



# DARK ARTS OF NECROMANCY

## AUTHORS

*Mark L. Chance, Mike Ruggles, Marcello Kozeluh*

## EDITING & DESIGN

*J. Lloyd*

## COVER ILLUSTRATION

*Adam Denton*

## INTERIOR DESIGN

*Andy Hopp*

## OPEN CONTENT

*Except for Product identity as defined below, all material herein is open content.*

## PRODUCT IDENTITY

*Anubium logos, product titles, artwork, and graphic design  
are product identity or trademarks of Anubium*

**REQUIRES THE USE OF A ROLEPLAYING GAME CORE BOOK  
PUBLISHED BY WIZARDS OF THE COAST, INC.,  
OR ANY OPEN GAMING LICENSE (OGL) RULEBOOK.**

VISIT OUR WEBSITE AT  
[WWW.ANUBIUM.COM](http://WWW.ANUBIUM.COM)



WOULD YOU LIKE TO WRITE FOR US?  
[SUBMISSIONS@ANUBIUM.COM](mailto:SUBMISSIONS@ANUBIUM.COM)

©2004 ANUBIUM. ALL RIGHTS RESERVED.

"D20 SYSTEM," AND THE "D20 SYSTEM" LOGO ARE TRADEMARKS OWNED BY WIZARDS OF THE COAST AND ARE USED ACCORDING TO THE TERMS OF THE D20 SYSTEM LICENSE VERSION 1.0A.

A COPY OF THIS LICENSE CAN BE FOUND AT [WWW.WIZARDS.COM/D20](http://WWW.WIZARDS.COM/D20).

WIZARDS OF THE COAST® IS A REGISTERED TRADEMARK AND IS USED WITH PERMISSION.

THE MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE USA.

THIS DOCUMENT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL SPELLS, DIVINE BEINGS, MYTHIC CREATURES, AND OTHER FANCIFUL NOTIONS IS ACCIDENTAL AND CORRELATED BY MEANS OF A COMMON HUMAN PSYCHE. EXPERIENCE IT AT YOUR OWN RISK.

## CONTENTS

THE DEVOTED NECROMANCER .....	3
MASTERS OF THE UNLIVING .....	7
LEGENDARY NEGROMANCY .....	14
LOATHESOME SKILLS & FEATS .....	17
MAGIC OF NEGROMANCY .....	22

Hello!

Mike and I have been playing D&D almost since day one. For as long as we can remember, the ultimate fantasy villain for both of us has been the necromancer. Who could be more heinous than a wizard who turns his back on the solidarity of the living to side with the forces of disease, madness, and undeath?

Despite our fondness for villainous necromancers in our campaigns, necromancers as mere specialist wizards never really seemed to fit the bill. Shouldn't a necromancer be able to command the undead in a manner similar to a cleric? We think so, but a mere specialist wizard cannot do so. Sure, now that we have v3.5, there is a *control undead* arcane spell, but that seems such a small step in the right direction. And shouldn't being a necromancer offer a wizard something more than just one bonus necromancy spell per spell level? Again, we think so.

A few months ago, I worked on parts of *School of Evocation* by Fantasy Flight Games, wherein I was introduced to the concept of a devoted wizard. This is a wizard with a single-minded focus on a single school of magic. What a wonderful idea! Wouldn't it be nice if someone did the same thing for the necromancer? Well, now someone has. Immediately after this obligatory introduction there follows the devoted necromancer, a wizard that "masters necromantic powers that few mortal creatures can rival." You'll also find five prestige classes, a couple of legendary classes, several new feats, more than 50 spells, and an assortment of other necromantic goodies.

Enjoy!

Mark L. Chance, Mike Ruggles

What you have here is a sourcebook filled with "crunch," as they say, designed to widen the scope of the game. Now you can play that necromancer you've always wanted. No more running around as a mage with necromantic tendencies; no more specializing in necrology only to have the simplist of clerics prove more effective against its agents. Today, you have in your hand the tools to play a tried-and-true master of the Dark Arts. Prepare to knock 'em (un)dead, literally.

Marcello Kozeluh

# THE DEVOTED NECROMANCER

In those days, there existed some so dedicated to forces anathema to life that they held sway over the living and the dead, becoming like gods among the ignorant.

✻ Anaxamander of Helcion ✻

**L**aymen and students of wizardry alike mistakenly view negative energy solely in terms of negation. Death negates life. Sickness negates health. Cold negates heat. Darkness negates light. Consequently, a false impression arises that negative and positive energy are opposite sides of the same coin; that without one, the other cannot exist. This simplistic dualism misses a key—indeed defining—feature of negative energy: malignancy. Negative energy does not just oppose life; it also seeks to supplant it. In other words, negative energy does not lead to death but to undeath. Few understand the malignancy of negative energy better than devoted necromancers. These arcane casters wield negative energy for a surprisingly broad number of effects, for almost anything that “positive energies” can do may also be emulated, albeit twisted in nature, by negative energy.

The devoted necromancer is a wizard who devotes mind and soul to the study of, and mastery over, the primal forces of death and undeath. Unlike a specialist wizard, a devoted necromancer is incapable of casting spells from any schools of magic except Necromancy and Universal. In exchange for such an intense focus on necromantic magic, a devoted necromancer masters necromantic powers that few mortal creatures can rival.

**ADVENTURES:** Devoted necromancers undertake adventures cautiously and after suitable preparation. The goal of such adventures invariably is the acquisition of knowledge and power. The personality of the devoted necromancer shapes the aims toward which the principles of necrology are applied. Some devoted necromancers are content to seek knowledge for its own sake or strive only to increase their personal power for better understanding the arcane arts. Others, however, are far from benign. Knowledge and power are tools used to increase the devoted necromancer’s lot in life at the expense of others. A few of these wicked individuals dream of conquest won by hordes of undead minions.

**CHARACTERISTICS:** Devoted necromancers are masters of magic that exploit the life-sustaining energies of existence. Not only do they command frightening arcane powers, they can also rebuke the undead. In fact, as a devoted necromancer grows in power, the attacks of undead creatures become progressively less effective against her even as her power over the undead and negative energy increases. In her capable hands, necromantic magic destroys mind, body, or soul. Disease, fear, madness, and death magic are the devoted necromancer’s weapons. They also tend to be well-versed in numerous fields of study, and more than a few are gifted at manipulating others.

**ALIGNMENT:** Most devoted necromancers are evil. Few people can delve too deeply into the soul-twisting abyss of

negative energy without experiencing profound moral corruption. A handful of devoted necromancers are neutral with regard to good and evil, and these practitioners most often live solitary and profoundly misunderstood lives. Good-aligned devoted necromancers seem to be an impossibility, if not an oxymoron.

**RELIGION:** A religious aspect is almost intrinsic to the study of the necromantic arts. Negative energy itself often exhibits sentient qualities, and what religion is not concerned with questions about death and suffering? Explicitly religious devoted necromancers obviously tend to favor deities of magic and death. More than wizards, it seems devoted necromancers have good cause for currying favor with the gods.


**BACKGROUND:** Most devoted necromancers cut their teeth on the streets and in the darker alleys of large cities. From an early age, most exhibit an unhealthy, even perverse, fascination or fear of death. They haunt graveyards, frequent scenes of violence, and hover at the periphery of funeral processions. Later, graveyard visitations turn into grave robbing, and merely watching violence is not sufficient. The funerals that the future devoted necromancer watches become funerals for his victims. Training for a devoted necromancer is not easy to come by. It takes a certain, unpleasant kind of mentor to initiate young pupils into the dark arts of necromancy. As a result, most devoted necromancers complete their apprenticeship in near total isolation in the house of a bedlamite.

**RACES:** Most devoted necromancers are human, half-human, or a member of some evil humanoid race. Dark elves and members of certain hobgoblin tribes live lives well-disposed for advancing as devoted necromancers. It is also widely rumored (albeit in hushed tones) of a coven of ghouls that practice the dark arts.

**OTHER CLASSES:** Few devoted necromancers work alone when they adventure. Their arcane magic works best when cast from behind a protective line of strong fighters. Rogues best handle deadly traps guarding the secrets of unplundered tombs. While more experienced devoted necromancers have limited healing magic at their disposal, they can never compare to the divine healing wielded by clerics and druids.

## GAME RULE INFORMATION

Devoted necromancers (DvN) have the following game statistics.



**ABILITIES:** Intelligence and Charisma are a devoted necromancer's two most important ability scores. Intelligence directly affects the power and number of a devoted necromancer's spells as well as most of her class skills. Her Charisma directly affects the strength of her necromantic command class feature. Of course, a high Constitution and Dexterity are useful for those precious additional hit points and the ability to avoid her enemies' weapons.

**ALIGNMENT:** Any non-good.

**HIT DIE:** d4.

**STARTING GOLD:** 4d4 x 10 gp.

## CLASS SKILLS

The devoted necromancer's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), and Spellcraft (Int).

**SKILL POINTS AT 1ST LEVEL:** (2 + Int modifier) x 4.

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the devoted necromancer.

**ARMOR AND WEAPON PROFICIENCY:** A devoted necromancer is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a devoted necromancer's movements, which can cause her spells with somatic components to fail.

**SPELLS:** A devoted necromancer casts arcane spells in the same manner as a wizard. Her bonus spells are based on Intelligence. She must have an Intelligence of at least 10 + spell level in order to learn, prepare, or cast a spell. The Difficulty Class for saving throws against a devoted necromancer's spells is 10 + spell level + the devoted necromancer's Intelligence modifier.

**BONUS LANGUAGES:** A devoted necromancer adds Draconic to the bonus languages available to her because of her race.

**SPELLBOOKS:** A devoted necromancer must study and prepare her spells each day from her spellbook in the same manner as a wizard. Like a wizard, she can prepare read magic from memory without the aid of her spellbook. A devoted necromancer begins play with a spellbook containing all 0-level Universal and Necromancy wizard spells plus three 1st-level spells of her choice. For each point of Intelligence bonus the devoted necromancer has, the spellbook holds one additional 1st-level spell of her choice. At each new devoted necromancer level, she gains two new spells of any spell level or levels that she can cast (based on her new devoted necromancer level) for her spellbook. At any time, a devoted necromancer can also add spells found in other arcane spellbooks to her own.

**NECROMANTIC DEVOTION:** A devoted necromancer can only learn, prepare, and cast spells from the schools of Universal and

## SKULL FAMILIARS

A skull familiar is a normal skull from a living creature that gains powers and becomes an undead creature when summoned to service by a devoted necromancer. A skull familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and skull familiar are within 1 mile of each other. Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

**SKULL FAMILIAR:** CR —; Small Undead; HD see below; hp 1/2 master's total; Init +1 (Dex); Spd fly 30 ft. (perfect) (6 squares); AC 14 (+1 size, +1 Dex, +2 natural\*), touch 12, flat-footed 13; Base Atk see below; Grp -3 (not including BAB); Atk/Full Atk (BAB +1) melee (1d4-1, bite); SQ familiar powers, darkvision 60 ft., undead traits; AL same as master; SV see below; Str 7, Dex 13, Con —; Int —, Wis 10, Cha 10.

**HIT DICE:** For the purpose of effects related to number of Hit Dice, use the master's character level.

**HIT POINTS:** The skull familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

**ATTACKS:** Use the master's base attack bonus, as calculated from all his classes. Use the skull familiar's Dexterity modifier, whichever is greater, to get the familiar's melee attack bonus with its bite attack.

**SAVING THROWS:** For each saving throw, use the master's base saves (as calculated from all his classes). The skull familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

**SKILLS:** Skull familiars have no Intelligence. They cannot make use of skills.

**FAMILIAR ABILITY DESCRIPTIONS:** All skull familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Here is an explanation of the entries listed on the table for familiars on the opposite page.

**NATURAL ARMOR ADJ.:** The number noted here is an improvement to the skull familiar's existing natural armor bonus.

**TURN RESISTANCE:** The skull familiar's amount of turn resistance.

**ALERTNESS (EX):** While a skull familiar is within arm's reach, the master gains the Alertness feat.

**IMPROVED EVASION (EX):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a skull familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**SHARE SPELLS:** At the master's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her skull familiar. The skull familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the skull familiar if it moves farther than 5 feet away and will not affect the skull familiar again even if it



returns to the master before the duration expires. Additionally, the master may cast a spell with a target of “You” on her skull familiar (as a touch range spell) instead of “You” on her skull familiar (as a touch range spell) instead of on herself. A master and her skull familiar can share spells even if the spells normally do not affect creatures of the familiar’s type (undead).

**SKILL FOCUS (EX):** While a skull familiar is within arm’s reach, the master gains the Skill Focus feat for any one skill chosen when the skull familiar is summoned.

**DELIVER TOUCH SPELLS (SU):** If the master is 3rd level or higher, a skull familiar can deliver touch spells for her. If the master and the skull familiar are in contact at the time the master casts a touch spell, she can designate his skull familiar as the “toucher.” The skull familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**FRIGHTFUL MOAN (SP):** If the master is 5th level or higher, the skull familiar may, once per day upon command, emit a *frightful moan*. The master is immune to effects of his skull familiar’s *frightful moan*.

**PROXY (SU):** If the master is 7th level or higher, her skull familiar can act as her proxy. This means that the master can see, hear, taste, touch, and smell her environment through the skull familiar. She may also speak through her skull familiar so long as the skull familiar remains within 100 feet of the master. This supernatural ability requires concentration to maintain.

**FAST HEALING (SU):** If the master is 9th level or higher, the skull familiar gains fast healing 2. Its fast healing ability increases if the master is 15th level or higher.

**SPELL RESISTANCE (EX):** If the master is 11th level or higher, a skull familiar gains spell resistance equal to the master’s level + 5. To affect the skull familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the skull familiar’s spell resistance.

**SCRY ON FAMILIAR (SP):** If the master is 13th level or higher, she may scry on her skull familiar (as if casting the *scrying* spell) once per day.

Necromancy. Other schools of magic are entirely closed to her except through the School Adaptation feat. A devoted necromancer receives a +4 bonus to Spellcraft checks to learn Necromancy spells.

In addition, a devoted necromancer can examine an object to determine if it has a necromantic dweomer or read a spell to decipher its function. To examine an object for a necromantic dweomer, a devoted necromancer must make a Spellcraft check (DC 15 + the spell’s level). Success allows her to determine that the object is magical and carries a necromantic aura. If an object is magical but has no necromantic magic, then the Spellcraft check automatically fails.

**NECROMANTIC COMMAND (SU):** At 1st level, a devoted necromancer can expend one or more prepared spells as a free action in order to command or rebuke undead as an evil cleric. The rebuke/command attempt is a standard action that must be made the same round in which the spells are expended. Her effective cleric level for the command/rebuke attempt is equal to the total levels of the prepared spells expended, to a maximum level no greater than her devoted necromancer caster level. A 0-level spell counts as one-half a level. Expended spells are lost from preparation as if they had been cast. The expended spells are good for only one command/rebuke attempt.

For example, a 2nd-level devoted necromancer expends one 1st-level spell and two 0-level spells (a total of two levels of spells). She can immediately command/rebuke undead as a 2nd-level evil cleric.

**SKULL FAMILIAR:** At 1st level, a devoted necromancer can summon a skull familiar. This undead cranium becomes the devoted necromancer’s familiar, similar in many respects to the normal familiar of a sorcerer or wizard. Summoning a skull familiar takes 24 hours and uses up magical materials that cost 100 gp. A skull familiar is an undead creature. As the devoted necromancer advances in level, her familiar also increases in power.

#### SKULL TYPE SPECIAL

Dwarf	Master gains a +3 bonus on Search checks underground
Elf	Master gains a +2 bonus on Will saves
Gnome <sup>1</sup>	Master gains a +3 bonus on Craft checks
Half-Elf	Master gains a +3 bonus on Diplomacy checks
Half-Orc	Master gains a +1 bonus on attack and damage rolls
Halfling	Master gains a +1 bonus on all saving throws
Human <sup>2</sup>	Master gains a +2 bonus on any two skill checks

<sup>1</sup> A gnome skull familiar grants its master the supernatural ability to speak to burrowing mammals.

<sup>2</sup> The two skills must be chosen by the master during the summoning and cannot be changed.

MASTER CLASS LEVEL	NATURAL ARMOR ADJ.	TURN RESISTANCE	SPECIAL
1st–2nd	+1	2	Alertness, improved evasion, share spells, Skill Focus
3rd–4th	+2	3	Deliver touch spells
5th–6th	+3	4	Frightful moan
7th–8th	+4	4	Proxy
9th–10th	+5	5	Fast healing 2
11th–12th	+6	6	Spell resistance
13th–14th	+7	7	Scry on familiar
15th–16th	+8	7	Fast healing 4
17th–18th	+9	8	—
19th–20th	+10	9	—

If the skull familiar is destroyed or is dismissed by the devoted necromancer, she must attempt a DC 15 Fortitude saving throw. Failure means she loses 200 experience points per devoted necromancer level; success reduces the loss to one-half that amount. However, a devoted necromancer's experience point total can never go below 0 as the result of a skull familiar's demise or dismissal. A destroyed or dismissed skull familiar cannot be replaced for a year and day. A destroyed skull familiar cannot be raised from the dead. A character with more than one class that grants a familiar may have only one familiar at a time.

**AUGMENT NECROMANCY (SU):** At 2nd level, a devoted necromancer begins accumulating a storehouse of power that she may use to augment her necromantic spells. This allows her to ignore one level of metamagic cost when preparing spells. Thus, a 2nd-level devoted necromancer may prepare one silent chill touch as a 1st-level spell instead of a 2nd-level spell. The devoted necromancer may use her augment necromancy levels to partially decrease the metamagic level penalty. The level adjustment to the spell from metamagic feats cannot be less than zero.

At 4th level and every four levels thereafter, a devoted necromancer ignores one additional level of metamagic cost when preparing spells.

**BONUS FEAT:** At 4th, 8th, 12th, 16th, and 20th level, a devoted necromancer chooses a bonus feat from the following list: any item creation feat, any metamagic feat, Augment Undead\*, Channel the Dead\*, Combat Casting, Divine Necromancer\*, Empower Undead\*, Greater Spell Focus (Necromancy), Greater Spell Penetration, Improved Counterspell, Improved Familiar, Improved Necromantic Command\*, School Adaptation\*, Spell Focus (Necromancy), Spell Mastery, Spell Penetration, and Spirit Dissertation\*. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. Feats marked with an asterisk are described in this book.

**WITHSTAND THE UNDEAD (SU):** At 5th level, a devoted necromancer gains a measure of protection against the undead. She enjoys damage reduction 1/— and a +1 saving throw bonus against natural attacks from undead creatures. Damage reduction and the resistance bonus increase every five levels (at 10th, 15th, and 20th) to a maximum of DR 4/— and a +4 saving throw bonus at 20th-level.

TABLE: THE DEVOTED NECROMANCER

						Spells per Day									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Necromantic devotion, necromantic command, skull familiar	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Augment necromancy (1)	5	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		5	3	2	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Bonus feat, augment necromancy (2)	5	4	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Withstand undead +1	5	4	3	2	—	—	—	—	—	—
6th	+3	+2	+2	+5		5	4	4	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		5	5	4	3	2	—	—	—	—	—
8th	+4	+2	+2	+6	Bonus feat, augment necromancy (3)	5	5	4	4	3	—	—	—	—	—
9th	+4	+3	+3	+6		5	5	5	4	3	2	—	—	—	—
10th	+5	+3	+3	+7	Withstand undead +2	5	5	5	4	4	3	—	—	—	—
11th	+5	+3	+3	+7		5	5	5	5	4	3	2	—	—	—
12th	+6/+1	+4	+4	+8	Bonus feat, augment necromancy (4)	5	5	5	5	4	4	3	—	—	—
13th	+6/+1	+4	+4	+8		5	5	5	5	5	4	3	2	—	—
14th	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	—	—
15th	+7/+2	+5	+5	+9	Withstand undead +3	5	5	5	5	5	5	4	3	2	—
16th	+8/+3	+5	+5	+10	Bonus feat, augment necromancy (5)	5	5	5	5	5	5	4	4	3	—
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	2
18th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	4	4	3
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	3
20th	+10/+5	+6	+6	+12	Bonus feat, withstand undead +4, augment necromancy (6)	5	5	5	5	5	5	5	5	4	4

# MASTERS OF THE UNLIVING

*A peach is sweetest when it begins to rot.*

✱ Serbian the Usurper ✱

Several advancements are available for any negromancer who meets the prerequisites. From the vigilant destroyer of the unliving, to the consuming hunger of the necrophagite, to the leader of undead legions, a devotee of the Dark Arts can take many paths on her way to uncontested power. Still, the known paths revealed here are but a few of those witnessed and attested to. More paths filled with greater secrets may yet be known. We encourage you to seek out these lost or hidden paths as a way of adding depth to your world.

## ARCANE SKRIMSHANDER

Hunched over a bit of bone while keen eyes squint at etching tools in steady hands, the arcane skimshander practices a craft that turns ordinary bone into an arcane work of art. When the crafting is over, the arcane skimshander turns his artwork to some adventure, to the uncovering of some arcane secret, or the fulfillment of some personal goal.

The arcane skimshander is a prestige class best suited for any arcane spellcaster with a penchant for magic item creation. The art of scribing spells into bone does not have particularly steep prerequisites, and scribed bones can be desirable replacements for magic potions among members of any adventuring party.

NPC arcane skimshanders often practice their art by commission, crafting scribed bones for wealthy or influential clients. Nobles who fancy themselves as patrons of things artistic seek to have an arcane skimshander among their beneficiaries. Unstable or even crazed patrons sometime employ arcane skimshanders in fashioning perverse art from the bones of their dead enemies.

**HIT DIE:** d4.

### REQUIREMENTS

To qualify to become an arcane skimshander (ArS), a character must fulfill all the following criteria.

**SKILLS:** Craft (scrimshaw) 6 ranks.

**FEATS:** Any item creation feat.

**SPELLS:** Ability to cast 2nd-level arcane spells.

**SPECIAL:** The arcane skimshander must possess a set of masterwork artisan's tools.

### CLASS SKILLS

The arcane skimshander's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken

individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

### CLASS FEATURES

All of the following are Class Features of the arcane skimshander prestige class.

**WEAPON AND ARMOR PROFICIENCY:** An arcane skimshander gains no proficiency with any weapon or armor.

**SPELLS PER DAY:** When a new arcane skimshander level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an arcane skimshander, he must decide to which class he adds the new level for purposes of determining spells per day.

