

Necromancy

Necromancers deal with death and the dead. They are the creators of undead—zombies, walking skeletons, mummies, etc. Necromancers stalk graveyards at times, and are not usually the sort of people you would invite to any social function—except maybe a funeral. This class is the opposite of healing; nearly anything a healer can repair can be caused by a necromancer, as well as a number of things beyond the power of healers. Necromancers have the power of life over death, but it is a false power: They are masters of living death. They are generally a cheerless sort. There have, however, been conspicuous exceptions to this. Nonetheless, although the beautiful sorceress with her undead protectors may elicit a different sort of stare than the common grave robber, she should inspire no less respect.

Total Spells:	232
Spell Breakdown:	
1–5 points:	87
6–10 points:	46
11–15 points:	22
16–24 points:	15
25–34 points:	20
35–44 points:	12
45+ points:	30

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with ☞ are available to minstrel mages; spells marked with ☛ can be used by witches.

absorb magic 10/point ◇◇◇ similar to *store magic*, except that this spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with *ensorcel* and *permanency* to make spell-absorbing magic items. For example, a sword with 8 points of absorption (*ensorcel* + *absorb magic* × 8 + *permanency* = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a *vent magic* spell must be used to empty the points before another spell can be absorbed.

absorb soul 10/hr ◇◇◇ allows a person to heal 2% of damage every time someone within 100 yards dies. ☞ ☛

age 22/d6 years ◇◇◇◇ ages the recipient from 1–6 years. ☞ ☛

age II 30 ◇◇◇◇ causes a creature to age at double the normal rate. ☞ ☛

amplify darkness ½ original spell cost ◇◇ doubles the area of any darkness spell, including *darkness of disorientation*, *icy darkness*, etc. ☞

ancestral summons 15 ◇◇◇◇ allows the caster to summon the spirit of a dead relative. Requires both the name of the dead person and a drop of blood from the person who has direct relation. Does not protect the caster (or anyone else nearby) from angry spirits. ☞ ☛

anemia 9/year ◇◇◇ thins a victim's blood. ☞ ☛

animate dead 5/body/day ◇◇ allows the caster to temporarily turn a corpse into a zombie. The creature will remain animated for an entire day, but can only be controlled by its animator while it is in that wizard's line of sight and under his or her supervision. ☞ ☛

animate small creature 2/day ◇◇ allows the caster to temporarily turn a small creature or small part of a creature—i.e. kittens, disembodied hands—into a zombie. Requires a corpse or portion thereof. ☞ ☛

attract dying creatures variable when cast on an area or person, any creatures near death in the area will try to drag themselves to it. The spell can be narrowed if the caster desires, to attract just dying mice, for instance. It works within about a mile.

attract dying creatures ◇◇◇ 1/week ☞

attract dying creatures ◇◇◇ 2/year ☞

attract dying creatures ◇◇◇◇ 12 (permanent) ☞

bonus I 40 ◇◇◇◇ causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus II 50 ◇◇◇◇ causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus III 60 ◇◇◇◇ causes an ensorcelled weapon to give +15% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus IV 60 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus V 65 ◇◇◇◇ causes an ensorcelled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% ☞ ☛

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%

50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VI 75 ◇◇◇◇ causes an ensorcelled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% and add +10% 🗡️ 🐉

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%
50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VII 85 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls and +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus VIII 95 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls and +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus IX 100 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls and +15% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus X 105 ◇◇◇◇ causes an ensorcelled weapon to give +2 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XI 30 ◇◇◇◇ confers +1 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XII 40 ◇◇◇◇ confers +2 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XIII 50 ◇◇◇◇ confers +3 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

chill 12 ◇◇◇◇ suddenly drops the temperature by 20°F over a 10-foot radius. 🗡️

coldburst 7 ◇◇◇◇ allows the caster to throw an intensely cold blast of air, which acts as a +2 stun on one creature. This will not affect anyone protected vs. cold.

