

ANTILIFE BOLT

School Evocation [Non-specific]; **Level** Sorcerer/Wizard 3;
Casting Time 1 standard action; **Components** V, S; **Range** 50 ft.;
Target Single opponent; **Duration** Instantaneous/1 hour/level;
Saving Throw Reflex negates; **Spell Resistance:** Yes

Opening a brief hole to the 'space between' the caster channels a bolt of nothingness and hurls it into their target where it spreads like a disease through their flesh, turning their veins black, outwards from the point of impact and making them appear – and act – diseased.

This spell corrupts the very essence of life and unlife, reducing the target's maximum hit points by 1d4 per caster level to a maximum of 10d4. While the spell is in effect the target cannot be healed above their new, temporary, maximum hit points and if the spell reduces their maximum hit points to 0, then they are considered dead, not dying.

[illegible]

BEYOND ALIGNMENT

School Enchantment Level 8; Casting Time 1 minute; Components V, S; Range Personal; Target You; Duration 1 hour/level

The H'Laqu are creatures beyond anything that any of the races of Abaddon would consider morality. They are not evil, just beyond such considerations and so arrogant and so different that they defy such definitions. The H'Laqu are able to use items and capabilities, regardless of their normal moral restrictions and alignment and those who have studied them have found ways to take on that same, higher disdain for morality that the H'Laqu have, enabling them to move beyond restrictions in the same way, though this can be morally dangerous for a character as they emerge from the effect.

Under the effect of the spell a character is freed from all restrictions and effects related to alignment. They may use weapons and magic items regardless of their alignment restrictions, may pass through magical barriers that restrict according to alignment and may perform moral acts that would normally be beyond the bounds of their alignment.

Repeated use of the spell or dubious moral actions undertaken while under its influence may shift the character's alignment towards neutral once the spell wears off, at the Games Master's discretion.

[illegible]

BLACK METEOR SHIELD

School Abjuration. **Level** Sorcerer/Wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (A fragment of the meteor); **Range** Personal; **Area** A 5 ft.-radius cylindrical whirlwind centred on you; **Duration** 1 round/level

This spell draws upon the resonance between a single meteor fragment and all others, drawing fragments, dust, sand and shards together into a whirling debris field around the caster. This whirling field of debris increases your Armour Class by +2 and does 1d4 +1/level damage (to a maximum of 1d4+15) to anyone attacking you or caught in the field surrounding you, every turn. The field offers no protection against attacks from above as it only forms a whirlwind shaped tube around you.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

BLACK PIT (HIDING PLACE BETWEEN THE PLANES)

School Conjuraction (summoning) **Level** Sorcerer/Wizard 6;
Casting Time 5 minutes; **Components** V, S, F (A hollow sphere);
Range Personal; **Target** You; **Duration** 2 hours/level; **Saving**
Throw None; **Spell Resistance:** No

Access to the planes themselves is cut off from Abaddon but the space between the worlds – the prison home of the H’Laqu – can still be accessed. This spell punches a shallow hole in the skin between the worlds allowing the caster to hurl themselves into the void until reality snaps back, ejecting them from this unnatural space in the same place that they disappeared from. For every two hours they spend in void there is a 1-in-10 chance of being found and attacked by an Abyssal Arm.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

BLACK SAND

School Conjuration (creation) Level Sorcerer/Wizard 5; Casting Time 1 standard action; **Components** V, S; **Range** 50 ft; **Duration** So long as the caster concentrates; **Saving Throw** Suffocation; **Spell Resistance:** No

Black, glittering sand gushes from the caster's hands forming a 10 ft. cube of shifting, moving, razor-sharp granules. So long as the caster concentrates (doesn't move, perform any other actions and is not interrupted) they can move this mound of sand up to 15 ft. per turn. Anyone engulfed by the sand is held in place (unless they can make a Strength check against a DC of 20 to break free) takes 2d4 damage and must start to make suffocation checks, according to the suffocation rules. The maximum range from the caster that the sand can move before collapsing is 50 ft.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

BLACK TALONS

School Transmutation; **Level** Druid/Ranger/Sorcerer/Wizard 3;
Casting Time 1 standard action; **Components** V, S; **Range** Touch;
Target Living creature/person touched; **Duration** 1 min/level;
Saving Throw Will negates (harmless); **Spell Resistance:** Yes
(harmless)

Black Talons wreathes the fists or natural weapons of one person or creature in black, empty space. This confers a +1 bonus to damage and allows these weapons to ignore magical protection or the bonuses to Armour Class offered by spells and enchantments. This only allows the creatures attacks to penetrate and does not protect the creature from any adverse effects of any magical protections or fields – such as prismatic spheres.

[illegible]

With an incantation you can call into existence a fist-sized sphere of darkness which you can then project into shadowy areas within a mile. The orb act as a focal point for all your senses at a distance. The orb must remain within shadow and if exposed to either bright light or total darkness – rather than shadow – the eye is dispelled and the caster using it takes 2d6 damage.