**CRAFT BONE TALISMAN:** This bonus feat functions like the Brew Potion feat except the arcane skimshander can store spells in bones. Each bone holds one spell. Effectively, the character gains the Brew Potion feat using an alternative medium. All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability. In order to use a bone, a character must hold the bone firmly in hand (or similar appendage). Activating a bone requires a standard action that does not provoke attacks of opportunity. A character can activate a bone for an unconscious character as a full-round action that provokes attacks of opportunity. Once used, a bone talisman disintegrates.

A bone talisman may include any number of the special enhancements below so long as their combined requirements do not modify the spell's level to higher than the bone collector's normal maximum.

**EXTEND BONE:** At 2nd level, the arcane skimshander can extend the duration of a spell stored in a bone. This duplicates the Extend Spell metamagic feat, but only when creating bone talismans. An extended bone's spell is treated as if one level higher than the its actual level.

**GREATER SCRIBE BONE:** At 3rd level, the arcane skimshander becomes able to scribe any spell 4th level or lower that he knows.

**EMPOWER BONE:** At 4th level, the arcane skimshander can increase all variable, numeric effects of a spell stored in a bone. This



duplicates the Empower Spell metamagic feat, but only when creating bone talismans. An extended bone's spell is treated as if two levels higher than the its actual level.

#### MAXIMIZE

**BONE:** At 5th level, the arcane skrimshander can maximize all variable, numeric effects of a spell stored in a bone. This duplicates the Extend Spell metamagic feat, but only when creating bone talismans. An extended bone's spell is treated as if three level higher than the its actual level.

## CRYPT KNIGHT

The crypt knight is a commander of undead legions. His power comes from his ability to control a large force of undead soldiers and other followers. Becoming a crypt knight is a direct path to power for many, but this power comes at a high price. The crypt knight is an opponent to be feared, but this fear can become a two-edged sword as the crypt knight's enemies band together to put down a greater evil.

Multiclassed fighter/necromancers or fighter/devoted necromancers are the most obvious candidates for this prestige class. Clerics of evil deities or those whose portfolios include death and the undead may also choose the path of the crypt knight. Other classes rarely have the devotion or the training to become crypt knights.

NPC crypt knights are usually found in the service of some evil lord. Crypt knights-errant are rare, but do exist. These frightening warriors wander the land seeking conflicts in which they and their undead horde can serve.

**HIT DIE:** d8.

### REQUIREMENTS

To become a crypt knight (CrK), a character must meet the following requirements.

**ALIGNMENT:** Any non-good.

**BASE ATTACK BONUS:** +7.

**SKILLS:** Knowledge (history) 4 ranks, Knowledge (necrology) 6 ranks, Knowledge (nobility and royalty) 4 ranks.

**SPELLS:** Ability to cast 3rd-level spells.

### CLASS SKILLS

The crypt knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (necrology) (Int), Knowledge (nobility and royalty) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

**SKILL POINTS AT EACH LEVEL:** 2 + Int modifier.

TABLE: THE ARCANESKRIMSHANDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Scribe bone	+1 level of existing class
2nd	+1	+0	+3	+3	Extend bone	+1 level of existing class
3rd	+1	+1	+3	+3	Greater scribe bone	+1 level of existing class
4th	+2	+1	+4	+4	Empower bone	+1 level of existing class
5th	+2	+1	+4	+4	Heighten bone	+1 level of existing class

### CLASS FEATURES

All of the following are class features of the crypt knight prestige class.

**WEAPON AND ARMOR PROFICIENCY:** The crypt knight is proficient with all simple and martial weapons, all armor and all shields.

**SPELLS PER DAY:** When a new crypt knight level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a crypt knight, he must decide to which class he adds the new level for purposes of determining spells per day.

**COMMAND UNDEAD (SU):** A crypt knight can rebuke or command undead as an evil cleric of half his character level. If the crypt knight has levels in another class that allows him to command undead, add one-half his crypt knight level to any levels of ability that he may already possess.

**UNDEAD HORDE (EX):** A crypt knight with the Leadership feat may attract loyal undead companions and devoted followers. See the table below to determine the number of cohorts and followers the character can recruit.

**Leadership Score:** A character's base Leadership score equals his character level plus any Charisma modifier (but not less than +0).

**Cohort Level:** The crypt knight can attract an undead cohort of up to this level or its equivalent. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

- The cohort does not count as a party member when determining the party's XP.
- Divide the cohort's level by the level of the PC that attracted the cohort.
- Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.
- If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.



**TABLE: THE CRYPT KNIGHT**

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0		+0	+0	+2	Rebuke undead, undead horde	+1 level of existing class
2nd	+1		+0	+0	+3	Undead mount	+1 level of existing class
3rd	+2		+1	+1	+3		+1 level of existing class
4th	+3		+1	+1	+4	Improved Turning	+1 level of existing class
5th	+3		+1	+1	+4		+1 level of existing class
6th	+4		+2	+2	+5		+1 level of existing class
7th	+5		+2	+2	+5	Undead mastery +2	+1 level of existing class
8th	+6		+2	+2	+6		+1 level of existing class
9th	+6		+3	+3	+6		+1 level of existing class
10th	+7		+3	+3	+7	Undead mastery +4	+1 level of existing class

**Number of Undead by CR:** The character can lead up to the indicated number of undead creatures of each listed challenge rating. A crypt knight's followers can be any type of undead with any sort of abilities as long as its challenge rating conforms to the table. Followers don't earn experience and don't gain levels. However, when the character attains a new level, the player consults the table above to determine if he has acquired more followers, some of which may be higher level than the existing followers. (Cohorts never use this chart.) Destroyed followers can be replaced (up to their original number) by means of *animate dead*. Undead created to replace destroyed followers do not count against the 4 HD worth of undead creatures per caster level command limit imposed by *animate dead*.

**UNDEAD MOUNT (SP):** As a full-round action, a crypt knight may magically call a heavy warhorse skeleton from the realm of the dead in which it resides. The mount immediately appears adjacent to the crypt knight and remains for up to 8 hours per day; it may be dismissed at any time as a free action. The mount may be called as many times each day as the crypt knight requires, as long as the total amount of time the mount is summoned does not exceed 8 hours per day.

carrying. The crypt knight may not summon another mount for 24 hours.

**SKELETON HEAVY WARHORSE:** CR —; Large Undead; HD 4d12; hp 31; Init +6 (+2 Dex, +4 Improved Initiative); Spd 50 ft. (10 squares); AC 13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 12; Base Atk +2, Grp +10; Atk Hoof +5 melee (1d6+4/x2); Full Atk 2 hooves +5 melee (1d6+4/x2), bite +0 melee (1d4+2); Space/Reach 10 ft./10ft.; SQ immunity to cold, DR 5/bludgeoning, undead traits; AL N; SV Fort +1, Ref +3, Will +4.

**Abilities:** Str 18 (+4), Dex 13 (+1), Con —, Int —, Wis 10, Cha 1 (–5).

**Feats:** Improved Initiative.

**IMPROVED TURNING:** At 4th level, the crypt knight gains the Improved Turning feat for free.

**UNDEAD MASTERY (EX):** At 7th level the crypt knight gains a +2 bonus to his leadership score for the purpose of determining cohorts and followers. At 10th level this bonus increases to +4.

## DARK CHANNELER

By means of his devotion to some unholy power, the dark channeler taps into negative energy and wields that energy to gain mastery of the undead. Such creatures bend readily to the dark channeler's will. The dark channeler's powers also strengthen the unlife of the monsters that serve him. With his profane talents, a dark channeler can enter an undead-infested area and emerge with dozens of allies.

Dark channelers are invariably clerics or multiclass clerics. This prestige class is a sensible choice for cleric/devoted necromancers. A cleric/fighter or cleric/barbarian makes a formidable combatant, able to back up his force of arms with divine magic and a gang of undead servants.

NPC dark channelers are found in the service of some evil deity. They often augment the ranks of that deity's regular clerics, commanding ranks of undead monsters "recruited" from haunted or cursed sites.

**HIT DIE:** d8.

Leadership Score	Cohort Level	Number of Undead by CR					
		1/4	1/2	1	2	3	4
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should the crypt knight's mount be destroyed, it immediately disappears, leaving behind any equipment it was

## THE ORDER OF THE VULTURE

### PURPOSE

The Order of the Vulture is a knightly order in the service of the forces of death.

### LEADER

Lady Veshta (CE female human vampire Cleric 5/Fighter 5/Crypt Knight 8).

### CURRENT ACTIVITIES

The dread Lady Veshta, having recently risen to supremacy within the Order of the Vulture, has long been a thorn in the side of civilization. In life, she was a cleric of the god of death as well as a canny fighter. Her vampirism is not the result of some adventure run afoul, but rather resulted from a deliberate choice by Veshta to honor her deity as a participant in an ancient ritual. After her rebirth as one of the living dead, Veshta's wicked church knighted her with full honors.

In active service to the forces of death and evil, few can match Veshta's record. She rose quickly through the ranks of the Order, either by merit or by murdering the current occupant of a position she coveted. Today, she is the Mistress General of the entire Order. As such, she seldom takes an active part in most of the Order's activities but instead pulls the strings and issues commands behind the scenes.

Veshta oversees the Order from within the ancient, cursed necropolis Blackspire, which sits atop an easily defensible hill deep within the borders of that evil land ruled by the clerics of the death god. Under her auspices, Blackspire has become a true city of the dead. Undead of all types, necromancers, and crypt knights with their retinues reside in and under Blackspire. When Veshta wills it, these horrifying citizens muster into armies that pour from Blackspire to bring death and destruction to the peoples of neighboring lands.

### CAMPAIGN INTEGRATION

The Order of the Vulture easily serves as the power behind any number of undead-related events and conspiracies. In a military-themed campaign, the Order becomes the PCs' main adversary, launching attacks against borders that the PCs seek to secure. Such a campaign can culminate with an assault on Blackspire itself and a direct confrontation with the awesomely powerful Veshta. An evil campaign can benefit from the Order of the Vulture as well, for the wicked PCs can be knights-errant or other agents ultimately in Veshta's service. In this sort of campaign, the Order becomes a handy means of introducing plot hooks.

**Lady Veshta, female human vampire Clr5/Ftr5/CrK8:** CR 20; Medium Undead; HD 18d12; hp 122; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 29 (+4 Dex, +6 natural, +6 armor, +3 deflection), touch 17, flat-footed 25; Base Atk +14, Grp +20; Atk +2 *wounding longsword* +23 melee (1d8+10, 19-20/x2); Full Atk +2 *wounding longsword* +19/+14/+9 melee (1d8+10, 19-20/x2) and slam +14 melee (1d6+3 plus energy drain), or +1 *seeking longbow* +19/+14/+9 ranged (1d8+1/x3); SA spells, rebuke undead, blood drain, children of the night, dominate, create spawn, energy drain; SQ undead horde (leadership score 23), undead mount, undead mastery +2, alternate form, DR 10/silver and magic, fast healing 5, gaseous form, cold and electricity resistance 10, *spider climb* at will, turn resistance +4; AL CE; SV Fort +10, Ref +10, Will +17.

**Abilities:** Str 22 (+6), Dex 19 [17] (+4/+3), Con —, Int 12 (+1), Wis 22 [20] (+6/+5), Cha 16 (+3).

**Skills:** Bluff +11, Concentration +11, Diplomacy +13, Hide +16, Jump +7, Knowledge (history) +5, Knowledge (necrology) +7, Knowledge (nobility and royalty) +5, Listen +15, Move Silently +16, Ride +11, Search +9, Sense Motive +15, Spellcraft +9, Spot +15.

**Feats:** Alertness, Combat Casting, Combat Reflexes, Dodge, Extra Turning, Improved Initiative, Improved Turning, Lightning Reflexes, Mounted Combat, Negotiator, Ride-By Attack, Scribe Scroll, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

**Cleric Spells** (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; caster level 13th, save DC 16 + spell level): 0—*detect magic*, *guidance* (x2), *read magic*, *resistance* (x2); 1st—*bane*, *cause fear*, *comprehend languages*, *deathwatch*, *divine favor*, *doom*, *entropic shield*, *protection from good*\*; 2nd—*align weapon*, *bull's strength*, *darkness*, *death knell*, *desecrate*\*, *hold person*, *owl's wisdom*, *silence*; 3rd—*animate dead*\*, *blindness/deafness*, *dispel magic*, *invisibility purge*, *prayer*, *speak with dead*; 4th—*dimensional anchor*, *divination*, *poison*, *spell immunity*, *sending*, *unholy blight*\*; 5th—*dispel good*\*, *flame strike*, *greater command*, *righteous might*, *spell resistance*; 6th—*create undead*\*, *greater dispel magic*, *harm*, *word of recall*; 7th—*destruction*\*, *greater scrying*.

\*Domain Spell. Domains: Evil (cast evil spells at +1 caster level), Death (death touch 1/day).

**Possessions:** +3 *shadow silent moves studded leather*, *ring of protection* +3, *ring of freedom of movement*, +2 *wounding longsword*, +1 *seeking longbow*, *gloves of Dexterity* +2, *periapt of Wisdom* +2, plus 7,500 gp.



**TABLE: THE DARK CHANNELER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rebuke undead, desecrate	+1 level of existing class
2nd	+1	+3	+0	+3	Extended rebuke	+1 level of existing class
3rd	+2	+3	+1	+3	Unhallow	+1 level of existing class
4th	+3	+4	+1	+4	Empowered command	+1 level of existing class
5th	+3	+4	+1	+4	Dark command	+1 level of existing class

## REQUIREMENTS

To qualify to become a dark channeler (DCh), a character must fulfill all the following criteria.

**ALIGNMENT:** Any evil.

**SKILLS:** Knowledge (religion) 8 ranks, Knowledge (necrology) 8 ranks, or Knowledge (spirit lore) 8 ranks.

**FEAT:** Extra Turning, Improved Turning.

**SPECIAL:** Ability to rebuke undead.

## CLASS SKILLS

The dark channeler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

**SKILL POINTS AT EACH LEVEL:** 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the dark channeler prestige class.

**WEAPON AND ARMOR PROFICIENCY:** A dark channeler gains no proficiency with any weapon or armor.

**REBUKE UNDEAD:** The character's dark channeler level stacks with levels of other classes that grant the ability to rebuke or command the undead. For example, Nezrod the Sinister is an 8th-level cleric/3rd-level blackguard/4th-level dark channeler. He rebukes undead as if he were a 14th-level cleric (including the Improved Turning feat).

**SPELLS PER DAY:** When a new dark channeler level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a dark channeler, he must decide to which class he adds the new level for purposes of determining spells per day.

**DESECRATE (SP):** At 1st level, a dark channeler can use *desecrate* once per day at his highest caster level. This is a spell-like ability, and therefore does not require any components.

**EXTENDED REBUKE (SU):** At 2nd level, undead rebuked by a dark channeler remain cowering in awe for 15 rounds instead of 10 rounds.

**UNHALLOW (SP):** At 3rd level, a dark channeler can use *unhallow* once per day at his highest caster level. This is a spell-like ability, and therefore does not require any components.

**EMPOWERED COMMAND (SU):** At 4th level, a dark channeler can command any number of undead whose total HD do not exceed his effective cleric level +4. Alternatively, he may command a single undead creature with no more HD than effective cleric level +4, but he must concentrate continuously to do so (as if concentrating to maintain a spell). Consider

Nezrod the Sinister above. His effective cleric level when rebuking undead is 14th (including the Improved Turning feat). He can command up to 18 HD worth of undead.

**DARK COMMAND (SU):** At 5th level, once per day, a dark channeler can make a rebuking attempt as a free action. Dark command counts against the dark channeler's maximum number of rebuking attempts per day. It is possible to use dark command and make another rebuking attempt in a single round.

## MAGISTRATE OF THE DAMNED

The magistrate of the damned is a hunter of the undead. He uses his magic and sacred power to blast undead creatures out of existence. He adventures to root these creatures out wherever they may seek to hide. His single-mindedness tends to annoy others, but his utility when facing the undead more than makes up for his stubbornness.

Multiclassed wizard/clerics are the most obvious candidates for this prestige class. Other possibilities include sorcerer/clerics or even bard/clerics, but any class combination that allows the character access to both arcane and divine spells is a possibility, as the depredations of the undead touch the lives of many.

NPC magistrates fill two roles. Many are wandering undead hunters, working with small groups of like-minded adventurers to root out and destroy the undead wherever they can be found. Other magistrates serve as advisors, especially in lands threatened by large numbers of undead. These magistrates keep rulers knowledgeable about the best means of defending their lands against the undead menace.

**HIT DIE:** d6

## REQUIREMENTS

To become a magistrate of the damned (MoD), a character must meet the following criteria.

**ALIGNMENT:** Any non-evil

**SKILLS:** Knowledge (religion) 5 ranks, Knowledge (necrology) 5 ranks

**SPELLS:** Ability to cast 2nd-level arcane and 2nd-level divine spells

## CLASS SKILLS

The magistrate of the damned's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int),

**TABLE: THE MAGISTRATE OF THE DAMNED**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Judgment of the damned +1, turn undead	+1 level of existing class
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+1	+3	+1	+3	Smite the damned 1/day	+1 level of existing class
4th	+2	+4	+1	+4	Sacred power	+1 level of existing class
5th	+2	+4	+1	+4	Judgment of the damned +2	+1 level of existing class
6th	+3	+5	+2	+5	Smite the damned 2/day	+1 level of existing class
7th	+3	+5	+2	+5		+1 level of existing class
8th	+4	+6	+2	+6		+1 level of existing class
9th	+4	+6	+3	+6	Smite the damned 3/day	+1 level of existing class
10th	+5	+7	+3	+7	Judgment of the damned +3	+1 level of existing class

Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

**SKILL POINTS AT EACH LEVEL:** 4 + Int Modifier.

## CLASS FEATURES

All of the following are Class Features of the magistrate of the damned prestige class.

**WEAPON AND ARMOR PROFICIENCY:** The magistrate of the damned gains no additional weapon or armor proficiencies.

**SPELLS PER DAY:** When a new magistrate level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a magistrate, he must decide to which class he adds the new level for purposes of determining spells per day.

**TURN UNDEAD (SU):** The magistrate can turn undead as a cleric of his magistrate level. If the magistrate has any levels in other classes that also grant the ability to turn undead, his magistrate levels stack with the levels he has in these classes to resolve any turning attempts.

**JUDGEMENT OF THE DAMNED (SU):** At 1st level, the magistrate adds +1 to his level when making turning attempts. This bonus increases to +2 at 5th level and +3 at 10th level.

**SMITE THE DAMNED (SU):** Once per day, the magistrate may use his magic to attempt to smite creatures with the undead type or the evil descriptor. He adds his Charisma bonus (if any) to the save DC of the spell cast and deals 1 extra point of damage per magistrate level (if the spell causes damage). At 6th level, the magistrate may smite the damned 2 times per day, and at 9th level, he may use this ability 3 times per day.

**SACRED POWER (SU):** Once per day, the magistrate can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

## NECROPHAGE

Teeth like needles with hands stained from his bloody work, the necrophage feeds on the specially prepared flesh of his victims to temporarily gain some of the victim's power. The flesh of an elf grants him immunity to *sleep*. The flesh of an ogre grants him great strength. The flesh of a viper makes his bite poisonous.

Most necrophages are necromancers or devoted necromancers. Some are multiclassed rogues or clerics. Something about the motivations of a necrophage cries out for skills associated with stealth and assassination.

NPC necrophages are often found as leaders among evil humanoids, especially goblins. As tribal chieftan, a necrophage hides behind the warriors under his command. Offerings of flesh are brought to him, both for immediate consumption and to be prepared for future use.

**HIT DIE:** d4.

## REQUIREMENTS

To qualify to become a necrophage (Ncr), a character must fulfill all the following criteria.

**ALIGNMENT:** Any evil.

**SKILLS:** Craft (taxidermy) 7 ranks, Profession (butcher) 7 ranks.

**FEATS:** Any two item creation feats.

**SPELLS:** Ability to cast arcane spells.

## CLASS SKILLS

The necrophage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

**SKILL POINTS AT EACH LEVEL:** 2 + Int modifier.

## CLASS FEATURES

All of the following are Class Features of the necrophage prestige class.

**WEAPON AND ARMOR PROFICIENCY:** A necrophage gains no proficiency with any weapon or armor.

**SPELLS PER DAY:** When a new necrophage level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a necrophage, he must decide to which class he adds the new level for purposes of determining spells per day.



**TABLE: THE NECROPHAGE**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Prepare flesh, ingest extraordinary ability	+1 level of existing class
2nd	+1	+0	+0	+3	Bite attack 1d4	+1 level of existing class
3rd	+2	+1	+1	+3	Improved Grapple	+1 level of existing class
4th	+3	+1	+1	+4	Ingest spell-like ability	+1 level of existing class
5th	+3	+1	+1	+4	Bite attack 1d6	+1 level of existing class
6th	+4	+2	+2	+5		+1 level of existing class
7th	+5	+2	+2	+5	Ingest supernatural ability	+1 level of existing class
8th	+6	+2	+2	+6	Bite attack 1d8	+1 level of existing class
9th	+6	+3	+3	+6		+1 level of existing class
10th	+7	+3	+3	+7		+1 level of existing class

**PREPARE FLESH (EX):** A necrophage can butcher and preserve the flesh of a freshly killed creature so that he can later consume that flesh and temporarily gain some of that creature's abilities. For purposes of this class feature, "freshly killed" means dead no longer than one hour. After this time, the spiritual energies within the body have dissipated too much for the flesh to be useful. A Profession (butcher) check is required to successfully remove the needed flesh from the creature. The DC is equal to  $20 + 1$  per extraordinary ability to be preserved,  $+2$  per spell-like ability to be preserved, and  $+3$  per supernatural ability to be preserved. Only one such sample can be removed from any one creature. Profession (butcher) checks are full-round actions that provoke attacks of opportunity.

Butchered flesh remains fresh for only one day without magical means of preservation (such as a *gentle repose* spell). In order to complete the preparation, the necrophage must preserve the butchered flesh with a taxidermist's laboratory by making a successful Craft (taxidermy) check against the same DC as the Profession (butcher) check. Raw material costs equal the DC of the Craft (taxidermy) check  $\times 5$  sp. The necrophage must also spend XP equal to one-half the DC. If the Craft (taxidermy) check fails, the sample is ruined (but the necrophage does not lose his XP expenditure). Once butchered flesh is prepared and preserved, it remains potent more or less indefinitely.

