

# Necromancy

A supplement to the Arduin Grimoire magic system

□ Erik Guttman, 2004

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## Introduction

Necromancy is a special branch of magic, in that it plays with dark unnatural forces directly. While Necromancers end up with some very potent abilities, it is a risky business. Unnatural unholy forces, particularly those released crudely and without preparation, tend to go out of control and are often more severe than the Necromancer intended. Necromancers and their allies tend to get warped by these powers and effects, especially when they apply them to their own bodies. The temptation to do so - to defy nature - is very great.

As with other specialty magic I wrote, I intended Necromancy to be an exclusive Art. That is, only Necromancers would perform spells from this area normally. For mages of other

disciplines, or general mages, the spells here should be considered one level higher and the chance of failure somewhere between +5 % (for a Mage of Darkness, say, or a mage given to wretchedly evil stuff like Harbag's Hellfire) to +25% (for a Prismatic Mage or those given over to purity and goodness). A Necromancer can use General Magic spells, but as if they were one level higher than listed. Another important note: I assume that 20'th level is the cap for any experience of normal beings. OK, demigods and their like might go further. The idea is that the difference between two immortal veterans should be how clever they are, etc. This explains why few spells go beyond 10'th level.

To really introduce Necromancy effectively into a game, it is necessary to think through how it fits with the spiritual aspects of the world in which the game is set. The spell system makes various assumptions, which will be briefly described here - and detailed in Appendix A.

## Terminology

Term	Definition
mt	Melee turn, 6 seconds
min	Minute, 60 seconds
/level	Per level of the caster
/level over	Per level over needed to cast. One must be a 2 * Spell Level - 1 level Necromancer to cast a spell. Example: A level 3 spell can only be cast by a 5'th level Necromancer. At seventh level, a Necromancer would be two levels over that needed to cast a 3'rd level spell.  A Necromancer could attempt to cast a spell above their level of difficulty. This is subject to more than the normal failure chance. See Appendix B on Risks
+ something/3 levels	For every 3 levels of the spellcaster, get one more something. At 10'th level, one gets four somethings (1 at 1-3, 2 at 4-6, 3 at 7-9, 4 at 10-12, etc).
placement	
unliving	That which is neither living matter, dead nor undead, for example stone or metal. Note that wood and cloth are both 'dead' material - since they are made of once-living plant matter.
lifeforce	The power of either life or antilife present in a being. See Appendix A.

# Spells

## Level 1

1. Animate Corpse: Mana: 2 + 1/mt, Range: 30' + 3'/level, Duration: 1mt/level, Saves: Normal for the dead individual (the victim of the spell).  
A corpse rises and with complete concentration, the Necromancer can make it shamble about, speak, or use any of its non-magical abilities with a skill level equal to half the Necromancer's. This spell must be cast within 10 minutes/level of the victim's death. The spell requires a full mt ritual to cast.
2. Decay: Mana: 1, Range: 60', Duration: Permanent, Saves: Normal.  
The target must be placed, and if it is living it suffers d12 "rot" damage, save to half, per 3 levels. If it is unliving, it must save or become so corroded it is -d3 per 3 levels in all respects and +25% +5%/level over.
3. Detect Life, or Detect Undead: Mana: 1, Range 240' + 30'/level, Duration: 1 minute, Saves: N/A.  
The Necromancer is aware of the presence of life (or undead), its magnitude in numbers and the strength of its life force. If cast on a single individual, 1-100% is learned about it. The base chance is 60% + 3% per level (both to detection and amount detected).
4. Divine Deathstroke: Mana: 1, Range: 30', Duration: Instant, Saves: N/A.  
Requires d6 mt to cast. Chance is 38% + 4% per level. The Necromancer learns 1-100% about how a being died, when, etc. In the high 90s, the events surrounding the death are learned.
5. Embalming: Mana: 1.5, Range: 10', Duration: 3d6 days + d6 days/3 levels, Saves: N/A.  
This spell prevents the natural decay of corpses and the soul leaves the body at 1/3 normal speed. However, it only works 70% + 3%/level over. Requires approximately 2 kilos of tape, gel and other materials per 25 kg of corpse. These materials should cost roughly 10x as much as lamp oil. This spell is often handy for preserving bits for later spell casting as many Necromantic spells require 'fresh material.'
6. The Final Strike Spell of Guth: Mana: 1, Range 60' + 10'/level, Duration: Instant, Saves: Normal.  
The ideal victim of this spell is asleep, stunned or paralyzed. The spell will also affect those in combat who are motionless and injured to within 25% of their hit points. The Necromancer must place the spell, which takes 1 mt to cast. The following option, the Necromancer attempts to kill the victim who experiences a seizure stopping all vital functions. If the victim is conscious, the save is at +3.
7. Ghoulish Sustenance Spell: Mana: 1.5, Range: 10', Duration: 1 day, Saves: N/A  
The recipient may eat corpses of sentient beings and derive nourishment which provides all water, food and sleep equivalents. Each spell must be accompanied by 1/5 the Necromancer's body mass in fresh corpse (less than d8 days old), which amazingly 'fits' into the recipient's belly. See Danger Chart "B".

8. Gaze from the Other Side: Mana: 1, Range: 5', Duration: 1 minute per level, Saves: Normal.  
The Necromancer warps the mind of his victim with a gaze attack and words. This hypnotic attack does not look like a spell, but it requires a full minute to cast, culminated by a gaze attack (save is possible for anyone who recognizes the supernatural aspect - for instance mages, priests, etc. Other victims do not get a save vs. gaze attack). The victim will remain under the limited control of the necromancer for the duration. At levels 1-3, the Necromancer may force the victim to be convinced of any one thing (that the victim is an assassin out to kill a particular person, for example). At levels 4-6, the Necromancer may force an attitude (not only what he is, etc, but also what he wants and needs and so on), and levels 7-9 the Necromancer may force a complete persona (including fabricated memories and so on). At levels 10+ the victim will see and hear exactly what the Necromancer determines, also. Any violence done by or to the victim shatters the spell.
9. Negative Material Burst: Mana: 1.5, Range: 30', Duration: 1 mt/2 levels, Saves: Normal.  
A 3'/level ball of "negative light" roars out from the Necromancer's hand to the target (at the end of the range). The light stops at the first thing it hits. All living matter suffers d6 +2 +1/level disruption the instant it touches the ball. It is dark. Save to half damage.
10. Temporary Healing: Mana: 1, Range: Touch, Duration: 3d8 hours + 3/level, Saves: N/A.  
This spell requires 1mt per point of damage "healed," (or 10 pts. per/mt for only minutes of duration instead of hours). The wound will remain, but the body will work at full capacity nevertheless. The disadvantage is that no priestly, alchemical, druidical or technological healing will work on the injury thereafter, and there is a 20% -2% per level that the wound will heal at 1/2 its normal rate. (The healing is limited by the caster's level, as per the priestly spell. Level 1: Light wounds [25% hit points], Level 2: Heavy Wounds [50%], Level 3: Grievous Wounds [75%], Level 4: Critical Wounds [100%]).
11. Undead Communication: Mana: 1, Range: 60' + 5'/level, Duration: 5 mins/level, Saves: N/A.  
The Necromancer's senses are psychically attuned to undead "speech" and likewise they may perceive his words. Further, undead will be +2 reactions toward the Necromancer. Mindless undead will reveal their purpose, with a 40% + 5% per level over of letting the Necromancer know what he *personally* can do to get out of the threatening situation.
12. Undead Senses: Mana: 1, Range: 45' + 15'/level, Duration: 1 min/level, Saves: N/A.  
This provides an extra sense. Choices depend on the Necromancer's level.  
 Level 1-3  
 - sense lifeforce  
 - target sensing of a single type [example: priests, elves, etc.]  
 - unholy vision [see priestly power or sacred energy]  
 Level 4-6  
 - 360 degree vision  
 - feel sentience  
 - see magical effects (even 'invisible' ones)  
 Level 7-9  
 - see in any darkness  
 - feel consciousness  
 - multiple perceptions [pay attention to 1 opponent per 3 intelligence points]  
 Level 10+  
 - perceive space (through any physical or magical barrier, etc)  
 - see / hear ethereal

- feel & understand magical forces
  - perceive teleports or timeslips d3 seconds prior
- Danger Chart "B" must be consulted.

13. Woundpulling Spell: Mana: 1, Range: 30' +5'/level, Duration: Instant, Saves: Normal.  
The victim must save or have one of his wounds (the Necromancer's choice) increase by 25% +d10% per level. It works only on physical damage (caster level 1-6), and magical damage (caster level (7-12) and magical effects such as paralysis, etc (level 13+)
14. The Four Wrongs: Mana: 1.5, Range: 60', Duration: 3 mt+1/level. The effect must be placed.
  - (a). The Lightfalling: Saves: N/A.  
A 10' r. + 3' r./level has its light ebb to a magical darkness during 1 mt. All fires within this have a 35% + 5%/mt of going out while within. Infrared vision works fine.
  - (b). The Fell Earth: Saves: Normal.  
The ground in the target shakes and groans. All on that area save or fall down for d6 options and movement there is 1/10th speed.
  - (c). The Dying Gust: Saves: Normal.  
A swath of dead air fills the target area. In this region 'breathing' is impossible., so for each mt within, all are -1 in all respects (cumulative), save to half. This effect lasts for d6 mt after leaving the Gust. Each -1 also does a point of crush damage. Speech is impossible - the zone is silent as no air moves.
  - (d). The Seething Shore: Saves: N/A. A circle on the surface of any liquid froths and boils in 1" thick/level layer that is as hard as ice, but causes the impurities in the water to rise up into it, possibly releasing acid gas - for example, of 1/4 the potency of the liquid.

## Level 2

1. Animate Body Parts: Mana: 2, Range: 90', Duration: d6 mt + 1/2 levels, Saves: Normal.  
The severed pieces of bodies may be commanded to behave zombie-like, 1 piece per two levels will function together. A third level Necromancer could make two wings flap, for example. Concentration is required to 'wield' these parts, and if they leave the range, the spell terminates. The body parts are *fully functional*. Consult Danger Chart "A"
2. Animate Dead: Mana: 5, Range: 30', Duration: d4 mt per 3 levels, or special, Saves: Normal.  
This spell is as per the L3 priestly spell of the same name. The only difference is that in addition to the save, Danger Chart "A" must be consulted.
3. Lesser Binding of the Living Essence: Mana: 2.5 + .5 per mt over the initial one, Range: 13', Duration: see Mana, Saves: Normal.  
The victim must be immobile within a black runed circle of no less than 5' diameter during the 2 mt ritual. If the victim doesn't save he, she or it may be forced to do one thing and attempt to fulfill that task until it is performed or the duration runs out. Due to the active nature of this spell, the Necromancer must not lose mystic concentration. Any wound suffered by the Necromancer cancels the spell. Victims have a 1% chance per 2 ego points of breaking free each mt. Preparing the runes requires at least 10 minutes.

4. Lesser Binding of Undead: Mana:  $2.5 + .5$  per mt over 1, Range: 13', Duration: see Mana, Saves: Normal. As above, except that the casting time is only 1 mt and the undead need not be motionless, it must only be within the circle. Effects only undead of lifeforce -1 to -4, -1 per 3 levels over.
5. Compulsion: Mana: 2, Range: 60', Duration: 1 mt per level, Saves: Normal.  
The victim experiences fully consuming necrophelia (oriented toward the nearest corpse). The effect lasts until the duration ends or the victim is injured.
6. Degeneration: Mana: 2, Range:  $60' + 10'/\text{level}$ , Duration: 1 min + 1mt per level over, Saves: Normal.  
The target decays at 1/mt (per 3 caster levels) for the duration. A reverse regeneration spell.
7. Faccimilate: Mana: 3, Range: 30', Duration: 1min/level, Saves: N/A.  
 $40\% + 5\%$  per level a Necromancer may make a zombie look and act like it was when it was alive.
8. Fetish Magic: These are a collection of 'spell/skills'.
  - (a). Make Fetish: Mana: 5, Duration: 10 days/level, Saves: N/A. Requires hair, skin, blood or other tissue of the victim. Requires d6 hours to make and succeeds  $35\% + 5\%$  per level.
  - (b). Find Victim: Mana: 2, Duration: 1 mt, Range:  $1000'/\text{level}$ , Saves: N/A. Discover the direction and distance to the victim  $50\% + 3\%/\text{level}$ .
  - (c). Harm Victim: Mana: 2, Duration: Instant, Range:  $30' + 3'/\text{level}$ , Saves: Normal. Victim suffers injury when the Fetish is harmed - maximum possible is d8 per 2 levels of Necromancer. Each 'Harm' has a cumulative 5% chance of ruining the Fetish. The same damage type as used on the Fetish occurs to the victim, though a pin prick becomes a spear thrust in effect, etc.
  - (d). Sympathetic Link: Mana: 2, Duration: 1 mt/level, Range:  $30' + 10'/\text{level}$ , Saves: Normal. The victim is -4 vs. the Necromancer's magic if this succeeds, and takes d10s from the "Harm" effect above, instead of d8s. The victim is also -4 morale, and -20% in all skills.
9. Grave Robbing: Mana: 3, Range: 10', Duration: 1 min, Saves: N/A.  
This detects 1-100% about the victim (in the grave), what there is to find and the religion and fate of the corpse. The chance of success is  $55\% + 3\%$  per level over. If the grave has an undead occupant this is automatically detected.
10. Inhabit Corpse: Mana: 3, Range: 30', Duration 5 mt + 1 mt/level over, Saves: Normal.  
The mage's mind and soul enters the corpse  $60\% + 3\%/\text{level}$ . If failed, the Necromancer is stunned for d4 mt. If the corpse saves, the mage fails, also. If successful, the corpse is a fully operative Zombie. The Necromancer may leave it in 1 mt of concentration (full), If the zombie is destroyed while he is inhabiting it, the Necromancer dies. Danger Chart "B"
11. Negative Material Senses: Mana: 2, Range:  $20' + 10'/\text{level}$  over, Duration: 1 min/level, Saves: N/A.  
The Necromancer can see onto the negative material plane - hear there, etc. The Necromancer is able to see undead and holy forces  $80\% + 2\%$  per level.
12. Necromantic Transformation: Mana: 1.5 per level, Duration: 1 mt per level squared, Range: Self, Saves: N/A. The Necromancer transforms in all respects to an undead form. Level of

caster = 1-4: Ghoul, 5-7: Phantom, 8-11: Wraith, 12-14: Specter, 15-18: Vampire, 19+: Special (usually Lich). See Danger Chart "B".

