell was devised by the archmage Montero the Sore Loser. It creates a special bond around the life force of the caster, waiting to receive another life force. If during the duration of the spell, the caster is slain, he dies alright, but so does his killer (no saving throw, magic resistance applies). At that point, both their life forces are connected with a special bond, so a long as the caster is still dead, his killer cannot be raised or resurrected. Once the caster is back to life, his killer may be brought to life as well. If the caster was slain in such way that prevents resurrection completely, the killer is also dead forever.

The material component of the spell is a medallion with a 5000 gp gem, which must be worn around the caster's neck. The medallion disappears once spell duration ends, or once it's activated. Its premature destruction ends the spell.

Physiomagical Transmutation (Necromancy)

DarkBlade, Master of the Unholy Circle <darkblad@warwick.net>

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

By means of this spell, the caster can permanently alter the genetic makeup and innate magical traits of a creature. Any physical trait which is influenced by genetics can be altered, including (but not limited to) Strength, Dexterity, Constitution, Charisma/Appearance (for those of you not familiar with the Player's Option: Skills and Powers rules, Cha/App is also known as Comeliness, i.e. the physical attractiveness of the creature), sex, race,



height, weight, metabolism, bone structure, eye color, and hair color. Physical age can also be altered. A general rule of thumb is, if it relates to physical form, it can be altered.

(Note: Innate magical traits, for the purpose of this spell, are defined as any magical abilities which are either acquired at birth or at a set age by all members of a species. Examples of innate magical abilities are an elf's infravision, a medusa's gaze attack, and a red dragon's breath weapon.)

This spell differs from spells such as Polymorph Any Object in several ways. First, the spell recipient does indeed gain all physiomagical traits of his new form, if this is what the caster desires. Second, the spell recipient, following the completion of the Transmutation, is treated in all ways as if his current form was his original form - thus a Dispel Magic will not cause the spell recipient to change back to his "original" form, nor even a wish; and no powers of divination whatsoever will reveal that the spell recipient's body was not always as it is now. (A possible exception to this might be divinations to discover whether the Physiomagical Transmutation spell was ever cast upon the spell recipient.) Third, unlike Polymorph Other, there is no risk of the spell recipient's mind being altered - the spell recipient keeps his Intelligence, Wisdom, Charisma/Leadership (a.k.a. standard Charisma), spellcasting ability, psionic ability, personality, and all other mentally-based traits. He also retains his class (even if his new form would not normally allow it) and his current level. Fourth, the spell recipient does not radiate magic of any sort (other than magic his new form would normally radiate).

In preparation for the casting of this spell, a vessel must be fashioned to hold the body of the spell recipient. It must be shaped akin to a coffin, and large enough to hold the entire body of the spell recipient. The materials of which the vessel is constructed must be of the finest possible quality, and befitting the recipient - rare, exotic woods for an elven ranger, for example. Also, the true name of the spell recipient must be inscribed upon both the inner and outer surfaces of the vessel.

When this is completed, a gem of no less than 100,000 gp value must be embedded in the center of the top surface of the vessel. Beyond this, a number of gem holders must be placed upon the sides of the vessel. (The total number of gem holders is up to the caster, but this decision may be greatly influenced by the number necessary for the procedure the caster has in mind. (See Below)) Following this, it is necessary to trace extremely potent necromantic runes upon the outer surface of the vessel, connecting the gem with all of the gem holders.

Next, the spells Enchant an Item, Trap the Soul, Temporal Stasis, Permanency, and Wish must be cast upon the vessel. The caster must then use the psionic discipline Empower upon the vessel in order to make it an independent psionic entity. During the Empower process, the vessel must be given the psionic disciplines Contact and Molecular Rearrangement.

(Note: For the purpose of this spell, a Soul Gem is simply a gem containing a creature entrapped by means of Trap the Soul.)

The caster must then decide what effect he desires. If he wishes to transform the spell recipient into an exact physiomagical duplicate of another creature, he must obtain a Soul Gem containing that creature. Otherwise, if he is to alter a single physiomagical trait of the spell recipient, he must obtain a number of Soul Gems containing creatures with that physiomagical trait.

If an ability score is to be altered, the number of Soul Gems required is equal to $((\text{desired ability score})^2) * (\text{total number of points the original score is to be raised or lowered})$.

Example: The spell recipient has a Strength of 13. A Strength of 17 is desired. The number of Soul Gems required is: $((17^2) * (4)) = 289 * 4 = 1156$ Soul Gems.

If the natural Armor Class of the spell recipient is to be altered, then each point of change would require $((10 + (10 - (\text{desired AC}))^2) * (\text{total number of points the original AC is to be raised or lowered}))$ Soul Gems.

If the innate magical traits of the spell recipient are to be altered, then the number of Soul Gems required would be 1000 for a major power, 500 for a minor power, and 100 for a trivial power. (Exactly what defines major, minor, and trivial is up to the DM.)

To alter the spell recipient's age by means of this spell, 200 Soul Gems are required for each year added to or subtracted from the spell recipient's body. Note that any Soul Gems containing mortal beings will do for this application of the spell - the creatures need not be of a certain age.

Minor changes to physical form, such as eye color, hair color, and slight alterations to bone structure, require 50 Soul Gems. Major changes to physical form, such as metabolism and moderate alterations to bone



structure, require 100 Soul Gems. Vast changes to physical form, such as addition of extra limbs, complete reworking of bone structure, and changing the sex of the spell recipient, require 500 Soul Gems.

Only one major function of this spell may be utilized per casting - the caster must either choose to create a physiomagical replication of another creature, or to alter a single physical or magical trait.

As soon as the spell recipient is placed within the vessel, he is affected by a Temporal Stasis effect, which ends upon his removal from the vessel (typically at the end of the spell - the results of removing the spell recipient from the vessel while the spell is in effect are best not contemplated). The caster need not be the one to place the spell recipient within the vessel, nor need he be the one to remove the spell recipient from the vessel.

Upon the casting of the spell, the necromantic runes traced upon the vessel magically link the main Soul Gem with all of the Soul Gem holders. The caster must then psionically contact the vessel, and guide the process of molecularly rearranging the subject according to his desires and the physiomagical blueprints of the creatures within the Soul Gems. This process takes as long as if the caster were molecularly rearranging an object weighing as much as the spell recipient's physical form before or after the completion of the spell, whichever weighs more.

The caster must make an Intelligence check with a -1 penalty for every 100 Soul Gems used in the casting, rounded up. If this check is failed, the DM should feel free to impose any of the following effects, or create one of his own. The ill effects of a failed Intelligence effect automatically apply if the caster is interrupted by any means during the casting of the spell.

Possible Physiomagical Transmutation Intelligence Check Failure Effects

- * Procedure simply fails - the souls of all creatures involved in the casting are lost, including the spell recipient.
- * Procedure is reversed - spell recipient keeps physiomagical form, while acquiring the mind of one of the creatures within the Soul Gems (who will probably be hell-bent on revenge!).
- * Physical form is somewhat botched, exact effect up to DM.
- * Physical form is totally screwed up (protoplasmic mush, inside-out, etc.). DM's are encouraged to be devious.
- * Spell recipient is totally unaffected, but all the creatures trapped within Soul Gems are released and reform their material bodies on the spot, and attack the caster with a morale of 20 until they are all slain, or the caster dies.
- * The caster's mind is switched with that of the spell recipient - no other effects occur.
- * One (or more) of the trapped creatures is able to grasp on to the caster's life force and avoid destruction, and possesses the caster. All rules for possession apply.
- * The spellcaster completely loses control of the procedure, and the vessel explodes in an utterly annihilating outpour of released magical energy, destroying everything within a radius of 1000' (including the caster) with no saving throw whatsoever, and doing 10d10 points of damage to everything within a radius of 2000'.

If a replica (see Create Replica, 10th level Wizard spell) of the caster is to be altered, the penalty is halved (rounded up). A replica of the caster altered by this spell is still a replica of the caster under the rules for replicas; it does not become a replica of another being, for example.

For purposes of creating the vessel, the caster is treated as the spell recipient.

The instant the spell is completed, every Soul Gem in a gem holder is consumed, dooming the creatures trapped within to oblivion. Nothing can restore them to life once this occurs, not even a wish. The vessel is not consumed, and may be used again for the same individual, so long as the material of which the vessel was created is still appropriate.

Obviously, this is a spell good creatures will not tolerate the casting of under any circumstances. Additionally, most deities (save the most wicked among them) look very dimly upon mortals "playing god".

This spell was researched by the psimage DarkBlade.

Soul Displacement (Necromancy)

John Nethery and Christopher Solberg <nethery@hamilton.csl.uiuc.edu>



Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: The caster and one other creature touched
Saving Throw: Special

When this spell functions normally, it transports the soul of the caster into another individual, while sending the victim's soul beyond the astral plane; into the void.

Upon casting this spell, the wizard attempts to move his soul (mental capabilities, class, alignment, experience, Intelligence, and Wisdom) from his old body into another. If successful, the new body of the wizard has the following statistics:

Strength: from victim
Intelligence: from wizard
Wisdom: from wizard
Dexterity: from victim
Constitution: from victim
Charisma: averaged (round down)
Comeliness: from victim, modified by new Charisma

The only saving throw that the victim receives is based on his saving throw versus death magic, and his level. The base chance of saving is 1%, but the following table is consulted for any modifiers to the saving throw:

Condition	Modifier
For every level	+1 %
For every level above name	+2 %
For every point between 20 and the victim's saving throw versus deathmagic	+2 %
Victim is an immortal	+50 %

If the victim's percentage saving throw is successful, the following table is consulted:

D100 Roll	Effect of Spell
01-12	Caster permanently loses 1d3 points of constitution and all souls remain in previous bodies
13	Soul of wizard attempts to inhabit nearest living creature larger than one pound
14-73	Spell has no effect
74-82	The wizard's alignment changes to that of the intended victim, if not already. No saving throw.
83-93	1d4 spells that are memorized by the wizard are stripped from his memory and placed in the mind of the victim. If the victim is not a wizard, the spell has no effect
94-00	The experienced, knowledge, level, Intelligence, and Wisdom are transferred to the victim and mixed with what is already there. The caster is then brain dead.

The outcome of the 94-00 determinate is where the intended victim retains his physical attributes while attaining an Intelligence and Wisdom equal to the higher of the two individuals involved, plus 2. Furthermore, the intended victim becomes a wizard of the caster's level, regardless of race, with the spell inventory of the caster. If the intended victim is already a wizard, the caster's experience is added to the intended victim's, and the caster's spell list is added to the victim's, up to the maximum number of spells that the victim's Intelligence allows him to hold. Finally, the alignment of the victim shifts to the average of the two individuals' previous alignments. If the caster and victim's alignments are an uneven amount of places apart, the newly created mind's alignment will be



closer to the victim's than the caster's. It is important to note that the new mind within the intended victim is not schizophrenic, but rather it is a modified continuation of the victim's original consciousness. The consciousness of the casting wizard is forever gone.

The material components for the spell are a 6-inch thread of silver, 2 powdered mindflayer testicles, and the true name of the intended victim inscribed on any demon skull.



Level 11

Solene's Temporal Collapse (Alteration)

Zaxarus <marathon@gist.net.au>

Range: 1 mile/level
Components: V,S,M
Duration: Special
Casting Time: 1 week
Area of effect: 1 mile/level
Saving Throw: Special

This is one spell the evil sorceress Solene Silvaila never flaunts to anyone. This spell has only been seen in use once and was used on the world of Toril. The use alerted the chosen of Mystra, but there was nothing they could do but force the shocked woman out of the crystal sphere before she recovered her senses.

This spell was created to destroy the bonds of reality. The spell requires an intact sphere of annihilation to cast. Once cast the globe begins to swell and change, appearing to almost dissolve. At the conclusion of 7 days, it expands rapidly, swelling in a second to enormous size and disappearing. The bonds of reality itself collapse in the area, causing time and space to come crashing down in the area. The area affected becomes a sphere of impenetrable darkness. No light exists, but the sphere itself seems to act as a form of vacuum. Gale-force winds rush into the sphere, as does seawater and debris. All things within 5 miles of the edge of the area must make a dexterity check to hold onto something, otherwise they are pulled in. Storms always form whenever a sphere is encountered.

Those unfortunate enough to be caught in the sphere's effects may make saving throws as their spirit and body attempt to stay whole:

Hit Dice	Effect
3- HD	Immediate destruction. The body and soul simply fall to pieces and are destroyed utterly with no saving throw allowable
4-8 HD	Must save vs spells at -5 or lose half existing levels and are reduced to 1 HP. They perceive a deep hole in reality, and manage to grasp the negative energy plane as they fall into oblivion. Those making their save must still be reduced to one quarter HP. While in the negative energy plane, they are still at risk of the level draining effects of the environment.
9-16 HD	Must save vs spells at -3 or lose half existing levels and be reduced to one hitpoint. Those making their save still suffer the HP loss
17+ HD	Must save vs spells or lose half existing levels and be reduced to half hitpoints. Those saving must still lose half hitpoints

Those surviving the initial attack may attempt to climb out of the crater of the sphere. Movement is reduced to one half and there is a terrible, biting cold. There is no light, and no sound save for a maddening screeching sound. Every hour spent in the sphere, the victim must Save vs Spells or lose one level as their essence degenerates. Every minute spent in the sphere leeches 2d4 HP of damage with no save allowable. due to a combination of the energy draining effects and the damage from the absolute-zero temperature. Magic does not function and Divine presence (priest spells) may not penetrate the void. Only psionics may be used in this realm of nothingness.

Those successful in escaping will never be the same again. After battling the currents of the ocean or winds as they are sucked into the sphere (remember the dexterity check?), they will fall into a regenerative coma in 24 hours as their body and soul repair. Their eyesight is permanently destroyed, and they must make a wisdom check or go insane. Those making the check still permanently lose 1 point of wisdom. The coma lasts for 2d12 years and may be sped up with a wish or restoration spell. Undead are unaffected by the spell. The fact that this spell may also be studied as necromancy suggests that the multiverse is a living organism. The damage is a deep



wound in the fabric of the multiverse and has a 90% chance of attracting the attention of a powerful entity. The spell is of such a magnitude that even AO, the overpower of Toril was alerted and greatly alarmed. This spell however has the capacity to affect even Gods. If the wizard were to use it haphazardly, they could quickly destroy the fabric of the multiverse and Gods caught in the area are affected just as though they were a living being. When Solene left the world, and returned to her homeworld, she was spared AO's wrath, but she agreed with the Overpower of her homeworld to never again use the spell anywhere. She buried the spell deep below the planet, in the safe keeping of the Ancients, a race of powerful magic-using dwarves who protect potent magic from the unwanted attentions of power-hungry sorcerers.

The material component of this spell is a Sphere of Annihilation.



Priest Spells

Level 1

Baltasar's Impediment (Abjuration, Necromancy)

< John M. Martz - john_martz@unc.edu >

Sphere:	Necromancy, Protection
Range:	0
Components:	V, S, M
Duration:	Special
Casting Time:	1 round
Area of Effect:	Female mammal touched
Saving Throw:	None

This spell enables the caster to prevent a female from becoming pregnant. Essentially, it impedes a fertilized ovum from implanting in the uterus. The casting of *Baltasar's impediment* is not necessarily an evil act, but the DM should pay particular attention to the alignment of the caster as well as the social and political (especially religious) atmosphere. For example, a lawful good priest casting this spell on a teenager without the permission of her parents, church, etc. should be prepared for the wrath of his deity. A priest who worships a fertility god cannot cast this spell.

A neutral evil priest, nephew of the king, might repeatedly cast this spell on the queen in a secret attempt to usurp the throne. A neutral good priest might cast this spell on all the maidens of the keep before its fall to the orc siege - although he cannot spare them from the horrors to come, at least he can prevent the bastardization that might result.

The material components are a drop of blood from the target's last menstrual period (or an ounce of her blood, from anywhere, that has been mixed with dust and dried in a silver chalice) and the priest's holy symbol. The priest invokes the name of his deity, touching his holy symbol to the blood. The woman must then consume it, usually mixing it with wine or some other fluid. The spell remains in effect until the first day of the woman's next menstrual period, or until a successful *dispel magic* is cast upon her.

Bleeding Touch (Necromancy)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere:	Necromantic
Range:	0
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	4
Area of Effect:	Creature touched
Saving Throw:	Negates

This spell causes a bleeding wound to appear on the victim. Priests must roll to hit, and if they miss, they lose the spell. The victim must save versus death magic or suffer 1d6 points of damage for every two levels of the caster. The material component of this spell is a needle.

Bloodskin (Conjuration)

< Tim Rightnour - garbled@indirect.com >



Sphere: Necromantic, Protection
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell will conjure up blood to appear on the priest's body. This creates an aura of fear, causing all creatures with 2 HD or less will to flee in terror. The material component is a drop of the caster's own blood.

Deadskin (Alteration)

< Tim Rightnour - garbled@indirect.com >

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: Negates

The creature touched by this spell will have his skin withered, and will become ghastly ugly for the spell duration. Any creature seeing the effected person will have a strong desire to attack it, and will do so immediately. This spell has no effect on undead. The material component of this spell is a bit of rotten flesh.

Higley's Invisible Dog (Conjuration/Summoning, Necromancy)

< Al Singleton (Samuel Higley) - eaay@catcc.bitnet >

Sphere: Necromantic, Summoning
Range: 10 feet per level
Components: V, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell summons the spirit of a dead dog to act as the priest wishes for the duration of the spell. The dog has one Hit Die for every odd level the caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.). A non-combative dog is useful mostly for warning and will vanish after one warning or 1d6 hours + 1 hour per level, whichever comes first. A combative dog fights as a dog with Hit Dice as generated by the summoning and lasts until killed or 1d6 rounds + 1 round per level. Both have an Armour Class in inverse proportion to caster level up to level 10 (level 1: AC 10, level 2: AC 9, etc.). Past level 10 the dogs have AC 0.

The material components of this spell are the priest's holy symbol, dog fur (for a non-combative dog) or a dog tooth (for a combative dog).

Painful Wounds (Necromancy)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >



Sphere:	Necromantic
Range:	0
Components:	V, S, M
Duration:	1 round per level
Casting Time:	4
Area of Effect:	Creature touched
Saving Throw:	Special

This spell causes any existing wounds (caused by a *bleeding touch* or any blow of 4 or more hit points of damage, or when the victim is at half its maximum hit points or less) to become excruciatingly painful. To hit the victim, the priest must roll to-hit, and if he misses, the spell is lost. The victim must make a saving throw versus paralysis or be unable to do anything but roll on the ground screaming in pain. The material component is a pinch of salt.



Level 2

Bleeding Wounds (Necromancy)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Negates

This spell causes any existing wounds (as in *painful wounds*) to start to bleed badly. Priests must roll to hit, and if they miss, the spell is lost. If the victim fails a saving throw versus death magic, he will suffer 1 hit point of damage per round, not including any damage he may take in combat. The DM may choose to have the blood get in his eyes, make it difficult to keep a hold on a weapon, or possibly make the ground slippery, if he so chooses. The material component for this spell is a shard of glass.

Body Warmth (Necromancy) *Reversible*

< Nir Hener - s2909800@techst02.technion.ac.il >

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

A cold blooded or non-living creature (undead) receiving this spell is becoming warm, his heartbeat can be felt and all forms of *detect life* give positive answers.

If the creature is not intelligent, it is entitled to a saving throw versus spell. Otherwise, the spell can be cast on a willing recipient and is stopped at his wish. In any case, the spell will not last over a day. The spell has no effect on warm blooded creatures, nor does it inflict any damage whatsoever to the receiving creature. It might, at the DM's decision, disable the creature from doing things related to his cold blooded organism.

The material components are the priest's holy symbol and a light source. The light (preferably sunlight) is to be reflected upon the affected creature, while the priest lays his other hand upon its heart.

The reverse, *body chill*, has the reverse effect upon warm blooded creatures (no heartbeat can be found, detect life gives negative answer etc.).

Curse [2] (Necromancy)

< Jim Vassilakos - jimv@ucrmath.ucr.edu >



Sphere: All
Range: Special
Components: V
Duration: Permanent (until dispelled)
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell allows the priest to place one of four curses on the victim:

- *Ageing*. +10 years to age.
- *Bane*. Discomfort, uneasiness, inability to sleep well.
- *Hex*. -1 to to-hit rolls and saving throws.
- *Ugliness*. Reduce Comeliness by 2d6 (down to a minimum of 3).

The priest must be able to see the victim to curse him. The priest cannot actually pick one of the above effects: the effect is determined at random.

Infected Wounds (Necromancy)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Negates

This spell will cause any wounds to become infected, be they scratches or large wounds. To hit their intended victims, priests must roll to hit, and if they miss, the spell is lost. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a *cure light wounds* - no damage will be healed, but *infected wounds* will be negated. The material component for this spell is a pinch of mud or dirt from a pig's mud hole.

Summon Undead (Conjuration, Necromancy)

< S.C. Lawley - u0e00@seq1.cc.keele.ac.uk >



Sphere:	Necromantic
Range:	Special
Components:	V, S, M
Duration:	1d8 turns + 1 turn per level
Casting Time:	1 turn
Area of Effect:	100-foot per level
Saving Throw:	None

The nearest 2d6 undead of Hit Dice equal to or less than the level of the caster and within 100 foot per level of the priest, must travel to the caller at normal pace. The summoned undead will not be hostile, nor are they under the control of the summoner. They may act as they wish. Once they have arrived at the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediately return to their station. Wandering, unthinking undead stay and wait for orders (for which the caster needs to use some form of undead control such as a potion, spell, or granted power) unless there are obvious foes besides the summoner to attack.

The summoner must have bone dust that is scattered to the wind during the spell casting.



Level 3

Bone Shape (Alteration, Necromancy)

< Bill Hincks - whin3560@uriacc.uri.edu >

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 11 rounds
Area of Effect: Object touched in a 3-foot + 1-foot per level long cube
Saving Throw: None

With the aid of this spell, the caster may take bone and mould it into whatever shape is desired. The spell takes 1 round to cast and an additional 10 rounds to shape the desired object. Bones can be melded together to produce one final object, but no more than one object may be produced per casting. The object can not exceed the area of effect of the spell (though two objects created by the spell may be joined together with another casting. The new object will be seamless and quite strong.

The material component for this spell is fresh bone dust (no more than 1 hour old) spread over the bone, the bone may then be sculpted like clay. Strengthened bone may not be joined to normal bone, though it may be joined to another piece of strengthened bone (in this case the bone dust may be no more than ten minutes old when it is spread on the bone and must be made into a paste with the blood of the creature the dust comes from, the blood must also be fresh).

Cause Medium Wounds (Necromancy) *Reversible*

< Paul D. Walker - pdwalker@hk.super.net >

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure moderate wounds*. The spell causes (or cures) 3d8+3 HP per application. Otherwise, this spell is the same in all respects as a *cure light wounds*.

Mass Bane (Necromancy)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere: Necromantic
Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Up to 6 creatures
Saving Throw: Negates



This spell duplicates on a grand scale the effects of *bleeding touch* - 1d6 points of damage for every two levels of the caster. It affects 1d6 victims that the caster can choose. The victims must make a saving throw versus death magic, and if they fail their saving throw, they suffer bleeding wounds which appear randomly on their bodies.

The material component of this spell is a handful of metal shards. Priests who use valuable metals (100 gp or more) will cause one extra point of damage per die.

Protection from Undead, 10-foot Radius (Abjuration)

< Charles Anthony Leone - clg2+@andrew.cmu.edu >

Sphere:	Necromantic, Protection
Range:	0
Components:	V, S, M
Duration:	1 turn per level
Casting Time:	4 rounds
Area of Effect:	10-foot radius sphere around creature touched
Saving Throw:	None

This spell is equal to the 4th-level priest spell *protection from evil, 10-foot radius*, except as noted above, and that it protects only from undead.

Sap Strength (Necromancy, Summoning)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere:	Necromantic, Summoning
Range:	0
Components:	V, S, M
Duration:	Permanent
Casting Time:	6
Area of Effect:	Creature touched
Saving Throw:	Negates

This spell duplicates a shadow's Strength drain. The priest must roll to hit, and if he fails to hit, he himself must save versus death magic or be drained of a point of Strength. This spell does not trigger a *negative plane protection*, and it will affect creatures normally immune to undead energy drains.

When used against undead with energy drain abilities, the priest must save versus death magic or lose twice as many energy levels as normal. When used against normal living victims, if the victim fails a saving throw versus death magic, they lose a point of Strength.