**INGEST EXTRAORDINARY ABILITY (SU):** At 1st level, the necrophage can consume prepared flesh and gain one extraordinary ability preserved within that flesh. The extraordinary ability lasts for one round per necrophage level. It functions as it did for the type of creature from which the prepared flesh was taken, but uses the necrophage's ability scores and caster level for relevant purposes (such as save DCs). As if it were an extraordinary ability, the necrophage may prepare flesh to store

the butchered creature's highest ability score bonus. When consumed, the necrophage gains that ability score bonus (in place of his own) for the duration of the ingestion.

If a piece of prepared flesh has more than one preserved ability, the necrophage chooses which he gains when consuming the flesh. All of the necrophage's ingestion class features are full-round actions that provoke attacks of opportunity. In no case can a necrophage gain class features from prepared flesh.

**BITE ATTACK:** At 2nd level, a necrophage's jaws strengthen and teeth sharpen, granting him an effective bite attack that inflicts 1d4 points of damage plus one-half his Strength modifier. His bite attack is treated as a secondary attack, and is made with a  $-5$  penalty to his attack roll. The necrophage's bite damage increases to 1d6 plus one-half his Strength modifier at 5th level and 1d8 plus one-half his Strength modifier at 8th level.

**IMPROVED GRAPPLE:** At 3rd level, the necrophage gains the Improved Grapple feat as a bonus feat even if he does not meet the prerequisites for that feat. With a successful grapple check, a necrophage can inflict bite damage.

**INGEST SPELL-LIKE ABILITY (SU):** At 4th level, a necrophage can gain one spell-like ability from an ingested piece of prepared flesh. Otherwise, this feature functions as ingest extraordinary ability.

**INGEST SUPERNATURAL ABILITY (SU):** At 7th level, a necrophage can gain one supernatural ability from an ingested piece of prepared flesh. Otherwise, this feature function as ingest extraordinary ability.

# LEGENDARY NEGROMANCY

3

To what, there is no greater injustice done than for the Annals of History to immortalize the lives of vile men.

✱ Desepholus, Canate of the Church of Law ✱

Legendary classes are the culmination of a character's career, representing his ultimate achievements. They grant him extraordinary abilities that mark him as a living legend and insure his name is never forgotten. Legendary classes have all the same progressions as normal classes: base attack bonus, saving throws, and special abilities. They have unique class skill packages and proficiencies.

Legendary characters have access to powers and abilities beyond the reach of those who have chosen ordinary lives and less impressive legacies. They also wield greater control over the development of their powers than other characters, having choices to make as they rise in level and power. Even though two characters share the same legendary class, each may progress quite differently depending on these choices.

For each legendary class level gained, the character may choose one special ability from those listed. The power and scope of these abilities are determined at that time, based on the character's level in the legendary class, and do not increase as the character goes up in levels. No power may be chosen more than once. This always means a sacrifice for the character, but sometimes the rewards of patience are worth the wait.

## GAINING LEGENDARY STATUS

A character must announce his intention to take a legendary class well in advance of ever taking a level in it. In game terms, this represents the character trying to catch the attention of a deity or powerful extraplanar being, applying for position within an organization, or channeling the spirits of his ancestors. Two levels before the character takes his first legendary class level, he must announce his commitment. This means that if Vaslov decides to become a high necromancer at 13th level, he must announce his intention no later than the point at which he reaches 11th level. Once the character has announced the level at which he will become a legend, there is no turning back.

Each legendary class has among its prerequisites a list of quests, each of which must be fulfilled before a character can take a level in the class. The character may not complete these quests before he announces his intention of taking the legendary class. Once each quest is accomplished and all other prerequisites are met, the character may take a legendary class level.

Legends wait for no one. If some or all of the quests go unfulfilled, the character may not advance in the legendary class. All excess experience points gained in the meantime are lost. This means

that if Vaslov reaches 77,999 XP (just shy of 13th level) without completing the quests, he gains no more XP until he completes them all. The character does not need to meet all of prerequisites of the class when announcing his intentions, but he must meet them before taking the first legendary class level. If he does not, the same penalty described above applies.

Example Powers of a 5th-level High Necromancer:

**DESECRATION AURA I:** Vaslov is constantly surrounded by an emanation of unholy power in a 10-foot radius. Each Charisma check made to turn undead within this area takes a -6 profane penalty, and every undead creature entering a *desecrated* area gains a +2 legendary bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +2 hit points per HD. Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

**DRAIN LIFE ENERGY II:** Twice per day, Vaslov can infuse his touch with negative energy. A successful melee touch attack inflicts 4d6 points of damage. He gains temporary hit points equal to the damage dealt, but cannot gain more hit points than the victim's current hit points +10, which is enough to kill the victim. There is no saving throw against this ability, but spell resistance applies. Temporary hit points fade after 1 hour.

**ANIMATE BY TOUCH III:** Three times per day, Vaslov can *animate dead* by simply touching one or more corpses. No material components are required, but otherwise functions just as if Vaslov had cast *animate dead*.

**ENHANCED INTELLIGENCE IV:** Vaslov gains a +4 legendary bonus to Intelligence. This is a one-time bonus.

**SPELL-LIKE ABILITY V:** Vaslov chooses any five spells that he can cast. These selections cannot be later changed. Vaslov can now use those spells as spell-like abilities requiring no components. He must still prepare the spells (but need not use a spellbook to do so).

## CORPSE LORD

The corpse lord strides onto the field of battle with an army of zombies and ghouls at his disposal. His enemies quake in his presence. His allies, strengthened by the sheer force of his personality, fight with unstoppable fury. Even the mindless undead acquire a touch of bloodthirstiness under a corpse lord's command. Once the fog of war clears, the corpse lord issues the call, and his dead enemies rise up and shuffle into formation, once again filling the ranks of his army.

**HIT DIE:** d10.



**TABLE: THE CORPSE LORD**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Power-level 1 ability	+1 level of existing class
2nd	+2	+3	+0	+3	Power-level 2 ability	+1 level of existing class
3rd	+3	+3	+1	+3	Power-level 3 ability	+1 level of existing class
4th	+4	+4	+1	+4	Power-level 4 ability	+1 level of existing class
5th	+5	+4	+1	+4	Power-level 5 ability	+1 level of existing class

## REQUIREMENTS

To qualify to become a corpse lord, a character must fulfill all the following criteria.

**ALIGNMENT:** Any evil.

**SKILLS:** Diplomacy 8 ranks, Intimidate 11 ranks, Knowledge (history) 8 ranks.

**FEATS:** Extra Turning, Iron Will.

**SPELLS:** Ability to cast 3rd-level divine spells.

**SPECIAL:** Must undertake two quests.

- The corpse lord must animate as many skeletons and zombies as he can command and enter the service of some dark lord for at least three months. During this time, the character must actively seek the destruction of his dark lord's enemies, leading his undead gang in battle and emerging victorious each time. There is no penalty if the character's undead following is destroyed, but before each assignment, the character must have a full command of skeletons and zombies.
- After his term of service is complete, the character must seek out a group of good-aligned knights sufficiently powerful to present him with a challenge. The character must meet and defeat these knights on the field of battle and then animate their corpses into his service.

## CLASS SKILLS

The corpse lord's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Spellcraft (Int), and Swim (Str).

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the corpse lord legendary class.

**WEAPON AND ARMOR PROFICIENCY:** A corpse lord is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**SPELLS PER DAY:** When a new corpse lord level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the legendary class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a corpse lord, he must decide to which class he adds the new level for purposes of determining spells per day.

**UNDEAD HORDE:** The corpse lord acquires a cohort and horde of undead followers as if he were a corpse knight. The corpse

lord's leadership score is equal to his character level plus his Charisma modifier.

**ENHANCED CHARISMA:** The corpse lord gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

**ENHANCED STRENGTH:** The corpse lord gains a +1 legendary bonus to his Strength per power level. This is a one-time bonus.

**FEARFUL PRESENCE (SU):** Any creature with fewer HD than the corpse lord must make a Will save to attack him. The DC is equal to 10 + Charisma modifier + 1 per power level. If the corpse lord attacks a creature, it need not make this save to counterattack. Once a creature makes the save, it is immune to the corpse lord's fearful presence for 24 hours. This is a mind-influencing, fear effect.

**UNHOLY INSPIRATION (SU):** Once per day per power level, the corpse lord can use his commanding presence to bolster and aid allies that surround him. All allies within 10 feet per power level gain a +1 legendary bonus per power level on attack rolls and Will saves versus fear or mind-affecting effects. Undead allies gain +1 turn resistance per power level. This ability lasts for one minute per power level.

**SHIELDED MIND (SU):** The corpse lord gains immunity to all fear effects. He also gains a +2 legendary bonus per power level on all Will saves versus mind-affecting spells and effects.

**SUMMON UNDEAD CONSCRIPTS:** Given one day, the corpse lord can summon a band of undead conscripts from any undead-haunted area. These conscripts number 10 per power level and each is a ghoul. Ten percent of the conscripts are leaders of a special type (but the corpse lord always summons at least one leader).

Power Level	Number of Leaders	Type of Leaders	Number of Ghouls
1	1	Ghast	9
2	2	Ghast	18
3	3	Wight	27
4	4	Vampire spawn	36
5	5	Mummy	45

# HIGH NECROMANCER

Few wizards are more fearsome than the high necromancer. With but a touch, the dead rise to do his bidding. Mere proximity to him greatly strengthens the undead, and he can suck the very life force from an enemy with the touch of a finger. His necromantic spells are overwhelming and virtually impossible to resist even by creatures resistant to magic.

**HIT DIE:** d6.

## REQUIREMENTS

To qualify to become a high necromancer, a character must fulfill all the following criteria.

**SKILLS:** Knowledge (necrology) 16 ranks, Knowledge (spirit lore) 16 ranks, Spellcraft 16 ranks.

**FEATS:** Augment Undead, Craft Staff, Empower Undead, Spell Focus (Necromancy).

**SPELLS:** Ability to cast 7th-level arcane spells.

**SPECIAL:** Must undertake two quests.

- The would-be high necromancer must undertake a quest to recover one of the fabled *librums of dark magic*. A librum is a minor artifact penned by a mighty evil wizard in ages past. Each is the equivalent of a *book of infinite spells* that contains only necromancy spells and spells with the Evil descriptor. The quest requires travel into some undead-haunted realm and a confrontation with an undead foe whose challenge rating is equal to the average level of the party + 2.
- After completing the first quest, the character must craft a *staff of the high necromancer*. This magical staff must allow use of at least six Necromancy spells, no three of which can be below 4th level. He must then return the staff, along with the *librum of dark magic*, to the Heart of Darkness, a fortress of terrifying evil on the Negative Material plane.

## CLASS SKILLS

The high necromancer's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), and Spellcraft (Int).

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the high necromancer legendary class.

**WEAPON AND ARMOR PROFICIENCY:** The high necromancer is proficient with the sickle and scythe. He

gains no armor proficiencies.

**SPELLS PER DAY:** When a new high necromancer level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the legendary class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a high necromancer, he must decide to which class he adds the new level for purposes of determining spells per day.

**ENHANCED INTELLIGENCE:** The high necromancer gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

**ENHANCED CHARISMA:** The high necromancer gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

**ANIMATE BY TOUCH (SU):** A number of times per day equal to this ability's power level, the high necromancer can *animate dead* by simply touching one or more corpses. No material components are required, but otherwise this ability functions just as if the high necromancer had cast *animate dead*.

**DESECRATION AURA (SU):** The high necromancer is surrounded by an emanation of unholy power in a 10-foot radius per power level. Each Charisma check made to turn undead within this area takes a –6 profane penalty, and every undead creature entering a *deseccrated* area gains a +2 legendary bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +2 hit points per HD. Furthermore, anyone who casts *animate dead* within this area may create up to twice the normal amount of undead.

**DRAIN LIFE ENERGY (SP):** Once per day per power level, the high necromancer can infuse his touch with negative energy. A successful melee touch attack inflicts 2d6 points of damage per power level. He gains temporary hit points equal to the damage dealt, up to the victim's current hit points + 10. There is no saving throw, but spell resistance applies. Temporary hit points fade after 1 hour.

**NECROMANTIC MIGHT (SU):** Once per day per power level, the high necromancer greatly increases the might of any one Necromancy spell he casts. The spell's save DC increases by +1 per power level, and the high necromancer enjoys a +1 legendary bonus per power level on caster level checks to overcome spell resistance.

**SPELL-LIKE ABILITY:** The high necromancer chooses one spell per spell level, up to a spell level equal to the power level of the ability. The selections must be in the high necromancer's spellbook (if he prepares spells) or must be known spells (if he spontaneously casts spells) and cannot be changed later. The high necromancer can now use those spells as spell-like abilities requiring no components. He must still either prepare the spells (but need not use a spellbook to do so) or count them against his spells per day (if a spontaneous caster).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Power-level 1 ability	+1 level of existing class
2nd	+1	+3	+0	+3	Power-level 2 ability	+1 level of existing class
3rd	+2	+3	+1	+3	Power-level 3 ability	+1 level of existing class
4th	+3	+4	+1	+4	Power-level 4 ability	+1 level of existing class
5th	+3	+4	+1	+4	Power-level 5 ability	+1 level of existing class



# LOATHESOME SKILLS & FEATS

4

Act with impunity.

✱ Xerakus the Parricide ✱

# A

ny devotee to the Dark Arts should seek nothing less than excellence in all things. This chapter is an aid in their development, comprising new skills, new uses for old skills, and feats.

## NEW SKILLS

### KNOWLEDGE (INT; TRAINED ONLY)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed three fields of study of particular interest to necromancers.

- **Anatomy.** Though usually the province of accomplished healers, knowledge of anatomy is a passion of many necromancers, especially those who harvest bone and organs from humanoid bodies.
- **Necrology.** This skill represents knowledge of the realms of undeath and utilization of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities.
- **Spirit Lore.** The realm of spirits, those who have gone beyond the grave and physical form, is a convoluted area of knowledge, full of misconceptions and falsehoods. A sage well-versed in spirit lore is able to separate fact from fable when confronted with questions about the spirit realm.

**CHECK:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). Knowledge (necrology) and Knowledge (spirit lore) can be used to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

**ACTION:** Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

**TRY AGAIN:** No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

**SYNERGY:** If you have 5 or more ranks in Knowledge (anatomy), you get a +2 bonus to Heal checks. If you have 5 or more ranks in Knowledge (necrology), you get a +2 bonus to rebuke attempts against corporeal undead and a +2 bonus to Spellcraft checks dealing with Necromantic magic. If you have 5 or more ranks in Knowledge (spirit lore), you get a +2 bonus to rebuke attempts and Sense Motive checks against incorporeal undead.

**UNTRAINED:** An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

## NEW USES FOR OLD SKILLS

### HEAL (WIS)

This skill is a broad indicator of your ability to recognize injuries or ailments and then treat them. It represents a familiarity with physiology, anatomy, and basic biological processes. Using such knowledge for the benefit of others is only one possibility, of course. Use this knowledge to also cause enemies pain, make prisoners give up information, mutilate a person's body, or drive someone mad.

**CHECK:** The DC for inflicting harm on (torturing) a creature with a Heal check is 10 + ½ target's character level or Hit Dice + target's Wisdom modifier (if any). The creature must be helpless before you can harm it in this way with the Heal skill. The particular effects are listed below. Note that you may choose to deal less damage than the amount indicated. Creatures without a Constitution score are immune to torture.

**Cause Death:** To cause death means to deal Constitution damage to a creature. If your Heal check is successful, you deal 1d3 points of Constitution damage. If your check succeeds by 10 points or more, the target's Constitution score is permanently reduced by 1 point. **Option:** The DC for this check may be changed to 10 + ½ target's character level or Hit Dice + target's Constitution modifier (if any).

**Knock Unconsciousness:** To cause unconsciousness means to deal nonlethal damage to a creature. If your Heal check is successful, the target suffers 5 points of nonlethal damage per Heal rank. If your check succeeds by 10 points or more, the target's hit points are permanently reduced by 1 point.

**Cause Debilitation:** To cause debilitation means to deal Strength damage to a creature. If your Heal check is successful, you deal 1d3 points of

Strength damage. If your check succeeds by 10 points or more, the target's Strength score is permanently reduced by 1 point.

**Cause Insanity:** To cause insanity means to deal Wisdom damage to a creature. If your Heal check is successful, you deal 1d3 points of Wisdom damage. If your check succeeds by 10 points or more, the target's Wisdom score is permanently reduced by 1 point.

**ACTION:** Causing death, causing unconsciousness, and causing debilitation each take 1 minute of work. Causing insanity takes 1 day.

**TRY AGAIN:** You can always retry a Heal check to harm a target.

**SPECIAL:** If you have the Sadistic feat, you get a +2 bonus on Heal checks when harming a creature and a +2 bonus to base damage dealt on Heal checks.

A torture's kit gives you a +2 circumstance bonus on Heal checks when harming a creature. *Note:* A torturer's kit is similar to a healer's kit, except that it contains various implements for causing pain to creatures and has an unlimited number of uses.

**SYNERGY:** If you have 5 or more ranks in Knowledge (anatomy), you gain a +2 circumstance bonus to Heal checks when harming a creature.

If you have 5 or more ranks in Profession (torturer), you gain a +2 circumstance bonus to Heal checks when harming a creature.

## INTIMIDATE (CHA)

Characters who are adept at torturing victims can also use their skills for intimidation. When using torture to intimidate a subject, a character gains a +1 bonus to Intimidate checks if he or she succeeds with a DC 10 Heal check. For every 5 points by which the check succeeds, a character gains an additional +1 bonus.

## NEW FEATS

Nefarious acts are best carried out with the most wicked of feats. This chapter describes just a few that are used for diabolical purposes.

Included is a new category of feat—the malefic feat—adapted from concepts already in the roleplaying community. At times, reprehensible characters might attract the attention of diabolical agents. For whatever purposes, the patrons of dark arts find it useful to enter into a relationship with mortals, exchanging with those of ill repute sinister gifts for homage.

The gifts presented are malefic feats, and they come from the evil underlying the relation between mortal and an outsider or a deity. Malefic feats are considered supernatural abilities and are only available to intelligent creatures with an evil alignment. When and how they are granted, and under what circumstances they can be revoked, is for the gamemaster to decide. Invariably, one must maintain good standing with their patron and necessarily maintain their evil alignment.

## ABERRANT ENHANCEMENT [MALEFIC]

You perfect one aspect of yourself at the expense of another.

**BENEFIT:** You permanently lose 2 points from an ability score of your choice and gain a +2 inherent bonus to an ability score of your choice. The ability score points you lose cannot be regained by any means, not even a *wish* or a *miracle*.

## ANIMATE BY TOUCH [MALEFIC]

You can create undead by the mere touch of your hand.

**PREREQUISITE:** Cha 13, caster level 9th, able to cast *animate dead* spell.

**BENEFIT:** Your touch creates skeletons and zombies a number of times per day equal to your Charisma modifier. This ability is a standard action that does not provoke an attack of opportunity. The ability is the same as the 4th-level *animate dead* spell.

**SPECIAL:** This ability stacks with the High Necromancer's animate by touch class ability.

## AUGMENT UNDEAD [GENERAL]

Undead that you create are more powerful than normal.

**PREREQUISITE:** Spell Focus (necromancy), Empower Undead.

**BENEFIT:** Undead created by your spells have a +4 enhancement bonus to Strength and +2 hit points per HD.

## CHANNEL THE DEAD [GENERAL]

You can contact the spirits of the dead for help with your skills.

**PREREQUISITE:** Knowledge (spirit lore) 6 ranks.

**BENEFIT:** You can call on the spiritworld to gain a +2 insight bonus on your next skill check. The skill check must come within 1 minute of channeling the dead. Furthermore, you are considered trained in any skill to which the bonus is applied. You can call on the spirits once a day.

## DESCRIPTOR AFFECTATION [METAMAGIC]

Your spells acquire a different essence.

**PREREQUISITE:** One other metamagic feat.

**BENEFIT:** Choose one type of spell descriptor: acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water. You can add the chosen spell descriptor to your spells. The effects of the spell remain unchanged, but the spell interacts with other spells, special abilities, unusual creatures, alignment, and other effects according to its descriptor.

Though you may only apply one spell descriptor to a spell, a spell may have more than one descriptor and may carry contradicting descriptors.

The spell level of a spell with this metamagic feat is unchanged.

**SPECIAL:** This feat can be taken multiple times. Each time you take it, you can choose a new descriptor to apply.

In order to add an alignment-based spell descriptor, you must have that alignment.

## DIVINE NECROMANCER [GENERAL]

Necromancy is a religion for you.

**PREREQUISITES:** Spell Focus (necromancy), Knowledge (religion) 8 ranks.

**BENEFIT:** You gain access to one of the following cleric domains: Dead, Death, Destruction, Evil, Fog, Gloom, Knowledge, Magic, Pestilence, Slaughter, Spirit, Torture, or Vermin. You can prepare one spell per day per spell level from any one of the domains you have

access to. These are not bonus spells. You cannot use domain spells for your necromantic command class ability. Domain spells are prepared as if you are a cleric.

**SPECIAL:** You can take this feat twice. The second time you take this feat, you gain access to two different domains. If you have access to divine spells from another class, your divine necromancer domain spells cannot be prepared as part of your daily allotment of spells from your other class.

### EMPOWER UNDEAD [GENERAL]

Undead that you create are harder to turn than normal.

**PREREQUISITE:** Spell Focus (necromancy).

**BENEFIT:** Undead created by you gain a bonus to their turn resistance equal 2 + your Charisma modifier.

**SPECIAL:** This bonus stacks with the *turn resistance* spell.

### GREATER SPELL REPOSITORY [GENERAL]

Your capacity for storing spell energy is unprecedented.

**PREREQUISITES:** Spell Repository, Knowledge (arcane) 8 ranks.

**BENEFIT:** You may count your class's governing ability score as 4 points higher when determining how many bonus spells you gain per spell level. As with the Spell Repository feat, the benefits apply to any class that uses the same governing ability score. This benefit stacks with the benefit from Spell Repository.

**SPECIAL:** You can take this feat multiple times. Each time you choose it, its effects apply to a different ability score.

### IMPENETRABLE MADNESS [MALEFIC]

The powers of evil taint your mind such that no one can control it.

**PREREQUISITE:** Unholy Resistance.

**BENEFIT:** You gain a +4 bonus to your Will save against mind-affecting effects.

### IMPROVED NECROMANTIC COMMAND [GENERAL]

You are better able to use your necromantic command class ability.

**PREREQUISITE:** Necromantic command class ability.

**BENEFIT:** When using your necromantic command class ability, you gain +1 effective level for your rebuke/command attempt.