13. Priestly Magic: These spells are available for fallen priests or religious Necromancers: Detect Alignment, Exhaustion, Detect Priests, Cause Fear, Putrify Water and Food, Detect Priestly Magic, Perversion, Detect Sin, Cause Wounds

### **Level 3**

1. Charm Person: Mana: 3, Duration: Special, Range: 30', Saves: Normal  
As the General Magic (level 4) spell.
2. Control Undead: Mana: 3, Duration: 1 mt/level + 3 mt/mana over needed to cast, Range: 60' + 10'/level, Saves: Normal  
The Necromancer may command the obedience of undead with Antilifeforce = -1 \* level of caster. This control is complete. See Danger Chart "A"
3. Corruption: Mana: 3 + 1/hour, Duration: As long as maintained, Range: 60' to cast, 100' per level after that, Saves: Special  
The victim rolls an 'EGO' based saving roll, (roll 20 - EGO + 1 per 2 caster levels) initially, then after each hour. Each successive attempt is at -2 to the die roll. The victim who fails to save will be corrupted, adopting the Necromancer's values and morality for as long as the effect continues. Each élan over 5 gives a potential victim a +1 to their die roll.
4. Create Undead: Mana: 5, Duration: As per undead type's 'lifespan', Range: 10', Saves: Normal  
This dread spell requires a 10 minute ritual and a corpse. There is a 39% + 4%/level that the individual will rise as an undead. Normally this undead will have -1 per 2 levels of the caster of Antilifeforce. There is a 5% chance per (experience) level of victim over 3rd that the victim will rise with an additional 1-100% of their life force as Antilifeforce. Consult danger chart "A." Note: No mention has been made of controlling the undead that has been created!
5. Dispel Magic / Dispel Priestly Magic: Mana: 3, Duration: Instant, Range: 60', Saves: Not applicable  
These are two distinct spells. They act against either magic or priestly magic, respectively. The base chance is 35% rather than 50% for success (as it would be for a mage or priest casting the equivalent spells).
6. Lesser Soul Transference: Mana: 3, Duration: 3 mt + 1mt/level over, Range: 30' + 5'/level over, Saves: Normal if resisted  
The mind and souls of two bodies within the range *switch* for the duration. This spell requires 1 mt of conjuration and the two targets must be within the range constantly. If the Necromancer is one of the bodies, the other individual must save at -2. If one is not used to doing this, there is an 80% chance -2% per EGO of being confused for d6 mt. There is always a (30 - EGO) % chance of confusion for d3 mt. If a host body dies there is a 20% chance +/- 1% per level (Necromancer's choice!) that the souls will remain in their wrong bodies after death. The spell has a 10% +5% per level chance of working at all.

7. Memory Serums: Mana: 3 or more, Duration: 10 mins/level, Range: 10', Saves: Not applicable  
This dark ritual requires 3 minutes. It involves decanting mind-soul ichor from the brains of the fallen dead. It works 35% + 3%/level and makes one dose per 3 caster levels. Roll % for the effectiveness, adding +3% per level. The effect is as follows:
- |        |  |
|--------|--|
| 01-25  | Answers one question from the memory of the victim.  |
| 26-50  | Recover the victim's memories completely concerning a person, place or thing.  |
| 51-75  | Recall one subject from the victim's memory: A language, a city, a set of customs, etc.  |
| 76-90  | Remember all languages, culture, people and events, but not skills or conjectures or doubts. This makes impersonating the person convincingly very easy to do. |
| 91-97  | The serum recovers the complete knowledge of the victim, including skills.   |
| 98-100 | As above, including magical, psychic and other spiritual capabilities - each at d10%/Necromancer level, of the victim's power.                                 |
- There is a risk that each batch is bad (30% - 2%/Necromancer level). In this case it causes 3d6 undead disruption (save vs. spoken spells to half), drains d3 lifelevels (permanently! save to 1) and causes mind shock for 3d8 hours - save to minutes (vs. psychic attack). In addition, there is a 1% chance per INT point of the victim + INT of the user that insanity will result in the victim's experience level in intensity. There will be a struggle of wills, comparing the INT and EGO of the user versus that of the victim, (as if against a magical sword: If one dominates the other by 8 points, they gain the upper hand, if it is close - each decision is a struggle.) This insanity lasts 3d10 hours, though there is a 25% - 1% per Necromancer level that it is permanent.
8. Negative Material Access: Mana: 3, Duration: 1 second, Range: 30' + 3'/level, Saves: Normal  
The region fills with light from the negative material dimension. Everything appears in black and white, in negative. The cone has 1/4 the range as its terminating diameter. All within suffer d4/level of caster undead disruption and lose 1 pt of STR and STAM per 3 levels of caster. A save halves this damage. The drains recover 1/minute.
9. Putrify Corpse: Mana: 3 + 1/minute, Duration: Permanent, Range: 30' + 1'/level over, Saves: Normal  
It lasts 1 minute per level, or more if additional mana is expended at the time the spell is cast. Each minute 'ages' a corpse one day. It rots, bloats, maggots crawl out and resurrection rolls are made difficult (see AG III rules). Effective additional damage is 2/mt. An additional effect of this spell is to hinder 'regeneration back to life' completely for the duration of the spell!
10. Soul Shock: Mana: 3, Duration: 1 mt/level, Range: 30' + 5'/level, Saves: Normal  
This spell temporarily reduces a victim's essence to a disjoint level with his psyche. During this time, he or she is -1 per 3 levels of the caster vs. all magical attacks and double that vs.



undead and Necromantic attacks. If the victim dies while effected, there is a 3%/caster level of rising as a mindless (except for knowledge of how to attack) zombie in d3 mt. This zombie will be berserk (+2 attack, -4 defense) for the remaining duration of the spell.

11. Spirit Trap: Mana: 3, Duration: 1 min/level, Range: 60', Saves: Normal  
A 1' r per level maximum circle of runes is drawn on the ground or floor by the Necromancer. All undead entering, up to the Necromancer's level in antilifeforce total, must save vs. spoken spells or remain trapped within until harmed by outside forces, the duration expires or the trap is dispelled. While within, the undead are -2 versus the Necromancer's magic. The Trap may remain dormant for up to 3 hours/caster level. The Necromancer knows when a Trap gets sprung. It can also catch flying undead, up to 8' + 1'/level, or burrowers to that depth. All caught are forced to stand at 'ground level' in the Trap.
12. Undead Vigor: Mana: 3 + 1/hour, Duration: 1 hour/level, Range: 10' or self, Saves: None unless resisted  
The recipient doesn't need to sleep, eat or drink and physical activity doesn't tire him. However, for every hour invigorated there is a 1% of contracting a random insanity of d6 levels of intensity. Also consult DANGER CHART "B".
13. Zombie Toxin: Mana: 5, Duration: 1 day/level before use, Range: 1', Saves: Normal  
A 1/8 ounce (4 grams) of poison is created which will cause all unconscious and dead individuals to rise as animated corpses under the Necromancer's control. If save vs. poison is made, only dead bodies will rise. Save vs. spells to not rise at all. Effects last 1 mt/level and unconscious victims cannot awaken until the duration ends.
14. Neutralize Material: Mana: 3 + 1 per 2 hours, Duration: 1 hour/level, Range: Self or Touch, Saves: None unless resisted  
The living or undead recipient of this spell becomes neutralized to disruption due to the positive or negative material plane, or their differences. If an undead being receives this enchantment, their 'disruptive damage' capabilities are eliminated! This spell allows living beings to survive in the Negative Material Plane.
15. Priestly Magic: Cause Temporary Blindness, Circle of Protection, Cause Temporary Paralysis

## **Level 4**

1. Life Drain: Mana: 4, Range: Touch or weapon point, Duration: Permanent effect, ability lasts 1 mt/level, Saves: Normal  
The Necromancer drains life force of the victim. This will restore the mage's own mana one point per life force drained, heal the Necromancer 1% and increase his M.R 1% (for d10 minutes) up to a maximum of d20. The victim is drained 1 level per touch, or d3 per mt of continual contact. These drained life force levels are permanent, until restored. Note that the restored mana is up to the Necromancer's maximum total + 10% and may include mana points which have been 'permanently' used or lost. All 'extra' mana must be used in a day or it is lost.

2. Negative Material Portal: Mana: 4, Duration: 1 mt/level, Range: 30', Saves: None.  
This spell creates a 5' x 3' opening, +1' on each side/2 levels, onto the negative material plane. See Appendix C. From the Material Plane side of the portal, everything seems like a ghostly image of some of the objects in the material world. The portal attracts all undead within 360' (of either side of the portal), 70%. Travellers within the Negative Material Plane can be trapped. This spell can only be cast from the Material to the Negative Material plane. The Level 8 spell, the Neverlid, may be cast from either side. There is a 20% chance - 1/caster level each mt that d3 negative material bursts will strike randomly at those nearest the portal (see L1 spell). The entire outline shimmers with deadly disruptive energy.
3. Deathcheater: Mana: 4 +1/hour, Duration: 1 hour/level, Range: 60', Saves: None unless resisted  
The victim (or recipient of this spell) will not die upon reaching 'zero hit points'. Instead the enchantment keeps the soul trapped within a magically animated corpse. A resurrection roll *is required*. The corpse has 1/2 its normal hit points and physical statistics. Each hour the spell reduces one life level of the being (permanently), until it reaches 0. At this point, death cannot be prevented. If a being's life level is reduced to zero, there is a 10% + 3%/level chance that the victim (or recipient) of the spell will become a free willed ghoul. Finally, if the death cheated one is *healed* immediately (within 10 minutes) of being brought back, there is a 10% + 3%/level chance the being will *be brought back to life*. This must be cast within 5 minutes of death. See Danger Chart "A".
4. Essence Cloaking: Mana: 4, Duration: 1 hour/level, Range: 10', Saves: None, normal if resisted  
This enchantment cloaks the soul of the recipient to appear as the caster desires. This is more than an illusion spell as the physical, spiritual and psychic nature of the cloaked being is masked. It works 50% + 4%/level.
5. Korjoth's Spell of the Prepared Demise: Mana: 4, Duration: 1 min/level before the event, Range: 5', Saves: Normal if resisted  
The victim (or recipient) will arise d3 mt after his death to perform one more 'option' of activity. This act must be defined 'rigorously' by the caster at the time the spell is cast. See Danger Chart "A"
6. Minor Soul Invasion: Mana: 4, Duration: 1 mt/2 levels, Range: 60' + 10'/level over, Saves: Normal  
The victim suffers an "invasion" of Necromantic force into his life essence. Unintelligent creatures become inert, having no mind to drive them when their "nature" is gone. They act like inanimate objects. Intelligent beings have a 100% - 5%/caster level of losing control of their bodies and regardless of that, are -1/2 caster levels in all respects. If loss of control occurs, the Necromancer may assume control of it, as he would a corpse. The victim of this spell feels like everything is turning against him.
7. Natural Law Warping: Mana: 6, Duration: 5 mt + 1 mt/level over, Range: 20' + 10'/level, Saves: Normal (save to half damage)  
This spell effects natural forces Necromantically and twists them into a corrupt version of themselves. Each of the following is a separate spell, with distinct options for casting.

**(a). Fire:**

- (i). Flames leap pyrotechnically doing d8/3 levels, per mt, to any single target within 20' + 1'/level.
- (ii). The temperature in a region may rise or fall 20 degrees F (11.1 degrees C) per level, within 20' + 1'/level. This does 1 pt/3 levels magical damage.
- (iii). Suck the warmth out of a body, doing d10/2 levels to warm blooded creatures, 1/2 cold and 1/2 shock. The shock damage recovers when the duration ends.

**(b). Earth:**

- (i). Cracks open and form a rift - 10' + 3'/level over in length, 4' + 1'/level over wide, 3'/level deep. Those who fall take normal damage for the impact, plus are stuck 75% - 2%/AGL. At the end of the duration the victims are 'spit up' taking d8 crush.
- (ii). The ground explodes upward one column per 3 levels. The effect must be placed. The columns are 1'/level high and 1/3 that in diameter. They do d8/2 levels impact damage to those standing or flying over them when they emerge and will fling those struck 3d6' up and 3d10' over in a random direction.
- (iii). Cause a body or object to crack open, crumble, doing d4 per level "cause" damage.

**(c). Air:**

- (i). Pollute the air in a 13' + 1'/level radius, does d3/level each mt it is breathed. It looks hazy and orange.
- (ii). Suck the "air" out of the region, so that all within are -1 physical stats per option within, cumulative, save to 1/2 that rate. Regain points at 1/10 minutes. Minimum rate of loss of stats is 1 per mt).
- (iii). Air within the victim becomes thick and smothering. Does d8/2 levels per round, cumulative. The % of this 'damage' compared to the victim's total hit points are the chance of knocking the victim out for the duration + d3 mt. No actual damage is done.

**(d). Water:**

- (i). Blood flows out of the victim's pores at d8/2 levels per mt damage.
- (ii). Takes 1 mt to form. Water rains upward in a cloud which is d3/level acid in a 20' + 1'/level radius and may move at 1'/level each turn as the caster desires.
- (iii). An undertow (in a body of water) sucks 20HD feet per level per mt, save to no effect. That is a creature with 5 HD would be pulled 4', with 50 HD, only 1/2 a foot. The victim must already be in the water.