cold light 2/hr ◇◇◇ creates a ball of dim light—about twenty watts of illumination—which is cold to the touch. It must be cast on an inanimate object. 🗡️

conditional delay 50 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. 🗡️ 🐉

conditional ensorcel 50 ◇◇◇◇ enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use *conditional ensorcel*. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. 🗡️ 🐉

contagion 12/year ◇◇◇◇ cast on a dead or undead creature, this spell causes all table I creatures who touch or are touched by that creature to contract a debilitating rotting disease. 🗡️ 🐉

control undead 4/creature ◇◇◇ allows the caster to take control of

any minor undead creatures within his or her line of sight. 🗡️

control major undead 30/week ◇◇◇◇ allows a wizard to temporarily take control of a Table II or higher undead creature. It is wise to be far away when control is lost. 🗡️

cool 3 ◇◇◇ slowly lowers the temperature in a room or confined area to a comfortable level. 🗡️

corpse harvest 50 ◇◇◇◇ causes the bones and body parts of all dead animal and people buried within 10 yards per level of the caster (so a 30-yard radius for a necromancy-3) to suddenly rise to the surface. 🗡️

count souls 1 ◇◇◇ counts embodied and unembodied souls within 100 foot radius per level of the caster. 🗡️

create minor zombie 20 ◇◇◇◇ this allows a wizard to turn the corpses of small creatures—cats, dogs, roadkill, etc.—into featherweight zombies. Like other zombies, these creations can be controlled by their creator when within his or her line of sight. 🗡️ 🐉

create zombie 30 ◇◇◇◇ with this spell, a wizard can turn the corpse of any Table I creature—or portion thereof—into a zombie. This creature will remain undead until it is hacked apart, and can be controlled by its creator while it is within his or her line of sight. Exercising such control requires full concentration, however, and it can be lost if the wizard is distracted. 🗡️ 🐉

creeping darkness 2/hr ◇◇◇ causes a darkness spell to move gradually in a direction chosen by the caster. This is designed to be cast in conjunction with another darkness spell—*darkness of disorientation*, *icy darkness*, etc.—but if cast alone will act as a movable darkness spell. 🗡️

creeping disorientation 5/day ◇◇◇ causes creatures to become disoriented—confused and dizzy—gradually over the course of a day. 🗡️

creeping numbness 14 ◇◇◇◇ causes a table I creature touched by the spell caster to become gradually numb, starting with the area touched and spreading over the course of several weeks over the entire body. This will eventually cause coma and possibly death. 🗡️

creeping sleep 30/10 foot radius/day ◇◇◇◇ creates a slowly moving field which causes anyone it comes into contact with to fall asleep. 🗡️

creeping terror 5/day ◇◇◇ causes a general nameless terror to set in gradually over the course of a day. 🗡️

curse 45 ◇◇◇◇ this is a curse with a limiting factor, but that factor need not be terrifically reasonable. An example would be “May your skin rot until the Immortal King dies.” 🗡️ 🐉

cursed field 90/day ◇◇◇◇ creates a ten square foot field which inflicts a curse on all who pass through it. 🗡️

dark as a tomb 6/day ◇◇◇◇ causes the light in an enclosed space (up to 1 foot in diameter per point of INT of the caster) to dim by half. 🗡️

darkness 1/hr ◇◇◇ creates a dark area about 12 feet in diameter, pitch dark in its center while only dim on its outskirts. The spell must be cast on an inanimate object. 🗡️

darkness of disorientation 8/hr ◇◇◇◇ creates a dark area about 12 feet in diameter, pitch dark in its center while only dim on its outskirts. All Table I creatures who enter the area of the spell become disoriented—confused and dizzy. The effect lingers for several minutes after a creature leaves the darkness. 🗡️

dead men tell no tales 15 ◇◇◇◇ causes a dead person not to be able to talk about his or her previous life, whether summoned as a ghost or brought back to life. Requires a piece of the actual body (or bones) to work. 🗡️ 🐉

decay 4 ◇◇◇ causes a corpse or infected wound to putrefy twice as

quickly. 🗡️ 🗡️

delay *variable* delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

delay ◇◇◇◇ 10/year 🗡️ 🗡️

extended delay ◇◇◇◇ 30/10 years 🗡️ 🗡️

dessicate 1/object ◇◇◇ dries up plants and other organic material (but not living creatures). Have those funeral flowers around long after the event. 🗡️ 🗡️

dessicate field 10/day ◇◇◇◇ dries up all plants and other organic material around the person or object the spell is cast on. The spell can dry up to 1 foot away per point of the caster's INT, plus 1 foot per level. (So a necromancy-1 with an 18 INT could kill all the wildflowers within 19 feet as she walked through a field, for instance.) 🗡️ 🗡️

detect curse I ◇◇◇ ascertains if a person has been cursed. 🗡️ 🗡️

detect curse II 4 ◇◇◇ ascertains if anyone within a wizard's line of sight has been cursed. 🗡️

detect invisible 1/hr ◇◇◇ allows the caster to detect any invisible creature within his or her normal line of sight. 🗡️ 🗡️

detect magic 2/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). 🗡️ 🗡️

detect possession I ◇◇◇ detects if a person or creature is currently or recently possessed. 🗡️ 🗡️

detect possession II 4 ◇◇◇ detects if anyone within the caster's line of sight is currently or recently possessed. 🗡️

detect presence of death I ◇◇◇ detects if a person has touched a dead body in the last 24 hours. 🗡️ 🗡️

detect souls 6/hr ◇◇◇◇ if there are disembodied souls within the caster's line of sight, use this spell to find them.

