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AGONIZING CONFRONTATION

Necromancy [Evil, Fear, Mind-Affecting]; Level: Sor/Wiz 5; Components: V; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: 1 round/level; Saving Throw: Will half, see text; Spell Resistance: Yes

This spell rips the target's spirit from their body, splitting the target into a living, corporeal creature and an incorporeal ghost. For the spell's duration the target's spirit hangs over the body, taunting them. The targeted creature suffers 2d4 points of Wisdom damage (half damage on a successful Will save) and remains shaken for the spell's duration (no save is allowed to resist this effect). The spirit cannot be targeted or affected by any means, magical or mundane.

Uses Per Day:___

ANIMATE VERMIN

Necromancy; Level: Clr 0,Sor/Wiz1; Components: V, S, M; Casting Time: 1 action; Range: Short (25 ft. + 5 ft/2 levels); Target: 1 animal corpse; Duration: 1 day/level; Saving Throw: None; Spell Resistance: No

This spell allows the caster to animate one animal, of no more than one hit die, as per the spell Animate Dead. The corpse will follow simple commands, but is typically useful only for menial tasks and utterly useless in combat. After 1 day per level of the caster, the corpse disintegrates, consumed by the necromantic energies flowing through it.

Material components: The corpse to be animated and an onyx gem worth at least 5 gp.

Uses Per Day:_____

ANTICOAGULANT

Necromancy; Level: Clr 1, Sor/Wiz 1; Components: S, M; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature; Duration: 1 round/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

You make an arcane gesture with one hand, targeting a single creature within range. The subject must make a Fortitude save or its blood becomes dangerously thin. For one round per level of the caster, each successful attack against the creature acts as if by a 'wounding' weapon (lose 1 additional hp/round from each consecutive attack). This bleeding can only be halted with a successful Heal check (DC 15) or with the use of any cure spell or other healing spell.

Material Components: A mosquito.

Uses Per Day:____

ARCANE HEALING

Necromancy; Level: Sor/Wiz 2; Components: V, S; Casting Time: 1 minute; Range: Touch; Target: Caster or individual touched; Duration: Permanent; Saving Throw: None; Spell Resistance: No

On casting this spell, the caster may convert up to one spell level per level of experience they have into healing energies. Every two spell levels drained in this manner may be used to heal 1d8+1 points of damage. For example, a necromancer casting arcane healing might choose to sacrifice a memorized magic missile and a memorized shield in order to heal 1d8+1 points of damage. Conversely, a sorcerer using this spell might 'use up' one of his daily 5th level spells and heal 2d8+2 points of damage.

Uses Per Day:

BLACK MULCHING

Necromancy; Level: Drd 4, Sor/Wiz 4; Components: V, S,M; Casting Time: Standard action; Range: Medium (100 ft. + 10 ft./level); Area: 20-ft.-diameter sphere; Duration: 1 round/level; Saving Throw: None; Spell Resistance: Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1 d10 points of damage. You can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears

Uses Per Day:_____

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BLACK RAINBOW

Transmutation; Level: Sor/Wiz 0; Components: V, M; Casting Time: 1 standard action; Range: Touch; Target: One living being; Duration: 10 min/level; Saving Throw: Will negates; Spell Resistance: Yes

Casting this spell allows the recipient to see in full color when using dark vision or similar sight abilities, with exactly the same degree of detail as if you were using normal sight in full daylight.

Material Components: A shred of brightly colored fabric.

Uses Per Day:____

BLAST OF COLD

Evocation [Cold]; Level: Sor/Wiz 1; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Target: One creature or object; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

A blue-white bolt of screaming, cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

Uses Per Day:____

BLAZING LIGHT

Evocation; Level: Clr 6; Components: V, S, DF; Casting Time: Standard action; Range: Long (400 f. + 40 f./devel); Target: One creature or object; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

Focusing holy power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (maximum 15d8). Undead creatures take an additional 2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional 5d8 points of damage (not cumulative with the additional damage to undead). Constructs and inanimate objects take only 1d6 points of damage per caster level (maximum 15d6).

Uses Per Day:____

BLOOD TENTACLES

Necromancy [Evil]; Level: Sor/Wiz 5; Components: V, S, M; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: All corpses and dying creatures in range; Duration: 1 hour/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

When this spell is cast, all corpses and dying creatures (*those* below 0 hit points and disabled) in the spell's area are affected. Dying creatures are allowed a Fortitude save to avoid the spell's effects, but slain creatures are not.

Those affected by the spell have all the blood drawn from their bodies (killing all those still alive), forming horrible tentacles of clotted, black blood. These tentacles always remain in contact with the bodies from which they are drawn, lashing out and flailing at the caster's foes within reach.

One tentacle is created per affected corpse, up to a maximum of 1/ caster level, though no more than 20 tentacles can ever be created by this spell. Each tentacle is 10 ft. long (*large*) and saves as the creature from which it was created. Each has AC 15, 1 hp per HD of the creature from which it was drawn plus 1 hp/2 caster levels, half the attack bonus of its host creature, and a Strength of 19, It is immune to spells that do not cause damage, save disintegrate, dispel magic, and those spells that can affect water or blood.

Each round that a tentacle is not already grappling someone, starting the round after it appears, it will make a slam attack against a foe within reach, dealing 1d6 points of damage and making a grapple attack as a free action. If the tentacle succeeds in its grapple attack, it deals no further damage but begins to drown the target.

BLOOD TENTACLES (CONT'D)

Necromancy [Evil]; Level: Sor/Wiz 5; Components: V, S, M; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: All corpses and dying creatures in range; Duration: 1 hour/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

As described in the rules, the target can hold his breath for a number of rounds equal to twice his Constitution and may attempt to break the grapple every round. If they fail, they must begin to make Constitution checks as described.

Material Components: A handful of dirt from a strangled man's grave,

Uses Per Day:_____

BLOOD WHIP

Necromancy; Level: Sor/Wiz 2; Components: V, S; Casting Time: 1 standard action; Target: One bleeding creature; Range: Close (25 ft. + 5 ft. / 2 levels); Duration: 1 round / level; Saving Throw: Fortitude partial (see text); Spell Resistance: Yes

This spell, a favorite amongst arcane casters with a knack for using blood-based magic, converts a wounded creature's blood into a weapon against it. To be a valid target for this spell, a creature must have blood, must have taken hit point damage (*not including temporary hit points*) during the current encounter, and must not be immune to critical hits.

If all the conditions are met, the magic of the spell draws out a measure of the target's blood and hardens it into a whip-like weapon. Starting on the round after the spell is cast, at the beginning of the caster's action, the whip lashes at the target, who must succeed on a Fortitude save or suffer 1d6 points of damage + 1 point per caster level (maximum +5). The blood whip moves wherever the target does and is not considered to be occupying a space. The whip does not threaten, make attacks of opportunity, or provide flanking, nor does it do anything other than continue to lash the target creature until the spell's duration expires.

The caster does not need to concentrate to maintain the spell once it has locked onto its target. Once cast, the spell cannot be shifted to a different target, nor can a single creature be the target of more than one blood whip at any time. Even if the target is reduced below 0 hit points, the blood whip continues to lash it until it is dead or the spell's duration ends. (Remember that even an unconscious creature still gets a Fortitude saving throw to avoid each round of damage.) If the target dies or receives any form of

BLOOD WHIP

Necromancy: Level: Sor/Wiz 2; Components: V, S; Casting Time: 1 standard action; Target: One bleeding creature; Range: Close (25 ft. + 5 ft. / 2 levels); Duration: 1 round / level; Saving Throw: Fortitude partial (see lext); Spell Resistance: Yes

magical healing while this spell is still active, then the blood whip is immediately dispelled.

Uses Per Day:

BOILING BLOOD

Necromancy; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 action; Range: Touch; Target: One creature; Duration: Concentration; Saving Throw: See text; Spell Resistance: No

By concentrating on a living creature, the sorcerer unleashes his own malefic desires upon his victim. While the target at first only notices a sudden and terrible fever, the reality is far worse as his blood literally begins to boil in his veins. Worse still, the evergreater heat threatens to destroy the victim's circulatory system and this secondary damage may kill the target sooner than the primary damage will with some victims exploding in a bloody miasma.

You may cause the target's blood to boil. The victim suffers 2d6 points of damage per round. Further, every round after the first, the victim suffers 1 point of temporary Con damage, unless they make a successful Fortitude save. If the victim's Con is reduced to 0, they die and their body explodes in a bloody blossom of gore with the superheated blood dealing 1d10 points of damage to everyone within 10 ft. of the body. After a victim is killed, the mage may choose to select a new target and continue concentrating. Selecting a new target requires a concentration check (*DC 20*). If this check is unsuccessful, then the spell ends immediately.

Uses Per Day:__

BONE BURST

Transmutation; Level: Sor/Wiz 4; Components: V, S; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One living creature/three levels, no two of which may be more than 30 ft. apart; Duration: Instantaneous; Saving Throw: Fortitude half, Spell Resistance: Yes

A target affected by this spell has their bones suddenly experience random growth spurts in unnatural directions. This growing process often leaves the target permanently, physically deformed and is very painful. The target experiencing this painful process takes 1d4 points of damage per caster level. A successful Fortitude save halves this damage. Targets who fail their saving throw also take 1d4 points of Charisma damage and have their movement rate halved until the damage caused by this spell is magically healed.

Uses Per Day:____

BONE CONSTRUCT

Necromancy; Level: Sor/Wiz 4; Components: V, S, M; Casting Time: See text; Range: Close (25 ft. + 5 ft./2 levels); Target: Up to 10 cubic ft. of bone/level; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

Using this spell, a necromancer may convert up to 10 cubic ft. of bones per caster level into some sort of construct. Typical items include walls, chairs and tables — virtually any simple-physical object the caster imagines.

However, creatures or magic items cannot be created or transformed by use of this spell, and the item's quality is equivalent to that of its constituent bones: fresh bones create strong items, while old and brittle bones produce shoddier, less durable ones.

The caster must make an appropriate Craft check to construct especially complex or detailed items (*jewelry*, *usable weapons*, *fashionable utensils or dinnerware*, etc.).

Casting requires 1 full round per 10 cubic ft. of material to be affected by the spell. Note that this spell – used in conjunction with animate dead – can create truly bizarre items: a chair that walks, for instance, or a moving wall of bones. So long as the amount of material remains within the caster's limit, they can create virtually anything. GMs should determine combinations and special effects.

Material Components: The bones that serve as source material for the spell.

Uses Per Day:_____

BONE WEAPON

Necromancy; Level: Sor/Wiz 1; Components: V, S, M; Casting Time: 1 action; Range: Touch; Target: One non-magical bone; Duration: 1 minute/level; Saving Throw: Will negates (object); Spell Resistance: Yes (object)

For the spell's duration, the bone weapon acts like a weapon of the appropriate sort with a +1 enhancement bonus to attack and a +3 enhancement bonus to damage. The necromancer who cast the spell is automatically considered proficient with the weapon. The weapon crumbles into powder when the spell expires.

Material Components: The bone(s) to be transmuted.

Uses Per Day:_____

BONES OF ADAMANTINE

Necromancy; Level: Sor/Wiz 6; Components: V, S. M; Casting Time: 1 kill round; Range: Close (25 ft. + 5 ft./2 levels); Targets: Skeletons with total HD equal to 1 HD/level; Duration: 1 hour/ level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

One or more skeletons within range with total HD equal to 1 HD/ caster level gain damage reduction of 10/adamantine. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Components: 1 pound of adamantine per skeleton.

Uses Per Day:_____

BURNING BRAND

Evocation; Level: Drd 1, Pal 1, Rgr 1; Components: V, S,M; Casting Time: Standard action; Range: Touch; Target: A burning flame on the end of a torch; Duration: 1 round/level; Saving Throw: No; Spell Resistance: Yes

This spell lights a torch with a burst of divine fire. The brand can be used by the caster as a touch-attack weapon that deals 1d6 points of fire damage, 2d6 points to an undead creature. It can also be used (*once*) as a ranged weapon with a range increment of 10 ft. Using the brand as a ranged weapon ends the spell. The brand counts as a blessed weapon against those creatures (*such as some fiends*) with a special weakness to them and strikes incorporeal undead with no miss chance.

Material Component: A torch

Uses Per Day:____

CADAVER DANCE

Necromancy; Level: Clr 1, Sor/Wiz 3; Components: V, S, M; Casting Time: 1 action; Range: Short (25 ft. + 5 ft./2 levels); Target: A corpse; Duration: 1 day/level; Saving Throw: None; Spell Resistance: No

This spell imitates animate dead, except its effects are temporary. It affects only one cadaver per casting and is somewhat easier to learn. Further, a caster can never control more than 1 HD/level of undead through a cadaver dance spell, and any undead created with cadaver dance counts toward the same caster's 2 HD/level limit for animate dead. In all other respects, it functions as an animate dead spell.

Material Components: The corpse to be animated and an onyx gem worth at least 10 gp.

Uses Per Day:____

CADAVEROUS FORM

Necromancy; Level: Clr 1, Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Target: You; Duration: 10 minutes / level (D); Saving Throw: None (harmless); Spell Resistance: Yes (harmless)

This spell causes your skin to wither and turn to the sickly gray color of a long-dead corpse. You appear in all ways as a zombie of your own size and species. Necromancers often use this spell to hide among the undead.