8. Podverse's Removable Body Parts: Mana: 4 + 1/hour, Duration: 10 mins/level or more, Range: 900' + 50'/level, Saves: None  
The Necromancer may remove any piece of his body and keep it elsewhere, functioning normally. The connection allows an eye to 'transmit' vision, an ear to 'transfer' listening, etc.

within the range. After the duration the part dies and rots instantly if it is not reunited with the Necromancer beforehand. The damage is irreparable. Only one part may be removed per 4 levels and it cannot be the heart or the brain. See danger chart "B".

9. Reanimation Serum: Mana: 7, Duration: Lasts d6 days/level before use, Range: 1', Saves: Not applicable

Create as many doses may be made per day as the Necromancer has mana to devote to this process. The ritual also requires undead parts and exotic chemicals - these usually cost roughly 500 GS per dose. Facilities (roughly 1000 GS of reusable equipment) are also needed to brew the glowing green fluid. Reanimation Serum must be administered immediately upon death. Within d3 mt + 1 mt/level over it acts as a death cheater with resurrection roll +20%. Each mt after this duration, the resurrection roll falls by 10%. If the injected being fails its resurrection roll the corpse rises as a berserk animated corpse with Necrointellect. After 10 minutes of death, the corpse rises as a purposeful hasted zombie, physically warped, with "meaty bulk" increasing its hit points by 50%. After d6 days, if used, the serum will cause a corpse to become a Phantom. The serum takes effect after d6 mt. The time of administration is the one used to figure out the resurrection roll, however. Notes: Pieces of bodies may also be reanimated, and these will retain as much sentience as the whole being would. They have equivalent undead senses (see Level 1 Necromancer spell) and are (even if "sentient") usually highly evil and vengeful. Reanimated beings are in *no way* under the command of the Necromancer or anyone else unless further magic is used for this purpose. Undead parts may control the rest of their bodies as animated corpses if within 13'. Necromancers have a 10% chance per level, if reanimated, of retaining their will and intellect.

10. Suffering of the Sinner: Mana: 6, Duration: 1 min/level, Range: 20 + 3'/level, Saves: Normal  
Those who have been impious or sinful who have this cast on them are cursed to be -2 during the spells duration and are immune to friendly priestly magic (!) 25% + 3%/caster level and have a 3%/caster level chance of becoming a mindless undead after they die, rising up in d20 days. The chance of becoming undead is +20% if the victim has been *really bad*. Finally, their resurrection roll is 1/4 normal from priestly means if they died while 'suffering' from this spell.

11. Simalcrum: Mana: Special, Duration: Permanent, Range: Special, Saves: None  
This spell involves a long ritual and a substantial amount of tissue from the 'victim.' It may be blood, feces, hair, a finger, etc. It also requires lots of dead tissue of the same species and roughly 2000 GS of minerals and 3000 GS worth of reusable facilities. The process requires 20 days - 1/level over to a minimum of 7 days. It works 58% + 3%/level. The result is an undead double of the original with zombie statistics. It will last d6 days per level before decaying (as a zombie). It is completely obedient to the Necromancer 60% + 4%/level and if not it will usually go along with the caster anyway to fool him into trusting that he succeeded. There is a 20% chance that, if not obedient, the zombie will be free willed and terribly powerful. The Simalcrum has 25% + d10%/level over needed to cast of the knowledge and skills of the original. It always has all its language skills and basic memories, mannerisms, etc. Fighting, magic use and tricky behavior come with higher %s. See Danger Chart "A."

12. Suggestion: Mana: 4, Duration: 10 min/level, Range: 120', Saves: Normal  
Effects 1 victim per 3 user levels. The victims must hear the Necromancer speak. The suggestion becomes a decision they have made, if they don't save. Every other belief they have gets warped around this decision - they cannot be reasoned out of it. A suggestion cannot cause a being to harm himself however (The suggestion cannot be "Walk off that cliff", "Bare your throat to my sword", etc. but it can be "Hand me your sword" or "Lay flat on the ground and do not move", "Tell me the password", etc).
13. Vulg's Ritual of the Retained Head: Mana: 7 + 3/day, Duration: 1 day or more, Range: 10', Saves: Normal  
the ritual requires 10 minutes and works 65% + 3%/level and is -1% effective each minute a being has been dead (up to the start of the spell casting). The head is a phantom equivalent but quiescent unless the Necromancer excites it with 1 mana. It will become fully sentient for 1 mt/caster level. It remembers 50% + 5%/level of what it knew while alive. Mages and other spiritualists have d6 mana +(1%/level of the caster of their original mana) to use *once ever*. They will last d4 days/caster level maximum before rotting suddenly. The alternative version of the spell is the 'retained skull' which is always sentient, does not rot but must be controlled every time the Necromancer wants some service. The chance is only 35% + 3%/level, and only one try per hour is allowed. Note 80% + 2%/level of the victim's soul is bound in the head or skull. See danger chart "A"0
14. Warp Priestly Magic: Mana: 6, Duration: 1 mt/2 levels, Range: 60' + 10'/level over, Saves: Not applicable  
This spell has the property of twisting priestly magic so that it does the opposite of what the priest intended. Cure blindness *causes* it, etc. It effects a 10' r + 1' r/level over and is effective 35% + 3%/level over, -3%/level under the priest. If ineffective the % chance is rolled for a reduction of power of the spell of d10%/level.
15. Necrofrenzy: Mana: 4, Duration: 1 mt/level, Range: 10'/level, Saves: Normal  
The victim gains +20% in all respects and goes out of control, berserk +2 attack, -2 defense. The victim's orifices radiate darkness. After the duration, the victim suffers 10% injuries - lacerations across their entire body. Those in a Necrofrenzy participate to some extent in a shared will, especially with undead present. That is, they will not attack undead beings and instead align their ferocious will against those living and who strive against Necromantic forces. There is a 25% chance that each within 1'/level of caster must save, each mt, or also enter into the Necrofrenzy.
16. Priestly Magic: Binding Chains of Darkness/Light, Cause Temporary Insanity, Liberator, Rot, Cause Heavy Wounds, Speak with Newly Slain, Confusion

## **Level 5**

1. Forbidden Spell of Assuagance: Mana: 5, Range: 90', Duration: mt/level, Saves: Normal if resisted  
The victim's *need* is fulfilled, though this requires a sentient life to be forfeit (killed as part of casting the spell). Usually this spell is used to placate a greater undead, lesser or minor demon, etc. for a time. Any insane or sufficiently single minded being is also a good target

for this spell. If a normal being is afflicted by this spell as a kind of perverse seduction, she or he will live out their worst debased id fantasy. There is a 15% chance of resistance per élan point over 6. If the save is failed, the victim is incapacitated during the duration of the spell and loses 3 +d3 élan points. These may only be regained with difficulty.

2. Wall of Skulls: Mana: 5, Range: 60', Duration: 1 min + mt /level over + 3 mt /mana point in addition, Saves: None

The wall is 10' x 10' (100 square feet) + 50 square feet/level over. The wall has immense physical and magical resistance and will shatter all at once or not at all. It can sustain up to 5 pts physical damage per level of caster, but is only harmed by enchanted weapons or enchantments (claws of a magical creature, for instance, will not suffice.) The damage needed to destroy it is not *cumulative* - it has to happen *all at once*. The wall has a 25% magic resistance and is 50% resistant to fire, earth, rubble, acid, cold, lightning, light and darkness magic. Psychic forces and non corporeal beings cannot cross, nor is teleporting or phasing through possible. The L8 version of this spell Improved Wall of Skulls extends the wall to all adjoining planes, including the Astral, Etherial and Elemental planes.

3. Undead Self: Mana: 5, Range: 10', Duration: 1 hour/level + 1 hour/additional mana, Saves: Only if resisted

The target of the spell becomes an undead being, with 1 antilife force per level of caster. The one who changes becomes the undead of the Necromancer's choice in all respects. Consult danger chart "A."

4. The Binding Incantation of the Twofold Revenance: Mana: 5 or special, Duration: d3 mt/3 levels of caster or Special, Range: 20'/level or Special, Saves: Normal

In a rushed "combat situation" this spell merely takes control of an undead's Antilife force and binds his will to the Necromancer for the duration. When cast as a 5 minute ritual on a captured or contained undead within 10', the Necromancer may attempt to bind the antilife force of the undead to him *utterly*. This requires 2 mana per antilife force of the undead victim and effects up to his level in antilife force maximum. If the undead does not save vs. spells, it becomes a completely obedient (though possibly hateful) slave of the caster. The duration is 1 hour per level, whereupon 1 mana per 3 undead antilife force levels must be used in a 5 minute ritual each time the duration is extended. If the undead saves vs. the initial ritual, it will be 100% immune to the Necromancer's magic for d6 mt! See also danger chart "B" since the Necromancer is confronting undead forces directly with his own essence.



**DESERCASTION**

TYPE: MAGIC CONSTRUCT PSEUDO LIFE UNHOLINESS  
 HD: 5+1-13+1 MOV: 100'  
 AC: 2 INT: AS PER VICTIM.  
 DEX: 12-21 (11+d6) TEMPER: NASTY, FATALIST  
 AGL: 12-17 (11+d6) FOUND: INDOORS.  
 STR: 14-18/19 (13+d8)  
 THIS IS CREATED BY SUBJECTING A HUMANOID TO A TRANSMUTATION SPELL CALLED "AMBULTHEMBOK'S DESERCAST", A 5 SPELL BUT VERY COSTLY & DANGEROUS. THE VICTIM IS FORCED TO SERVE THE MASTER.  
 THE GOOP ON THE TOP & BOTTOM IS WHAT IS LEFT OF VICTIM'S BODY. THE RED FLUID IS 20% ACIDIC, 80% BIOTOXIC "LIFE" GEL. THE VICTIM HAS 6+04 TENTACLES WHICH REACH 10'+1'/HD. THESE CREATURES CONSUME LIVING MATTER, BY PULLING IT INSIDE.  
 WEAPONS PENETRATING MUST SAVE OR DIS-SOLVE. MISSILE WEAPS DEFLECT 75%. THEY ARE 30% M.R. THEIR TOUCH CAUSES SPASMING, SAVE AT -1, TO 1MT, RATHER THAN 06 MT AFTER THEY LET GO. THERE IS A 10% CHANCE OF CONTRACTING THE 'DISEASE' ON TOUCHING THE GEL, 20% WHEN INSIDE, SAVE AT +1 VS. DISEASE (L.B. DISEASE) IT INCUBATES 30+020 DAYS THEN OCCURS THE NEXT NIGHT INDOORS.  
 THEY MAY ALSO FOLLOW ASTRALLY, FOR 10 MINS. ONCE PER HOUR. 1/ ACID / COLD / PSYCHIC / WEB. HEAT MAKES FLUID BOIL - DOES 1/2 DAMAGE, OVER 20MT FOLLOW.

5. Ambulthembok's Desercast: Mana: 10, Duration: Permanent, Range: Facility, Saves: At -2  
 The ritual requires 24 hours without interruption and is quite risky! The victim is suspended by ropes over a biotic gel created by an expensive concoction of red slime, ground red jade, blood of an elf over 1000 years old and temple dust from a life religion (such as Horus, Earth Mother, etc) During the ritual there are 3 crucial phases. (1) There is a 20% -2%/level over chance of splashing himself during an explosion that always occurs. Shielding oneself is impossible, since one must be in contact with the mixture at this point. This does 3d10 damage, 1/5 of which heals only 1 per 4 months and the Necromancer suffers -d6 charisma loss during that time (1/3 of that permanently.) The splash does not cause the spell to fail. (2) There is a control roll of 55% + 3%/level when the material is forced into a column. If this fails, the Necromancer is splashed with a full dose of Desercastion Ichor (see above), with full damage and risk. The spell also fails. Otherwise, (3) the Necromancer must attempt to control the newly created monster once and for all, 85% + 1%/level. Roll this secretly from the player. If the roll is failed, the Desercastion will do all it can to destroy the caster, but this attack will be delayed. There is no way to tell whether the control roll was successful or not... Roll randomly when the Desercastion will turn on the caster: 01-50: Immediately, 51-75: d6 minutes later, 76-90: d6 hours later, 91-95: d6 days later, 96-99: d6



months later, 00: At the Desercastion's leisure. The caster is -5 in all respects after casting this spell until enjoying a full sleep. There is a 5% chance of rolling on danger chart "B" less 1% per two levels over.



PRIEST-MAGE OF TANABRAS	
TYPE- METAMORPHED HUMAN	MOVE- 90'/60'/90'
AC- 5	DEX- 14-19
HD- 5+1-12+1	AGI- 11-18
INT- 13-18	STR- Always 19
<p>Attacks- 2 spells per melee rd, OR (in lieu of both spell attacks) 1 brain-blast (45' range) that does 6-36 psychic rip, causes confusion for 4+2 rounds and drains 1 intelligence point. This mind-strike may only be done once daily and the save is at -4.</p> <p>1 clawed kick for d10-3d8. A few use weapons, favoring spears and short pikes.</p> <p>Notes- These creatures are rarely below 4th level in each category and may do spells on land or under water. They live in swamps (due to religious edicts) though often travel about spreading their dread lord's evil. Are often accompanied by undead octacrocs, or Swamp Wraiths, or other similar creatures.</p> <p>100% immune to cold, fire, acid, life drains-blasts, and psychic attacks. They take d8 per vial from holy water.</p>	

6. The Forbidden Ritual of the Priest-Mage: Mana: All, Duration: Permanent, Range: Self, Saves: None

Necromancy strides a thin line between the mystic and the religious. It is consequently an abomination to both. The risks associated with Necromantic forces for living beings, particularly with higher level spells and those with references to Danger Chart "B" make it increasingly difficult to pursue a career as a living Necromancer. If an appropriate religion exists - a Lord of the Undead or some such, and there is a sanctified spot, the Necromancer may attempt the transition to "Priest-Mage", a form of Greater Undead. His lifeforce becomes warped beyond repair or return in the process. The benefits include: Fewer 'risks' in necromantic spell casting, undead abilities, and the ability to cast two spells per round. The Priest-Mage listed above is only one option. Others exist for other religions. There are 3 dangers: (1) The spell may fail. Roll 66% + 2%/level. If this fails. The Necromancer's lifeforce becomes d6 (that's it!) If quickly restored, with drains, etc., it may never be more than 75% of the original and falls back to the warped value at 1/3 days until restored again.