### NECROTIC KNOWLEDGE [GENERAL]

The dead whisper answers to your questions about the undead, the after life, sinister people, and unholy locations.

**PREREQUISITE:** Knowledge (necrology) class skill or Knowledge (spirit lore) class skill.

**BENEFIT:** Choose either the Knowledge (necrology) skill or the Knowledge (spirit lore) skill. You gain a bonus equal to your level on skill checks with the chosen skill.

**SPECIAL:** You may choose this feat twice. The second time you choose the feat, the bonus applies to the other skill.

### SADISTIC [GENERAL]

You are cruel and brutal.

**BENEFIT:** You gain a +2 bonus to Heal checks when harming a creature and a +2 bonus to damage dealt when using the Heal check to cause damage.

### SCRIBE RUNE [ITEM CREATION]

You can create symbols that store spells.

**PREREQUISITE:** Caster level 9th.

**BENEFIT:** You can create a rune of any spell that you know. Scribing a rune takes one day for each 1,000 gp in its base price. The base price of a rune is its spell level x its caster level x 1000 gp. To scribe a rune, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any rune that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

### SELF-MUTILATION [GENERAL]

You scar your body for depraved reasons.

**BENEFIT:** You regain a +2 bonus on Intimidation checks.

### SINISTER HEALING [MALEFIC]

The powers of evil grant you mystic vision.

**PREREQUISITE:** Wis 13, Unholy Toughness.

**BENEFIT:** You have Fast Healing equal to your Wisdom modifier. You heal hit points every round. Unholy Healing does not restore hit points lost to starvation, thirst, or suffocation.

### SINISTER RESOLVE [MALEFIC]

The powers of evil sustain you while you teeter on the brink of unconsciousness.

**PREREQUISITE:** Wis 13, Unholy Toughness, Unholy Healing.

**BENEFIT:** When your hit points are reduced to 0, or when your nonlethal damage meets or exceeds your current hit points, you may take one partial action every round on your turn for a number of rounds equal to 1 + your Wisdom modifier. After this time, you fall unconscious.

### SINISTER REGENERATION [MALEFIC]

The powers of evil grant you mystic vision.

**PREREQUISITE:** Wis 13, Unholy Toughness, Sinister Healing.

**BENEFIT:** Damage dealt to you is treated as nonlethal damage. You automatically heal a number of hit points of nonlethal damage equal to 1 + your Wisdom modifier. Choose two types of energy damage from the following list: acid, cold, electricity, fire, or sonic. You suffer normal damage from these types of attacks.

You can regrow lost body parts in 3d6 minutes. You can also reattach the severed member instantly by holding it to the stump.

Attack forms that don't deal hit point damage ignore regeneration. Sinister Regeneration does not restore hit points lost to starvation, thirst, or suffocation.

### SCHOOL ADAPTATION [METAMAGIC]

You can modify a spell from a prohibited school of magic to use as a spell from an available

school of magic.

**PREREQUISITE:** One other metamagic feat, Knowledge (arcana) 12 ranks.

**BENEFIT:** Choose one school of magic prohibited you. You can cast spells from the chosen school as a spell from any school available to you. An adapted spell works normally in all respects except for its school of magic.

An adaptive spell uses up a spell slot four levels higher than the spell's actual level.

**SPECIAL:** You can gain this feat multiple times, choosing a different type of school each time.

### SPELL REPOSITORY [GENERAL]

You accumulate an abundant amount of spell power.

**BENEFIT:** When determining how many bonus spells you gain per spell level, you count your class's governing ability score as 4 points higher. If you take levels in another class whose governing ability score is the same, the benefits also apply to that class.

**SPECIAL:** You can take this feat multiple times. Each time you choose it, its effects apply to a different ability score. The governing ability scores for the core classes are Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; and Charisma for sorcerers and bards.

### SPIRIT DISSERTATION [GENERAL]

You can call forth and interrogate spirits of the recently deceased.

**PREREQUISITE:** Channel the Dead, Knowledge (spirit lore) 8 ranks.

**BENEFIT:** Once per day, you can *speak with dead* as a cleric of your caster level. This is a supernatural ability.

### SPIRIT FAMILIAR [GENERAL]

You call your familiar forth from the realm of the spiritworld.

**PREREQUISITE:** Ability to call a familiar, Improved Familiar, Knowledge (spirit lore) 8 ranks.

**BENEFIT:** The familiar you call has the ghost template and is always manifest. The creature's type changes to undead and gains the incorporeal subtype. It gains a fly speed of 30 feet, unless it has a higher fly speed normally, with perfect maneuverability. A manifest familiar gains a deflection bonus equal to its Charisma modifier, or +1, whichever is higher.

Its attacks relying on physical contact do not affect creatures on the Material plane. Against ethereal creatures, the ghost familiar uses its normal damage values. Against nonethereal creatures, it usually cannot deal physical damage, but it can use its special attacks. Unless the gamemaster chooses otherwise, a ghost familiar always has the *corrupting touch* supernatural ability.

In addition to any normal special abilities, the ghost familiar has *rejuvenation* and +4 turn resistance.

A ghost familiar has no Constitution score and a Charisma score of 10. It has a +8 racial bonus on Hide, Listen, Search, and Spot checks.

## UNHOLY COUNTERSPELLING [MALEFIC, DIVINE]

You can use negative energy to destroy spells.

**BENEFIT:** You may use one of your turn/rebuke attempts to counterspell. You must succeed with a caster level check (1d20 + caster level) to overcome the spell.

**SPECIAL:** A devoted necromancer can use any number of spell levels in the attempt. Treat the total spell levels used as the devoted necromancer's caster level.

## UNHOLY CRAFT [MALEFIC, ITEM CREATION]

You may sacrifice the life of another creature to manufacture your magic items.

**PREREQUISITE:** Caster level 7th, any other item creation feat.

**BENEFIT:** When you create any magic item, you may spend only half the required XP. The other half of the XP cost is borne by another creature (often against its will). The creature must be present and within 30 feet of you during the creation process. If unwilling, the subject may make a Will save to resist the XP expenditure. A successful save prolongs the creation time by one day but does not end the creation attempt. You can continue the creation process uninterrupted if you pay a number of gold pieces per day equal to the amount of XP needed to complete the creation process.

### Mechanics of the Unholy Craft Feat

For example, Omoe is a 7th-level devoted necromancer who wants to create a *wand of animate dead*. The cost of the wand is 21,000 gp, which will take Omoe 21 days to create. The wand will also cost her 840 XP. Instead of paying the entire XP cost, Omoe kidnaps a poor local so that he will pay half the XP cost with his life force. Omoe spends 21 days crafting the wand, spends the necessary gold, and expends 420 XP (half of the 840 XP needed to finish the wand). The local, however, is only a 1st-level commoner with 350 XP. He fails his saving throw and dies, but his life force isn't enough to finish the creation process. Omoe can either spend the additional 70 XP to finish the process or spend an additional 70 gold to prolong the creation process a day. She decides to spend the gold and begins to look for another unfortunate local.

## UNHOLY PACT [MALEFIC]

You make a pact with a being of ineffable evil that grants you favors and places demands on you.

**BENEFIT:** Once per level, you can call on your vile master for a favor. An unholy pact can grant one of the following benefits.

- Gain a bonus equal to one-half your level on one attack roll, damage roll, saving throw, ability check, or skill check.
- Gain a bonus equal to one-half your level to your effective caster level for the next spell you cast.

**SPECIAL:** Your master demands a sacrifice from you. Once chosen, the type of sacrifice never changes. Choose one of the requirements below or talk with your gamemaster about an alternate equivalent.

- Lose 10% of your current XP. The loss is permanent.



- Lose 1 point from any ability score every four levels (4th, 8th, 12th, 16th, and 20th level). This ability score loss replaces the bonus gained every four levels. The loss is permanent.

### Unholy Pact

Gamemasters may decide to offer this ability once per game session. By “game session,” we mean four hours of game play. Actual sessions might last for a shorter or longer time. If this is the case, simply decree that a character can use their once-per-game-session ability once during a four-hour block of time.

When a character first uses a benefit granted by this feat, apply the chosen sacrifice immediately. Each time the character uses the ability after the first, the character suffers the penalty only for the current session. Once a new session is started, the penalty goes away. Only when the character gains a new level does he or she take a one-time, permanent penalty for the use of a benefit. Gamemasters who are concerned that characters might take advantage of this system (using benefits near the end of game sessions to minimize the effects of a penalty) can either plan accordingly and occasionally offer situations near the end of sessions that limit a character’s use of this feat, or they may decree that the penalty persists into the next session.

### UNHOLY RESISTANCE [MALEFIC]

Your unholy patron protects you against the supernatural.

**BENEFIT:** You gain a +1 profane bonus on all saving throws.

### UNHOLY SKILL FOCUS [MALEFIC]

Choose a skill.

**BENEFIT:** You get a +3 profane bonus on all checks involving that skill.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

### UNHOLY SPELL FOCUS [MALEFIC]

Your vile spells are harder to resist.

**BENEFIT:** You gain a +1 profane bonus to the Difficulty Class for all saving throws against spells with the evil descriptor.

### UNHOLY SPELL PENETRATION [MALEFIC]

Your evil spells have especial power against good creatures.

**PREREQUISITE:** Spell Penetration.

**BENEFIT:** You get a +2 profane bonus on caster level checks (1d20 + caster level) made to overcome the spell resistance of a creature with a good alignment.

### UNHOLY TOUGHNESS [MALEFIC]

The powers of evil grant you vitality.

**PREREQUISITE:** Wis 13.

**BENEFIT:** When you choose this feat, and at each level thereafter, you can apply your Wisdom modifier to each roll of a Hit Die. As with your Constitution score, if your Wisdom score drops, then you lose 1 hit point per Hit Die for every point by which your Wisdom modifier drops.

### WEAPON WARD [MALEFIC]

Your patron pledges to protect you against attacks.

**PREREQUISITE:** Wis 13, Con 13, Unholy Toughness.

**BENEFIT:** Choose one of the following weapon types: piercing, bludgeoning, slashing. You gain damage reduction 5 against the weapon type chosen. Once chosen, the weapon type can’t be changed.

**SPECIAL:** You may choose this feat multiple times. Its effects do not stack. Each time you choose this feat, you choose one more weapon type.

### WILD SHAPE [MALEFIC]

Like a druid, you can change into an animal.

**PREREQUISITE:** Devoted necromancer level 4th.

**BENEFIT:** You gain the *wild shape* druid ability. You can change into any Small or Medium animal and back again once per day. Your options for new forms include all creatures with the Animal type. This ability functions like the *polymorph* spell, except the effect lasts for 1 hour per devoted necromancer level, or until you change back. Changing form (to animal or back) is a standard action and doesn’t provoke an attack of opportunity.

The form chosen must be that of an animal you are familiar with.

You lose any ability to speak while in animal form because you are limited to the sounds that a normal, untrained animal can make, but you can communicate normally with other animals of the same general grouping as your new form.

The new form’s Hit Dice can’t exceed your devoted necromancer level.

**SPECIAL:** You may take this feat more than once. Each time you take it, you can change shape one more time per day.

### WITCH SIGHT [MALEFIC]

The powers of evil grant you mystic vision.

**BENEFIT:** You have darkvision up to 60 feet.

**SPECIAL:** You can choose this feat multiple times. Its effects do not stack. Each time you take the feat, you may choose one of the following abilities: *detect life*, *detect magic*, *detect good*, *detect evil*, *see invisibility*. You can use the spell-like abilities a number of times per day equal to 1 + your Wisdom modifier. A spell-like ability is contingent on your ability to see; if you are blinded, you cannot use the spell-like ability. Once chosen, the ability can’t be changed.

# MAGIC OF NEGROMANCY

5

The tools of any good magician are expediency and wit.

✿ Rhoe of Wadesworth ✿

A variety of new magic items, spells, and domains fill this chapter. With these new tools, determined follower of the Dark Arts should find it easier to accomplish their sinister aims. But beware: negative energy is not something with which to play, to which the optional Adaptation rules can attest.

## NEW MAGIC ITEMS

A new category of magic item is presented in this book: the rune. A rune is much like a scroll, in that it is a spell magically scribed or engraved on a surface for later use. Unlike a scroll, runes have prescribed triggers and can be used by class of character, so long the caster chooses the character as a trigger. An object or creature may have up to six runes scribed on its surface or body.

## CREATING RUNES

Like a scroll, a rune is a spell (or collection of spells) that is stored in written form. Unlike a scroll, a rune may be placed on a creature or object and can have a preset trigger. A rune is permanent until triggered, at which point it disappears. Runes are sometimes called symbols, glyphs, wards, or sigils. Tattoos on a creature can also be runes (though the tattoo remains, and the spell energy dissipates). A rune can be inscribed or carved on any creature or object.

**PHYSICAL DESCRIPTION:** A typical rune is no smaller than 2 inches square, and runes that hold spells that are more powerful are often larger. Most runes are complex, colorful strokes painted or engraved on an object or creature. The power retained in a rune prevents the mark from fading, malfunctioning, or being erased except by appropriate spells or skills.

**ACTIVATION:** How a rune is activated depends on if the rune is scribed on a creature or an object. Note that some spells are effective only when cast on an item or a creature. In such cases, the rune must be scribed on the appropriate target. Runes scribed on the wrong items or recipients don't work. Runes on a creature are like spells cast on the creature.

*Runes on Creatures:* When a rune is scribed on a creature, the caster decides if either the subject or the caster can activate the rune, but not both. Triggering a rune is a standard action that doesn't cause an attack of opportunity. The subject of a rune has little control over the effects of the rune; the caster who scribes the rune makes any decisions about the effects. For example, a *rune of protection from elements* is

always designed to protect against a specific element chosen by the caster, not the subject.

*Runes of Objects:* When a rune is scribed on an object, the caster can bypass it without triggering it, though friends of the caster cannot. A rune on an object activates when someone tampers with the object on which it's scribed. If the surface of the object is sufficiently large, coming within 60 feet of the rune activates it. For example, touching any part of a human-sized door on which a rune is inscribed activates the rune, whereas a rune on a floor in an enormous hall has a 60-ft.-radius trigger area.

With a successful Spellcraft check (DC 15 + spell level), a caster can prescribe a trigger limitation for a rune that is placed on an object, but not a creature. A trigger limitation alters a rune's original triggers. For each additional limitation placed into the rune, add 2 to the DC of your Spellcraft check. Note that a rune is not intelligent enough to distinguish between individuals or activate itself. Some trigger limitations for runes are listed below.

- Only creatures of a certain sex.
- Only creatures of a certain creature type.
- Only creatures of a certain alignment.
- Only creatures of a certain class.
- Only at a certain time of day (morning [6 AM to 12 AM], afternoon [12 PM to 6 PM], evening [6 PM to 12 AM], night [12 AM to 6 AM]).
- Only when a certain action occurs within range of the rune (moonlight illuminates it, water touches it, a blackbird sings near it, a curse is made near it, anyone steps within 5 feet of it).

A character must be able to see and read the rune. Runes that are covered or hidden by intervening items are inactive until uncovered or revealed. Activating a rune requires no material components or focus. (The creator of the rune provided these when scribing the rune.) Unlike scrolls, activating a rune is not subject to disruption, nor is activating a rune subject to the chances of arcane spell failure.

*Determine Effect:* A rune works exactly like a spell prepared and cast the normal way, unless the caster prescribes a different trigger (see above). Assume the rune spell's caster level is always the minimum level required to cast the spell for the character who scribed the rune (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise. A rune disappears from the surface it's written on when triggered or dispelled.

## RUNE DESCRIPTIONS

Runes are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details when using these types or runes.

### Runes as Wondrous Items

With the advent of the revised d20 core rules (or 3.5 edition), some potions and oils are reclassified as wondrous items. The new items have new names, such as elixirs, unguents, and salves, but they work the same way as in the previous edition. Under the current changes, all liquids that carry magic effects identical to spells are considered potions (imbibed) and oils (applied externally). Magic liquids that don't confer the benefits of a particular spell are considered wondrous items.

Runes can be viewed in a similar way. Runes are scribed or carved signs that confer the benefits of a spell. Runes that confer benefits that don't correspond to a particular spell are wondrous items. Below are some new wondrous items in the form of runes. These wondrous items are fixed inscriptions, usually on metal or wood.

**SIGIL OF TURNING:** This piece of wood contains a mark that wards of undead. Often times, a hole is punched into the wood and a leather strap is used to tie the sigil securely to a creature. If an undead creature can see the sigil and approaches within 60 feet of it, the undead creature must immediately resist a turn check (1d20 + the caster level). Undead creatures that successfully resist the turn check are immune to the sigil's effects for 1 day.

Moderate abjuration; CL 9th; Craft Wondrous Item, *protection from evil*; Price 13,500 gp.

**SIGIL OF WAKING NIGHTMARES:** When this velvet scrap has been carried for an entire day, the rune on it causes the carrier to hallucinate. The hallucinations are vivid and twisted, applying a -2 penalty on attack rolls, damage rolls, ability checks, and skill checks. Moreover, the carrier must make a DC 20 Will save each day or lose 1d3 points of Wisdom permanently.

Nothing can convince the carrier to willingly give up the scrap; only a DC 20 Will save can free the character from the fits of madness. The carrier can make a save once per day to get rid of the scrap. Once the carrier is rid of the scrap for one full day, the lost Wisdom points return normally and the penalty goes away.

Moderate abjuration; CL 9th; Craft Wondrous Item, *bestow curse*; Price 4,000 gp.

**SYMBOL OF DECAY:** This marked ivory piece reduces a creature's or an object's natural hardness when rubbed or touched against a target. An object of 5 cubic square feet has its hardness reduced by 5 points. Against a creature, it reduces all of a creature's damage reduction qualities by 5 points, or it reduces the creature's natural armor bonus by 2 points (to a minimum of 0) if the creature doesn't have damage reduction. A creature without any of these benefits is unaffected by this symbol. The symbol works once on a creature, object, or section of material.

Moderate transmutation; CL 9th; Craft Wondrous Item, *rock to mud*; Price 25,000 gp.

## OPTIONAL RULE: SCHOOL ADAPTATION FLAWS

Normally, a devoted spellcaster or specialist wizard can only learn spells from a limited number of schools. By taking the School Adaptation feat, a spellcaster can learn a limited number of spells in opposed schools, but the results may not always be perfect. For a devoted necromancer, this means he or she can learn a spell from an opposed school and cast it as a spell from the school of Necromancy.

Unfortunately, negative energy—though versatile—tends to corrupt. Gamemasters may rule that any spell a necromancer learns with the School Adaptation feat is tainted. Tainted spells acquire an adaptation flaw that reflects the pervasive contagion of negative energy. For each spell learned with the School Adaptation feat, roll 1d10. The result indicates the type of spell descriptor to apply to a spell whenever the caster fails a Concentration check (DC 15 + spell level) while casting the spell. A failed check means the caster suffers the effects of the spell descriptor. The spell retains its other descriptors.

### d10 Adaptation Flaw

1 Unease

2 Terror

3 Stench

4 Disfigurement

5 Aversion

6 Corruption

7 Sensitivity

8 Drain

9 Plague

10 Sickly

## ADAPTATION FLAW DESCRIPTIONS

**UNEASE:** Characters that interact with the caster feel distinctly uneasy by her aura of unwholesome power. The caster suffers a -2 penalty to Bluff and Diplomacy checks but enjoys a +2 bonus to Intimidate checks. When using Diplomacy to influence attitudes, the caster cannot improve an attitude to Friendly or better. This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.

**TERROR:** Very young children (ages 10 and younger) and animals seek to avoid the caster. They move away at their fastest possible speed. Children cry, dogs bark, and horses shy away. Affected creatures do not come within 5 feet of the caster. If forced closer to her, affected creatures may become violent. This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.



**STENCH:** The stench of corpses and disturbed graves surrounds the caster. He suffers a -2 penalty to Diplomacy and Hide checks. In addition, creatures that use scent can detect the caster at twice the normal distances. This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.

**DISFIGUREMENT:** Negative energy ravages the caster's body, dealing 1d3 points of temporary ability damage to Strength, Dexterity, Constitution, or Charisma (equal chances of each). The ability damage results in obvious disfigurement, such as a twisted limb, a pronounced limp, a hunch, or anything else the GM desires. If the caster fails the Concentration check by 10 or more points when casting the tainted spell, the disfigurement is severe enough that 1 point of the ability damage is permanent.

**AVERSION:** The caster becomes so infused with negative energy that he develops an aversion to holy symbols and a vulnerability to positive energy. He cannot approach within 5 feet of holy symbols without making a Will save (DC 20). Good clerics and paladins are also able to turn the caster, using his character level in place of undead HD. No cleric or paladin can destroy or command the her, however. Finally, the caster takes damage from holy water as if she were undead. This effect lasts for 10 minutes per spell level, or 5 minutes for a 0-level spell.

**CORRUPTION:** The caster embodies the antithesis of life. The natural world recoils from his passing, with plant life withering and small animals dying at his touch. Tiny or smaller plants and animals with less than 1 HD die immediately should the caster touch them. Her touch also causes food to spoil (up to 1 pound). This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.

**SENSITIVITY:** The caster is dazzled in bright sunlight or within the radius of a *daylight* spell. This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.

**DRAIN:** Pure, unrefined negative energy can have a crippling effect upon those who misuse it. The caster gains 1 negative level immediately. Recovery from the negative level is automatic after 10 minutes per spell level, 5 minutes for a 0-level spell, or until removed with a spell such as *restoration*. If the caster has negative levels at least equal to his current level, or is drained below 1st level, he is instantly slain.

**PLAGUE:** The caster suffers 1d4 points of ability damage to Dexterity and becomes a carrier of the shakes (causes involuntary twitches, tremors, and fits; contact; DC 13; 1d8 points of Dexterity damage). While the caster suffers no further effects from the disease, his touch or prolonged exposure in close proximity spreads the shakes to others. He remains a plague carrier for 10 minutes per spell level, 5 minutes for a 0-level spell. A *cure disease* spell cast on the necromancer reduces this duration by 10 minutes.

**SICKLY:** The caster's body absorbs a debilitating dose of negative energy. He gains 2 hit points less than normal from any type of healing magic. Heal checks made on him suffer a -2 penalty. This effect lasts for 10 minutes per spell level, 5 minutes for a 0-level spell.

## SORCERER/WIZARD SPELLS

### 2ND-LEVEL SORCERER/WIZARD SPELLS

\***Detect Life.** Reveals living creatures within 60 ft.