People drained to a 0 Strength die and come back one day later as a free-willed shadow. The material component of this spell is a piece of ice.



Level 4

Cloak of Shifting Shadows (Alteration, Illusion)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere: Necromantic, Protection
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1 round
Area of Effect: Person touched
Saving Throw: None

Shifting shadows is a spell that mimics the abilities of a displacer beast or a *cloak of displacement*, using shadows to hinder weapons and spells. First attacks, including *magic missiles*, against someone cloaked will miss, although multiple missiles will hit (the first one always misses). After the first strike, the *cloak* gives a -3 to-hit and damage against the shielded person. Spells are saved against at +3.

The cloaked person cannot be clearly seen (except with *true seeing*), nor can his features be made out. The spell does not cloak voices, so if the cloaked person speaks, you might be able to tell who it is. The material component of this spell is a cloak.

Cure Serious Wounds [2] (Necromancy) *Reversible*

< Paul D. Walker - pdwalker@hk.super.net >

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure medium wounds*. The spell cures (or causes) 4d8+5 HP per application. Otherwise, this spell is the same in all respects as a *cure light wounds*. This spell replaces the *cure serious wounds* from the *Player's Handbook*.

Cure with Fire (Necromancy) *Reversible*

Dennis Kefallinos <denison@theseas.ntua.gr>

Sphere: Elemental (Fire), Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

By laying his hand upon a creature, the priest heals 3d8 points of wound or other injury damage to the creature's body. This healing cannot affect non-corporeal, non-living or extraplanar creatures. Because of the heat the spell causes inside its body, the creature for this day needs 1½ times the normal amount of water (or the



following day, if the spell is cast at night). Also, very flammable objects (lamp oil, for example) worn or just carried may catch fire.

The reverse of the spell, *harm with fire*, operates similarly but causes damage. The material component is the caster's holy symbol.

Eye of Set (Necromancy)

< Thomas Huijer - v912451@morrien.si.hhs.nl >

Sphere:	Necromantic
Range:	20 yards per level
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	One creature
Saving Throw:	Negates

The target of this spell comes under the eye of Set and will become sick and slowly waste away. The target loses 1 point of Strength and Constitution per day and 1 HP per day. This cannot be healed. It stops when a *remove curse* is cast, which has 10% chance of curing per level of the caster while a *heal* always cures.

After the *remove curse* or *heal*, lost hit points can be healed normally and lost Strength and Constitution points recover at a rate of one per day. The material component for this spell is an eye of a creature killed no longer than one hour before the spell is cast.

Revive Plant (Necromancy)

< Ken Arromdee - arromdee@blaze.cs.jhu.edu >

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

This spell allows the priest who casts it (normally a druid) to restore the life force of any plant or monster of vegetable nature that he touches. The spell works on any one tree or on any area of small plants or shrubs of size at most 2 square yards per level. The plant or area of vegetation may have been dead for 10 years per level of the druid. The spell regenerates all missing parts, so it may be used to restore a living tree from a decades old tree stump, or a flower patch from a bunch of dried flowers. Plants which normally grow in soil may be revived only in soil.

The material component for this spell is a bit of dung.

Slow Death (Necromancy)

Tim Rightnour <garbled@indirect.com>

Sphere:	Necromantic
Range:	0
Components:	V, S, M
Duration:	Permanent
Casting Time:	8



Area of Effect: Creature touched
Saving Throw: Negates

This will cause a creature to slowly wither away and die over a period of 13 days. After this he cannot be brought back to life short of a *wish*, or divine intervention. If the spell is detected and identified by a priest of at least ninth level, it can be removed. This can only be done before the eighth day, and can only be accomplished by a priest of fifteenth level, casting a *remove curse*.

Spiritual Triangle (Abjuration, Necromancy)
< Jim Vassilakos - jimv@ucrmath.ucr.edu >

Sphere: Wards, Protection
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell the priest may inscribe a *spiritual triangle* (a triangle inscribed in a circle). There is room for only one creature within the triangle. While within this triangle, one cannot be magically influenced or controlled by any sort of charm, suggestion, or hypnosis, nor can one be psychically or spiritually assaulted. However, the beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 gp.

Strengthen Bone (Alteration, Necromancy)
< Bill Hincks - whin3560@uriacc.uri.edu >

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 rounds
Area of Effect: Object touched in a 3-foot + 1-foot per level long cube
Saving Throw: None

This spell allows a bone construct to be strengthened and made denser. The strength of the bone is doubled by the casting of this spell. The spell takes one round to cast, and 2 rounds of chanting while the material component is absorbed into the target of the spell. The material component is a piece of bone that is a near perfect match to the object of the spell. The component is then placed against the object and absorbed into it. The new object will be twice as dense and twice as strong, with regards to weapons, they receive no penalties to-hit and damage, and they will not break on a maximum damage strike. There is a 2% chance per level of the caster that the strengthened bone will act as steel.

Summon Shadow (Necromancy, Summoning)
< Robert A. Howard - ssa94isa06@rcnvmc.rcn.mass.edu >

Sphere: Necromantic, Summoning
Range: 30 yards



Components:	V, S, M
Duration:	1 round per level
Casting Time:	7
Area of Effect:	One 20-foot cube
Saving Throw:	Special

This spell is very different than the existing wizard spell *summon shadow*. The spell summons one shadow for every four levels of the priest. In addition, in lieu of summoning 3 shadows, a 12th-level priest can summon one ether shadow (see below under New Monsters - Shadow, Ether). The shadows are under the control of the caster, though an ether shadow gains a saving throw versus death magic and, if successful, overcomes the priest's control and becomes free-willed. The material component of this spell is a black opal of 100 or more gold pieces value.

Duplicated from *Dungeon Magazine* #35, page 56:

Wave of Pain (Necromancy)

< Thomas Huijer - v912451@morrien.si.hhs.nl >

Sphere:	Necromantic
Range:	10 yards per level
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	3
Area of Effect:	One creature
Saving Throw:	Special

The caster of this spell selects a target, and that target is struck by a wave of pain. It bypasses all armour and can strike from any direction. It causes 1d4 + 1d4 per two levels of the caster damage. If the target fails to save versus spell it is also stunned for the current and next round. No to-hit roll is required. The material components for this spell are a piece of cloth, formerly worn by a lich, and a dragon's tooth.

Winds of Pain (Necromancy, Summoning)

< Robert A. Howard - ssa94isa06@rcnvms.rcn.mass.edu >

Sphere:	Necromantic, Summoning
Range:	60 yards
Components:	V, S, M
Duration:	1 round per level
Casting Time:	7
Area of Effect:	One 20-foot cube
Saving Throw:	Special

This spell conjures a wind which duplicates the effects of *painful wounds* - causing intense pain in all wounded beings in the area of effect. If they fail their saving throw versus paralysis, they can do nothing but roll around screaming in pain. The material component of this spell is 50 gp worth of diamond dust, and a pinch of salt.



Level 5

Body Mending (Necromancy)

< Tim Rightnour - garbled@indirect.com >

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 4 hours
Area of Effect: Creature touched
Saving Throw: None

This allows the priest to mend broken or severed limbs of up to 1 day (per level of the caster) old. The caster must have the severed limb in his possession. The recipient must be currently alive, however he may have died previously. If the wound was cauterized, the spell will not work. Should the spell work, the limb will be returned, but no hit points are regained.

The material components for this spell is are piece of cloth and a splint.

Cure Critical Wounds [2] (Necromancy) *Reversible*

Paul D. Walker <pdwalker@hk.super.net>

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure serious wounds*. The spell cures (or causes) 5d8+8 HP per application. Otherwise, this spell is the same in all respects as *cure light wounds*. This spell replaces the *cure critical wounds* from the *Player's Handbook*.

Hidden Champion (Alteration, Enchantment)

Teh S. Cheng <tsc0265@rigel.tamu.edu>



Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 hour
Area of Effect: Sentient creature touched
Saving Throw: Negates

Through the use of this spell, the priest establishes a link between his life force and the subject creature's. The effect of this link is that half the damage sustained by one is transferred to the other. This link is evidenced by a golden, pulsing, thread connecting the two through the ethereal plane. When the link is in existence, the two creatures cannot be more than 1 mile per level of the priest apart or the link will snap, ending the spell. Those able to perceive the ethereal plane can see this link. Note that the damage transfer is two way. A duly consecrated altar, *holy* or *unholy* water, an appropriate sacrifice (DM's discretion) and the creature to be linked with are the material components for this spell.

Side note: I used this for an evil priest the party was trying to kill. The priest kidnapped the betrothed of the paladin and performed this ceremony upon her. This really messed up the party, since now, they couldn't just rush in and hack up the priest in an orgasm of hack 'n slash. They had to capture the priest and remove him from his sanctuary alive. I run consecrated grounds as being "home field" for priests and very disadvantageous for would-be desecrators. Examples: a -1 penalty on everything per alignment difference, cumulative *bleed* for priests and generally bad luck for the intruders.

Kiss of Death (Necromancy)

Boudewijn Wayers <dedos4@win.tuc.nl>

Sphere: Necromantic
Range: 0
Components: S, M
Duration: Permanent
Casting Time: 3
Area of Effect: Person touched
Saving Throw: None

This spell will instantly kill the target. In order for the spell to take effect, the priest must kiss the victim. Note that this spell grants the victim no saving throw, but has an important prerequisite: the victim of the spell must be in love with the priest. This love must be non-magical in nature. Furthermore, the victim may not be under the influence of any spell from the enchantment/charm school.

This spell may only be cast by a good-aligned priest if he himself is also in love with the victim, and commits suicide immediately after the casting.

The material component for this spell are the priest's holy symbol and some ice-water, which is to be smeared upon the priest's lips before the *kiss of death* is delivered.

Selene's Improved Neutralize Poison (Necromancy) *Reversible*

Joe Colleran <jnc4p@uva.pcmail.virginia.edu>



Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None

This spell combines the effects of the 4th-level priest spell *neutralize poison* and the 2nd-level priest spell *slow poison*. The spell will first revive, then neutralize the poison in any individual upon which it is cast. It will bring back a supposedly dead individual if cast upon the victim within a number of turns less than or equal to the level of experience of the priest after the poisoning was suffered (cf. *slow poison*). Neither a system shock nor a resurrection roll is needed for a victim brought back in this manner and it does not count as a death for purposes of Constitution loss.

The reversed spell, *Selene's improved poison*, requires a successful attack roll in combat, and the victim is also allowed a saving throw versus poison, but at a -1 penalty per 3 levels of the priest. Failure indicates death.

The material component of this spell is the cleric's holy symbol.

Undead Regeneration (Necromancy) *Reversible*

S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

Sphere: Necromantic
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: Undead touched
Saving Throw: None

By means of this spell the priest can "heal" an undead, restoring to its "unlife" a number of hit points equal to 1d6 plus the caster's level. Gaseous and intangible undead can be "touched" by a caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact with undead from affecting the caster.

The reverse of this spell, *drain undead*, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit points by the caster. The same protections against undead powers are given to the caster as *undead regeneration* confers. Only undead are affected by either version of the spell.

Visions of Pain (Necromancy)

Thomas Huijter <v912451@morrien.si.hhs.nl>



Sphere: Necromantic
Range: 20 yards
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: One creature
Saving Throw: Negates

This spell allows the caster to reach into the victim's mind and find his worst fear. The target of the spell thinks that the vision is real and dies of fright, unless a saving throw versus death magic is made. A second saving throw must be made to determine if the victim thinks the vision is real or not. If he does think it's real, he runs away in terror for 1d6 rounds. If he doesn't, he sees that the vision is fake and he isn't harmed in any way.

Note that the victim must be intelligent: unintelligent creatures, such as most undead, are not affected by this spell.

The material component for this spell is a lens.

Wraith's Form (Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

Sphere: Necromantic, Protection
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The priest and all carried gear become para-ethereal, and an aura of negative energy surrounds the priest. The priest can only be struck by magical weapons or by silver weapons for half-damage and is treated as gaseous for movement purposes. Undead will not recognize the priest as a living being unless they are of higher status and Intelligence in which case they may save versus death magic at -4 in order to recognize the necromancer for what he is. Living creatures suffer 1d6 damage on touch (which is the priest's only attack on non-ethereal creatures during the spell duration). The priest may negate the effects of the spell at will, but will appear to non-ethereal creatures as a shadowy, smoky, semi-transparent ghost and will take 1d6 damage per round from sunlight. Note that this spell may be cast only from planes adjacent to the ethereal (those being the primes and the surface of the inner sphere). The priest is not affected by normal winds.

The material component for this spell is a bit of cotton wool.



Level 6

Improved Animate Dead (Necromancy)

Jim Vassilakos <jimv@ucrmath.ucr.edu>

Sphere: Necromantic
Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Special
Saving Throw: None

This spell causes the bones or lifeless bodies of animals, humanoids, or monsters to become animated as skeletons or zombies, capturing the spirits of the slain and enslaving them into an existence which lies in a nether sphere between life and death. These "undead" can be controlled by the priest through short, simple commands. Note that once the spell is cast, the priest no longer needs to concentrate to maintain control over the undead.

Level	Type and Number	Material Components
11	1 skeletal animal or non-combative servant	skeletons or corpses of animals or humanoids
12	1d8 + 1 per level traditional skeletons	freshly slain warriors
13	1d8 + 1 per level zombies	unblessed corpses
14	1 HD per level freshly slain monsters	zombie monsters

Note that there is no upper limit on the number of undead which may be controlled by a single priest once animated.

Mass Cure (Necromancy) *Reversible*

Teh S. Cheng <tsc0265@rigel.tamu.edu>

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: 10-yard per level radius sphere
Saving Throw: None

When this spell is cast, every creature in the area of effect (including the priest) up to one creature per level of the priest is cured for 1d8 plus half the level of the priest points of damage. This is as per the *cure light wounds* spell (q.v.). The limitations on which creatures can be thus affected is as per that spell. If more creatures than can be affected are within the spell radius, preference is given to those closest to the priest. Also, if a nearby creature cannot be affected by the spell, it still counts towards the total number of possible creatures cured.

The reverse of the spell, *mass hurt*, does the same amount of hit points of damage to all within the spell radius. The material component for this spell is a vial of *holy* or *unholy water* that must be sprinkled into the air above the priest's head while the spell is cast.

Sacrifice (Necromancy)

Sphere: Necromantic
Range: 0



Components:	V, S
Duration:	Special
Casting Time:	3 hours
Area of Effect:	The priest plus one other creature touched
Saving Throw:	Negates

This spell allows the priest to give up some of hit points to another character in order that he is be better capable to complete a quest. This is not current, but maximum hit points. The condition is reversed when the character returns from the quest successfully. If the character fails, the hit points return to the priest at the rate of 1 per week.

Here's an example: suppose a high level priest (with 78 HP) wants Sir Belvedere (80 HP) to retrieve a magical mace that was stolen. Sir Belvedere agrees, but only if the priest sacrifices 70 of his hit points, to ensure good faith and to help complete the mission. The priest agrees, and Sir Belvedere goes out in search of the mace. At this point Sir Belvedere effectively has 150 HP, and, for all intents and purposes his maximum hit points is now 150. Likewise, the priest's maximum hit point total is now 8.

Now suppose Sir Belvedere is successful in his mission. When he delivers the mace to the priest, they both immediately return to their normal maximum hit point value, although perhaps not their current hit point value, if Sir Belvedere is wounded. Current damage to the spell recipient is split evenly among the two when hit points are returned.

Now suppose Sir Belvedere was killed before the mission was complete. That means that the priest will have to wait 70 weeks until he returns to his normal maximum hit point total.

Selene's Reattachment (Necromancy) *Reversible*
Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

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

This spell is a less potent version of the 7th-level priest spell *regenerate*. The spell will allow the priest to reattach a severed limb to an individual provided the limb is present and the spell is cast not more than 1 turn per 3 levels of the priest after the limb was severed. The process of reattachment takes but 1 round, but the limb is not usable for any purpose until after the victim has rested for 1 day. No system shock or resurrection roll is needed for limb reattachment. If cast upon a creature that has had its head severed, the spell allows the head to be reattached, but does not in itself bring a dead victim back to life. The reattachment of the head does, however allow the victim to be raised, instead of resurrected. There is no time limit for reattaching heads to dead bodies, other than that imposed by a *raise dead* or *resurrection* spell.

The reverse of this spell, *Selene's detachment*, requires a successful attack roll, and further allows a saving throw versus death magic to avoid its effects. Failure indicates that a random limb (but not the head) is detached with the appropriate penalties to hit points, movement, Armour Class, attacks, etc. (cf. *sword of sharpness*). Unlike the 7th-level priest spell *withir* (the reverse of *regenerate*), the limb does not turn to dust but falls off. Creatures making their saving throws still take damage equal to a *cause critical wounds*, i.e. 3d8+3. *Selene's detachment* has no effect on nonliving creatures (undead, constructs, etc.) or on creatures from other planes (cf. *cure light wounds*).



Level 7

Cure Vampirism (Alteration, Necromancy)

Steve Bartell <stevebar@wordperfect.com>

Sphere:	Healing
Range:	0
Components:	V, S, M
Duration:	Permanent
Casting Time:	3 turns
Area of Effect:	Vampire touched
Saving Throw:	None

By means of this spell, a priest is actually able to convert a being who has been changed into a vampire back to his mortal self again. At the same time, it changes the cursed being from an undead status to a living creature again (since a vampire is inherently a dead mortal). The spell must be cast within 5 days after the vampire to be cured has been slain or it will not work.

After casting this spell, the cured vampire must rest for a minimum of 24 hours before engaging in any activity.

Cure vampirism is not as simple as just casting the spell and changing a vampire. The material component of this spell is the heart of the vampire who originally cursed the recipient of the spell with vampirism. In many cases, this will probably send the characters on a quest to destroy the vampire. Only a fragment of the heart is necessary to cast the spell. Therefore, if several people have been inflicted by the same vampire, the heart can be divided up and used as the material component for all to receive the spell. However, if the vampire is destroyed and there is nothing left (total destruction by sunlight, for example) then the spell component is lost and the spell cannot be cast. The recipient vampire must make a successful resurrection check or the spell will fail and the victim will not be able to be raised again.

In addition to the original vampire's heart, the spell also requires the priest's holy symbol and a stone altar (on which the body is laid) as material components. The altar must be decorated with gems and precious metals worth 10,000 gp and is fused into a worthless lump of obsidian after casting.

Death Wail (Necromancy)

Dan Alexander Thompson <dant@cs.utexas.edu>

Sphere:	Necromancy, Vengeance
Range:	0
Components:	V
Duration:	Instantaneous
Casting Time:	9
Area of Effect:	30 foot radius sphere
Saving Throw:	Negates

At the culmination of this dreadful spell, the priest utters a deafening cry or shriek which is heard by one creature within area of effect per level of the priest. Those hearing the spell must save versus death magic or die instantly. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but are considered to automatically make their saving throws.

This spell is most often cast over the body of a slain comrade in an effort to slay those responsible for the death and in mourning for the lost friend. Since the use of this spell attracts the attention of the priest's deity, and because the deaths result from the deity sharing in the grief of the priest, the spell works only if the priest is truly mourning the lost friend, and only if the deity approves and joins the priest. Those creatures most directly



responsible for the death of the comrade are slain first, thereafter, victims are chosen at random. The priest is never the victim of his own *death wail*.

This spell need never be prayed for by the priest, however, seven spell levels of available spells are drained from the priest's mind (beginning with the highest level spells available). If the priest has fewer than 7 spell levels remaining, he takes 1d6 points of damage for every spell level less than 7 currently memorised.

Death Warrior (Invocation)

Paul D. Walker <pdwalker@hk.super.net>

Sphere:	Combat
Range:	0
Components:	V, S, M
Duration:	2 rounds per level
Casting Time:	1
Area of Effect:	The caster
Saving Throw:	None

It is only a god of war or death, or a perverse deity that will allow his followers to use a spell such as this.

The spell is cast when the priest has been struck his death blow. The spell cannot be cast if the priest is knocked below his level in negative hit points in any one round. The spell can be cast even if the priest had already cast a spell in the combat round. It is very difficult for the priest not to get the spell off.

The effects of the spell occur immediately. The priest has all his spells memorised, and his level and hit points are doubled for the duration of the spell. The priest cannot have more spells than his level would normally allow. The priest will fight insanely and attack all foes in sight until the spell ends, the priest dies again, the priest casts another *death warrior* spell, or the spell duration ends.

When the spell finally ends, the priest immediately dies and the body vanishes, not to be found again. The deity personally collects the soul of the priest.

A priest will normally use the spell only if he thinks that there is a battle that he will not survive, and thus try to use this spell for a last revenge.

The priest cannot be brought back to life, but if a group of adventurers went and petitioned the deity of the priest, then the deity may decide to free the priest's soul in exchange for a service (a suitably long quest will usually do).

The spell, when cast, causes the priest's holy symbol to destroy itself in a dramatic manner (blows up in a flash of light and sound, melts, etc.) but this causes no other effects. If the spell is to be cast a second time, then the priest will require a second symbol.

Nikadeemous' Plague of Undeath (Necromancy)

Nikadeemous, The Dark Master <axdmk@asuacad.bitnet>

Sphere:	Necromantic
Range:	1 mile
Components:	V, S, M
Duration:	1 day per level
Casting Time:	6 turns
Area of Effect:	One square mile
Saving Throw:	None

This spell brings down a terrible curse upon the area under effect. Any creature who dies within the area of effect, and during the duration of the spell, will arise as an undead creature of appropriate strength on the night of the next full moon, provided the duration does not end before the next full moon. The material component is a piece of moonstone of at least 1 pound weight.



Unlife (Necromancy) *Reversible*

S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

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

This powerful magic enables the caster to create undead from corpses and skeletal remains. Undead take 20 turns (minus the level of the caster) to come to unlife, and upon appearance, will attempt to carry out one task or action stated in the spell-casting (typically, to attack the first creature other than the caster to enter the place where the spell was cast). The created undead is not otherwise under the control of the caster. The caster has a 7% chance per level over 13 of successfully choosing the type of undead created. Otherwise, roll 1d100 and check in the appropriate column of the following table to determine what sort of undead the carrion is transformed into.

Undead Resulting after Transformation	Level of Caster					
	14-16	17-19	20-22	23-25	26-28	29+
Skeleton	01-12	01-10	01-08	01-06	01-04	01-02
Ghoul	13-25	11-23	09-21	07-19	05-17	03-15
Ghast	26-36	24-34	22-32	20-30	18-28	16-26
Shadow	37-48	35-46	33-44	31-42	29-40	27-38
Wight	49-57	47-55	45-53	43-51	41-49	39-47
Wraith	58-64	56-62	54-60	52-58	50-56	48-54
Mummy	65-71	63-69	61-67	59-65	57-63	55-61
Spectre	72-83	70-81	68-79	66-77	64-75	62-73
Ghost	84-87	82-85	80-83	78-81	76-79	74-77
Vampire	88-93	86-91	84-89	82-89	80-89	78-89
Other (DM's choice)	94-00	92-00	90-00	90-00	90-00	90-00

Note that the undead created must be of a Hit Dice equal to or less than the level the corpse had while alive. If the table indicates a type higher than this, the remains are animated as the most powerful type of creature they can be, i.e., an undead equal (or as near as possible) to the victim's original level. Normally, only a single undead can be created by this spell. Sometimes (2 in 6 chance) two or three may be inadvertently created if other carrion is within 20 feet of the casting. Types of extra undead cannot be selected by the caster, nor are such extra undead obligated to carry out any task or refrain from attacking the caster, who may not even be aware of their existence.

The reverse of this spell, *go down*, causes a single undead to be reduced to lifeless remains (if non-corporeal, it is reduced to dust forever). Such remains (but not dust) could be reanimated by later magic. The material components for both forms of the spell are a pinch of dust, a drop of blood, a drop of water, and a fragment of bone.



Quest Spells

Change Person (Necromancy)

John Dupuy <jdupuy@bigcat.missouri.edu>

Sphere:	Necromantic
Range:	0
Duration:	Permanent
Casting Time:	10
Area of Effect:	Creature touched
Saving Throw:	None

This spell creates a real change in a creature. Hit points, statistics, personality, the whole works can be changed. Even the race of the character can be modified. The caster must be 15 levels above the creature. This spell can be used with *resurrection* to resurrect a creature with no more Constitution points, but finding the help of a wizard 15 levels above you can be tricky!