It can also be used to cause enemies to expend their anti-undead magic and items uselessly against the (*living*) necromancer instead of his servitors. The thick leathery skin provides you with a +2 natural armor bonus (or a +2 enhancement bonus to your existing natural armor) and a +10 circumstance bonus on Disguise checks made to look like a zombie.

Uses Per Day:

CHAINS OF ANTIMAGIC

Evocation; Level: Sor/Wiz 8; Components: V, S,M; Casting Time: Standard action; Range: Close (25 fi. + 5 fi. hvo levels); Target: One creature or object; Duration: 10 minutes/level (D); Saving Throw: Reflex negates; Spell Resistance: Yes

You wrap the target in magical chains that not only bind with the strength of real chains (*rendering the victim immobile and helpless*) but suppress any active spells, spell-like abilities, or supernatural abilities, including magic items.

Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being affected by those that others cast. It is as though the victim were in his own personal antimagic field.

Material Components: A link of an iron chain

Uses Per Day:____

Uses:

CHAINS OF VENGEANCE

Evocation [Fire]; Level: Sor/Wiz 4; Components: V, S; Casting Time: Standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: 1 round/level; Saving Throw: Reflex negates; Spell Resistance: Yes

Chains of fire wrap around the target, rendering them helpless and dealing them 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check (DC 25) or an Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help, but they suffer 1d6 points of fire damage if they try.

Uses Per Day:____

COLDSCREAM

Evocation [Cold, Sonic]; Level: Sor/Wiz 4; Components: V, S; Casting Time: Standard action; Range: Close (25 fi. + 5 fi./hvo levels); Area: Cone; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

Uses Per Day:____

COMA

Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 6, Sor/Wiz 6; Components: S.M; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./two levels); Target: One living creature; Duration: One hour/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

You put a living creature into a coma. The subject falls prone immediately; alive, but unable to take actions.

Material Components: A mixture of ground spices

Uses Per Day:____

CONDITIONAL SPELL

Evocation; Level: Sor/Wiz 6; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Target: One creature or object; Duration: Until discharged; Saving Throw: Will negates; Spell Resistance: Yes

You cast this spell, as well as another spell of 3rd level or lower to be 'stored'. When a specific spell you name (*of any level*) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store Fireball within your friend the barbarian and designate Lightning Bolt as the impetus spell. Now, when a Lightning Bolt is next cast, placing the barbarian in its area, a fireball is cast in the manner you chose when you cast conditional spell. You might have caused the spell to be cast 'at the individual who cast Lightning Bolt,' or '100 feet straight ahead,' or 'at the subject's feet.' The barbarian still suffers damage from the lightning bolt normally.

You could also designate a door as the subject, with an impetus spell of kKock, storing the Web spell, to be cast in the area around the door as a reaction to the Knock spell, or, you could identify an impetus spell of Charm Person that, when cast upon a cohort (as the subject), releases the stored spell Dispel Magic, cast on the cohort.

A target and his gear may have only one conditional spell active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian's axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the conditional spell still triggers. If the stored spell cannot be cast as designated

CONDITIONAL SPELL

Evocation; Level: Sor/Wiz 6; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Target: One creature or object; Duration: Until discharged; Saving Throw: Will negates; Spell Resistance: Yes

by the caster, due to range, line of sight, etc, the spell has no effect and the conditional spell is lost.

Uses Per Day:

CONSECRATE CORPSE

Necromancy [Good]; Level: Clr 2; Components: V, S, M, DF; Casting Time: I standard action; Range: Touch; Target: Corpse touched; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

This spell blesses a corpse in the name of the cleric's deity, making it immune to being turned into an undead through animation magic. Consecrate corpse counters and dispels Desecrate Corpse. At the GM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (11 + spell's caster level).

Material Components: A vial of holy water that must be sprinkled over the corpse.

Uses Per Day:____

Uses:

CONSUME MAN

Necromancy [Death]; Level: Sor/Wiz 9; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./two levels); Target: One humanoid; Duration: Instantaneous; Saving Throw: Fortitude partial; Spell Resistance: Yes

Calling upon ancient pacts and forgotten powers, the caster annihilates a humanoid target, causing the target to cease to exist. Only a wish or miracle spell, followed by a true resurrection, can restore the target to life again. Targets who make their saving throws suffer 10d6 points of damage.

Uses Per Day:____

CORPSE FLESH

Necromancy [Evil]; Level: Clr 2, Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 minute/level (D); Saving Throw: Will negates; Spell Resistance: Yes

This spell transforms the targeted creature's skin into dead flesh, the skin withering and dying within a split second. It inflicts 2d4 points of Charisma damage. Once the spell ends the target's flesh reverts to live flesh but remains scarred, the scars slowly healing as the Charisma damage is healed.

Uses Per Day:____

CORPSE STORM

Necromancy [Evil]; Level: Clr 8, Sor/Wiz 7; Components: V, S, DF/M; Casting Time: 1 standard action; Range: Long (400 ft. + 40 ft./level); Target: 100 ft. radius spread; Duration: 1 minute/ level (D); Saving Throw: None; Spell Resistance: No

The affected area is bombarded by a rain of corpses – four corpses per level of the caster – that spin and swirl in the air, carried by a black cloud of negative energy. Characters and creatures within the affected area are panicked for as long as the spell persists and suffer 3d6 points of bludgeoning damage each round as they are knocked around by the mass of bodies. All panicked characters and creatures in the affected area are treated as cornered (*by the flying bodies*) and may only use the total defense action until the spell ends.

When the spell expires the corpses drop to the ground, breaking into bloody, broken bits. The entire affected area – and all adjacent squares – is treated as difficult terrain, as anyone entering the area must move through the scattered body parts.

Material Components: The head of a good aligned cleric.

Gold Cost: 2,500 GP spent preparing the head.

Uses Per Day:_____

Uses:

CROSS OF LIGHTNING

Evocation [*Electricity*]; Level: Sor/Wiz 5; Components: V, S,M; Casting Time: Standard action; Range: Medium (100 fi. + 10 fi./ level); Area: Four bolts, 5 ft. wide to Medium range (100 fi. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level; Duration: Instantaneous; Saving Throw: Reflex half, Spell Resistance: Yes

This spell operates as a Lightning Bolt, except that four lightning bolts leap from you at the same time, in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 ft. or 5 ft. wide (*as Lightning Bolt*), but they all must be the same width. Each bolt inflicts 1d6 points of damage per level of the caster (*maximum 15d6 per bolt*).

Material Components: Four bits of fur and an amber, crystal, or glass rod

Uses Per Day:____

Uses:

CRUCIFY FOE

Necromancy [Evil]; Level: Clr 6; Components: V, S, DF/M; Casting Time: 1 standard action; Range: Close (25 fr. + 5 fr./2 levels); Target: One creature; Duration: 1 round/level (D); Saving Throw: Reflex negates; Spell Resistance: Yes

The ground erupts beneath the feet of the chosen target as a mass of bony arms shoot up from the earth, grasping at them. If the target fails a Reflex save the bones grab him, lift him into the air and grip him tight as the skeletal monstrosity instantly takes the shape of a crucifix. The crucifix holds the target helpless; draining the life from his body by inflicting 1d2 points of Constitution drain each round. At the spell's expiration the target drops to the ground, prone and exhausted.

Material Component: A rusted nail extracted from a crucifix.

Uses Per Day:____

CRUCIFY FOE, MASS

Necromancy [Evil]

Level: Clr 9

Target: One creature/level, no two of which can be more than 30 ft. apart This spell functions like Crucify Foe, except that it affects multiple creatures.

Uses Per Day:____

CURSE OF WARTS

Necromancy; Level: Brd 1; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: Living creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

The subject's body immediately becomes covered in warts from head to toe. The warts cause no physical harm in any way and are purely cosmetic. They are removed instantly if the subject either receives a Remove Disease or Remove Curse spell, otherwise they must be cut off one at a time or physically removed in some other fashion. Once removed, the warts do not return. The exact effects, such as penalties for Charisma-based checks, which are suffered by the subject are up to the GM.

Material Components: A piece of dead skin.

Uses Per Day:____

Uses:

DARK BAUBLES

Evocation [Darkness]; Level: Sor/Wiz 0; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Object touched; Duration: 10 min./level; Saving Throw: None; Spell Resistance: No

This spell causes an object to throw deep shadows in a 20 ft. radius. The shadow is equivalent to that seen in a moonless night, and grants a +2 circumstance bonus to all Hide checks. The effect is immobile, but can be cast on a movable object. Shadow taken into an area of magical light will not function. A Dark Baubles spell is sufficient to counter and dispel the effects of a light spell, or another spell with the light descriptor, of equal level.

Material Components: A small, black spider.

Uses Per Day:_____
DEATH'S LINGERING SHADOW

Necromancy [Evil]; Level: Clr 6, Sor/Wiz 5; Components: V, S; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft.) level); Target: One creature; Duration: 1 hour/level (D); Saving Throw: Will partial, see text; Spell Resistance: Yes

This spell binds a cloud of dark, negative energy to the targeted creature. The cloud follows them for as long as the spell persists. For the spell's duration the target brings pain and suffering wherever they go.

All characters and creatures within a number of feet of the target equal to 5 times the caster's level suffer 1 point of Constitution damage each minute that they remain within the target's proximity. Additionally, any hit point damage dealt to characters or creatures within the affected area, including the target of the spell, is doubled for the spell's duration.

Once the spell ends the subject is fatigued and suffers a number of points of Constitution drain equal to one-half the caster's level. If the spell's subject makes a successful Will save when the spell is first cast the duration is reduced by half.

This spell may only be canceled by break enchantment or remove curse.

Uses Per Day:_____ Us

DECOMPOSE

Necromancy; Level: Drd 2, Rgr 2; Components: V, S, M, XP; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: Fortitude partial; Spell Resistance: Yes

Non-animated corpses that are touched by the caster are instantly turned into a fine, powdery dust. The corpse can then no longer be magically animated or otherwise become undead. Thus, such spells as Animate Dead, Control Undead, Create Greater Undead, and Raise Dead have no effect upon a corpse affected by Decompose. Decompose does not interfere with resurrection.

A non-animated corpse gets no saving throw. The spell has no effect on living matter. If the spell is cast upon a skeleton, zombie, ghoul, or any other corpse that has been raised as undead, the target must make a Fortitude save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 144+1/level (maximum +10) points of damage. If the spell inflicts enough damage to destroy the undead corpse, the corpse turns into the same fine dust and can no longer be animated or raised again as detailed above. If the spell has no further effect.

Material Component: A fine powder made of dried seeds.

Gold Cost: 250 GP for gem dust to mix with the seeds.

Uses Per Day:____

DEEPEN WOUNDS

Necromancy; Level: Clr 1, Drd 1; Components: V, S, M; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft. / 2 levels); Area: One living creature; Duration: 1 round / level; Saving Throw: Fortitude negates; Spell Resistance: Yes

The spell unleashes a minor wave of negative energy that does not damage its target, but instead makes him more susceptible to damage. If the target of this spell fails his save, they suffer an additional two points of damage from physical attacks and attacks that duplicate physical attacks (*such as a Spiritual Weapon spell*).

Material Components: A blood soaked bandage once used to cover a wound.

Uses Per Day:____

DESECRATE CORPSE

Necromancy [Evil]; Level: Clr 2; Components: V, S, M, DF; Casting Time: I standard action; Range: Touch; Target: Corpse touched; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

This spell curses a corpse in the name of the cleric's deity, making it easier to turn into an undead. A corpse that has been desecrated counts as 1/2 of its normal HD for purposes of undead animation and control limits when using the spells Animate Dead, Create Undead, and Create Greater Undead. In addition, a desecrated corpse reduces the cost (*in onyx gems*) of animating the corpse by 1/2.

Descerate Corpse counters and dispels Consecrate Corpse. At the GM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (11 + spell's caster level).

Material Components: A vial of unholy water that must be sprinkled over the corpse.

Uses Per Day:____

DETECT CURSE

Divination; Level: Sor/Wiz 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Quarter circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

When you cast this spell, you can determine whether a creature, object, or area within a quarter circle emanating out from you in whatever direction you face is affected by a curse. The amount of information revealed depends on how long you study a particular area of subject:

1st Round: Presence or absence of curses.

2nd Round: Number of curses in effect and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The exact effect of each curse in effect in the area.

Each round you can turn to detect curses in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt blocks it.

Uses Per Day:____

DETECT DREAMS

Divination; Level: Brd 3 Sor/Wiz 3; Components: V, 5, M, F/ DF; Casting Time: 1 action; Range: 60 ft.; Target: Quarter circle emanating from you to the extreme of the range.; Duration: Concentration, up to 1 minute/level (*D*); Saving Throw: None; Spell Resistance: No

This spell grants the caster the ability to see the dreams of sleeping beings. It can also reveal the presence of certain creatures from the Dreamlands. Creatures that are revealed by this spell include dream snakes, dream wraiths, dream wracks, dream folk, and night hags. The amount of information revealed depends on how long the caster studies a particular area or subject:

1st Round: Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an intelligence of 1 or higher. The presence of dream creatures in an area (*but not their number or type*) is also detected.