### 4TH-LEVEL SORCERER/WIZARD SPELLS

\***Hail of Arrows.** Target is hit with 1d4+1 arrows per 2 levels.

### 6TH-LEVEL SORCERER/WIZARD SPELLS

\***Aura of Animation.** As *animate undead*, but within 20-ft. emanation.

## DEVOTED NECROMANCER SPELLS

### 0-LEVEL DEVOTED NECROMANCER SPELLS

**Arcane Mark.** Inscribes a personal rune (visible or invisible).

\***Corpse Form.** The subject looks like a corpse.

\***Corpse Light.** Outlines undead creatures with light.

**Disrupt Undead.** Deals 1d6 damage to one undead.

**Prestidigitation.** Performs minor tricks.

\***Sorrowful Regrets<sup>F</sup>.** Stuns one creature.

**Touch of Fatigue.** Touch attack fatigues target.

### 1ST-LEVEL DEVOTED NECROMANCER SPELLS

\***Aura of Discomfort.** Aura causes *panic* in animals.

\***Awaken the Dead I<sup>F</sup>.** Creates short-lived undead creature to fight for you.

\***Baleful Blessing.** Undead allies gain +1 profane bonus on attack rolls and saving throws.

\***Bane Touch.** Gain a +4 bonus to touch attack spells.

\***Bone Cage<sup>M</sup>.** Bones entangle everyone in 60-ft.-radius circle.

**Cause Fear.** One creature of 5 HD or less flees for 1d4 rounds.

**Chill Touch.** One touch/level deals 1d6 damage and possibly 1 Str damage.

\***Corpse Sight.** Creates sensual link between you and corpse or undead.

\***Despair<sup>F</sup>.** Stuns up to 4 HD of creatures.

**Ray of Enfeeblement.** Ray deals 1d6 +1 per two levels Str damage.

\***Resist Negative Energy.** Ignores effects of negative energy damage.

\***Resist Positive Energy.** Ignores effects of positive energy damage.

\***Sustenance.** Gain +10 bonus to Con checks against nonlethal damage from starvation.

\***Turn Resistance.** The subject gets a bonus to turn resistance.

\***Undead Celerity.** Skeleton and zombies gain bonuses to Dex, Reflex saves, and Init check.

\***Vivisection.** Inflicts 1 damage/round to subject that is already wounded.

### 2ND-LEVEL DEVOTED NECROMANCER SPELLS

\***Animate Limb.** Severed limbs attack your foes.

\***Aura of Malice.** -1 profane bonus on attack rolls, AC, and saving throws for nonevil creatures.

\***Awaken the Dead II<sup>F</sup>.** Creates short-lived undead creature to fight for you.

**Blindness/Deafness.** Makes subject blinded or deafened.

**Command Undead.** Undead creature obeys your commands.

\***Detect Life.** Detects living creatures within 60 ft.

**False Life.** Gain 1d10 temporary hp +1/level (max +10).

**\*Frightful Weapon.** Weapon causes fear and deals one negative level.

**Ghoul Touch.** Paralyzes one subject, which exudes stench that makes those nearby sickened.

**\*Gibbering of the Damned.** Causes up to 8 HD of creatures to cower.

**\*Rejuvenation, Lesser.** Dispel magical ability penalty to Str, Dex, or Con, or repairs 1d4 ability damage.

**\*Sicken.** Makes subject sickened.

**\*Skull Watch.** As *alarm* and *cause fear*.

**\*Soul Scourge.** -2 penalty to Wis, Wis-based skills, and Will saves; -4 AC against touch attack spells.

**\*Thoughts of Madness<sup>F</sup>.** Subject suffers 1d4 Wis damage.

**Scare.** Panics creatures of less than 6 HD.

**Spectral Hand.** Creates disembodied hand to deliver touch attacks.

**\*Stench of Death<sup>F</sup>.** Stench nauseates creatures within 30-foot radius.

### 3RD-LEVEL DEVOTED NECROMANCER SPELLS

**\*Aura of Corruption<sup>F</sup>.** Aura spoils food, drink, holy water, and magic potions.

**\*Awaken the Dead III<sup>F</sup>.** Creates short-lived undead creature to fight for you.

**\*Baleful Blessing, Greater.** +1 bonus/three levels (max +5).

**\*Blissful Rest.** Prevents undeath, resurrection, or divinations on one corpse.

**\*Disguise Undead.** Changes the appearance of undead creatures.

**\*Drain Life<sup>F</sup>.** Inflicts 1d4 Con damage against pinned foes.

**\*Entropy.** Cancels spells and effects that have a certain descriptor.

**\*Exorcism.** Expels one creature from an object or another creature.

**\*Feign Death.** Subject lapses into suspended animation.

**\*Gaze of Dismay.** Gaze causes targets to be shaken.

**Gentle Repose.** Preserves one corpse.

**Halt Undead.** Immobilizes undead for 1 round/level.

**\*Misericorde<sup>F</sup>.** You wield a negative-energy blade that can instantly kill a wounded creature.

**\*Nauseate.** Makes creature nauseated.

**\*Necrotic Blast.** Inflict 1d8 damage/corpse or undead in area.

**\*Protection from Negative Energy.** Protects creature from negative energy damage.

**\*Protection from Positive Energy.** Protects creature from positive energy damage.

**Ray of Exhaustion.** Ray makes subject exhausted.

**\*Rejuvenation.** Restores penalties, ability score damage, and ability score drains to Str, Dex, and Con.

**\*Repair Sinew.** Rejoins a corpse or heals corporeal undead 1d8 + 1 per level (max +10).

**\*Suture<sup>F</sup>.** Heals 1 damage/round as long as you have one or more hit points.

**\*Undead Conduit.** Undead creature can deliver touch attack spells.

**Vampiric Touch.** Touch deals 1d6/two levels damage; caster gains damage as hp.

**\*Vomit of Frailty.** Deals 1d6 penalty to Str, Dex, and Con.

### 4TH-LEVEL DEVOTED NECROMANCER SPELLS

**Animate Dead<sup>M</sup>.** Creates undead skeletons and zombies.

**\*Awaken the Dead IV<sup>F</sup>.** Creates short-lived undead creature to fight for you.

**Bestow Curse.** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**\*Burrowing Bony Digits<sup>M</sup>.** Bony fingers deal 1d6 damage.

**\*Choke.** Subject must hold breath or suffocate.

**Contagion.** Infects subject with chosen disease.

**Enervation.** Subject gains 1d4 negative levels.

**Fear.** Subjects within cone flee for 1 round/level.

**\*Resist Negative Energy, Mass.** Several creatures protected from negative energy attacks.

**\*Resist Positive Energy, Mass.** Several creatures protected from positive energy attacks.

**\*Spectral Mount.** Calls ghostly riding horse for 2 hours/level.

**\*Subdue Spirit<sup>F</sup>.** As *antimagic shell*, but one creature.

**\*Terrify.** One or more creatures of 10 HD or less flee for 1 round/level.

**\*Unholy Fang.** Natural weapon gets +1 bonus and becomes unholy.

**\*Unholy Weapon.** Weapon gets +1 bonus and becomes unholy.

### 5TH-LEVEL DEVOTED NECROMANCER SPELLS

**\*Aura of Pain.** Aura causes intense agony in creatures.

**\*Awaken the Dead V<sup>F</sup>.** Creates short-lived undead creature to fight for you.

**\*Ghostwalk.** You become incorporeal.

**\*Leprosy<sup>M</sup>.** Prevents natural healing.

**Magic Jar<sup>F</sup>.** Enables possession of another creature.

**Permanency<sup>X</sup>.** Makes certain spells permanent.

**\*Rejuvenation, Greater.** As *rejuvenation*, plus eliminates mental afflictions.

**Symbol of Pain<sup>M</sup>.** Triggered rune wracks nearby creatures with pain.

**\*Vivify.** Undead creature gains human intellect.

**\*Wall of Grasping Bones<sup>M</sup>.** Creates an undead wall that impedes movement.

**\*Wall of Negative Energy<sup>M</sup>.** Creates wall of negative energy that damages creatures.

**Waves of Fatigue.** Several targets become fatigued.

### 6TH-LEVEL DEVOTED NECROMANCER SPELLS

**\*Aura of Animation.** As *animate undead*, but within 20-ft. emanation.

**\*Awaken the Dead VI<sup>F</sup>.** Creates short-lived undead creature to fight for you.

**Circle of Death<sup>M</sup>.** Kills 1d4/level HD of creatures.

**Create Undead<sup>M</sup>.** Creates ghouls, ghosts, mummies, or mohrgs.

**\*Defy Death<sup>M</sup>.** Enables subject to function below -10 hit points.

**\*Entropy, Greater.** As *entropy*, but up to +20 on check.

**Eyebite.** Target becomes panicked, sickened, and comatose.

\***Famine.** Deals 2d8 nonlethal damage +1 point per caster level (maximum +20).

\***Foresee Death.** As *augury*, but possible death divined.

\***Gaze of Misfortune**<sup>F</sup>. As *bestow curse*, but with gaze.

\***Imbue Undead with Spell Ability.** Transfer spells to undead creature.

\***Protection from Negative Energy, Mass.**

\***Protection from Positive Energy, Mass.**

\***Spiritwrack.** Target becomes immobile, wracked, insipid, and torpid.

\***Suture, Greater**<sup>M</sup>. Heals 2 damage/round as long as caster has one or more hit points.

**Symbol of Fear**<sup>M</sup>. Triggered rune panics nearby creatures.

**Undeath to Death**<sup>M</sup>. Destroys 1d4/level HD of undead (max 20d4).

## 7TH-LEVEL DEVOTED NECROMANCER SPELLS

\***Awaken the Dead VII**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Contagion, Mass.** As *contagion*, but more creatures.

**Control Undead.** Undead don't attack you while under your command.

\***Curse of the Mummy.** Inflicts subject with mummy rot.

**Finger of Death.** Kills one subject.

\***Flesh to My Flesh.** Gain 1d4 temporary hp, +1 AC per corpse, and increase size.

\***Horrific Withering**<sup>M</sup>. Deals 1d6 Str, Dex, and Con damage.

**Limited Wish**<sup>X</sup>. Alters reality—within spell limits.

\***Malevolence.** As *magic jar*, but without a receptacle.

**Symbol of Weakness**<sup>M</sup>. Triggered rune weakens nearby creatures.

**Waves of Exhaustion.** Several targets become exhausted.

## 8TH-LEVEL DEVOTED NECROMANCER SPELLS

\***Awaken the Dead VIII**<sup>F</sup>. Creates short-lived undead creature to fight for you.

**Clone**<sup>MF</sup>. Duplicate awakens when original dies.

**Create Greater Undead**<sup>M</sup>. Create shadows, wraiths, spectres, or devourers.

\***False Soul.** Duplicate soul controls soulless body and confounds spells.

\***Grub Rot**<sup>M</sup>. Infects creatures with rot grubs.

**Horrid Wilting.** Deals 1d6/level damage within 30 ft.

\***Shadow Haze.** As *fog cloud*, but with shadows and cloud is incorporeal.

**Symbol of Death**<sup>M</sup>. Triggered rune slays nearby creatures.

\***Trap Essence.** Drains Int, Wis, and Cha from creatures for your use.

\***Unlife**<sup>F</sup>. Subject gains undead traits.

## 9TH-LEVEL DEVOTED NECROMANCER SPELLS

**Astral Projection**<sup>M</sup>. Projects you and companions onto Astral Plane.

\***Awaken the Dead IX**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Carnival of Forbidden Flesh.** Infects subjects with rage and the need to consume flesh.

\***Consume Soul.** You absorb the soul of dead creature.

\***Death Fog.** As *fog cloud*, but causes death.

**Energy Drain.** Subject gains 2d4 negative levels.

\***Gaze of Death**<sup>F</sup>. Gaze kills any who meet your gaze.

**Insanity, Mass.** As *insanity*, but effects more creatures.

**Soul Bind**<sup>F</sup>. Traps newly dead soul to prevent *resurrection*.

**Wail of the Banshee.** Kills one creature/level.

**Wish**<sup>X</sup>. As *limited wish*, but with fewer limits.

## CLERIC SPELLS

### 1ST-LEVEL CLERIC SPELLS

\***Turn Resistance.** The subject gets a bonus to turn resistance.

### 2ND-LEVEL CLERIC SPELLS

\***Awaken the Dead II**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Exorcism.** Expels one creature from an object or another creature.

### 3RD-LEVEL CLERIC SPELLS

\***Awaken the Dead III**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Blissful Rest.** Prevents undeath, resurrection, or divinations on one corpse.

\***Undead Conduit.** Undead creature can deliver touch attack spells.

### 4TH-LEVEL CLERIC SPELLS

\***Awaken the Dead IV**<sup>F</sup>. Creates short-lived undead creature to fight for you.

### 5TH-LEVEL CLERIC SPELLS

\***Aura of Animation.** As *animate undead*, but within 20-ft. emanation.

\***Awaken the Dead V**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Hell's Razor.** Weapon inflicts +2d6 points of damage.

\***Vivify.** Undead creature gains human intellect.

### 6TH-LEVEL CLERIC SPELLS

\***Awaken the Dead VI**<sup>F</sup>. Creates short-lived undead creature to fight for you.

\***Curse of the Mummy**<sup>M</sup>. Inflicts mummy rot on subject.

\***Defy Death**<sup>M</sup>. Enables subject to function below -10 hit points.

### 7TH-LEVEL CLERIC SPELLS

\***Awaken the Dead VII**<sup>F</sup>. Creates short-lived undead creature to fight for you.



## 8TH-LEVEL CLERIC SPELLS

\***Awaken the Dead VIII<sup>F</sup>**. Creates short-lived undead creature to fight for you.

## 9TH-LEVEL CLERIC SPELLS

\***Awaken the Dead IX<sup>F</sup>**. Creates short-lived undead creature to fight for you.

\***Burial Rites<sup>XP</sup>**. Array of magic effects protects area.

\***Consume Soul**. You absorb the soul of a dead creature.

\***Requiem**. As *temporal stasis*, but for corpses.

*\*Indicates spell described in this book. Other spells are found in the Player's Handbook.*

# CLERIC DOMAINS

## DEAD DOMAIN

**Granted Power:** You have a greater ability to turn undead. You gain a +3 bonus to your turning checks.

### DEAD DOMAIN SPELLS

1 **Deathwatch:** Reveals how near death subjects are within 30 ft.

2 **Gentle Repose:** Preserves one corpse.

3 \***Blissful Rest:** Prevents undeath for one corpse.

4 **Death Ward:** Grants immunity to death spells and negative energy effects.

5 \***Foresee Death<sup>M F</sup>**: Reveals most likely cause of death resulting from an action.

6 \***Defy Death<sup>M</sup>**: Enables subject to function below -10 hit points.

7 **Undeath to Death<sup>M</sup>**: Destroys 1d4/level HD of undead (max 20d4).

8 \***Burial Rites<sup>XP</sup>**: Array of magic effects protects area.

9 \***Requiem**: As *temporal stasis*, but for corpses.

## FOG DOMAIN

**Granted Power:** You cast fog spells at +1 caster level.

### FOG DOMAIN SPELLS

1 **Obscuring Mist:** Fog surrounds you.

2 **Fog Cloud:** Fog obscures vision.

3 **Stinking Cloud:** Nauseating vapors, 1 round/level.

4 **Solid Fog:** Blocks vision and slows movement.

5 **Cloudkill:** Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

6 **Acid Fog:** Fog deals acid damage.

7 \***Shadow Haze:** Shadows inhabit fog.

8 **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

9 \***Death Fog:** Cloud causes choking and deals 1d6 Con damage/round.

## GLOOM DOMAIN

**Granted Power:** You may travel between shadows as if by means of a *dimension door* spell once per day. Transport must begin and end in an area with some shadow. You can jump up to 20 feet +10 feet per two caster levels. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

## GLOOM DOMAIN SPELLS

1 **Darkness:** 20-ft. radius of supernatural shadow.

2 **Darkvision:** See 60 ft. in total darkness.

3 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.

4 **Shadow Conjunction:** Mimics conjuring spells on the Sor/Wiz list below 4th level, but only 20% real.

5 **Shadow Evocation:** Mimics evocation spells on the Sor/Wiz list below 5th level, but only 20% real.

6 **Shadow Walk:** Step into shadow to travel rapidly.

7 **Shadow Conjunction, Greater:** As shadow conjunction, but up to 6th level spells on the Sor/Wiz list and 60% real.

8 **Shadow Evocation, Greater:** As shadow evocation, but up to 7th level spells on the Sor/Wiz list and 60% real.

9 **Shades:** As shadow conjunction, but up to 8th level spells on the Sor/Wiz list and 80% real.

## PESTILENCE DOMAIN

**Granted Power:** You gain the power to reduce a target's stamina once per day with a melee touch attack. Your touch is a supernatural ability that inflicts 1d4 +1 point of ability damage per three caster levels on your target's Constitution score (no save).

### PESTILENCE DOMAIN SPELLS

1 \***Sicken<sup>M</sup>**: Makes one creature sickened.

2 \***Nauseate<sup>M</sup>**: Makes one creature nauseated.

3 \***Vomit of Frailty:** Deals 1d6 penalty to Str, Dex, and Con.

4 **Contagion:** Infects subject with chosen disease.

5 \***Leprosy:** Touch prevents natural healing.

6 \***Curse of the Mummy<sup>M</sup>**: Inflicts mummy rot on subject.

7 **Insanity:** Subject suffers continuous *confusion*.

8 \***Grub Rot<sup>M</sup>**: Infects creatures with rot grubs.

9 \***Insanity, Mass:** As *insanity*, but all within 30 ft.

## SLAUGHTER DOMAIN

**Granted Power:** You may slay a creature instantly with your critical hits. The attack is a supernatural ability and can be used any number of times against a living creature. First, subtract damage caused by your critical hit from the subject's hit points. Then roll 1d6 per cleric level you possess. If the total equals or exceeds the creature's current hit points, it dies (no save).

### SLAUGHTER DOMAIN SPELLS

1 **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

2 **Rage:** Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

3 **Keen Edge:** Doubles normal weapon's threat range.

4 \***Hell's Razor:** Weapon inflicts +2d6 points of damage.

5 **Blade Barrier:** Wall of blades deals 1d6/level damage.

6 **Transformation<sup>M</sup>**: You gain combat bonuses.

7 **Finger of Death:** Kills one subject.

8 **Symbol of Death<sup>M</sup>**: Triggered rune slays nearby creatures.

9 **Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level to many creatures.

## SPIRIT DOMAIN

**Granted Power:** Your ranged and melee attacks deal damage normally to incorporeal and ethereal creatures while you are on the Material Plane.

### SPIRIT DOMAIN SPELLS

- 1 **\*Detect Life:** Reveals living creatures within 60 ft.
- 2 **\*Soul Scourge:** -2 penalty to Wis, Wis-based skills, and Will saves; -4 AC against touch attack spells.
- 3 **\*Subdue Spirit<sup>F</sup>:** As *antimagic shell*, but one creature.
- 4 **\*Magic Jar<sup>F</sup>:** Enables possession of another creature.
- 5 **\*Ghostwalk:** You become incorporeal.
- 6 **Etherealness:** Travel to Ethereal Plane with companions.
- 7 **\*False Soul:** Duplicate soul controls soulless body and confounds spells.
- 8 **Astral Projection<sup>M</sup>:** Projects you and companions onto Astral Plane.
- 9 **\*Consume Soul<sup>MXP</sup>:** You gain bonuses on attack rolls, saves, checks, effective level, and hps.

## TORTURE DOMAIN

**Granted Power:** You gain nonlethal damage resistance equal to 5 + your Constitution modifier. Add Knowledge (torture) to your list of cleric class skills.

### TORTURE DOMAIN SPELLS

- 1 **\*Vivisection:** Inflicts 1 damage/round to subject that is already wounded.
- 2 **Blindness/Deafness:** Makes subject blinded or deafened.
- 3 **\*Choke:** Target is stunned and suffers 1d6/level nonlethal damage.
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 **Symbol of Pain<sup>M</sup>:** Triggered rune wracks nearby creatures with pain
- 6 **\*Spiritwrack:** Target becomes immobile, wracked, insipid, and torpid.
- 7 **Symbol of Weakness<sup>M</sup>:** Triggered rune weakens nearby creatures.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Imprisonment:** Entombs subject beneath the earth.

## VERMIN DOMAIN

**Granted Powers:** You can use *speak with animals*<sup>a</sup> once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills.

### VERMIN DOMAIN SPELLS

- 1 **\*Detect Vermin:** Detects kinds of vermin.
- 2 **\*Vermin Messenger:** Sends a Tiny vermin to a specific place.
- 3 **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- 4 **Summon Nature's Ally IV<sup>a</sup>:** Calls creature to fight.
- 5 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

6 **Insect Plague:** Locust swarms attack creatures.

7 **Vermin Shapes:** One ally/level polymorphs into chosen vermin.

8 **Summon Nature's Ally VIII<sup>a</sup>:** Calls creature to fight.

9 **Shapechange<sup>a</sup>:** Transforms you into any creature, and change forms once per round.

<sup>a</sup>Vermin only.

## NEW SPELLS

This section begins with a list of new spells and is followed by an alphabetical arrangement of descriptions for each spell.

### ANIMATE LIMB

Necromancy [Evil]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One Small nonliving severed limb

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You imbue severed limbs with mobility and a semblance of life. Each such animated limb then immediately attacks whomever or whatever you initially designate.

An animated limb can be from any creature except those whose limbs retain some semblance of life after severed from their bodies, such as trolls. You may animate one Small or smaller limb or an equivalent number of larger limbs per caster level. A Medium limb counts as two Small or smaller limbs, a Large limb as four, a Huge limb as eight, a Gargantuan limb as sixteen, and a Colossal limb as thirty-two.

Unlike the *animate object* spell, you cannot change the designated target or targets of the spell. The animated limbs stay animated until destroyed.

This spell cannot animate limbs still attached to their host bodies, even if the host is dead.

*Animate limb* can be made permanent with a *permanency* spell.

### AURA OF ANIMATION

Necromancy [Evil]

**Level:** Clr 5, Sor/Wiz 6

**Range:** 20 ft.

**Area:** 20-ft.-radius emanation centered on you

**Duration:** 1 min./level (D)

As *animate dead*, except you create a field in which any dead creature immediately animates as a skeleton or zombie.