A mortal caster loses one Constitution point, permanently. If caster fails a Wisdom check, the caster's hit points drop to zero and he falls unconscious. Else, the caster takes half damage. A demigod caster must roll 1d20; on a 20, he takes half damage, otherwise, he takes none. Full deities are immune to any harmful effects.

Create Life (Necromancy)

John Dupuy <jdupuy@bigcat.missouri.edu>

Sphere:	Creation, Thought
Range:	0
Duration:	Permanent
Casting Time:	2d4 days
Area of Effect:	Creature touched
Saving Throw:	None

This spell create the body and soul of a new creature. The exact details are spelled out during the very long casting time. The new creature is always level 0, and must be trained like a new baby. The creature may have innate abilities, but cannot breed. The created creature is not magical and is immune to dispel magic (although the creature may be able to wield magic once trained).

A mortal caster loses two points of Constitution, permanently. If the caster fails a Wisdom check, he dies. Else, the caster takes 2d12 points of damage. A demigod caster must roll 1d20; on a 20 his hit points drop to 1. Else, he takes 1d12 points of damage. Full deities take 1d6 points of damage.

Create Race (Necromancy)

John Dupuy <jdupuy@bigcat.missouri.edu>

Sphere:	Creation, Thought
Range:	0
Duration:	Permanent
Casting Time:	2 weeks
Area of Effect:	Special
Saving Throw:	None

This spell creates a new race. A spell such as this created the elves, for instance. The spell creates enough creatures to start the race.



A mortal caster loses 8 points of Constitution, permanently. Next, he ages 40 years, and dies. If his Constitution was lower than 1, he cannot be raised. A demigod caster loses 2 Constitution points. Roll 1d20; on a 20, the demigod dies. Else, he takes 3d12 points of damage. Full deities lose one point of Constitution, permanently.

Oblivion (Alteration)

Tim Rightnour <garbled@indirect.com>

Sphere:	Necromantic
Range:	0
Duration:	Permanent
Casting Time:	1 day
Area of Effect:	1000-yard radius per level
Saving Throw:	None

All creatures not casting the priest at the culmination of this spell will be subject to it. Any break in concentration during the day will fail the spell. The priest can do nothing but concentrate on the spell. At the culmination of the spell, all life in the area of effect is destroyed. Trees, animals, insects, humans, tarrasques, demons and microbes are all wiped out. No trace of any life is found. Structures within the area may survive. This spell can only be granted to a priest of death (note: be careful with this spell. I don't need to tell you how powerful it can be). If the priest's concentration is broken during the casting, the spell will fail, and the priest must ask for the spell again from his deity. Obviously the deity will not be as likely to give the spell. Any other priests of death near the priest may join hands, and concentrate with the priest for the casting time. If they do, their levels will be added to the priest's for consideration of range. Any creatures within the range of the spell are forever lost. Not even a deity may bring them back. Any demi-god caught in the spell effect must roll a saving throw versus death magic or be irreversibly destroyed. Greater and lesser gods are immune. After casting the spell, the priest will fall into a coma for 13 days. Upon waking from the coma, all statistics will be 3, and they will be regained at the rate of 1 point per day. No sacrifice is needed after this spell, because the massive loss of life in the area is more than enough to please a deity of death. The user of the spell may be held responsible for its effects by any rangers, druids, or even cults entirely wiped out by the spell effect. Vast armies chasing after the caster is not considered rare. The deity will not specifically assist the priest in dealing with the consequences of the spell, but he will not hold back on spells. The only time the deity will intervene is if another god sees fit to divulge his wrath upon the caster. In which case the deity will appear to fight off the other deity, or avatars sent by the other deity.

Obviously the caster must be of absolute alignment, in extreme favour with his deity, and most likely will have to be the most powerful death priest on the continent (except in special DM cases). Misuse of this spell is frowned upon, to say the least.



RACES

Elf, Poison

< John McKnight - jemck@delphi.com > & < Kwi Kim - erdrick@ix.netcom.com >

The inspiration for this race comes from the comic book work of Drew Hayes. The comic book is currently available as of this writing ("Poison Elves," summer 1995).

The Poison elf race is my response to a design need for a playable psychotic breed of elf. This kind of elf can be good in many campaigns, but has particular usefulness as a character race in a Warhammer 40k AD&D roleplaying conversion that I happen to be working on.

Note: For those interested in WH40K under ADND rules, I suggest reading the article in *Dragon* magazine called "Orcs in Space" by Ken Rolston. Though WH40K uses a race called Eldar elves, I preferred to make one that is slightly more "friendly" towards humans. Not only that, but I like the Poison elf in the comic book more than I do the Eldar.

The Poison elves represent some of the seedier elvenkind. Their ears are much longer (about 1'+ in length) and look like demon horns from a distance. They always seem to have a disgruntled look about them. Poison elves prefer urban life over every sort of life style there is. A Poison elf would probably starve to death out in the wild unless there is someone there to capture food and find water for them. They are very poor hunters.

Their area of expertise lies in seedy urban dwellings. Due to the natural inborn hostility of a Poison elf, they seem to enjoy killing, and will kill friends and relatives whenever necessary. This is one of the reasons that they usually take up roles as assassins, thieves, and any other low and deadly criminal characters (offered by the DM). Poison elves hate magic and will not become magic-users. Because of their inborn need to kill, a Poison elf gains a +2 to hit in combat.

The reason for such resentment is probably from being perpetually shafted in Human and Elven society time and time again. Other Elven races see themselves well above the Poison elvenkind. Elven races will tend to unite in any dispute when it comes to dealing with the Poison variety. Indeed, the Poison elf seems to be the least liked by most demihumans, as if they were dregs of society. In retrospect, Elven societies will usually hire Poison elves for their "peculiar" abilities with the underworld, in secrecy, of course (they don't want to get their hands dirty). Elven races will bribe Poison elves to counter-spy if they work under a human (or other race) guild. DMs should play out the lack of tolerance from other humans and demi-humans as this is one of the race's primary disadvantages. For example, If a Poison elf makes a scene or a spectacle of himself in public, any humans or other demi-humans might decide to go over and beat the living daylight out of the character.

Poison elves are tall and lean and are never bulky (5'5" to 6'3", 135 to 165 pounds). Their speed and reflexes are much faster so the elf must have a minimum of 15 in Dexterity. Other attributes have the same limitations as the standard elf race (see PHB, 1st or 2nd edition).

A Poison elf gains unlimited levels in Thief, Assassin, and other criminal classes. Poison elves have a fascination with learning the finer arts of killing from exotic places (e.g., Oriental Adventure campaigns) and will travel there to learn whenever possible. It is even likely to find Poison elves in an Oriental Adventure campaign (working with Yakuza or other types). All other class options have the same limitations as listed for the standard elf race.

Not all of the Poison elves are this violent. Some will repent against their own nature and will become political leaders, organizers, standard run-of-the-mill classes, and other do-gooders, or running the local casinos (gamblers, hustlers and the like). The Poison elf will never choose magic-users or classes with magic of any kind. In fact, a Poison elf may change his mind about killing and will give it up, change alignment, and try to lead a "normal" life. The "normal" life will cost that player one level of experience and the elf loses his +2 to hit in combat. If the elf later decides to go back to his old killing ways, then there will be another one level of experience lost in his current character class to go back to the old one. NOTE: If you start off leading a "normal" life you don't receive the +2 to hit bonus.



Poison elves prefer weapons that are easy to conceal in a city dwelling, like hand-held stabbing weapons, or a hand-held crossbow (Or a gun if they exist). See the Techno Net Book available on the Internet (but don't bother me about it). Concealable weapons are the main selection for weapon proficiencies, with a choice of one "medium" weapon (when on the road, you need more kill power). Nonweapon proficiencies (NWP) are always urban-based, usually something seedy, but it can be a positive urban-based NWP as well. Poison elves smoke like chimneys, so one NWP must be Tobacco (growth and consumption of). The following NWPs the DM may create or use for this race:

GAMBLING:

- Allocate slots towards the knowledge of using games such as Poker, Blackjack, Roulette (or whatever gambling games exist in the campaign), and so on.

TOBACCO:

- Poison elves like to smoke so they will grow and smoke their stash of tobacco and possibly decreasing their life span by a couple hundred years.

HUSTLING:

- Pulling off scams (like a pyramid scheme, investment frauds, cheating on gambling games, three-card Monte. If it's a scam, put it here).

URBAN HIDING:

- Knowing the locations of alleys, sewer entrances, and other hiding places and quick paths in to and out of a city.

UNDERWORLD:

- Some skill of learning or finding out who is ruler of the local underworld area, or other abilities, etc.

[Note: These NWPs are only suggestions. I don't know how much of this already exists, probably all of it, but I wouldn't know because I only use 1st edition ADND material.]

The thieving skills are much greater than those of the standard elf. The choice for thief bonuses on the Thief Function Table (1st ed. PHB) should be the race that has the best bonuses. That is the race that the Poison elf will use for thieving abilities. In the case of 1st edition PHB, it would be the Halfling. Ignore the penalties of climb walls (elves are not short) and read languages (or stupid), but they get no bonuses for either of those abilities.

Poison elves have all of the standard abilities of other Elven races, they can see 60' infravision, 90% immunity to Charm-related spells, advantages to detecting secret doors, etc.

With the loot an adventure brings in, a Poison elf will definitely desire to adventure whenever he's in a bind. As long as the adventure is near a road or trail, the Poison elf will not worry because he can always follow the road to home. A Poison elf gets nervous if he has to travel into areas without roads. This is because Poison elves are pathetic when it comes to outdoor survival and they don't like to depend on anyone to live. They may travel if they think they can trust the party they're with, otherwise they will head back to the city from whence they came. A Poison elf will never travel alone in any area without a road, if they do they will panic and become lost in the area. Traveling in circles, starving, and whining are popular pastimes for lost Poison elves.



The Dreamwarriors

Zaxarus <marathon@gist.net.au>

This is a very strange and unusual set of rules, so please bear with me...it might get a little metaphysical.

Long ago there was a time where The Plane of Dreams began to form from the Psychic energy of the Astral Plane. As the Gods and mortals pondered, and dreamed, this plane of Dreams began to form and steadily grow, fed upon the matter that collected in the Ethereal Plane. When mortals and gods alike dream, the images and minds form realms within this Demi-plane. This demi-plane forever circles the demi-plane of nightmares, when one enters the Dream plane, one may also unwittingly enter the Nightmare Plane as they pass from one dream to another.

But the Dream Plane is no physical plane as such. Having been formed from the astral, it is vast, but not a plane as such. Only minds of great power or intelligence have the capacity to enter the Dream Plane, which was considered fortunate for those entering it could affect the minds of the dreamers throughout the multiverse.

Unfortunately, creatures of great intellect: Demons, Devils and the like saw the Dream Plane as a way of furthering thier own evil ends. They could plant dark thoughts into the dreams of people everywhere, twisting them from the inside to suit thier dark purpose. The first of these beings was a Demon Prince known as Azzazael. He brought his mind into the Dream Plane and raped a select number of women whom he deemed worthy of his plan. These poor women gave birth to monstrous creatures that soon grew into a race of fiend that nearly overran the Prime Material Plane, had it not been for the bravery of a new order.

When the God Ashapolla noticed this, he began to grow desperate. He could not act directly, for his forces were too few and the creatures that were born were essentially mortal. He could not raise his hand in retaliation towards mortals nor could the Aasimons. Instead, he searched the Material Plane for years with his messenger to search out the descendants of the first travellers to the Dream Plane, many thousands of years ago. These people were normal adventurers and like a magnet, they had been drawn together, but knew nothing of thier destiny. After being awoken to the realities of the Multiverse, they were ready to combat the Demon Prince. When they entered the Dream Plane to fight him, they took on great powers and as they hunted each of his foul children, thier spirits grew in strength and experience in the Dream Plane. When they fought Azzazael, they lost one of their number, but succeeded in trapping the Demon's life-force and to this day, he had been locked in a holy vessel, buried deep below the First Church of Ashapolla, on a world that is reaching the end of it's life. The Dream Warriors soon dispersed across the plane to other worlds and the teachings were passed down from generation to generation.

Dreamwarriors and the PC

One does not become a Dreamwarrior, one is a Dreamwarrior. And if one of the PCs are a Dreamwarrior, chances are the others will be too. Fate always draws the Dreamwarriors together. The DM may not want someone to miss out on dream-based adventures, so he can decide they all are descendants of the earlier warriors. When they are needed, a messendger of Ashapolla will come to them and explain what is needed of them, and thier origins. It will teach them the powers they have, and how to enter the Dream Plane by themselves. This messenger will usually come to them individually in a form that they would be most comfortable with. The being's true form, however constantly shifts and appears genderless.

Character Classes

Any class can be a Dreamwarrior. A peasant with no class could be one too. The players will be asked to add 1d6 to thier existing stats and record the results on another sheet. The Dream Plane is very strange, and only the spirits, not the physical forms enter it. The spirits of dream warriors are very strong and wis, things are much clearer to them while they are free of the flesh.

The spirit takes much the same form as it does in the flesh, but appears much more handsome or beautiful. All are equipped with magical weapons, but they recieve no plusses or bonuses. They can simply hit anything that requires a certain level of enchantment to hit.

When they first enter the Dream Plane, thier spirits always start at 1st level. They rise in experience just like any other class, and when they awaken, half the experience gained is also added onto the mortal class. For example: Alex, a 1st level Paladin enters the Dream Plane as Kartyr, also a 1st level Paladin. In the Dream Plane,



he fights a Dream Beast and wins, scoring 500 experience points for it. When he awakens, his mortal form receives 250 xp as a result of his strengthened spirit.

As the spirit strengthens, so too does the mortal form:

Every fourth level of the spirit, the mortal form receives a +1 bonus to save vs death magic. The chance for resurrection survival is also increased by 10%.

When the spirit reaches 9th level, they are now able to cast Astral Spell once per day.

The players should start role-playing their characters as much more strong-willed than before. Less likely to give up, and much more aware of their surroundings.

Entering the Dream Plane

To enter, the PC must recite a verse three times just before they fall asleep. When this happens, their spirits are freed from their bodies and they are able to fly at a rate of 100 (a) to reach their companions. Once together, they must seek someone who is dreaming and enter it...

Inside the dreams, it can be as beautiful, or as horrifying as the DM chooses. DM's would like to consider researching dream-meanings to make them seem more symbolic.

While in the Dream Plane, the PC's must realise they are not invincible. Tough, yes but not indestructible. It is recommended that the PC's go in and out as fast as possible, for great disaster awaits them should the sleeper awaken. Each dreamer is a different realm. A rule of thumb is that the PC's can travel to another realm provided they know who or what they are looking for. Once they have an idea, they can conjure a shimmering compass to lead them in the right direction. This compass is not always accurate, but it helps them get on the right track. The amount of time that passes in the Dream Plane varies from realm to realm. Some people dream in minutes, some dream in years. It varies from individual to individual. Time passes very slowly in this Plane. For every hour in the average realm, a split second passes in reality.

One can determine if someone has awoken. The realm begins to dissolve into large rocks that start floating aimlessly. The PCs need to get out of the realm they are in, or risk serious trouble. To leave, the PC's must return to their starting place from which they entered and leave. If a PC is unable to leave, he will be trapped in the dream state, totally unaware and lost in a void until the dreamer dreams the same dream which is very rare. Quite often, only magical means of influencing the dream will save their comrade. Combat in the Dream Plane is as it is on the Material Plane, with the exception that a soul cannot be knocked unconscious. If a PC is slain in the Dream Plane, then their spirit is destroyed. Their mortal form will never awaken again, and will die of starvation or dehydration. The dangers are great, but the PC's will gain much in the form of a stronger spirit. Strong spirits are more likely than not to become proxies of the God they worship.

The Role of the Dreamwarriors

Dreamwarriors are needed whenever the safety and security of people's dreams are threatened. Whenever beings threaten the lives of others, or seek to plunge the multiverse into darkness, the Dreamwarriors will be called upon. There is no structure to their order, they have no meeting places or organisations. The legends and the teaching are simply passed down the family, so that one day, they may be ready to fight against the darkness that threatens the privacy and sanctity of their dreams...and their lives.



SPAWNS OF THE DAMNED

Cat, Damned

< Brennan Brooks - ab347@sfn.saskatoon.sk.ca >

Climate / Terrain:	Any Land
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Human / Demi-Human Flesh
Intelligence:	Low (5 - 7)
Treasure:	None
Alignment:	Chaotic Evil

No. Appearing:	1 - 3 (1d6 divided by 2)
Armour Class:	3
Movement Rate:	18
Hit Dice:	5
THAC0:	13
No. of Attacks:	3 - Claw / Claw / Bite
Damage / Attack:	Claw - 1d6+2 / Claw - 1d6+2 / Bite - 1d12+3
Special Attacks:	Tree Pounce, Firery Hiss
Special Defences:	See Below
Magic Resistance:	20 %
Size:	Medium
XP Value:	1,500

Appearance:

A Damned Cat is the feline equivalent to a Hell Hound, except that it is a little bit more advanced. It's fur is a rustic brown with bright red stripes. These cats have coal black eyes, and an even darker tongue. It stands 4 to 5 feet tall at the shoulder, and smell of burned flesh.

Where their paws touch the ground (or tree), flames spruce up leaving blackened claw marks along the surface.

Combat:

Damned Cats are very clever hunters, but do not hunt in more than a pack of three. They stay quiet until sighting their prey. This gives them a -7 bonus to surprise against their enemies.

Damned Cats leap silently from tree to tree (leaving their scorch marks) until they come in sight of their adversary. They then *pounce* out at their enemy from the trees. If they successfully hit the enemy on the pounce, there is a 45 % chance the victim will be knocked out, plus the initial 1d10 points of damage the *pounce* inflicts.

The second attack of the Damned Cat is usually its fiery hiss. The cat's tail stretches out and the cat exhales a burst of flame up to 15 yards (60 feet) long. This does 1 point of damage for every yard closer the victim is. Example: 15 yards away = 1hp gone. 1 yard away = 15hp gone.

If the subject of pain is still alive after the initial attacks, a Damned Cat would move in to either rip him apart with its 4 inch claws, or tear the flesh from his bones with its 6 inch teeth.

The defenses a Damned Cat has are as follows:

- 1) Immune to all fire, and fire-based attacks
- 2) Are only surprised on a 1 or a 2 on a 1d10
- 3) Have a 75 % chance to see invisible or concealed creatures.



Habitat / Society:

These fiery feline beasts are commonly found in the Abyss, and are usually gated to the Prime Material Plane to wreak havoc across it for some evil God or demon. In the Abyss, they usually roam the heated levels searching for tormented souls to tease.

Damned Cats have 5 Hit Dice, and use their bulk to make lesser demons and Hell Hounds suffer. These cats do not reproduce on the Prime Material Plane at all, so cannot be tamed by natural ways. Only magic can bring these slashing kittens to order.

After killing all of it's prey, a Damned Cat will eat Human or Demi-Human carcasses first. These are also the ones they attack first.

Ecology:

Damned Cats have little place in the ecology of the Prime Material Plane, but are very dangerous, and when tamed, can do major damage. Fire Giantess' usually use these ferocious kitties to destroy their lovers Hell Hounds. They do not make as good guards though, for they seem to wander off and look for something to kill.



Cat, Ghoul

< Brennan Brooks - ab347@sfn.saskatoon.sk.ca >

Climate / Terrain:	Any Land
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Human / Demi-Human Flesh
Intelligence:	Low (5-7)
Treasure:	None
Alignment:	Chaotic Evil

No. Appearing:	1
Armour Class:	1
Movement Rate:	18
Hit Dice:	8
THAC0:	12
No. of Attacks:	3 - Claw / Claw / Bite
Damage / Attack:	Claw - 1d8+2 / Claw - 1d8+2 / Bite - 1d12+Paralyzation
Special Attacks:	Decomposition Mist - once a day
Special Defenses:	See Below
Magic Resistance:	Nil
Size:	Medium
XP Value:	3,600

Appearance:

These cats are an undead version of the Damned Cat, but with different abilities and a completely different look. Rotting green flesh surrounds the skeletal remains of a giant cat, standing 4 to 5 feet tall at the shoulder. Burning red eyes stand out against the white bone, and burn terror into any who gaze upon them. Wherever these creatures touch, the immediate area around them dies and decomposes into a blackened ash.

They distinctly smell of rotting corpses, and their intelligence allows them to follow orders for those who have rased them from their grave.

Combat:

Ghoul Cats are usually found in the presence of Ghouls, but there can never be two Ghoul Cats within 1 mile of each other. They attack first by blasting their enemies with a *Decomposition Mist* that reaches out in a cone shaped blast starting at the creature's mouth, and then traveling 30 feet long, 20 feet wide, and 5 feet high. All those who are caught in this desolating mist suffer these consequences, unless a save versus Breath Weapon is successfully made. This blast has no effect on walls, or dead objects. Only living, breathing things (people, trees, etc.)

1) On the first round after being hit, the victim's skin starts to itch uncontrollably, causing no damage, but a -4 to attack.

2) On the second round after being hit, the victim's skin break's open into sores, oozing pus for 1d4 damage, and the -4 to attack.

3) On the third round (and every other before getting cured) after being hit, the victim's skin will actively decompose and fall from the body in chunks, causing 4d4 damage, plus the victim will not be able to attack that round.

To counteract the effects of the mist, a Cure Disease spell or two Dispel Magic spells must be cast - OR - the victim's sores must be bathed in one vial of holy water for every 5 hitpoints of damage taken. These



treatments only halt the continuing of the decomposition. However, a Cure Wounds spell, potion, etc. or rest will restore the skin.

If their enemies are not dead, the cat will leap in and use its paralyzing bite to disable the remaining victim's. This paralyzing bite does an initial 1d12 damage, plus 1d10+4 rounds of paralyzed activity (which is none, since the victim is paralyzed). The only way to negate this paralyzing bite is to roll a saving throw versus Paralyzation with a negative 2 hinderance. They would then continue to rip their opponents apart with their claws, causing 1d8+2 damage every time they hit. Any person who is destroyed by a Ghoul Cat becomes a Ghoul in 1d20 turns unless blessed by holy water and lain below the ground (buried).

Ghoul Cats are immune to the cold, illusions, hold spells, and sleep and charm spells. They immediately seek out the creatures who use magic against them, seeing as they pose the greatest threat towards their existence.

Habitat / Society:

Ghoul Cats are found in the presence of Ghouls, and are found eating corpses along side their companions.

Ecology:

Ghoul Cats delight in tearing apart living creatures, especially Humans and Demi-Humans, for they taste the best. These beasts were probably once Damned Cats, but have now been risen to do an evil wizard's or priests bidding.



Crypt Spawn

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Lower Planes
Frequency:	Common
Organisation:	Swarm
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Semi (2)
Treasure:	Nil
Alignment:	Chaotic Neutral

No. Appearing:	5-100
Armour Class:	6
Movement:	Fl 36 (D)
Hit Dice:	2
THAC0:	19
No. Of Attacks:	2
Damage / Attack:	1/1-4 + disease
Special Attacks:	None
Special Defences:	Immune to Fire
Magic Resistance:	15%
Size:	S (4')
Morale:	Unsteady (7)
XP Value:	75

Appearance:

These hideous creatures look like winged, brain-like bats with no bodies. They flap around madly and chaotically, but attack in huge numbers despoiling livestock and crops with their disease-causing tendrils...

Combat:

Crypt Spawn have only one, very weak attack. They fly at fast speeds towards a target and whip it with their tendrils and biting quickly with a small, beak like mouth as they pass by. It is not the damage most people are concerned about, however. Anyone hit for full damage must save or be inflicted by a disease not unlike mummy rot. This plague is known as The Silver Rot, and causes the afflicted's skin to go a silvery colour (this is actually just destroyed blood vessels). Any plant, or animal touched by this either wither away (in the case of plants), or go sick and die (with livestock and animals).

When a Crypt Spawn is slain, they dissolve into a puddle of foul smelling, sticky brown goo. This goo causes ground to grow sterile, and even works on animals. Those within 3 feet of the goo risk sterility, and must save vs spells each round to avoid it, or until they move out of the area.

Habitat/Society:

These creatures can be easily summoned by fiends and necromancers from the lower planes of Carceri and Acheron and Gehenna. On the lower planes, they fly around in flocks, occasionally picking off Larvae and attracting the hatred of the Night Hags who rely on the grubs to make a profit. They are often summoned en masse to flood and overwhelm an enemy, or set upon a kingdom as a plague to despoil livestock and crops or just cause mayhem, making them easy pickings when the demons come to claim the land.