- (2) The Priest-Mage is bound to the religion that aided the transformation. There is a 13% - 1% per level over each year that the Priest-Mage must serve the priesthood for 2d12 months.
- (3) There is a chance of 'delayed remission.' After d100 days, there is a d10% chance of reversion to a mindless ghoul. This is rolled *every* d100 days, but -1% chance of reversion each successive roll. The reversion is permanent and irreversible.
7. Haunt: Mana: 5, Duration: 1 min/level and 1 day/level, Range: 180', Saves: Normal  
The victim must save against a dread seal being placed on his life force. This seal will render him -3 in all respects and he will see and hear howling shapes and nightmare images everywhere (for the 'days' duration). If the victim is killed during the minutes duration, his soul is trapped in the spot he was slain for the 'days' duration. At midnight his soul will wail and manifest as a silhouette, each night. Notes: The victim is not resurrectable unless the spell is dispelled *at the site* of the death. Also, the disembodied soul, when it manifests, is -5 vs. all necromantic forces - accessible to binding, create undead, etc. Save to mt and hours of effect.
8. Mutation: Mana: 5, Duration: 1 mt/2 levels or 5 min/level, Range: Touch, Saves: Normal  
The spell may be cast in 2 modes.  
(1) In combat: A living opponent must save or be warped (like polymorph) into a hideous extingence of throbbing tissue with roughly the same mass as the original. There is a 1 mt transition either way, with % functionality before and after. It thoroughly incapacitates 1 HD/level of necromancer. On bigger creatures, only part of it is Mutated. The wet helpless blob is AC 9 but it has its original hit points and senses, although the revulsion, pain, nausea and horror is so great there is only a 1%/EGO of remaining lucid.  
(2) As a 5 mt ritual causes d100% disfunction in a victim as his body explodes outward as tendrils which spew forth black ichor, gills, lumps, pulsing blisters, writhing fibers and more. All activity can only be undertaken by this being after the acclimatization period, as per Level 4 General Magic spell 'polymorph'.
9. Negative Material Zone: Mana: 5, Duration: 1 mt/level, Range: 90' + 5'/level over, Saves: None  
A 1' r. per level region (must be placed) appears with the following properties. (1) Nonmagic objects (non living, too) vanish, leaving a ghostly insubstantial exterior image floating in space. Walls, etc. have no solidity, becoming only a hazy image of themselves. (2) Living matter takes 2d6 disruption per mt within the region and drains 1 lifeforce per mt within, save to one per d6 mt. Regain each at 1 per 15 minutes. (3) Magical effects passing positive to neegative (or visa versa) are effectively +25% disfunctional - roll this chance that the victim is unaffected, or add it to their magic resistance if they have it. Note: the target or caster must be inside the field for there to be a magic resistance bonus. Example: The caster is in the Negative Material Zone. A mage outside the zone attempts a lightning bolt spell directed at the Necromancer. There is a 25% chance the lightning bolt will not penetrate the zone. If it does, the Necromancer still has a +25% magic resistance. Spells that the Necromancer casts to retaliate on mage have a 25% chance of not leaving the Zone.
10. The Screaming Shades of Discord: Mana: 5, Duration: 1 mt/3 levels, Range: 240', Saves: Normal or Special  
The caster creates one Shade + 1/3 levels over, each spell casting. If there are corpses (recent

ones, within 15 minutes + 1/level) within the range, they must save or their souls become Shades - fully controlled by the caster. Otherwise 'Crystal Knives of K'Tha' (see Soul Transfer) may be used. The Shades are humanoid figures, which attack as Shades in all respects. Note, however, that their violent creation leaves them unstable and within a 10'r of them a 13% (cumulative) chance exists of magic not triggering effectively. See the fumble chart. This is true for magic spells, magic items and 'natural' magical abilities. See Danger Chart "A". Requires 1 mt to conjure.

11. Self-Mutilator: Mana: 5, Duration: 1 mt + 1 mt/3 levels over, Range: 120', Saves: Normal

The victim's lifeforce twists and they are driven *by their own nature* to attack themselves, using the most effective means to destroy themselves permanently and completely. Note, however, they will defend *also* - so their full attack value is matched against their defense. This works on undead as well. Save to no effect.

12. Soul Transfer: Mana: 7, Duration: 1 min + 3 mt/level over, Range: 10'/2 levels, Saves: Normal, if resisted

The psyche and souls of 2 bodies switch for the duration. See the Lesser Soul Transference spell for casting details. Differences to that spell include (1). If the Necromancer wants the switch to be permanent, then his body dies and his psyche and soul remain in the body he has transferred to. The success chance is 60% + 3%/level over. This requires d3 mt of full concentration after the transfer has completed. (2). There may be a *favored* being in the switch that may psychically peruse the *disfavored* being's thoughts, memories and instincts in order to adapt to the new body. This takes 1 mt, and there is even a 3% chance/INT of not even having to pause. For example - after a transfer, the new body may turn and continue attacking (albeit under new management) *the very next option*. (3) The soul transfer may be into a specially prepared vessel made from a corpse. If the spell includes a ritual death blow on a victim, the victim saves at -4 versus this enchantment. This 5 mt ritual allows the soul transfer to be one way. The corpse operates in all respects as a Zombie under the control of the psyche transferred into it. (4) A victim's soul may be transferred into a Crystal Knife of K'Tha. The blade is made out of black crystal. Obsidian, at a cost of roughly 250 GS, is inferior and offers the victim a +3 save and -25% effective. Black Crystal costs roughly 1000 GS. Black Diamond costs roughly 10,000 GS, the victim gets a -3 save and the result is 35%). The trap lasts 1 day/level or 35% + 3%/level over (+/- bonus) the trap is permanent. The dagger holds % of the soul/psyche of the victim + 5%/level over +/- bonus. The body, if it has less than 50% of the soul of the victim, falls into a magical dormancy. The body doesn't die or age as long as the soul is trapped elsewhere, unless it is violently destroyed.

13. Temporary Death Spell: Mana: 5, Duration: 1 mt/3 levels, Range: 60' + 5'/level, Saves: Normal

The victim must save or "die". Overcome by a wave of Necromantic energy, all vital signs cease for the duration. Afterward, or immediately if a save is made, the victim is -4 in all respects, decreasing to -3 the second round, -2 then -1 then normal in successive rounds. A second save indicates no effect. An alchemical spirit toxin may be brewed in 13 days, called "Womdass Trench Musk." A batch of 3d6 doses costs roughly 5000 GS to produce, plus 3000 GS for the reusable equipment. Brewing works 50% + 3%/level (up to -25% for the

quality of the facilities). The main ingredients are found in battlefields. Applied to weapons, it has the above effect if it enters a victim through a wound.

14. The Unholy Ritual of Undead Evocation: Mana: 7, Duration: 1 min + 1 mt/level, Range: 50'/level, Saves: Normal

All undead up to 1/2 the Necromancer's level in antilife force in range feel the call. Undead are compelled to approach the place where the spell was cast by the Necromancer, if their save is not made. Even if not forced, they will feel the summons. Once they arrive it is anyone's guess what they will do! The *unholy* aspect refers to the spiritual tug which brings all unnatural "things" to the spot where the Necromancer cast the spell. The ritual takes 1 mt to cast.

15. The Awful Withering Spell of Xonthru: Mana: 6, Duration: Permanent, Range: 75', Saves: Normal

The victim, if living, suffers withering and twisting injuries equal to d8/2 levels, save to half. These wounds will only heal using a 'heal heavy wounds' (Level 3 priestly spell) or better. If undead, the same damage occurs, but it will heal at 1 point per minute. Roll %ile once. 01 up to 2% chance/level the victim will suffer a 'critical hit'. Otherwise, up to 4% per level the victim will lose the ability to control d3 limbs as legs, arms, wings, tails, etc become useless.

16. Allowable Priestly Spells: Desecration, Enragement, Dispel Illusion, Cause Insanity, Influence Dreams

## Level 6

1. Discorporation Shield: Mana: 6, Range: 5' r about the caster, Duration: 1 min + 1 mt/level, Saves: Normal

All coming the within the shield (which cannot be moved once it has been created) loses all physical substance until d6 mt after it leaves. Non magic substance and forces fall harmlessly through unless it is alive - in which cast it gets a save. Undead are not effected. Physical forces of magical origin (force, sand, stone, mystic darts, shockwaves, sonics, etc) are shunted to the negative material plane 35% +5%/level over caster, -7% per level under. There is a cumulative 1% per level shunted that the shield will go down. Roll after each shunting.

2. Zone of Null Divinity: Mana:  $6 + 1/(\text{divine threshold breached} - \text{squared})$ , Range: 240', Duration: 1 min/level, Saves: None

The effect covers a maximum of 100' r + 5' r/level over, but it is usually focused on one sanctuary, fane, etc. Mana example: To create a Zone of Null Divinity in a 'Sanctuary' (Zone level 7), would require  $6 + 7^2 = 55$  mana! Casting time: 1 mt per Zone level. The maximum a Necromancer may affect is 2/3 their level, rounding down.

Divinity Zone	Description	Barred to Antilife force	Discorp- orate Antilife	Necro Level Bonus/
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			<b>force</b>	<b>Penalty</b>
0	Zone of Null Divinity. The divine has no presence at all. Normally this is impossible.	None. Undead gain effective -1 antilife level. Those who die are trivial to animate.	None	+2
1	Magical or accursed region. 'Dungeons' fall into this category, or desecrated graveyards, a haunted house, etc. Magical Planes including Hells and Ethereal Planes are included in this category.	None	None	0
2	Disturbance of nature, a storm inspired by magic. A tainted region which is borderline haunted.	None	None	0
3	Barrens, no life. A no man's land between nature and supernatural tainted terrain. The Elemental Planes are included in this category.	None	None	0
4	Wilds: Little to lots of life, but no inhabitation by sentient beings.	-3	None	0
5	Inhabited by sentient but godless beings.	-5	-3	-1
6	Inhabited by sentient beings with religion though without a systematic set of protections to maintain order. The Astral Plane is included in this category.	-10	-7	-2
7	Inhabited by religious beings who have created a compound such as a building, city or even an entire landscape of pious people. These are demarcated and protected via symbols and icons enhancing and imposing the sacred on the world.	-14	-10	-4
8	As above if a priest of roughly L10 or greater is present. A fane or other sanctified ground.	-25	-12	-6
9	A fane or sanctified ground if a priest of roughly L10 or greater is present. A sanctified temple. The presence of a lesser angel.	-30	-14	-8
10	High Temple, Archangel, Temple with high priest L15 or greater.	-35	-20	-11
15	Presense of God	-50	-35	-15

**Barred to Antilife Force:** If 50% or greater chance of 'turning', undead will not even attempt to enter the region unless forced. If they are forced, this force must be constantly applied and does not remove the chance that the undead may disincorporate.

**Disincorporate Antilife Force:** If 50% or greater chance of 'disincorporation' an undead will automatically disincorporate upon entering a region unless special circumstances apply - for

instance, some powerful necromantic force is driving them to enter.

3. Warp Magical Law: Mana: 6, Range: 240', Duration: 1 mt/level, Saves: None

This spell plays with the basics of magical 'constants', such as duration, range, control and so on. Specific warpings are possible by type of magic. Another format is possible, range: 60', 5'r/level, Duration: 1 min/level.

FIRE: Leaps about randomly, sputtering and reappearing.

AIR: Whirls in chaotic spirals without any sense and congeals.

EARTH: Flows into new shapes with chaotic material properties.

WATER: Dancing shards of ice form, solid objects turn to froth.

SHADOW: Becomes either lightless or lit, disambiguates and is forced into 'standing silhouettes'.

ILLUSION: Takes on fantastic/psychic impressions from others within the region, loses its own definition and purpose, becomes *obvious*.

TIME: Limited in spatial effect.

SPACE: Limited in temporal effect.

DARK: Destruction disperses

LIGHT: Focus narrows down to more specific effect (less varied).

Elementals are destroyed. Walls, radius effects, or any 'standing magic' becomes fully ineffective and impossible to cast. Magic items cannot function. The Necromancer must choose a single kind of magic to effect. Even other magic types are -20% in the manner described above.

4. Lifetwist Malady (Pestilence): Mana: 6, Range: 10'/level, 10' r effect, Duration: 1 mt/level, Saves: Normal.

The effect must be placed. Living matter gets wracked with Necromantic inspired disease. All victims become incapacitated and lose 1 life force per mt till they die. Past death, victims become animated corpses under the Necromancer's control. The effect on each victim is contagious - in a 5' r. A save indicates such horrible cramping, aches, nausea, convulsions, fever delusions, etc. that one is -5 or -25% in all respects. Only a dispel magic or cure disease stops the effect. Lost life force returns 1/mt but note that this may mean that the victims remain in very bad shape for an extended period of time. If the life force gets low enough - the victim will age years in those few mt.

5. Cataracts of the Pallid Sun: Range: 500' r. + 100' r. per level over, Duration: 5 mins + 1 per mana. Saves: None

The sun is eclipsed by a pall sheathing all in a dim murk. Lesser undead who cannot bear the sun have no problems here. Light magic is -4 or -20% within, elemental magic is -3 or -15%, religious magic is -2 or -10% for any religion other than the Lord of the Undead, or -4 or -20% for 'life' religions. Alone this spell will not breach a sanctuary, but it will help.

6. Dead Zone: Mana: 6 + 1/mt, Duration: 1 mt, Range: 90' + 10'/level, Saves: Special

This spell must be placed. A radius of 1'/level within which all are drained d3/4 levels in life force each mt they remain within the radius. After leaving the zone, 1/2 of the life force is

immediately recovered, while the additional recovers at 1 per minute. If the victim dies due to this effect, no recovery occurs. Save to 1/2 the rate of drain.