2nd Round: Number of dreaming beings, and the emotional intensity of the dreams. The number and relative power of dream creatures in the area is also discernable.

3rd Round: If the caster focuses on a single individual, they can see the subjects dreams in his mind. The caster can also determine the exact type(*s*) of dream creatures in the area of effect.

1 Minute or more: For each full minute that the caster focuses on a single dreaming individual, they can make a Knowledge (dreams) check at DC 15 to determine one of the following: a) one great desire of the individual; b) one significant event in past month of the individual's life (for example, the subject killed 3 orcs two days ago); c) one significant life event (the subject's mother did when they were six).

DETECT DREAMS

Divination; Level: Brd 3 Sor/Wiz 3; Components: V, 5, M, F/ DF; Casting Time: 1 action; Range: 60 ft.; Target: Quarter circle emanating from you to the extreme of the range.; Duration: Concentration, up to 1 minute/level (*D*); Saving Throw: None; Spell Resistance: No

Focus: A masterwork quality dream catcher (cost 150 gp). In addition, a divine spell caster requires their deity's holy symbol.

Uses Per Day:____

DETECT SHAPECHANGERS

Divination; Level: Clr 1, Rgr 1, Sor/Wiz 1; Components: V, S, M/DF; Casting Time: 1 action; Range: 60 ft.; Area: Quarter circle emanating from you to the extreme of the range; Duration: Concentration, up to 10 minutes/level (*D*); Saving Throw: None; Spell Resistance: No

The caster can sense the presence of creatures with the shapechanger type regardless of their current form. This spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other abilities to assume a form other than their natural form. The amount of information gained depends on how long the caster studies a particular area or subject.

1st round: Presence or absence of shapechangers or form-altered creatures.

2nd round: Number of shapechangers and number of form-altered creatures in the area, and the exact location and power level (*see chart below*) of the strongest (*highest CR*) of the total creatures.

3rd round: The location and power level for each shapechanger and form-altered creature in the spell's area. If a creature is outside the caster's line of sight but within the spell's area, then the direction but not exact distance is determined.

Creature CR	Power Level
0-3	Dim
4-6	Faint
7-9	Moderate
10-12	Strong
13+	Overwhelming

DETECT SHAPECHANGERS

Divination; Level: Clr 1, Rgr 1, Sor/Wiz 1; Components: V, S, M/DF; Casting Time: 1 action; Range: 60 ft.; Area: Quarter circle emanating from you to the extreme of the range; Duration: Concentration, up to 10 minutes/level (*D*); Saving Throw: None; Spell Resistance: No

Each round, you can turn to detect creatures in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, and 3 ft. of wood or dirt blocks it.

Material Components: A sprig of wolfsbane.

Uses Per Day:___

DE-VEIN

Necromancy [Death]; Level: Clr 6, Death 6; Components: V, S, DF; Casting Time: 1 standard action; Range: Short (25 ft. + 5 ft./level); Target: One living creature; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

Calling upon the powers of unlife to aid you, you draw out the creature's veins with one swift motion – literally pulling them out through the skin to land at your feet as the victim dies in unspeakable agony. Even if the creature succeeds at its Fortitude save it still takes 3d8 points of damage +1 per caster level.

Uses Per Day:____

DIABOLIC CRY

Evocation [Archaic, Sonic]; Level: Sor/Wiz 3, Brd 2; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft, + 5 ft, 22 evels); Area: 10 ft/level radius spread; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes: This spell allows you to target a single point near you from which an infernal, terrifying scream emanates. All within the area of effect are stunned for 2d6 turns and suffer 1d6 points of sonic damage per level of the caster (maximum 12d6).

Special: The feat silent spell may not be used with diabolic cry.

Uses Per Day:_

DISINTEGRATION FIELD

Transmutation; Level: Sor/Wiz 8; Components: V, S; Casting Time: Full round; Range: Close (25 ft. + 5 ft./two levels); Area: One 10-ft. cube/five levels; Duration: 1 round/level; Saving Throw: Fortitude partial; Spell Resistance: Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated unless they make successful Fortitude saves (unattended nonmagical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them). Those that make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, like a fired arrow, is disintegrated. Like the spell Disintegrate, this spell even affects magical matter or energy, such as Forceful Hand or a Wall of Force, but not a Globe of Invulnerability or an Antimagic Field.

Uses Per Day:____

DUPLICATE

Necromancy; Level: Sor/Wiz 9; Components: V, S,M; Casting Time: Full round; Range: Personal; Target: You; Duration: 1 round/level

You create a temporary duplicate of yourself and your gear. This is not a clone—you control the duplicate as surely as you control yourself, for you and it are a single person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th level sorcerer, so is the duplicate. You can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic gate to explore what lies beyond, while the 'real you' stays safe on this side.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit joints and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (neither beneficial ones, such as Cat's Grace nor harmful ones, such as Slow or Doom), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can cast them) but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, if you are a wizard and have one Lightning Bolt spell prepared, when the duplicate casts the spell, it is no

DUPLICATE

Necromancy; Level: Sor/Wiz 9; Components: V, S,M; Casting Time: Full round; Range: Personal; Target: You; Duration: 1 round/level

longer available to you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the 'real gear' and your gear disappears. You suffer an immediate, permanent negative level as you transition your soul into the new form. The duplicate is now you (*and can cast duplicate again*).

You cannot have more than one duplicate at a time (*and a duplicate cannot have a duplicate*). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Material Components: Two perfectly matched diamonds, each worth at least 1,000 gp

Uses Per Day:_____

DYING BREATH

Necromancy; Level: Sor/Wiz 2; Components: V, S; Casting Time: 1 action; Range: Close (25 fi. + 5 fi./2 levels); Effect: Ray; Duration: 1 round/level; Saving Throw: Fortitude partial; Spell Resistance: Yes

Upon casting this spell, the caster exhales toward a target, sweeping it with a gust of foul smelling wind and draining the strength from its limbs. This is considered a ray attack and requires a ranged touch attack to strike. A target that fails its Fortitude save is considered Exhausted for the spell's duration. A target that saves successfully instead suffers the effects of Fatigue. Unlike normal Exhaustion or Fatigue, once the spell's duration expires, the subject is restored to full vigor. This effect does not stack with any other sources of Fatigue or Exhaustion.

Uses Per Day:____

ELECTRICAL DELUGE

Evocation [Electricity]; Level: Sor/Wiz 6; Components: V, S,M; Casting Time: Standard action; Range: 100 ft.; Target: A spread centered on you, 5 ft. high and 200 ft. across; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

This spell works as a Lightning Bolt, except that lightning arcs from you in all directions in a single plane out to 100 H, 5 ft, high. The effect inflicts 1d6 points of electricity damage per level of the caster (*maximum 15d6*) to all within the area except you.

Material Components: A bit of lodestone and a square plate of iron

Uses Per Day:_____

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ELEMENTAL SHROUD

Necromancy [Varies]; Level: Sor/Wiz 5; Components: V, S; Casting Time: Standard action; Range: Medium (100 ft. + 10 ft./ level); Target: Up to one animate dead creature/level; Duration: Permanent; Saving Throw: None; Spell Resistance: No

You cover undead creatures that you have animated with a shroud of energy. This energy can be of whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and glistening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor, it inflicts an additional 1d6 points of appropriate elemental damage when it strikes a foe and it also inflicts 1d6 points of damage when it is touched or when it is struck by natural weapons. An undead creature may have only one elemental shroud cast upon it at a time.

Uses Per Day:____

ENERGY LASH

Evocation [Force]; Level: Sor/Wiz 2; Components: V, S,M; Casting Time: Standard action; Range: Personal; Effect: 10-ft.long whip; Duration: One minute/level (*D*); Saving Throw: None; Spell Resistance: No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it, even if you lack the necessary proficiency. The weapon has a 10-ft. reach and inflicts 1d6 points of force energy damage + 1 point for every two levels (maximum +10). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Components: A 3-inch strip of leather

Uses Per Day:_____

EXAMINE COFFIN

Divination; Level: Clr 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 action; Range: Touch; Targets: Coffin, sarcophagus or burial niche touched; Duration: One round/level; Saving Throw: None; Spell Resistance: No

Examine coffin allows the caster to touch any sealed burial receptacle and see its contents. The spell magically illuminates the coffin's interior, although it does not enable the caster to see through magical darkness or to view the inside of a casket protected by magical means or lead sheeting. Upon touching the coffin, the caster receives a cursory view of the coffin's interior that reveals no hidden objects or precise details, only the general and obvious contents. On the subsequent round, the caster may attempt a Perception check to locate any objects not in plain view, or gather additional details, but they still cannot see objects concealed by an intervening barrier, such as the body itself or a false bottom. Viewing the coffin's interior in the former manner only requires a standard action, while conducting a more thorough examination necessitates a full round action. The caster may touch and examine multiple coffins until the spell expires.

Material Components: A small glass lens.

Uses Per Day:____

EXHALATION OF KHALIS

Necromancy; Level: Drd 6, Sor/Wiz 6; Components: V,S,M; Casting Time: 5 minutes; Range: Close (25 ft + 5 ft/2 levels); Target: Cone; Duration: 1 round/level (Discharge); Saving Throw: Fortitude negates;

Spell Resistance: Yes

The caster exhales a cone shaped cloud of deadly spores. Those in the cloud's area of effect must make an immediate Fortitude save or permanently lose 1d3 points of Intelligence as the spores spread through their brains and nervous systems. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to lose Intelligence. The cloud is only infectious on the round that it is discharged.

Material Components: A piece of flesh from a plague victim.

Uses Per Day:____

EXPLOSION OF GORE

Necromancy; Level: Clr 1; Components: V, S, DF; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Effect: One Small or Medium corpse/level in a 20-ft.-radius spread; see text; Duration: Instantaneous; Saving Throw: Reflex negates (*blindness only*); see text; Magic Resistance: No

Summoning negative energy into a dead body, you cause a corpse of Small or Medium size to explode in a shower of gore and bone. Each exploding corpse causes 1d4 points of damage, without a save, to every creature within a 5-ft. radius and covers the creature with gore, blinding it unless it succeeds at a Reflex saving throw.

A blinded creature cannot see, takes a –2 penalty to Armor Class, loses Dexterity bonus to AC (*if any*), moves at half speed, takes a –4 penalty on Search checks and on most Strength and Dexterity based skill checks, and has all checks and activities that rely on vision automatically fail; opponents have total concealment (50% miss chance) against a blinded creature.

A blinded creature can take a full-round action to wipe the gore from its face and clear its vision or a move equivalent action to restore most of its vision (*-I penalty on attack rolls, Search checks, and Spot checks*).

Note that this spell only works on true corpses, not undead such as zombies or skeletons, which are already under the influence of negative energy.

Uses Per Day:____

EYEBURST

Evocation; Level: Sor/Wiz 7; **Components:** V, J; **Casting Time:** 1 action; **Range:** Close (25 Ft, + 5 Ft,/2 levels); **Target:** You; **Duration:** Permanent; **Saving Throw:** Fortitude partial (see text); **Spell Resistance:** No

A spark of blinding light leaps from the caster's hand and explodes in the target's face, searing their face and causing the viscous fluid in its eyes to boil and possibly rupture. The victim of Eyeburst must make a successful Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves this damage and avoids the blindness effect. Eyes destroyed in this fashion can be restored by a Regeneration or Wish spell.

Uses Per Day:____

FARFINGER

Necromancy; Level: Sor/Wiz 3; Components: V, S; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: 1 animated skeleton per caster level; Duration: Permanent; Saving Throw: None; Spell Resistance: No

A skeleton enhanced by Farfinger gains the ability to use its fingers as missiles. Each finger can only be used once. If the skeleton uses more than 3 fingers, it loses one of its claw attacks; if it uses more than 7, it has lost both claw attacks. A finger can be thrown at any opponent within range and hits as a ranged touch attack. If a finger hits, it inflicts 1d6 points of piercing damage. Small skeletons do only 1d3 points of damage. Huge or Large skeletons do 1d8 points of piercing damage and Colossal or Gargantuan skeletons does 2d6 points of piercing damage. Skeletons of less than Small size cannot be affected by this spell.

Uses Per Day:___

FEED DARKLING

Necromancy; Level: Sor/Wiz 4; Components: V, S; Range: Touch; Target: Living creature touched; Duration: Instantaneous/I hour (see text); Saving Throw: None; Spell Resistance: Yes

This spell enables you to increase the hit points of a summoned outsider by draining hit points from the subject of the spell. You must succeed at a melee touch attack and, if successful, the subject takes 1d6 points of damage per two caster levels (*maximum 10d6*). The outsider you have chosen as the recipient gains temporary hit points equal to the damage you inflict. Note, the outsider cannot gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Uses Per Day:____

FEIGN DEATH

Necromancy; Level: Clr 3, Drd 3, Sor/Wiz 3; Components: V, S, DF/M; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 10 min./level (D); Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Feign death allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell and taste but cannot feel or see. The subject need not eat, breathe or drink while affected by this spell.