Ecology:



There is little a Crypt Spawn can do on the lower planes to affect the Ecology. They can't despoil that which isn't there. Creatures and plants native to the lower planes like razorvine and the Stench Kow are immune to the effects of thier despoiling. In the lower planes, they regulate the number of larvae and may actually help keep the number of fiends down and prevent the Blood War from spilling out onto the other planes, for Crypt Spawn enjoy nothing more than Larvae. Larvae are thier favourite food, and where swarms of Larva can be found wriggling away frantically, one usually finds a flock of Crypt Spawn circling like seagulls, picking them off- much to the Night Hag's annoyance. Night Hags destroy flocks of Crypt Spawn wherever they find them nesting.

On the material plane, however it is different. They devour plants and wildlife and despoil everything they touch. They are not very efficient, often leaving many animals still alive and missing them. They rarely ever linger long enough to fully devour a body, and soon the area becomes the domain of flies and worms. Once the area is clear, they will head off in a random direction. One can always track the flock by the path of destruction and barrenness they leave behind.



Doomwolves

Zaxarus <marathon@gist.net.au>

Climate/Terrain:	Any
Frequency:	Very Rare
Organisation:	Pack
Activity cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	I
Alignment:	Neutral Evil

No. Appearing:	3-12
Armour Class:	5
Movement:	18
Hit dice:	6
THAC0:	15
No. Of Attacks:	1
Damage / Attack:	3-18
Special Attacks:	Maul, Howl
Special Defences:	Immune to Disease
Magic Resistance:	20%
Size:	1 (7'-12')
Morale:	Average (10)
XP value:	800

Appearance:

Doomwolves look much like Worgs to which they are related. They are much larger, and are very strong. Their pupiless eyes glow brightly during the night and the howl of a Doomwolf is said to be the stuff of nightmares.

Combat:

These creatures, when not serving Goblins, are often found in packs led by the strongest member. These wolves like to hunt their prey by trapping them. In some ways, they enjoy the knowledge that their prey is terrified as they are being chased.

When a Doomwolf howls, those hearing it must save vs spells or suffer -1 to hit due to fear. All herbivores hearing this sound are 90% likely to bolt and flee. Soothing won't even change this.

The wolf attacks with a savage bite doing 3d6 points of damage. If ever full damage is inflicted by the wolf, the wolf is assumed to maul its victim. The wolf, still with the creature in its mouth, shakes its head viciously and causes an additional 1d8 points of damage. The wolf can continue this on the next round, but the target is then entitled to an automatic hit if they choose. The wolf cannot be made to let go unless it chooses. Even after death, the jaws hold tight and must be cut off.

Habitat/Society:

Doomwolves band together not out of loyalty, but out of protection. They will flee and leave their comrades behind if the tide of battle turns against them. Only the most powerful wolf of the pack is able to keep discipline and loyalty out of the threat and use of violence. Doomwolves were bred in Katakis to serve as mounts for the Raveir's 'client' races the Goblins. They were hardy and quick to multiply in the wolf pens of Retahlus and were soon very commonplace in every Raveiran fortress as guards. Large units of Doomwolves are employed to carry Goblin warriors into battle, or as mounts for their messengers.



Ecology:

When a Doomwolf escapes from captivity and enters the wilderness, they are voracious eaters. Because they are not natural creatures, they tend to strip areas of wildlife and game unless a balancing factor like bulette are present. Bulette and Doomwolves cannot stand the scent of one another and will rip each other apart at first opportunity.



Fog, Screaming

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Any
Frequency:	Common
Organisation:	Solitary
Activity cycle:	Midnight-morning
Diet:	Nil
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Chaotic Evil

No. Appearing:	1
Armour Class:	10 (automatic hit)
Movement:	3
Hit Dice:	1 per cubic foot
THAC0:	Special
No. Of Attacks:	1 per 5 cubic feet
Damage / Attack:	2d10
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Nil
Size:	Variable
Morale:	Fanatic (17-18)
XP Value:	20,000

The origins of this terrible force are rumoured to be the lifeforce of an individual whose hatred of his people was so great that he clung to unlife when he died and became this terrible being.

From a distance, a Screaming Fog looks like a strange, thick mist that swirls towards you. Once up close, people are overwhelmed by a cold, clammy feeling. They perceive faint objects moving within, but they can't pinpoint them. If one looks at it with true-seeing however, it's true form is seen. With true seeing, it looks like a giant, billowing yellow fog with hundreds of screaming faces of trapped souls that the fog has devoured. Occasionally, a body will try to haul it's way out of the mass, but the eventually get sucked right back in. Most people seeing this sight flee in terror, but by then it is usually too late and they would already have joined the screaming hordes.

Combat:

The Screaming Fog attacks everyone that it sees. It can only move quite slowly, so it can be easily outrun provided the players haven't let it circle them completely.

For every 5 cubic feet of fog, the Screaming Fog can attack once with a tendril. This attack automatically hits unless the target can make a successful dexterity check. If successful, the target avoids any damage, otherwise they are struck by a numbingly-cold tendril and drawn into the heart of the cloud. The heart of the cloud is always at the centre and the person is dragged closer to the centre at a rate of 1. Each round, they can attempt to break free by making a bend bars/lift gates roll and succeeding, otherwise, upon reaching the heart of the creature, their soul is devoured and they join the gibbering masses.

Once every three rounds, the fog can emit a cacophany of screams. One need not hear to be able to sense those screams, the noise penetrates the very soul and shocks one to the core. Those affected must save vs. spells or immediately flee for 1d6 hours. This gives the fog a chance to hunt them down one by one without unnecessary personal risk.



A fog cannot attack someone who does not look at it, so it uses it's scream attack. All who flee are assumed to open thier eyes to see where they are going.

The fog is completely immune to all flame and cold-based attacks. Any spell that requires a physical form to strike are useless against it. It is immune to all forms of charm or sleep-related spells much in the same way as an undead beast. Any spell that requires a physical form to strike fails also. Any spell that affects a bank of fog will affect a Screaming Fog. They have a rudimentary mind and can be contacted with psionics, as any other form of communication is useless.

The only way to hurt the fogs is with +1 or better magical items. Even then, it only does half damage. A Holy Avenger, wielded by a Paladin or Lawful Good priest does Triple damage on the creature. The prescence of such an individual always makes the fog flee.

Habitat/Society:

This evil fog was first discovered when an adventuring party was shipwrecked on an island in the middle of the Tethys Ocean on the World of Tethius. On the first day, they discovered an entire crumbled civilisation of humanoids that had simply disappeared without any trace. When night came, the fog slowly picked them off one at a time until finally, only one remained. He was forced to blind himself with burning embers to avoid gazing at the fog and letting himself be consumed by it. In the end, he was rescued by a group of Saran pirates, but the mist must have followed. A week later, a Raveiran Ironclad discovered the drifting ship just off the coast of Skara Brae, and inside, was a blind madman babbling insanely about a mist that came to devour him and scream in his mind.

All that is known is that this evil fog has travelled to other worlds, seeking vengeance against all who live for some long-forgotten cause. Those who have contacted thier minds sense feelings of pure hatred, bitterness and jealousy centred around the living.

Ecology:

The Screaming Fogs do not need to nourish themselves. This throws away any concept that they can still posess a shred of reason or humanity. They kill for the pleasure. Like all fogs, however, direct sunlight causes it to go into hiding, but it cannot be destroyed in this way.



Goblyn, Lesser

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Any
Frequency:	Common
Organisation:	Tribal
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	J
Alignment:	Neutral Evil

No. Appearing:	3-30 (3d10)
Armour Class:	4
Movement:	12, br 6
Hit Dice:	3+3
THAC0:	14
No. Of Attacks:	3 or 2
Damage / Attack:	1d4 / 1d4 / 1d6 or by weapon+2 / 1d4 + poison
Special Attacks:	Battle Rage
Special Defences:	Nil
Magic Resistance:	Nil
Size:	M (4'-6')
Morale:	Elite (13-14)
XP value:	575

Goblyns are distantly related to Goblins. They look similar to thier cousins, but much more hidious. They are larger, with long muscly arms which end with jagged, yellow nails. Thier heads are bald, and they have large mouths full of needle-like teeth. Thier red eyes are large and unblinking, and thier ears occasionally twitch when they are frustrated.

(The term Lesser Goblyn is used only to differentiate the prime-material version with the Ravenloft version. The Ravenloft version is much more powerful)

Combat:

Goblyns are quick and fast. Thiere agility entitles them to a -2 penalty to their opponent's surprise rolls.

Goblyn tend to attack with cruel, painful weapons like hammers, axes, scourges and whips. Because of the Goblyn's skill at arms, this is always done at a +2 to damage. In addition, they usually attack a second time with a poisoned dagger in thier left hand. Those hit must save vs poison or be paralysed for 2-16 (2d8) rounds. The Goblyn will usually finish off a paralysed opponent before moving onto the next.

A Goblyn often initiates a Battle Rage when numbers are low. When in a battle rage, a Goblyn throws down it's weapons and attacks with claws and bite with a +5 to hit (lowering thac0 to 9!). The battlerage will last until the Goblyn is down to half of the hp it had when entering the rage. Goblyn always do this if they see a dwarf, elf or gnome- three races they despise.

Habitat/Society:

In the early days of the war between Madras and Katahkis, Katahkan saw the need for mass troops. They looked to goblins, often disdained because of thier small, cowerdly natures, and worked upon them with twisted magics. The test goblins grew to large size and when they were finished, the mages were particularly pleased with thier result: The Goblyn. More Goblyn were bred and then released into areas to fend for themselves. Goblyn soon flourished and drove out the other races of orcs, goblins and gnolls. Eventually, they exceeded the total population



of orcs, and almost that of goblins. Gblyn are the preferred unit for a preliminary attack by the Raveir. They send thousands of Gblyn warriors in to set fire to crops and cause havoc, then the Raveiran armies come in with their ordered precision to wipe out the rest of the rabble. Gblyn in the wild tend to group together and form small tribes, led by the strongest warrior of the group. The small races of goblins and are openly hostile to orcs and bugbears.

They despise dwarves and gnomes, because these races think of the goblin in the same way they do the goblins. The reason for elves is because they find elf meat delicious.

Ecology:

Gblyn will only eat plants in the most desperate situations. They prefer to eat meat and especially savour elf meat. Their favourite subraces of elves are the Drow and the Ice Elf. Two races they claim have the sweetest, most succulent flesh of all the races.



Hell Ghast

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Any
Frequency:	Very rare
Organisation:	Solitary
Activity cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17-18)
Treasure:	U
Alignment:	Chaotic Evil

No. Appearing:	1
Armour Class:	5
Movement:	12
Hit Dice:	10+2
THAC0:	12
No. Of Attacks:	See below
Damage / Attack:	See below
Special Attacks:	Scream, spells
Special Defences:	+1 or better to hit
Magic Resistance:	34%
Size:	M
Morale:	Elite (13-14)
XP value:	10,000

The Hell Ghast in it's true form appears to be a tall, thin lich-like creature. When not on missions involving infiltration, they usually adorn themselves in black robes and carry thier Staffs of Power with them.

Combat:

The Hell Ghast does not normally initiate combat, preferring to lay traps for their enemys (poisoned drinking water, spear traps in lairs). But in combat, they are dangerous foes.

When actually initiating combat, the Hell Ghast drops it's disguise and takes on it's true form. A Hell Ghast during infiltration, usually hides on thier possession, an enchanted Dagger+4 which is more often than not poisoned. During missions where subtlety is not rquired, they wield Staffs of Power. A Staff of Power does 1d8 points of damage and hits as a +3 weapon. On command, it can fire a bolt of energy which does 1d10 points of damage on a successful attack roll. The Hell Ghast can target anything within 100 feet.

Hell Ghasts, are utterly immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells. Hell Ghasts are turned as Specials.

As well as thier fighting prowess, Hell Ghasts are noted for thier powerful sorcery. All are assumed to be 12th level necromancers and prefer the school's subtle spells.

Finally, a Hell Ghast is able to emit a horrifying wail. This wail is the equivelent of the psionic power Psionic Blast and affects all within earshot range.

Habitat/Society:

The Abyssal Lord Vashna, originally bred the Hell Ghast for the wars against the Madari and the Ravier. SINce then, however, he has revealed the creation process to a number of powerful Gods and Sorcerers throughout the multiverse. They are powerful undead creatures who can adopt human form at will. This, coupled with their invulnerability to normal weapons, makes them ideally suited to missions of spying and assassination. They have greatly furthered the Lord's cause by the subversion of countries in Madras and Katahkis.



They always work alone, not willing to ally themselves with 'lesser creatures' and when not completing a mission, they study powerful spells by themselves in thier dark layers dotted throughout the multiverse. Their loyalty to thier creators are, however, very questionable as the Hell Ghast is very intelligent and independant.

Ecology:

Hell Ghasts have no place in the ecology at all. The entire creation process is written in the Codex Mallevolus, a Necromancer from Oerth who was eventually slain by his own creation. The tome was lost. All that is known about the creation process of a Hell Ghast is that they require an entire year to form in a pit. In the pit is a foul liquid of strange chemicals and the decaying bodies of 12th level or greater paladins, one for every Hell Ghast that is needed. This seething mass must be blessed by clerics of evil and finally, after one month, the newly formed Hell Ghasts emerge from the seething liquid...



Kraan

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Acheron / Mountains
Frequency:	Rare
Organisation:	Solitary
Activity cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	E
Alignment:	Lawful evil

No. Appearing:	1-6
Armour Class:	3
Movement:	3, fl 50 (b)
Hit Dice:	7+7
THAC0:	13
No. Of Attacks:	1
Damage / Attack:	2-16
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Nil
Size:	l (20' long)
Morale:	Very Steady (14)
XP Value:	1,000

These foul creatures fly around the layers and realms of Acheron, watching over thier lairs on the great spinning cubes. They look like large vulture-like creatures with tight skin stretched over a thin, bony frame. Thier intestines can be seen to bulge in it's emaciated abdomen, and they have giant, thin bat-like wings. Thier heads are like those of a pterodactyl, with a maw of razor sharp teeth. Incapable of communication, they can only make a savage cawing like a crow, or shriek when they're in danger.

Combat:

Being not of particularly high intelligence, Kraan will always attack moving things that move in it's lair. It prefers to attack while diving and will snatch man-sized creature or smaller with it's claws. They cannot fly with anything bigger. After a dive, it takes a Kraan a full round to circle. Once the Kraan has a creature in it's talons, it will savage it with it's bites receiving a +4 to hit until the thing stops moving. If the creature starts to fight back (receiving a -2 to hit) and causes more than 10 points of damage, it will drop the prey from a high height and deal with it later. Once all the things are motionless, it will return to it's nest with the bodies and determine if they're edible by eating them. It is quite stupid, and a boulder being pushed down a mountainside appears to be prey to them.

Habitat/Society:

Kraan are frequently used by evil creatures and humanoids as steeds. It is very difficult to train one, but once trained, they make faithful, if rather thick, steeds. The Raveir often use them to counter and launch thier own attacks on dragon and terel forces because they are much faster and far more agile.

Ecology:

Kraan have a voracious appetite, often eating more than ten to thirteen times thier own bodyweight in food over the course of a day. Kraan contribute nothing, even thier flesh and bones cannot be used, turning into a soft,



foul-smelling paste shortly after death. Thier eggs, however, are quite valuable to trainers and fetch between 5000-7000 gp for each one of their iron-plated eggs.



Kraan, Zlaanbeast

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Any
Frequency:	Very rare
Organisation:	Solitary
Activity cycle:	Continuous
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Lawful Evil
No. Appearing:	1-2

Armour Class:	-3
Movement:	12, fl 35 (e)
Hit Dice:	12
THAC0:	7
No. Of Attacks:	1
Damage / Attack:	3-30
Special Attacks:	Level drain
Special Defences:	Hit only by silver or +1 or better magical weapons
Magic Resistance:	Nil
Size:	G (30' long)
Morale:	Fearless (20)
XP Value:	10,000

When a slay living spell from a 14th level priest followed by an animate dead, curse and putrefy food and drink are cast upon a Kraan egg, two months after laying, the creature that hatches from the foul smelling yolk is no longer a living Kraan chick, but an undead monster whom the creator named a Zlanbeast.

The Zlanbeast chick looks much like a Kraan one, except the eyes never open as it gets older like a Kraan. As the creature ages, it seems to grow faster than it's skin and rips in it's skin start to occur, releasing a noxious smell of decay and rotten meat as the grey muscle tissue is exposed. The head throughout it's life retains a skeletal, embryonic state, with dark black patches where the eyes should be. These freaks are much larger than the Kraan but are even more dim-witted. They are often used as sentries and guards and are fully loyal to thier creator. They sport all the same tactics of diving, but thier bite attack causes the loss of 1 experience level.

Zlaanbeasts, are utterly immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells like all undead, and are turned as specials.



Lich, Blood (Sangrolu)

< madafro@trip.net >

Climate / Terrain:	Any
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	See Below
Intelligence:	Supra-Genius (19-20)
Treasure:	A,F
Alignment:	Any Evil

No. Appearing:	1
Armour Class:	0
Movement:	12
Hit Dice:	12+
THAC0:	9
No. Attacks:	1 (special)
Damage / Attack:	1D10+6 (special)
Special Attacks:	Paralysis, Energy Drain, Special
Special Defences:	See Below
Magic Resistance:	Special
Size:	M (5'-6' tall)
Morale:	Fanatic (17-18)
XP Value:	12,000 + 1,500/HD above 12

Appearance:

The Blood Lich, or Sangrolu is truly an abomination; a merging of the lich and the vampire. Legends of the sangrolus' creation abound in the tomes of long-dead sages, but most of them agree that the first sangrolu was a vampire who wanted to escape the bounds of the night and forever leave the dominion of Kanchelsis*, the God of vampires.

Sangrolu are created when a vampire creates a variant of the black potion used to turn a mortal wizard into a lich, and drinks it. (See Ecology, below)

Vampires that imbibe this dark potion must still succeed a System Shock check, as must a mortal. However, failure does not indicate death, but rather an eternal curse of decay that can only be slowed by the ingestion of blood.

Thus, there are two types of sangrolu, Broken and Whole. Whole sangrolu are possibly the most powerful and sophisticated undead. They retain their previous vampiric appearance, and do not have the appearance of walking corpses. Broken sangrolu are horrid creatures of tight, rotted flesh shot through with fat, black veins and exposed yellowing bones. They are even more horrible than the typical lich, for the broken sangrolu are forever cursed to decay, with only the blood of mortal to hold back the inevitable.

Broken sangrolu decompose rapidly, losing two Hit Dice per 24-hour period. Their bodies simply fall apart when they reach. The only way to hold back the rot is to drink blood...for every 10 hit points of blood they drink, they regain one hit die. However, even when fed, a broken sangrolu is a monster with tight, wrinkled flesh and burning yellow eyes.

All sangrolu in their natural forms continuously emit a thick mist from their bodies that trails behind them when they move. The mist is heavier than air, and slowly falls from their bodies and washes across the ground like a ghostly waterfall. The mist eventually dissipates, but it adds a distinct, haunting aura to the creature. The mist is supernatural in origin, and is not affected by wind, or even submersion.



Like vampires, sangrolu make absolutely no noise when they move, even if they tread on dry leaves or broken glass.

Combat / Powers:

Sangrolu are terrible in battle. They retain the vampiric ability to drain life energy at a rate of 2 levels/HD per hit. Also, they gain the lich ability to induce paralyzation with a touch, if a save vs. paralyzation is failed.

So powerful are the dark energies surrounding a whole sangrolu that it can only be hit by +2 or better magical weapons. Broken sangrolu require at least +1 weapons.

Sangrolu are immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death, and paralysis magic. Poisons do not affect them.

Sangrolu are not hindered by the weaknesses of a vampire. Wooden stakes are no longer a threat. Running water is...running water to them, and sunlight does no more damage than the wind to a whole sangrolu. (Broken sangrolu will rot away one hit die per round of exposure to direct sunlight.) Also useless are mirrors, as the sangrolu are quite able to see their reflection, and are not bothered by the reflective glass at all. Holy symbols retain their effectiveness, but only by a priest. The faithful masses can no longer depend upon them against the Blood Lich.

Whole sangrolu still regenerate three Hit Points per round, but broken sangrolu do not. If one is brought down to zero hit points, it does not take on a mist form, as it has no coffin to retreat to. However, a sangrolu can only be permanently destroyed if its phylactery is emptied (See Ecology).

However, sangrolu do have an aversion to pure lead. Any contact with this metal will do 1d4+2 points of damage to them per round of contact. Non-magical lead weapons will do half damage to them.

Finally, sangrolu no longer require coffins, nor do they need to sleep during the day. They may enter any structure without being invited.

Sangrolu are turned as Liches, but with a -6 penalty to the roll. This penalty is negated if the holy symbol used in the turning is made of pure lead.

Sangrolu have a staggering array of dark powers available to them. They retain the vampiric ability to Spider Climb and take the form of mist. They cannot transform into a wolf or bat, nor can they summon these animals. Whole sangrolu retain the vampire's Charm ability, but do not the lich's fear aura. Broken sangrolu lose the Charm, but gain the fear aura.

Sangrolu of both types can drink the blood of living beings (but only the broken require it). A sangrolu may hold hit points of blood equal to 10 times its Hit Dice. Both kinds can derive great power from the blood they take. Whole sangrolu retain the blood until they use it for some purpose. Broken sangrolu must continually replenish their supply because of decay. Broken sangrolu lose 20 points of blood (as well as two hit dice) to rot per 24-hour period. All sangrolu may use stolen blood to gain many powers and abilities:

1) A sangrolu may call upon the inherent life energy in its stolen blood to add power to its spells. Thus;
FOR EVERY POINT OF BLOOD SPENT - The spell's range and area of effect are increased by 10%
FOR EVERY FIVE POINTS SPENT - The spell's damage is increased by one point per die. The spell's casting time is decreased by one, and the spell imposes a -1 to all saves against it.

FOR EVERY TEN POINTS SPENT - The spell's duration increases to the next unit of time upward. Segments become rounds, rounds become turns, turns to hours, hours to days, days to weeks, weeks to months, months to years, and so forth.

NOTE: A sangrolu may not spend more points of blood than it has Hit Dice in a single round.

2) The necrology of a sangrolu twists the blood it takes and bonds it to the creature's dark essence. Thus, any being that drinks the blood of a sangrolu must save vs. poison or become the lich's absolute slave. Each consecutive time a creature drinks a sangrolu's blood, a cumulative -2 penalty to the save is added. The only way to break the servitude is to cast a successful Remove Curse on the victim (against the sangrolu's Hit Dice), but only after the victim has imbibed a flask of holy water. This process is painful to the slave, and a System Shock check



must be made, or the slave will permanently lose 1 point of Constitution, whether or not the process was successful.

3) After taking a creature's blood, a sangrolu may enter a trance, whereby it delves into the lifeforce of the blood it has taken to learn information about the victim. This must be done within one hour of drinking the blood, any longer means the blood is no longer whole and has mixed with that of the sangrolu. The trance demands absolute concentration, during which the creature is immobile and (relatively) defenseless.

In the trance, the sangrolu enters the spirit of the victim, which is still contained in the stolen blood, although it is fading. The sangrolu may gain the answer to a number of questions from the victim's blood, similar to the way a necromancer *speaks with dead*. There are a number of limitations to this ability:

A. Technically, the sangrolu may ask one question for every four levels/HD it possesses. In practice, it may only get one answer for each hit point of the victim's blood that it has drained.

B. Each question takes at least a full round to ask and receive answer (long answers are up to the DM as to how long they take). Bear in mind the blood is only fit for questioning for 6 turns after drinking.

C. The questions will always be answered truthfully. There will be no deceit, for the sangrolu is not questioning an intelligent creature. However, information cannot be gained from the blood if the victim didn't know it at the time the blood was taken.

Sangrolu can get around the time limitation by keeping the victim's blood in a container for later use. As long as it is kept in liquid form, and is kept pure, it will remain useful for questioning.

4) A Sangrolu may spend the energy in stolen blood to repair damage to itself. Whole Sangrolu may "heal" one hit point by spending two points of blood. Broken sangrolu must spend four points of blood for one hit point of healing. In any case, only four points of damage may be repaired per round, and this is cumulative with the Whole sangrolu's regeneration ability.