### AURA OF CORRUPTION

Necromancy [Evil]

**Level:** Sor/Wiz 3

**Components:** V

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** Yes (object)

This spell functions like *aura of malice*, except that food and drink within the emanation

is contaminated. Unattended, nonmagical food, drink, plants, and holy water are automatically spoiled. Their magical equivalents are ruined if they fail a Fortitude save. Unattended magical items receive a bonus to their saving throws equal to their spell level.

Intelligent plant life is unaffected by the *aura*.

## AURA OF DISCOMFORT

Necromancy [Fear, Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *aura of malice*, except the emanation unsettles animals. Animals do not willingly enter the emanation, and if forced to do so, they become *panicked* (drops anything it holds, flees at top speed from danger along a random path, can't take any other actions, cowers if cornered, and suffers a -2 penalty on all saving throws, skill checks, and ability checks). Once outside the emanation, an animal recovers from being *panicked* on its next turn in the initiative order.

## AURA OF MALICE

Necromancy [Evil]

**Level:** Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius emanation centered on you

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell creates an emanation of profane power around you. Enemies that enter the emanation suffer a -1 profane penalty on attack rolls, skill checks, ability checks, and saving throws. A successful Will save negates this penalty.

Any creature that enters the area while the *aura of malice* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *aura* only once as long as it remains within the area, though if it leaves the area and returns while the *aura* is still active, it must save again.

## AURA OF PAIN

Necromancy [Evil]

**Level:** Sor/Wiz 5

**Components:** V

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *aura of blasphemy*, except the *aura* wracks the target's body. Creatures within the emanation must make a Will save or suffer excruciating pain that imposes a -4 profane penalty on attack rolls, saving throws, skill checks, and ability checks.

The effects last for 1 hour after the creature moves out of the emanation.

## AWAKEN THE DEAD I

Necromancy [Evil]

**Level:** Clr 1, Sor/Wiz 1

**Components:** V, S, F/DF

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One created undead creature

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell awakens an undead creature and calls it forth from its twilight hell (typically from the ground or from out of the shadows). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell calls forth one of the creatures from the 1st-level list on the accompanying *Awaken the Dead* table. You choose the kind of undead to awaken, and you can change that choice each time you cast the spell.

A created creature cannot call, summon, or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be created within an environment that cannot support them.

*Arcane Focus:* A corpse candle.

## AWAKEN THE DEAD II

Necromancy [Evil]

**Level:** Clr 2, Sor/Wiz 2

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can awaken one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

## AWAKEN THE DEAD III

Necromancy [Evil]

**Level:** Clr 3, Sor/Wiz 3

**Effect:** One or more created creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

## AWAKEN THE DEAD IV

Necromancy [Evil]

**Level:** Clr 4, Sor/Wiz 4

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart



This spell functions like *awaken the dead I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD V

Necromancy [Evil]

**Level:** Clr 5, Sor/Wiz 5

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can awaken one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD VI

Necromancy [Evil]

**Level:** Clr 6, Sor/Wiz 6

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can awaken one creature from both the 5th-level list and 3rd-level list, 1d3+1 creatures of the same kind from the 4th-level list, or 1d6+2 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD VII

Necromancy [Evil]

**Level:** Clr 7, Sor/Wiz 7

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can awaken two creatures from the 5th-level list, 1d4+1 creatures of the same kind from the 4th-level list, or 1d8+3 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD VIII

Necromancy [Evil]

**Level:** Clr 8, Sor/Wiz 8

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*, except that you can awaken three creatures from the 5th-level list, 1d6+2 creatures of the same kind from the 4th-level list, or 1d10+4 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD IX

Necromancy [Evil]

**Level:** Clr 9, Sor/Wiz 9

**Effect:** One or more created undead creatures, no two of which can be more than 30 ft. apart

This spell functions like *awaken the dead I*,

except that you can awaken four creatures from the 5th-level list, 1d8+3 creatures of the same kind from the 4th-level list, or 1d12+6 creatures of the same kind from a lower-level list.

### AWAKEN THE DEAD

Heavy warhorse skeleton

Brown bear zombie

#### 1st Level

Human zombie

Bugbear skeleton

Hyena zombie

Orc zombie

Leopard zombie

Wolf zombie

Ogre zombie

Shadow

Troll skeleton

Wyvern skeleton

#### 4th Level

Chimera skeleton

Giant constrictor snake zombie

Giant crocodile skeleton

Ogre zombie

Rhino zombie

Tiger skeleton

Vampire spawn

Wight

#### 2nd Level

Ape zombie

Black bear skeleton

Ghoul

Hyena skeleton

Light warhorse skeleton

Lion zombie

Owlbear skeleton

Riding dog skeleton

Troglodyte zombie

Wolverine skeleton

#### 3rd Level

Allip

Bugbear zombie

Ghast

#### 5th Level

Ettin skeleton

Giant constrictor snake skeleton

Elephant skeleton

Minotaur zombie

Mummy

Ogre ghost

Wraith

Wyvern zombie

### BALEFUL BLESSING

Necromancy [Evil]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** All undead allies within a 40-ft. burst, centered on the caster

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Baleful blessing* fortifies your undead allies. Each undead ally gains a +1 profane bonus on attack rolls and saving throws.

### BALEFUL BLESSING, GREATER

**Level:** Sor/Wiz 3

**Duration:** 1 hour/level

As *baleful blessing*, except that it gives your undead allies a +1 profane bonus per four caster levels on attack rolls and saving throws.

## BANE TOUCH

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

An aura of negative energy envelops your hands, granting you a +4 bonus on attack rolls while using melee touch attack spells.

*Material Component:* A sliver from an ebony-colored gemstone.

## BLISSFUL REST

Necromancy

**Level:** Clr 3, Dead 2, Sor/Wiz 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One corpse or undead creature

**Duration:** Permanent

**Saving Throw:** None or Will negates

**Spell Resistance:** No or Yes

*Blissful rest* prevents a corpse from turning into an undead creature. Once cast, the spell is permanent and prevents undeath caused by any means. This spell cannot be dispelled, but it can be removed with a *break enchantment* spell.

## BONE CAGE

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 1 Medium or smaller creature/level in a 60-ft.-radius spread

**Duration:** 1 min./level (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** No

A twisted cage of interlocked bones appears around the target creatures, entrapping them and preventing movement. The creatures can break free from the cage by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check.

*Material Component:* The rib cage of a small animal.

## BURIAL RITES

Abjuration

**Level:** Clr 9, Dead 8

**Components:** V, S, DF, XP

**Casting Time:** 30 minutes

**Range:** Anywhere within the area to be warded

**Area:** Up to 400 sq. ft./level

**Duration:** Permanent

**Saving Throw:** See text

**Spell Resistance:** See text

Similar to *guards and wards*, *burial rites* is a potent aegis used to safeguard graveyards and mausoleums. The rites protect 400 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can protect multiple levels of a structure in a graveyard, such as a mausoleum, by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

1. *Magic Circle:* A *magic circle* surrounds the area. Except for you and up to six allies you name when you cast the spell, no creature (living, undead, or construct) can enter the area if you overcome its spell resistance. You and your allies gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against any creature in the area. A creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. A creature can attack any target it can reach with its ranged attacks except for the circle itself. Saving Throw: None. Spell Resistance: Yes.
2. *Alarm:* If any creature breaches the circle and enters the warded area, a mental *alarm* alerts you to the encroachment as long as you are on the same plane of existence as the spell. Saving Throw: None. Spell Resistance: No.
3. *Idiocy:* A creature that breaches the circle suffers from a *touch of idiocy*. The effect applies a 1d6 penalty to Intelligence, Wisdom, and Charisma, but the penalty can't reduce any of score below 1. However, the effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level. The effect lasts as long as the intruder is in the warded area. Saving Throw: No. Spell Resistance: Yes.
4. *Scare:* An intruder that approaches within 5 feet of a corpse is subjected to a *scare*-type effect. The effect is triggered each time the intruder nears a corpse, even if leaves and approaches the same corpse again. This is an enchantment, mind-affecting effect. Saving Throw: Will partial. Spell Resistance: Yes.
5. *Curse:* If a creature physically touches a corpse, it suffers the effects of a *curse*. The *curse* bestows a -4 penalty on attack rolls, saves, ability checks, and skill checks. The *curse* lasts even if the creature leaves the warded area. Saving Throw: Will negates. Spell Resistance: Yes.

In addition, you can place your choice of one of the following six magical effects. Effects that target a creature last as long as the creature remains in the warded area.

- A *blissful rest* protects all corpses so long as they remain in the warded area. Saving Throw: None. Spell Resistance: No.
- A *touch of fatigue* on up to four creatures. You designate a trigger that causes a creature to become fatigued. The action that triggers the

effect must be stated when you cast the spell, but you can't use more than 10 words in describing the act. A creature can only be affected once at any given time. The effect returns within 10 minutes if dispelled or countered. Saving Throw: Fortitude negates. Spell Resistance: Yes.

- A *misdirection* on all aura-detecting divination spells. Saving Throw: Will negates. Spell Resistance: No.
- A *slow* on two mausoleum doors, two graves, or a combination of the two. Opening the doors or displacing the dirt in a grave triggers the effect. The effect returns within 10 minutes if dispelled or countered. Saving Throw: Will negates. Spell Resistance: Yes.
- A *blindness/deafness* in two crypts, on two coffins, or a combination of the two. Creatures who enter the crypts or touch the coffins suffer from the effect. Saving Throw: Fortitude negates. Spell Resistance: Yes.
- A *major image* in two places. You select an area of up to 5 feet square, and any creature who enters or passes through the area triggers the image. The image lasts for 10 rounds. Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *mage's disjunction* destroys the entire *burial rites* effect.

XP: 100 XP.

## BURROWING BONY DIGITS

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Up to five creatures, no two of which can be more than 15 ft. apart

**Duration:** 3 rounds

**Saving Throw:** None

**Spell Resistance:** Yes

By means of this fiendish spell, you cause up to five skeletal fingers to streak forth and imbed themselves in the flesh of your targets. With a successful ranged attack, each digit inflicts 1d6 points of piercing damage upon striking its target. A DC 20 Heal check before your next action removes the digit before it burrows into your victim's flesh. Otherwise, each *burrowing bony digit* inflicts 1d6 points of damage per round for the duration of the spell.

**Material Component:** Five humanoid fingers stripped of flesh and muscle, the individual finger bones held together with black thread.

## CARNIVAL OF FORBIDDEN FLESH

Necromancy [Evil, Mind-Affecting]

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 60-ft.-radius spread

**Target:** All living creatures within the area

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By means of this hellish spell, you infect the minds of living creatures with murderous rage and an overwhelming desire to consume the raw flesh of their victims. Affected creatures gain a +2 morale bonus to Will saves, attack rolls, and melee damage rolls. They suffer a -2 penalty to Armor Class and cannot perform actions that require patience or concentration. Affected creatures move to attack in melee combat the closest sentient creature, heedless of danger and full of homicidal intent. They continue to fight for the duration of the spell or until killed or otherwise disabled.

An affected creature stops fighting and begins to consume the flesh of any victim within 5 feet of it that has fallen in combat during the current encounter. The affected creature continues to gorge itself for the duration of the spell unless attacked, in which case its murderous rage is directed against its attacker.

## CHOKER

Necromancy

**Level:** Torture 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2levels)

**Target:** One creature

**Duration:** Concentration, up to 1 minute

**Saving Throw:** Fortitude negates (D)

**Spell Resistance:** Yes

You cause the victim's throat to tighten until she begins to choke. The victim must make an immediate DC 15 Constitution check in order to hold her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to choke. A choking victim is stunned and suffers 1d6 points of nonlethal damage if she chokes for two consecutive rounds.

If the subject falls unconscious while the spell continues, she takes real damage instead of nonlethal damage.

You can dismiss the spell at will. Dismissing the spell immediately ends a creature's choking.

**Material Component:** A garrote.

## CONSUME SOUL

Necromancy [Death, Evil]

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S, XP

**Casting Time:** 1 full-round action

**Range:** Personal

**Target:** You

**Duration:** 1 minute; see text

**Saving Throw:** None

**Spell Resistance:** No

When you cast *consume soul*, you inhale the departing soul



of creature as it dies and add its vitality to your own. The spell lasts for 1 minute, during which time you may inhale as many souls as you can. You may only inhale a creature's soul within one round of its death; otherwise, the soul escapes to another plane of existence. Inhaling a soul is a full-round action that provokes an attack of opportunity.

Each soul that you consume grants a +1 bonus on attack rolls, saving throws, skill checks, and ability checks. You also gain +1 effective level and +5 temporary hit points.

In addition, when you next prepare spells or regain spell slots, you get one additional spell slot at your highest spell level. Each soul that you consume beyond the first grants you an additional spell slot at the next highest spell level, until you eventually have an extra spell slot at each spell level.

Benefits from consuming a soul last for 24 hours from the time the spell ends, or until the soul is released. An *exorcism* can release one soul, while *limited wish*, *miracle*, or *wish* can release any number of souls. After 24 hours, the soul departs and the benefits go away, unless you decide to consume the soul and add its life force to your own. To consume a soul, you must attempt a caster level check (DC 10 + the subject's HD + its Wisdom modifier). If the saving throw succeeds, you must pay 2,000 XP, the benefits gained from it go away, and you gain a +1 inherent bonus to the ability score on Intelligence, Wisdom, or Charisma (your choice). You make a separate saving throw for each soul you attempt to consume. If the save fails, the benefits simply go away.

A creature whose soul is consumed cannot be raised or resurrected until its soul is released. A creature's whose soul is absorbed is permanently dead.

Note that inherent bonuses don't stack. To benefit from a different inherent bonus, it must exceed the inherent bonus you currently have. You can attempt to consume a series of souls in order to exceed an existing inherent bonus. A character is limited to a total inherent bonus of +5 to any ability score.

*XP Cost:* You must pay 100 XP to cast *consume soul*. For each soul you successfully absorb, you must pay 2,000 XP.

## CONTAGION, MASS

Necromancy [Death]

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

DISEASE	DC	DAMAGE
Blinding sickness	16	1d4 Str <sup>1</sup>
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex, 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

<sup>1</sup> Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

**Target:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion*'s normal save DC for the initial saving throw).

## CORPSE LIGHT

Necromancy

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Undead creatures within a 5-ft.-radius burst

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell functions as *faerie fire*, except that it only affects undead creatures.

## CORPSE FORM

Necromancy

**Level:** Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell changes the subject's body so that it looks like a corpse. The subject is still alive, but its body becomes flaked, bloated, pale, and cold. Though the subject looks like a zombie if moving, it does not detect as undead.

If used to disguise the subject as a dead body, the subject gains a +10 bonus to its Disguise check.

*Material Component:* A patch of cloth taken from the clothes of a corpse.

## CORPSE SIGHT

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One corpse or corporeal undead creature

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You create a sensual bond between you and either a corpse or a corporeal undead creature. You can see, hear, taste, touch, and smell everything the target could otherwise sense if it were alive.

This spell does not allow you to control the undead or convey thoughts between you and the target.

The spell ends you or the target moves beyond the range of the spell.

## CURSE OF THE MUMMY

Necromancy

**Level:** Clr 6, Pestilence 6, Sor/Wiz 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You call down mummy rot immediately on a subject you touch. Mummy rot is a supernatural curse that deals 1d6 points of Constitution and Charisma damage. The subject continues to suffer ability damage every minute until dead or until cured.

A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

## DEATH FOG

Conjuration (Creation)

**Level:** Sor/Wiz 9, Fog 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area of Effect:** Haze has a 30-ft. radius, and is 20-ft. high

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

A *death fog* spell creates a thick, smoky vapor that is extremely poisonous. The smoke obscures all sight as a *fog cloud* spell, and causes choking on a failed Fortitude save (DC 15 + 1 per previous check). Creatures who are choking are stunned and suffer 1d6 points of nonlethal damage if they chokes for two consecutive rounds. In addition, the poisonous vapors deal 1d6 points of temporary Constitution damage to all living creatures each round unless a successful Fortitude save is made.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure

the smoke's new spread each round based on its new point of origin, 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that extends beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with a *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

## DEFY DEATH

Necromancy

**Level:** Clr 6, Dead 6, Sor/Wiz 6

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 minute/level

**Saving Throw:** None or Fortitude save

**Spell Resistance:** No or Yes

*Defy death* extends the subject's threshold of death beyond -10 hit points. The spell extends the subject's threshold by a number of hit points equal to the subject's base Fortitude saving throw bonus. The spell does not enable the subject to function normally at -1 hit points or lower.

A creature whose threshold is extended can continue to make stability rolls until they reach their new threshold. Once the new threshold is reached, the subject dies. If the subject has -10 hit points or lower when the spell ends, it dies.

A creature who can function normally with negative hit points due to a class ability, spell, or feat, falls unconscious at -10 hit points and dies when its hit points reach the new threshold.

*Arcane Material Component:* A miniature hourglass.

## DESPAIR

Necromancy [Fear, Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Several living creatures within range that can see you

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The mere sight of you threatens to overwhelm your enemies with the sheer futility of life and the terrors of death. Up to 4 HD of creatures are affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to you are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Affected creatures are treated as *stunned* (drops everything held, can't take actions, suffers a -2 penalty to AC, and loses any Dexterity bonus to AC) for the spell's duration.

*Focus:* A pouch filled with spices found inside a mummy.

## DETECT LIFE

Necromancy

**Level:** Sor/Wiz 2, Spirit 1

**Components:** V, S

**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 10 min./level  
**Saving Throw:** None  
**Spell Resistance:** No

You can sense the presence of a life force. The amount of information revealed depends on how long you study a particular area or subject.

- 1st Round:* Presence or absence of a life force.
  - 2nd Round:* Number of life forces (creatures or objects) in the area and the power of the most potent life force present.
  - 3rd Round:* The power and location of each life force. If a life force is outside your line of sight, then you discern its direction but not its exact location.
- Aura Power:* The power of a life force depends on the type of creature or object that you're detecting and its HD or (in the case of an intelligent magic item) ego; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

CREATURE/OBJECT	AURA POWER			
	FAINT	MODERATE	STRONG	OVERWHELMING
Creature <sup>1</sup> (HD)	2 or lower	3–8	9–20	21 or higher
Intelligent object (ego)	5 or lower	6–15	16–30	31 or higher
Intelligent undead (HD)	10 or lower	11–25	26–50	51 or higher

<sup>1</sup> Except for undead and objects, which have their own entries on the table.

*Lingering Aura:* A life force lingers after its original source passes by or is destroyed. If *witch sight* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

A creature is considered to have a life force if its Intelligence, Wisdom, and Charisma scores are each 1 or greater.

ORIGINAL STRENGTH	DURATION OF LINGERING AURA
Faint	1d6 minutes
Moderate	1d6 hours
Strong	1d6 days
Overwhelming	1d6 weeks

Each round, you can use *detect life* on a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**DISGUISE UNDEAD**

Necromancy  
**Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One or more corpses touched  
**Duration:** 10 min./level (D)  
**Saving Throw:** None (harmless)  
**Spell Resistance:** No (harmless)

Similar to *disguise self*, except you physically alter the appearance of the undead. You can make them look like living creatures.

You can't disguise more HD of undead than twice your caster. Undead creatures disguised by the spell are still subject to turning and detect as undead.

*Material Component:* A cocoon, a pinch of dust, a drop of blood, a bit of ash, a shiver of bone, a scrap of flesh, and some human hair.

**DRAIN LIFE**

Necromancy  
**Level:** Sor/Wiz 3  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 round/level  
**Saving Throw:** None

**Spell Resistance:** No

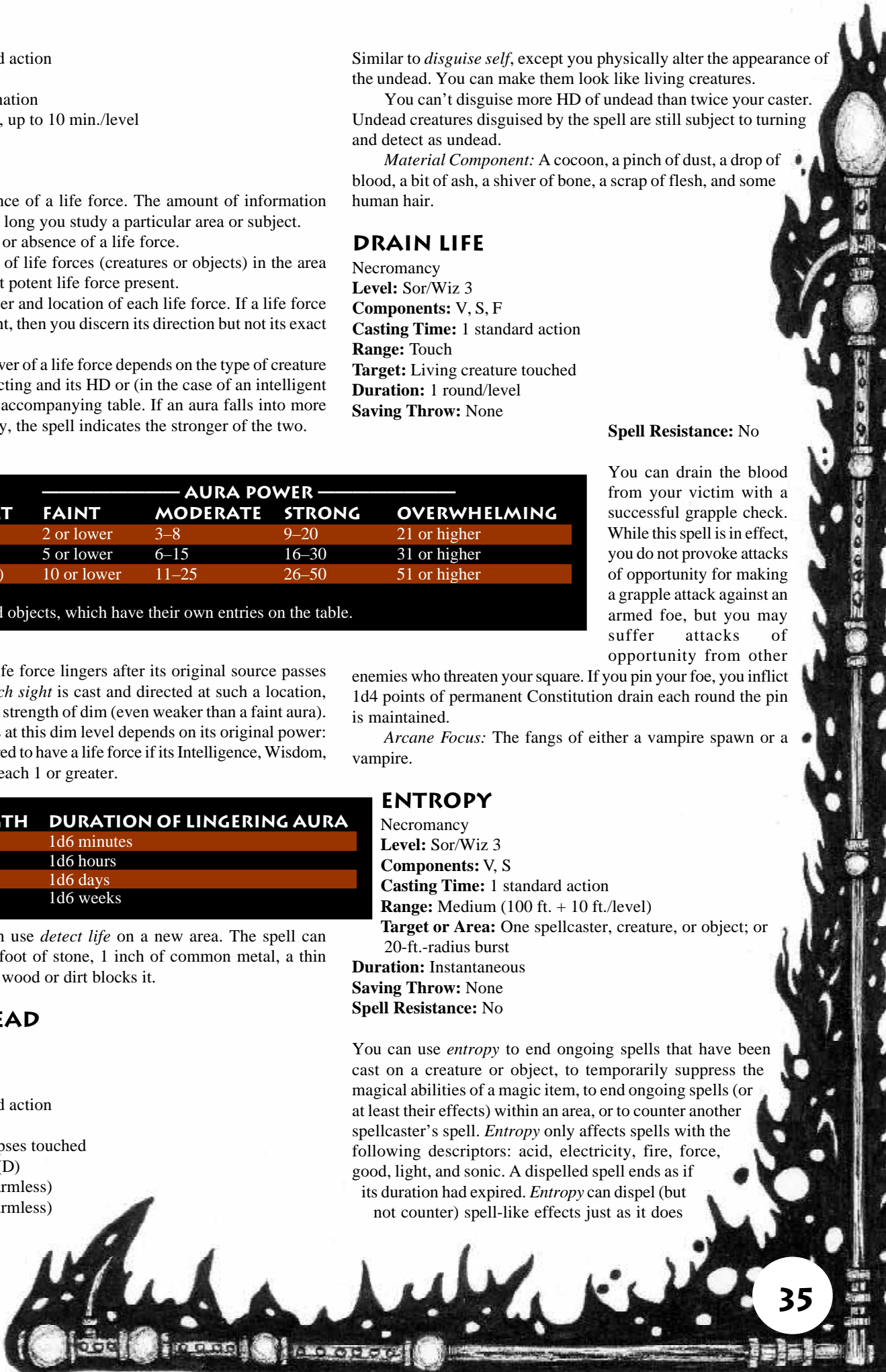
You can drain the blood from your victim with a successful grapple check. While this spell is in effect, you do not provoke attacks of opportunity for making a grapple attack against an armed foe, but you may suffer attacks of opportunity from other enemies who threaten your square. If you pin your foe, you inflict 1d4 points of permanent Constitution drain each round the pin is maintained.