Any damage suffered while in this state is halved. Additionally, the subject is immune to paralyzing and mind-affecting effects, energy drain, and poison (so long as initial and secondary damage both occur while the subject is affected by feign death; if secondary damage occurs after the spell has ended, the subject is affected by the poison normally).

Material Components: The finger of a corpse.

Uses Per Day:_____

FEIGN DEATH, MASS

Necromancy; Level: Clr 6, Drd 7, Sor/Wiz 6; Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per level, no two of which can be more than 30 ft. apart This spell functions like feign death, except that if affects multiple creatures.

Uses Per Day:_____

FLAMING CORROSION

Evocation [Fire, Acid]; Level: Sor/Wiz 4; Components: V, S; Casting Time: Standard action; Range: Close (25 f. + 5 f./.two levels); Area: Cone; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

You blast, from your hand, a cone of burning acid that inflicts 1d6 points of acid damage per level (*maximum 10d6*). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

Uses Per Day:___

FLESH TO ICE

Transmutation; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

The target, along with all its carried gear, turns into a mindless ice statue. If this ice statue is broken, melted or damaged, the target – if ever returned to its original state – has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as Deathwatch. Only creatures with flesh are affected by this spell.

Material Components: A small crystal prism.

Uses Per Day:____

FORCE CORPOREALITY

Transmutation; Level: Clr 5; Components: V, S, F; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: One spirit creature; Duration: 1 round/level; Saving Throw: None; Spell Resistance: Yes

When this spell is cast, a ray of green light shoots from your fingertips. If you make a successful ranged touch attack against a spirit creature it becomes corporeal, unable to assume incorporeal form for the duration of the spell. The creature can move and attack, but loses all bonuses associated with incorporeality. A corporeal spirit cannot use any supernatural or spell-like ability, nor any spell to alter its substance (*such as ethereal jaunt*). Once the duration expires, the spirit automatically assumes incorporeal form again.

Uses Per Day:_____

FUSE SKELETAL REMAINS

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: 2 minutes/level (D); Saving Throw: Will negates; Spell Resistance: Yes

You summon skeletal remains from beneath the ground, hundreds of bones shooting forth from the soil and flying toward your chosen target where they pierce his body, fusing directly to his skeleton. Instantaneously the spell's target is transformed, encased in a shell of skeletal fragments that increase his size category by one step, provide him with a thick, bony shell of armor that grants the target DR at one-half caster level (*round down*)—, and provides them with a +2 size bonus to Strength. Once the spell expires the subject is fatigued and suffers 1 point of damage for each minute that the subject was under the effect of the spell. For the duration of this spell the target's type changes to undead.

Uses Per Day:____

GAPING WOUND

Necromancy; Level: Sor/Wiz 3; Components: V, M; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature; Duration: 3 rounds/level; Saving Throw: Will half; Spell Resistance: Yes

This powerful necromantic spell overwhelms a wounded character or creature, tearing existing wounds open. With this spell even the smallest of wounds can bring a subject to near-death or, sometimes, all the way to the grave.

A ranged touch attack must be made against the target. If successful, for the duration of the spell, each time the target suffers damage from any source they suffer 2 additional points of damage each round until the spell ends. This effect does not apply to subdual damage. This spell has no effect on creatures that are immune to critical hits.

When first affected by this spell the target may make a Will save that, if successful, reduces the additional damage to one point per round.

Material Component: A handful of stitches removed from an unwilling victim's wound.

Uses Per Day:____

GATHER CORPSES

Necromancy; Level: Clr 1, Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft. level); Target: One corpse/level; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: No

This spell calls out to the dead, causing one corpse per caster level that is within range to levitate into the air on a cloud of negative energy. These corpses move toward your position at the rate of 5 ft/round, each one dropping into a square adjacent to you as soon as they reach you.

As long as a corpse does not enter a square adjacent to your position it will continue to follow you, moving in as direct a path as possible. The instant a corpse enters a square adjacent to your position – or the spell ends – the corpse drops to the ground and remains there, still dead.

Uses Per Day:

GHOSTHUNTER

Transmutation; Level: Clr 3, Sor/Wiz 3; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Weapon touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

Ghosthunter empowers the weapon touched with several abilities augmenting its combat prowess particularly against incorporeal forms of undead. The spell imbues the weapon with the following properties.

Caster Level Ability

5th - 10th	+1 enhancement bonus per every five levels. When-
	ever you melee an incorporeal opponent, you can
	reroll the miss chance percentile roll to determine if
	your attack actually hit.
11th - 15th	Ghost touch weapon
16th - 20th	Undead bane weapon

All of the aforementioned effects are cumulative; therefore, a weapon touched by a 16th level caster is a +3 ghost touch undead bane weapon.

Uses Per Day:____

GHOSTLY OVERRUN

Necromancy; Level: Clr 3, Sor/Wiz 2; Components: V, S; Casting Time: 1 standard action; Range: 30 ft.; Area: Coneshaped burst; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

A cone of black, negative energy flies forth from your hands, instantly transforming into a dark cloud of incorporeal warriors that charge all characters and creatures within the affected area. These ghostly warriors attempt unavoidable overrun attacks on all affected characters and creatures, each attempt made as if the caster were physically there, making the overrun attempt himself with the benefit of the Improved Overrun feat.

If the ghostly warriors are successful in their overrun attempt, knocking an opponent prone, they fade into nothingness just a few feet beyond their target's prone form. For each overrun attempt that fails, the ghostly warriors rebound back and slam into the caster, dealing 1d6 points of non-lethal damage as the caster's body absorbs the ghostly energy.

Uses Per Day:____

HARVEST FLESH, MASS

Necromancy [Evil]: Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature/level, no two of which can be more than 10 ft. apart; Duration: Instantaneous; Saving Throw: Will negates; Spell Resistance: Yes

This evil, terrifying spell tears the flesh from multiple creatures, exposing the meat and bone beneath the creature's skin. The target must succeed a Will check or suffer 1d6 points of damage +1 point per caster level. This damage takes twice as long to heal as normal, unless magical healing is used.

Material Components: A pound of flesh from a slain, intelligent humanoid.

Uses Per Day:_____

HEALING INTERDICTION

Necromancy; Level: Drd 6, Sor/Wiz 8; Components: V, S, OF; Casting Time: 1 full round; Range: Medium (100 Ft. + 10 ft / level); Target: One creature; Duration: 1 day/level; Saving Throw: Will negates; Spell Resistance: Yes

Healing interdiction is a powerful curse that prevents all forms of healing, magical or otherwise, from taking effect. If the target fails its Will save, the spell prevents the recovery of hit points and ability damage by any means. All cure spells and spells with the healing descriptor automatically fail when directed at the target and the target cannot recover damage through natural healing, use of the Heal skill, or use of the Fast Healing or Regeneration abilities.

Uses Per Day:___
ICE TO FLESH

Transmutation; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./ level); Target: One ice statue; Duration: Instantaneous; Saving Throw: see text; Spell Resistance: Yes

This spell restores a creature that was turned to ice to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any creature that was changed to ice, regardless of size, may be restored.

Uses Per Day:____

ICEBOLT

Evocation [Cold]; Level: Drd 2, Sor/Wiz 2; Components: V, S; Casting Time: One action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

Uses Per Day:____

INFLICT CRAMPS

Necromancy; Level: Clr 1, Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Living creature touched; Duration: 1 minute/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

When you touch a creature, you cause it to suffer from severe stomach cramps. A target who fails his Fortitude save suffers a -15 ft. penalty to speed, and a -1 penalty to attack rolls, weapon damage rolls, saving throws, skill checks and ability checks. Creatures that are immune to critical hits or magical diseases are immune to this spell.

Uses Per Day:____

IDENTIFY SCRIER

Divination; Level: Sor/Wiz 1; Components: V, S,M; Casting Time: Standard action; Range: See text; Target: Magical sensor; Duration: One minute/level; Saving Throw: None; Spell Resistance: No (*Variant: Yes*)

If you become aware that you are being scried, either through a Will save or a Detect Scrying spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier's location or anything else about this individual. Normal proof against divination magic (*such as non-detection*) protects the scrier.

Material Components: A small mirror

Uses Per Day:____

INDUCE VULNERABILITY

Transmutation; Level: Sor/Wiz 3; Components: V, S, M; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./two levels); Target: One creature/5 levels; Duration: One minute/level (D); Saving Throw: Fortitude negates; Spell Resistance: Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (acid, cold, electricity, fire, or sonic). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (but the creature suffers normal damage during that time, not double). Creatures completely immune to an energy type (inherently, not from a spell) cannot be made vulnerable to it.

Material Components: A small piece of leather that has been exposed to the energy type in question

Uses Per Day:____

KNOTTING THE CORD

Necromancy [Death]; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 10 minutes; Range: 1 mile/level; Target: One living creature; Duration: See text; Saving Throw: Fortitude negates (see text); Spell Resistance: Yes

This is a death spell that slowly strangles the target. The target must be within range when the spell is cast, but the distance between the target and the spellcaster does not matter after the spell has been cast.

The caster ties several tight knots on a rope in hatred, and then hides the knotted rope, typically by burying it in the earth. The knotted rope may not be moved after it has been hidden; doing so breaks the spell.

The target suffers 1 point of permanent Constitution drain per day until they are dead with a new saving throw each day. With a successful Fortitude saving throw, no drain is suffered that day, but the spell can only be broken by finding the rope and untying the knots. Multiple restoration spells can extend the victim's life.

Once per day, the target can attempt a Sense Motive check (DC equal to the spell's DC). With a successful check, the target senses, in general terms, the location where the knotted rope is hidden.

Knotting the cord is useless against a creature protected by a curse ward spell.

Material Components: A rope woven from the tresses of dead women. A small body part, lock of hair, bit of nail, or similar taken from the target must be woven into the rope. This material component is consumed in the casting of the spell, as normal.

Uses Per Day:

LIFELEECH

Necromancy; Level: Clr 6, Sor/Wiz 5; Components: V, S, XP; Casting Time: 10 minutes; Range: Touch; Target: Creature touched; Duration: Instantaneous; Saving Throw: No; Spell Resistance: No

This spell is frequently used by evil magicians and death priests to achieve a limited form of immortality. Casting the spell requires the sacrifice of a sentient creature of the same type as the spellcaster (*EG: Humanoid*). The creature to be sacrificed must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster gains an automatic coup de grace attack upon the victim. If the victim dies as a result of this attack, his life force is transferred to the caster (or another target within touch range of the caster). The target gains immunity to aging effects for 1 month per Hit Dice or level of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a Resurrection, True Resurrection, Wish, or Miracle spell. Raise Dead has no effect on a creature slain by the Lifeleech spell.

Gold Cost: 50 GP per Hit Dice of the victim.

Uses Per Day:_____

LUST FOR UNDEATH

Necromancy; Level: Clr 4; Components: S, DF; Casting Time: 1 full-round action; Range: Close (25 ft. +5 ft./level); Area: 10-ft.burst +5 ft./level centered on the caster; Duration: 1 hour/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless)

By virtue of this spell, the targeted undead gains +2 turn resistance or has its existing turn resistance increased by +2. When cast at 11th level, the bonus increases to +3. When cast at 15th level, it increases to +4, and at 19th level, it increases to +5. You can affect a maximum of 2 HD of undead per caster level.

Uses Per Day:____

MAGGOT INFESTATION

Necromancy [Death]; Level: Clr 6; Components: V, S, DF; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Instantaneous; Saving Throw: Fortitude partial; Spell Resistance: Yes

One living creature of your choice within range dies instantly as thousands of maggots burst simultaneously from its flesh, ripping it apart and causing it to collapse in a bloody heap. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the maggots instead burst out of the creature's mouth, causing 2d4 points of temporary Constitution damage. Obviously, the subject might die even if it succeeds on its saving throw.

Uses Per Day:___

MAGGOT RAIN

Conjuration (Summoning); Level: Sor/Wiz 4; Components: V, S, M; Casting Time: 1 full round; Range: Medium (100 ft. + 10 ft./level); Effect: Swarm of maggots in one 20-ft. cube/2 levels; Duration: Concentration + 2 rounds; Saving Throw: None, or Fortitude negates (see below); Spell Resistance: No

A rain of vile maggots pours down on the effect's area and then pools on the floor, viciously attacking all other living creatures there. A creature in the rain who takes no actions other than shielding hinself from the maggots takes 1 point of damage on their turn. A creature in the rain who takes any other action, including leaving the swarm, takes 1 point of damage per caster level. Spellcasting or maintaining spells within the swarm is impossible.

Damage reduction, being incorporeal, and other special abilities makes the creature immune to damage from the swarm.

Creatures within the rain who suffer – or have suffererd – slashing or piercing wounds from may also find their wounds infested by the maggots. The creature must make a Fortitude save (*DC 10+1 per point of damage suffered in the wound in question, or half total current damage if this cannot be remembered*) to prevent maggots from burrowing into the exposed flesh.

These ravenous maggots cause 1 point per two caster levels of bite damage per infected wound every hour. Cleansing the body of maggots requires a Heal roll (DC 12 +1 per hour of infestation), or a cure light wounds spell per infected wound.

Material Components: A single maggot and a drop of water.

