A PLACE BEYOND HEL SPELL CARDS

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ANTILIFE BOLT

School Evocation [Non-specific]; Level Sorceror/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.

Uses Per Day:____

ANTILIFE WARD

School Abjuration [neutral]; Level Cleric/Paladin/Sorcerer/Wizard 4; Casting Time 1 standard action; Components V, S, M (A 3 ft. radius circle of blood or powdered bone); Range Touch; Area 10 ft. radius around circle; Duration 10 minutes/level; Saving Throw Will negates; Spell Resistence: No

Ranging out from the inscribed circle a zone of energy, antithetical to this reality and all that lives within it, emanates outwards to a radius of 10 ft. Light and colour within the area drain and dim and the spell creates a barrier of this energy that any living or unliving being will have a hard time crossing to reach those protected within the circle. Only constructs, animated objects and beings infected by the H¹Laqu are immune to the effects.

Attempting to cross the ward has a DC of 15 + caster level and each failed attempt by a living or undead being to cross the ward costs them 1d4 hit points. Each turn a living or undead being spends within the area of effect also costs them a single hit point.

Uses Per Day:__

BECOME SHADOW

School Transmutation (polymorph); Level Sorcerer/Wizard 6; Casting Time 1 standard action; Components V, S, M (A cast shadow); Range Personal; Target You; Duration 1 min/level

With the spell cast the magician's body melds with their own shadow and can move at their normal pace for the duration of the spell. The shadow form cannot cast spells, cannot speak and cannot lift or manipulate objects. Nor can it be harmed by any means save by being plunged into darkness. The shadow has no thickness and can slip through the tiniest gap in a door or window to gain entry. Shadow form gains a +4 inherent bonus to Stealth checks.

Shadow form is limited to areas of light where a shadow can be cast and at least tome part of the caster's shadow form must remain in an area of light at all times. If the shadow form enters an area of darkness or is plunged into darkness then they revert to their normal form and suffer 1d6 x 1d4 hit points of damage.

Uses Per Day:____

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.

Uses Per Day:____

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:____

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BLACK METEOR STRIKE

School Evocation [earth]; Level Sorcerer/Wizard 6; Casting Time 1 standard action; Components V, S, M (A piece of meteor); Range Long (400 ft. + 40 ft./level); Area 40 ft.-radius; Duration Instantaneous; Saving Throw Reflex half. Spell Resistance: No

A rent in space is torn and a fragment of the meteor, still in orbit around Abaddon, it yanked through at incredible speed and smashed into the target. The meteor explodes, filling the air with shards of meteorite. The strike does 8d6 damage/caster level to all targets within its radius and leaves the area scattered with razorsharp pieces of obsidian requiring a Reflex save against a DC of 20 or those moving through the area take 1d4 damage.

Uses Per Day:___

BLACK PIT (HIDING PLACE BETWEEN THE PLANES)

School Conjuration (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:____

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 maximu range from the caster that the sand armove before collapsing is 50 ft.

Uses Per Day:____

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.

Uses Per Day:____

Uses:

DARK EYE

School Divination (scrying); Level Sorcerer/Wizard 5; Casting Time 10 minutes; Components V, S; Range 1 mile; Effect Magical sense; Duration 1 min/level; Saving Throw None; Spell Resistance: No

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 Per Day:____

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 them 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-effecting]; 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:____

IMMACULATE DISSECTION

School Divination (scrying); Level Bard 4/Sorcerer/Wizard 4; Casting Time 1 full turn; Components V, S; Range Close (25 ft. + 5 ft./2 levels); Target One creature; Duration 1 hour/level; Saving Throw Will negates; Spell Resistance: Yes

H'Laqu perception transcends the limits of matter, space and even time. By channelling such power through their own eyes a magic user can strip a target apart, understand them completely, understand their weaknesses and how best to assault them.

The target of the spell is exposed, allowing the player to view the basic creature write-up along with any information about its weaknesses. In addition the caster receives a +1 bonus to hit and a +2 bonus to damage against that target. If the target resists this spell, it is immune to further castings for an hour.

Uses Per Day:____

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:_____

LIFE SIGN

School Abjuration; Level Cleric/Paladin/Sorcerer/Wizard 4; Casting Time 1 standard action; Components V, S, M (A sigil daubed in blood); Range Touch; Area 10 ft.- radius circle centred on the sigil; Duration 10 minutes/level; Saving Throw Will negates (harmless); Spell Resistance: No

H'Laqu manifestations and those infected by their presence can be warded off by this spell which creates a protective area around the symbol created by the caster. H'Laqu and their tainted must make a Will save to cross the circle and those within the circle gain a +2 deflection bonus to AC against H'Laqu attacks along with a +2 bonus to all saves against effects stemming from the H'Laqu or powers derived from them.