detect undead 1/hr ◇◇◇ allows the caster to detect the presence of any undead creature within SEN x 10 feet (plus an additional SEN feet per level), whether or not those creatures are in his or her line of sight. 🗡️ 🗡️

disensorcel 50 ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. 🗡️ 🗡️

disorientation 3 ◇◇◇ causes a single creature to become disoriented—confused and dizzy—for several minutes. 🗡️ 🗡️

disorientation II 6/100 square feet/hour ◇◇◇◇ causes creatures entering the area of the spell to become disoriented—confused and dizzy. The effect lingers for several minutes after a creature leaves the area. 🗡️

dispel magic 9 + *original spell cost* ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. 🗡️

dispel undead 25/month ◇◇◇◇ forces an undead creature, ghost or spirit to vacate the location to which it is bound temporarily, but does not permanently exorcise or banish that creature. 🗡️ 🗡️

drain 1/2 spell points ◇◇◇ drains another wizard's spell points. 🗡️ 🗡️

drain blood 4 ◇◇◇ keeps a wound from closing and causes it to continue to bleed (losing 1% per round unless tightly bound) unless magically treated. 🗡️ 🗡️

drain senses 30 ◇◇◇◇ gradually and permanently lowers the recipient's sensory abilities over a period of several weeks. This spell affects all five senses. 🗡️ 🗡️

dull senses 6/day ◇◇◇◇ generally lowers the recipient's sensory abilities; this spell affects all five senses. 🗡️ 🗡️

ensorcel *variable* the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

ensorcel ◇◇◇◇ 50 🗡️ 🗡️

extended ursorcel ◇◇◇◇ 75 (extends an ursorcel spell for a second month. An ursorcel can be extended only once.) 🗡️ 🗡️

entrance to death 10 ◇◇◇◇ allows the caster to ascertain exactly how and when a person died and what killed him or her, no matter how subtle the cause or how old the corpse. A body or substantial chunk of one (more than 50%) is required, and must be touched for the spell to work. 🗡️

exorcise spirit 35 ◇◇◇◇ causes the exorcism of a spirit haunting a person or place. 🗡️ 🗡️

extension ½ *original spell cost* ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. 🗡️ 🗡️

eyes of the dead 5 ◇◇◇ allows a wizard to see through the eyes of a nearby undead table I creature, regardless of whether that creature is under his or her control. The spell will work up to 100 yards for every level of the caster (i.e., up to 300 yards away for a necromancy-3, or 50 yards for a necromancy-0), and lasts as long as the caster concentrates fully on it. 🗡️

fade 3 ◇◇◇ causes a victim's clothes, hair, and skin tone to fade. The hair will grow out normally unless the spell is made permanent; likewise the skin will gradually return to its normal shade. The effect on clothing is permanent. 🗡️ 🗡️

fade trap 12/100 square feet/day ◇◇◇◇ causes the clothes, hair and skin tone of all who enter the area of the trap to fade. The hair will grow out normally and the skin will gradually return to its normal shade. The effect on clothing is permanent. 🗡️

fake death 1/hr ◇◇◇ allows the recipient to show no signs of life whatsoever. Oh Romeo, Romeo. . . . 🗡️ 🗡️

fatigue 7 ◇◇◇◇ tires the receiver. 🗡️ 🗡️

fear 4/hr ◇◇◇ causes fear in a Table I creature. 🗡️ 🗡️

free spirit 30 ◇◇◇◇ frees a trapped spirit or ghost, but will not exorcise a spirit which is haunting a person or place. 🗡️ 🗡️

freeze 17 ◇◇◇◇ causes a sudden 80°F drop in temperature over a five foot diameter. Anyone caught fully within the circle sustains a +6 stun; an indirect exposure causes a +2 stun; those in close proximity take a stun. 🗡️

freezing flames 6/hr ◇◇◇◇ these burn as brightly as normal flames and require the same fuel, but they are fiercely cold. They can only be cast on an inanimate fuel source, i.e. a torch, a lantern, etc. Freezing flames will not spread or ignite other flames. Any unprotected creature touching them will suffer 1d6% of damage. 🗡️ 🗡️

frost 5/day ◇◇◇ creates an invisible field of cold which can be cast on an inanimate object. Anyone touching a frost will suffer 1d6%