Uses Per Day:

MALAISE

Necromancy; Level: Sor/WIz 3; Components: V, S, M; Casting Time: 1 action; Range: Medium (100 ft. + 10 ft./level); Target: 20-ft. radius spread; Duration: Instantaneous; Saving Throw: Fortitude half; Spell Resistance: Yes

A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect that robs all within the area of 1 point of temporary Strength damage for every two levels of the caster (to a maximum of -10). Any who resist successfully suffer only half of the ability damage. In either case, the lost Strength points return at an accelerated rate of one point/hour.

Material Components: Ash from the body of a sentient creature consumed by fire.

Uses Per Day:_____

MALEVOLENT CLAWS

Necromancy [Evil]; Level: Clr 2; Components: V, S, DF; Casting Time: 1 standard action; Range: Personal; Target: You; Duration: 1 round/level

Your fingers are sheathed in pulsing claws of unholy energy. Being of pure unholy energy, the claws strike as a melee touch attack and deal 2d6 points of damage against creatures of good alignment. The claws do not have an effect on creatures of other alignments. The Malevolent Claws are considered evil-aligned and thus bypass the corresponding damage reduction.

Uses Per Day:____

MARK OF DEATH

Evocation [Death]; Level: Sor/Wiz 8; Components: V, S; Casting Time: Full round; Range: Touch; Target: One creature; Duration: One hour/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain immunity to all death effects. They also possess the ability to launch a pale, gray ary of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw or die. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the Mark of Death.

Uses Per Day:

MARK OF EARTH

Evocation; Level: Drd 2, Sor/Wiz 2; Components: V, S; Casting Time: Full round; Range: Touch; Target: One creature; Duration: 10 minutes/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 ft, +10 ft./level). Using this mass of rock ability is a standard action that immediately dismisses the Mark of Earth.

Uses Per Day:

MARK OF EARTH, GREATER

Evocation; Level: Drd 5, Sor/Wiz 4

As mark of earth, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under mark of earth but the 40-ft. cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw reduces this to half damage.

Uses Per Day:_____

MARK OF FIRE

Evocation [Fire]; Level: Drd 3, Sor/Wiz 2; Components: V, S; Casting Time: Full round; Range: Touch; Target: One creature; Duration: 10 minutes/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range (100 ft. + 10 ft./level). Using this ray of fire ability is a standard action that immediately dismisses the Mark of Fire.

Uses Per Day:

MARK OF FIRE, GREATER

Evocation [Fire]; Level: Drd 5, Sor/Wiz 4

As mark of fire, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability (as under Mark of Fire but the resulting 6d6 fireball explodes with a 20-ft. spread). A successful Reflex saving throw reduces this to half damage.

Uses Per Day:____

MARK OF FROST

Evocation [Cold]; Level: Drd 3, Sor/Wiz 2; Components: V, S; Casting Time: Full round; Range: Touch; Target: One creature; Duration: 10 minutes/level or until discharged; Saving Throw: Will negates (harmless); Spell Resistance: Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (*no proficiency required*) to inflict 148 points of damage + 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the Mark of Frost.

Uses Per Day:

MARK OF FROST, GREATER

Evocation [Cold]; Level: Drd 5, Sor/Wiz 4

As Mark of Frost, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability (as under Mark of Frost but the resulting 6d6 ice ball explodes with a 20-ft. spread). A successful Reflex save reduces this to half damage.

Uses Per Day:____

MASK SCENT

Illusion (Glamer); Level: Rng 1, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: One creature or object weighing no more than 100 lb./level; Duration: 10 min./level (D); Saving Throw: Will negates (harmless, see text); Spell Resistance: Yes (harmless, see text)

This spell will conceal all odors emanating from a creature or object. A creature that uses its sense of smell to track (*such as with the Scent special quality*) cannot track the target of the spell by scent. The spell does not mask scents that the target has previously left in its wake, but it does prevent the creature from leaving any new scents. If the spell is cast upon a creature that uses its musk or stench in offensive or defensive ways (*e.g., ghast, skunk, troglodyte*), the spell negates that ability for the duration of the spell, if the creature fails a Will save.

Material Components: A small red herring.

Uses Per Day:____

MOLTEN BLAST

Conjuration (Summoning) [Earth, Fire]; Level: Drd 5, Sor/ Wiz 5; Components: V, S, DF; Casting Time: Standard action; Range: 80 ft.; Area: 80-ft. line; Duration: Instantaneous, but see below; Saving Throw: Reflex half; Spell Resistance: No

You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle. Lava jets through the gate like a small volcano as the spell is cast to attack your enemies. Though the lava loses some of its fiery heat as it transfers into the Material Plane, it still inflicts 1d6 points of fire damage per caster level, to a maximum of 15d6. In addition, targets who fail their Reflex saves become covered in a thin layer of rocky, stilf residue as the lava cools. These victims suffer a –4 penalty to Dexterity until they spend a full-round action chipping the rock away. Removing the rock requires a creature to drop its guard as it pulls the coating from its body, provoking an attack of opportunity.

Uses Per Day:____

NECROMANCER'S TOUCH

Necromancy; Level: Clr 7, Sor/Wiz 8; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 minute/2 levels; Saving Throw: Will negates (*harmless*); Spell Resistance: Yes (*harmless*)

You bestow upon the creature touched the ability to animate dead, as per the spell of that name, for a number of times equal to your caster level, for the spell's duration. When the spell expires, any skeletons or zombies created by spell recipient immediately fall under your control. The limit of undead that you may control increases by 4 HD per level of the spell recipient. Undead created by the spell recipient crumble to dust 24-hours after their creation, at which point the total number of HD of undead that you may control reverts to normal.

Material Components: The hand of a slain necromancer.

Uses Per Day:_____

NEGATIVE ENERGY CASCADE

Necromancy; Level: Clr 0, Sor/Wiz 0; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

A black cascade of negative energy shoots from your fingertips. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All living creatures receive 1d3 points of damage from the cascade, undead are healed for 1 hit point of damage.

Uses Per Day:_____

NEGATIVE ENERGY SHIELD

Necromancy [Force]; Level: Clr 2, Sor/Wiz 3; Components: V, S, M

This spell functions like Shield, except that the protective disk is created entirely of negative energy and appears as a semi-solid form of black fog. Any characters or creatures that come into contact with the shield suffer 1d6 points of negative energy damage.

Material Components: A skull fragment from an intelligent humanoid.

Uses Per Day:____

NETHERBLADE

Necromancy; Level: Sor/Wiz 2; Components: V, S; Casting Time: 1 action; Range: Personal; Effect: Sword-like beam; Duration: 1 minute/level; Saving Throw: None; Spell Resistance: Yes

Netherblade creates a 3 ft. long sword of swirling energy that springs forth from the caster's hand. The blade strikes as a melee touch attack and imparts negative energy, inflicting 1d8 points of damage +1 point per 2 caster levels (maximum +10) against corporeal and incorporeal undead opponents. The blade is also bone chillingly cold and inflicts half this damage as cold damage against living opponents.

Uses Per Day:____

NETHERBLAST

Necromancy; Level: Sor/Wiz 5; Components: V. S; Casting Time: 1 action; Range: Close (25 fi. + 5 Ft72 levels); Target: Cone; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

Netherblast drains negative energy in a cone-shaped area that extends outward from the spellcaster's hand, inflicting 1d6 points of damage per caster level against all corporeal and incorporeal undead creatures (*maximum 20d6*). This area is also partially drained of heat, inflicting 1d6 points of cold damage per 2 caster levels against living opponents.

Uses Per Day:____

NETHERSHIELD

Necromancy; Level: Sor/Wiz 5; Components: V,S,M; Casting Time: 1 action; Range: Personal; Target: You; Duration: 1 round/level (D); Saving Throw: None; Spell Resistance: No

This spell surrounds the caster in wisps of dark flame, providing him with immunity against energy drain and ability drain attacks. These flames also drain negative energy from the undead, inflicting 1d6 points of damage + 1 point per caster level (*maximum of* +10) upon corporeal and incorporeal undead that attack the caster in melee. Living creatures that attack the caster are similarly drained of heat and suffer half this damage as cold damage.

Material Components: A fingernail from a wight or piece of cloth torn from the robe of a wraith.

Uses Per Day:____

NIGHT BOLT

Evocation; Level: Sor/Wiz 7; Components: V, S; Casting Time: 1 standard action; Range: 100 ft; Area of Effect: 5 ft. wide line; Duration: Instantaneous; Saving Throw: Reflex half, see text; Spell Resistance: Yes

This spell causes a flood of pure, starless night to erupt from the caster's hand. Writhing and crackling like obsidian lightning, it pours over those unfortunate enough to be caught in its path, ripping the flesh from their bones and robbing them of their senses. The night bolt deals 1d6 points of damage per caster level (maximum 15d6), with a Reflex save to reduce the damage by half.

In addition to the damage effect, all within the bolt's path must attempt a Fortitude save or be both blinded and deafened for 2d4 rounds. Those who were successful with their Reflex save gain a +2 circumstance bonus to their save to resist the loss of their senses, as they are able to shield themselves from the worst of the Night Bolt's energy.

A Night Bolt is most effective when cast at night, or in areas of heavy shadow, such as in a narrow alleyway, twisting tunnels or deep underground. When cast in such circumstances, the night bolt imposes a -1 circumstance penalty to all saves. Conversely, when cast during the daylight, or in areas well saturated with light those in its path benefit from a +1 circumstance bonus to their saves to resist its effects.

Material Components: A sliver of obsidian wrapped in black satin.

Uses Per Day:

NOXIOUS STENCH

Conjuration (Creation); Level: Sor/Wiz 4; Components: V, S, F; Casting Time: 1 standard action; Range: Touch; Target: Creature object touched; Duration: 1 hour/level (D); Saving Throw: Fortitude negates; Spell Resistance: No

The recipient is enshrouded in the stink of rotting corpses. The smell radiates outward to a 10 ft. radius and any living creature (except the recipient) within the area of effect must succeed at a Fortitude save or become nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only taking a single move action per turn) for as long as they remain within the area of effect and for one round thereafter.

Those that succeed at their Fortitude saving throw are still sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) as long as they remain within the area of effect and for one round thereafter.

Focus: A piece of rotting flesh.

Uses Per Day:____

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NUMB PAIN

Enchantment (Mind Affecting); Level: Pdn 1; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: one creature; Duration: 1 hour per level; Saving Throw: No; Spell Resistance: Yes

Using his healing powers, the paladin can touch a target creature and ease its physical pain. If the target rests during the spell, they will regain 2 additional hit points every hour until fully healed or until the spell ends. Normal aches and pains will not affect the target and they do not suffer any fatigue-related penalties during the spell's duration. A side affect of this spell is that the target will not be aware of any pain, so if they are struck, they will not feel it until the spell ends or he is reduced to -10 hit points. The target may fight to -10 hit points without any penalties during the spell, although they may still continue to bleed out.

Uses Per Day:___

OOZING ITCH

Necromancy; Level: Brd 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: Living creature touched; Duration: 1 round/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

The subject's skin breaks out in horribly oozing and itchy pustules. The subject can take no other action for the duration of the spell except to scratch the itch, taking a -2 penalty to Armor Class and losing his or her Dexterity bonus (f(any)).

Material components: a pinch of sawdust or a small feather.

Uses Per Day:__

OOZING SORES

Necromancy [Archaic]; Level: Sor/Wiz 3; Components: V, M; Casting Time: 2 rounds; Range: Medium (100 f. + 10 ft./ level); Target: One character or creature; Duration: 1 round/level; Saving Throw: Fortitude negates; Spell Resistance: Yes

A single character or creature targeted by the spellcaster is suddenly overcome with terrible, debilitating pain. If the target fails his Fortitude save, dozens of sores suddenly burst open on his body, each oozing gray, foul-smelling pus. The target immediately suffers 1d4 points of damage and suffers another 2 points of damage at the beginning of each round for as long as the spell lasts. The target is also helpless for the duration of the spell.

Any attacks against the target while this spell is in effect gain a +2 circumstance bonus to damage as the attacks tear deeply into the oozing sores.

Material Components: A scrap of dead skin.

Uses Per Day:_____

OVERCOME FORCE

Abjuration; Level: Sor/Wiz 5; Components: V, S; Casting Time: Standard action; Range: Touch; Target: Creature touched; Duration: 10 minutes/level or until discharged; Saving Throw: None; Spell Resistance: Yes

This spell protects a creature from damage by force effects, such as magic missile, in a manner similar to protection from energy. When the spell absorbs 12 points per caster level of force damage, Overcome Force ends. The spell also provides the creature touched with a special ability. The creature can move through a wall of force once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. Overcome force does not grant the creature the ability to make attacks through a wall of force, only to move through it.

Uses Per Day:____

PAIN SHARDS

Necromancy; Level: Clr 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft. / 2 levels); Area: 20-ft. radius spread; Duration: 1 round / level; Saving Throw: Reflex half, Fortitude partial (see text); Spell Resistance: Yes

This spell enchants a gem with harmful arcane energy, which detonates in a spray of jagged particles when thrown by the caster, inflicting damage in the area of effect and possibly instilling waves of constant pain in their bodies. The particles shoot out in random directions within the area of effect, sometimes embedding themselves deely into the victim's body.