7. Death Spells: Mana: 6, Duration: Permanent, Range: 10' + 10'/level, Saves: Normal  
Save or die, with one limitation. Examples. Pulp and splatter up to 2x the Necromancer's HD. Or Deathray, which must roll to hit and effects up to the Necromancer's level in lifeforce. Or Deathstroke, which cast upon a weapon must hit the victim *the first time it is used* and effects up to twice the Necromancer's own lifeforce.
8. The Dread Bloodpooling Spell: Mana: 10, Duration: 1 hour/level, Range: 10' + 1'/level, Saves: Normal if resisted  
The first target (the agent) must make physical contact with a bleeding portion of his body with a wound of the victim (the subject). The subject saves, otherwise the agent will draw out d6/2 caster levels worth of 'blood' (hit points). This adds to the hit points of the agent 1 to 1. Any magical attack on the agent will be shared 1-100% by the subject, but the link is broken faster. 20 minutes per level of magic transferred is deducted. Note: The agent and the subject share a nightmarish telepathy. They may communicate (by talking) if the agent desires. The spell requires 1 mt/3 caster levels to complete. After that the agent must remain within 100'/caster level of the subject. Each time the distance doubles, the duration passes twice as fast. Once the duration completes, whatever remains of the drained hit points are returned to the subject.
9. Elementary Undead Constructs: Mana: 40 + 4 per d6 hours of duration additional, Duration: d6 hours/level, Range: Not applicable, Saves: Not applicable  
A fully equipped laboratory must be prepared (costing 10000 GS at least, equipped with tables, hanging platforms, alchemical racks, tubing of glass, alchemical supplies, skull candles, retained souls, etc.) A further 2500 worth of supplies is used each time. The Necromancer must gather parts of corpses of sinners, that is, individuals who were not admitted to the afterlife of their religion, rather they were 'damned.' These body parts may be quite old - even centuries old. The more 'evil' the source, the better. If redeemed souls parts are used, they must be quite fresh - less than 1 hour per level of the Necromancer, and a save is possible. The result is an Abominid with the use of the body parts supplied. This works 65% +1%/level of caster, +/-20% depending on how conservative or ambitious the design was. A maximum of one limb per 2 levels of caster may be used. Poor quality body parts yeild up to a -50% die roll. The spell requires d8 + 3 days to complete, 12 hours per day of uninterrupted work. See Danger Chart "A". Control is as per Desercastion. Submerging the Abominid in a necroactive mineral goo (costs at least 1000 GS in materials) prolongs the duration indefinitely, with appropriate mana cost expended when the Abominid emerges. If the Necromancer is not present when the Abominid leaves this 'bath' it will only last d6 hours before dying.
10. Gagkukvothk's Spell of the Mind Thrall: Mana: 8, Duration: 1 min/level, Range: 5'/level, Saves: Normal  
The victim's mind is completely submerged by the will of the Necromancer. One command (simple) may be given per mt. The thrall may fight at 1/2 normal level, but it cannot perform any of its magical or spiritual abilities. If forced to do objectionable things, like attacking a close friend, etc. the victim may attempt to resist. This requires an EGO roll: (3 x EGO) +

(experience level x 2) - (1.5 x Necromancer level) = % chance of breaking free. This spell is ideal for use on stunned, confused, insane or otherwise 'vacant' victims. These get a -3 save and have no chance of resistance. Such a victim operates at 1/4 normal proficiency and half speed (as if *slowed*.)

11. Mass Undead Control: Mana: 6, Duration: 1 min/level + 1 min per mana over needed to cast, Range: 60' + 10'/level, Saves: Normal  
The Necromancer may command the obedience of undead with 1/2 his level in antilife force, up to twice his level in antilife force total, in a radius of 10' + 1'/level over. This spell must be placed unless a region has been prepared in advance with the correct symbols and diabolical paraphernalia. Once controlled, the undead will save the caster completely as long as the duration lasts and they stay within the 'range' of the caster. Another version of this spell, Dread March, has a duration of hours instead of minutes, in which the undead will move or stay put under the command of the Necromancer, but do nothing else. Any undead who fails the save versus one version of the spell will not be able to resist the other.
12. Mortasmic Cloning Process: Mana: Special - the last day requires 50 mana, Duration: Special, Range: Special, Saves: Not applicable  
This spell requires an extensive lab costing at least 15000 GS, specialized for this spell. Each casting costs roughly 7500 GS in difficult to obtain materials. The ritual requires 20 days - 1/3 levels. Success is 65% + 1% per level (+/-10% due to the quality of the facilities). The Necromancer may grow an person using a sample of the victim's tissue. This must be embalmed within d6 hours of being severed from him, her or it. The sample must be substantial - at least a finger or toe in size. The clone becomes a Phantom able to impersonate the victim exactly. It has 50% +d50% of the victim's memory, skills, etc. See the Simulcrum spell for details. However, the Clone will go completely insane if it does not succeed in killing the original, 3% chance per week, cumulative. Roll each week. Determine a random L13 insanity. The original also begins to go insane: 1% cumulative chance per week, with a weekly check. If a clone kills the original, there is a 50% +2%/caster level that the Clone will steal his life force and become a living being with the assistance of the Necromancer. This ritual must be performed within 1 hour/CON of the victim. Finally, the clone is only controlled if 35% + 3%/level is rolled. This roll must be made in secret by the GM. The Clone has only two concerns of its own: Kill the original and take his place (which requires the Necromancer). Then: Kill the Necromancer. Normally, these are only single-minded, obsessed with their plan for survival and revenge and so on, as Phantoms generally are. However, there is a 25% - 1%/3 levels of the Necromancer + 1/level of the victim that the clone has exactly the moral outlook and persona as the original. See Risk Chart "A"
13. Necromantic Restoration: Mana: 6, Duration: 1 min/level or 1 mt/level, Range: 100', Saves: None unless resisted  
The recipient's wounds will 'heal' instantly and remain healed for some minutes. Up to 50% + d10%/3 levels over of the recipient's total hit points cease to be any trouble. In actuality, the wounds do not go away, Necromantic force merely holds them in check. The injuries have no inhibiting effect on the enchanted one. Severed limbs reattach, pierced hearts continue to beat and so on. If the victim is paralyzed, blinded or otherwise physically

incapacitated, the spell will resist this. Roll a dispel against all such magical effects: 35% base chance +7% per caster level over the magical effect, -9% per level under it. The recipient has a respite from these magical effects for the duration in *mélee* turns. Once the spell completes, the wounds and magical effects return. They are then cursed (at the Necromancer's level). Unless this curse is lifted, the wounds will only heal naturally at 1/2 the normal rate.

14. Necrophize Body Part: Mana: 6, Duration: 1 hour/3 levels till activated, then 1mt per 2 levels, Range: 180', Saves: Normal  
5% of the victim/3 levels of the caster (his choice!) becomes undead at the caster's bidding. It will, when activated, operate with the full strength, skill, etc of the victim, but against his will. This spell requires d3 mt (for each new command) of complete concentration. The commands must be given when the victim is within range. Examples: hand/arm: Attack a specified target, head/hands: cast spell "X", hand: activate magic ring, etc. The body part bloats, bursts open and black goo spews out of multiple fissures. After the activation, it returns to normal with only d3 damage.
15. Negative Material Rift: Mana: 6, Duration: 1 mt/2 levels, Range: 30' + 10'/level, Saves: Special  
A jagged rift, with random outlines, 2'/level long and 1/2 levels wide appears. The center point of the rift must be placed by the Necromancer. This rift is an opening to the Negative Material Plane. It need not appear below - in fact it usually is a tear in space, visible from only one side. All those within 1/4 levels must save or 'fall into the rift'. They will have to scramble out soon, since the opening closes quickly. All those within 5'/level suffer the following effects: d10 disruption, 1 lifeforce drain/mt and fully debilitating confusion for 1 mt after they leave the proximity of the rift or it vanishes. Those within 1'/level (on either side of the rift) suffer double this effect. A save halves the damage and eliminates the confusion effect.

## Level 7

1. Wall of Flesh: Mana: 7 minimum, variable, Range: 15', Duration: 1 mt/level, Saves: None  
Strips of skin hang within 15' of the caster, randomly spaced, in space. Should the caster suffer a magical assault, the skin gathers solidly against it. The flesh then suffers the damage meant for the caster, of whatever type - even if the effect is targeted (such as a death spell, withering, whatever) or a directed effect such as a cone or radius effect. If necessary, the skin will surround the user completely, in a sphere. The damage it can sustain depends on the mana pool reserved for it: 10 pts of damage per mana point. This is reduced by the hit points of any *captives* bound to the spell. For each hit point of a captive, one hit points are added to the protective effect. The victims suffer the damage meant for the caster, in proportion to their contribution. The ritually bound captives get a normal save, of course. The ritual requires 5 minutes per victim, who must remain within a magic figure. A victim may be up to 100' away, per level of caster, and prepared up to 1 day in advance. Up to 1 captive per level may be bound, maximum. The wall's AC is 9. It gathers to prevent anyone from entering within 15' of the caster. It must be destroyed before it can be crossed. Missile and thrown weapons pass through without hindrance.



2. Beckoning of Those Within: Mana: 10, Range: 60', Duration: d6 mt/2 levels, Saves: Normal  
This works only on those with élan of 1-7. The Necromancer conjures the undead matching the sins and corruption of the victim. The victim has all the undead being's powers in addition to his own, and a completely malice filled disposition. Each point of piety is +1 to the save. Piety over 7 are immune to the spell entirely. 1%/level of Necromancer that the effect is permanent. Requires 3mt to conjur and the victim must be surrounded by the 'haunted' evidence of his or her sins. The victim will be tainted after this effect and need purification. Otherwise, when their body dies, they will arise as the undead again.
3. Soulwarping: Mana: 7, Range: 240', Duration: Permanent, Save:Normal  
This spell disturbs the essence of the living being enchanted. There are five effects, though not all of equal magnitude. One completely debilitating phenomenon is chosen, which prevents the being's fate. All other phenomena 'sour' the victim's existence by -1, -1/2 levels over. The categories are physical warping (deformity, withering, frailty near death); mental warping (insanity, senility, utmost deranged delusion); emotional warping (ennui, despair, regret); moral warping (contrary to deepest convictions, depravity, erratic, treacherous); spiritual warping (no magic resistance - save at -10 - terrible susceptibility to one form of magic, lack of control - fumble magic 50% of the time -2%/victim level, twisted effects). The necromancer chooses which effect. Moral warping has especially bad effects on priests, paladins, etc. Spiritual warping is mostly reserved for mystic opponents. If an opponent saves successfully, this enchantment may never be attempted on him/her/it ever again.
4. Soulhook: Mana: 7, Range: 45' initially, no range after that, Duration: 1 day/level, Saves: Normal  
The target may be either one with life force or antilife force between +10 and -10, with +/-1 per 2 levels over needed to cast. The hook has 3 effects. First, the hooked one has -1 resistance to the Necromancer's magic per 3 levels of caster. Second, the Necromancer knows where the hooked one is, even across dimensions, whether the victim dies, is nearing a destiny achieving moment and whether the victim fails or succeeds at this moment. (GM interpretation is required). Third, the hook may be pulled; the victim helplessly returns to the Necromancer using any means possible. The hook is imperceptible except to priests over 10th level, to Angels and Demons.
5. Abruntesk's Wrong of the Priestly Decrepitizer: Mana: 7, Range: 120', Duration: 1 mt/level unless done as a 13 minute ritual, then the effect is in 10s of minutes, Saves: Normal  
The Priest (of any faith remotely contrary to the Necromancer's) is wracked by terrible and unholy torments. His body bloats and covers with pustules from which explode dark vapors. These howl, poison the priest and form images of utmost derision to the victim's God. During the duration the Priest may do nothing. Injuries consist of 10% victim's hit points and d8 poison/4 levels of caster. The Priest saves to no effect, but if the save is failed, there is a 1% chance/level under 20th of death, 3% of discommunication for d6 days per 3 necromantic levels (or till purified) during which time the priest has only power at half their normal level and acts of faith cause terrible illness (roll EGO on a d20 to master the agony).
6. Turgid implant or "Brain Expansion": Mana: 7, Range: 10'/level, Duration: 1 mt/level + 1 min/level to recuperate, Saves: Normal  
If the victim fails his save, his head necromorphs from inside. Over a 3 mt duration, the

victim becomes progressively disoriented until suddenly their skull expands to 3x normal size. -5 in all respects first, -10 second and incapacitated the third round. Now functioning as a skull warrior under the Necromancer's control, the victim will retain all knowledge and capabilities. However, to the extent that the victim was pious, the necrointellect will be independent and wrathful (towards the Necromancer). The chance depends on élan: 7 [10%], 8 [15%], 9 [25%], 10 [50%], 11 [75%], 12 [99%]. Bonuses are also given for blessings. Mystics may retain their own will and intellect 3%/victim level. The victim may also be exploded (at will, whenever the Necromancer decides). This causes damage in a 30' r, d10/3 levels of caster half impact, half undead disruption. The shrewd implanted victim will not let on that he has its own will until he has an opportunity for revenge.