- of damage unless protected against cold. If cast on a weapon, frost will cause an extra 5% to all damage rolls, but will prevent any extra bleeding. 🗡️ 🐉
- frostbite 4** ◇◇◇ causes frostbite on the victim's extremities. 🗡️ 🐉
- frozen light 6/hr** ◇◇◇◇ a fiercely cold ball of light which gives about forty watts of illumination. It must be cast on an inanimate object. Anyone touching a frozen light without protection will suffer 1d6% of damage. If cast on a weapon, it will cause an extra 5% to all damage rolls, but will prevent any extra bleeding. 🗡️
- goad ghost 1** ◇◇◇ disturbs and prods a ghost, forcing it into becoming an unquiet spirit. One poltergeist, coming up... 🗡️ 🐉
- haunt 30/year** ◇◇◇◇ forces a ghost to haunt a place or person. A *permanency* spell cast within a month of the haunting will make it permanent. 🗡️ 🐉
- hemophilia 10/year** ◇◇◇◇◇ prevents a victim's blood from clotting normally. 🗡️ 🐉
- ice trap 6/100 square feet/week** ◇◇◇◇ creates an invisible patch of great coldness. The trap causes a +2 stun on the first creature to step within it, but dissipates afterward; the second creature affected takes a +1 stun, the third a stun, etc. 🗡️
- icy darkness 9/hr** ◇◇◇◇ creates a dark area about 12 feet in diameter, pitch dark in its center while only dim on its outskirts. All Table I creatures who enter the area of the spell become gradually numb from extreme cold. The effect lingers for several minutes after a creature leaves the darkness. Any unprotected creature remaining in the darkness takes 1d6% of damage for each minute spent in the field. 🗡️
- identify curse 5** ◇◇◇ allows a wizard to find out the terms of a particular curse. The wizard must be able to touch the victim of the curse to cast the spell. 🗡️ 🐉
- illness 5/week** ◇◇◇ causes a minor sickness or affliction on a table I creature, i.e. a cold, flu, etc. 🗡️ 🐉
- implant curse 45** ◇◇◇◇◇ implants a curse into an ensorcelled receptacle—a bottle, a sword, etc.—to affect the first creature which handles it. No permanency spell need be used. 🗡️ 🐉
- implant soul 30** ◇◇◇◇◇ implants a previously trapped soul into a soulless body of some sort or other receptacle. 🗡️ 🐉
- impotence variable** causes impotence in males or frigidity in females.
- impotence** ◇◇◇◇ 6/week 🗡️ 🐉
- permanent impotence** ◇◇◇◇◇ 40 🗡️ 🐉
- infect wound 3** ◇◇◇ causes a wound to become infected, as per the rules for infected wounds (see p. 13). 🗡️ 🐉
- infinity 10 x original spell cost** ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*.
- inflict 2/d10%** ◇◇◇ inflicts damage onto a Table I creature, which must be touched to be affected. 🗡️
- inherited power 3/point/day** ◇◇◇ allows a person to take the skill of a dead relative that he or she is personally acquainted with (either by knowing or having encountered the dead person's spirit) for a day, but the user must rest for a full day afterward. A 3-point skill like *longsword-0* would cost 9 spell points, while *longsword-2* would cost 15. 🗡️ 🐉
- invisibility to living creatures variable** can only be cast on undead creatures: the opposite of invisibility to undead. The invisibility is negated if the undead creature is hit by a weapon.
- invisibility to living creatures** ◇◇◇◇ 9/day 🗡️ 🐉
- invisibility to living creatures II** ◇◇◇◇◇ 46/year 🗡️ 🐉
- invisibility to undead 4/3 hrs** ◇◇◇ causes the recipient to be invisible to all Table I undead creatures. This is not effective on major undead creatures. 🗡️ 🐉
- light 2/hr** ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb. 🗡️
- lingering death 18** ◇◇◇◇◇ causes a recently dead (up to 1 hour per level of the caster) person's soul to reinhabit his or her body for an additional 1 hour per level of the caster. The person can speak and otherwise communicate, but has no other physical control over his or her body. For those really important questions you only remember right after it's too late. . . . 🗡️ 🐉
- locate spirit 12** ◇◇◇◇◇ discovers the location of any sort of ghost or spirit, whether it is trapped or free. 🗡️ 🐉
- locate tomb 1** ◇◇◇ allows the caster to see any places where people are buried within his or her line of sight, whether marked or not. 🗡️ 🐉
- locate undead 4/10 mile radius** ◇◇◇ allows the caster to find any undead creatures within a ten mile radius, but not to discover their type. 🗡️ 🐉
- major numbing 5/8 hrs** ◇◇◇ numbs a limb, which must be touched to be affected. 🗡️ 🐉
- mask soul 40/year** ◇◇◇◇◇ prevents demons from finding you. 🗡️ 🐉
- mass paralysis 19/minute** ◇◇◇◇◇ paralyzes all Table I creatures within a 10 foot diameter area. 🗡️
- medium 10/hour** ◇◇◇◇ makes a person susceptible to speak for the dead. Does not make spirits willing to enter the person or force them to talk. The medium must be willing, and the spell is very draining on the recipient, who will require at least a day of rest for every hour the spell is in effect. 🗡️ 🐉
- minor numbing 3/4 hrs** ◇◇◇ numbs a small area, which must be touched to be affected. Morphine without side effects. . . . 🗡️ 🐉
- misdirect scrying variable** causes attempts to magically scry on a protected place or object to go awry.
- misdirect scrying** ◇◇◇ 2/day 🗡️ 🐉
- misdirect scrying II** ◇◇◇◇◇ 12/year 🗡️ 🐉
- misdirect scrying III** ◇◇◇◇◇ 22/permanent 🗡️ 🐉
- mummify 4** ◇◇◇ dries and preserves a corpse. 🗡️ 🐉
- mute sound 2/hr** ◇◇◇ mutes all sounds within a 10-foot radius. This does not cause complete silence. 🗡️
- necromancer's orders 1** ◇◇◇ allows a necromancer to make a zombie that is under his or her control perform a simple task or series of simple repetitive tasks until the spell fades or the task is complete without the spellcaster's direct supervision; for example, picking up wood and stacking it in a pile on the other side of the yard. 🗡️
- necrophagia 10/week** ◇◇◇◇ gives the recipient uncontrollable cannibalistic tendencies. 🗡️ 🐉
- necrophagia II 15/day** ◇◇◇◇◇ causes mass cannibalism within a 10-foot radius of the spell's center. The spell can be centered anywhere within the caster's line of sight. 🗡️
- necrophilia 10/week** ◇◇◇◇ gives the recipient uncontrollable necrophiliac tendencies. 🗡️ 🐉
- necrophilia II 15/day** ◇◇◇◇◇ causes mass necrophilia within a 10-foot radius of the spell's center. The spell can be centered anywhere within the caster's line of sight. 🗡️
- necroscope 4** ◇◇◇ makes all ghosts visible to a person. 🗡️ 🐉
- nightmare sleep 9/8 hours** ◇◇◇◇ puts the victim into a sleep troubled by nightmares. The recipient is restive during and unrefreshed after such a sleep. 🗡️ 🐉
- object scry 5/hr** ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. 🗡️ 🐉