The sangrolu's trailing mist is far more than a supernatural oddity. The mist is actually a part of the creature's physical form and dark essence. If the sangrolu remains still and concentrates, it may control the direction of the mist's flow, and may see and hear normally in any location where the mist is present. Sangrolu may extend the mist 10 yards from themselves for every Hit Die they possess, and may create one such "tendrill" of mist for every 4 Hit Dice. They may only concentrate their senses on one tendrill at a time, however. The mist tendrills move at a rate of 10, and may move across any surface. The mist's nature prevents it from moving through empty air, and it must remain attached to a surface. The surface may be vertical or upside-down, and the mist can move through any space that is not airtight, such as keyholes or window shutters.

In addition, a sangrolu may actually grant it's mist temporary sentience, and a peice of the lich's own nether energy. By concentrating and spending a certain amount of blood, a sangrolu may create one or more Crimson Deaths from its trailing mist. These creatures are independently intelligent, but totally subservient to the lich.

The cost of making these creatures is 10 points of blood for every Hit Die the creature(s) is to have. This energy is transferred from the lich to the Crimson Death, so if the Death is destroyed, the points are lost. Normally, the blood cost limits the number of Deaths a lich can make, but no sangrolu may have more than five Deaths in existence at any one time. Each Death takes a full round to manifest, and only one may be created at a time.

A Death may be manifested anywhere that the sangrolu's trailing mist is present. It may then move about on it's own, and may travel any distance from it's creator. Curiously, a Death created this way cannot exist if a body of running water, even as small as a brook, lies between it and the lich.

Except for the changes noted above, the monsters otherwise conform to all statistics given for Crimson Death in the Monstrous Manual, Pg. 253.

The Deaths can transfer all blood that they take from mortals to the sangrolu that created them. In this manner, sangrolu may perform "remote feeding." Blood transfer is on a one-for-one basis.

When wearing another form (and thus not emitting trailing mist), a sangrolu cannot create mist tendrills or Crimson Deaths. It can, however, maintain Deaths previously created.



While they cannot transform into animals by innate power (spells are another matter), sangrolu do possess incredible control over their physical forms. In addition to mist form, a sangrolu can alter its features to appear as any humanoid creature. So great is this control that the sangrolu can even alter its fingerprints.

Sangrolu emit no mist when they have altered their forms. This is useful for disguise, but also hinders another ability dependant on the trailing mist, described below.

Whole sangrolu may enter and leave mist form instantly. If it beats an opponent at initiative, it may attack (spell or melee) and take mist form before the opponent can retaliate.

NOTE: While broken sangrolu may still alter their forms, their curse of decay forces them to spend a point of blood for every round they remain in another form (except mist). Also, broken sangrolu require a full round to change to or from mist form.

The physical attacks of a sangrolu combine the chill and paralyzation of a lich with the energy drain of a vampire. Barring any skill as a Fighter, sangrolu normally attack once per round for 1d10 points of damage, 2 drained levels, and paralyzation if a save is failed.

As if this wasn't bad enough, a sangrolu may increase its attack rate and damage by spending blood.

Damage is increased on a point-for-point basis, with a maximum of 10 spent points per attack (Thus, if 7 hit points of blood are spent, one attack's damage is increased by 7). The sangrolu uses its stolen blood to increase its power, and can deliver incredibly hard blows. The blood is spent before the attack is delivered, and is lost even if the lich misses.

The lich may increase its number of attacks, as well. For every 5 points spent, the monster gains an additional attack. A max of 25 points may be allocated to increased attacks in a single round.

Finally, the sangrolu may increase its Strength, already 18/00, to even greater levels by spending blood. Three points of blood must be spent per point of Strength, per round. Thus, raising Strength from 18/00 to 19 for five rounds costs 15 points of blood.

The final horrid ability of these undead (not counting its spellcasting ability) is Procreation. Sangrolu can create undead in much the same way as normal vampires. They must drain a victim of all its blood, and then have the victim drink some of the sangrolu's own blood. Then, the corpse must be kept out of the sunlight for three days and nights, as it transforms. On the third night, the corpse will rise again as a vampire under the sangrolu's control.

Sangrolu-born vampires are different from the normal variety. They are more bestial in nature, and will be called Feral Vampires from here on. Their fangs are longer and sharper than a normal vampire's, their ears are sharp, and their brows are more pronounced. Their limbs are slightly longer than normal, and more muscular. Feral vampires are absolutely hairless.

Feral vampires are named such because their every habit reminds me more of an animal or beast than a human or demi-human. In truth, they are as every bit as intelligent as they were in life, but the dark aura of the sangrolu has changed their nature drastically. Feral vampires are basically a cross between vampires and ghouls. They are cannibalistic, seeking not only the blood of the living, but the very flesh and bone of the living as well.

Ecology:

Sangrolu are created when a vampire that has achieved at least 18th level as a Wizard creates a special variant of a lichdom potion, and drinks it during a complex ritual.

Sangrolu make use of a phylactery, the same as other liches do. However, the phylactery must be an object capable of holding a pint of the prospective vampire's blood. The blood is what contains the soul of lich, and the creature will be destroyed if the blood is ever emptied from it. The blood will remain liquid as long as it remains in the enchanted container.

The potion is created with the same spells used in the normal version. The ingredients are different, though. The sangrolu potion makes no use of poisons, as vampires are immune to such substances. Instead, the potion is a mixture of blood and ashes. The blood comes from about 13 different creatures of magical or



extraplanar origin, and the ashes come from ancient trees from graveyards, the corpses of the wicked, or similar sources.

Habitat / Society:

Sangrolu lairs show quite a bit more thought to the environment than those of normal lichs. While "average" lichs desire seclusion, sangrolu want a ready supply of blood handy.

Whole sangrolu lair themselves outside but near large cities. Typically, a whole sangrolu will inhabit a large country estate, a lonely abandoned barn, or any other place near but outside a populated area. They need never actually venture into a city due to their ability to create Crimson Deaths to feed for them, but they try to remain no farther than 10 miles from such places.

Broken sangrolu need blood much more badly than whole, and tend to more drastic measures. Broken sangrolu tend to set up temporary lairs in places of large populations, but that will escape the notice of the world at large. They will typically take over (or lair in) a prison or asylum, a large ship at sea, frontier villages, or sewers of large cities. Sangrolu also tend toward kingdoms or provinces where slavery exists, to easily purchase supplies of blood.

One curious characteristic of the blood lich is that if they take the blood of a single, certain type of creature for an extended period, they will begin adopting mental characteristics of that type of creature. This is probably because the sangrolu's own personality fades over time, and it more readily adopts the mindset and nature inherent in the blood it takes. If a sangrolu spends a year feeding primarily on the insane, the lich will start to exhibit signs of mental illness. If it takes the blood of children long enough, the mental age of the lich will drop. Just after the transformation, a new sangrolu must spend at least a few years on a certain "diet" before exhibiting this personality adoption, but as the sangrolu gets older and it's own personality fades, this time becomes steadily shorter.

*Kanchelsis (sp?) can be found in Monster Mythology.



Nancir

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	None
Activity cycle:	Continuous
Diet:	Carnivorous
Intelligence:	Genius (17-18)
Treasure:	G (per major lair)
Alignment:	Neutral Evil

No. Appearing:	1
Armour Class:	-7
Movement:	Fly 18 (A)
Hit Dice:	2-20
THAC0:	As monster of 2 higher HD
No. of Attacks:	1
Damage/Attack:	1+ poison
Special Attacks:	See below
Special Defenses:	+1 or better weapons to hit; see below
Magic Resistance:	70 %
Size:	T (4 inches long)
Moral:	Elite (13-14)
XP Value:	2000 + 600 / HD without spell-like abilities 3000 + 1000 / HD with spell-like abilities
Psionic Ability:	Immune to Psionics

Nancir resemble jet black beetles. They are related to certain other, similar, but much larger monsters. They have a single horn about 1 inch long, and a generally alien look, by which they can be distinguished from a beetle upon close examination. It is a recipe for disaster to ignore the threat these tiny creatures can pose, or perhaps even to come into conflict with one at all, particularly those of greater power. Fortunately, these monsters prefer negotiation unless provoked.

It is obvious that these magical monsters are not the product of natural processes. The origin of these powerful monsters is not known, but each has memories that go back thousands of years.

They can communicate by telepathy with any creature of low or higher intelligence. They are never surprised, and usually can surprise their opponents, as they can easily take cover. They have a magical flying ability which is silent, and are highly maneuverable. This flight will even function within an anti-magic area or shell (there are a couple of precedents for this unusual ability.) Note also that their flight is unaffected by wind conditions (e.g. gust of wind).

Combat:

This monster seems to be made of an extremely strong material. Perhaps even more surprising is that the tiny body houses a very efficient mind.

In combat, this monster is hard to hit, and especially so with missile weapons, which face a -7 penalty. Since it can fly, this is one reason the monster is so dangerous. Another reason is that it can often remain undetected, choosing carefully the time to attack.

It can use its horn, and any creature stung must save vs. poison or die instantly. Those saving are slowed for 1-6 rounds. However, the monster has even more dangerous abilities.



It can crawl inside the skull of a dead skeleton, attach to the top, and animate it. This skeleton will then have 8 HD, AC 4 (unless wearing armor), move of 12, a THAC0 of 7, and can attack with a weapon twice per round, with the nancir controlling it and seeing through the sockets. It can speak. The monster often does this when dealing with humanoids, using a hooded cloak. The skeleton can be damaged as any animated skeleton, but can't be turned. Only damage from area effects might also damage the nancir. The skeleton is immune to mind affecting spells, poison or gas, psionics, polymorph, death magic, and energy drain.

The worst part is that the monster can use this form to cast spells as a wizard (typically of level 13-18, depending on the nancir, which can memorize the spells either with or without a skeleton) (or a nancir could simply use its spell-like abilities, if any.)

Note that a successful dispel magic will deanimate the skeleton. Once it leaves, the skeleton if still animated becomes a normal undead under its control. It can't animate another for a day after leaving the skeleton.

It can attempt to take over an ordinary animated skeleton, which gets a save vs. spells. If unsuccessful, this uses up the special animation ability for a day.

Two out of three nancir can use spell-like abilities. The following is a powerfull example, but a particular nancir may not have all of these abilities, and may have other abilities:

- * *Detect (good, magic, and invisibility; functions continuously) dispel magic, continual light (reversible) - twice per day*
- * *Comprehend languages, identify (by touch, causes no penalties to the nancir), unseen servant - once per turn*
- * *Teleport (no error, to a place on any plane) - once per day*
- * *Suggestion - three times per day*
- * *Disintegrate, anti-magic shell, silence 15' radius - once per day each*
- * *Slow - three times per day*
- * *Circle of stunning (20' radius, creatures - other than the nancir and any occupied skeleton - take 1-6 pts. of damage and save vs. spell at a penalty equal to that amount or be stunned for a like number of rounds) - once per day*
- * *Cause coma (reversible, 7" range, save vs. spell or causes the victim drop to one hit point (this can be healed normally), and to fall unconcious, which lasts until the coma is removed by a wish or remove coma spell. Killing, then ressurecting, the victim will not help. The victim is subject to dehydration and starvation. Remove coma will instantly awaken any unconcious creature.) - once per day*

These abilities, and skeleton animation, are performed at a level of magic use equal to the hit dice.

- * *It can only be hit by magical weapons*
- * *It is immune to the following attack forms: any psionic attack, mind affecting magic, stunning, poison or gas, death magic, energy drain, petrification, polymorph, suffocation or drowning, and disease. Acid, cold, electricity, fire, or magic missile spells of any type cause half damage.*

If it is slain, the body will dissappear. A nancir has a 5% chance per HD to be reincarnated a year later. The number of HD and spell like abilities can be different after that, but wizard level is retained. A reincarnated nancir will emerge, from a pool of mud somewhere, with full memories.

Habitat / Society:

Each nancir typically divides its time between several lairs in various planes, which can be nearly anywhere. Such lairs typically have tiny furniture for the monster, treasure including rare books, skeletons, and traps.

It is not unusual for these monsters to engage in trade with certain evil humans, fiends, or similar creatures, which also keeps them informed about current events. Note that they have considerable financial resources. They are sometimes found travelling, apparently due to curiosity. They consider most races to be foolish, but are not above forming alliances, and even the fiends don't usually attack one.



Their evil consists less of killing than of extortion and corruption of good creatures.

Ecology:

They can eat meat of any type, and require relatively little food. They can eat while occupying a skeleton. They do not sleep, and will heal 1-3 hit points per day even if active.



Nandibear

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Climate / Terrain:	Temperate forest
Frequency:	Very Rare
Organisation:	Solitary
Activity cycle:	Afternoon / Early morning
Diet:	Carnivore (brains)
Intelligence:	Animal (1)
Treasure:	R (in lair)
Alignment:	Neutral

No. appearing:	1-2
Armour Class:	6
Movement:	16
Hit Dice:	9
THAC0:	13
No. Of Attacks:	3
Damage / Attack:	1-8 / 1-8 / 1-12
Special Attacks:	Surprise
Special Defences:	None
Magic Resistance:	Nil
Size:	1 (12')
Morale:	Elite (13-14)
XP Value:	5,000

How the name came to be applied to this terrible creature will never be known. A nandibear looks like a cross between a bear and a hunched humanoid. They have large claws and a set of razor sharp teeth, but their most terrifying feature is their diet.

Combat:

Nandibears never attack front on if possible. They prefer to wait in the shadows and surprise their opponents. They always surprise except on a natural 1 on the PC's rolls.

In combat, the bear will attack with its claws and teeth, rending and biting the closest target to it. On a natural 18, the Nandibear can hug a target for an additional 1d12 points of damage. The target is unable to move and the nandibear may make an automatic hit with its bite each round.

Habitat/Society:

Nandibears are greatly feared in their habitats. Fortunately, they spend most of their time sleeping in their filthy lairs. Their lairs are usually deep pits which they climb into or out of with their powerful limbs. They attack alone during the afternoon and morning while they are most hungriest, hiding in the foliage or dark shadows for a large creature to pass.

In the rare occasion when two are seen together, they are usually a mated pair. The male and female usually stay for life and have 1-4 offspring a year.

Ecology:

The reason that this creature is hated so much is that their favourite food is fresh brain tissue from large creatures. Nandibears often feast on the brains of Elves, Humans and other woodland humanoids like centaurs, satyrs and dryads. They prefer to knock a victim unconscious and drag the still living body back to its lair where it cracks open the skull like an eggshell on a rock and feasts on the brain tissue, before devouring the rest of the



body. A strange trait is that they never eat the dead, if they find a corpse, quite often they only sniff at it a bit, and bury it.

The fur of a Nandibear is quite valuable and can fetch up to 5000gp if in fairly good condition.



Shadow, Ether

Climate/Terrain:	Any ruins or subterranean chambers
Frequency:	Very rare
Organization:	Solitary
Activity cycle:	Night or darkness
Diet:	Living beings
Intelligence:	Highly
Treasure:	F
Alignment:	Chaotic Evil

No. Appearing:	1
Armour Class:	5
Movement:	Fly 12 (A)
Hit Dice:	8+8
THAC0:	11
No. of Attacks:	1
Damage/Attack:	1d6+1 + special
Special Attacks:	Strength Drain
Special Defenses:	+1 or better weapons to hit, spell immunities
Magic Resistance:	Nil
Size:	M (6 feet tall)
Moral:	Special
XP Value:	3,000

Ether shadows, also known as greater shadows, are the progenitors of the more common shadows of monster fame. Like shadows, their chilling touch drains Strength at the increased rate of two points per hit. Lost Strength returns after 3d6 turns. A human or demihuman drained to zero Strength or hit points by an ether shadow becomes a shadow of the type described in the *Monstrous Manual* and *Monstrous Compendium*.

Ether Shadows may travel freely through the ethereal plane to manifest themselves as apparitions on any bordering plane. They have no power to materialize on those planes, so can neither physically affect nor be affected by anything on them. The only thing they can do is insinuate themselves into and control the dreams of any sleeper they discover - a power that lends credence to the notion that dreams are an other-planar experience. While an ether shadow may cause no actual harm to a dreamer, it can use this power to communicate freely, or more likely to plague the dreamer with nightmares of the worst calibre.

In order to combat an ether shadow, it's necessary to follow it to the ethereal plane or to the plane on which it was originally created. On either plane, it is always partially materialized and may be affected by magical weapons and by all but a few spells (ether shadows are immune to sleep, charm, and hold spells, and all cold-based attacks).

An ether shadow can change its body at will into any shape it desires, though that shape will always be made of the same shadow-stuff. It can also vary the exact shade of its substance and so may appear as the three-dimensional creature it is rather than a patch of darkness like ordinary shadows. Regardless, the ether shadow is always black or some shade of grey. If it chooses to remain its normal, featureless black, it is 90% undetectable in any light less bright than a continual light spell.

Ether shadows are created in a dark ritual that divides a creature's essence into three parts, causing it to exist simultaneously on the ethereal plane, the negative material plane, and the prime material plane on which the ritual was performed (other information on Erebus, the ether shadow of *the Ghosts of Mistmoor* has been deleted).



Upcir

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Climate/Terrain:	Desert
Frequency:	Very Rare
Organization:	None
Activity cycle:	Continuous
Diet:	Carnivore
Intelligence:	Genius (17-18)
Treasure:	G
Alignment:	Neutral Evil

No. Appearing:	1-2
Armour Class:	-9
Movement:	6
Hit Dice:	5
THAC0:	10
No. of Attacks:	Bite
Damage/Attack:	1d12 + Poison
Special Attacks:	See Below
Special Defenses:	+1 weapon or better to hit; See Below
Magic Resistance:	75 %
Size:	S (3 feet long)
Psionic Ability:	Immune to Psionics
XP Value:	10,000

Appearance:

Upcir resemble giant jet black beetles. They are related to certain other, similar, monsters. Foreclaws with prehensile abilities allow them to use small items (such as rings).

The origin of these powerful monsters is not known, but each has memories that go back thousands of years. They can communicate by telepathy with any creature of low or higher intelligence.

These creatures can walk on walls and ceilings easily at 6" speed. They are never surprised.

Combat:

In combat, this monster can use its mandibles, and any creature bitten must save vs. poison or die instantly. It is a skillful fighter due to centuries of experience.

However, against several opponents or when otherwise appropriate the monster prefers to attack from above, using its special abilities.

It has a nonmagical breath weapon: once per day, it can breathe a 30' diameter cloud of poison (save vs. breath or die. The colorless gas also blinds victims for at least one round, permanently 20% of the time. The gas will quickly degrade.)

It can use the following, up to one per round at will:

- * *Detect (good, magic, or invisibility), Dispel magic, Continual (light or darkness),* - Once per day
- * *Comprehend languages, Identify, Animate dead, Unseen servant,* - Once per turn
- * *Teleport (no error, to a place on any plane),* - Once per day
- * *Suggestion, Disintegrate,* - Four times per day
- * *Cone of sleep (50' long by 20' wide, save vs. spell or sleep for 2d6 turns)*

These abilities are performed at the 20th level of magic use.



This monster has a hard exoskeleton, giving it a low AC. It can only be hit by magical weapons. In addition, any inanimate weapon that is about to cause damage to it has a 1 in 2 chance of being teleported to a random location on the Astral plane before doing so. Any creature about to directly strike it for damage has a 1 in 2 chance of instead being subject to a maze effect.

It is immune to the following attack forms: any psionic attack, mind affecting magic, stunning, poison or gas, death magic, energy drain, petrification, polymorph, suffocation or drowning, disease, acid, cold, electricity, fire, and magic missile spells of any type. It has saving throws of 5 in all categories. It automatically feather falls (as ring).

Habitat / Society:

Each Upcir typically divides its time between several lairs in various planes, which can be nearly anywhere. Such lairs typically have furniture for the monster, treasure including rare books, and zombies.

It is not unusual for these monsters to engage in trade with certain evil humans or similar creatures, which also keeps them informed about current events. Note that they have considerable financial resources. They are sometimes found travelling, apparently due to curiosity.

They are opposed to the Blood War on the Lower Planes, seeing it as a waste of potentially valuable resources.

Ecology:

Lairs are always near a fresh meat supply. They can eat meat of any type, but the average meal will be a local animal. They do not sleep, and will heal 1-3 hit points per day even if active.



Vordak

Zaxarus <marathon@gist.net.au>

Climate / Terrain:	Any
Frequency:	Very Rare
Organisation:	Solitary
Activity cycle:	Any
Diet:	Nil
Intelligence:	Genius (18)
Treasure:	V
Alignment:	Chaotic Evil

No. Appearing:	1
Armour Class:	3
Movement:	12
Hit Dice:	9
THAC0:	12
No. Of Attacks:	1
Damage / Attack:	By weapon or 1d12
Special attacks:	Psionics, wither
Special defences:	+1 or better to hit
Magic Resistance:	50%
Size:	M (7')
Morale:	Elite (13-14)
XP Value:	20,000

PSIONICS SUMMARY:

Level	Dis / Sci / Dev	Attack / Defence	Score	PSP's
13	4 / 4 / 21	All / All	18	1d100 + 200

Psychokinesis:

Sciences:	<i>Project Force, Telekinesis</i>
Devotions:	<i>Control Body, Inertial Barrier, Levitation, Molecular Agitation, Molecular Manipulation, Soften</i>

Psychometabolism:

Sciences:	<i>Death Field</i>
Devotions:	<i>Aging, Biofeedback, Cause Decay, Double Pain</i>

Telepathy:

All science and devotions

Metapsionics:

Sciences:	<i>Psychic Surgery, Psychic Clone</i>
Devotions:	<i>Cannibalize, Gird, Intensify, Magnify, Prolong, Psionic Inflation, Psionic Sense, Psionic Drain, Splice, Stasis Field, Wrench</i>

Vordak's look like tall, chitinous beings with a large, brain-like mass where the head should be. They often dress regally and carry enchanted weapons and shields, but never armour

Combat:



When equipped with magical items, they are deadly combat opponents, but without a weapon (a state they thankfully disdain), they are terrors. A hand of a Vordak reaches out and on a successful hit, grasps and oppponent. Those hit must save vs death magic, or be withered. This wither causes the target to lose much of his life force and thus, the target essentially becomes of Venerable status without the benefits. This condition may only be reversed by a Restoration. Potions of youth or longevity automatically restore the individual. Unfortunately, this is not complete restoration, for they must immediately start at the eldest age for their former age category. A wish, as always, fully restores an individual.

Perhaps the most feared attribute is the creatures powerful psionic capabilities. They are masters of telepathy and in game terms, are assumed to have all the sciences and devotions in that area. It is because of this that the Vordak's speak no known language, preferring to communicate with psionics.

Vordai, are utterly immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells. Vordai are turned as Specials.

When a Vordak is slain, it reverts back to its original state, that of a purple-white crystal known as a Vordak Gem. The Vordak will begin to regenerate 1d4 points of damage a day if left alone, but the gem can be easily crushed, ending the Vordak's reign of terror.

Habitat/Society:

Vordaks were the first undead to be summoned and controlled during Vashna's early experiments in the laboratories of his black-steel palace in the Abyss. They are greatly feared for their psychic powers and make excellent lieutenants in armies, because they are capable of using force to keep their troops in-line. They are quite often seen in command of whole armies of Demons as they come pouring from the Abyss like a tide of evil. Vordak's love to make use of thousands of hordlings, due to the panic they cause.

Vordai, despite their chaotic nature, are long careful thinkers. Their thinking, reflecting their chaotic nature, will vary from casual ideas to deep concentration. Sometimes they come up with brilliant strategies, other times they are inadequate.

Ecology:

Vordai are not creatures of nature. They contribute nothing and take much. Their skeletal bodies are formed around crystals of power known as 'Vordak Gems' which are dangerous and time-consuming to create. The process involves sacrificial offerings and requires that an Abyssal Lord invest a small (insignificant, much less than creating a glass of water) portion of their essence into the crystal.



Zombie, Venom

< Mark Charke - Mark.Charke@haven.ship.net >

Climate/Terrain:	Desert
Frequency:	Very Rare
Organization:	Group
Activity cycle:	Any
Diet:	Poisons / Toxins
Intelligence:	Average
Treasure:	A
Alignment:	Chaotic Evil

No. Appearing:	1-100
Armour Class:	5
Movement:	12
Hit Dice:	Varies
THAC0:	Varies
No. of Attacks:	2
Damage/Attack:	1d4 or weapon
Special Attacks:	Venom
Special Defenses:	Regeneration
Magic Resistance:	Nil
Size:	M (5 feet tall)
Morale:	15
XP Value:	1 HD 420 XP
	2 HD 650 XP
	3 HD 975 XP
	4 HD 1400 XP
	5 HD 2000 XP
	6 HD 4000 XP
	7 HD +1000 XP per HD above 6

Venom Zombies are similar to Vampires. Those of 3 HD or greater look much like they did in life with a slightly green complexion that is barely noticable. As such they can be quite charming. Those of less HD look as they did in death.