*Arcane Focus:* The fangs of either a vampire spawn or a vampire.


**ENTROPY**

Necromancy  
**Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

You can use *entropy* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. *Entropy* only affects spells with the following descriptors: acid, electricity, fire, force, good, light, and sonic. A dispelled spell ends as if its duration had expired. *Entropy* can dispel (but not counter) spell-like effects just as it does







spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *entropy* can take effect.

You choose to use *entropy* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

**Targeted:** One object, creature, or spell is the target of the *entropy* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

**Area Dispel:** When *entropy* is used in this way, the spell affects everything within a 30-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *entropy* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the *entropy* spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *entropy* spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell:** When *entropy* is used in this way, the spell targets a spellcaster and is cast as a counterspell.

Unlike a true counterspell, however, *entropy* may not work; you must make a dispel check to counter the other spellcaster's spell.

## ENTROPY, GREATER

Level: Sor/Wiz 6

This spell functions like *entropy*, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, *greater entropy* can also affect spells with the air, earth, and water descriptors.

## EXORCISM

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

An *exorcism* expels one creature that is imprisoned in an object or has possession of another living creature's body. If the target of the spell fails a special Will save (DC = spell's save DC – creature's HD + your caster level), it is forced out of the host. Expelled creatures cannot possess the same object or creature for 24 hours.

## FALSE SOUL

Necromancy

Level: Sor/Wiz 8, Spirit 7

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Effect: One false soul

Duration: Instantaneous

Saving Throw: Will or None

Spell Resistance: Yes or No

This spell creates a shadowy replicate of the subject's soul. The *false soul* is identical to the subject's true soul and coexists with it in the subject's original form. If the subject's true soul leaves the original form for any reason, the *false soul* remains to control it. Treat the original form controlled by the *false soul* as if it were the original character, except that a *false soul* lacks the ability to cast magic or use supernatural abilities.

Because the *false soul* is but a shadow of the original, it can't survive long without the true soul. For each day the true soul is missing from the original form, the original form permanently loses 2 points of Intelligence, Wisdom, and Charisma. This ability score loss is from the *false soul* and not from the subject's true soul. Not even *wish* or *miracle* can restore these points. Once an ability score reaches 0, the *false soul* dissipates and the original form becomes lifeless until the true soul returns. Otherwise, the *false soul* exists until dispelled or expelled, at which time it is destroyed.

Because the *false soul* is just a shadow of the creature's true soul, it is immune to mind-affecting spells and spells that require a Will save. If a mind-affecting spell or a spell requiring a Will save is cast against a creature with both a true soul and a *false soul*, there is a 50% chance that the spell targets the *false soul* and is thereby rendered harmless.

XP: 1,000 XP.

## FAMINE

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

Victims of this spell are desiccated until they shrivel into a leathery husk. Affected targets suffer 2d8 points of nonlethal damage +1 point per caster level (maximum +20). Creatures that fail their Fortitude saves are also *fatigued* (–2 penalty to Strength and Dexterity, can't run or charge, activity that causes fatigue causes the fatigued character to become exhausted).

Nonlethal damage and *fatigue* cannot be healed except by consuming a meal.

When used on undead, *famine* grants a +2 profane bonus on attack rolls, damage rolls, and saving throws for 1 round per caster level.

## FEIGN DEATH

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/level (D); see text

**Saving Throw:** None or Fortitude negates (harmless)

**Spell Resistance:** No or Yes (harmless)

The subject lapses into a comatose state that appears similar to death. The victim is aware and breathes normally but cannot take any actions, even speech. While under the effects of *feign death*, the subject is immune to any force or effect that harms its physical body, though spells that attack the subject's mind function normally.

Each round on its turn, an unwilling subject may attempt a new Fortitude save to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature under the spell's effects cannot flap its wings and falls. A swimmer can't swim and may drown.

Willing subjects can end the comatose state at will.

A DC 20 Heal check determines that the affected creature is not actually dead.

*Focus:* A shard of rock from a headstone.

## FLESH TO MY FLESH

Necromancy [Evil]

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Up to eight corpses (see text)

**Duration:** Instantaneous (see text)

**Saving Throw:** None

**Spell Resistance:** No

This spell strips skin and

muscles from corpses and grafts their flesh to your body. For each corpse you strip that is the same size as you, you gain 1d4 temporary hit points and a +1 bonus to your natural Armor Class. If you strip flesh from four corpses the same size as you, your size increases one step. (Remember to adjust your ability scores, AC, and attack rolls accordingly). For every step in size a corpse is larger than you, you gain an amount of flesh equal to two corpses.

For example, a Medium-sized caster that uses this spell on a Medium-sized corpse, a Large corpse, and a Huge corpse can strip enough flesh equal to six Medium-sized corpses. The caster heals 6d4 points of damage, gets a +6 bonus to her natural AC, and increases her size to Large (with all the modifications that come with an increase in size).

The spell is instantaneous; thus, it cannot be dispelled. The new flesh remains on you for 1 hour per level. When the spell ends, the extra flesh unravels from your body and falls to the ground in an instant. Only corpses that are less than a week old are sturdy enough to be used for this spell.

## FORESEE DEATH

Divination

**Level:** Dead 5

**Components:** V, S, M, F

**Casting Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

This spell functions like *augury*, except *foresee death* can tell you how you will most likely die from choosing a particular action in the immediate future.

The base chance for receiving a meaningful reply is 50% + 1% per caster level, to a maximum of 70%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *foresee death* succeeds, you get a vision (a descriptive account) of the most likely cause of your death. The description reveals:

- What or who kills you.
- Where you die.
- When you die.
- How you die.
- Why you die (if the killing is premeditated).

The spell reveals only what you would experience if you were actually in the situation. Items, creatures, objects, or circumstances that you could not know about even if you were in the situation are still hidden from you. If there is no impending danger, the type of death foreseen is accidental or natural.

If the spell fails, the type of death foreseen is accidental or natural. A character who foresees an accidental or natural death has no way to tell whether it was the consequence of a failed or successful *foresee death*.

*Foresee death* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All attempts by the same person to *foresee death* concerning the same topic use the same dice result as the first casting.

**Material Component:** Incense worth at least 125 gp.

**Focus:** A set of marked sticks, bones, or similar tokens of at least 125 gp value.

## FRIGHTFUL WEAPON

Necromancy [Fear, Mind-Affecting]

**Level:** Sor/Wiz 2

**Components:** V, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates (harmless, object); see text

**Spell Resistance:** Yes (harmless, object); see text

You cause a target to be frightened (–2 penalty on all attack rolls, saving throws, skill checks, and ability checks; flees from the source of its fear as best it can; if unable to flee, it may fight; can use special abilities, including spells, to flee) when you strike and deal damage with your weapon. A target can make a Will save to avoid the spell's effects, but it must make a save for each attack that does damage.

Creatures with more than 6 HD are immune to the spell's effects. *Frightful weapon* counters *remove fear*.

Creatures remain frightened for 1d4+1 rounds.

This spell bestows effects on the ammunition of bows, crossbows, and slings.

**Focus:** The weapon touched.

## GAZE OF DISMAY

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** All creatures in range who meet your gaze

**Duration:** 1 round/level; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Enemies who meet your gaze are overcome with discouragement. They are shaken (–2 penalty on attack rolls, saving throws, skill checks, and ability checks) and suffer a 1d6 penalty to their Charisma score for 1 minute per caster level.

This spell's effects may make it impossible for the target to cast some or all of its spells if the requisite ability score drops below the minimum required to cast spells of that level.

You can actively gaze as an attack action by choosing a target within range. The target

## Example of Foresee Death in Play

Mark the gamemaster shuffles through his notes to prepare for the next area James' and Brads' characters are going to venture through. The area consists of slimy stairs that lead down to a corridor. Just within the corridor is a pressure plate that releases a granite stone slab, which drops on unsuspecting trespassers. Off to the left side of the stairs, just before the pressure plate, is a portcullis that opens when the trap is sprung. Inside the dark recess sealed off by the portcullis is a room inhabited by a starved troll. Mark smiles and begins to describe the stairs leading down.

**Mark (Gamemaster):** A recess in the ground reveals hewn stairs that plummet into darkness. Brutag, you're ahead of Omoe. Is Omoe still carrying the torch?

**James (Omoe):** Yes.

**Brad (Brutag):** I don't like the looks of this.

**James [Omoe]:** Such eloquence for a half-ogre fighter.

**Brad [Brutag]:** Oh, I'm sorry—*Brutag no like. You first!* And with that, I shove the necromancer forward.

**Mark [Gamemaster]:** Okay. The stairs are a bit slippery....

**James [Omoe]:** Hold on! Can't I catch myself?

**Mark [Gamemaster]:** Sure. I assume Brutag didn't mean to put you in harms way.

**Brad [Brutag]:** Oh yes Brutag did.

(James looks none-to-pleased with Brad.)

**Mark [Gamemaster]:** Well, that means Omoe must make a DC 10 Reflex save to prevent from slipping down the slimy stairs.

**James [Omoe]:** (rolls) 19. I made it easily. My necromancer turns slowly to look menacingly at the half-ogre. *Before we step into the gloom, Brutag, perhaps I can glimpse how our death might come to pass should we descend here.* I cast –foresee death–.

**Brad [Brutag]:** Brutag shrinks away from the scary wizard.

**Mark [Gamemaster]:** Omoe reproduces the arcane words necessary for the spell, and after minute of ominous casting, the necromancer has a chance to foresee his impending death.

**James [Omoe]:** Okay, I want to see the most likely cause of death resulting from following these stairs down into the earth. (rolls) I rolled 45%. I needed a 63%.

**Mark [Gamemaster]:** Sorry James, but I have to roll for the spell.

**James [Omoe]:** That's right.

**Mark [Gamemaster]:** (rolls secretly) Omoe's eyes widen, and the veins in his neck and forehead swell under the strain of the spell. He sees a 10-ton granite rock come crashing down on him from above. It happens just after he walks 10 feet into a corridor to which the slimy stairs in front of you lead. A pressure plate in the floor triggers the trap. The vision shows the corridor to be long and made of chiseled, stone blocks with a portcullis just to the left of the stairs. Within moments of the spell's conclusion, Omoe regains his composure.

**James [Omoe]:** I wipe the sweat from my forehead and say *After you, Brutag.*

**Brad [Brutag]:** Brutag shakes his head slowly and looks at the necromancer in terror. *Me no go down there. Me afraid.*



must make a saving throw or try to avoid the gaze. Otherwise, during their actions, your enemies must make a saving throw or avoid your gaze. Therefore, it is possible for your enemies to save against your gaze twice in the same round—once before their actions and once during your turn.

Your enemies can avert their eyes from you, looking at your body, watching your shadow, or tracking you in a reflective surface. Each round, they have a 50% chance of not having to make a saving throw. You gain concealment relative to your enemies. Your enemies can shut their eyes, turn their backs on you, or wear a blindfold. In these cases, they do not need to make a saving throw. You gain total concealment relative to your enemies.

Gaze attacks can affect ethereal opponents. This spell provides no protection against gaze attacks from any source.

Your gaze might affect allies within range. Allies are considered to be averting their eyes from you, and have a 50% chance of not having to make a save against the gaze attack. Allies can veil their eyes, thus negating your gaze ability.

*Focus:* Pieces from the remains of a corpse.

## GAZE OF DEATH

Necromancy [Death]

**Level:** Sor/Wiz 9

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

As *gaze of dismay*, except your visage causes instant death.

*Focus:* The eye of a bodak.

## GAZE OF MISFORTUNE

Necromancy [Mind-Affecting]

**Level:** Sor/Wiz 6

**Range:** Close (25 ft. + 5 ft./2 levels)

**Duration:** 1 round/level; see text

As *gaze of dismay*, except you *bestow curse* on those who meet your eyes. The curse is permanent until removed.

*Focus:* The eye of a nightshade.

## GHOSTWALK

Necromancy

**Level:** Sor/Wiz 5, Spirit 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** No

You become incorporeal, similar to a manifest ghost. Your body shifts to the ethereal plane. While manifest, ethereal creatures can harm you, as well as creatures on the Material Plane that use magic weapons, spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. You are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, you have a 50% chance to ignore any damage from a corporeal source—except

for a force effect or damage dealt by a *ghost touch* weapon. You are immune to critical hits, extra damage from being a favored enemy, and from sneak attacks.

You can move in any direction (including up or down) at will and with perfect maneuverability. You do not need to walk on the ground. You can pass through solid objects at will, although you cannot see when your eyes are within solid matter. If hiding inside a solid object, you get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents.

Your physical attacks are ineffectual against creatures on the Material Plane unless you have *ghost touch* weapons. You have no effective Strength (apply your Dexterity modifier to all attack rolls). Your spells affect creatures on the Material Plane normally.

You are inaudible unless you decide to make noise. You pass through and operate in water as easily as you do in air. You cannot fall or take falling damage. Corporeal creatures cannot trip or grapple you. You have no weight and do not set off traps that are triggered by weight. You do not leave footprints, have no scent, and make no noise.

## GIBBERING OF THE DAMNED

Necromancy [Fear, Mind-Affecting, Sonic]

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** One or more living creatures, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You call forth the tormented gibbering of damned souls. Roll 2d4 to see how many total HD you affect. Creatures with fewer HD are affected before creatures with more HD. If you cast this spell in combat, the targets gain a +2 bonus to their saving throws. Affected creatures *cower*. They are frozen with fear, lose their Dexterity bonuses to AC (if any), and can take no actions. Foes gain a +2 bonus to hit *cowering* creatures, but any attack or obvious threat (such as casting a spell or aiming an arrow) breaks the spell on the affected creature's next action. An ally can shake an affected creature free of the spell as a standard action.

*Focus:* A handful of essence from a destroyed allip.

## GRUB ROT

Necromancy

**Level:** Sickness 8, Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature per three levels, no two of which may be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** None  
**Spell Resistance:** Yes

You cause an infestation of rot grubs in your victims. Victims must succeed with a DC 20 Spot check to notice the infestation immediately. If caught within the first five rounds, victims can kill the grubs by applying fire to the infected regions. After five rounds, all that can stop the grubs is a *heal*, *limited wish*, *miracle*, *remove disease*, or *wish* spell.

While in a host, rot grubs deal 1d6 points of Constitution damage per minute as they devour their way to a creature's vital organs.

Undead creatures are immune to this spell.

*Arcane Material Component:* One living rot grub.

## HAIL OF ARROWS

Conjuration [Summoning]

**Level:** Slaughter 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (100 ft. + 10 ft. per level)

**Target:** One creature per two levels, no two of which may be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A volley of arrows springs from your hand and rains down on your foes. There are so many arrows that 1d4 +1 arrow per two levels (maximum +5) automatically hit each target. Each arrow deals 1d6 points of damage.

*Material Component:* Silk bowstring worth 50 gp.

## HELL'S RAZOR

Transmutation

**Level:** Clr 5, Slaughter 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One weapon

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** No

*Hell's razor* enables any weapon you touch to deal an extra 2d6 points of damage.

## HORRIFIC WITHERING

Necromancy [Death]

**Level:** Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One living creature per two levels in a 60-ft.-radius spread

**Duration:** Instantaneous

## Rot Grubs (CR 7)

These menacing little worms are an adventure's worse nightmare. They are miniscule in size, wormlike, and often mistaken for maggots. They thrive in heaps of waste, plant refuse, and sometimes fester in the decomposing bodies of the dead. Warm climates with rotting vegetation are especially susceptible to these horrors. Rot grubs feed on the living by burrowing into the creature. Casual contact is all it takes for the grubs to attach to a victim. When the rot grubs begin to feed, they excrete a highly localized analgesic, often times leaving the victim unaware of the infestation until it's too late. Unchecked, their course takes them to the subject's heart or vitals, killing them outright.

Creatures contract rot grubs when flesh is exposed to a contaminated object. The chance of infection is 50%, though each point of armor bonus from armor worn reduces the chance by 5%. For example, adventurers wearing chain mail (+4 armor bonus) have only a 30% chance of contracting rot grubs. Unless a Spot check (DC 20) is successful, the infection goes unnoticed due to the grubs' palliative secretions. Rot grubs burrow into the body, heading straight for a creature's midsection or heart. This deals 1d6 points of temporary Constitution damage every minute. Applying fire to the infection within the first five rounds kills the rot grubs (and deals fire damage to the subject), after which a *heal*, *limited wish*, *miracle*, *remove disease*, or *wish* spell are the only treatments that can save the subject.

Assassins use rot grubs since they are quick and merciless. Sinister, deep-earth cultures savor rot grubs for their taste, cultivating them just as surface dwellers cultivate crops or cattle.

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Roiling tendrils lash out to wither flesh and bone. Affected creatures suffer 1d6 points of permanent ability damage to Strength, Dexterity, and Constitution.

Only corporeal creatures are affected by *horrific withering*.

*Focus:* Essence of a destroyed ghost.

## IMBUE UNDEAD WITH SPELL ABILITY

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Up to six undead creatures; see text

**Duration:** Permanent until discharged (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

As *imbue with spell ability*, except the recipient must be an undead creature. The creature need not be able to talk, but it must have humanlike hands and carry any component or focus needed for the spell. When casting this spell, you determine any conditions that release the spell. The conditions must be general ("when you see an enemy," "when an enemy attacks," "when dawn breaks," and so on) and cannot distinguish between individuals, though you may designate specific creature types.

## INSANITY, MASS

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature per three levels, no two of which may be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *insanity*, except more than one creature may be affected. *Remove curse* does not remove *insanity, mass*. *Greater restoration, heal, limited wish, miracle, or wish* can restore the creature.

## LEPROSY

Necromancy

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A debilitating affliction prevents your target from healing injuries. The victim is unable to heal hit point damage naturally. *Leprosy* negates both the fast healing and regeneration abilities. Magic healing works normally.

Though it can't be dispelled, *leprosy* can be removed with a *break enchantment, limited wish, miracle, remove curse, or wish* spell.

*Material Component:* A lump of clay.

## MALEVOLENCE

Necromancy

**Level:** Sor/Wiz 7

As *ghostwalk*, except you may attempt to possess another creature's body. If you succeed, the host's life force is trapped within its body and is suppressed by your spirit. The suppressed spirit can make a Will save each hour to wrest control of its body from you. If successful, the suppressed spirit retakes control of its body, and you are expelled. Once you exit from a host, whether willing or unwilling, you cannot attempt to possess that same host for another 24 hours.

You can exit a host at any time as a standard action. Exiting a host returns control to the original owner, if any.

You can end the spell at any time. If you end the spell while in a host's body, you are expelled.

If the host body is slain, you are expelled, and the life force of the host departs (it is dead).

*Malevolence* is blocked by *protection from evil* and similar wards.

## MISERICORDE

Necromancy [Death]

**Level:** Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** One magical dagger

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

This spell imbues a dagger with necrotic energy that grants 1d4 negative levels with a successful attack. The negative levels are in addition to the dagger's normal damage.

*Focus:* A dagger.

## NAUSEATE

Necromancy

**Level:** Sickness 2, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

As *sicken*, except the target is nauseated (can only take a single move action per turn; unable to attack, cast spells, concentrate on spells, or do anything else requiring attention).

*Material Component:* A piece of maggot-infested meat.

## NECROTIC BLAST

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

You tap the residual essence stored within corpses and release it as a blast of negative energy. You deal 1d8 points of damage to living creatures for each corpse or undead creature within the spell's range (max 10d8).

Undead creatures from which you draw power suffer 1d8 points of damage. Corpses that are used to power the spell disintegrate.

Because the spell is powered by negative energy, it heals any undead creature caught within its area.

*Material Component:* Translucent gemstone of any sort worth at least 50 gold pieces.

## PROTECTION FROM NEGATIVE ENERGY

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action



**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level, or until discharged

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions as *protection from energy*, except that it grants temporary immunity to negative energy damage, energy drain, and ability drain or damage resulting from negative energy effects (such as Necromancy spells or undead attacks). The subject and its equipment can absorb up to 12 points of damage per caster level (to a maximum of 120 points at 10th level). Each point of ability damage or drain and each negative level defended against counts as 4 points of damage absorbed.

*Note:* Protection from negative energy overlaps (and does not stack with) resist negative energy.

## PROTECTION FROM NEGATIVE ENERGY, MASS

Necromancy

**Level:** Sor/Wiz 6

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *protection from negative energy*, except that it can affect more creatures.

## PROTECTION FROM POSITIVE ENERGY

Necromancy

**Level:** Sor/Wiz 3

This spell functions like *protection from negative energy*, except it grants temporary immunity to positive energy.

*Note:* Protection from positive energy overlaps (and does not stack with) resist positive energy. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

## PROTECTION FROM POSITIVE ENERGY, MASS

Necromancy

**Level:** Sor/Wiz 6

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *protection from positive energy*, except that it can affect more creatures.

## REJUVENATION

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

*Rejuvenation* dispels all penalties and cures all temporary ability damage to Strength, Dexterity, and Constitution scores. It also restores all points permanently drained from a single physical ability score (your choice if more than one is drained). *Rejuvenation* eliminates any fatigue or exhaustion suffered by the target.

*Rejuvenation* does not restore levels or Constitution points lost due to death.

**Material Component:** Diamond dust worth 50 gp that is sprinkled over the target.

## REJUVENATION, GREATER

Necromancy

**Level:** Sor/Wiz 5

**Components:** V, S, XP

**Casting Time:** 10 minutes

*Greater restoration* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

**XP Cost:** 50 XP.

## REJUVENATION, LESSER

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Lesser rejuvenation* dispels any magical effects reducing one of the subject's physical ability scores (Strength, Dexterity, or Constitution), or cures 1d4 points of temporary ability damage to one of the subject's physical ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

## REPAIR SINEW

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One corpse or corporeal undead creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You repair damage to a corpse. Depending on the version selected, you can mend a severed corpse or heal an undead creature.