7. Master Parts: Mana: 7 + 1/victim, Range: 30', Duration: Permanent, Saves: See below.  
The Necromancer creates a 'part' out of special materials - it is an effigy of a hand, eye, stomach, etc. This is an enchanted object. It is used to modify victims for future uses - see below. Casting time: 3 mt minimum. The mana cost is permanent, though the 'part' may be released through a one day ritual. A victim must either be forcibly operated upon (takes 30 minutes -1 per level over 10th), in which case the save is at -5, or enchanted in which case the victim saves normally. If the enchantment is successful the Master Part takes the place of the victim's organ. After d10 minutes the organ and the masterpart switch places again. The much altered part returns to the victim and the Master Part to the Necromancer. The modified organ is completely obedient to the Necromancer, at any range, on any plane. The sense organs report back, etc. Be creative here. Brains are *excluded*. The victim is tainted and will have an unclean death (leading to rising as undead) unless religiously cleansed. There is a limit of 5 permanent victim per level of caster, but the master part must remain in the Necromancer's possession.
8. Disconfabulation: Mana: 7, Range: 5', Duration: 10 + d10 mins/level maximum, Saves: None  
This spell may only be cast on *willing* subjects, of the Necromancer casts it upon himself. The effect is complete discorporation, with a 'haunt field' of 500'/level. At will, or at the latest when the spell ends, the subject reforms. During the duration, the recipient acts as a 'dormant specter' - it may manifest anywhere within range, or vanish and have *absolutely no manifestation* on the material plane. The recipient does however have a full manifestation on the negative material plane. There are some risks inherent in this enchantment. First, during the first minute, the recipient of the spell is helpless and slowly fading. At this point, a priest can easily 'banish' the spirit-form, as if it were of Antilife force 3. Second, if this spell is used in a 'dimensionally unstable' location (if a gate except to the negative material plane, demonic portals, in a realm of chaos exists within the range), the recipient will become a wraith permanently, with no ability to leave the area (Chance of this problem is 100% - 3%/level). A Level 10 version of this spell is Mass Disconfabulation which effects up to 1 being per level!
9. Soulsplinters: Mana: 7, Range: 60', cone of 20' terminating diameter, Duration: Instant, Saves: Normal  
All within the cone must save or die, but in a *particular way*. The souls of those who die fragment into crystalline shards littered in the 'shadow' of the cone. Gathering these pieces allows one to either (a) pray and resurrect the victim, (b) proceed with necromantic magic on

the corpse at +5 (+25%) efficacy. Shards are big and hard to miss & vary in form depending on the victim.

10. Greater Soul Transfer:

As per the L3 spell, except that the duration is permanent or until the 'transfer key phrase' is uttered. Only the Necromancer knows what this phrase is, but he can teach it to people *before casting the spell*. Each casting generates a new unique key word. The other difference is that for every level below 20th, there is a 1% chance per day, cumulative, of being forced to transfer back - unless there are daily recastings of the spell.

11. Soul Storage: Mana: 10 - 9 are only recovered after the spell is broken, Range: 10', Duration: Permanent, Saves: Normal

The victim becomes the soulless slave of the Necromancer if the saving roll is failed. The spell separates the victim's soul from his body into a specially prepared vehicle (usually a jeweled figurine, jewelry or trinket). The victim has only the slightest trace of Necromancy after this process. After death, he will become a greater undead (antilife force -8 or greater) *immediately*, and will continue serving the caster unless a *second* save is made. If the undead is kept from doing terrible actions (ie. taking any souls) and can be fed back their own soul - or if the living victim is reunited with his soul, the spell is broken and the being is restored! Some Necromancers use this spell to separate their own soul from their body. In this case, the Necromancer may be easily revived by his minions by returning the corpse to the stored soul. There are risks to this practice. First, each day after the death of the body after the first day, there is a cumulative 25% - caster level chance that the Necromancer will become an undead and not be revived. Second, the soul may be captured and the caster enslaved by any other Necromancer (or greater undead)!

The spell requires 45 minutes to cast.

12. Karmamagics: Mana: 7, of which 3 is permanently forfeit, Range: 100' radius + 10'/level, Duration: 5 years per level of caster, Saves: Normal

A building, crossroad, plaza, etc. is haunted with disrupted destiny. In essence, actions taken there have grave consequences. Any with élan under 6 are subject to (a) insanity oriented toward realizing their greatest sin or desire (if areligious), and (b) becoming bound to this site forever. If any such effected person dies without having first been purified, he will return to the region and haunt it as an undead. The effect is essentially a trap which can be activated - at which point it will effect all within the region who do not save. The sins and suppressed desires are acted out *in the site* if possible. Continuing to do this becomes the primary purpose of those effected. The save is at -1 per élan under 5. If the region is purified by a priest before the victims' deaths, they are released from the region, their insanity and become undead. Every d100 days, each victim must save again or commit suicide in the site.

13. Soulblast: Mana: 7, Range: 240', Duration: Instant, Saves: Normal.

The spell blasts life levels of all within a 1' radius/2 levels. The effect must be placed. Save to half levels blasted, rounding down. Level of caster: 1-12: 1 life level, 13-16: d3 life levels, 17-18: d4 life levels, 19: d6 life levels, 20: d8 levels. The loss is permanent and stuns 1 mt per level blasted. Undead may drain other's life force to replenish lost levels.

14. Reviler: Mana: 7, Range: 60', Duration: 5 min + 1 min/level, Saves: Normal

The victim's essence is twisted so horribly that his death (must be done by an accomplice at

the end of the ritual) releases an utterly unnatural phenomenon. The victim must be religious (élan 8 or higher, but each point over 8 gets a +1 save and causes a 10% greater effect!). The region effected is 10' r/level or one building, shrine, etc.) This becomes *so desecrated* that all religious forces within *invert* and have the opposite intended purpose. Icons emanate curses, figurines animate as anathema entities and minor demons. The sum total of the effects is the necromancer's level 'as a priest' Example: A L13 Necromancer could cause (1) Curses as a L3 spell, Conjure Minor Angel as a L5 spell and Wall of Skulls as a L5 spell. After the duration ends, the site remains desecrated. Note: The Necromancer does not control or determine any of the effects... See Danger Chart 'B'

## Level 8

1. Reynold's Rot: Mana: 8, Range: 180', Duration: Permanent, Saves: Normal  
Save or all living matter immediately rots off the bones of the victim in a poisonous heap. A save still indicates 50% rot damage (of the entity's total). The effect is so absolutely awful to experience that there is only a 1% per EGO chance of remaining conscious, and the victim is stunned d6 mt in any case.
2. Mass Drain: Mana: 8, Range: 360', 10' r + 1' r/ 3 levels, Duration: Permanent, Saves: Normal  
If prepared beforehand, a special region of 3' r/level may be used. Or: An entire radius of 360', draining d2 life levels may be done. Otherwise drains d6 life levels, save to half (rounding down). Every level drained restores 1 mana to the caster, heals 1% damage and adds 1% M.R. (for d20 minutes) with a maximum of 50%.  
These drained life levels may also *temporarily* restore mana which has been used up permanently on other spells (see the L4 spell Life Drain). Only living beings are effected.
3. Domicrons of Soul Slavery: Mana: 8 of which 1 is permanently gone per 3 (anti) life force of the victim, Range: 10', Duration: Permanent, Saves: Normal  
The victim is ritually murdered, his soul invested in a place for a purpose. This is a tailor haunting spell to prepare an edifice for some special and specific horror. A domicron effects one room or chamber, usually. The victim becomes an undead of appropriate anti life force, less one per 2 levels of permanent 'general magic' enchangtment Ths a necromancer (with correct materials) can create the same basic defenses, detections and traps as a normal mage, but only in set locations and at a permanent cost. Once the undead has been dispatched, the magic effect also disperses.
4. Fleshmastry: Mana: 8, Range: 10', Duration: 1 day/level maximum, Saves: Normal if resisted  
The recipient or unwilling victim becomes sculpted over a 10 minute ritual. All physical injuries can be eliminated. Any form may be generated, including those with natural or magical weapons, armor, wings, etc. Even magical creatures may be sculpted. The result is indistinguishable from the desired type of being. If a replica is attempted, it will fool others 59% + 2%/level of caster. For every 1% of duration, there is a 1% chance at the end of the effect of distortion (-d6 in d6 respects). Example: if the spell could last 15 days and ends after 5, there is a 33% chance of distortion. The GM adjudicates the effect, if any occurs. There is always at least a 1% chance/level under 21 that the change wrought by this spell is

permanent. Distortion can be cured by priestly dispel or purification as if this were a Curse of 2/3 the Necromancer's level, round up.

5. Manifest Tomb: Mana: 8, Range: 30'/level, size of 10'/level on a side maximum, Duration: Depends, Saves: Not applicable.

The tomb is an impingement of the Negative Material Plane onto the Material Plane. The caster constructs their 'ghost sanctum' over the process of years and may evoke it at will (using this spell). The presence lasts as long as the caster desires - in a zone of null divinity. In zone level 1, it lasts 1 hr/caster level, in zone level 2, 10 minutes/level, in zone level 3, 1 min/level, in zone level 4, 1 mt/level, in zone level 5, 1 mt/3 levels.

The architecture is up to the caster. It may include dungeon 'features' such as secret doors, secret passageways, stairways, etc. The architecture is fixed between castings as well as contents (which are in a ghostly negative material transience while the tomb is not manifest. If any living beings are in the Tomb when it goes to the Negative Material plane, they may not leave it without getting disrupted. Further, time in the Tomb while on the Negative Material Plane is 1/60 the speed of the Material Plane. 1 minute within is 1 hour without). Building material is stone. Traps, etc. require additional investments, as in a physical edifice. Within the Tomb, the caster has +2 resistance and competence. If the caster dies while within, the tomb remains permanently until banished, haunted and potent.

6. Shambling Pursuer: Mana: 8, Range: 10'/level, Duration: 1 day/level or until the victim dies or the spell is undone, Saves: Normal

The victim is shadowed by a terrible wave of necromantic destruction. With the intellect and prowess of a Phantom, the pursuer will emerge from any sealed compartment from within 30' of the victim once per d20 hours and attempt to slay him. Each time it is thwarted, the Pursuer will gain 50 + d50% immunity to the exact effect that destroyed or repelled it (if magic) and half that to the type of magic, *cumulative*. The Pursuer carries the same type of weapons as the victim and has half the same skills in combat etc., +10% per attack until it reaches parity. The Pursuer gains one "magical item" of similar power (in magnitude, but not in effect) to the victim's magical items, per appearance, *cumulative*, until at parity with the victim. These magical items vanish with the Pursuer.

7. Talso's Spell of the Black Binding: (See AG II)

8. Warp Lifeforce: Mana: 8, Range: 60', Duration: Permanent or d20 hours per level, Saves: Normal

The target victim must save or immediately undergo a heinous transformation (which lasts d3 mt) into an undead of 2/3 his life force as antilife force. Now this change occurs at their essential level, so dispel magic will not cure it. Only a priestly absolution or purification has any effect. Undead beings sustain themselves by consuming life force. If the victim does not sustain itself, the duration will lapse. Each extension has a 10% cumulative chance of making the change permanent. Even if the spell lapses, the being will be so warped and tainted they will have a necro-intellect twisting them in opposing directions: their morality, emotions, sanity, etc will suffer until their soul is purified.

9. Deathbrink or 'The Neverlid': Mana: 8, Range: 30', Duration: 1 mt/level, Saves: None

A 1' radius/2 levels portal to the negative material plane appears. It need not be round. See notes on this plane for effects within that realm. This spell may only be cast in zones of null

divinity, or into zones of null divinity from the Negative material plane. For zone 1, -25% success; 2, -50%; 3, -75%; 4, -90%; 5, -95%; 6 and above, impossible. All undead within 100' antilife force will sense the opening and be energized - effectively double hit points or ability to withstand damage. If they cross the portal they may emerge at the time and place of their choosing within the same range.

10. Master Undead: Mana: 8, Range: 30', Duration: Permanent, Saves: Normal

An undead being must save or become the permanent subject of the Necromancer's will. This control will only fail if the Necromancer dies or falls under the spiritual control of another. The victim can have a maximum antilife force of half the Necromancer's level, rounding up.

## Level 9

1. Necromantic Summoning: Mana: 9, Range: Not applicable, Duration: Permanent until the Necromancer dies or the summoned being gains egress to (or is forced through) a negative material portal, Saves: Special

This spell requires a Zone of Null Divinity to cast and one month of uninterrupted work per life force of the deceased. The deceased being is brought back from the dead - with all his knowledge and abilities - as an undead. The type is usually random, with an emphasis on certain types, depending on the *fate* of the individual who died. (The GM decides). The Necromancer may try to establish control (using other spells and techniques) but there is always a 1% chance per level (of the victim) that the summoned being is not (despite all appearances) controllable. Highly religious beings may not be summoned, as their soul has gone on to their religious afterlife (élan 11 and 12). Religious beings may be recalled to Earth only by severely desecrating their final resting places (élan 9 and 10), and these get a +4 save. Religious beings (relatively pure and completed lives, élan 7 and 8) get a normal save, but their mortal remains are needed to cast the spell. Those with élan 4-6 save at -2, and their remains are also needed. All others save at -4 and their remains are not even needed to cast this spell, only some important artifacts from their life. The returned being is spiteful, perverse and will destroy all he or she wrought in life. More than anything else the summoned undead craves peace and a return to death.

2. Magnificent Execration: Mana: 9, Range: N/A, Duration: Permanent, Saves: None  
A place is permanently twisted into an accursed/haunted locale (Divinity zone 1). The definition of a place is loose - it could be a forest, a city, a plain. It depends on the historic and spiritual aspect of the area. It cannot fill more than 1 square mile per caster level. The place *may* change physically - it certainly will spiritually! The chance of this working is 60% + user level -1 per divinity level over 3, squared. The region has several advantages henceforth, at least for Necromancers and undead: Holy places become nasty, as unholy forces are attracted to the vacuum of order and this is the danger; Destroyer and evil sides of the religious pantheon may manifest (same % as calculated above: divinity threshold -3, squared). Requires d10 hours per divinity threshold - 1 hr/level of caster.
3. Form Beyond: Mana: 9, Range: 30', Duration: 1 min + mt/2 levels, Saves: None  
The recipient goes into a neither-land between positive and negative material planes. He is

100% immune to physical damage and magical damage regenerates at an incredible rate of 100% per second. An entity must be killed nearly instantly from magical damage for it to be effective, as even a mere tenth of a second and already half of the damage has regenerated. The only form of damage which does not regenerate is *divine* force - that is priestly magic or that of angelic force. Spatial and temporal magic in a 15' radius of the caster will go awry, often spectacularly, 95% of the time -1% per level of caster over 10th. At the end of the duration the recipient is thrown into the negative material plane for d100 days and is unable to emerge without a 'Deadbrink' or other rift in the material and negative material plane, unless the site of the discorporation is of divinity threshold 2 or less. Even then, it takes a minimum of d10 mt to rematerialize.