They are created only in dwarves or Mul who are killed by magical scorpions before their focus can be completed. 99% become Dwarven Banshees but 1% become Venom Zombies. However such dwarves and Muls can infect any other race.

At first Venom Zombies appear as they did after death, but renergate all further injuries at the rate of 1hp per round, including fire and acid damage. They can spit a deadly poison or a poison that paralyzes. Anyone slain by this venom rises 1D4 hours later as a Venom Zombie.

Venom Chart:

HD / Venom	Type	Method	Onset	Strength	Paraltic Poison
1	V1	Contact	1-4 Rounds	5 / 0	1d4 rounds
2	V2	Contact	1-4 Rounds	10 / 0	2d4 rounds
3-5	V3	Contact	1-4 Rounds	15 / 5	1d4 turns Lesser
6-8	V4	Contact	1-4 Rounds	20 / 10	1d4 turns Greater
9+	V5	Contact	1 Minute	Death / 20	1d4 turns Lord



Venom Zombies must feed on poison once a week or die. Any poison or toxic substance will do. They can detect poison within 100 yards of them at all time and accurately locate it. They are completely immune to all poisons, magical or otherwise.

Any time a Venom Zombie creates another, he is master of it and his personal power increases. A Lesser Venom Zombie is created when he has 10 Venom Zombies to Command. Lesser Venom Zombies have 3-5 HD. Lesser Venom Zombies look as they did in life. They can eat but only gain nutrience from poisoned foods.

A Greater Venom Zombie is created when he has two or more Lesser Venom Zombies to command. He has 6-8 HD and Regenerates two hit points per round. Any living person they touch they can control with a mind altering venom they release through their skin. This only works on creatures and persons with less HD then the Greater Venom Zombie. The controled person may save vs poison or is completely controled by the Greater Venom Zombie. The controled person loses 1 point of Constitution per day until he dies and becomes a Venom Zombie.

A Venom Zombie Lord is created when he has two or more Greater Zombies to Control. He has 9 + 1 HD for every Greater Venom Zombie above 2 that he controls. He has all the powers of a Greater Vemon Zombie and can Metamorphos liquids into either a paralytic poison, or any other kind of Venom Zombie poison.

Venom Zombies retain all the abilities they had in life including HD. Thac0 and hit points remain even if they only function as a 1 or 2 HD Venom Zombie.

Slow Poison nulifies the poisons in any Venom Zombie for the duration of the spell unless they save vs spell. Nuetralize poison or spells that acheive this affect, slay Venom Zombies unless they save vs spell. Food that has been purified by Purify Foord & Drink is fatal to Venom Zombies if they consume it, save vs death magic. "Heal" slays Venom Zombies instantly without saving throw unless they have the same HD as the preist.

Venom Zombies will not regenerate damage inflicted by holy weapons, weapons of wounding, sharpness or vorpal weapons. (Weapons of venom do not harm them.) If brought to -10 HP and then burned they will remain dead. If slain in a church they will not regerate. Holy water causes 1D8 pts but does regenerate. Blessed poison, if eaten, will slay then in 1D6 hours.

When a Venom Zombie dies it decays rapidly giving off a small cloud of poisonous vapor. This vapor hangs around the body until dispersed harmlessly in the wind. The poison is the same type as the venom.

The reverse of Slow Poison heals 1D8 hp on a Venom Zombie and the reverse of Nuetralize Poison heals 3D8 hp.

Venom Zombies are very rare and function much like a plague when they do arise. As of yet, no city has ever been infected, only small villages. In all outbreaks, the most powerful clerics in the area have been quick to inetervine and destroy they undead as quickly as possible. Druids will also make great efforts to destroy these undead.



THE INTRICACIES OF THE UNDEAD

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Marc Carlson <imc@vax2.utulsa.edu>
13 February 1994

Ghosts

Ghosts are merely restless spirits whose passing onto the next world is prevented for a number of reasons: for instance, the person may have died with an urgent need to pass on an urgent message, or to accomplish some unfinished task. In other cases, the ghost may be angered over its betrayal and murder in life, and cannot rest until the one who committed the crime is properly punished. A ghost might also, through its misbehavior in life, find itself bound to an unhappy existence between worlds until it finds some sort of way to atone for its actions. A relatively weak spirit might remain under the domination of a greater creature, tormented and unable to rest until the creature is destroyed. Finally, a ghost may just not know that it has died.

Ghosts are the transparent image of a person, usually at the at the time of their death. Since death can be violent, ghosts may have broken necks or gaping, fatal wounds. Others, who dies more peacefully or perhaps as a result of poison, may show no outward sign of trauma. Ghosts are usually clothed in the garments they wore at the time of death, or in what they were fond of wearing prior to that.

In most cases, these spirits are confined to a limited area. Ghosts are usually limited to remaining near the area of their original demise. They may, however, wander about the vicinity, although their weakness makes it difficult for them to make their presence known. In some rare cases, ghosts have been known to be tied to particular objects or people -- usually something it was fond of in life -- accompanying the object when it is removed elsewhere.

Ghosts leave no trace of themselves on the real world. During their wanderings, ghosts are usually nonmaterial. They have no odor, and, with the exceptions listed below, cannot manipulate physical objects. Even the sight or sound of a ghost is elusive; like an hallucination, they are only seen and heard in a person's mind. Their presence might otherwise be noted through a gentle wafting of air as they pass by, and some individuals seem to be able to sense their presence psychically. People who are immune to psionics are generally immune to ghosts. At times, a ghost may be seen and heard by some people in a group, and not others. Many ghosts can select who can sense it, and who can not. Ghosts are non-corporeal, and are usually noticed only by others in a like state.

One clue that ghosts are present is through encountering certain sounds that are obviously out of place to their surroundings. These creatures can project the sounds that were significant to them in life. This can range from children at play to the merriment of balls and dances, or even just footsteps. The sound will usually seem to be coming from behind a door or a wall, and they will cease when someone living enters the area.

Places where ghosts are particularly strong have been known to have phantom shifts. These extremely rare and terrifying illusions appear to take people encountering them back in time to when the ghost was still alive. They often reveal why the being was turned into a ghost. People in a phantom shift may freely interact with the illusion, but any attempt to significantly alter the outcome can shatter it. The illusion may continue at different



times, or may repeat itself endlessly. No one can predict accurately when a place may experience such an effect, by they often occur on the anniversary of the ghost's death, or other meaningful dates.

Ghosts can give the impression that they are teleporting. It decided to not be visible, moves to a new spot and materializes there. Ghosts can move through most physical objects unimpeded. Magical things can block ghostly travel.

Some ghosts are able to materialize into a physical shape. Ghosts may be fought with silver or magical weapons, but only when they are in a material state. Note that while ectoplasm (the stuff that material ghosts are made from) is massless, the ghost may be assumed for the purposes of combat to generally have the same mass it possessed in life.

Most ghosts can be turned by Priests, or repelled by holy herbs or symbols.

Most ghosts have no real means of attack, except where detailed below, other than acting in a threatening manner when their lair is penetrated. They may, however, possess physical objects for up to ten minutes, causing, for example, the chimes of a clock to ring, or the strings of a musical instrument to be strummed. The supernatural power of these creatures is such, however, that the mere sight of them, or realization of their presence, can be so frightening (at the ghost's whim) as to terrify the observer, sometimes even aging them 10-40 years, unless a save versus spells is made. If the save is failed, the person is under a Fear spell, and must make another saving throw. If the second is failed, the character ages. Priests above 6th level are immune to this effect, and all others above 8th level gain a +2 to their saving throw.

Ghosts may, for several minutes, possess an individual in order to communicate. The host must usually allow the physical contact to be made, although the ghost may attempt to touch the target, gaining temporary possession of the body if successful. The maximum duration of this possession is ten minutes, although the target may make a saving throw versus spell to eject the ghost.

Poltergeists

The poltergeist is a mischievous spirit, a wild, wandering, supernatural force with a minuscule intelligence. The odd little thing flies about looking for a good source of psychic energy to feed on. It is especially attracted to families with children, psychics, occultists, and places of power. Once such a place or person is found, the ghost settles in for a long haul. It is almost oblivious to the activity of the humans who share its home, interested only in humans as a source of food or play. They are simple energy beings with no real shape. Poltergeists attack by throwing stuff, but it is very rare that this stuff will do serious damage.

Poltergeists steal only one or two Vril Points a day from an individual, this can be easily regenerated. Powers are: Empathic, See invisible, Detect Magic, Telekinetic, May animate objects.

Syphon, or Trapped Spirit

The syphon is an evil entity that inhabits inanimate objects. Immediately upon inhabiting an object the entity is trapped, forever imprisoned, until the object is destroyed. The syphon can inhabit any form of no living matter. The creature will then feed off of the psychic energy of whoever touches it, often creating tales of being a powerful magical item. It is only really vulnerable to attack while in its free energy form.

Syphons will steal only one or two Vril Points a day from an individual, this can be easily regenerated. Powers are: Coercion abilities; Mind Bar; See Invisible; Detect Magic; Telekinesis.

Tectonic Spirit

One of the most powerful and dangerous of entities that craves and feeds on the suffering and pain of living creatures. Often to achieve its goals it trails its intended victims to a secluded spot, then "builds" a body out of any available materials or debris (leaves, twigs and wood, skeletal remains, toys, rags, junk, dirt and rocks, etc). All objects must be small and not currently alive. To build its body, it pulls these objects into an humanoid mound. The entity can inhabit and animate small humanoid or animal shaped objects, such as dolls, puppets, skeletons, mannequins, and some statues. The entity can generally only build or inhabit a body once per day. Note that setting fire to the animated object won't hurt the spirit, and will create a animated burning monster, for the duration of the fire.



Tectonic Spirits will usually steal only one or two Vril Points a day from an individual, this can be easily regenerated. However, in combat, they can and will steal the energy needed to perform any action from anyone who is not Shielded in the vicinity. Powers are: Empathic, Mind Bar, See invisible, Detect Life, ESP, Detect Magic, Levitation, Telekinetic

Possessing Spirit

Also called Oden, Haunt, or Dybbuk (Not the same as the monster). The Possessing Entity is often considered to be the most powerful and dangerous of these entities. They can be an intelligent and malevolent force that relishes torment and anguish. Like the others, they can be psychic vampires, feeding on the energy of its victim, and those unshielded around it.

The touch of a Possessing Spirit drains 2 points of Dex (or Pow) per hit. As the character is drained, he suffers not only the appropriate penalties, but feels a creeping numbness over his body. If the score reaches 0, the haunt enters the body and possesses it. Once the body is possessed, the scores either return to normal, or become those of the entity. Thereafter, should the entity voluntarily relinquish control over the body, it will start with minimal Dex (or Pow). These points are regained at a rate of 1 for every hour of complete rest. A successful possession means the entity has fully inhabited the body of a living creature and totally dominates it. The spirit can enter the body by entering an orifice, such as the mouth, nose or ears. Once inside the body, the spirit is immune to any spell except Exorcism, Wish (Full) or Magic Jar and banishment, control, or summoning spells are ineffective while they are in possession of a body, although the body is still quite vulnerable to harm. When it is inside a body, there is a faint astral aura about the face.

Often the Possessing Spirit does not kill its victim or deaden his or her thoughts. As if the victim's body were a coach, and the mind its driver, the odem would bind and gag the driver and take the reins himself. Like the poor driver who sits bound and gagged in the coach, the person whose body has been hijacked is completely aware of what the spirit is doing. He is simply helpless to act. He can even communicate mentally with the spirit. If the spirit is driven out, the person returned to normal. Of course, the victim may be "handed the reins" to a body that is weary at best, and mortally wounded at worst.

Often though, the essence and intellect of the original person is completely submerged, as if asleep, and will have no idea of the the Entity is doing with his or her body. Similarly, the Entity can allow the victim to regain his/her faculties and momentary control without leaving the body, but by releasing its domination over the host. The Entity can regain control instantly, and, unlike the victim of the possession, always has a complete awareness of what is going on when it isn't in command.

The goals of Possessing Spirits are often to cause mayhem and destruction. It feeds on the fear, Anger, and hate of those around it. Since it is unharmed by the death of its host, it considers the host to be expendable. Getting rid of such an Entity is very difficult. Another method is to try to talk or trick the thing into leaving, by it is very difficult. Psychic powers can be used to attack the Entity, but these can damage the body, and will likely provoke the Entity to violence. Incapacitating the body with drugs or magic for long durations (months or more) may entice the thing to leave.

Powers are: Possession, Empathic, Mind Bar, See invisible, Detect Life, ESP, Detect Magic, Levitation, Telekinetic, Telepathy

Haunting Spirit

A haunting entity is sort of a misguided and confused psychic bloodhound. Although we may not see it, we leave a psychic impression wherever we have been. Our homes and work places hold the strongest emanations, because that is where we spend our time. Generally, the psychic impressions fade or are so weak that they are imperceptible. However, strong emotions leave a deeper, lasting mark. More importantly, these intense emotions can leave portions of the soul of the once living locked into those brief snatches of a life. The haunt will reenact that fragment of a memory endlessly, often because there is something important that needs to be completed (although just what that thing is, may not be part of the memory fragment that the entity is made from), or perhaps, it doesn't realize that it is dead.



Haunts steal only one or two Vril Points a day from an individual to survive, and can be easily regenerated. Powers are: Empathy, Telepathic Projection, Mind Bar, See Invisible, Detect Life, Ectoplasm.

Greater Ghost

These are the ghosts as portrayed on TV and in movies such as Beetlejuice. They can generate ectoplasm, and therefore manifest themselves; they may form doppelgangers, they may alter their shape, although they will have a "true shape" to which they must eventually return. Many have significant other magical abilities. Powers are: Possession, Empathic, Coercion abilities, Mind Bar, See Invisible, Detect Magic, Telekinetic

Lesser Ghost

These are the ghosts as portrayed on TV and in movies such as Ghost and Here comes Mr. Jordon. They are the "Basic Ghost" as described above. While they may individually have more powers that are listed below, they will not have less. Possession, Mind Bar, See Invisible, Detect Magic, Telekinetic

Ghost, Diabolic

These truly evil creatures feed on the life essences of those around them through a variety of different methods. There are a number of lesser variations that are based on these different methods. For example, there is the Ghost (Book or Monster Manual); any creature within 60 yards of a ghost is subject to a Magic Jar attack, and any creature whose life energy is so drained, dies. Other variations of the diabolic ghost are the spectres, wraiths, etc.

Dullahan

Legends are filled with headless phantoms that, like the Banshee, herald an imminent death. These often drive a black coach or ride a black horse. Dullahan generally either carry a whip, which when cracked, can be heard up to two miles away, carry explosive projectiles (such as flaming pumpkins). These items can blind, or do magical damage (as per 10d6 fireball). Dullahans are terrifying, and, in addition to the aging effects of the fear aura, there is the possibility of causing insanity.

As a rule, everything about a Dullahan is insubstantial, except when it is used to attack the living.

Dullahans usually only appear at night. If they manifest as a Death Coach, the coach may carry headless passengers as well (These are part of the Dullahan manifestation and not necessarily separate entities. Dullahans usually cannot run over living objects or running water, though they have no trouble with marshes. If the Dullahan can not force the living object out of its path, it will remain until it is defeated, or until sunrise when it will return to its place of rest, usually a graveyard. If a person passes through a Dullahan's graveyard, or other haunted site, the creature will chase them.

If the Dullahan can kill its victim, it will drain all life energy from the corpse, although it doesn't always kill its victims.

Diakka

These are the communicating & materializing spirits of mediums and spiritualists. They are not a separate monster type, but rather a personality type.

Ghost Type	Poltergeist	Syphon / Trapped Spirit	Tectonic Spirit	Passing Spirit	Haunting Spirit	Greater Ghost	Lesser Ghost	Diabolic Ghost	Dullahan
Climate / Terrain Frequency	Any Rare	Any V. Rare	Any V. Rare	Any V. Rare	Any Uncommon	Any Uncommon	Any Uncommon	Any V. Rare	Any Rare
Organization	Solitary	Solitary	Solitary	Solitary	Solitary	Bureau	Solitary	Solitary	Solitary
Activity Cycle	Any	Any	Any	Any	Any	Any	Any	Any	Any



Diet	Psychovore	Psych	Psych	Psych	Nil / Psych	Nil / Psych	Psych	Psych	Psych
Treasure	Nil	Special	Nil / *	Nil	Nil	E, S	Nil	Nil	Nil
Food Value	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Armour Material	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Alignment	CN, CE	CE	LE, CE	CE	Any	Any	Any	LE	LE
Strength	1d6	Nil	Nil / *	Nil / *	Nil	Nil	Nil	Nil	1d8
Dexterity	1d6	Nil	Nil / *	Nil / *	Nil	Nil	Nil	Nil	1d20
Constitution	Nil	Nil	Nil	Nil / *	Nil	Nil	Nil	Nil	Nil
Intelligence	Low	Very	Ave-Very	Very	Varies	Varies	Varies	Highly	Very
Will / Wisdom	3d6	3d6	3d6	1d20	1d20	1d20	1d20	1d20	1d20
Bravado	1d20	1d20	1d20	1d20	1d10 + 10	1d20	1d20	1d6 + 15	1d6 + 20
Perception	1d10	1d20	1d20	1d20	1d20	1d20	1d20	1d20	1d20
Power	1d12	1d30	1d40	1d60	1d6	1d60	1d6	1d50	1d40
No. Appearing	1-8	1	1	1	1	1-4	1-6	1	1
AC / AV	0(10) / NA	0 / NA	0 / *	0 / NA	10 / NA	0 / NA	0 / NA	0(8) / NA	0 / NA
Move / Max Velocity	(6) 18 Figure Use	18 Mental	18 / 9 Mental / *	18 / * Mental / *	12 Mental	18 Mental	18 Mental	9 Mental	18 Figure
Hit Dice	1	6	10	5 / *	1	10	3	10	10
BP	Nil	Nil	*	Nil / *	Nil	Nil	Nil	Nil	Nil
No. Attacks	2	1	0 / 3	1 (as 5 HD)	NA	2	2	1	1
Damage / Attack	0 / 1-2	1d10	Con	0 / 2d6	2Dex / *NA	Weapon	Weapon	Special	Special
Special Attack	Above	Above	Nil	Above	Nil	Above	Above	Above	Above
Special Defense	For All: Magical or Silver Weapons to hit because of Astral / Noncorporeal nature Immune to all but Astral, Psychic, or specific spells. All are -4 to hit when invisible.								
Magic Resistance	Nil	Nil	75 %	Nil	100 %	Nil	Nil	Nil	95 %
Psionics	For All: Yes, based on POW								
Size	S (1' dia)	S (1' dia)	Varies	Varies	M	M	M	M	M-L
Mass	Nil	Nil	Nil / *	Nil / *	Nil	Nil	Nil	Nil	Nil
Morale	10	12	15	16	18	12	10	Special	Special
XP Value	65	300	5000	1500	0	5000	1000	7000	5000

* Value of the physical body possessed.



Necromantic Familiars

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These can either be used with the necromancer character class I provided earlier, or as familiars for necromancer specialist wizards.

To acquire a necromantic familiar, the necromancer must already have a normal familiar and then make it undead as part of some sort of ritual or spell rite (example second level spell given below).

Undead Familiar (Necromancy)

Level: 2
Range: As find familiar
Components: V,S,M
Duration: Permanent
Casting Time: 6 hour ritual
Area of Effect: Mage's familiar
Saving Throw: Special

This spell allows a necromancer to turn a normal, living familiar bound to him through the find familiar spell to become undead and bestow extra abilities upon him. During the ritual, the caster's familiar is ritually "killed" with a bejewelled bone dagger (costing no less than 2500g.p. materials, plus construction cost; which is destroyed at this point). The necromancer must then make a system shock roll to survive this (although there is no loss in constitution). If this roll is failed, the wizard dies, and the ritual fails.

The remainder of this ritual animates the dead remains and re-binds the spirit to the necromancer. Note that if the necromancer wasn't "nice" to his familiar in life, the familiar's spirit may try to resist this binding attempt. The familiar gets a save vs. death magic to resist, if it is truly deserved; this will not be the case in most instances as the necromancer and familiar usually go into this together. If the familiar does save, though, the ritual fails, the wizard's familiar is dead and the wizard loses 1 point of constitution permanently just as if the familiar had died naturally(?).

The actual type of undead the familiar comes back as depends on the other material components used in the casting of this ritual and are summarised on the table below:

Resulting Undead Familiar Type	Components
Same as that of the undead creature (Excluding the wight, wraith, lich, etc.)	- Earth from the grave of a now undead creature
Vampire	- Teeth and eyes of a Vampire
Mummy	- A piece of bandage from a mummy and a rat infected with mummy rot
Ghost	- Ethereal cowl of a ghost
Skeleton	- Skull of a Skeleton
Zombie	- Flesh from a "fresh" Zombie corpse
Spectre, Ghost, or Vampire (Caster's Choice)	- A bone vial containing essence of the negative material plane

This can produce such things as vampire cats, mummified snakes, skeletal bats, zombie toads, ghost owls, etc. It is worth pointing out, that the familiar keeps all the abilities it had in life, movement modes, special abilities, attack chances, AC, HP, etc. The mage also benefits in the same way, for example, a necromancer with an undead crow familiar still gets excellent vision and the undead crow can still fly (even if it becomes a skeleton).



In addition to all of these abilities that it bestowed, and had, in life, the familiar also gains extra abilities depending on the type of undead it has become as well as some general abilities.

* Firstly, the familiar cannot be turned by a cleric who would ordinarily be able to do so, unless the cleric rolls to turn undead equal to twice the combined hit dice of both the mage and familiar combined. If a cleric manages this, then both mage and familiar must leave the vicinity of the cleric. Neither mage nor familiar can be automatically destroyed without a saving throw vs. death magic.

* Secondly, both mage and familiar, in addition to any other benefits, become immune to all cold based, charm, hold and sleep spells, except those that are specifically designed to affect undead as stated in the relative spell/power descriptions.

Specific powers are as follows:

Undead Type	Special Powers
Skeleton	- No additional effects
Zombie	- No additional effects
Ghoul	- Mage or familiar can deliver one paralyzing attack each day
Ghast	- Familiar can exude stench as Ghast at will. The casting mage is immune to this, and all other similar Ghast stench. This is in addition to having a Ghoul familiar.
Mummy	- Familiar or mage can infect one creature touched with <i>Mummy Rot</i> per week. No save.
Spectre	- Familiar or caster can drain one energy level temporarily (until next full moon) from any one creature touched. They use this twice a week.
Vampire	- Familiar can mesmerize, as a vampire, all that meet his gaze. Mage can drain levels by drinking blood of humanoids (something he will now feel compelled to do at least once per week).
Ghost	- Familiar and mage can become ethereal at will for one turn, but cannot do it again for at least another hour.
Shadow	- Familiar cannot become a Shadow
Wight	- Familiar cannot become a Wight
Wraith	- Familiar cannot become a Wraith
Lich	- Familiar cannot become a Lich

There are more undead types, but these have not been gone into here as the familiar cannot become them.

Undead familiars can be further enhanced by the series of familiar enhancer spells, to further enhance their effectiveness at later levels.

Note that this is a ritual spell, like many others in the Phb and other manuals. That is to say, that the caster need not be a necromancer specialist wizard, but may be of any type of mage able to cast necromantic spells. If this is the case, the familiar is unlikely to understand fully the mage's fascination with death that a necromancer's familiar would and so is more likely to resist the binding process.

Remember, if this undead "dies" or gets lost/abused, etc. penalties must be applied to the caster as for a living familiar. This also applies to necromancers who summon undead familiars.

In addition to the spell components already listed, a silver circle must be laid onto stone, various candles made of wax mixed with exotic oils must be burned, as must expensive and rare incenses and herbs. The total cost of this is a further 2000g.p. and takes 1 hour to set up, in addition to the ritual casting time and cost of the other spell components.