Uses Per Day:

MIND TRAP

School Enchantment (compulsion), (mind-affecting); Level Bard 4, Sorcerer/Wizard 5; Casting Time 1 round; Components V; Range Close (25 ft. +5 ft./2 levels); Target One intelligent creature within range; Duration So long as the caster concentrates or until the puzzle is solved or defeated; Saving Throw Will negates; Spell Resistance: Yes

This spell creates a magical bond between the caster and the target, entrapping the target's mind within a mental puzzle or challenge created by the caster. The caster can either create a maze with a DC equal to their Intelligence score + Knowledge (Engineering) skill. The target must either wait for the caster to drop the spell or beat that DC a number of times equal to the maximum level spell the caster can cast.

Alternatively the caster can create a monster in their mind with a Challenge Rating equal to the maximum spell level that they can cast and force the target to fight it in their mind. Damage is real to the target and if the target defeats the mental monster the caster takes 1d6 damage per point of Challenge Rating and 2 points of temporary damage to their Intelligence.

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 loose access to their Supernatural powers and summoning from the other worlds along with Conjuration spells are disrupted by the spell.

Uses Per Day:____

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 Conjuration (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 clurches and the portal closing.

Uses Per Day:_

STERILISE

School Necromancy; Level Cleric/Druid 3, Sorcerer/Wizard 4; Casting Time 1 standard action; Components V, S; Range Touch/5 ft. radius +5 ft.-radius/level; Target Area around self; Duration Instantaneous; Saving Throw Fortitude negates; Spell Resistance: Yes

The immediate area around the target, them selves or a single chosen target are sterilised, instantly, of all bacteria, virii and other micro-organisms. This instantly cures any disease or removes any disease-based attacks from any enemies for the remainder of the battle. It does have the disadvantage of destroying useful, 'friendly' bacteria as well. Any living target hit by the spell suffers a -2 penalty to their Constitution which returns at the rate of one per week as they are 'reinfected' with useful bacteria.

Uses Per Day:_____

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:

VOID OF DESPAIR

School Conjuration; Level Cleric/Sorcerer/Wizard: 5; Casting Time 1 standard action; Components V, S; Range 50 ft; Area 20 ft: radius burst; Duration 1 min/level; Saving Throw Will negates; Spell Resistance: Yes

This spell punches a hole in the universe through which a glimpse of the soul-destroying empty void between the worlds can be seen. Anyone caught within the radius of the spell is witness to that terrible emptiness and the ravening and strange radiations of the other-space. This fills those caught in the area with despair and fear. Those affected by their glimpse of the darkness suffer a -2 penalty to attack rolls, saving throws, ability checks, skill checks and weapon damage rolls for the duration of the effect. Creatures and people who are unable to see are unaffected by the spell.

Uses Per Day:_____

WHIRLING VOID

School Conjuration; Level Cleric/Sorcerer/Wizard: 8; Casting Time 1 standard action; Components V, S; Range 50 ft; Area 20 ft. radius burst; Duration 1 round; Saving Throw Reflex negates; Spell Resistance: Yes

Magic punches through to the space between universes and a whirling, sucking vortex appears, like a negative image of a galaxy, arms of darkness whirling around the yawning hole like a circular saw, cutting through and swallowing up anything within its radius. Everything caught in the area of the void or moving though it is hit as though by a swallowed by darkness spell and those within an additional 10 ft. of the void must make a Strength check against a DC of 15 or be dragged 5 ft. towards the void on the caster's turn.

Uses Per Day:

WHISPERING MADNESS

School Enchantment; Level Bard/Sorcerer/Wizard 6; Casting Time 1 standard action; Components V, S, M (A vial of breath from a sleeping person); Range Medium (100 ft. + 10 ft./level); Target One intelligent creature; Duration 1d4 days + 1 day/level; Saving Throw Will negates; Spell Resistance: Yes

The voice of the H'Laqu is channelled through into the mind of the target, whispering to their subconscious of forbidden knowledge and unspeakable horror, of the insignificance of the target's life, their world, even their universe. This erodes the target's mind and sanity over time, causing them to lose one point of wisdom and intelligence each day for the duration of the spell. If both statistics reach zero the target becomes irrevocably and permanently insane, catatonic.

Uses Per Day:____

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