paralyze *variable* paralyzes all or part of a human-sized creature.

paralyze ◇◇◇◇ 9/day 🗡️ 🗡️

paralyze II ◇◇◇◇◇ 29/month 🗡️ 🗡️

paralyze III ◇◇◇◇◇ 41 (permanent) 🗡️ 🗡️

paralyze limb *variable* paralyzes part of a human-sized creature.

paralyze limb ◇◇◇◇ 6/day 🗡️ 🗡️

paralyze limb II ◇◇◇◇◇ 15/month 🗡️ 🗡️

paralyze limb III ◇◇◇◇◇ 29 (permanent) 🗡️ 🗡️

permafrost 40/square mile ◇◇◇◇◇ freezes a tract of land to a depth of several feet. In colder climates, this is permanent. In warmer climates, the land will eventually thaw, but it will remain barren until a remove permafrost spell is cast. 🗡️

permanency 50 ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. 🗡️ 🗡️

phosphorescence 3/hr ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. 🗡️

polyzombie 60/hr ◇◇◇◇◇ temporarily turns all Table I corpses within a 300-yard radius into zombies more-or-less under the control of the spell caster. This is a wonderful way to alter the course of a battle. 🗡️

possession 38 ◇◇◇◇◇ allows any outside spirits to enter and take possession of a body. 🗡️ 🗡️

possession II 48 ◇◇◇◇◇ allows a specific spirit to enter and take possession of a body. 🗡️ 🗡️

presence of death 2 ◇◇◇ when cast on a creature, allows the caster to tell how many people that creature has killed and how many people have died in that creature's presence. 🗡️ 🗡️

preservation *variable* keeps a corpse or zombie from smelling bad, although it doesn't make it smell great.