**Mend:** This effect causes

one corpse to completely rejoin. The corpse is whole and without blemish. Missing parts regrow and all injuries are healed.

**Heal:** This effect heals any corporeal undead creature of  $1d8 + 1$  hit point per level of damage (maximum of +10).

**Material Component:** A drop of troll's blood.

## REQUIEM

Necromancy [Death]

**Level:** Clr 9, Dead 9

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One corpse/level, no two of which can be more than 30 ft. apart

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

As *temporeal stasis*, except your dirge fortifies and sustains the dead. For a corpse, time ceases to flow and its condition becomes fixed. The corpse does not decay and no force or effect can harm or influence it (including the spells *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, *miracle*, or *wish*). This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

## RESIST NEGATIVE ENERGY

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell grants limited protection from negative energy damage, energy drain, and ability drain or damage resulting from negative energy effects (such as Necromancy spells or undead attacks). The subject gains negative energy resistance 5 against hit point damage, ability resistance 2 against ability damage or drain, and level resistance 2 against attacks that grant negative levels.

At 7th level, the subject gains negative energy resistance 10, ability resistance 3, and level resistance 3.

At 11th level, the subject gains negative energy resistance 20, ability resistance 4, and level resistance 4.

The spell protects the recipient's equipment as well.

**Note:** Resist negative energy overlaps (and does not stack with) protection from negative energy.

## RESIST NEGATIVE ENERGY, MASS

Necromancy

**Level:** Sor/Wiz 4

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *resist negative energy*, except that it can affect more creatures.

## RESIST POSITIVE ENERGY

Necromancy

**Level:** Sor/Wiz 1

This spell functions like *resist negative energy*, except it grants limited protection from positive energy.

**Note:** *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

## RESIST POSITIVE ENERGY, MASS

Necromancy

**Level:** Sor/Wiz 4

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *resist positive energy*, except that it can affect more creatures.

## SHADOW HAZE

Conjuration (Summoning)

**Level:** Sor/Wiz 8, Vapor 7

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area of Effect:** Haze has a 30-ft. radius, and is 20-ft. high

**Duration:** 1 round/level

**Saving Throw:** No

**Spell Resistance:** Yes

As *fog cloud*, except the incorporeal substance from which the haze is formed is from the Plane of Shadow. Because of this, no amount of wind can dissipate the haze and all rules for incorporeality apply.

Inside the haze are  $1d4+1$  shadows. The shadows act according to the *summon monster* spell, except that they must remain within the area of the *shadowy haze*.

**Focus:** A small receptacle containing the smouldering remains of a

## SICKEN

Necromancy

**Level:** Sickness 1, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*Sicken* inflicts a victim's body with a pernicious affliction. The subject becomes immediately ill and is considered sickened (–2 penalty on all

attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) unless a Fortitude save is made.

*Material Component:* A lump of marshland.

## SKULL WATCH

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 20-ft.-radius emanation centered on humanoid skull

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions as *alarm*, except the spell's mental alarm alerts you if you are on the same plane. If you choose the spell's audible alarm, the skull produces a shrill shriek that *causes fear* to targets within 20 feet of the skull.

In addition, ethereal and astral creatures trigger a *skull watch*.

*Skull watch* can be made permanent with a *permanency* spell.

*Focus:* A complete skull, a piece of thread, and a flake of earwax.

## SORROWFUL REGRETS

Necromancy [Mind-Affecting]

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You harness the unfulfilled desires of the restless dead and project them into the mind of an enemy. If your target fails his saving throw, he is *stunned* for 1 round.

## SOUL SCOURGE

Necromancy [Evil]

**Level:** Sor/Wiz 2, Spirit 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature/level in a 20-ft.-radius burst

**Duration:** 1 min./level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

While suffering from *soul scourge*, the subject is prone to other spells that attack a creature's life force. A creature affected by *soul scourge* suffers a -4 penalty to AC against melee touch attack spells. In addition, it suffers a -2 penalty to Will saves, Wisdom checks, and Wisdom-based skill checks.

*Material Component:* A miniature cat-o-nine-tails.

## SPECTRAL MOUNT

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One mount

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

As *mount*, except the mount has the ghost template. The mount is manifest on the Material Plane and is considered incorporeal. The mount has no other special abilities. You alone have the special ability to ride the *spectral mount*.

*Material Component:* The thighbone from a horse and a bit of horse hair.

### Spectral Mount Stat Blocks

**Spectral Pony:** CR 1; Medium-sized Undead Animal (ghost); HD 2d12; hp 13; Init +1 (Dex); Spd 40 ft. (8 squares), fly 30 ft. (perfect) (6 squares); AC 12 (+1 Dex, +1 deflection), touch 11, flat-footed 12, ethereal 14; Base Atk/Gpl +1/+2; Atk Hoof -3 melee (1d3\*); Full Atk 2 hooves -3 melee (1d3\*); S/R 5 ft/5 ft.; SQ Low-light vision, scent, rejuvenation, turn resistance +4; AL N; SV Fort +4, Ref +4, Will +0.

*Abilities:* Str 13 (+1), Dex 13 (+1), Con —, Int 2 (-4), Wis 11, Cha 10.

*Skills:* Listen +5, Spot +5. Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

*Feats:* Endurance.

**Spectral Horse:** CR 1; Large Undead Animal (ghost); HD 3d12; hp 17; Init +1 (Dex); Spd 60 ft. (10 squares), fly 30 ft. (perfect) (6 squares); AC 11 (+1 Dex, -1 size, +1 deflection), touch 10, flat-footed 10, ethereal 14; Base Atk/Gpl +2/+8; Atk Hoof -2 melee (1d4+1\*); Full Atk 2 hooves -2 melee (1d4+1\*); S/R 10 ft/5 ft.; SQ Low-light vision, scent, rejuvenation, turn resistance +4; AL N; SV Fort +5, Ref +4, Will +2.

*Abilities:* Str 14 (+2), Dex 13 (+1), Con —, Int 2 (-4), Wis 12 (+1), Cha 10.

*Skills:* Listen +4, Spot +4. Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

*eats:* Endurance, Run.

## SPIRITWRACK

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2levels)



**Target:** One creature  
**Duration:** Concentration, up to 1 round/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

*Spiritwrack* inflicts a slight discomfort to a victim's life force that grows into a great and tortuous pain. The effects are cumulative and concurrent. Once you end concentration, the spell ends.

ROUND	FEELING	EFFECT
1	Discomfort	Stunned
2-5	Spasms	Wracked, stunned
6-10	Pain	Insipid, wracked, stunned
11+	Agony	Torpid, insipid, wracked, stunned

*Stunned:* Sudden shock and bewilderment immobilizes the creature. The stunned subject drops everything held, can't take actions, suffers a –2 penalty to AC, and loses any Dexterity bonus to AC. A creature affected by *spiritwrack* is stunned for 1d4 rounds after you end concentration.

*Wracked:* The subject's spirit is rent is by an unholy tempest. The creature suffers 1d6 points of nonlethal damage.

*Insipid:* The subject's spirit breaks under the supernatural assault. The creature suffers a –1 penalty to Intelligence, Wisdom, and Charisma. The penalty lasts for 10 minutes per caster level after you end concentration.

*Torpid:* The subject falls to the ground helpless (Dexterity of 0 [–5 modifier], melee attacks receive a +4 bonus against target, vulnerable to sneak attack) for 10 minutes per caster level.

## STENCH

Necromancy  
**Level:** Sor/Wiz 2  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** 30-ft.-radius emanation centered on you  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

The stench of decaying flesh surrounds you. Creatures within the area of effect that fail a Fortitude save are *nauseated* (unable to attack, unable to cast spells, unable to concentrate on spells, and can only take a single move or move-equivalent action per turn). *Nausea* persists as long as the affected creature remains within the emanation and for 1d4+1 rounds after he leaves the area of effect. Roll separately for each *nauseated* creature. Those who succeed at their saves but remain within the emanation must continue to save each round.

*Arcane Focus:* The heart of a ghast.

## SUBDUE SPIRIT

Necromancy  
**Level:** Sor/Wiz 4, Spirit 3  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2levels)  
**Target:** One creature  
**Duration:** 1 min./level

**Saving Throw:** None  
**Spell Resistance:** See text

This spell functions like *antimagic shell*, except that affects one creature.

If you target a summoned creature or an incorporeal creature, it winks out for the duration of the spell. It reappears in the same spot once the spell ends. Time spent winked out counts normally against the duration of the conjuration maintaining the creature. If you cast *subdue spirit* against a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by *subdue spirit* because the conjuration itself is no longer in effect, only its result.)

A golem or other construct animated by a spirit is temporarily incapacitated until the spell ends. Elementals, corporeal undead, outsiders, and normal creatures are unaffected unless summoned. However, the spell temporarily nullifies these creatures' spell-like or supernatural abilities.

No more than one *subdue spirit* can affect a creature at one time. Deities are unaffected by mortal magic such as this.

*Arcane Focus:* A gem or crystal worth at least 100 gp.

## SUSTENANCE

Necromancy  
**Level:** Sor/Wiz 1  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One living creature  
**Duration:** 1 day/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

The subject gets a +10 enhancement bonus on Constitution checks made to resist nonlethal damage caused by lack of food or drink. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

*Material Component:* A cup of water and a piece of dried meat.

## SUTURE

Necromancy [Evil]  
**Level:** Sor/Wiz 3  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level

With the *suture* spell, wisps of shadow stitch up your injuries. You heal 1 hit point per round so long as you have at least 1 hit point.

*Suture* does not heal nonlethal damage or

hit points lost from starvation, thirst, or suffocation. It does not allow you to regrow or reattach lost body parts.

If you are reduced to 0 or fewer hit points, the spell stops functioning immediately.

*Focus:* A strip of flesh from a flesh golem.

## SUTURE, GREATER

**Level:** Sor/Wiz 6

As *suture*, except you heal 2 hit points per round so long as you have at least 1 hit point.

*Arcane Focus:* A strip of flesh from a flesh golem.

## TERRIFY

Necromancy [Fear, Mind-Affecting]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One living creature per three levels, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level; see text for *cause fear*

**Saving Throw:** Will partial

**Spell Resistance:** Yes

This spell functions like *cause fear*, except that it causes all targeted creatures with less than 10 HD to become panicked. It also causes creatures that fail their saving throws to become frightened.

*Material Component:* A bit of bone from an undead wight, vampire, or lich.

## THOUGHTS OF MADNESS

Necromancy [Mind-Affecting]

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

You surround your mind with the tortured thoughts of wicked spirits for the spell's duration. Anyone targeting you with a mind-affecting spell, spell-like ability, or supernatural ability suffers 2d6 points of Wisdom damage from mental contact with these spirits.

This spell's effects may make it impossible for the target to cast some or all of its spells if the requisite ability score drops below the minimum required to cast spells of that level.

*Madness* provides no actual protection against mind-affecting attacks. You must still make saving throws as normal to resist them.

*Arcane Focus:* Essence of an allip.

## TURN RESISTANCE

Necromancy

**Level:** Clr 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One or more undead creatures, no two of which can be more than 30 ft. apart

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You empower undead against turning attempts. The undead creature gets +2 enhancement bonus to turn resistance. The turn resistance increases to +4 at caster level 5th, and to +6 (the maximum) at caster level 9th.

## TRAP ESSENCE

Necromancy [Death, Evil]

**Level:** Sor/Wiz 8

**Components:** V, S, F

**Casting Time:** 1 full-round action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Permanent (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You steal a portion of your victim's soul and trap it in a small gem. If your target fails a Will save, you permanently drain 1d3 points from Intelligence, Wisdom, and Charisma and place it into the gem.

The ability points can then be used to produce any one of the following effects.

- Cast a spell you have prepared or for which you have a spell slot open. The cost is 1 ability point per spell level. You don't lose the prepared spell or the open spell slot.
- Grant a +1 effective level when casting a spell. The cost is 1 ability point per +1 effective level. You cannot have an effective level of more than 25.
- Remove an acquired negative level. The cost is 1 ability point per negative level removed.
- Grant an enhancement bonus to a magic item. The cost is 1 ability point per +1 enhancement bonus. An item cannot have more than a +5 enhancement bonus.

All effects last for 24 hours or until dispelled.

*Focus:* A black sapphire of at least 500 gp value for every Hit Die possessed by the creature whose essence is stolen.

## UNDEAD CELERITY

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One or more skeletons or zombies, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell enhances the agility and reaction time of skeletons and zombies. The spell grants a target a +2 enhancement bonus to Dexterity, a +2 enhancement bonus to Reflex saves, +4 bonus to Initiative checks, and allows a zombie to take standard actions.

*Material Components:* Flesh any creature and a drop of quicksilver.

## UNDEAD CONDUIT

Necromancy

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One corporeal undead creature

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell enables a corporeal undead creature to deliver your touch spells. When you cast a touch spell, you can then designate the undead creature as the “toucher.” The creature can then deliver the touch spell just as you could. The effects of the touch spell are in addition to any other effects caused by the undead creature’s unarmed attack.

If you cast another spell before the touch is delivered, the touch spell dissipates.

## UNHOLY FANG

Necromancy [Evil]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Unholy fang* imbues one natural weapon with unholy power. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike’s damage from nonlethal damage to lethal damage.) The natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. It also becomes evil-aligned and thus bypasses the corresponding damage reduction. The natural weapon deals an extra 2d6 points of damage against all of good alignment.

*Unholy fang* can be made permanent with a *permanency* spell.

## UNHOLY WEAPON

Necromancy [Evil]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** No

The weapon you touch is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. The weapon also gains a +1 enhancement bonus on attack and damage rolls.

The weapon deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

You can’t cast this spell on a natural weapon, such as an unarmed strike (instead, see *unholy fang*). A monk’s unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

## UNLIFE

Necromancy [Evil]

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

This spell transforms you into an undead creature, which grants you several powerful traits.

You gain darkvision out to 60 feet. You are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), critical hits, nonlethal damage, ability drain, energy drain, poison, sleep effects, paralysis, stunning, disease, death effects, all spells or attacks that affect your physiology or respiration (because you have no physiology or respiration while this spell is in effect), as well as fatigue and exhaustion effects.

You lose your Constitution score (which becomes “—”), and you use your Charisma modifier instead of your Constitution modifier when appropriate. You are not at risk of massive damage, though if reduced to 0 hit points or less, you immediately die. You are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). You do not need to breathe, eat, or sleep.

Because you are an undead creature, you are susceptible to all spells and attacks that affect the undead. Negative energy (such as an *inflict* spell) heals you while positive energy (such as a *cure* spell) harms you.

You can also be turned or rebuked by creatures with the appropriate class ability. A turn or rebuke result automatically succeeds against you, but you receive a Will save (DC = turning check) to resist a result of destroyed or commanded. Failure to save against a turn that would destroy you deals 3d6 +1 point per caster level of damage instead. Failure to save against a rebuke attempt forces you to obey the commanding creature for 10 rounds (as *charm monster*).

A resurrection or true resurrection spell dispels *unlife*.

If you are incorporeal or gaseous, you are immune to *unlife*. If you have the shapechanger subtype, you can revert to their natural form as a standard action.

**Material Component:** You must place a black onyx gem worth at least 25 gp per character level in your mouth. The magic of the spell turns these gems into worthless, burned-out shells that you must swallow.

## VIVIFY

Necromancy

**Level:** Clr 5, Sor/Wiz 5

**Components:** V, S, M/DF, XP

**Casting Time:** 24 hours

**Range:** Touch

**Target:** Unintelligent undead touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You vivify an unintelligent undead to humanlike sentience. To succeed, you must make a Will save (DC 10 + the undead's current HD).

The vivified creature is friendly toward you. You have no special empathy or connection with a creature you *vivify*, although it serves you in specific tasks or endeavors if you communicate your desires to it. You can compel it normally if you command it.

A vivified creature gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

A vivified creature can speak one language that you know.

**Arcane Material Component:** Dirt from a grave and vertebrae from an intelligent creature.

**XP Cost:** 250 XP.

## VIVISECTION

Necromancy [Death]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With the flick of your finger, you cause the target's existing wounds to bleed uncontrollably. A victim loses 1 hit point each round as long as his current hit points are less than his total hit points.

The bleeding can be staunched by magic or a DC 15 Heal check.

## VOMIT OF FRAILTY

Necromancy

**Level:** Sor/Wiz 3

**Components:** S

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Target:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A putrid cone of bile spews from your mouth, physically weakening your target. A successful ranged touch attack deals 1d6 points of damage to Strength, Dexterity, and Constitution scores. The penalty can't reduce any score below 1.

This spell's effect may make it impossible for the target to use some or all of its feats if the requisite ability score drops below the minimum required to use the feat.

## WALL OF GRASPING BONES

Necromancy [Evil]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of bones whose area is up to one 5-ft. square/level (S)

**Duration:** Permanent

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** No

A *wall of grasping bones* spell creates a barrier of tangled undead, skeletal limbs. Creatures can force their way slowly through the wall by making a Strength check or Escape Artist check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). While in the wall, creatures suffer 1d4 points of damage from the razor sharp bones. The wall's creator can move through his own *wall of grasping bones* as a standard action.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the bones very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 20. Each round the victim is within the wall of bones, it suffers 1d4 points of damage.

If you have at least 5 feet of bones between you and an opponent, it provides cover. If you have at least 20 feet of bones between you, it provides total cover.

A *wall of grasping bones* can be breached by slow work with bludgeoning weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.



**Arcane Material Component:** A black onyx gem worth at least 25 gp per 5-foot square of wall.

## WALL OF NEGATIVE ENERGY

Necromancy [Evil]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Opaque sheet of negative energy up to 20 ft. long/level or a ring of negative energy with a radius of up to 5 ft. per two levels; either form 20 ft. high

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

An immobile, rippling curtain of impenetrable blackness springs into existence. One side of the wall, selected by you, sends forth waves of negative energy, dealing 1d4 points of Strength damage to creatures within 10 feet and 1d2 points of Strength damage to subjects 11 feet to 20 feet away. The wall deals damage immediately when it appears and each round thereafter to all creatures in the area. In addition, the wall grants 1d4 negative levels to any creature passing through it. The wall deals double damage to creatures with the Good descriptor, paladins, and good-aligned clerics.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of positive energy damage or more in 1 round, that length goes out. (Do not divide damage by 4, as normal for objects.)

*Wall of negative energy* can be made permanent with a *permanency* spell. A permanent *wall of negative energy* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

**Material Component:** A flake of mica.

## NEW MAGIC ITEMS

**BAD CORPSE DUST:** Made from finely ground bone and black onyx gems, this dark powder casts *animate dead* when sprinkled on one or more corpses or skeletons. A single sprinkling is sufficient to animate 14 HD worth of skeletons and zombies. The user cannot control more than 28 HD worth of skeletons and zombies animated by *bad corpse dust*.

Moderate necromancy; CL 7th; Craft Wondrous Item, *animate dead*; Price 1,750 gp.

**EYES OF EVIL:** These crystal lenses fit over the user's eyes, enabling him to use *gaze of misfortune* upon those around him (one target per round) as a gaze attack. Those failing a DC 19 Will save are affected as by the *gaze of misfortune* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate necromancy; CL 11th; Craft Wondrous Item, *evil gaze*; Price 132,000 gp for a pair.

**EYES OF THE BODAK:** These dark crystal lenses fit over the user's eyes. The wearer is able to use *gaze of death* (one target per round) merely by meeting a target's gaze. Those failing a DC 23 Fortitude save die instantly. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Strong necromancy; CL 17th; Craft Wondrous Item, *gaze of death*; Price 306,000 gp for a pair.

**GHOST COMPASS:** This normal-seeming compass is actually a use-activated item that enables its holder to *detect undead* as the spell.

Faint divination; CL 3rd; Craft Wondrous Item, *detect undead*; Price 6,000 gp.

**PICKWARD'S PORTAL:** This item is an example of a necromantic ward designed to help protect a devoted necromancer's inner sanctum. It has one keystone and one masterstone. *Pickward's portal* allows the use of the following spells:

\* *Blindness/deafness* (1 charge).

\* *Entropy* (1 charge).

\* *Suture* (1 charge).

\* *Awaken the dead IV* (2 charges).

\* *Wall of negative energy* (2 charges).

Moderate necromancy; CL 8th; Necromantic Ward, *blindness/deafness*, *entropy*, *suture*, *awaken the dead IV*, *wall of negative energy*; Price 22,650 gp.

**RING OF FAST HEALING:** This unattractive ring of black iron holds impressive healing power. There are two varieties of *ring of fast healing*: lesser and greater. The former casts *suture* upon command once per day. The latter casts *greater suture* upon command once per day.

Lesser: Faint necromancy; CL 5th; Forge Ring, *suture*; Price 5,400 gp.

Greater: Moderate necromancy; CL 11th; Forge Ring, *greater suture*; Price 23,760 gp.

**TRUE CORPSE CANDLE:** When used as the focus for an *awaken the dead* spell, a true corpse candle doubles the duration as per the Extend Spell metamagic feat without changing the spell slot of the altered spell. A *true corpse candle* can be combined with metamagic feats known by the item's bearer. A *lesser true corpse candle* can be used only with *awaken the dead I-III*, whereas a *greater true corpse candle* can be used with any *awaken the dead* spell. Both types of *true corpse candles* function only three times per day.

Lesser: Faint necromancy; CL 5th; Craft Wondrous Item, *awaken the dead III*, Extend Spell; Price 2,100 gp.

Greater: Moderate necromancy; CL 8th; Craft Wondrous Item, *awaken the dead V*, Extend Spell; Price 7,700 gp.

**WAND OF BURROWING BONY DIGITS:** This wand, usually tipped with a collection of finger bones, casts *burrowing bony digits*.

Moderate necromancy; CL 7th; Craft Wand, *burrowing bony digits*; Cost 21,000 gp.

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE:** *Dark Arts of Necromancy* © 2004, Anubium; *Dawnforge* (©2003), *Dragonstar Player's Companion* (©2003), *Path of Shadow* (©2002), *School of Evocation*, (©2003), and *Spells & Spellcraft* (©2002), Fantasy Flight Publishing, Inc.; *Forbidden Arcana: Necromantic Feats* ©2003 Philip Reed, published by Ronin Arts, www.roninarts.com; Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.