4. Bloodsymphony of Massacre: Mana: 9, Range: 90', Duration: 1 min/level maximum, Saves: Normal

The victim explodes into a spiraling blood froth, dying in the process. 10x as much blood as the victim contained forms into a 3' r spiraling cloud. All who come in contact with it are likewise effected by the spell. Each additional 3 HD widens the cloud by 1' r. The cloud has a 10' reach and will pursue the nearest victim. Once it becomes 10' r, it splits into *three* clouds. A save still does 3d8 poison + d8/mt that the cloud remains around the victim + d6 mt blindness, deafness and numbness - save to 1 mt. A potential victim is surrounded and the cloud remains there for d6 mt. It will still reach out to 1 victim per 2' r of the column which is within the 10' range. Once it kills a victim, or exhausts the duration of waiting, it will move on to the nearest victim at 120' /mt. If no victims are nearby, it will flow through any crack and even burst through walls of force or protective magical barriers with 1/2 the level of the caster as a dispel magic effect. If no victims are sensed within 1000', the clouds will converge upon those who have not yet been killed. This single spell can destroy an entire city or army.

5. Soul Tainting: Mana: 9, Range: 120', Duration: Permanent, Saves: Normal

This spell permanently transforms a victim into a travesty of itself. The being becomes a nemesis of all that he or she has created in the past, but is otherwise completely unaffected. If cast upon an evil being, no good can emerge from it. Rather, the being becomes utterly immersed in transcendental evil pursuits, turning against any institution or organization to bring about the greatest catastrophe possible for its own sake. This is one of the most dreaded curses.

## **Level 10**

1. Fate Stasis: Mana: 10, Range: 90', Duration: Permanent, Saves: Normal

A curse is set on one being, who can then neither die a natural death nor live. Their spiritual, emotional and psychic life ends. The person is no longer able to create, learn or age. The person becomes utterly listless and unmotivated, basically inanimate and inarticulate. They will make no difference until this spell is lifted. In such an 'amortal' state, a person can be entombed and forgotten and persist for millennia. In such a state, a being is immune to psychic attack, possession, control, drains, disease, etc. and doesn't even need to eat or drink.

2. Legions of the Dead: Mana: 10, Range: 1000'/level, Duration: Permanent until the battle or the Necromancer dies, Saves: None! (Magic resistance is possible).  
All fallen in battle in the region (unless blessed!) rise as skeletons. Specific individuals and veteran officers may be greater undead. Permanent loss of mana to cast this spell. It can summon 100s of 1000s of soldier - no problem. Those called must be sent to a single battle. The undead are vulnerable to the same things that normal undead, except that they can travel or march long distances as necessary. The Necromancer may have to march only at night and take care that there is a route which has a sufficiently low divinity level.

## **Level 12**

1. Shattering the Sacred Seal: Mana: 12, cost is permanent as is the effect, till the effect is counteracted.  
This spell breaks a divine covenant. The chance of success is 5% per year spent preparing, and the maximum is 95% less 1% per divinity threshold. This preparation requires at least 1/3 of the Necromancer's life and energy during that time - researching, meditating and gathering forces. The effect depends on the importance of the divine to the place where it is cast. In a very spiritual world, night and day, or the seasons, could cease their cycles, nature could run amok. There is no *range* to the spell, though it only effects a region - defined in spiritual not physical terms. For instance, it might effect a nation, a continent or an entire plane - depending on the force and scope of the covenant which has been broken. Whatever is in this single sacred domain, across space and time, will fall apart, becoming its own negation. In a world of overlapping spiritual domains only one "earthly realm" would be ravaged by this spell. This often requires the destruction of key sacred objects, sanctuaries and violating a prophetic juncture.

## **Appendix A - The Risks of Necromancy**

Every time that a Necromancer uses a spell which incurs a risk (of either chart below), there is a risk that something will go awfully wrong. The charts should serve the game master as a launching point instead of a strict description and measure of the disaster. Playing a Necromancer should always involve a chilling foreboding - that one does not know exactly horror what will come of it. Even where it is not noted, danger charts should be used whenever Necromancy is used directly on living beings.

**The GM should roll whether a fumble occurs, and if one did, secretly.**

**The base chance of failure is 20%.** Once below 1%, the base chance of failure is 0.50%, that is a 50 chances in 1000. A roll of 0-0-0-1 through 0-0-5-0 indicate a failure. For each additional reduction, the chance is reduced by 0.01% The chance of failure is never less than 0.01%



Another way of understanding this is that if the failure chance falls below 1%, it does not disappear entirely. For each % point below 1%, there is still a chance - though vastly reduced. Roll four ten sided dice to obtain a number between 1 and 1000.

The chance of failure can be **reduced** the following ways:

1. For every level over needed to cast a spell, the chance of failure is reduced by 2%.
2. If the spell is cast as a ritual (which takes at least a minute, but not less than ten times as long as the spell would normally take to cast), the chance of failure is reduced by 5% + 1% per 3 levels.
3. If the spell is cast in a specially prepared laboratory, the chance of failure is reduced by 10% + 1% per 2 levels. This laboratory is expensive and must be housed in a terrain type 1-5 (see Appendix A). Unnatural disturbances emanate from the laboratory, so that it is not difficult for priests to detect. As it is an abomination to the natural spiritual order, nearly all religions will seek to eradicate the laboratory. It is also very expensive to tool it for a particular ritual and requires at least 1 week per spell level to prepare it. Certain rare materials are often needed, so it is not always possible to prepare a laboratory - one either needs the materials on hand or to have a sufficient 'economy' from which one can obtain the goods. Once prepared, the lab can be used for that purpose at any time. The spell casting takes as much time as a ritual. Note that the laboratory bonus comes *instead* of the ritual bonus, not *in addition* to it.

The chance of failure can be **increased** the following ways:

1. For every level a spell is, over that needed to cast, the chance of failure is increased by 20%.

\* Lasts d10mt + 1/spell level

\*\* Lasts d20 minutes per caster level squared. That is, for a fifth level Necromancer, roll d20 and multiply by 25 minutes.

\*\*\* Permanent, until dispelled.

## ***Risk Chart "A" - Nature Reviles***

Roll	Effect
01-10	<b>Lose control of target.</b> This generally means "the monster goes berserk." If there are other forces in the area, they may <i>take control</i> of the target, after the caster loses it. A target with sentience will <i>regain control</i> .
11-17	<b>As above, but it gains "Necrointellect."</b> This is an utterly malicious cleverness that obeys its own <i>horror comic book</i> logic. A being with Necrointellect will seek to preserve itself and promote further destruction of life. Beings with Necrointellect instinctively collaborate and act with a single will. The major end of this usually aims at a perverse justice, a retaliation against the caster and all others that have dared to be present in this situation.
18-23	<b>As above, but at +d8 levels</b> of effect, or +d8 antilifeforce levels

24-25	Roll <b>normal magical fumble</b> .				
26	<b>Transpose</b> the effect within the range, hit some other target or place the effect disastrously. This is not random, but obeys 'Necrointellect.'				
27	<b>Delay</b> of d10 mt before the effect occurs.				
28	<b>Extend</b> . The effect lasts an additional 2d100% as long.				
29	<b>Backfire</b> . The spell goes off, centered on the caster.				
30	<b>Timebomb</b> . After a delay of d4 mt, the spell goes off displaced somewhere within the range (not really random - it should go off where it will be a disaster, according to the logic of Necrointellect).				
31	<b>Reversal</b> . The effect is the opposite desired - if possible.				
32-33	<b>Nature rebels</b> . For each element present - there is a 'storm' which fills the entire range of the spell, centered on the caster. It has d6 per 2 caster levels effect, divided among all: Air = cyclone (stun - doesn't kill, heal 1/minute), Earth = shock waves (crush), Water = ice (cold), Fire = spark bursts (heat). Example: On a boat a 13'th level Necromancer fumbles a spell. Roll 7d6 half stun, half cold damage. Save vs. each effect. Divide among all on the boat.				
34-35	<b>Negative Material Rift</b> . See Level 6 Necromancy Spell.				
36-38	<b>Hidden Necromantic Side-Effects</b> . The spell's real effect is delayed or remains latent. It emerges with Necrointellect in a slow progression. The full duration is 10x what expected and there is a 1% per level of caster chance that the effect is incurable and will return periodically (under certain conditions, generally.)				
39-45	<b>Negative Material Splash</b> . Roll a random spell, up to 1/2 caster's level and apply it in a nasty way.				
46-50	<b>Terrible Fascination</b> . The caster and everyone within 1 1/2 caster level range must save vs. psychic attack or succumb to this insanity for the duration. The fascination consists of blank lassitude and rapt attention facing the unleashed Necromantic force. This persists even if the victim is in terrible peril or duress. *				
51-55	<b>Undead Yearning</b> . An compulsive need to mingle and directly experience the necromantic forces. Save vs. psychic attack as per Terrible Fascination. Those effected will literally throw themselves into the arms of the greatest undead manifestation present. *				
56-60	<b>Insanity Issues</b> . Add 1% to the caster's insanity threshold. Necromancers start with a threshold of 1%. Roll to see if a new (permanent) insanity begins. This will be a random insanity of level 1-(caster's level/2). See 'Madness' rules.				
61-65	<p><b>Hidden Effects</b>. Figure that this effects at least 10' per level, up to 10' per level squared. The effect should not be immediately obvious. Finding that this situation has occurred should require discovery, searching or a serious mishap. Generally the effect lasts d6/level, (Necromancer level 1-4: hours, 5-8: days, 9-12: weeks, 13-16: months, 17-20: years). Roll randomly:</p> <table border="1"> <thead> <tr> <th>Roll</th><th>Effect</th></tr> </thead> <tbody> <tr> <td>1</td><td>A curse falls on the location. There is a loss of divinity threshold. The extent of it and obvious outward signs depend on the power of the spell and the GMs</td></tr> </tbody> </table>	Roll	Effect	1	A curse falls on the location. There is a loss of divinity threshold. The extent of it and obvious outward signs depend on the power of the spell and the GMs
Roll	Effect				
1	A curse falls on the location. There is a loss of divinity threshold. The extent of it and obvious outward signs depend on the power of the spell and the GMs				

		interpretation.
	2	Crack onto the Negative Material Plane. This is generally only a 'hairline fissure' but it has the following effects on undead in the area (some 10s or 100s of feet from it): +15-50% power, ability to pass through it and vanish, and to rematerialize anywhere within the region at will, the ability to perceive all that goes on within the range even if the undead has passed to the Negative Material Plane. Touching this fissure causes 3d8 undead disruption and drains d3 life levels, save to half.
	3	Taint. Purity is destroyed in the region. This interferes with priestly magic and divine appreciation of the events in the region. Effects are left to GM interpretation, but there is at least a +2 bless on Necromantic sorts and a -2 curse on anyone else in the area. This could amount to desecration of a sacred site.
	4	Black Spot. This brings bad luck (at least -2 or -10%), summons undead, reduces resistance to disease (at least -3 or -15%), triggers detection spells erroneously and reduces the chance of correct detections (at least -5 or -25%)
	5	Accelerated Decay. Healing occurs at 1/2 speed, regeneration at 1/10 speed, wounds which remain untreated degenerate at 5% per hour, corpses decay at 5x the normal rate.
	6	Accelerated Aging and Sterility. Aging occurs at 100x normal rate and 1% per hour in the region chance of the living being becoming permanently sterile, at least until purified by a L8 priestly spell.
	7	Unstable Necromantic Recoil. When a particular item, being, portal, space, etc. is disturbed a portal to the Negative Material Plane opens and an attack ensues. This could be a claw, stinger, maw, tusk, Necrotechnological (Geigeresque) contraption or something else. It attacks with significant force - once. Example: A +4 opalescent skeletal stinger doing d10 damage with 4d8 venom + d3 level drain.
	8	Natural Force Twisting. Roll d4: 1: earth, 2: air, 3: fire, 4: water. Refer to the 4 Wrongnesses spell or be creative.
	9	Volatile Spell. The spell will lose all power when it attempts to harm the natural world and turn on the caster (as through spell turning). If it is a radius effect, it will center itself catastrophically among the Necromancer's allies.
	10	Permanent Latent and Triggerable Necromantic Manifestation. Under specific conditions (such as the presence of some force like magical fire, more than 3 living beings, rain, etc) there will be a manifestation of great Necromantic force. This usually involves the eruption of a crypt (a building of significant dimensions, with 'dungeon architecture) into the environment from which various undead entities and necromantic attacks ensue (see Necromantic Recoil above). After the condition ceases, the crypt will vanish to the negative material plane - along with any beings who have been drawn into it.
66-70	<b>Necromantic Effects.</b> See Hidden Effects above, though these effects are immediately obvious!	
	<b>Roll</b>	<b>Effect</b>
	1	Corpses Animate with Malevolent intent and power (Necrointellect)
	2	Latent Creepy Force - will blow up at the first magic effect - warping and increasing it. Refer to a random spell up to the 1/3 caster's level, rounding up, for inspiration.
	3	Summon Undead. Undead in the region (up to 100' per level) are drawn here - possibly instantaneously.
	4	Haunt ensues location of casting. Space distorts - certain areas becoming smaller, others larger. Dangerous and horrible features appear (rifts, swinging blades, gnashing jaws emerging from solid rock, cages filled with undead vermin and
	5	Portions of unintended targets Necrophize. See level 6 spell.