preservation ◇◇◇ 3/year 🗡️ 🗡️

permanent preservation ◇◇◇◇◇ 21 🗡️ 🗡️

prevent healing 4 ◇◇◇ prevents a wound from healing naturally, but does not prevent magical healing. 🗡️ 🗡️

prized possession 28 ◇◇◇◇◇ allows the caster to identify and determine the location of a dead person's favorite object that he or she owned in life. Physical contact with the dead person's remains is required to cast the spell. 🗡️ 🗡️

protection vs. cold 1/day ◇◇◇ protects against most extremes of cold. 🗡️ 🗡️

protection vs. curses 8/year ◇◇◇◇ protects against all curses. 🗡️ 🗡️

protection vs. darkness 4/day ◇◇◇ protects against all of the various darkness spells, including darkness of disorientation, icy darkness, etc. 🗡️

protection vs. disease 10/year ◇◇◇◇ protects against all infectious diseases and infection. Not effective against hereditary conditions or curses. 🗡️ 🗡️

protection vs. fear 1/day ◇◇◇ protects against both magical fears and quite reasonable fears of any impending doom. 🗡️ 🗡️

protection vs. ghosts *variable* protects against both tangible and intangible effects of ghosts.

protection vs. ghosts ◇◇◇◇ 6/day 🗡️ 🗡️

extended prot. vs. ghosts ◇◇◇◇◇ 23/year 🗡️ 🗡️

protection vs. living creatures *variable* can only be cast on undead: the opposite of *protection vs. undead*. If a protected undead creature attacks a living creature, that creature can defend itself, but it does so at -1.

protection vs. living creatures ◇◇◇ 5/day 🗡️ 🗡️

protection vs. living creatures II ◇◇◇◇◇ 30/year 🗡️ 🗡️

protection vs. major undead 8/day ◇◇◇◇ protects against all undead creatures. 🗡️ 🗡️

protection vs. undead *variable* protects against minor undead, but not against really nasty or powerful creatures such as vampires, or against intangible creatures such as ghosts.

protection vs. undead ◇◇◇ 4/day 🗡️ 🗡️

extended protection vs. undead ◇◇◇◇◇ 22/year 🗡️ 🗡️

protection vs. vampires *variable* prevents vampires from doing more than taunting a protected creature.

protection vs. vampires ◇◇◇◇ 6/day 🗡️ 🗡️

extended protection vs. vampires ◇◇◇◇◇ 25/year 🗡️ 🗡️

psychoscare 13 ◇◇◇◇◇ draws ammunition from the victim's own deepest inner fears. At best, this is terrifying, at worst, it can be fatal. 🗡️ 🗡️

psychoscare trap 18/100 square feet/week ◇◇◇◇◇ works on the first 1-6 creatures entering the area of the trap, drawing ammunition from the victims' own deepest inner fears. At best, this is terrifying, at worst, it can be fatal. 🗡️

pull from the grave 12 ◇◇◇◇◇ the "Carrie" spell. Causes a corpse to unearth itself. 🗡️ 🗡️

raise dead 70 ◇◇◇◇◇ puts the soul of a dead creature into a new body. A fresh, more-or-less undamaged body must be available for this purpose, although it need not be human. The new body retains its former physical statistics, along with the INT, SEN, LEA and personality of the newly raised creature. A creature brought back into a mortally injured body will still die of that body's injuries. 🗡️ 🗡️

reattach 3 ◇◇◇ allows a wizard to reattach a lost limb or other part to a zombie or other minor undead creature. (Used for minor repairs that don't need a *repair zombie* spell.) 🗡️ 🗡️

recharge 5 x original spell cost ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell 5 x original spell cost allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells

recovery 8/week ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. 🗡️ 🗡️

remove curse 8 ◇◇◇◇ removes a limited curse—this spell is not powerful enough to remove the most high-powered curses. 🗡️ 🗡️

remove flesh 4 ◇◇◇ removes all flesh from a corpse, leaving only a skeleton remaining. Does nasty things to zombies. 🗡️

remove permafrost 20/square mile ◇◇◇◇◇ removes the permafrost from frozen land, whether naturally or supernaturally frozen. 🗡️

remove wizardmark 10/level of original caster ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. 🗡️

repair zombie 12 ◇◇◇◇◇ repairs a zombie that has been hacked apart. 🗡️

repel curse 8/year ◇◇◇◇◇ when cast on a person, any curses will be repelled and land on the nearest unprotected person. The spell expires once it goes off, though, so a person wouldn't be protected against a second curse. 🗡️ 🗡️

repel light *variable* when cast on an inanimate object, it will always seem to be in shadow, even in direct sunlight.