Uses: □□□□□□□□

EMPTINESS

School Enchantment (compulsion) [mind-affecting]; **Level** Bard/Cleric 2, Sorcerer/Wizard 3; **Casting Time** 1 standard action; **Components** V, M (a black pebble); **Range** 20 ft; **Target** 1 living creature; **Duration** 1 turn/caster level; **Saving Throw** Will negates; **Spell Resistance:** Yes

This spell targets the spirit, the essential 'animus', of the target, opening them up to mind control, spiritual contamination and other dangerous effects. Once subjected to the spell then the next Will save – or save against H'Laqu infection – that the target makes automatically fails in addition to being dazed as per the daze spell. If a target resists this spell then they cannot be subjected to it again for 1 hour.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐

FACE OF FEAR

School Illusion [fear, mind-affecting]; **Level** Bard/Cleric 3, Sorcerer/Wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (token taken from fearsome creature); **Range** 30 ft; **Duration** 1 round/level; **Saving Throw** As per fear rules; **Spell Resistance:** Yes

By taking tokens from dead monsters the character can take on an aspect of their frightening mien, gaining their fear rating temporarily. For the duration of the spell the caster is infused with the unnatural horror of whatever creature they have taken their token from, requiring creatures and people who are susceptible to have to make fear checks while within 30 ft.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐

INSIGNIFICANCE

School Enchantment (compulsion) (mind-affecting); **Level** Cleric/Sorcerer/Wizard 8; **Casting Time** 1 turn; **Components** V, S, M (a magnifying lens); **Range** Touch; **Duration** 1 day/level; **Saving Throw** Will negates

The target of the spell is subjected to the terrible knowledge of their true insignificance in the multiverse. That they are of no more importance and significance than a mote of dust. This knowledge is crushing, even to the egos of beings who consider themselves heroes and demigods.

Those effected by the spell suffer the following effects:

- **Turns 1-2:** Helpless.
- **Turns 3-5:** Cowering.
- **Turns 6-10:** Shaken.

In addition to this effect the target is rendered suicidal by their exposure to the meaninglessness of their existence. Once removed from immediate concerns of survival – such as combat – the target becomes suicidal and will make an attempt on their own life. They must make a Will save against a DC of 25 each day for the duration of the spell or make another attempt on their own life.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

PLANAR SHEARS

School Abjuration; **Level** Cleric/Sorcerer/Wizard 5; **Casting Time** 1 standard action; **Components** V,S; **Range** Medium (100 ft.+10 ft./level); **Effect** Ray; **Duration** 1 min/level; **Saving Throw** None; **Spell Resistance:** Yes (object)

A flat, black ray, like a blade, projects from the hand of the caster and strikes the target, severing completely any ties between the target and the planes, even in the restricted sense in which such links are maintained on Abaddon. Any planar creatures are cut off from their contacts with the other worlds. Planar creatures lose access to their Supernatural powers and summoning from the other worlds along with Conjunction spells are disrupted by the spell.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

SHARDSTORM

School Evocation [N/A]; **Level** Druid/Sorcerer/Wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (A large shard of obsidian to be thrown down and shattered); **Range** Long (400 ft. + 40 ft./level); **Area** Cylinder (20 ft. radius); **Duration** 1 round/level (Maximum); **Saving Throw** None; **Spell Resistance:** Yes

As the shard shatters the fragments, along with others like it from the surrounding area, are drawn into a whirling shield of fragments that protect the front of the caster with a shield of debris. This shield can absorb up to 50 hit points of damage before being destroyed or can be used to hurl waves of fragments at targets within the area of the cylinder template. Every 5 hit points of shards sacrificed to an attack does 1d6 points of slashing damage to anyone caught in the area of effect.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SQUIRMING MAW

School Conjuraton (creation or calling); **Level** Cleric/Sorcerer/Wizard 9; **Casting Time** 1 standard action; **Components** V, S; **Range** Medium (100 ft. + 10 ft./level); **Duration** 1 round/level; **Saving Throw** None; **Spell Resistance:** No

The magic punches a hole into the space between worlds to where a waiting H'Laqu form lurks. As the whole is punched the H'Laqu punches through the rift and tries to grasp, destroy or kill anything and everything that it can reach through the hole, feeding whatever it can get back through the portal to be destroyed.

The caster has no control over the 10 ft.-radius maw or the 2d6 Abyssal Arms that are summoned around it. The arms reach out to grasp and attack anything within range and try to feed them back into the maw. Anything fed into the portal is affected as though hit by a Swallowed By Darkness spell. The spell lasts for its duration and then ceases, the tentacles withdrawn, dropping whatever is in their clutches and the portal closing.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Uses Per Day:_____[illegible]

SWALLOWED BY DARKNESS

School Conjuring; Level Sorcerer/Wizard 7; Casting Time 1 standard action; **Components** V, S, M (a shard of broken mirror); **Range** Medium (100 ft. +10 ft./level); **Duration** Instantaneous; **Saving Throw** Reflex negates; **Spell Resistance:** Yes

Magic tears a brief hole into the gap between the worlds and threatens to swallow up a single target, casting them into the void to be lost forever. The attack does 2d8 damage per level to a maximum of 40d8 but if this damage fails to reduce the target to zero hit points then they take no damage. If they are reduced to zero hit-points they are swallowed up and lost to the darkness along with all their equipment. Against objects the spell bites a 5 ft. radius, spherical 'chunk' out of the object. The spell has no effect on force or energy barriers. The spell only affects one target each time it is cast.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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