All creatures caught in the spray take 2d6 points of damage, plus 1 additional point of damage per caster level (maximum +10) with a Reflex save for half damage. Creatures that fail their Reflex save must also make a Fortitude save. If the Fortitude save fails, the jagged particles have embedded themselves deep inside the creature's body and begin to resonate waves of physically debilitating pain.

For the duration listed, the victim is wracked with agony that imposes a –1 penalty to Strength and Dexterity for each 5 caster levels. Spellcasters that are affected by the pain must make DC 15 + spell level concentration check to successfully cast a spell until the duration ends.

The debilitating effects of multiple pain shards are not cumulative and the spell has no effect on objects or on creatures that are immune to critical hits.

PAIN SHARDS

Necromancy; Level: Clr 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft. / 2 levels); Area: 20-ft. radius spread; Duration: 1 round / level; Saving Throw: Reflex half, Fortitude partial (*see text*); Spell Resistance: Yes

Material Components: A gem worth no less than 50 gp, and the blood of any poisonous creature.

Uses Per Day:____

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PERSISTENT MISSILES

Evocation [Force]; Level: Sor/Wiz 4; **Components:** V.S,M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./ level); **Target:** One creature per round; **Duration:** Concentration (maximum of 1 action/caster level); **Saving Throw:** None; **Spell Resistance:** Yes

In all regards but one, this spell acts the same as the lower level magic missile spell. Missiles created with this spell, however, do not disappear when they strike their target, but instead return to the caster and orbit her harmlessly until her next action, at which time they may be directed against a target once more.

Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell's full duration, and as long as the caster retains concentration, they may attack any target within range. The missiles can only attack once per round, even if the caster is under the effect of spells such as Haste and Two Minds.

Material Components: A handful of glass marbles, one per missile to be invoked.

Uses Per Day:_____
PIERCE

Evocation [Force]; Level: Sor/Wiz 2; Components: V, S; Casting Time: Standard action; Range: Medium (100 fi. + 10 fi./ level); Target: One creature or object; Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

The Pierce spell allows you to hurl a bolt of force energy that has two effects. You make a single attack roll when casting Pierce, and if you succeed at a ranged touch attack you automatically destroy (dispel) any defensive spell of 2nd level or below with the force descriptor (such as mage armor or shield). It even suppresses Bracers of Armor for 1d4 rounds. If your attack roll also succeeds in hitting the target with a normal ranged attack (discounting any Armor Class bonus from a force effect or bracers of armor) you inflict 1d8 points of damage per two caster levels (maximum 5d8).

Uses Per Day:_____

PLAGUE OF BOILS

Necromancy [Evil]; Level: Clr 2; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Living creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

The subject's body immediately becomes covered in pus-filled inflammations. The subject takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks immediately. Each additional day the plague of boils is active the subject must succeed at a further Fortitude saving throw. Further failures of the saving throw increase the penalty by 2 (*i.e.* to -4 then -6 then -8 etc, as the boils swell and spread). A plague of boils can be removed through a remove disease spell or by a successful Heal check (*remove disease; the DC* is the spell's DC).

Uses Per Day:____

POSITIVE ENERGY CASCADE

Conjuration (*Healing*); Level: Clr 0, Sor/Wiz 0; Components: V, S; Casting Time: 1 standard action; Range: Close (25 f.t. 5 f.t. /2 levels); Duration: Instantaneous; Saving Throw: None; Spell Resistance: Yes

A glowing gold cascade of positive energy shoots from your fingers. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All undead creatures receive 1d3 points of damage from the cascade while living creatures are healed for 1 hit point of damage.

Uses Per Day:____

PROTECTION FROM UNDEAD

Abjuration; Level: Clr 1, Pdn 1, Sor/Wiz 1; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 min./level (D); Saving Throw: Will negates (harmless, see text); Spell Resistance: No

This spell wards a creature from attacks by undead creatures. It creates a magical barrier around the subject at a distance of 1 ft. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures.

Second, the spell prevents bodily contact by undead creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by undead creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. However, each round an undead creature can make a Will saving throw to overcome this protection and touch the warded creature.

Material Components: A little powdered silver and iron with which you trace a 3-ft-diameter circle on the floor (or ground) around the creature to be warded.

Uses Per Day:____

RAIN OF BONE

Conjuration (Creation) [Archaic]; Level: Sor/Wiz 3; Components: V, M; Casting Time: 2 rounds; Range: Medium (100 ft. + 10 ft./level); Area: 20 ft. radius; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

The targeted area is immediately pounded by thousands of bones that rain down from the sky. All characters and creatures within the affected area suffer 1d6 points/level damage, and are shaken for 1d4 rounds. The bones remain behind, covering the affected area in a layer almost a foot deep; all movement within the affected area is cut in half. If a successful Reflex save is made the character or creature takes only half damage.

Material Components: The finger bone of a child.

Uses Per Day:_____

RAIN OF POISON

Evocation [Poison]; Level: Clr 9; Components: V, S, DF; Casting Time: 1 action; Range: Long (400 ft. + 40 ft./level); Effect: 30 ft. radius cloud of poisonous rain; Duration: 1 round/ level; Saving Throw: Reflex negates (see text); Spell Resistance: Yes

This spell creates a cloud of poisonous vapors that pour a rain of poison down on all those below it. The cloud moves through the air at a speed of 30 ft. per round. You can concentrate on controlling the cloud's every movement or specify a simple routine, such as moving straight ahead, in a circle or the like. Directing the cloud's movement or changing its routine is a standard action for you. The cloud always moves during your turn in your initiative order. If the cloud moves beyond the spell's range, it will move in a random direction for 1d6 rounds and then dissipate.

The poison that rains down from the cloud is deadly to all those that come into contact with it. A successful Reflex save against your spell DC allows the creatures under the cloud to jump out of the area of effect for that round. If the save is failed, the creatures in the rain are poisoned. This poison deals 2d6 temporary points of Constitution damage immediately and another 2d6 points of temporary Constitution damage one minute later. This poison damage has no save (*just the initial Reflex save to get out of the way of the cloud*). Spell resistance does keep a creature from being harmed (*roll spell resistance normally*).

Uses Per Day:____

RAIN OF PUTRESCENCE

Conjuration (*Creation*); Level: Brd 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Long (400 ft. + 40 ft./level); Area: Creatures and objects within 20-ft.- radius spread; Duration: 1 round/level; Saving Throw: None; Spell Resistance: No

A heavy rainfall of rotting waste falls in the area of effect, reducing visibility and making things slippery. The rain of waste obscures all sight, including darkvision, beyond 5 ft. A creature 5 ft. away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Any creature attempting to move within or through the area must succeed at an Acrobatics check (DC 5 if moving at one-quarter speed, DC 10 if moving at half speed, DC 15 if moving at full speed, and DC 20 if running or charging).

The material rained forth by this spell remains clinging to the creatures' clothing, hair, etc. until cleaned off or otherwise removed (consider this a strong scent for purposes of Tracking through the use of the scent ability).

Material Component: a small vial of bodily waste.

Uses Per Day:____

RAY OF DEBILITATION

Necromancy; Level: Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: 1 min./level; Saving Throw: None; Spell Resistance: Yes

A gleaming ray springs from your hand. You must succeed on a ranged touch attack to strike the target. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Dexterity score cannot drop below 1.

Uses Per Day:____

RAY OF PARALYSIS

Necromancy; Level: Sor/Wiz 3; Components: V, S, M; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous, see text; Saving Throw: Fortitude negates; Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. If struck the subject is paralyzed for 1d6+4 rounds, provided they fail a Fortitude save.

Material Components: A pinch of earth from a ghoul's lair or a bit of flesh from a ghoul.

Uses Per Day:_____

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RAY OF PARALYSIS, GREATER

Necromancy; Level: Sor/Wiz 6

As ray of paralysis, but the subject is paralyzed for 1d8+6 rounds and also suffers 1d4+1 points of Constitution damage if it fails its saving throw.

Material Components: The hand of a ghoul.

Uses Per Day:____

RAZOR THE VEIN

Transmutation; Level: Sor/Wiz 2; Components: V, M; Casting Time: 1 standard action; Range: Personal; Duration: 1 round per caster level; Saving Throw: See below

The caster's weapon is sharpened to a cruel edge by the means of this spell and the wounds it inflicts continue to bleed long after the injury is inflicted. Each time they successfully strike with a piercing or slashing weapon the wound continues to bleed at the rate of 1 hit point per round, until either the spell's duration ends, or the victim succeeds at a Fortitude save against a DC of 10 + one half the caster's level. Multiple strikes have a cumulative effect, with each requiring its own save to staunch. The application of any form of cure spell, the quaffing of a cure potion or the successful application of a Heal check (DC 10 + one half caster level), will immediately staunch all bleeding.

Material Components: A strip of bloody flesh, which must be sliced in half at the time of casting.

Uses Per Day:___

REALIGN THE HEAVENS

Necromancy [Evil, Fear, Mind-Affecting]; Level: Clr 9, Sor/ Wiz 9; Components: V, S, XP; Casting Time: 1 standard action; Range: See text; Target: See text; Duration: 1 minute/level; Saving Throw: Will partial, see text; Spell Resistance: Yes During the dark of night, by stretching your hands to the sky and releasing this powerful spell into the heavens, you tap into the plane of negative energy, releasing a vast cloud of death that grabs the stars and the moon and shifts their positions. All who look up into the heavens for the duration of this spell are immediately affected as if you had cast fear on them. Additionally, evil gains the upper hand for as long as this spell persists. All evil-aligned characters and creatures beneath the affected sky gain a +4 profame bonus to attack and damage rolls while all good aligned characters and creatures suffer a –6 penalty on all saves, attack and damage rolls.

Gold Cost: 5,000 GP.

Uses Per Day:____

REKINDLE

Evocation [Fire]; Level: Clr 3, Drd 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 Standard Action; Range: Close (25 ft. +5 ft. /level); Area: 10-ft. radius burst; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

With this spell, the caster can cause any flame or fire source that was actively burning during the previous round to reignite, possibly doing damage to those within the area in question. For small fires such as torches or smaller, this is normally harmless, unless the fire source is unattended and in a precarious situation (e.g. the residue of alchemist's fire on a creature, or a doused torch that is in contact with a pouch of blast powder).

For larger fires, such as those caused by a fireball, fire storm, or flame strike, which encompassed a larger area, this spell can be much more dangerous. In the latter case, those within the area of effect suffer 1d4 points of damage per caster level (*maximum 8d4*) as once-dead flames flare up again to inflict their damage before dying once more.

The flames created by the rekindle spell are magical but never divine even if they resulted from a previous divine fire-based spell such as a flame strike. This spell cannot be cast underwater or within a vacuum.

Material Components: A small piece of partially-burnt wood.

Uses Per Day:____

RENDING MIST

Necromancy; Level: Sor/Wiz 7; Components: V, S, M; Casting Time: 1 action; Range: Medium (100 ft. + 10 ft. / level); Effect: Cloud 30ft. wide and 20ft. high; Duration: 1 round / level; Saving Throw: None; Spell Resistance: No

A rending mist is a cloud of greenish-grey vapors with streaks of red. Any creature entering the mist suffers slashing attacks from bony blades concealed within the vapors. Any creature that performs all or part of an action, including movement, within the area of the cloud suffers one slashing attack per four levels of the caster. The attacks occur when the action begins, so they can interrupt the action (*such as by forcing a spellcaster to make a Concentration check*).

The blades attack with a bonus equal to double the caster level, although each subsequent attack on the same creature suffers a -5penalty. (For example, a 17th-level caster would create a rending mist that strikes four times, at +34 / +29 / +24 / +19.) Each hit inflicts 1d10 points of damage and is treated as a magic weapon for purposes of overcoming Damage Reduction.

The cloud is not dispersed by winds, but it is pushed in the direction of the wind at half speed. The mist inhibits healing, including any regeneration or fast healing effects, none of which function within the cloud. Any variable effect Conjuration (*Healing*) spells, such as Cure Moderate Wounds, that are cast within the cloud heal the minimum possible amount of damage.

Uses Per Day:____

REPAIR DEAD

Necromancy; Level: Clr 3, Sor/Wiz 4; Components: V, S; Casting Time: 1 action; Range: Touch; Targets: One or more skeletons, corpses, or zombies touched; Duration: Instantaneous; Saving Throw: Will negates (harmless, object); Spell Resistance: Yes (harmless, object)

With repair dead, the caster instantly repairs one animated skeleton or zombie per caster level, up to a maximum of 20. Animated skeletons and zombies are instantly repaired and restored to full hit points. Destroyed skeletons and zombies are not restored, only those that have been damaged but still 'alive'.

Uses Per Day:____

SECRET DESIRES

Divination; Level: Sor/Wiz 1; Components: V, M; Casting Time: 1 standard action; Range: Touch; Targets: One being touched; Duration: 1 round per level; Saving Throw: Will negates; Spell Resistance: Yes

With a touch and a few moments concentration this spell grants understanding of the victim's subconscious desires and fears. For the duration of the spell, the caster gains a +1 per caster level insight bonus to all Charisma based skill checks involving the victim. When the spell ends, the victim has no idea they have been manipulated in any fashion.

Material Components: A single page from a diary or journal. At the moment of casting, the page burns to ash.