- repel light I 4/day** ◇◇◇◇ (person sized or smaller) 🗡️ 🐉
repel light II 24/day ◇◇◇◇ (house sized) 🗡️ 🐉
repel light III 44/day ◇◇◇◇ (any sized) 🗡️ 🐉
repel light IV 34 ◇◇◇◇ (person sized, permanent) 🗡️ 🐉
repel light V 64 ◇◇◇◇ (house sized, permanent) 🗡️ 🐉
repel light VI 94 ◇◇◇◇ (any sized, permanent) 🗡️ 🐉
restore animation 14 ◇◇◇◇ restores a creature from a state of suspended animation to normality. 🗡️ 🐉
rot 26 ◇◇◇◇ inflicts a debilitating rotting disease on a Table I creature. 🗡️ 🐉
shivers 3/hr ◇◇◇ Causes a Table I creature to shiver uncontrollably. 🗡️ 🐉
silence 4/hr ◇◇◇ creates a field of total silence over a five foot radius. No sound at all can be heard from within the field. 🗡️
silent darkness 3/hr ◇◇◇ creates a dark area about twelve feet in diameter, pitch dark in its center while only dim on its outskirts. No sound can be heard within the area of the darkness. The spell must be cast on an inanimate object. 🗡️
sleep 5/8 hrs ◇◇◇ puts the victim to sleep. The recipient will awake refreshed afterward. 🗡️ 🐉
slipping away 15 ◇◇◇◇ causes a person who has been significantly hurt (15% or more damage from a single wound) to lose life more rapidly unless the initial wound is magically healed. All additional wounds do twice the normal damage, and the affected wound loses an additional 3% per day. 🗡️ 🐉
slow 3/day ◇◇◇ lowers the victim's speed by 1–6. 🗡️ 🐉
smellsmite 14 ◇◇◇◇ permanently kills a creature's sense of smell. 🗡️ 🐉
soul bond 25 ◇◇◇◇ cast on two people. Causes all damage dealt to either one to also be felt by the other. (However if one is magically healed, the other is not automatically healed.) The spell lasts for up to a year for every level of the caster, before slowly fading away over 2–12 months. 🗡️
soul debt 10 ◇◇◇◇ creates an enforceable contract where if conditions are not fulfilled, the caster (or a third party) can instantly claim the soul. The mechanism by which a person sells his or her soul. (i.e., if a person doesn't pay off her debt within a year and a day, her soul is forfeit.) All parties must enter into the bargain willingly. 🗡️ 🐉
soulmerge 55 ◇◇◇◇ forces two souls to combine together. Elements of both will be present in the end, but the person will undoubtedly be very different from either soul going in. 🗡️ 🐉
soul scrub 20 ◇◇◇◇ removes the memories of a disembodied soul; works on a trapped soul before—but not after—placement into a magical item. Mental Drano. . . . 🗡️ 🐉
speak with dead 10/minute ◇◇◇◇ works with any dead creature that consents to be spoken to. 🗡️ 🐉
speak with ghosts 5/hr ◇◇◇ allows the caster to confer with a spirit which is already present. 🗡️ 🐉
speak with soul 6/minute ◇◇◇◇ allows a wizard to confer with a disembodied soul. 🗡️ 🐉
spectral familiar 40/7 years ◇◇◇◇ makes a ghost into a familiar. 🗡️ 🐉
store magic 10/point ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with ensorcel and permanency spells.
summon ghosts 20 ◇◇◇◇ forces a ghost to appear. This spell does not protect the caster against those ghosts. It can be used to summon a specific ghost. 🗡️ 🐉
summon soul 24 ◇◇◇◇ summons a specific disembodied soul. Does not allow the caster to communicate with that soul. The soul must be that of a dead creature which has not become a ghost. 🗡️ 🐉
summon undead 6/hr ◇◇◇◇ compels all minor undead within a mile or so to show up; major undead may show up but feel no compulsion. A wonderful party trick. 🗡️
suspend animation 30 ◇◇◇◇ puts a Table I creature into a state of suspended animation: body functions continue at a much reduced level. A creature in this state cannot be roused by normal methods. Injured creatures put into suspended animation will neither improve nor worsen. 🗡️ 🐉
tastesmite 11 ◇◇◇◇ permanently kills a creature's sense of taste. 🗡️ 🐉
terror 10/100 square feet ◇◇◇◇ causes fear in all table I creatures within the spell area. 🗡️
track zombie 1/hr ◇◇◇ find the way minor undead creatures have gone. Useful for when you lose your zombie. 🗡️
transfer age 6/year ◇◇◇◇ removes age from a person or table I creature, while adding that age to someone else—generally the nearest creature. The recipient must be touched to be affected. 🗡️
transfer fear 1 ◇◇◇ transfers fear from one creature to another. 🗡️
transfer pain 14 ◇◇◇◇ moves the pain of an injury or disability (although not the injury itself) from one Table I creature to another. The caster doesn't have to be in pain, but can transfer it from a second to a third party. All parties involved in the transfer must be touched to be affected. The pain dissipates after about a day, assuming the victim survives that long. 🗡️
transfer soul 50 ◇◇◇◇ transfers a soul to a soulless body or other receptacle. The subject of the spell must be willing, and the spell caster cannot cast the spell on his or herself. 🗡️
transfer wound 1/d6 points healed ◇◇◇ for each point healed in this way, someone else within 10 feet of the caster—the nearest creature unless the caster specifies otherwise—loses a point. 🗡️
trap soul 45 ◇◇◇◇ traps the victim's soul in a previously enchanted but empty receptacle: a sword, a bottle, a ring, etc. If no receptacle is available, the soul is left to wander and possibly find some other sort of haven. The victim must be within the caster's line of sight to be affected. 🗡️ 🐉
ultrazombie 1/10 lbs ◇◇◇ creates a zombie out of a Table II or higher creature. This is ineffective on Table I creatures. 🗡️ 🐉
undead creature scry 5/hr ◇◇◇ allows the caster to observe a creature known to him or her, but not present. 🗡️ 🐉
undead familiar 35 ◇◇◇◇ animates the body of a Table I creature as an undead familiar—moderately intelligent, loyal, able to obey commands—which will remain in existence, without decomposition, for 7 years. 🗡️ 🐉
undead fury 8 ◇◇◇◇ causes a table I undead creature to fight as if it were a table II creature for one day, after which it turns to dust. 🗡️ 🐉
undead steed 11 ◇◇◇◇ creates a tireless undead mount out of a dead animal that could normally be used as a mount (i.e., a horse, donkey, camel, etc.). The animal lasts for up to 1 hour per point of INT of the caster, after which it returns to its dead state and quickly turns to dust. The animal can only be ridden by the caster or a person designated by the caster (who can ride it regardless of whether he or she has riding skill). If the animal is in an advanced state of decay, the spell will hold the parts together, but not make it smell any better. 🗡️ 🐉
unfreeze wound 10 ◇◇◇◇ counteracts the effects of a *freeze wound* spell. 🗡️ 🐉
unheal 4 ◇◇◇ causes a partially unhealed wound to slowly return to its original wounded state: the opposite of natural healing. 🗡️
unheal II 8 ◇◇◇◇ causes a partially healed wound to instantly return to its original wounded state. 🗡️ 🐉
unhealable wound 1 ◇◇◇ causes a wound to not be able to be mag-