	6	Pocket of Necroalchemy. Appears in spell radius. The region exudes substances with Negative Material energy. These will effect those that touch/breath/ingest them with dire results, depending. The GM must improvise.
	7	Sealed on the Negative Material Plane. The region effected is sealed for the duration. Doorways open to 'brick walls' or worse. There is no escape except to enter the Negative Material Plane. If this is done, there is no escape from the Negative Material Plane - see notes and spells above concerning this topic.
	8	Undead Emerge from Everything. The Negative Material Plane bursts from all sealed compartments, pockets, doors, drawers, etc. Roll d6 random undead of roughly 1/2 the caster's level, +1/caster level. These emerge at random times during the duration, or when 'obvious' portals are opened. This need not be completely random. The GM can come up with a concept ("A squadron of Wraiths emerge, seeking to retrieve the Sword of Nagthoo and take it back with them to their Lich master on Negative Material Plane.")
71-73	<b>Necrofrenzy</b> to all in double range. See Level 4 Spell. *	
74-79	<b>Caster becomes magically vulnerable.</b> -3 vs. magic, -1 per 3 levles of the spell that failed. **	
80-85	<b>Caster becomes religiously vulnerable.</b> As above, versus priestly magic. **	
86-90	<b>Caster's soul becomes vulnerable.</b> Caster becomes -d6 vs. undead magical attacks and any soul transfer or other effect is at -25%, -5% per 3 levels of caster. **	
91-93	<b>Equal level curse or disease</b> affects a random individual in range. See Level 3 priestly magic spell 'Cause Disease' chart. Or - create a curse of the appropriate level. **	
94-95	<b>Spell assaults the caster</b> , the caster having a 75% chance of having NO POSSIBLE RESISTENCE to the effect (regardless of any protections, magical artifacts, etc.) At any rate, the caster saves at -7.	
96	<b>Caster's soul is linked to the effect</b> - for example, if the undead being is killed, so is the caster. The enchantment must be dispelled for the Necromancer to be free of this effect for the duration. *	
97	<b>Drains a random individual</b> within the range - or everyone within range if the spell is over 5'th level: d4 lifeforce per 3 levels of caster, lasts 5 minutes per level squared.	
98-99	<b>Caster's soul is tainted.</b> He will be undead after death, with % of lifeforce as antilifeforce. ***	
100	<b>Caster dies and is transformed immediately</b> to undead of % of lifeforce as antilifeforce. The transformation requires d6 mt -1/3 levels of spell. (It could be instantaneous!) The caster will only retain his or her intellect if the antilifeforce is of a sufficiently high level. ***	

### ***Risk Chart "B" - The Soul Defiled***

Duration, unless otherwise noted by text, \*, \*\* or \*\*\*, depends on caster level. Roll d6 per 2 levels. Level 1-3: hours, 4-6: days, 7-9: weeks, 10-12: months, 13-15: years, 16+: permanent.

Roll	Effect
01-07	<b>Body Warping</b> - Mutation, d10% of the body: roll d10 1-6 Unnatural color, odor, shape, still useful however 7-8 As above, but becomes less useful (-1/3 levels of caster) 9 As above, and lose control of the limb in the presence of strong Necromancy or Demonic magic. 10 As above, but change increases over time to cover twice the area.
08-10	<b>Emotional Warping:</b> roll d10 - [1] fear [2] envy [3] rage [4] recklessness [5] greed [6] suspicion [7] lasciviousness [8] aggression [9] gluttony [10] laziness Intensity depends on caster level - as per insanity.
11-15	<b>Curse</b> (-1/3 caster levels, double in certain circumstances). The GM should be creative here.
16-17	<b>Lifeforce drained</b> by 1 per 3 caster levels. ***
18-20	<b>Sensitivity to the sun.</b> The victim suffers 1 pt per minute exposure to the sun as if undead. **
21	<b>Emotional Crippling.</b> Inability to experience empathy, to love anyone or anything except oneself.
22-24	<b>Godlessness.</b> Inability to go to holy places, depending on caster level: [level 1-3] divinity zone 10, [4-6] zone 9+, [7-9] 8+, [10-12] 7+, [13-15] 6+, [16+] 5+.
25	<b>Recurrence.</b> The effect will be stored, latent, and the same effect which will emerge later. The Necromancer will not be aware of this or prepared to control it, everything else being equal.
26	<b>Attract undead.</b> This effect attaches itself to the defiled being for the duration. The range is 100' + 10'/caster level. The undead are irritated by this attraction and seek to destroy the being that brought them forth. **
27-30	<b>Soul is tainted.</b> He will be undead after death, with % of lifeforce as antilifeforce.
31-32	<b>Existential Injury.</b> Damage will not heal till necrotic effect is dispelled.
33	<b>Age.</b> The victim ages 1% per caster level. ***
34	<b>Haunted.</b> See Level 5 spell.
35-38	<b>Unearthliness.</b> Others have negative reactions until the being is purified: -4 charisma, -20% trustworthiness, at least -2 reaction rolls.
39-40	<b>Spiritual Vulnerability.</b> Easily charmed, suggested, controlled: -1/3 levels of caster, round up.
41-43	<b>Feebleness.</b> -1/2 caster levels to STR. Reduced STAM and CON (effectively reduces total hit points).
44-47	<b>Necromantic illness.</b> See <u>Lifetwist Malady</u> , Level 6 spell.
48-50	<b>Cut off.</b> -1/3 caster levels d8: 1-3 sight, 4-5 hearing, 6 smell, 7 touch, 8 all.
51	<b>Shut down.</b> Have no new ideas - run on autopilot, subservient completely if previously under orders.
52-55	<b>Necrofrenzy</b> grips the person in addition to the spell's effect. See Level 4 Spell.

55-57	<b>Temporary insanity.</b> See <u>Diablo's Spell of the Sick Mind</u> , Level 4 Priestly spell.
58-59	<b>Permanent insanity.</b> Roll random insanity up to 1/2 caster's level in intensity-see Madness. ***
60-62	<b>Temporary undead self.</b> As per Necromantic Transformation, Level 2 spell, except that the victim is warped to be controlled by Necrointellect (as lesser undead) or inspired by it though fully sentient (as greater undead).
63-65	<b>Soul Shocked.</b> See Level 3 spell. **
66-70	<b>Insanity Increases.</b> As Caster Insanity bonus. If already insane, don't roll for a new chance, just add +1 level to each insanity.
71-73	<b>Meltdown.</b> Roll + (1-caster's level) levels to the effect, but completely out of the caster's control.
74-75	<b>Duration Problems.</b> Spell lasts **, 1%/level is ***. The caster does not know this is the case until the spell continues past its normal time.
76-77	<b>Possession.</b> As per Minor Soul Invasion, Level 4 Spell. **
78-80	<b>Withering.</b> See Level 5 Spell.
81-85	<b>Temporary Death.</b> See Level 5 Spell. **
86-88	<b>Body Necrophizes.</b> See Level 6 spell.
89-93	<b>Negative Material Rift.</b> Danger of falling into it. See Level 6 Spell. *
94-97	<b>'Presence of the divine'</b> of the lord of the undead. See Religious Magic.*
98	<b>Brain Expansion,</b> not controlled by the caster. See Level 7 Spell. **
99	<b>Soul Warping.</b> See Level 7 Spell. **
00	<b>Undead Self.</b> The victim immediately dies and is replaced with an undead being. See Level 2 'undead self' for a guide as to which kind of undead. There is only a 1%/level that the victim's mind and will survives the transition. Otherwise, a completely new personality is born. ***

## Appendix B - Necromantic Alchemy

Here are some notes I scribbled on this important black art. This is just the tip of a dreadful iceberg.

**Necrotoxin:** As per Necrophize Body Part.

**Discorporation Mist**

**Haunt Juice:** Evokes spirits to animate or distort an inanimate object.

**Spirit Distillery:** Refine undead essence by starting with body parts of undead beings and expensive equipment. The result is toxic (at least 3d8 poison), and is needed for many other Necromantic Alchemical processes. It is very volatile in the presence of magic - if it is within 10' of a spell being cast, there is a 3% chance per level that it will result in a Chart "A" effect.

**Fear Atomizer:** Terror from Mist.

**Darkness Extract:** Added to the blood of a corpse, after a brief pause 1000s of gallons of black blood emerge (say a 10' cube of this fluid per HD of the victim). This has the effect of draining one lifeforce point per minute one remains in contact.

**Corpse Puppetry Paste:** Transform a corpse into an Animated Corpse with limited autonomy.

**Barrier Being Enamel:** Coating a door allows it to open into the negative material plane!

**Ghoul Sauce:** Added to a corpse, the 'necromantic-nutritive' qualities are enhanced so as to be the same as a triple strength Ghoulish Sustenance spell.

**Implosion Effervescence:** An unstable fluid. It causes a negative material storm when released.

**Mummification Wraps and Balms:** Use these to turn a corpse into a mummy under the control of the Necromancer. There's a bonus if a victim is alive at the beginning of the process.

**Spectral Tonic:** A potion which projects the drinker into spectral form.

**Wraith Rift Wax:** Living contact sucks the form of the body into a spatial pool for a time.

## Appendix C The Negative Material Plane

### *General Information*

The Negative Material Plane requires special thought by the Game Master, if Necromancy is being used in his or her game. This plane loosely coexists with reality, though it doesn't completely coincide. Rather, it is 'real' only in areas where the Divine is not strong, or where specific divinities (Lord of the Undead, etc.) have an influence.

Undead *belong* on the Negative Material Plane. They only exist in the material world when something has gone awry with nature and the spiritual order of the universe. The presence of undead is disruptive and problematic.

*Any contact between the Negative and Material planes releases disruptive energy.* This disruption effects living material and can take many forms - the most common of which are:

- Disruption damage. Save vs. Disintegration. Damage includes torn, missing and transformed flesh (into unliving material).
- Life Drain. Save vs. Spoken Spells.
- Paralysis. Save vs. Paralysis.
- Confusion or stunning. Save vs. Psychic Attack.
- Limited Sensory Awareness or Unconsciousness. Save vs. Psychic Attack.

Space and Time have different properties on the Negative Material Plane. Time usually passes faster on Negative than on the Material Plane. On the Negative Plane, disjoint places are connected and regions of arbitrary dimensions fit into any space. For example, a region could have only a few pockets of accursed territory. The Negative Material Plane could connect these with each other. Though these regions are small and contained in the Material Plane, the actual 'space' occupied on the Negative Material Plane could be 'larger.' Where there is a zone of Null Divinity, the two planes *coincide*. Zone 1 includes a shadowy semblance on the Negative Material Plane. Zone 2 includes only a few similarities on the Negative Material Plane. Note

well: Places with a divinity threshold of 3 or greater normally have no contact with the Material Plane.

## ***Existence***

Living beings on the Negative Material Plane suffer immediately and constantly unless protected. Although the disruption damage is nowhere near as intense as it would be at the border of the two dimensions, every point of contact between Material and Negative material is destructive.

Figure at least 1pt damage per minute occurs (no save here is possible) and 1 life level per 5 minutes is drained (save vs. all not covered for 1 life level per 10 minutes). All the disruption effects listed above apply, to a greater or lesser extent depending on the spiritual development of the being concerned. Generally, those with an élan of 1-7, a being is incapacitated. Élan 8 allows rudimentary consciousness and activity. Those with élan 9 or 10 are hindered and struggling, but can cope (at -5 in all respects). With élan 11, a being suffers only -1 and suffers damage at 1/4 the normal rate. With élan 12, a being is completely fine, and suffers damage at 1/10 the normal rate.

With constant prayer and meditation those with élan 9-10 can survive without damage; this requires spiritual training and complete lack of distractions. With élan 11, one can maintain this spiritual discipline and still move (following others), though not lead, open portals or otherwise act. With élan 12, it is also possible to speak, act and lead, but not engage in any combat or suffer any damage.

Protection can include:

Necromantic Spell - Level 3, Neutralize Material

Light Magic Spell - Level 2, Inviolability; Level 4, Planar Envelope; Level 6, Purity Shimmer

Shadow Magic Spell - Level 3, Ephemera, etc.

General Magic Spell - Level 4, Aura of Constant Protection

Religious Magic Spell - Level 3, Spiritual Equanimity

Undead (anything with an antilifeforce) suffer d6 disruption damage touching a living being and 1 life level drain on the Negative Material Plane. Even non-living objects on the on the Negative Material Plane become brittle, stained and rapidly decay when touched by a living being.

Sleep, conceiving of new life, aging, healing or recovering from illness are all impossible on the Negative Material Plane for living beings.

## ***Movement***

Although different regions of lesser divinity threshold may be connected, they need not be. The ways between one place and another are mysterious, circuitous and secret. Most spaces are contained, that is - with architectural features which do not include portals. Even 'outdoor regions' have walled in enclosures, and the walls are generally extremely effective fortifications.



The terrain is generally either indoor or very cluttered with junk, and slow to move over. Every nook and cranny includes cranky or hostile beings or forces that want nothing but to be left alone. Figure only 1/10 normal travel distance is possible in a day.

Some pockets of activity exist - courts or battlefields, but there is seldom anything really going on here. The activity consists of playing out a perpetual drama or cyclical story that never reaches a climax. Fate is frozen on the Negative Material Plane. The only really active beings are those who have unfinished business on the Material Plane. These restlessly seek to gain egress. Sometimes a powerful Necromancer or Greater Undead passes through or gathers strength on the Negative Material Plane, in order to carry out some plan on the Material Plane.

## ***Egress, or Escaping***

How can undead (or those unlucky enough to be trapped on the Negative Material Plane) 'get out'? If it is possible to get to a Zone of Null Divinity, this offers the ideal exit. There are also portals (Neverlids) that offer direct egress. Fissures, Rifts, etc. offer only a dubious chance and are very dangerous as so much energy is discharged at the border between the two planes.

While it is possible to escape via a haunted region (Zone 1), there are several difficulties to overcome. First, it is hard to find the place at all on the Negative Material Plane. Second, it is hard to be there at the 'right time' - the two planes are out of phase with each other except at moments of alignment. Third, these regions tend to be very dangerous on the negative material plane!

The main problem is that of breaking through. This is difficult as there is a kind of spiritual inertia. Items on the two planes tend to stay there unless some spiritual force pushes them through. Thus, some spiritual agency or enchantment must facilitate the escape. This is often performed by Necromancers who summon undead forces. It may also be done by a priest who strives to free a living being banished to the Negative Material Plane.

## ***More Information***

There are additional remarks on the Negative Material Plane at

- General description: <http://www.spybeam.org/gaming/genmagic.html>
- How it relates to Undead: <http://www.spybeam.org/gaming/Undead.pdf>
- How it relates to Life and Destiny: <http://www.spybeam.org/gaming/Life-Force.pdf>

## **Version information**

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