If the undead familiar is acquired as a necromancer (not a specialist wizard type), a similar ritual is required (in terms of expense and time), but the necromancer need not already have an alive familiar, thus dispensing with the need for a bone dagger, and various system shock rolls and saving throws. It is, therefore, easier for necromancer to get an undead familiar. Another advantage a necromancer has over a specialist wizard



who summoned a familiar, is that the necromancer can choose what type of animal to animate at the time of the casting and get the exact undead familiar animal he desires.



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13 February 1994

Vampires and Vampirism

The vampire, as we know the species, was originally a creature of myths and legends told over the flickering flames of the campfires, first in primitive hunting camps, then in peasant's hovels and lord's castle. The concept of life-stealing spirits of the night is a universal one. Vampires are predators whose natural prey, humanity is more usually the hunter than the hunted.

Different traditions and cultures throughout history have believed a variety of things about vampires. It isn't easy for a researcher to balance between the mystique and an explanation of what is true about these creatures. Further confusing the issue, are the inherent differences between the types of vampires, as different bloodlines of creatures have differing abilities from one another, going so far as to separate into vampires whose powers are magical in nature, and those whose powers are not. Making this research more difficult, it is the power of the mystique of vampirism, those superstitions that have clustered around the vampires, which has had a enormous effect on what differences from one vampire to another.

It is often the effect of the legend-telling tradition's beliefs, and the power of those beliefs on the Vrils (1) that have proven most important to the forms that vampirism, particularly magical vampirism, have taken in regions where those legends are told. Other cultural beliefs, such as how a vampire should react to holy objects, or what they feed on, can have an effect on how a vampire will behave, even when those beliefs are wrong.

There are myriad examples of the reputed origins for vampirism. The first of these examples begins in prehistory when the evil Elder Gods of Earth fled the Earth, or were imprisoned or destroyed. One of these imprisoned gods kept watch to try and escape. This evil god created the vampires for some unspeakable reason.

Some of the other origins state that vampires are corpses possessed and animated by demons, or that they are people who have been blessed by a god of the life-death-rebirth cycle, that they are people who were cursed by the manner of their death or something that happened to them after their death, or even that they are people who have made pacts with demons.

The final origin I shall examine, and the one which is the premise that this essay is based on, states that an alien organism arrived on Earth at some unknown time in the past. This organism, resembling a virus, was carried in a strangely radioactive meteor, which struck the Earth and exploded. The ground around the impact site was permeated by an obscure form of emanation from the broken meteor necessary to keep the organism or virus, and those creatures eventually affected by the virus healthy.

In its basic form, the virus is a semi-sentient, psychically-endowed group organism, and harmless to terrestrial life. At some point, however, the virus began to mutate into a self-sustaining form that would affect humanity. And from this mutation, the basic, non-magical vampire was born.

Later, the virus was located and isolated by the Sorcerer-scientists of Ancient Atlantis c.50-100,000 B.C. It was they who discovered the extreme mutability of the virus. They altered the resulting organism into a form that eventually became entirely magical in basis before it progressed onto other forms entirely.

For my purposes, there are only three origins for vampirism, the 'normal,' physical transmission of the vampiric virus, divine curse, or finally, someone, preferably someone who has been exposed to the virus, who refuses to die.



Vampires, considered by tradition to be undead creatures who exist off of the blood of their victims, are almost as varied as the types of people who become them. Each different 'bloodline,' or a group of vampires who have descended from the same vampire, can have different mutations or forms of the disease. So two vampires who may appear totally the same, can have totally different reactions to the traditional defenses to the undead, or have totally different abilities. Most, however, share certain common traits.

The 'basic vampire' is non-magical in nature. It is inhumanly strong, capable of tearing a human being in half like a small phonebook, and unbelievably fast, fast enough to reach into a person's chest and pull out the heart between two heartbeats. The vampire possesses a frightening array of metafunctions, and using them could pull out that same heart in the middle of a crowd with no one, including the victim, ever noticing the creature's presence. A vampire can psychically coerce its victims into lying back and baring their throats to it with but a thought.

Vampires can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly, depending on what made the wound. Vampires do not age physically, and as time goes by, most vampires grow more powerful. In part they simply grow wiser, learning new tactics and tricks. There are no stupid old vampires. In addition, they become physically tougher as their pseudoflesh becomes denser and harder to damage.

Vampires are feared by humans because of their dangerousness in combat, because they feed on humans, whom many vampires consider little more than cattle ripe for the slaughter, and they are feared because, to paraphrase, vampires don't reproduce, they recruit.

On the other hand, the more traditional vampire, the vampire as represented in legend, is a magical creature who is considerably more dangerous than their merely metapsychic brethren. Not only can the magical vampire do all the things mentioned for the basic vampire, it also possesses a wide range of supernatural powers. These powers are limited only by the strength and power of the vampire's will. For example, magical vampires can summon and control a variety of animals, they can shapeshift, even assuming a gaseous form at will. The strongest vampires, however, can control the weather, and many have even more unique powers.

There are other general types of vampires, and these will be looked at more closely later. There are also different 'bloodlines' of vampires, lineages stretching through the centuries from generation of vampire to the next. These different bloodlines often have different powers and reactions to things, different mutations from the basic vampire. But in general, all vampires, magical or not, conform to a general profile, straying from that profile only in detail.

In the description that follows, it is to be assumed that what is being portrayed is valid for both the magical and non-magical vampires, except where the text is describing a particular detail of one form or the other.

Appearance

Vampires usually appear nearly exactly as they did during life before they 'died.' The key terms here are 'usually' and 'nearly.' The most obvious difference in their appearance is the perpetually pale, faintly luminescent complexion that is due to lack of blood in the circulatory system. Most vampires are simply more pale in aspect than are normal people, although some vampires also have bleached hair and luminously pale eyes, and a few bloodlines have perpetually pure alabaster skins. Feeding brings about bloody eyes, blood stained tears, and the fetid, tainted breath of a hemophage, or blood drinker. If the creature has fed, its complexion appears slightly flushed. If it is cut or stabbed, the creature bleeds. Over the next few days after feeding, the body begins to lose its fresh appearance, and the face turns gaunt and gray. Regardless, most vampires can easily pass for normal humans, or whatever species the creature was originally.

A vampire will usually appear between twenty and forty years in age. If they were elderly before they changed, they will rejuvenate somewhat, while children will remain children physically, in perpetuity.

Vampires are capable of regenerating themselves, and the vampiric pseudoflesh can eventually repair any damage incurred by the vampire. A vampire will regenerate physical details such as hair, nails, etc. every night, although more significant regeneration of damage takes more time.



Vampires are usually still, when not moving intentionally, or breathing in order to speak. This is an absolute stillness, as if of a corpse. If a vampire chooses, it can enter a form of suspended animation for up to centuries at a time.

Although a few forms of vampire have fixed permanent fangs, in general, the teeth appear perfectly normal, and even X-rays will show no significant difference. Where the upper canines once existed, a rigid body of erectile tissue covered with finely fragmented enamel forms. When the vampire becomes hungry, or aroused, these teeth become engorged with the ichor that passes for blood in the body of the vampire. The teeth swell and achieve their full erect size, up to half an inch long. These are very sharp, fine blades that are used for cutting and penetrating.

Finally, magical vampires have no reflection in a mirror or similar item. Because they have no reflection, nor can they be photographed.

Feeding

Vampirism is a disease, or interlocking arrangement of micro-organisms, operating similarly to a retro-virus, which alters the very nature of the cells in the vampire's body, one by one, and has exotic side effects and symptoms. The virus is quasi-sentient and is a psychically aware psychovore, surviving by consuming the life energies of others.

Therefore, both magical and non-magical vampires are hemophagic psychovores with a hunger to live, a hunger for life. There are some forms of vampire that exist on other things besides blood, and these will be covered further on. In general though, while vampires seem to survive by the sheer force of their own will, they actually maintain their existence by feeding on both the blood and vital life force of their victims.

The more intense the victim's emotion, the more psychic energy is created, the higher the psychic output of the victim, and the better it is for the vampire to feed upon. Vampires require psychic energy at the levels of intensity generated by death, terror, passion, or other extremes of emotion. This is why most vampires terrorize their victims, playing with them before feeding. Other vampires use techniques to arouse great passion in their "victims" before feeding. During the feeding process, the vampire often psychically triggers an outpouring of pleasure from the victim, coercing the maximum energy output possible from the victim. Vampires themselves experience an intense orgasmic ecstasy while feeding. Vampires are addicted to the, to them, drug-like ecstasy gained from absorbing the Vril of the victim. More addictive than the mere life energy though, is life energy that has been tainted with the psychic emanations of fear and death.

If the vampire is not fed, there is an increasing chance of the creature going berserk until it is able to glut itself in a mindless feeding frenzy, as the beast within emerges. If still unable to feed, or to enter the state of suspended animation, the vampire can eventually begin to broadcast its hunger, frustration, and terror in a telepathic screaming. This screaming will continue until either the vampire is either fed or totally destroyed. This screaming causes serious distraction to most farsensors nearby.

The energy taken in feeding is used to fuel the vampire's powers, as well as to maintain the creature's existence. Each cell in the vampire's body becomes a conduit for energy, as if each individual cell of the vampiric pseudoflesh were possessed of its own chakra. These chakratic cells are usually unable to collect Vril from the ambience, and convert this energy into their own life force. This inability is due to post mortem damage to the creature's primary chakratic system. It is possible that there are vampires out there whose chakratic systems have not been so damaged, and who can convert Vril, but it is doubtful as the post-mortem damage is a result of the vampiric transformation.

The sun is the primary source of the Vril energy used by living beings as life energy, and although the vampire can't absorb this energy to support its powers, the creature's chakratic system is somehow stimulated by 'solar Vril.' This stimulation is similar to vitamins given to a human; the vitamins are not the primary source of life, but are important to the overall health of the being. The chakratic system is most efficiently stimulated by the amount of 'solar Vril' found in the intensities of reflected moonlight at night. Under the intensity of the full sun, the chakratic system is stimulated into intense hyperactivity that quickly destroys the vampire, incinerating it as each of its cells burst into flame. This burning generates an intense heat that will consume the vampire's entire



body. Onset is instantaneous with the first contact with sunlight, and even simple burns take upward of fifty years to heal.

As the vampire ages, it develops better control over the excessive chakratic energy and is able to survive in indirect sunlight, then finally, to walk by day. However, even those vampires who are able to survive in daylight are less powerful under the sun than they would be at night as they are forced to commit more of their strength and concentration to controlling their bodies.

Generally, the vampire becomes absolutely inactive during the hours when the sun is above the horizon, locked away from all light. This inactivity is forced on the vampire by its own body, trying to protect itself from the sun. Those vampires that need their 'native soil,' as discussed later, can hide from the sun any place, but will not be able to rest properly without that soil. Magical vampires who have changed their shape, for example into a bat, or a mist form, are frozen into that shape for the day, if they have not returned to their normal form by the time the sun rises. However, this other form will still burn if caught in the sun's light.

The average vampire requires no more than a quart of blood every other day, and certainly not less than a cupful every week, unless they are in a state of self-imposed suspended animation.(2) This blood contains the necessary materials for the vampire to physically survive. Some vampires are also able to consume other fluids, such as fruit juices, bouillon, etc. These other fluids have little, if any nutritional value to the vampire, and may be consumed more out of social politeness than hunger.

While vampires can survive by feeding from dead creatures, or from animals, this diet leads to mental dullness because they lack the proper psychic energy. The blood will keep them alive but it will not give them the life energy they require to survive. Stored blood is as bad, or worse than, animal's blood, and the possibility for anti-coagulant poisoning also exists.

It is possible for vampires to become effected by chemicals, such as alcohol or cocaine, that exists in their victim's blood. This tends to indicate the possibility that poisoned or diseased blood might have some long term effects, such as madness, on the vampire.(3)

Transmission of the Virus / Becoming a Vampire

The vampiric virus is transmitted when a vampire feeds from a victim, or engages in sexual activities, etc. The microbes are transmitted through saliva, or other bodily fluids, thereby enter the victim's bloodstream.(4) The virus will remain inert in the victim's bloodstream until there have been six or so exposures, or more than 90% of the victim's blood has been removed by the vampire. After this point the virus enters its first vigorous stage, and takes an active hold on victim's system. Assuming the victim is still alive, the virus becomes a part of the victim's genetic code, and cannot be easily removed.

After the virus has completed the genetic work in the first vigorous stage, it becomes dormant once more until conditions become more favorable for the change into the vampiric form.

Therefore, the virus will not enter this first vigorous stage unless there is a large amount of the virus. This usually happens only if the victim was the primary source of food for a vampire for an extended period of time. If a person feeds off the blood of a vampire, then the change can be brought about immediately. While it is possible for a person to become a vampire when killed by a single vampiric bite, this is unlikely because there is also a chance that the vampire who is draining a victim unto death will be dragged along into death by the psychic connection. If this doesn't kill the vampire, it could destroy their mind.(5)

It is possible for a person who is killed by a magical vampire, even though in barehanded combat to be transformed.

Finally, if the corpse that had been infected or mostly infected by a magical vampire is re-exposed to even a small amount of the virus, this might trigger the changes in the corpse. For example, cats and dogs can act as carriers for the virus, and exposing an infected corpse to such an animal could trigger the metamorphosis.(6)



While the virus is highly active and potentially dangerous, neither the basic virus, nor the magical form is really able to defend itself against the body's immune system. It is only after that immune system has stopped working, can the virus begin the transformation.

If none of the things mentioned above occur, and there is insufficient virus present to enter the first vigorous stage, the virus can't become part of the genetic code, the virus can be metabolized out of the victim's system in a matter of 2-6 weeks. Although, during this time the victim can still be controlled by the vampire who infected them.

If the infected person is either a latent or operant metapsychic, and under great emotional stress, it is possible for them to cure themselves by burning the virus out of their system before it can become established. If so cured, the virus residue will be metabolized out of the person's system, but until then they can still be controlled by the vampire who infected them. Once freed of the disease, the person may be reinfected. Other than a metapsychic or magical renewal of life, there is only one other cure for the disease, the True Death.

There are two other ways for a vampire to be created, other than the normal transmission of the virus: the person who refuses to die, and the divine curse. The person's refusal to die, if they have been exposed to the virus, forces the change, as detailed above, even though there may be insufficient virus in their system. More unusual is the concept of the 'deadly desire,' a totally magical transformation, that doesn't actually require the presence of the virus at all. With this, a person either is a metapsychic powerful enough to reject their own death, or else the person actively seeks the endless existence of undeath, and is willing to sacrifice their life to attain that wish.

A curse resembles the deadly desire in that the victim's own actions cause the vampirism, but the person does not necessarily want to become undead. The recipient of the curse has done something to gain the attentions of a god, who is willing to cause the transformation. It should be noted the a vampire created by divine curse need never have been exposed to the virus. In some cases, this could be considered a divine gift, if someone prays to the proper deity for undeath, or has enough "credit" with a deity that the wish for undeath is granted.

When an infected victim dies, the virus once more becomes active as the second vigorous stage begins the metamorphosis to vampiric form. The virus becomes a stimulus that revivifies the non-living host while simultaneously causing major modifications to the host's body.

The virus first rewrites the body's genetic structure.(7) Assuming that there is no extensive internal damage, the corpse undergoes a major metamorphosis. Minor damage will either be repaired, or else healed around, possibly leaving the vampire permanently mutilated. However, if the body had been extensively damaged before death, or immediately after death, particularly if there had been damage to the nervous system, then the transformation will not occur.

After the genetic code has begun to be rewritten, all waste materials are forcefully eliminated, and all body fats are either converted into regenerative raw material or else is ejected with the bodily wastes. This often leaves the vampire with an appearance of gauntness and elongation. Then the flesh begins its gradual conversion to the 'pseudoflesh' of the vampiric form. This pseudoflesh contains the vampire's cellular chakratic system. The total conversion from flesh to pseudoflesh takes centuries, and is similar to petrification of fossils. The older the vampire is, the more pseudoflesh it is. Pseudoflesh toughens against the allergens that effect vampires (8) with time, as the vampire's control over its bodily energy increases. When exposed to the sun, the pseudoflesh of older vampires burns slowly and more completely while that of the younger vampires burns hotter and faster.

Other changes that occur are an enhancement of the senses to a preternatural level that can allow the vampire to count the people in a building from outside, merely by the sound of their breathing, or to detect a lie by the trembling of the speaker's voice. The changes to the senses also allow the vampire to see at great distances and further into the ultraviolet bands of the spectrum. The digestive tract is redesigned to allow the absorption of necessary enzymes and amino acids for the body's continued existence from the circulatory fluids of other creatures, or, if necessary, to build those nutrients from whatever it can glean from the fluids the vampire consumes.

The creature's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is 10-20 time what it had been in life, as well as increased speed, reflexes, dexterity and agility. Finally, there is an



alteration to the neurological systems, triggering the vampire's metafunctions, as well as increasing the speed at which a vampire can think, its reaction times, and improving its memory.

Other, more cosmetic, changes to the magical vampire can include an increase in hirsuteness, a lengthening of the face into a muzzle or snoutish appearance, pointed ears, etc.

The change to vampiric form may, but not necessarily, cause insanity, or other personality change. For some magical vampires, such a personality change might be part of the magical effect, but, in general, these personality changes have less to do with what happens during the transformation, than with how the person being transformed reacts to the changes.

It is possible that the virus might fail, and create a Vrykolakas or 'ghoul,'(9) or perhaps a mindless or insane vampire.(10) A vrykolakas or mindless vampire might also occur if the vampiric virus is introduced into a corpse. Vrykolaki are more fully discussed elsewhere

The change generally takes twelve to twenty-four hours, although transformations taking up to three days aren't unknown. The transformation requires the expenditure of a great deal of energy, so that once transformed, the vampire will either become active and very hungry, or else sleep for a number of days. The response is fairly individual and unpredictable.

Psionics of the Vampire and Special Powers

The primary powers of vampires are their psionics. Of the vampiric powers, the Coercive powers are of the greatest importance. These are exemplified by the vampiric abilities to charm and seduce their victims, to exert great mental control over other beings, and to control vampires of lesser strength and power. Vampires can control and manipulate the powers of other vampires nearby, by a special exertion of their coercive will, because of the similarity between the vampiric forms. The more powerful vampire can override the lesser vampire's control over itself, and its mental and physical systems. Vampires can also mesmerize or hypnotize those around them. By extending this ability into an aura, or field, of Avoidance, or psionic Invisibility,(11) the vampire can disappear from sight.(12) If they desire, they can generate an aura of Fear to terrify those around them, or cause other beings to fall into a deep sleep. The vampire can force its victim's mind to go blank, or into a trance-like state, prior to, or during, feeding.

Helping their enhanced senses, vampires also have extensive farsenses, and can even taste or feel the minds of others. The process of feeding creates a psychic link between victim and vampire. This link may last well after the virus has been metabolized from the victim's system. This communication may be either one way, with the vampire able to communicate with the victim from a distance, or two way, the vampire able to receive impressions from the victim.

Some vampires develop the PK ability to levitate, then to fly as they get older.

The magical vampire may possess a wide range of supernatural powers. These powers are limited only by the strength and power of the vampire's will. For example, magical vampires can summon and control a variety of animals, they can shapeshift, even assuming a gaseous form at will. The strongest vampires, however, can control the weather, and many have even more unique powers.

If a sleeping vampire is disturbed, it will attack (13) as if awake, without necessarily waking up.

Some magical vampires have the ability to temporarily drain life energy (14) merely by a soul chilling touch. A person drained to unconsciousness (15) in this fashion will fall into a coma, remaining unconscious until all the energy has been regenerated. There are no other ill effects from this touch.

Potentially, the most dangerous power of the vampire is the toughness of the pseudoflesh and the immunities that result from that toughness. A nonmagical vampire can absorb a tremendous amount of damage from any physical attack aimed at them, as though they were wearing armor.(16) Even without that, they regenerate at a sufficiently great speed that weapons made from certain types of materials, the allergens, can harm them badly enough to wear them down.

A magical vampire, on the other hand can only be damaged at all by weapons made from allergen materials, or that are magical in some way can even harm them. Kinetic energy damage is shrugged off, bullets, knives, etc. either pass through them as though they were mist, or bounce off their skin, depending on the bloodline of the vampire.



Sex

Even though the Vampire's teeth can become erect, most male Vampires are not generally capable of sexual activity. This impotence is caused by the lack of blood actually in the vampiric system. Usually only when their system is glutted with blood are they able to engage in sex. Rather than sperm, the vampire ejaculates bloody semen filled with the vampiric virus. There is a small chance for magical vampires that this "vampiric sperm" can fertilize an ova, rather than merely infect the woman with vampirism.

Female vampires are capable of sexual intercourse at any time. However, unions with female vampires are always infertile. This is because of the long term sacrifices of blood and life energy that the body would have to make for the fetus to grow could not be allowed by the body, as this would threaten the overall body's well being and long term survival.(17)

Should any sexual union between a magical male vampire and non-vampiric woman prove fertile the child might be vampiric, or Dhampiric. A vampiric child may grow to adulthood before it realizes its vampiric tendencies.(18) A Dhampir is human with certain affinities for vampires. They can identify a vampire at any time, and have tremendous resistance to all coercive metafaculties. They can use any weapon against any vampire as the weapon were magical vampiric allergin, effecting even older vampires.(19)

No union between a non-magical vampire and anything else is possible. No union between two vampires would succeed.(20)

Weaknesses and Death

Vampires, and the virus, have a number of 'allergies.' Different 'bloodlines' of vampires, including different types of vampires, having slightly different mutations of the virus, immunities to one or two of these allergins, but for the reasons explained below, these allergens will at least strike and damage all forms of vampire. If they are not immune to these substances, these allergic reactions can easily be lethal to the vampire. And so these things could be used to kill the vampire.

The term allergen is used only in its definition of 'a substance that produces and altered body reactivity.'(21) The allergens are the Sun, as mentioned before, silver, certain specific herbs such as Garlic and Wolvesbane (also called Monkshood or Aconite), as well as Hawthorne, Whitethorn, or Blackthorn woods. Some other woods, such as Oak, Ash, Alder, Willow, Aspen, Maple, Yew, etc. can be used to damage the vampire, but will not trigger an allergic reaction in the vampire.

Certain organic materials, such as the woods mentioned above, and metals, silver, have the ability to disrupt the vampire's chakratic systems, even if they aren't allergens, because those materials interfere with the natural flow of Vril. Large bodies of water tend to inhibit the vampire's natural absorption of Vril, by dampening the energy levels.(22)

The buring affect of the Sun on the vampiric chakratic systems has already been discussed. In totally magical vampires, the divine energy, and the energy of belief found in holy objects acts similarly to sunlight, burning the vampire.

Because the amount of psudoflesh that makes up the vampire's body changes over time, as well as the vampire's control over his own bodily energies, the physical response to the allergins differs overtime. In the young vampire, allergic reactions consist of agonizing swelling and buring, lastin for upwards of weeks at a time, while for older vampires, the reaction becomes little more than a small burn, and eventually the vampire becomes immune to them to the allergies over time.

'Native soil' is a symbol of the vampire's links to the patterns of Vril power of the Earth. Any vampire can 'go to ground' or bury itself to sleep in the earth, and survive asleep off the life energy of the planet. Vampires of a magical nature reflect this symbolism in their need for native soil. The magical vampire needs the soil of the vampire's human birthplace, or perhaps the soil of the vampire's vampiric birthplace, to survive. Some magical vampires may walk by daylight, if the vampire maintains some of its native soil on its person.

To kill a vampire, tradition states the vampire's mouth should be filled with garlic, a wooden stake driven through the creature's heart, and finally decapitation. Garlic deadens the creature's brain, as the herb's antibiotic



properties attack the virus. The stake, or a consecrated dagger stuck through the creature's heart stops the circulatory system, and decapitation disrupts the central nervous system.

Other suggested weapons are silver nitrate injections, garlic distillate, etc. In one case, bullets carved of lignum vitae, a hardwood dense enough that it won't float, with a silver or lead core was used.(23) Submersion under a depth of water can force the vampire into a state of suspended animation, as the Vril flow is disrupted, and as the cells begin to die, eventually, the regeneration breaks down and the vampire will dissolve. After the creature is dead, post-mortem decomposition is rapid as the pseudoflesh disintegrates.

Different 'bloodlines' of vampires, including different types of vampires, have different mutations of the virus. Some of these mutations grant immunity to silver, garlic, and/or the other allergens, as well as different physical modifications. Mutations in the bloodlines tend to 'breed true' into their 'fledglings,' or newly created vampires.