Uses Per Day:____

SHADE STORM

Necromancy [Death, Evil]; Level: Sor/Wiz 8; Components: V, S, M; Casting Time: 1 action; Range: Medium (100 ft. + 10 ft/ level); Target: Cone; Duration: Instantaneous; Saving Throw: Fortitude half, Spell Resistance: No

When the caster invokes this spell, they instantly summon a horde of dozens of wrathful, screaming spirits; gray and incorporeal shades driven to slay the living. The necromancer shapes these spirits into a cone, which is then unleashed at their foes.

Every creature in the area of effect must make a Fortitude save or take 1d6 points of damage per caster level (maximum 10d6). Those who fail their Fortitude save must make an additional Will save or acquire 1d4 negative levels. A successful Will save completely negates this effect. This spell is effective against undead, who are vulnerable to the wrath of angry spirits.

Material Components: A black opal worth at least 100 gp.

Uses Per Day:_____

SLEEP, GREATER

Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 3, Sor/ Wiz 3; Components: V, S,M; Casting Time: Standard action; Range: Medium (100 fit. + 10 fit./level); Area: Several living creatures within a 15-ft.-radius burst; Duration: One minute/level; Saving Throw: Will negates; Spell Resistance: Yes

As sleep, except that you roll 4d6 to see how many Hit Dice of creatures are affected; no creature with more than 10 HD is affected.

Material Components: A pinch of dust

Uses Per Day:____

SLIME TOUCH

Conjuration (Creation); Level: Sor/Wiz 4; Components: V, S, F; Casting Time: I standard action; Range: Touch; Targets: Living creature or metal or wood object touched; Duration: Instantaneous; see text; Saving Throw: None; Spell Resistance: None A touch from your hand infects the target creature or object with green slime, doing 1d6 points of permanent Constitution damage to living creatures or any other beings with a Constitution score. It also does 2d6 points of damage against wood or metal, ignoring metal's hardness but not that of wood. It does not harm stone or any other material.

Unlike the green slime encountered in dungeons, the green slime from this spell does damage the moment it touches the creature or object. A creature that is reduced to 0 Constitution has become a puddle of green slime.

Getting rid of green slime is difficult. Direct exposure to sunlight kills it within one round (*although it still does 1d6 points of Constitution damage before it is burned away*), while a Remove Disease spell destroys it instantly. The only other remedy is to burn or freeze it; anything that deals cold or fire damage destroys the green slime (and will deal damage to the victim as well).

Focus: A bit of green slime in a stone or glass container.

Uses Per Day:____

SOUL BURST

Necromancy; Level: Sor/Wiz 4; Components: V, S,M; Casting Time: Standard action; Range: Medium (100 ft. +10 ft./level); Area: 20-ft.-radius burst; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes

You summon a burst of energy that harms all living creatures that have a soul. Thus, inanimate objects suffer no damage, but neither do undead, constructs, plants, or outsiders. Those hit by the spell sustain 1d6 points of damage per level (to a maximum of 15d6). Soul Burst is favored among necromancers who wish to damage their enemies but not their own undead guardians.

Material Components: A crushed feather

Uses Per Day:____

SOUL POISON

Necromancy; Level: Clr 4, Sor/Wiz 5; Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Living creature touched; Duration: Instantaneous; see text; Saving Throw: Will negates; see text; Spell Resistance: Yes

A caster infects his victim with a psychic poison which erodes their soul. In order to do this, the caster must touch their victim. The victim of the spell suffers 1d10 points of initial, temporary, Charisma damage, with another 1d10 points of Charisma damage occurring one minute later. Each instance of damage can be negated with a successful Will save (DC 10 + one half caster level + Charisma modifier).

Uses Per Day:___

SPECTRAL SYMBIOSIS

Necromancy; Level: Clr 6, Sor/Wiz 5; Components: V, S, DF/F; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 minute/level; Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

This spell binds a spiritual force to the targeted character or creature for the spell's duration, during which time the subject appears as a terrible, spirit-like version of himself (*though the subject does not become an incorporeal creature*). The targeted character or creature gains a +2 inherent bonus to any three abilities (*target's choice*) and possesses a fear aura that affects all characters and creatures that come within 30 ft. of the subject. Those that enter the fear aura's area of effect must make a successful Will save (*DC 10 plus the caster's level*) or be affected as though by the Fear spell from a sorcerer of the caster's level.

Focus: A handful of dirt from a grave.

Uses Per Day:____

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SPHERE OF DETERIORATION

Transmutation; Level: Sor/Wiz 9; Components: V, S,M; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Targets: All living creatures within range; Duration: 1 round/ level (D); Saving Throw: Fortitude negates (each round); Spell Resistance: Yes (each round)

This potent spell affects only living creatures, causing them to wither and crumble and eventually reducing them to dust. On the first round of the duration, all within the range (*except you*) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round.

Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if they had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, they suffer 5d6 points of damage. The spell's effect moves as you do, since it affects everyone in range of you.

SPHERE OF DETERIORATION

Transmutation; Level: Sor/Wiz 9; Components: V, S,M; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Targets: All living creatures within range; Duration: 1 round/ level (D); Saving Throw: Fortitude negates (each round); Spell Resistance: Yes (each round)

Material Components: A brass statuette of a living creature, worth 100 gp, and a handful of brass dust, worth 50 gp

Uses Per Day:____

Uses:				

SPIDER GORGE

Conjuration (Summoning): Level: Sor/Wiz 3; Components: S, M; Casting Time: I standard action; Range: 25 ft; Area of Effect: 5 ft, wide line; Duration: Instantaneous; see text; Saving Throw: Reflex half; see text; Spell Resistance: Yes

Distending the caster's jaw to an unnatural degree, they vomitsforth a stream of tiny spiders which engulf anyone unfortunate enough to be caught in its path, inflicting 1d4 points of damage per caster level (maximum 10d4). Those who succeed at a Reflex save suffer only half damage. Those who fail their initial save are nauseated for one round and must immediately succeed at a Fortitude save (at the same DC as their Reflex save) or suffer 1d4 points of temporary Constitution damage, as hundreds of spider bites take their toll.

The spiders disappear as quickly as they appeared, fading away into sparkling motes of greasy light within moments of striking their victims.

Material Components: A handful of live spiders, which must be devoured immediately after speaking the incantation.

Uses Per Day:_____

SPINE TENDRIL

Transmutation; Level: Sor/Wiz 5; Components: V, S; Casting Time: Standard action; Range: Personal; Target: You; Duration: 1 round/level

This gruesome spell causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon (*or limb-like tendril*) under your control. Each round, in addition to whatever actions you would normally make, the spine tendril can make either an 'unarmed' disarm or grapple attack with a reach of 10 ft., neither of which draws an attack of opportunity. It is treated as Medium-size and has an attack bonus of 10 + your caster level. Its Strength score is your Strength + 5. While grappling, once it achieves a hold, the spine tendril can inflict 1d6 points of damage plus its Strength modifier, if any.

Uses Per Day:____

SUNFIRE TOMB

Transmutation [Good]; Level: Clr 9, Drd 9; Components: V, S, DF; Casting Time: Standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: Instantaneous; Saving Throw: Will negates; Spell Resistance: Yes

You transfer a target into the sun, where they remain (with all of their equipment), held entombed in stasis, forever. For the subject, time ceases to flow and they grow no older. Their bodily functions virtually cease, and no force or effect can harm them. They are, however, painfully aware of the heat and light around them. Those sensations are all they experience while entombed in the sun. The subject remains there unless someone casts a Freedom spell in the locale where Sunfire Tomb was originally cast, whereupon the subject reappears in that locale. Magical search by scrying, a Locate Creature spell, or similar divination does not reveal the fact that a creature is entombed, but Discern Location does. A Wish or Miracle spell will not free the recipient but will reveal where they are entombed. The Sunfire Tomb spell functions only if the target's name and some facts about his life are known. This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

Uses Per Day:____

TARGET INFIDEL

Divination; Level: Pdn 2; Components: V, S; Casting Time: 1 standard action; Range: Long (400 ft. + 100 ft. per level); Target: one creature; Duration: Special; Saving Throw: No; Spell Resistance: No

Using this spell, the paladin can target the greatest evil in the middle of battle. The greatest evil is defined as the most powerful evil creature in the radius of the spell or the creature that is directly responsible for directing the most powerful creature in the radius of the spell. Nothing can hide the target from the paladin. When the spell is cast, they will know exactly where the target is, who they are and how they are moving. The spell ends when the paladin makes eye contact with the target. The paladin cannot cast this spell again until the first one ends, the target is slain or the paladin dies.

Uses Per Day:____

TELEPORT BLOCK

Abjuration; Level: Sor/Wiz 5; Components: V, S,M; Casting Time: Full round; Range: 0 ft.; Area: Three 10-ft. cubes/ level; Duration: One hour/level; Saving Throw: None; Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Components: 10 gp worth of gold dust

Uses Per Day:_____

TELEPORT COORDINATES TRANSFER

Divination; Level: Clr 4, Sor/Wiz 4; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./hvo levels); Target: One creature; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if they are personally familiar with the location. Alternatively, if you learn of a location through a spell like Discern Location, Teleport Tracer, or Legend Lore, you can use this spell to teleport there as if you were very familiar with the location. In no way does this spell provide the actual means of teleportation. You must provide your own means of teleportation.

Uses Per Day:

TELEPORT REDIRECT

Evocation [Teleportation]: Level: Sor/Wiz 5: Components: V. S: Casting Time: Standard action; Range: Close (25 ft. + 5 ft./two levels): Area: 20-ft.-diameter sphere: Duration: One hour/level: Saving Throw: None; Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, or if the area of the spell is the target of a teleportation spell. the destination of the Teleport spell is redirected to a location you chose when you cast Teleport Redirect.

Uses Per Day:

TENDRILS OF ETERNAL NIGHT

Conjuration (Summoning) [Evil]; Level: Sor/Wiz 9; Components: V, S. M; Casting Time: 1 Full round; Range: Medium (100 Ft. + 10 ft./level); Area: 10-ft. diameter; Oration: 1 round/level; Saving Throw: See text; Spell Resistance: Yes

Tendrils of Eternal Night creates a portal in the ground or floor with a 10-ft, diameter. Anyone standing in this area must make a Reflex save or fall in and immediately suffer the effects outlined below. Four shadow tentacles spring out from the portal and attempt to grapple the caster's enemies and drag them through the portal. Each tentacle is 30 ft. long (*huge*) and saves as the caster. It has AC 22, 2 hit points/per caster level, an attack bonus of +1 per caster level, and a Strength score of 23 (+6 bonus).

Each round that a tentacle is not grappling someone it will try to do so and attempt to drag the victim through the portal. Once someone has been dragged into the portal, a tentacle wilt hold the victim there until they are dead or the spell has ended. These are normal grapple attacks, save that they do not allow attacks of opportunity from opponents. They cause 1d6+6 points of damage per round that the grapple is maintained. Once grappled, a target will be drawn toward the portal at the rate of 10 ft. per round. The target may attempt to break the grapple in the normal fashion.

Anyone dragged into the portal must make a Fortitude save each round or gain two negative levels.

The portal closes when the spell's duration expires or when all four tentacles are destroyed. When the portal closes, anyone trapped in the pit is considered slain unless they can cast plane shift or similar planar travel spells. If this is not done, such victims may only be brought back through the use of a wish or similar spell.

TENDRILS OF ETERNAL NIGHT

Conjuration (Summoning) [Evil]: Level: Sor/Wiz 9; Components: V, S. M; Casting Time: 1 Full round; Range: Medium (100 Ft. + 10, ft/vev); Area: 10-ft. diameter; Oration: 1 round/level; Saving Throw: See text; Spell Resistance: Yes

Material Components: A black pearl worth at least 500 gp

Uses Per Day:_____

THORN BONES

Necromancy; Level: Drd 4, Sor/Wis 5; Components: V, S, M; Casting Time: I standard action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: Instantaneous and l/round level; Saving Throw: Fortitude partial; Spell Resistance: Yes

This spell causes the bones within a creature's body to sprout through its flesh, inflicting 1d6 points of damage per two caster levels (to a maximum of 10d6 damage). In addition to the damage caused, creatures that fail their Fortitude saves are hampered by the bone growths in terms of their mobility. Those affected suffer a -2 circumstance penalty to all Strength and Dexterity-related skills and checks, and lose 10 ft. of base movement. The penalties last for 1 round per caster level.

Creatures immune to critical hits are immune to this spell, with the exception of skeletons. If cast on a skeletal creature, the spell adds +1 to its AC, temporary hit points equal to the amount of damage that the spell would have dealt, and allows the creature to deal an extra point of damage with its natural weapon attacks. The temporary hit points and other benefits last for 1 round per caster level.

Material Components: A handful of thorns and a piece of bone.

Uses Per Day:____

TOUCH OF MADNESS

Necromancy; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 action; Range: Touch; Target: One creature touched; Duration: Instantaneous; Saving Throw: Will negates; Spell Resistance: Yes

The caster must make a successful melee touch attack against the intended victim. If the touch attack is successful, the target is allowed a Will save to avoid all negative effects. A failed Will save results in 3 points of permanent Wisdom damage per 4 caster levels. The caster can intentionally lessen the damage dealt but must declare his intention to do so before damage is rolled. Damage dealt to the mind by Touch of Madness can be healed by normal means (*i.e., Restoration, Wish, Miracle, etc.*), although if the damage is not healed within 24 hours of the infliction it is permanent and incurable.