ically healed. Natural healing is unaffected. 🗡️ 🐾

vent magic $\frac{1}{2}$ *original spell cost* ◊◊◊ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.

voices 5/hr ◊◊◊ summons voices, moans, screams, etc. to a set location. 🗡️

walking on your grave I ◊◊◊ sends a brief chill up the spine of the victim within the caster's line of sight.

walking on your grave II 4 ◊◊◊ sends a brief chill up the spine of everyone within a 10-foot radius of the spell's center. Can be cast anywhere within a wizard's line of sight.

wall of darkness 5/100 square feet/day ◊◊◊ creates an opaque wall of blackness which cannot be seen through. Unless amplified, the wall will be several feet thick, surrounded by a less dark area another several feet thick. The wall can be shaped as the caster chooses, but must be based on a solid surface. 🗡️

wall of disorientation 15/100 square feet/day ◊◊◊◊◊ causes creatures passing through the area of the spell to become disoriented—confused and dizzy. The effect lingers for several minutes after a creature leaves the area. 🗡️

wall of voices 10/100 square feet/day ◊◊◊◊◊ creates an invisible field of voices, moans, screams etc., about 10 feet in thickness. The wall does not block normal passage. 🗡️

weakness 4/day ◊◊◊ lowers strength by 1–6. 🗡️ 🐾

wither 50 ◊◊◊◊◊◊◊ doubles a creature's age. 🗡️ 🐾

wizardmark 3 ◊◊◊ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr ◊◊◊ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

zombie history I ◊◊◊ tells a wizard when and where a zombie was created. A necromancy-3 or greater will be able to distinguish who the creator of the zombie is, if he or she has seen prior examples of that wizard's work. 🗡️ 🐾

zombie mark 1/day ◊◊◊ when cast on a zombie, whoever the zombie touches will receive a mark that the caster can see. 🐾