Fledglings, particularly newly created vampires, are helpless to flooding impressions of the senses, as well as the weaknesses to sunlight, etc., and they need an older vampire to teach them. A permanent psychic bond exists between the fledgling and the vampire that created them. Because of this, as well as the fact that vampires suffer from the conservatism of age, usually only the head vampire of an area is allowed to create fledglings.

Endnotes and 'foreign' Words:

(1) Vril (Synth.)

Also called Aether, Ether, Ch'i, Prana, Shakti, Telesma, Baraka, Mana, animal magnetism, the Vital Life Force, Cosmic Fire, Kundalini, Serpent Fire, the Dragon of the Earth, the Force, and many others. Vril is a basic energy, one of the basic building blocks of reality that, by differing its rates of vibratory motion, is perceived as matter, motion, gravitation, magnetism, physical life, thought, and divine spirit. It is the "dimension" through which the Mind, Life and many magical processes operate. It is the "Ambient Magical Energy" of the Universe, as well as that energy which empowers existence, the power of life. It pervades the universe, binding and linking all things together as a whole.

(2) A cupful is really cutting the bottom edge of what is able to keep them going. This, of course all, depends on their life style as well.

(3) Blood and energy can be considered as "Will Points." The average vampire will only drain about 10% of a victim's WP per feeding. This is enough blood to keep the vampire alive, and shouldn't cause a noticeable loss from the victim. If more SP energy is needed, the vampire may feed more from the victim, or else find another victim.

"Will Points" are equal to the Average of Wisdom and Constitution ($Wis + Con / 2$) plus any PSP the character might have.

At a 10% loss the victim receives a -1 "to hit and save" and then must Save versus Spell or be controlled by the vampire. This is different from Charm. This is an absolute control of the victim by the vampire at an unlimited distance. This control wears off as the virus is metabolized out of the victim's system.

After a 30% loss the victim receives a -2 "to hit and save" and then must Save vs. Spell, or be permanently controlled by the vampire (at a -5). This control wears off only after the vampire has been destroyed. The victim may not realize that they are being controlled.

There is a -2 "to hit and save" for every 10% drained after 30%. After a 90% loss, the victim is permanently infected with the virus.

If the victim is drained of all WP, they must roll a system shock check to determine if they die. If they do not die, they are infected with the virus. If they do die, there is an 80% chance of becoming a mindless vampire of whatever type killed them, usually under the command of the vampire that created them.

(4) In the case of non-magical vampires, the transmission of the virus, and the safety precautions to prevent it are similar to that of HIV. The non-magical vampiric virus can survive outside a living or undead body for a



matter of moments without the ancient meteor's emnations, so one probably wouldn't become a vampire merely from sharing a water fountain or pick it up from a toilet seat.

The magical vampiric virus, on the other hand can remain outside the body nearly indefinitely, as long as it is not exposed to sunlight, or any of the other allergins. This means that it is possible, not likely, but possible to pick up the virus just from touching a magical vampire.

(5) Besides, most vampires realize that leaving obviously exsanguinated bodies just lying about could be construed as a statement that there is a vampire around.

(6) This is actually one of the traditional explanations for why pets are kept from funerals and out of graveyards. They can make a corpse into a vampire.

(7) Or perhaps performs a low level reformatting and reprogramming job on the DNA strand, maintaining much of the old genetic programming, while supplying a lot of its own.

(8) More about these allergens later.

(9) Not to be confused with those other ghouls, you know, the dog-faced ones.

(10) A mindless vampire has all the powers and attributes of the 'parent' vampire and the mental functions of a inbecile. They act like wild animals, and are at best as intellegent as the average wild dog.

A 'congenitally' insane vampire on the other hand, is even more dangerous and erratic than the mindless vampire, as they have enough conciousness to think ahead and plan. But don't expect any rational conversation from them.

(11) Avoidence and psionic Invisibility both perform roughly the same function, to keep something unseen. Avoidence works by making the mind not want to look at what ever is 'invisible.' Even when looking directly at the object, the observer is actually looking somewhere else, say at a point behind the object.

Psionic Invisibility is a little more insiduous. The psionically Invisible object is totally visible, but the observers mind will refuse to acknowledge its existence. Even if forced to acknowledge that there is something present, they will believe it to be something else entirely.

(12) This invisibility, which leaves one vulnerable to mirror reflections and video cameras, when linked to the magical vampires lack of reflection, and inability to be photographed, brings them closer to total non-detectability.

(13) Determine initiative.

(14) 2 experience levels. These lost levels will regenerate 1 per day thereafter.

(15) 0 levels.

(16) 1 hp per whole century they have been a vampire.

(17) Besides, the vampire's body is already inhabited with a parasite, i.e. the virus. The normal regenerative processes that destroy other parasites in the vampire would just see the fetus as something to be destroyed.

(18) A good question might be that if the child is a vampire, how can it grow to adulthood before realizing, and this is a good question. Another good question is how could it grow in to adulthood anyway, as vampires are frozen at the age they were when they were transformed. I don't know. The sole example of a vampiric child found in Saberhagen "Holmes-Dracula File."



- (19) It's part of the traditional vampire lore.
- (20) Artificial insemination of a magical vampire sperm and ova, and growing the fetus outside the mother.
Hmmm....
- (21) The big dictionary in the corner.
- (22) Actually the levels of Vril remain fairly constant. It is only the amount of Usable Vril that is diminished, as the frequency of the energy changes around large bodies of water.
- (23) Saberhagen again.



VAMPIRE (Type I-III)

Climate/Terrain: Any
Frequency: Rare
Organization: Solitary
Activity Cycle: Night
Diet: Special
Treasure: varies, usually H
Food Value: Nil
Armor Material: Nil
Alignment: Any

Strength: Special
Dexterity: 18-21
Constitution: 18-25 (d8+17)
Intelligence: 3-18/19-25
Willpower/Wisdom: As in life
Bravado: d10+10
Perception: d6+14
Power: Special

No. Appear: 1, 1-2
AC/AV: By type and Dex Bonus/10
Move/Max velocity: 48"
Speed: Figure
Hit Dice: 1d8/Level+Const Bonus
BP: Figure x2
No. Attacks: 6/Figure by speed
Dam per Att: By weapon and Strength Bonus
Spec.Attack: See text
Spec.Defence: See text
Magic Resist: See text
Psi.Ability: See text
Size: M
Morale: Varies
XP Value: See table

Level	Average Age (Y)	EP Needed	Average AC	Average #AT / R	Average HP	XP Value	% to Meet	Notes
1	0-1	0-5,000	8 (+1)	1	11	229	01	Fledgling
2	2-5	5,001-25,000	7 (+1)	1	22	436	02	
3	6-50	25,001-250,000	6 (+1)	1	33	617	03-04	
4	50-100	250,001-500,000	5 (+1)	1	44	845	05-06	
5	100-120	500,001-600,000	4 (+1)	2	55	1530	07-10	
6	120-140	600,001-700,000	3 (+1)	2	66	2128	11-15	
7	140-160	700,001-800,000	2 (+1)	2	77	3220	16-25	
8	160-180	800,001-900,000	1 (+1)	2	88	4856	26-75	
9	180-200	900,001-1 Mil	0 (+1)	2	99	7086	76-85	
10	200-220	1 Mil - 1.1 Mil	0 (+2)	3	110	7240	86-90	AD&D Vmp Lord
11	220-240	1.1 Mil - 1.2 Mil	0 (+2)	3	121	13778	91-94	



12	240-260	1.2 Mil - 1.3 Mil	0 (+2)	3	132	13976	95-96	General Max.
13	260-280	1.3 Mil - 1.4 Mil	-1 (+2)	4	143	14174	97-98	
14	280-300	1.4 Mil - 1.5 Mil	-1 (+2)	4	154	14372	99	
15	300-320	1.5 Mil - 1.6 Mil	-1 (+2)	4	165	18920	(00)01-20	
16	320-340	1.6 Mil - 1.7 Mil	-2 (+2)	5	176	23875	(00)21-40	
17	340-360	1.7 Mil - 1.8 Mil	-2 (+2)	5	187	24150	(00)41-60	(Ysidro)
18	360-380	1.8 Mil - 1.9 Mil	-2 (+2)	5	198	31170	(00)61-70	
19	380-400	1.9 Mil - 2 Mil	-3 (+3)	6	209	31500	(00)71-80	
20	400-500	2 Mil - 2.5 Mil	-3 (+3)	6	220	38100	(00)81-89	(Dracula)
21	500-600	2.5 Mil - 3 Mil	-3	6	231	38484	(00)90-95	(Brother Anth)
22	600-700	3 Mil - 3.5 Mil	-4	6	242	38870	(00)96	
23	700-800	3.5 Mil - 4 Mil	-4	6	253	39255	(00)97	
24	800-900	4 Mil - 4.5 Mil	-4	6	264	39640	(00)98	
25	900-1000	4.5 Mil - 5 Mil	-5	6	275	40025	(00)99	
26	1000-2000	5 Mil - 10 Mil	-6	6	286	40410	2(00)01-64	
27	2000-3000	10 Mil - 15 Mil	-7	6	297	40795	2(00)65-85	
28	3000-4000	15 Mil - 20 Mil	-8	6	[300]	[40900]	2(00)86-95	
29	4000-5000	20 Mil - 25 Mil	-9	6	[300]	[40900]	2(00)96-99	
30	5000+	25 Mil +	-10	6	[300]	[40900]	(00)(00)(00)	

Notes on Table

Age, Average Age is the age that the average vampire reached at that level. It also shows the age when certain changes occur. Numbered Notes, and Magical armor class adjustments for Magical Vampires are age linked, and NOT level. AC, HP, XPV are Not Mandatory, they are just samples for those levels. AC includes any Dex Bonus.

- At this age vampires show a marked tendency to become careless, as their birth peer group begins to obviously age and die. The vampire can stand up to a minute of direct exposure to daylight before they die. They will be very badly burned. 5% Magic Resistance, for Magical Vampires.
- Gets save vs #1 Allergens in Spell column (d20 per round/death). Gets save vs #2 Allergens in BrWeapon Col (d20 per segment/death). At this age vampires show a marked tendency to become insane. Vampires can stand up to 10 minutes of direct sunlight. 15% MR.
- +2 on save vs Allergens. Vampires can stand up to an hour of direct sunlight. 20% MR.
- +5 on save vs Allergens. Vampires become reasonably immune to direct sunlight, in some cases with certain precautions. 25% MR.
- Total immunity to all Allergens. 50% MR. As Type I Vampires age, they become more susceptible to cold and damp.

All Vampires:

- *Regenerate at 3hp/round.
- *Attack and make Saving Throws as Warriors.
- *Are Immune to Hold, Sleep, and Charm spells (except from higher level vampires).
- *Take 1/2 Damage from electrical attacks
- *Move Silently, Hide in Shadows, Climb Walls as if a Thief.
- *Because they are undead, vampires are invisible to infravision unless they have fed recently.



*Other than Allergens, vampires save at +3 vs Poisons, Petrification, Polymorph, and Death Magic; +2 vs Spells, and +1 vs Rod, Staff, Wand and Breath Weapons.

*React as normal beings versus the Psychic/Psionic powers of Higher level Vampires.

*#1 Allergens (i.e. Garlic, Silver, Hawthorn, etc.) do 1-20 points per round of burning damage, pain and swelling, as well as long term poisoning

*#2 Allergens (i.e. Sunlight, as well as the 'belief' power in Holy Symbols and Consecrated Holy Items for Magical Vampires, etc.) do 1-20 points/segment. When a save is allowed by the vampire's age, success indicates that no damage is taken, and failure indicates half damage.

LIFE FORCE

Blood and energy can be considered as Will Points.

Vampires have a base 1-100 Will Points.

+1/hit point

+1/point of Intelligence

+1/year of vampiric existence (to include time spent in suspended animation)

These points are regenerated daily if the vampire has been feeding on Sentient Beings. If not, these points are slowly used up until they are replaced.

They are used by the vampire to perform all powers and in simply surviving.

+1 per every 1 Will Points/Spell Level drained from a victim These points may not be drained from spells cast.

These points may be increased by Wishes.

MINIMUM PSIONICS/POWERS and COST

Unless a vampire has been taught to do these things, or otherwise knows that these can be done by vampires, The individual will be unable to do any of them. (Those marked with an asterisk are magical in nature and those in parens are abilities that are uncontrollable at best)

Coercive abilities skill: 19

Telepathic and communication skills: 15

Bio_____ 1

Survival

Night, or in a shaded area: Normal activity	1 / Hour	
" " " : Combat or stress	1 / Turn	
*Control Weather (4d6h, 4d4 sq Miles)	6	
*Fly (in Human Form) 18" (C)	1 / 3 Turns	
*Shapechange (Mist, Bat, Wolf, Rat, Owl, etc.)	6	
*Suspend Animation		
Mind Bar (5% per Level)	5 / Use	
Mind Blank/Cloak of Insulation	1	
Animal Summoning (Wolves Bats etc)	Coercion	1
Hypnotism/Mesmerism	Coercion	2
Aura of Fear	Coercion	3
Telempathic Projection	Coercion	4
Domination/Control	Coercion	5
Mind Thrust	Coercion	6
Vampiric Invisibility/Avoidance	Coercion	7
Analytical/Tracking Smell	Farsense	0
Enhanced Senses	Farsense	0
Recall/Eidetic Memory	Farsense	0



Psychometry/Sensitivity to Psi	Farsense	3
(Telepathy)	Farsense	3
Life Sense	Farsense	5
(Radio Hearing)	Farsense	5



Vampires, Type I

These are the 'basic,' non-magical vampire. They are psychovoric hemophages with enhanced physical properties, and metafaculties. They can be seen in mirrors, are photographable and recordable. They have allergies to silver, garlic, and the sun, but they have no allergies toward holy items. They have no definite need of VNS to survive. Fledglings are usually under the total psychic domination of creator. Any 'ghouls' they may create are totally mindless, and have few, if any powers. Examples are found in Rice and Hambly (although those bloodlines detailed by Rice seem to have no silver allergies).

Vampires, Type II

Basic description of the creature remains unaltered from that of the type I vampire. They are psychovoric hemophages with enhanced physical properties, and metafaculties. Their powers are basically nonmagical in nature. That these creatures have any magical specialties is only identifiable by the fact that they need of soil from the vampire's human birthplace to survive. These creature's have no reflection, and they are not photographable. They possess many of the same allergies as the Type I vampire, and they still have no aversion to holy objects. Fledglings are not under any form of Psychic Domination by their creator. Their 'ghouls' are non-powered, immortal, daywalkers with full mental powers. Examples of this vampiric type are found in Yarbrow, however Saint Germaine's bloodline has no allergy to silver.

Vampires, Type III

These are the classical, traditional vampire with magical powers. They need the soil of the vampire's grave to survive. They have no reflection, and they are not photographable. They can change their shape. Some can control the weather. They have the full range of allergies. They are susceptible to the religious power in holy objects. They must be invited into a residence before it is possible for them to enter. Fledglings are usually under the total domination of creator. The virus may be inadvertently transmitted by animals. Their 'ghouls' are either fully powered vampires or vrykololaki, but in either case these beings are mindless or insane. Examples are found in tradition, Marvel, Saberhagen, Stoker, Hammer Films, etc. *Wieszczy* (Poland); *Bruxsa* (Portugal); *Cuateteo* (Mexico); *Dearg-Dul* (Ireland); *Ekimmu* (Assyria); *Empusa* (Greece); *Katakana* (Crete); *Krvopijac* (Bulgaria); *Krvopijac* (Bulgaria); *Lobishomen* (Brazil); *Murohy* (Rumania); *Nosferat* (Rumania); *Ogoljen* (Bohemia); *P'O* (Chinese); *Pamgri* (Hungary); *Upuir/Upierczy* (Russia, Poland); *Vampir* (Bulgaria); *Vlkodlak* (Serbia), etc.

Vampires, Type IV

This category includes any creatures created by the mutation of the virus past the Type III form. This includes all unique or local variations such as the *Alp* (Saxony); *Ananngel* (Philippines); *Asanbosam* (Africa); *Blautsauger* (Bosnia-Herzegovina); *Catacano* (Crete, Rhodes); *Hantu-Pari/Hantu Penyardin* (Malaysia); *Jilaiya* (Bihar); *Lamia* (Greece); *Langsuir* (Malaysia); *Lobishumen* (Brazil); *Moslem* (Yugoslavia); *Mulo* (Serbia); *Rakshasa* (Northern India); *Strige* (Oerth); *Striges* (Greece); *Strigoi* (Rumania), etc.

Vampires, Type V

Also called *Siliconari*, *Nephilim*, *Nocnitz*, 'Water-Colts' (Celtic), *Lamia* (Greece). This is a special type of astral vampire. A rib is taken from the ashes of a destroyed Type III or Type IV vampire, and is planted in a human body. The body generates a new form of vampire, while the human gets immortality for as long as the bone is in place. The new vampire is a spirit creature that can focus the ambient Vril into a material form. The vampire, when it feeds on others, creates new vampires of its type from the dead, and joins the victim's mind into the growing corporate mind. Any one of these can assume the shape of any of the dead in the corporate mind, as well as the physical shape of any of form of vampire (*Lamia*, *Strige*, etc.). These have all the powers and allergies of the Type III vampires, at the age of the original destroyed vampire. Sunlight or saltwater will ossify the



vampire into a solid stone form. All the vampires descended from a particular 'stone' or rib will be destroyed if that rib is removed from its host. They can possess willing human bodies. Those they feed on, or possess are bound to the entities, this bonding. This bonding enslaves the living, and can only be broken by special rituals or by visiting great altitudes.

Vampires, Type VI

These vampires are unlike the others in that they are not dead, and may never have even been exposed to the virus. They are living people who subsist of the psychic emanations of other living beings. They may have the full metapsychic armamentarium of the full vampire, but have none of the allergies.

Vrykolakas

These are really not vampires, so much as they are zombies, or animated dead, often possessed by a Tectonic Spirit. They, too have a myriad forms, the basic form being non-magical while other forms are magical.

In the non-magical form, it is possible that the virus might fail, and generate a mindless vampire, or 'ghoul.' A 'ghoul' might also occur if the vampiric virus is introduced into a corpse. Also called a mindless vampire, these creatures literally have no minds, or at best their minds have been destroyed. Rarely, or with certain types of vampire, the virus will generate an unliving being still housing its intact mind. They have a number of the vampiric powers, such as regeneration, etc., but they have no allergies to things, or to the sun. They may exist on the blood and meat of carrion, rather than the energy and blood from living things, in perpetuity.

In the magical form, it is also possible that the virus might fail, and generate a mindless vampire, or 'ghoul.' A 'ghoul' might also occur if the vampiric virus is introduced into a corpse. Also called a mindless vampire, these creatures literally have no minds, or at best their minds have been destroyed. They have a number of the magical vampiric powers, such as regeneration, but they have no allergies to things, or to the sun. They may exist on the blood and meat of carrion, rather than the energy and blood from living things, in perpetuity.

In general, though, the Vrykolakas can refer to anything from Saint Germaine's Roger, to the things from "Night of the Living Dead."

Vampires From Other Cultures:

Alp

(Saxony) A vampire that appears as a butterfly. Type III or IV.

Alukah

(Hebrew) This is a unique entity. He is a normal Type III vampire. Accompanied by his twin daughters, who constantly cry "Give, Give." He reputedly has a castle hidden in a large group of mountains, but rarely stays there, preferring to wander the Earth.

Ananngel

(Philippines) See Pennagalin

Asanbosam

(Africa) These vampires have hooks instead of feet. Only a priest can kill an Asanbosam. Type IV.

Baobhan Sith

(Ireland) While not technically a vampire, it is often considered such. See Vrykolakas, as well as description elsewhere.

Bhuta

(West India) See Vrykolakas.



Blautsauger

(Bosnia-Herzegovina) Type IV vampire. Hairy, with no skeleton and large eyes. It only turns its victims into vampires by forcing them to eat dirt from its grave.

Bramaparusha

(Northern India) See Vrykolakas.

Bruxsa

(Portugal) Normal Type III vampire.

Burkolokas

(Greece) See Vrykolakas.

Catacano

(Crete, Rhodes) Type IV vampire. Always grinning with very white teeth, this vampire spits blood, which causes horrible burns.

Ch'ing Shih

(China) While not technically a vampire, it is often considered such. See Vrykolakas, as well as description elsewhere.

Cuateteo

(Mexico) Normal Type III vampire.

Dearg-Dul

(Ireland) Normal Type III vampire.

Dybbuk

(Hebrew) Although thought of as a type of vampire, neither of the two creatures that use this name are actually vampires.

Ekimmu

(Assyria) Normal Type III vampire.

Empusa

(Greece) Normal Type III vampires. Beautiful women, they coax young men into marrying them, then kill and feed from them.

Farkaskoldus

(Hungary) See Vrykolakas.

Hantu-Pari/Hantu Penyardin

(Malaysia) Type IV vampire. 3' tall invisible vampires that suck blood from open wounds, and keep them from healing.

Hungry Dead

(Hollywood) See Vrykolakas.

Jilaiya



(Bihar) Type IV vampire. Wear the form of night birds, singing an eerie song. They prefer to feed only from people they know.

Katakhana

(Crete) Normal Type III vampire.

Krvopijac

(Bulgaria) Normal Type III vampire.

Krvopijac

(Bulgaria) Normal Type III vampire, allegedly with only one nostril. It is said that they can be defeated by having a wizard or priest walk over the vampire's grave, order its soul into a bottle of blood and then burn the bottle.

Lamia

(Greece) Type IV vampire, although many may be Type V. Beautiful women, their preferred form is human headed serpent or reptile.

Langsuir

(Malaysia) Type IV vampire. This is a woman who dies in childbirth, having been exposed to the virus. She feeds primarily off of small children.

Lobishomem

(Brazil) Normal Type III vampire.

Lobishumen

(Brazil) Type IV vampire. This vampire looks like a small, stumpy hunchbacked monkey with a yellow face, bloodless lips, black teeth, a bushy beard and plush covered feet.

Moslem

(Yugoslavia) Type IV vampires. Vampire snakes.

Mulo

(Serbia) Type IV vampires. These appear as normal people wearing white clothes, who charm their victims and place them into boiling pots of water. The term can also refer to evil spirits in general.

Murohy

(Rumania) Normal Type III vampire.

Nocnitz

Looks like a Hag. They may be a form of Type V, as they are normally astral in form, manifesting a physical body only to attack or to feed.

Nosferat

(Rumania) Normal Type III vampire.

Ogoljen

(Bohemia) Normal Type III vampire.

P'O

(Chinese) Fairly normal Type III vampires, but they can't shape change, and usually remain invisible.



Pamgri

(Hungary) Normal Type III vampire.

Rakshasa

(Northern India) Preferred form is Tiger. Magic-using flesh eaters. Although relatively normal Type IV vampires, see description else where.

Stirge

See Strige.

Striges

(Greece) Type IV vampire. These wear the form of birds, and prefer to feed on young children.

Strigoi

(Rumania) See Strige.

Tii

(Polynesia) See Vrykolakas.

Upuir/Upierczy

(Russia, Poland) Normal Type III vampire.

Vapir

(Bulgaria) Normal Type III vampire.

Varcolaco

(Rumenia) See Vrykolakas.

Vilkolak

(Poland) See Vrykolakas.

Vlkodlak

(Serbia) Normal Type III vampire.

Vrykolakas

(Greece) See Vrykolakas above.

Vyestitsa

(Serbia) 'Sorceress' Vampires (any type) who are also powerful wizards. They are accused of eating the hearts of small children.

'Water-Colts'

(Celtic) These are usually thought of as black unicorns. They may be a form of Type V, as they are normally astral in form, manifesting a physical body only to attack or to feed.

Wieszczy

(Poland) Normal Type III vampire.

Wurwolaka

(Albania) See Vrykolakas.



EPILOGUE

After many empty years of patronizingly slow work, this darkened piece of knowledge is finally finished. The final scribe has passed on, the last blot of ink has dried to its pen's blackened tip. Demons have been put to rest, and the cast iron gates of damnation have been closed.

The Tome of the Damned - Enticement of the Dead, has been released upon October 31st, the eve of all Saints. The magi pyre grows ever stronger in the realm of the Damned, and the shadows grow ever darker. Keep your soul wrapped tight about you, the chill of death might steal it away to warm its back.

Brennan Brooks, The Dark Paladin
October 31st, 1998