Material Components: A bit of bone from a dead man's skull and a live maggot.

Uses Per Day:___

TRANSMUTE BLOOD TO DUST

Necromancy; Level: Sor/Wiz 8; Components: V, S; Casting Time: 1 round; Range: Touch; Target: Two creatures touched; Duration: Instantaneous;Saving Throw: Fortitude partial; Spell Resistance: Yes

A natural extension of the Boiling Blood spell, this more refined variant erases both the gore and time required for the previous version. You may alter the molecular structure of your victim's blood, causing it to become a fine red powder akin to dust.

Any creature that fails its Fortitude save is killed instantly, as all of his blood literally crumbles in his veins. A creature that makes a successful Fortitude save (DC 20) is only partially affected. They take 5d8 points of damage and 2 points of temporary Str, Dex, and Con damage. The temporary ability damage returns at the rate of 1 point of each per day.

Uses Per Day:
TRANSFORM DEAD

Necromancy [Evil]; Level: Sor/Wiz 6; Components: V, S, M; Casting Time: Whole round; Range: Touch; Target: One zombie; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

The caster touches a single zombie, which must then attempt a Fortitude save to avoid the spell's effects. If the zombie fails its saving throw, it becomes a ghoul.

Controlled zombies transformed by this spell remain under their controller's command and still count against controlled undead HD limits, as do spawn created by the controlled ghouls.

Material Components: A bone from a ghoul and a black onyx gem worth at least 100 gp,

Uses Per Day:_____

Uses:

TWINGE

Necromancy; Level: Sor/Wiz 0; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

You point your finger at a target of up to large size and afflict it with a surprising jolt of pain, causing the target to drop anything it holds in its hands unless it succeeds at a Fortitude save. The pain is instantaneous and has no further effect beyond startling the target. Animals, such as horses, targeted by still spell may bolt or rear if they fail their saving throw.

Uses Per Day:____

UNDEAD CREW

Necromancy; Level: Brd 5, Sor/Wiz 6; Components: V, S, M; Casting Time: 10 minutes; Range: Close (25 fr. + 5 fr./2 levels); Target: One ship; Duration: 1 hour/level. Concentration discharge (D); Saving Throw: None; Spell Resistance: No

This spell summons a crew of undead servitors to sail or row a ship for the caster. These undead will automatically know how to crew the ship as long as the caster maintains concentration. If concentration is broken, the undead simply fail to do anything until the caster resumes concentrating on directing their actions. A bard who casts this spell must direct the crew though encouraging singing of sea songs. Up to 5 undead crew men may be summoned per caster level. These crewmen are treated as Medium-sized skeletons with the additional ability of Profession (*sailor*) +5. These crewmen will not fight or otherwise engage an enemy in combat, though they can and will operate ballistae or catapults, firing such machinery as Ist-level warriors.

Material Components: The bones or remains of at least 5 drowned men.

Uses Per Day:_____

UNENDING PAIN

Necromancy [Chaotic, Mind-Affecting]; Level: Clr 9, Sor/Wiz 9; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft. / 2 levels); Target: One creature/level, no two of which can be more than 30 ft. apart.; Duration: Permanent; Saving Throw: Will negates; Spell Resistance: Yes

This spell fills those who fail their Will save with excruciating waves of pain. It becomes difficult to concentrate on combat, casting spells, or even communicating. The pain imposes a 2 penalty to all attack rolls, damage rolls, skill checks, saving throws and ability checks. Those who are suffering the pain must succeed on a DC 20 + spell level concentration check to cast spells or manifest powers.

This effect can be removed by using Break Enchantment, Greater Restoration, Limited Wish, Wish or Miracle. Additionally, any other 7th level or higher spell that restores the mind can be used to also fix this problem, including heightened heal spells.

Uses Per Day:_

VACATE BOWELS

Necromancy; Level: Brd 1, Sor/Wiz 1; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 round; Saving Throw: Fortitude negates; Spell Resistance: Yes

The target creature's bowels completely evacuate, with disgusting results. If it fails its Fortitude saving throw. So violent is this action that the creature is immediately stunned (*drops everything held*, *can't take actions, takes a -2 penalty to AC, and loses Dexterity bonus to AC*) until the caster's turn next round.

Uses Per Day:____

VAMPIRIC WEAPON

Necromancy; Level: Sor/Wiz 3; Components: V, S, F; Casting Time: 1 action; Range: Touch; Target: One touched weapon; Duration: 1 round/level; Saving Throw: None; Spell Resistance: Yes

The caster touches a weapon white casting the spell. Half the damage inflicted by the touched weapon against a living opponent is then gained as temporary hit points by the wielder. These temporary hit points disappear 1 hour after being gained.

Focus: The weapon.

Uses Per Day:___

Uses:								
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VILE STENCH

Conjuration (Creation); Level: Sor/Wiz 1; Components: V, S, F; Casting Time: 1 standard action; Range: Touch; Target: Creature or object touched; Duration: 1 hour/level (D); Saving Throw: Fortitude negates; Spell Resistance: No

The recipient is enshrouded in an awful smell, reminiscent of the foulest sewers. The smell radiates outward to a 10-ft. radius and any living creature (*except the recipient*) that enters the area of effect must succeed at a Fortitude saving throw or become Sickened (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for as long as they remain within the area of effect and for one round thereafter.

Focus: A small bit of garbage.

Uses Per Day:____

VIOLENT RETCHING

Necromancy; Level: Brd 2, Sor/Wiz 2; Components: V, S; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Target: One living creature; Duration: 1 round/level; see text; Saving Throw: Fortitude negates; Spell Resistance: Yes

A target failing its Fortitude saving throw empties its stomach, vomiting and dry heaving forcefully; consider the target nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only action is a single move action per turn) for the duration of the spell. A creature succeeding at its Fortitude save is merely sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 round as it fights back the urge to retch.

Uses Per Day:

VIRULENCE

Necromancy; Level: Clr 7, Drd 7, Sor/Wiz 6; Components: V. S; Casting Time: 1 action; Range: Touch; Target: Living creature touched; Duration: Instantaneous; Saving Throw: Fortitude negates; Spell Resistance: Yes

The subject contracts 1d3 diseases, which strike immediately with no incubation period. The caster infects the subject with any disease allowed by the GM, though a Fortitude save is allowed for each. For the next day, if uncured, all living creatures that come within 20 ft. must save against each disease the subject carries. The individual disease, not the spell, applies its effects to those failing their saves in this case. In order to rid the victim of this curse, each disease must be individually cured by magical means.

Uses Per Day:____

WALL OF SPIDERS

Conjuration (Creation); Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 fr. + 10 ft./level); Effect: Wall of spiders whose area is up to one 5 ft. cube/level, see text; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: No

The caster causes a writhing mass of tiny poisonous spiders to appear, which instantaneously coalesce into the shape of an impenetrable wall. This wall can be used to close a passage, to channel opponents or protect from the elements. The wall cannot, however, be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, a wall of spiders can be formed into almost any shape desired. It need not be vertical, nor must it rest upon a firm foundation, it can even be laid horizontally. A wall of spiders is pliant and moves at a touch, but is firm enough to walk upon, should someone desire to do so.

Any creature which touches the wall suffers 25 – AC points of damage. Dexterity and dodge bonuses to Armor Class do not count for this calculation. Creatures with an Armor Class of 25 or higher, without considering Dexterity or dodge bonuses, suffer no damage. In addition, the virulent contact poison which covers the wall and fills the fangs of the spiders which make it up is deadly in the extreme. Those who touch the wall must attempt a Fortitude save to avoid suffering 1d6 points of initial and secondary Constitution damage. Those who are immune to poison need not attempt to save.

Living beings can attempt to force themselves through a wall of spiders, but they suffer a -2 circumstance to their saves to resist the wall's poison when doing so. To push through the wall, the being

WALL OF SPIDERS

Conjuration (Creation); Level: Sor/Wiz 6; Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Effect: Wall of spiders whose area is up to one 5 ft. cube/level, see text; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: No

must attempt a Strength check as a full round action. The DC of the check is 20 and a successful check allows the being to move 5 ft. For every full 5 points by which the check succeeds the being can move an additional 5 ft.

A creature trapped in the wall can choose to remain absolutely still and does not suffer damage, and need not attempt to save versus poison, when doing so. It is not possible to simply breach a section of wall with a Strength check, as the wall is simply too pliable.

Like any other wall, a wall of spiders can be destroyed by means of a Disintegrate spell or by attacking the wall with weapons. Each 5 ft. section of wall has 50 hit points and a hardness of 5. Though the wall of spiders is entirely composed of spiders, it cannot be destroyed or controlled by spells which affect vermin, nor is it subject to the effects of spells like Harm. The spiders which make up the wall are entirely magical in nature and are not living in any real sense.

Material Components: A petrified spider's egg sack.

Uses Per Day:____

WASTING TOUCH

Necromancy [Evil]; Level: Clr 4; Components: V, S, DF; Casting Time: I standard action; Range: Touch; Target: Living creature touched; Duration: Instantaneous;Saving Throw: Fortitude negates; see text; Spell Resistance: Yes

Your touch inflicts the target with a horrible, supernatural wasting disease. The saving throw against this disease is the same as for a normal spell (10 + spell level + Wis modifier). The disease has an incubation period of 1 minute and causes 1d6 points of Con and 1d6 points of Str damage. Because it is a supernatural disease, once a target is infected with Wasting Touch the disease continues to afflict the victim until the victim reaches Constitution 0 (and dies). Attempts to cast any conjuration (healing) spell (including all manner of cure spells) on a creature afflicted with Wasting Touch must succeed on a caster level check. The DC for this check is 10 + the caster level of the caster that afflicted the creature (*i.e.* if an 11th level cleric casts Wasting Touch, then the DC is 21).

Uses Per Day:____

WEB SPLAT

Conjuration (Creation); Level: Sor/Wiz 0; Components: V, S; Casting Time: Standard action; Range: Close (25 fi. + 5 fi./two levels); Area: 3 inches by 3 inches; Duration: 1 round/level or until destroyed; Saving Throw: Reflex negates; Spell Resistance: Yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, to stick an object to the floor, to attempt to stick a creature's foot to the floor or its hand to an object. You can even attempt to put the webbing over the creature's eyes to partially blind it (*everything has 50% concealment to the creature*). The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check (*DC 10*) to tear the webs away. Likewise, if you web together two objects, a creature can tear them apart with a Strength check (*DC 10*), using a standard action. The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration. The web splat can be destroyed in 1 round by fire.

Uses Per Day:__

Uses:

WEB STRAND

Conjuration (Creation); Level: Sor/Wiz 1; Components: V, S; Casting Time: Standard action; Range: Close (25 ft. + 5 ft./wo levels); Area: A 1-inch-thick strand that measures 25 ft, + 5 ft./ two levels long; Duration: 1 round/level; Saving Throw: Reflex negates; Spell Resistance: Yes

You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (*DC* 15) to tear the strand away. The web strand can support about 200 lbs. If you use it as rope (*tying it to something rather than relying on the adhesive*) it proves about twice as strong as a normal rope. The web strand can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

Uses Per Day:

WEB WHIP

Conjuration (Creation); Level: Sor/Wiz 1; Components: V, S, M; Casting Time: 1 standard action; Effect: Creates a whip from strands of webbing; Duration: 1 round/2 levels; Saving Throw: None; Spell Resistance: No

When this spell is cast, a thick length of woven spider's webbing appears from the caster's palm. This strand of webbing is thick, strong and flexible enough to function as a very effective whip. The caster wields this whip as though they possessed the Exotic Weapon Proficiency (*whip*) Feat. The whip deals normal damage and can be used normally against beings with an armor bonus of +1 or lower, or a natural armor bonus of +3 or lower, but is otherwise identical in function to a normal whip.

Should the caster wish, they can use the natural stickiness of the whip to ensnare objects, tearing them from their victim's grasp. The caster can attempt a disarm attack and does not provoke an attack of opportunity when doing so. For the purposes of the disarm check, the caster is considered to be wielding a two-handed weapon. If the check is failed, the caster can immediately end the spell, so as to avoid a retaliatory disarm attempt.

Material Components: A strand of spider's web woven into rope.

Uses Per Day:____

Uses:

WRAITHTOUCH

Necromancy; Level: Sor/Wiz 3; Components: V, S; Casting Time: 1 round; Range: Touch; Target: One living creature; Duration: Instantaneous; Saving Throw: Fortitude half; Spell Resistance: Yes

When this spell is cast, crackling necromantic energy wreathes the caster's hand. A successful touch attack deals 1d6+1 (maximum ld6 + 6) points of Constitution damage for every two levels of the necromancer's experience. A target's successful Fortitude save halves the damage. A target whose Constitution score is reduced to 0 by this spell is so overwhelmed by necromantic energies, they fall unconscious (*instead of dying, as normal*) until they regain at least one point of Constitution. Wraithtouch has no effect on undead, constructs and other, similar beings.

Uses Per Day:_____

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